

# **PATHFINDER**<sup>®</sup>

## **PLAYER COMPANION**<sup>™</sup>



# **Blood of Fiends**

# Tiefling Racial Traits

**+2 Dexterity, +2 Intelligence, -2 Charisma:** Tieflings are quick in body and mind, but are inherently strange and unnerving.

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**Native Outsider:** Tieflings are outsiders with the native subtype.

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**Medium:** Tieflings are Medium creatures and receive no bonuses or penalties due to their size.

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**Normal Speed:** Tieflings have a base speed of 30 feet.

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**Darkvision:** Tieflings see in the dark for up to 60 feet.

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**Skilled:** Tieflings gain a +2 racial bonus on Bluff and Stealth checks.

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**Spell-Like Ability:** Tieflings can use *darkness* once per day as a spell-like ability. The caster level for this ability equals the tiefling's class level.

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**Fiendish Resistance:** Tieflings have cold resistance 5, electricity resistance 5, and fire resistance 5.

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**Fiendish Sorcery:** Tiefling sorcerers with the Abyssal or Infernal bloodlines treat their Charisma scores as 2 points higher for all sorcerer class abilities.

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

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**Favored Deities:** Asmodeus, Lamashtu, Norgorber, Pharasma, Rovagug, Urgathoa, and Zon-Kuthon, as well as archdevils, demon lords, and the Horsemen

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**Favored Regions:** Absalom, Cheliax, Jalmeray, Nidal, Thuvia, Tian Xia, Vudra, and the Worldwound

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**Female Names:** Allizsah, Indranna, Kasidra, Kilarra, Mellisan, Mordren, Nisha, Yisivian

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**Male Names:** Dellisar, Eyndameon, Helkrix, Maldrek, Sarvin, Shoremoth, Temerith, Voren, Zoren

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# Blood of Fiends

This Pathfinder Player Companion book works best with the *Pathfinder Roleplaying Game Core Rulebook*. Although suitable for play in any fantasy world, it is optimized for the Pathfinder campaign setting.

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## Blood of Fiends

**B**y the Pit, I can think of no lower sentient creature! They may have the blood of fiends running in their veins, yes—but what kind of fiends, and how many? Most are vermin, a mishmash of the dregs of the evil Outer Planes. Some may carry the proud blood of Hell, but the rest are nothing but scum. Dangerous lowlifes, inveterate cheaters, predatory grifters always looking for their next—what? Who told you... well, never mind. I suppose it must be admitted that they're also thrilling lovers. The taste of transgression alone nearly makes their company bearable.”

—Jilia Bainulus, mayor of Kintargo

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**D**f all the civilized humanoids who walk Golarion's byways, tieflings may be the most misunderstood and maligned, for they wear a visible mark of their fiendish ancestry. That they possess fiendish blood is undeniable, though it might be just a few drops diluted over many generations, manifesting in an unfortunate creature centuries after the original pollution. Sadly, many tieflings choose to heed the dark lure of their ancestry, and it's their indiscretion that ultimately dooms the rest. Even in societies that pride themselves on judging others by act and deed, tieflings walk under a cloud of suspicion and superstition.

Shunned and scorned in most cultures, most tiefling children can at best hope that their parents and neighbors will recognize and respect them for the power and potential they represent. At worst, they can expect a life of slavery and abuse, followed by an early and painful death. Tieflings who survive into adulthood are almost uniformly careful, wary, and dangerous. This is true even for those who have taken the path of goodness, as they know many see their very existence as a stain on the mortal world.

## Origins and Birth

Mortals have long held a fascination for outsiders. Likewise, mortals often seek a greater understanding of the majesty, glory, and power of creatures that arise beyond ordinary comprehension. Such mutual fascination occasionally leads to intimacy, and this is particularly true of the evil outsider races collectively called fiends. Asuras, daemons, demodands, demons, devils, divs, kytons, oni, qliphoth, and rakshasas all find special joy in delivering their half-breed burdens to the Material Plane, for those with the blood of fiends frequently sink under its corruption and deliver untold misery to their fellow mortals. Sometimes such an evil outsider might come to a mortal in disguise, deceiving him for the express purpose of generating heirs of mixed blood—a long game of plots, betrayals, and strategy, or perhaps a simple moment of self-gratification. In other cases, mortals specifically seek to bear fiendish children, using themselves as payment for services rendered, or hoping that the blood of outsiders will make their progeny more formidable.

Children born of these unions carry the blood of fiends in their veins, and are irredeemably marked. This first generation consists of true half-fiends—half mortal, half outsider—while their own children may be fiendish-looking tieflings or appear totally normal. Regardless, these latter generations carry an invisible power within their veins. This outsider blood is more than a transport fluid; it contains *ideas* and *concepts*, the very evil nature that defines fiendish outsiders. Translated into mortal

form, the blood might manifest visibly as hooves, horns, an uncanny hue to the skin, or any number of other unnerving variations. Sometimes this blood lies dormant for generations or displays its presence in subtle ways that only hint at its power.

Do tieflings become evil because of their blood, or do they turn to evil because those around them expect it? Is evil in their nature, or do the prejudices of fellow mortals force tieflings into such inhuman lives that they cannot help but turn to depravity in order for them to survive? The questions are eternal and largely academic, for most tieflings—though not all—indeed choose the path of darkness.

While half-fiends are the direct result of a human-fiend union, and thus frequently expected, tiefling traits can lie dormant in the blood for generations, resulting in great shock (and frequent accusations) when “normal” parents give birth to a tiefling. Those mothers who survive the often excruciating pregnancy and birth soon discover their greatest labor lies in raising these strange children. In some instances, however, the baby kills its mother as part of the birth process, destroying her internal organs as it exits, marking its entrance into the world with a tragedy and forever destroying its family through no conscious fault of its own.

## Tiefling Physiology

Most tiefling babies are born with a sign of their future imprinted on their skin—nubs of horns, spines on their arms, claws, a barbed tail—but some do not manifest any mark of the planes until they reach their teen years and begin to mature. The process is different for each of them. Some grow painlessly into their adult forms, while others suffer agony as their bodies transform in unnatural ways. Tieflings' appearances may have common themes depending on their parentage—tieflings spawned by Hell differ from tieflings of the Abyss, who differ from tieflings of Abaddon, and so on—but no two look precisely the same. Their heritages express themselves in a seemingly infinite variety, and not always in direct proportion to the amount of tiefling blood in their veins. Because tieflings must often turn to each other for solace in the face of the world's hatred, bloodlines from different fiend types frequently mingle and produce offspring whose traits seemingly share nothing in common.

One of the curses (or blessings, depending on one's viewpoint) of tiefling physiology is that even nature itself seems to recognize the wrongness of their creation. The strange and anomalous ways in which a tiefling's taint influences his growth puts massive stress on his growing body, and even those tieflings spawned from dwarves and elves often have only human-length lifespans, with most meeting violent ends long before their allotted time is up.

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### NON-HUMAN TIEFLINGS

The creatures of the depths of the Outer Planes do not limit their foul miscegenation to humanity. Elves, dwarves, halflings, and gnomes all have tales of tieflings in their histories, and those who appear among them now often suffer even greater stigma than those born to humans.

Other humanoid races see tieflings in their midst as well. Many of the monstrous races of the world have demonic origins—most notably gnolls, who still thank the Mother of Monsters for their birth. Ogres, orcs, half-orcs, goblins, and other creatures that call upon the powers of the evil Outer Planes are equally likely to see tieflings living among them, but unless a given race holds to a code of racial purity, tieflings are far less likely to be shunned by such populations.

It should be noted that while any monster or animal that breeds with a fiend may give birth to half-fiend offspring, only humanoids may give birth to tieflings. Thus, while it's possible to encounter a half-fiend dragon, bear, or otyugh, any children of such creatures would be either half-fiends or normal members of their race. (And just as often, these less conventional half-fiends are simply sterile.) When discussing half-fiends and tieflings, it's important to distinguish them from both true fiends (devils, demons, etc.) and simple fiendish creatures (creatures with the fiendish template, which are themselves denizens of the evil Outer Planes but similar in many ways to their Material Plane counterparts).

In game terms, the difference between non-human tieflings and human tieflings is purely a matter of size. Unless they have specific tiefling-related size modifiers, the tieflings of each of these races are the same size as their non-fiendish ancestors. They gain any of the bonuses or penalties related to that size, but gain no racial bonuses except those of the tiefling; beyond size, their humanoid ancestry is purely cosmetic.

Tieflings are generally far more agile and dexterous than their fellow mortals, exhibiting uncanny speed and grace from birth that makes their movement resemble the flowing of oil. An average tiefling is also more intelligent than a given human, with a knack for quickly grasping complicated issues and concepts. However, something about every tiefling is just slightly off-kilter; most lack empathy and the ability to make simple personal connections, and they frequently drive away even those who should be disposed to care about them. Those few who manage to master such social skills often find themselves saddled with some other sort of disfigurement that prejudices others before they even open their mouths.

Tieflings are born knowing either Infernal or Abyssal as a language, usually depending on their heritage. The

language appears to be written into the fibers of their being, and though they may not recognize that they speak and understand the tongue, exposure to it reveals the knowledge of the words in their hearts. They respond instinctively to the words, and though they might not be able to read the symbols, they feel the truth of them.

Nearly all tieflings have a resistance against certain elements: fire, cold, and electricity have noticeably less effect on most tieflings, reflecting bodies partially built to withstand the rigors of the Outer Planes. This stands them in good stead in the early stages of their lives, should those who would do them harm attempt to kill them by means of flame or exposure. Certainly, adult tieflings have been known to flaunt these strengths in order to intimidate their foes, and this unflappable endurance is part of what leads so many of them to rough-and-tumble lifestyles.

Tiefling senses are exceptional. In addition to their ability to see in the dark, their other senses are slightly keener than any human's, often providing them the slight edge they need in order to move first in a skirmish. While most have the same aesthetics as the society of their birth when it comes to food, drink, music, and other such sensory pleasures, a rare few seem to be cursed with inherited tastes closer to those of their fiendish parents. These latter may find their senses seemingly reversed, so that corpses and rot make their mouths water, while flowers stink of the midden.

### Tieflings in Society

The lot of a tiefling is that of a creature destined for loneliness. Most in polite society shun these creatures—calling them “hellspawn,” “devilblooded,” and worse—and expect them to be agents of wickedness and depravity. The nature of a fiend is to incite evil, after all, and even in places where evil is celebrated, the unpredictability of mortal blood mixed with that of the eternal is such that these unfortunates are usually treated as bitter curiosities or slaves. Only in the most tolerant of societies do tieflings walk openly, and even there they must take special care to maintain their personal and professional dignity; one slip is often enough to destroy the delicate veneer of acceptance.

In some places, especially cosmopolitan cities, tieflings are regarded as dangerous and exotic, and willingly associating with one is a way to prove one's open-mindedness and daring. Fads come and go in which decadent men and women take and flaunt tiefling lovers, yet just as quickly as it begins, the cycle turns and the tiefling trophies return to the slums and ghettos.

Where vice reigns, where corruption holds sway and life is cheap, where the denizens judge a man not by his skin but by the contents of his purse or the strength in

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his arm—it is in these places where tieflings are free at last to reveal themselves and to revel in the truth of their character. Seedy taverns and brothels, thieves' guilds, assassins' dens, and all the other places that encourage the worst elements in the mortal soul welcome tieflings. Yet even in these places, members of “normal” races may still look down on their fiend-blooded companions, happy to have someone they can feel superior to. So it is that many tieflings discover themselves living in tenements with names like Devil's Row or Demonstooth, where they can expect to rise no higher but must always watch their feet for fear of falling lower.

Despite all the prejudice leveled against them, some tieflings still manage to make decent lives for themselves. This is particularly true of those whose physical differences are easily concealable, or those with the magical skill to disguise themselves that way—these individuals may “pass” their entire lives without anyone realizing their secret, and thus live normally for their society.

Yet even those tieflings whose heritages is obvious have options. Some might find work as bodyguards, enforcers, or investigators for patrons who need to put a scare into their enemies. Others might turn to magic, gaining such power that no one dare cast aspersions on them, and associating with those who value skill and knowledge above all else. Those who are artists, entertainers, or artisans who do not require society's approval may also thrive, usually seeking out a counterculture that challenges the conventions of their host society.

Tieflings with a talent for adventuring can make a comfortable living, and may even receive tangible rewards from their chosen communities, though once they hang up their swords or wands and prepare to retire, they often find the old suspicions come creeping back. No matter their accomplishments, tieflings always carry the taint of their ancestries. Small wonder that even the most accepting neighbors constantly watch them for signs that the tieflings might lapse into their “base nature.”

If a tiefling wishes to become a merchant in humanoid society and deal in a respectable business rather than vice or slavery, she must generally deal through partners and fronts. Though many human merchants practically embody the word “greed” and would gladly sell a sinking ship to an unwary buyer, they may use the tiefling's status as a chance to profit at her expense, knowing she may have trouble finding other business partners.

Sometimes, albeit rarely, the fairy-tale dream comes true, and a tiefling finds true acceptance in a humanoid society. With a group of close friends—people who have learned to trust and accept her, rather than judging her for her birth—she can rise above the destiny others would write for her and pursue her own. Though she

might never be accepted by a broad swath of her culture, she can at least rest secure in the knowledge that she has found understanding, peace, and even love.

## Tiefling Society

It can hardly be said that tieflings have a distinct and organized society. Their communities, where they form, are often small pockets cut off from each other, connected only by the many tieflings who roam from place to place, either fleeing just ahead of angry mobs or ever seeking a home where they might at last be accepted. Many congregate in larger cities, sinking to obscurity in the slums or marginalized subcultures, usually of the more chaotic or criminal sort. Occasionally a small group may leave the city, hoping to start a new enclave off in the wilderness where its members can live in fellowship, yet these pioneer villages inevitably draw trouble from their “normal” neighbors.

Tieflings usually seek partnership with others from similar backgrounds, building families either with other tieflings or—less often—with half-orcs or other humanoids who have been marginalized by mainstream



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## RETURNING TO THE FOLD

For all the talk of tieflings' inevitable fiendish trajectory, few ever ask an obvious question: How many tieflings return to the embrace of their forebears, living out their mortal existences and then spending their afterlives in one of the evil Outer Planes? The answer is perhaps surprising. Because they are mortals, tieflings are possessed of souls, and while these souls might be tainted by infernal evil, they retain the free will accorded to all souls. Thus, despite what members of certain faiths might preach, tieflings are judged by Pharasma according to their merits and beliefs, and tiefling souls have been sent to every plane—even Heaven.

Though some fiends may take particular notice of tieflings—and indeed, some breed with humans specifically to create an army of children to help carry out their evil plans—most fiends care little for their descendants, and rarely go out of their way to help them. What's more, most fiends don't get along, and a tiefling with devil blood may be even more repellent to a demon than a normal human. Many tieflings go their entire lives without ever knowing which type of fiend spawned them—let alone which individual—and those who do are likely to view their forebears with great disgust and anger, as it's through their actions that the tiefling has been saddled with such prejudice and hardship.

Still, many tieflings do choose the path of evil, and a few even go through the trouble of tracking down their fiendish ancestry and appealing to the creatures—individually or as a race—who spawned them, seeking to turn their dark heritage to their advantage. Like other mortals, these tieflings must work great evil and craft pacts with fiends to earn even the barest notice of the fallen ones, and the favors of those outsiders they contact never come cheap. As hard as it is for some tieflings to believe, their blood does not promise them any special place in the hereafter, and their fiendish progenitors often think as little of them as their mortal ones.

society. The courting rituals of tieflings vary from place to place as much as those of any other race; the tieflings of Absalom have recently begun holding elaborate wedding ceremonies in public, as if to prove that they live normal lives and have nothing to fear from the judgment of others, while courtships in Chelixa are quite the reverse, usually being private and passionate affairs. Wherever tiefling societies gather, they build their own rituals, and newcomers to these places learn quickly what they must do in order to fit in. Many other humanoids believe that tieflings are innately incapable of love and long-term committed relationships, yet this is an unfair characterization—certainly, demon-blooded tieflings

may have a chaotic streak, but devils are nothing if not lawful, and their progeny often reflect that trait.

Tieflings are fecund, and their unions frequently produce children. Two tieflings are quite likely to produce tiefling children, though this is not always the case—fiendish blood works in mysterious ways, and few creatures are more conflicted and confused than a seemingly normal child born into a tiefling enclave. While some tieflings make fine parents, the circumstances of their station (and some would say their very natures) often make children a burden, and it's a sad fact that many tiefling children are abandoned in alleyways, sold to slavers, dropped off at orphanages or churches, or inducted into pickpocket gangs and workhouses. This is especially true of those tieflings birthed by “normal” mothers, who often seek to hide their perceived shame by any means necessary.

Within tiefling communities, members generally conduct themselves according to the normal customs of the surrounding society, with the caveat that they need not hide their natures or assume the servile poses often forced on them by prejudice or outright slavery. Their communities tend to be wary, insular, and often threatening toward outsiders—thus giving general society even more reason to fear and despise them—yet this may not always indicate evil natures so much as a need for protection. Communities may also use tongues like Infernal and Abyssal among themselves to further reaffirm their connections and prevent eavesdropping, and the symbols of this language can often be found scratched discreetly onto walls in areas where tieflings are especially unpopular, helping others of their kind find safe houses and acceptance, or avoid particularly dangerous neighborhoods. Contrary to popular belief, tiefling children play much as others do, lovers fight and make up, the religious pray, and workers work (though thieves also steal). Though their fiendish blood may twist them to nefarious ends more often than others, this handicap doesn't need to define their lives, and it's perhaps fear of this very realization that leads so many people to keep tieflings conveniently at arm's length.

Some tieflings actively refuse to accept the stereotypes society thrusts upon them, and even begin movements designed to change their traditional marginalization, either through propaganda or fists. When they see slavers revered, gladiators honored, and soldiers responsible for slaughters of the innocent paraded, they ask how they could be worse simply by virtue of their birth. Some fight this prejudice through attempting to live exemplary lives, placing themselves above all suspicion—yet more seek simply to improve their personal power and wealth, making it too dangerous for others to ridicule them.

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Naturally, any such movement is bound to attract its share of extremists and power-hungry opportunists. Likewise, false-flag operatives and provocateurs are sometimes placed among tieflings who preach for a better life—these traitors and plants work to discredit the movement, inciting violence, starting riots, and smashing storefronts. Some of them do it in order to advance particular agendas. Others do it because they have been paid. Still others do it for the sheer joy of destruction, because if their lives are filled with pain, why should the lives of others not be? Regardless, many criminal elements and even legitimate governments find it convenient to blame tieflings when they fear suspicion or civic anger might fall on their own heads.

It is in large part because of the fractious nature of tieflings that no great unification movement has ever emerged. Though their experiences are similar, the individual experiencers are all different. Many tieflings suffer alone in their formative years, and thus have little experience working as part of a group. Having been burned before, they cast a suspicious eye on those who claim openness, fearing the motives of any group that would have them. Sadly, many people—and even some tieflings—say this inability to unify is ultimately for the best.

## Rituals

Despite being a fractured people with no singular sense of cultural identity, tieflings have developed several common rituals that anchor them and offer them a place from which to gain a deeper understanding of the world in which they live. Most of their ceremonies are private, intense affairs: When tieflings emerge in public, they do not expect praise or encouragement, even among their own kind, and so they affirm their place to themselves. Presented here are the most widespread tiefling rituals found around the Inner Sea—a specific tiefling community may have a slightly (or sometimes wildly) different version, or may practice none at all.

Birth rituals are usually private, and can be performed by a single parent (an unfortunate necessity for many tieflings). Such rituals are performed at night, by the light of a single candle. In the candle's shadows, a parent makes shadow puppets on the wall, a variety of fiendish monstrosities, until at last the baby is held up so that its shadow eclipses the others, representing that the power of such creatures are a part of the child, and that in turn the child will grow to either embody or overcome them (depending on the interpretations of those conducting the ritual).

Unlike the dignified and ostentatious tiefling marriages becoming popular in Absalom, the most common tiefling marriage ritual comes from the slave class of Chelixa, and is thus a private affair involving only the two partners,

who can be of any gender. Each partner provides a blade: one of silver and one of cold iron. They retreat to a place underground or beneath the cold stars, and there they cut open their forearms with each blade and mingle their blood with each other. At this point, they become a partnership; one can recognize recently married tiefling couples by the bandages wrapped around their forearms. Conversely, a divorced tiefling crosshatches the pair of smooth scars with at least three strokes to indicate that the marriage is finished—frequently in the presence of his former partner, so that he can scatter a fistful of blood at her feet.

Depending on whom you ask, the most common tiefling death ritual originated either in the Lands of the Linnorm Kings or in the deserts of Qadira before spreading throughout the Inner Sea region. The dead tiefling is stripped naked and placed upon a pyre in a public place—in cases of extreme mutilation or decay, those in charge attempt to put as much of the tiefling's physical form as they can find atop the pyre. The pyre is then set ablaze, and those who mourn the dead silently bear witness, standing guard against those who might seek to extinguish the blaze before its work is done. Tears are held until later, when they can be shed in private, as tiefling communities usually make a point of presenting a hard, unified face, proving to the world that they will not be broken. Even enemy tieflings may make appearances at such funerals to show their respect to a fallen adversary, and most tiefling communities hold that funerals are times of general amnesty between their kind—an acknowledgment that the world in general will not miss them when they're gone, and therefore they must remember their own.

## Geography

Though never as common as their parent races, tieflings have always had a presence on Golarion, and their populations have increased significantly in recent generations. Learned academics, scholars, oracles, and sages speculate that this is due to the near-conjunction of Golarion with the Abyss in places, with its demonic inhabitants touching the lives of the mortals on the Material Plane through scars like the Worldwound and Kyonin's Tanglebriar. Likewise, the ascension of the Thrune dynasty in Chelixa has opened that land to infernal influence, and its people see ever more evidence of their close association with Hell. These are the places on Golarion where tieflings are most common, yet they do not hold the only significant populations. Presented below are just a few other places around the Inner Sea where one might find tieflings.

**Absalom:** The largest and most cosmopolitan of cities in the Inner Sea, Absalom's attitude toward tieflings is

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## TIEFLINGS IN TIAN XIA

Tieflings are less common in Tian Xia than in the Inner Sea region, but they still have a presence. Many arise from tainted oni blood, others from the plots of rakshasas, yet every category of fiend is represented somewhere. In some places in Tian Xia, tieflings are accorded some respect as part of the natural order, though they are not welcome in society; they might find themselves shunned from towns, but given offerings in strategic locations along the town borders. Presented here are a smattering of Tian Xia nations and their particular relationships with tieflings.

**Chu Ye:** It is whispered that the oni of Chu Ye sell some of their human stock to the evil Outer Planes. Those few they get back alive are kept in pens, and their progeny become part of the power structure of the country, thus allowing tieflings to achieve some measure of respect as enforcers and spies.

**Goka:** As in Absalom, tieflings are relatively common in this metropolis. They settle in the slums near the Scale District, and many become enforcers for the gangs that roam the wharves and alleys.

**Minata:** Minata's islands are a perfect refuge for tieflings who have been driven from other lands. Tieflings have a wicked reputation in Minata, but they are not shunned as long as they keep their evil natures under control.

**Shenmen:** This blighted battlefield of a country allows tieflings to fit in—at least as much as anyone can. The survivors care little about anyone's heritage, so long as they can help defend the struggling settlements. Farther into the country, where the undead hold sway, tieflings are among the least of a traveler's worries, and there are rumors that tieflings have founded whole towns there.

**Wanshou:** The slaves of the kraken are all alike under the lash, and as long as a child is healthy and able to aid in the work, the taint of the evil Outer Planes matters little. In the western parts of Wanshou, where the hills rise toward Zi Ha, tieflings are frequently born to the witches who consort with the abominations of the countryside.

generally slightly better than tieflings find elsewhere. Though tiefling ghettos exist here, with a strong presence in the Puddles, many tieflings have found themselves able to weather the prejudice against their kind and have made inroads into the more genteel parts of the city. Though many humanoids are still chary of doing business with tiefling merchants in legitimate businesses, money talks louder than appearances, and few will pass up a good deal over prejudice. Tieflings also play a prominent role in several of the underworld gangs' criminal enterprises.

**Andoran:** For tieflings, Andoran is the best and worst of societies. On the one hand, of all the nations around the Inner Sea, Andoran is perhaps the nation that

prides itself most on the achievements and worth of the individual, prizing equality and merit-based social advancement. Under these circumstances, it would seem that tieflings would have an easy time integrating into the society and proving themselves as worthy of friendship and admiration as any other race. On the other hand, tieflings' fiendish nature means other Andorens constantly associate them with the nation's ancestral enemy, Cheliah. Despite the fact that tieflings are treated terribly in the devil-binding nation—and in fact, many Chelish tieflings escape to Andoran in search of freedom and opportunity—the average Andoren tiefling still faces significant prejudice from his supposedly open-minded countrymen.

**Cheliah:** Although tieflings are more common in Cheliah than in most other places on Golarion, they are despised and unwelcome, second-class citizens who bring shame on their houses. Cheliah strives for purity, and though one might think the infusion of infernal blood into a mortal's family tree might elevate that family, exactly the reverse is true—the official line of Cheliah is that power comes through controlling and binding devils, and actually mating with one is a perversion at best and a show of weakness at worst. Of course, this general attitude also breeds a certain secret fascination among the decadent, bored, and rebellious, and even nobles may sometimes seek out tiefling lovers, bodyguards, and blood-sport fighters. It should be noted, however, that this strange love-hate relationship extends only to tieflings whose ancestry is infernal or in question—those of obviously demonic heritage, or who voluntarily identify as such, are rarely tolerated within Cheliah's cities. Only the fact that most people can't tell one type of tiefling from another allows demon-blooded tieflings to operate within the Hell-bonded nation.

**Druma:** Money doesn't care if you have horns or hooves, and neither do the residents of Druma. Many tieflings have found comfort in the Prophecies of Kalistrade, which hold that the only measure of a person's worth is her skill in business, and the cold calculation of Druma's populace is ironically welcoming to the fiend-blooded.

**Jalmeray:** The Jalmeri treat tieflings as members of the unclean caste, importing them to handle the dirtiest work of a major city: collecting sewage or garbage, and other such unpleasant tasks. Traditional Jalmeri will not eat food touched by tieflings, nor will they acknowledge their lessers in the streets. Jalmeri tieflings live in tight-packed ghettos, barely scraping by with enough money to survive—and certainly not earning enough to book passage to escape to a more welcoming region. Many of the tieflings produced on Jalmeray descend from rakshasas, the secret manipulators who amass great power in the island's shadows, and it's a

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safe bet that at least a few tieflings escape detection through disguises provided by their fiendish parents.

**Mendev:** Thanks to the predations of neighboring demons, tiefling births are fairly common in this crusader nation. Yet this is perhaps the most dangerous place for a tiefling to be born, as most residents see tieflings as spies for the enemy. Tiefling children are inevitably smothered when discovered, and those who manage to survive their childhood must do so through hiding and constant vigilance. Adult tieflings whose natures are revealed can expect to be burned at the stake, regardless of their actions or dispositions—only the most extreme need could cause most of the region’s zealots to stay their hands.

**Mwangi Expanse:** The deep jungle holds many secrets, and some tribes—especially those who make their living from slave trading—venerate terrible demons via horrific rituals. Some of these rites involve the forced mating of victims with fierce demons or their possessed idols, and the children of these unions are either sacrificed as well

or accorded high honors. By far the strongest demonic presence in the region is that of Angazhan, the demon lord of beasts, whose simian forces rule the ancient city of Usaro beneath the watchful eye of the Gorilla King. Demon-blooded tieflings are some of the only humanoids tolerated by the Gorilla King’s forces, and many are produced in the king’s slave pits or by surrounding tribes.

**Osirion:** The wastes of Osirion have long hidden fiend-cults in the shifting sands, and where these cults exist, tieflings arise. Nomadic tribes of tieflings roam the sandstone valleys and desert dunes, in constant warfare with one another. They prey on travelers and explorers, and while the traditional nomads of the wastes will offer aid and water to one who is lost, tiefling nomads will simply strip him of his valuables and leave him to die.

**The Sodden Lands:** The death of Aroden played havoc with more nations than just doomed Sarkoris. At the same time that the Worldwound opened up, disgorging its horde of demons, the great hurricane known as the

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Eye of Abendego came spiraling into existence, flooding a wide swath of Garund's western coast and thrashing it with terrifying winds and waves. Whole civilizations were destroyed, wiped clean from the map, and in their wake, former citizens turned to whatever powers offered a shred of hope and safety. For fiends used to preying on those in need, it was a free-for-all, and today the brackish swamps and fetid jungles of the Sodden Lands are home to countless tieflings who struggle to survive alongside their pureblood mortal kin.

**Thuvia:** Tieflings in Thuvia exist in much the same manner as the nomadic tiefling raiders of Osirion, yet with a particularly large population of div-born tieflings. These are the result of Ahriman, lord of the Divs, and his many servants, who rule the sands of central Thuvia from the legendary House of Oblivion. Many tieflings who cannot find acceptance in Thuvia, Rahadoum, and Osirion and turn toward evil eventually attempt to make their way to the ominous, buzzing structure in order to pledge fealty.

**The Worldwound:** The greatest concentration of demon-sired tieflings in the Inner Sea is undeniably in the vicinity of the Worldwound. Demons spilling from the Abyss infect those mortals who live anywhere near the Worldwound, taking their pleasure through deception or by force. Where demons are most common, tieflings are treated with the least love—both by their mortal parents, for whom they are cruel reminders of the price mortals pay for the accidents of fate, and by their demon parents, who see them as slaves at best. Most tieflings born into the Worldwound proper are enslaved or consumed, and those in surrounding lands are harried from hamlets and towns where they might otherwise live quietly, and generally head a little farther south or west each time to seek a place where they can hide themselves anew.

## Living and Dying

Like all other mortals, tieflings must walk life's twisting roads, making choices that define them—or failing to make choices and letting others act upon them. Yet despite the vast differences in their heritages, shared experience often makes them similar in many ways. For all the stigma against them, tieflings are inquisitive, intelligent, quick, good with their hands, and highly capable of mastering whatever skills they put their minds to.

## Art and Artistry

Many tieflings who pursue art do so in secret or anonymously, fearing that knowledge of their nature will taint the audience's perceptions of the work. Others revel in their societal image, specifically producing dark and gritty works, or even pushing into the twisted "arts" of murder and torture, turning death itself into a canvas. Many find

their work revolving around themes of persecution or internal conflict, being torn between worlds. They may sing songs of heart-rending beauty and despair that draw the listener to the truth of life's ultimate loneliness. They may pen screeds intended for private reading or for public incitement. Their songs echo with torment or longing, and rarely end with the fairy-tale happiness of others' ballads. Their art, in short, reflects their lives.

Tiefling clothing tends to fall into two camps: that designed to conceal, and that designed to enhance. Those who dress in the former style tend to choose loose, voluminous clothing specifically designed to cover the marks of their heritage—someone with horns might wear hoods or elaborate hats, while a tiefling with hooves might wear special boots to conceal the affliction. Those tieflings who instead flaunt their status for the sake of intimidation or exoticism often choose clothing that showcases their physical differences, exposes great amounts of skin, or even bears some of the iconography of their presumed fiendish ancestors. Thus, a tiefling merchant might go veiled and swathed in robes, while a tiefling bullyboy might wear black leather cut tight to show off bulging muscles and contrast with his inhuman skin tone.

Though not averse to what pleasures they can find, tieflings tend to relax in ways that keep their minds and reflexes sharp. One might take up woodcarving or scrimshaw, while another might juggle knives, practice legerdemain, or tinker with lockboxes and blacksmiths' puzzles. The upper classes rarely acknowledge tieflings' natural intelligence, but the average tiefling is likely to be better read than those humans of a similar station. Whether their hobby is an instrument, a profession, a craft, or a devotion to lust and lechery, most tieflings stay active, always considering their next steps and watching out for trouble.

## Expertise

A common claim among tieflings is that they're naturally the best at whatever they choose to do. While this isn't exactly true, they are extraordinarily skilled with weaponry and tasks that require agility and dexterity, and are more intelligent than average. That said, their nature and upbringing tends to make them poor diplomats, with little in their arsenal besides the ability to inspire fear—and this difficulty in presenting themselves well often becomes a self-perpetuating cycle, with no opportunity to learn proper social graces.

Tieflings naturally excel at war, battle, and bloodshed. These activities seem to speak to their fiendish heritage, and tieflings bring a fearsome inventiveness to the task. They are capable strategists and fearsome tacticians, with an instinctive grasp of the ebb and flow of the battlefield.

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They plan for contingencies, try their utmost to select a battleground that will favor their side, and always, always have a nasty trick or five up their sleeves. Whether it's a back-alley brawl or a true military engagement, tieflings fight like cornered rats, and inevitably come out on top.

When facing a tiefling, one should first look not at the blade in the tiefling's hand, but at the shadows nearby. If an enemy might leap from a roof, explode from a pile of carrion, or launch a fusillade of arrows, or a nearby protrusion might explode with arcane power, chances are it'll happen—raised in a cruel world and forced to fight for themselves almost since birth, tieflings are quick to take any advantage they can find. A tiefling often carries weapons secreted on her person, along with poisons, acids, and unpleasant surprises. When a foe thinks he has the upper hand, that is when the tiefling strikes. Few tieflings fight “fairly,” and most would mock the idea outright. A fight is a fight, and staying alive is all that matters.

### Pets

Some tieflings choose to raise pets and animal companions to ease their loneliness, and as with any other venture they undertake, they focus sharply on it to achieve excellence. Most natural animals shy away from tieflings—they can smell the fiendish blood and are unnerved by its presence—but careful training can gradually overcome this aversion. Some animals, especially those associated with carrion and the darker side of nature, have no problem with tieflings, and may even find their presence calming. This is especially true of tieflings whose fiendish ancestors bear some specific relation to a given animal, such as a tiefling with vrock blood who deals easily with vultures, or the descendant of a cat-headed rakshasa who finds stray cats following her around. A tiefling might choose to adopt vermin, poisonous snakes, or small monsters like stirges, training them to attack her foes so that she can strike her enemies while they are distracted and flailing.

A tiefling frequently bonds with her pets, becoming closer to the animals than she does with many of her humanoid companions. At the same time, most have no illusion that the relationship is anything other than owner and owned, hand and tool, and this love can quickly become a ruthless calculation of benefit if it's a question of the tiefling's life or that of her companion. This attitude often extends to larger, humanoid allies as well.

### Faith

Despite their short and often violent lives, few tieflings buttress themselves with the solace of faith. More often, they despise it as a crutch for the weak and emotionally vulnerable, preferring instead to look to themselves for

security. This sentiment is only supported by the persecution many “good” faiths heap upon the already beleaguered tieflings as a result of their unfortunate heritage—of the good deities, Desna is the most open-minded, and many wandering tieflings make offerings to her.

Though a few tieflings seek the path of the righteous and just as a way of proving themselves or overcoming the taint in their blood, most who do choose to walk the road of religion tend to be more pragmatic, asking what a given god can do for them. As a result, many tieflings are seduced by the darker gods, often in accordance with their nature. Hell-blooded tieflings are likely to revere Asmodeus or one of his infernal dukes, while the demon-bred may look to Lamashtu and various demon lords, and the rare daemon-get might well venerate one of the Horsemen. Zon-Kuthon



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is also popular among those tieflings who seek rebirth in corporeal mortification, and Norgorber and Gorum are attractive to those who make their living through death, whether in dark corners or bloody battlefields. Sages and magic-users revere Nethys, who cares nothing for their shape or morality, and those tieflings most damaged by their upbringing call on Rovagug to emerge and visit their pain on the rest of the world.

For the most part, however, tieflings do not seek the gods. Having been turned aside by mortals and immortals alike, rejected from birth, most tieflings view existence as a chore or a curse, its few joys to be extracted as efficiently as possible. A heaven shared with those who hate them would hardly be paradise, so why would they chain themselves to a god's strictures when the world's experiences are already so limited?

### Turning from Evil

Despite all the disadvantages tieflings face, some tieflings manage to keep a positive attitude and work actively as a force for good in the world. They have faced the darkness within their souls and brought forth not just a spark but a bonfire of goodness to fend off their ancestral doom. Because of their intimate acquaintance with the darker side of society—and indeed, of the multiverse—they are frequently more effective and empathetic than those who have never faced these challenges. Lumped together with ascended fiends and repentant sinners, the good tiefling must always deal with suspicion and mistrust. Those who truly attempt to walk the path of light have learned to shrug off these concerns and concentrate on their own redemption.

More tieflings choose the path of neutrality. Perhaps they have suffered too much under crusaders to buy into dogma, or are simply more concerned with their own pursuits. Neutral tieflings tend to be pragmatists, self-involved but not selfish. They are often more contemplative, rational, and distant from their feelings than their good and evil kin, neither particularly cruel nor particularly kind.

### Dangers

The life of a tiefling is fraught with danger. From the moment he is born, a tiefling must contend with the hatred of those who do not know him, the wariness of those who do, and the unpredictable effects of his heritage. Yet the greatest danger to a tiefling is often not his blood or social stigma, but rather his native curiosity and quick wit. When engaged, each of these qualities has a tendency to get a tiefling into trouble, to make him overconfident or urge him to push himself harder and harder until he finally fails. When given the chance to

gamble, in any form, many tieflings find themselves helpless to keep from throwing the dice (or the knife, as the case may be) in an attempt to better their situations. In all probability, this urge comes from growing up with a feeling that there truly is nothing left to lose.

At the same time, a tiefling's intelligence and curiosity, if left unused, can lead to great reservoirs of ennui and depression. A tiefling slave who loses hope of a better life or the chance to utilize his skills on his own behalf may cease to take proper precautions, inviting disaster purely for the sake of change. In this sense, they are not so different from gnomes, and may have a rare touch of sympathy for bleaching, whom they may see as kindred souls. Though most tieflings are possessed by a fierce desire to survive, and would rather die with an enemy's throat in their teeth than by their own hand, it's not uncommon for a tiefling who feels he has nothing left to live for to take ever more daring risks, until he either finds a new reason to live or dies trying.

### Class Roles

Tieflings are just as varied as any other humanoid race, and perhaps even more so given their diverse fiendish ancestries. Nevertheless, the following section presents some thoughts on how tieflings might fit into the various base classes. Note that these are examples only—tieflings are nothing if not adaptable, and a given character might take a radically different approach from those examples explored here.

**Alchemist:** Chaotic tiefling alchemists are often entranced by fire and explosions, and their methods are slapdash, instinctive, and off the cuff—a demon-blooded tiefling is likely to simply shake two regents together and hurl the resulting concoction at an enemy, hoping for the best and remembering any particularly effective combinations. Lawful tieflings are more likely to be studious and methodical in their experimentation, though this difference may seem academic to bystanders, as the same alchemists may believe that nothing says “lawful” like controlling the force of a mighty explosion.

**Barbarian:** Tieflings are more common among barbarians, especially in those tribes that sacrifice to dark gods. Tieflings born among such peoples may find themselves outcast and suffering, or they may ascend to great power by using their fiendish blood as a visible manifestation of their strength, flaunting their differences to inspire fear in their enemies.

**Bard:** A tiefling bard often draws on his own inner turmoil and suffering to inspire and create his art. If his works are not conventionally beautiful, they are at least undeniably provocative. Many tiefling artists are champions of the underclasses. Some seek to go deeper and tap into

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their heritage by singing dirges for the souls in Hell or painting lurid images of the unspeakable and hidden colors of Abaddon, yet this is often something of an affectation, as most tieflings have no direct experience with the fiends or the realms that taint their blood. A tiefling artist might be moody and withdrawn, or an energetic firebrand seeking to squeeze the most from life's experiences.

**Cavalier:** Tiefling cavaliers are most likely to belong to the mercenary Order of the Cockatrice, yet they may also swear devotion to a greater ideal in order to give themselves something to cling to, to prove to themselves that their suffering is not in vain—and to prove to the rest of the world that their lives have value.

**Cleric:** A tiefling cleric does not need to worship evil gods, though many choose to do so. While it's true that many of the good-aligned religions look askance at tieflings, the idea of redemption often runs strong in the same faiths, and few things are more noble than someone who rises above a sinful background to become a paragon of virtue. A tiefling cleric may use her ancestry as proof of her devotion to her god, as well as an illustration of the possibility or redemption. Through the raiment of her faith, she can demand the respect that tieflings so often fail to find, and achieve a station higher than she might otherwise be able to. Perhaps most importantly, she can find a community that accepts her into its folds—it's for this as much as anything that young tieflings turn to worship, seeking in the embrace of a god some measure of the affection that's been denied to them all their lives. At the same time, prejudice follows tieflings like a cloud of flies, and even those forced by the bonds of faith to accept a tiefling into their community may still talk about her behind her back, sharing their misgivings.

**Druid:** Though tieflings might treasure the solace and quiet of the natural world, most do not have the aptitude to become druids, and many animals are frightened of the smell of fiendish blood. Evil tiefling druids often excel in places of rot and misery, or places inhabited by more monstrous and magical creatures. Rather than making a permanent home for themselves in nature, such druids often find their greatest successes in opposing the corruption civilization brings to the natural world. They may not be perfect residents of a natural setting, but they can still be its champions.

**Fighter:** A tiefling fighter is instantly at an advantage with his intimidating appearance, lightning speed, and resistance to various kinds of energy. With nothing but his bare hands, he's still more formidable than members of his mundane parent race, and given the appropriate training and weapons, he becomes an agent of death. The arts of war and battle allow him to focus his rage into skill, no matter his heritage, and for the duration of the

## (IN)FAMOUS TIEFLINGS

Tieflings do not, in general, attract great fame. True to their nature, they work in the shadows, and when they achieve something of note, more often than not they withdraw, leaving their partners in crime to suffer the law's wrath or their allies in goodness to bask in the admiration of their people. For most tieflings, glory is secondary to more concrete goals. Below are just a few notable tieflings.

**Bastards of Erebus:** A gang of brigands near the city of Westcrown in Cheliax.

**Erat the Constant:** A sorcerer mercenary from Geb, thought to be an agent of the Blood Lords although he undertakes commissions for others. When he has completed his employer's bidding, he releases his undead minions to plague the land rather than trail a retinue of undead servitors in his wake.

**Shorafa Pamodae:** High priestess of Calistria in the House of the Silken Veil in Riddleport, as well as a powerful information broker and crime boss.

**Larazod Rilsane:** A fictional Chelish scion of a minor house, chosen by Asmodeus to right a terrible wrong through faith alone. His suffering and that of his companions is both heretical and inspirational to tieflings who see the triumph over institutionalized power as a message.

**Malifa Sevan:** Civic leader in the slums of Absalom who attempts to uplift other tieflings and bring them a sense of community. The mission she has given herself is largely fruitless, but her few successes keep the flame burning.

**Bexilarius "Avarice" Varandin:** A tiefling alchemist recently risen to a position of notoriety in Absalom's Foreign Quarter because of his propensity for gleefully starting fires.

**Radovan Virholt:** Bodyservant to the Pathfinder Count Varian Jeggare of Cheliax, noted for his role in the solving of several high-profile mysteries, as well as for his near legendary prowess with women both noble and lowborn. (For more on Radovan, see the Pathfinder Tales novels *Prince of Wolves* and *Master of Devils* by Dave Gross.)

battle prejudice ceases to matter. Many tieflings grow up hard, forced to fight in the streets for their simple right to exist, and thus it's small wonder that some eventually turn this hard-won proficiency into a career.

**Gunslinger:** Tieflings are themselves exotic, and thus sometimes drawn to affectations and skills that are similarly esoteric, or that can help set them apart even further. Thus do some—those obsessed with delivering death in a precise and calculated manner—walk the path of the gunslinger. When these tieflings enter the moment of calm at the heart of a battle, when the only thing that exists is them and their target, they feel that they have a purpose, that perhaps this single moment is what they were made

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## PLAYER CHARACTER TIEFLINGS AND FIENDISH HERITAGES

Although many tieflings follow the general model of the tiefling stats presented in the *Pathfinder RPG Bestiary*, many more do not. Those of different lineages may evince dramatically different manifestations of their heritage, both in appearance and in ability. When using tieflings as player characters, keep in mind that while some tieflings have muddled and unidentifiable mixes of fiendish blood, others have particularly strong heritages tied to specific fiendish races.

On page 18, you will find 10 different potential heritages for tiefling PCs. From the exotic asura to the chain-wrapped kyton, the fiendish powers that spill through generations result in strange mutations. If you choose to use a specific bloodline instead of the general rules for creating a tiefling, you should work with your GM to ensure that your character's appearance reflects that bloodline. If the blood is true, your tiefling may also be likely to come from a specific area of Golarion. See the specific heritage entries for more information on where these bloodlines tend to cluster.

for. It's this cleansing purity of focus that leads some from battle to battle, finding fellowship in blued steel.

**Inquisitor:** Sometimes the best way to avoid persecution is to go on the offensive oneself. Many tieflings have turned aside thoughts of their own imperfections by declaring allegiance to a god and seeking out those creatures and ideologies whose very existence offends their faith, or else rooting out heretics and infidels from within the church itself. Sometimes tieflings start with themselves, seeing their own taint as an original sin that can only be expunged through the cleansing of others, by word or by sword, and it's not unheard of for a tiefling inquisitor to specialize in hunting the very fiends that may have spawned her. Relying on guile more than their strength in arms, a tiefling inquisitor helps strengthen a community while still maintaining a certain degree of fear and distance. After a lifetime as an outcast, this is sadly as close as some tieflings wish to come to true community.

**Magus:** Few other professions are such perfectly matches for tieflings' aptitudes. The tiefling magus combines his strength and heritage as his ancestors did, in a single furious, concentrated burst of power. He draws allies fascinated by his abilities and enemies who see him as a threat to be dispatched.

**Monk:** Whether or not he struggles with his heritage, the turbulent nature of the average tiefling's life and upbringing means that he rarely has the natural disposition of a monk—yet it's these same qualities that

make a monk's peaceful mind so appealing to certain tieflings. While not every tiefling can master his spirit with enough devotion to calm those restless waters, those tieflings who become monks become formidable indeed: full of wisdom, fast as a striking snake, and unafraid to use their natural weapons against an enemy.

**Ninja:** The role of the ninja is a natural choice for a tiefling. The shadows call to her, and the art of murder appeals to those darker impulses running in her blood. She may have taken the role for vengeance or for money, but as she grows, she learns the art of detachment and becomes one with the darkness within her. A tiefling's nature may be seen as a blessing or curse within a ninja clan, but once the masks and hoods are drawn down, all that matters is results.

**Oracle:** Tieflings already have a soul-deep connection to the Outer Planes, and thus it's hardly surprising that some become oracles. The tiefling oracle is often brooding, mysterious, and introspective even for her kind. Regardless of who or what a tiefling oracle believes grants her visions or powers, most people assume she is somehow in touch with the forces of darkness—and they're often correct.

**Paladin:** The rare tiefling who follows the path of the paladin is a paragon of virtue—and must be, as even the tiniest slip is likely to be seized upon by those prejudiced against her. She may be rich with empathy and understanding, following an ethos that is more tolerant and understanding of the faults of others, or she may be the hardest of hard-liners, turning herself to steel to avoid suspicion. She is quick to strike at evil, yet her own path may make her more cognizant of the need for redemption than her fellows.

**Ranger:** The life of a ranger takes the tiefling into the wilds, away from people, and helps to excuse any lack of social graces once he returns to civilization. It's a perfect path for those raised by non-tiefling society, who seek to prove themselves and bring honor to their families while simultaneously removing the evidence of past shame from the eyes of their communities. Some tieflings absent themselves into the wastes in order to prevent themselves from harming others, while others choose this path because it offers them an opportunity to commit their crimes without the eye of the law upon them. Still others simply have no use for a civilization that's never provided for them, and thus seek to make their way without it.

**Rogue:** This is by far the most common of tiefling classes, as the fiend-blooded usually match natural grace with a rough-and-tumble upbringing, learning the art of the steal early on just to get by. The tiefling rogue dances on the edge of society, perhaps working to take care of her friends and family, or only to benefit herself as much as possible. She strikes from the shadows, either alone or as

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part of a guild, and may seek to rise to the top of a criminal order—or dismantle it piece by piece. With few exceptions, however, the tiefling rogue understands that if she doesn't look out for herself, no one else will, and it's the instincts of a born survivor that carry her through. Companions may be useful, but in the end, most tiefling rogues believe themselves to be fundamentally alone in the world.

**Samurai:** Tiefling samurai are rare, as while a lord may see the advantages in having a tiefling warrior in her retinue, many people might refuse to offer allegiance to a tiefling. A tiefling who seeks this road must be better than any three of his compatriots, more loyal than his lord's own body, and more cunning in war than a general. Only when he is ready to be a legend can he truly shine as a samurai, and thus is the tiefling samurai driven to strive for perfection at all times.

**Sorcerer:** Tieflings frequently choose the path of the sorcerer. They know the strength of their bloodlines, and pursue it to the very heights of power. Almost all tiefling sorcerers find that their fiendish heritage is the source of their power—in game terms, they have the sorcerer bloodline most associated with their specific type of fiend. Having magic in their blood often makes tiefling sorcerers prouder of their heritage and more arrogant than others of their kind, though some may see it as a curse to be controlled.

**Summoner:** A tiefling summoner usually discovers that his eidolon is from a neutral plane or an evil Outer Plane, regardless of the tiefling's own alignment. Blood calls to blood, as they say, and a tiefling who builds his powers in the summoning arts opens himself to the influences that shaped his life. A good-aligned tiefling summoner may work to redeem his eidolon, or the eidolon might slowly twist its master to the forces of darkness, though always careful to obey instructions completely.

**Witch:** The success of the tiefling witch in reaching the mysteries of the unknown is likely a result of her blood calling to its ancient home, and it is true that most tiefling witches find their power comes from the evil Outer Planes, if they ever bother to discover the source at all. A tiefling witch does not shy away from her source of power, and often chooses to embrace its ultimate goals—even at the expense of her friends and allies.

**Wizard:** Tieflings with the spark of magic but not the innate abilities of a sorcerer are often drawn to wizardry, as the accumulation of arcane knowledge can give them great power in world where they may feel powerless and victimized. In addition to the power to demand respect, tiefling wizards often enjoy the fact that their fellow arcanists primarily care about each others' knowledge rather than heritage, and deal with entities far stranger than tieflings on a regular basis.

## NEW SUBDOMAINS

The following subdomains grant powers to those divine spellcasters whose power comes from patrons of Abaddon, the Abyss, or Hell.

### Entropy Subdomain

**Associated Domain:** Chaos.

**Replacement Power:** The following granted power replaces the chaos blade power of the Chaos domain.

*Hasten the End (Su):* At 8th level, as an immediate action upon successfully striking an opponent with a melee attack, you can choose to reduce the remaining duration of all beneficial magical effects currently affecting the target by 1 round, minute, hour, or day—whichever measurement is used to determine the duration of each particular magical effect. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Replacement Domain Spells:** 1st—*entropic shield*, 3rd—*dispel magic*, 5th—*confusion*, 7th—*destruction*.

### Fear Subdomain

**Associated Domain:** Evil.

**Replacement Power:** The following granted power replaces the scythe of evil power of the Evil domain.

*Feed on Fear (Su):* At 8th level, as an immediate action upon successfully striking a creature with a melee attack that already suffers from any sort of fear condition, you can choose to deal 2d6 extra points of damage. You gain a number of temporary hit points equal to the bonus damage dealt this way. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Replacement Domain Spells:** 1st—*cause fear*, 3rd—*scare\**, 4th—*fear*.

### Tyranny Subdomain

**Associated Domain:** Law.

**Replacement Power:** The following granted power replaces the staff of order power of the Law domain.

*Delayed Lash (Su):* At 8th level, as an immediate action upon successfully striking an opponent with a melee attack, you can choose to hold the damage (but not any other effects of the attack) for up to 24 hours. At any time during those 24 hours you can, as standard action, give instructions to the target as long as it can hear you. If the target refuses to carry them out, or tries to subvert them in any other way, it immediately takes damage equal to twice what you held in abeyance. This is a language-dependent effect. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Replacement Domain Spells:** 1st—*command*, 3rd—*bestow curse*, 7th—*symbol of persuasion*.



## VARIANT TIEFLING ABILITIES

Some tieflings are blessed or cursed with unusual abilities. GMs may customize their tiefling NPCs using the following chart, or allow their players to do so by rolling a d%. Players with a particular character concept in mind may consult their GM if they want to select a specific variant ability.

The abilities presented here replace a tiefling's spell-like ability racial trait. Any abilities that grant spells or spell-like abilities are treated as having a caster level equal to the tiefling's character level.

d%	Ability
1	You can animate a 1 HD skeleton, as per <i>animate dead</i> , once per day as a spell-like ability.
2	You possess some type of extrasensory organ, granting you all-around vision.
3	You enjoy being cut. The first time each day you take slashing damage, you gain a +1 bonus on attack and damage rolls for the following round.
4	You can use <i>mage hand</i> three times per day as a spell-like ability.
5	Inherited memories grant you a +2 racial bonus on one Knowledge skill of your choice.
6	You can levitate yourself plus 10 pounds at will, as per the spell <i>levitate</i> . This is a supernatural ability.
7	You can eat and gain nourishment from ash, cinders, dust, and sand.
8	You gain a +1 bonus on all attack and damage rolls against good-aligned outsiders.
9	You gain an additional +2 racial bonus to your Charisma score.
10	You possess a bite that is treated as a natural weapon and deals 1d4 points of damage.
11	Once per day, you can exhibit a burst of speed, moving as if your base land speed were 50 feet for one move action.
12	You do not need to sleep. You are not immune to sleep effects.
13	You gain a +2 bonus on saving throws made against disease.
14	Your base land speed increases by +5 feet.
15	You possess a fiendishly cunning tongue, granting you a +2 racial bonus on all Diplomacy checks.
16	You have oversized limbs, allowing you to use Large weapons without penalty.
17	You possess claws that are treated as natural weapons and deal 1d4 points of damage.
18	You gain DR 2/bludgeoning.
19	You gain a Swim speed of 30 feet.
20	You gain a +2 racial bonus on combat maneuver checks.

21	You possess fiendish luck. Once per day, you can reroll one die roll. You must take the result of this second roll.
22	You can use <i>detect evil</i> , as per the spell, three times per day.
23	You never need to drink to survive.
24	Once per day, you can produce a sharp barb from your body. This barb is removable and is treated as a dagger.
25	You gain acid resistance 5.
26	Your body produces intense, searing heat. Any creature that grapples you takes 1d4 points of fire damage per round.
27	You can speak two additional languages spoken by extraplanar beings.
28	Any evil creature you call via <i>summon monster</i> remains for 3 rounds longer than usual.
29	You gain a +1 bonus on all Reflex saving throws.
30	You can alter your shadow to make it appear as that of any creature or object of your size or smaller.
31	You can burrow through dirt, sand, and loose gravel at a rate of 5 feet per round.
32	You can sense weakness, granting you a +1 bonus on all rolls to confirm critical hits.
33	You gain DR 2/silver.
34	You do not lose consciousness until you are reduced to -5 hit points.
35	You possess long limbs and a powerful grip, features that grant you a +2 racial bonus on all Climb checks.
36	You can communicate telepathically with any sentient creature with which you are in contact.
37	Once per day, you can use <i>death knell</i> as a spell-like ability.
38	At will, you can spend a full-round action concentrating to receive the benefits of tremorsense 60 feet for 1 round.
39	Once per day, you can move at double your normal speed for 1 round.
40	As a full-round action, you can bleed and collect 5 sp worth of precious blood per day.
41	You possess spell resistance equal to 10 + 1/2 your Hit Dice.
42	The spell <i>animate dead</i> can return you to life as per the spell <i>raise dead</i> 1d4 times.
43	Your fiendish sorcery ability treats your Charisma score as if it were 3 points higher instead of 2.
44	You are unusually short, granting you all the standard traits of a Small creature.
45	Your features are subtly malleable, granting you a +2 racial bonus on all Disguise checks.
46	You gain an additional +2 racial bonus to your Intelligence score.

## Blood of Fiends

47	You can use <i>curse water</i> three times per day as a spell-like ability.	74	Once per day, as a spell-like ability, you can animate a Small or smaller object for a number of rounds equal to your level. Treat this object as an animated object.
48	You are invisible to all unintelligent undead. This is a supernatural ability.	75	You gain sonic resistance 5.
49	You are healed by both positive and negative channeled energy.	76	You can hold your breath for 3 rounds longer than normal.
50	Your skin is unnaturally tough, granting you a +1 natural bonus to your AC.	77	You can speak to insects.
51	You can speak to all birds.	78	Your skin is spiky. Any creature that attempts to grapple you takes 1d4 points of damage.
52	You gain a +2 bonus on saving throws against poison.	79	You receive a +1 bonus on all Fortitude saving throws.
53	You possess the scent special ability.	80	You gain a +2 bonus to your CMD.
54	You gain DR 2/piercing.	81	Once per day, you can use <i>rage</i> on yourself as a spell-like ability.
55	You are unnaturally sly, granting you a +2 racial bonus on all Sleight of Hands checks.	82	You gain a +2 bonus on saving throws against mind-affecting effects.
56	Once per day, you can spit acid. This glob deals 1d4 points of acid damage and has a range increment of 5 feet.	83	Once per day, exposure to fire heals you of 1d6 points of damage. This ability does not negate fire damage.
57	Your body exudes painfully freezing cold. Any creature that grapples you takes 1d4 points of cold damage per round.	84	You are immune to magic sleep and paralysis effects.
58	You heal yourself of double the normal amount of damage by resting.	85	Supernatural awareness grants you a +2 racial bonus on all Perception checks.
59	You gain a +1 bonus on all Will saving throws.	86	Your anatomy is slightly unusual, giving you a 15% chance to ignore critical hits made against you.
60	You gain a +2 bonus on initiative checks at night.	87	You can survive on one-quarter the amount of food and water a human requires.
61	You can manipulate any armor, gauntlets, or shield you wield, causing them to grow spikes. These spikes last only as long as you wear your armor.	88	Any damage you deal with a melee weapon is treated as evil for the purposes of overcoming damage reduction.
62	You can use <i>deathwatch</i> three times per day as a spell-like ability.	89	Once per day, you can use <i>inflict light wounds</i> as a spell-like ability.
63	You have some manner of inhuman sensory organ. You gain a +2 bonus on saving throws against all gaze attacks.	90	You gain an additional +2 racial bonus to your Wisdom score.
64	Once per day, for 1 round, you may see through any substance less than 5 feet thick—except for lead—as if it were glass. This is a supernatural ability.	91	You gain DR 2/slashing.
65	Your strange physiology grants you a +2 racial bonus on all Acrobatics checks.	92	You can see creatures on the Ethereal Plane.
66	You can drink and gain nourishment from ash, cinders, dust, and sand.	93	Once per day, you may ask a corpse one yes-or-no question, as per the spell <i>speak with dead</i> . This is a spell-like ability.
67	Your eyes glow fiendishly and you possess the see in darkness ability as if you were a devil.	94	You gain a +2 bonus on saving throws against nausea.
68	You gain damage reduction 2/cold iron.	95	You are flexible and slightly slimy, and thus gain a +2 racial bonus on all Escape Artist checks.
69	Once per day, you can use <i>fog cloud</i> as a spell-like ability.	96	You can use <i>ventriloquism</i> at will as a spell-like ability.
70	You are aware of and can choose the result of any attempt to detect your alignment.	97	Once per day as a standard action, you may suppress your unusual tiefling physical features for a number of minutes equal to your Con modifier, thus appearing human.
71	Once per day, you can spend a full-round action eating from a corpse to regain 1d6+1 hit points.	98	You receive +1 bonus hit point per level.
72	You can communicate telepathically with any evil creature within 50 feet.	99	Once per week, you may mentally contact a fiendish ancestor to gain information, as per the spell <i>commune</i> . This is a spell-like ability.
73	You can use <i>minor image</i> three times per day as a spell-like ability.	100	Roll on this table twice, ignoring any further rolls of 100.

# PATHFINDER

PLAYER COMPANION



## Tiefling Heritages

Regardless of where their fiendish blood comes from, most tieflings exhibit similar traits and abilities. The unpredictable manner in which fiendish essence combines with a mortal soul often makes it nearly impossible for the average person to tell a tiefling's heritage simply by looking.

A few tieflings, however, retain more overt ties to the particular type of fiend that first corrupted their bloodlines. A player may choose one of the following 10 heritages for her tiefling character in place of the traditional tiefling racial features. Each heritage presents new ability modifiers, spell-like abilities, and skill modifiers, as well as a pair of custom traits. Each entry also discusses the most common (though by no means ubiquitous) personality traits, physical features, and places of origin of tieflings belonging to that particular heritage.

# Blood of Fiends



## Asura-Spawn (Faultspawn)

*Lacking any sense of empathy or pity, faultspawn often abhor all ways of life but their own. They inflict severe emotional and physical pain on others, and never stop picking at the resulting psychological scars.*

### ASURA-SPAWN

**Ancestry** Asura

**Typical Alignment** LE

**Ability Modifiers** +2 Dex, +2 Wis, -2 Int

**Alternate Skill Modifiers** Appraise, Knowledge (local)

**Alternate Spell-Like Ability** Faultspawn gain *hideous laughter* as a spell-like ability.

Like their asura forebears, faultspawn revel when the gods or their worshipers fail, and take great pleasure in the defacement or destruction of churches and holy sites that don't align with their individual viewpoints. This innate desire to taunt and ridicule people of opposing beliefs often extends beyond mere bullying, usually finding expression in the art of maiming or utterly destroying whatever their opponents hold most dear. Emotionally abusive, faultspawn steal or vandalize what others find precious, and enjoy rubbing salt in their victims' wounds.

Physically, asura-spawn tend to have both masculine and feminine traits, their relative androgyny proving that havoc and deceit are not limited by one's sex. A considerable number of asura-spawn are even born hermaphrodites.

Faultspawn are most common in Vudra, though following the death of Aroden a sizable number of asuras have made destructive pilgrimages to those sites where he dallied with the occasional mortal or that most clearly mark his fall. The asura-spawn of the Worldwound take particular pleasure in destroying the zealous crusaders from neighboring Mendev, while even more are born in Rahadoum, whose people share faultspawn's loathing for the gods.

### Traits

The following are race traits for faultspawn.

**Arms Master:** The legendary battle prowess of your ancestors ensures that you have a certain amount of innate martial skill. You take a -2 penalty on attack rolls made with weapons with which you are not proficient instead of the normal -4.

**Prayer Breaker:** You have an instinctive flair for causing such pain to the faithful that they temporarily lose their connection with their god. If a divine spellcaster makes a concentration check to avoid losing a spell because of an injury you caused, increase the DC of that check by +2.

## Daemon-Spawn (Grimspawn)

*Dreary and pessimistic, grimspawn are so enthralled by death, disease, and dilapidation that they often dedicate themselves to ending lives from behind the scenes as macabre saboteurs.*



### DAEMON-SPAWN

**Ancestry** Daemon

**Typical Alignment** NE

**Ability Modifiers** +2 Dex, +2 Int, -2 Wis

**Alternate Skill Modifiers** Disable Device, Sleight of Hand

**Alternate Spell-Like Ability** Grimspawn gain *death knell* as a spell-like ability.

Like their daemon ancestors, grimspawn have a great fascination with sickness, decay, and all the ways mortals can die. However, as mortals themselves, they have no choice but to realize they too could suffer all the scourges that blight mortal life. As a way of distancing themselves from such enraging thoughts, grimspawn spend their lives as tourists of disaster, and if unable to find a preexisting calamity in which to revel, they are happy to lend a hand.

Grimspawn typically appear unhealthy and frail. Though in actuality they are no sicklier than the average person, grimspawn often display symptoms of various diseases, such as a hacking cough, feverish body temperature, or unnaturally pale complexion, and all are painfully thin and tend to look emaciated no matter how much they eat.

Grimspawn often arise in areas beset by disease, famine, civil unrest, or war. So desperate are the peoples of these lands to replenish their numbers and forget the horrors of the past that the parents of such sickly seeming children go to extraordinary lengths to keep them alive, ignorant of their daemonic taint. As their fiendish children reach adulthood, many parents come to regret their efforts.

### Traits

The following are race traits for grimspawn.

**Death's Deputy:** When you send opponents to death's door, you often hurl their corpses right across its threshold. You gain a +2 trait bonus on the damage dealt for any attack that would already reduce your target to negative hit points without this trait.

**Soul Eater:** The act of murder allows you to draw vitality from fleeing souls. Whenever you use a coup de grace action to kill a creature (either by damage or through a failed Fortitude save), you gain a number of temporary hit points equal to half your character level (minimum 1) for 1 minute. These temporary hit points do not stack with multiple coups de grace.

# PATHFINDER

PLAYER COMPANION



## Demodand-Spawn (Foulspawn)

*Crude and boorish, foulspawn take a particular delight in giving offense and scandalizing polite society. They enjoy violating taboos even more than breaking laws, especially if it means degrading or repulsing an innocent.*

### DEMODAND-SPAWN

**Ancestry** Demodand

**Typical Alignment** CE

**Ability Modifiers** +2 Con, +2 Wis, –2 Int

**Alternate Skill Modifiers** Intimidate, Knowledge (religion)

**Alternate Spell-Like Ability** Foulspawn gain *bear's endurance* as a spell-like ability.

Thanks to their demodand ancestry, foulspawn have a deep and abiding hatred of religion and conventional morality. However, their sense of heresy goes much further than merely scorning the gods; foulspawn reject any code of behavior that places limits on their actions, whether such restrictions be social, legal, or divine. Their name—representing not just their disgusting personal habits and hygiene, but also their vulgarity and basic indecency—merely hints at how ruthlessly they work to corrupt and debase their surroundings.

Foulspawn always have at least one physical trait that places them far outside the norm. Whether they are grossly fat, skeletally thin, monstrously tall, or horrifically stunted, they always stand out in a crowd. All foulspawn, regardless of their appearance, have terrible standards of personal cleanliness and grooming.

Though they are somewhat more common around the Worldwound, foulspawn tend to appear in higher rates throughout all of northern Avistan. Some attribute this to a general lack of civilization and refinement, which attracts demodands and encourages intermingling between these fiends and humanoid natives. Most regard this myth as simply an unfair stereotype, however, since the fact remains that nearly every society produces foulspawn.

### Traits

The following are race traits for foulspawn.

**God Scorn:** Your contempt for the gods and their sad little priests makes it easier to shake off the effects of their prayers. You gain a +1 trait bonus on saving throws against divine spells.

**Repulsive:** Your repulsiveness causes people to almost instinctively shy away from making physical contact with you. You gain a +1 trait bonus on combat maneuver checks made to overrun and reposition opponents.

## Demon-Spawn (Pitborn)

*Pitborn delight in destruction, especially while unleashing their havoc on what others consider valuable or precious. Perhaps because of this volatility, others tend to simply defer to pitborn, an act that often grants them the dominance they crave.*



### DEMON-SPAWN

**Ancestry** Demon

**Typical Alignment** CE

**Ability Modifiers** +2 Str, +2 Cha, –2 Int

**Alternate Skill Modifiers** Disable Device, Perception

**Alternate Spell-Like Ability** Pitborn gain *shatter* as a spell-like ability.

The easily enraged pitborn usually find smashing something the quickest way to calm back down. Of course, since pitborn gain a sense of genuine pleasure from wanton destruction, they break, rip, and rage even when in the best of moods. They revel not just in the spectacle of annihilation but also in the heady sense of power they get from ruining what others love or, even better, need. Pitborn hate the objects of their fury with a burning intensity that never truly cools no matter how much time has passed.

Born of chaos and mutation, pitborn always have at least one flaw that mars their bodies' symmetry. Pitborn with subtler flaws like differently colored eyes, mismatched ears, an odd number of fingers, or a birthmark sprawling across one cheek can often hide or explain such traits away. Those with more prominent abnormalities like incompatible limbs, the head of a vestigial twin, or bizarre spines or scales adorning only one side of their bodies find it much more difficult to pass for normal. All pitborn take extreme offense at their disfigurements being pointed out.

Pitborn flourish in the vicinity of the Worldwound and throughout the Darklands, though much like the random, malevolent evil of their ancestors, they can arise just about anywhere in the world. A pitborn's birth often follows some natural disaster, almost as if that catastrophe had roused such evil from a long and fitful slumber.

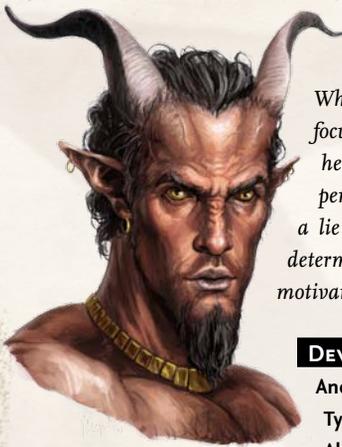
### Traits

The following are race traits for pitborn.

**Deadly Rush:** When you hurl yourself against a foe with reckless abandon, you often land particularly telling blows. You gain a +2 trait bonus on critical hit confirmation rolls made as part of a charge.

**Flair for Destruction:** You have a talent for striking objects at their weakest points. You gain a +1 trait bonus on weapon damage rolls made against objects and constructs.

# Blood of Fiends



## Devil-Spawn (Hellspawn)

While often rigid, stubborn, and highly focused on sticking to plans and schedules, hellspawn also have a rare talent for penetrating others' facades. They know a lie when they hear one, and can often determine what hidden vice or secret shame motivates another.

### DEVIL-SPAWN

Ancestry Devil

Typical Alignment LE

Ability Modifiers +2 Con, +2 Wis, -2 Cha

Alternate Skill Modifiers Diplomacy, Sense Motive

Alternate Spell-Like Ability Hellspawn gain *pyrotechnics* as a spell-like ability.

Though as ambitious and willing to seize opportunities as they come, hellspawn are by far the most conservative and conformist of all the tiefling heritages. They tend to accept their lot in life and seldom rebel, instead finding their niches and then quietly accumulating the wealth and power they crave. Their natural talent for identifying the dark appetites of others often proves useful when trying to climb the social ladder, and hellspawn usually leave behind trails of ruined careers and broken lives in their wakes.

Hellspawn come closest to matching the stereotype of what a tiefling “should” look like. Most have horns, a tail, and eyes with an odd color or unusually shaped pupils.

Cheliah has a substantial contingent of hellspawn living within its borders. While hellspawn are a despised minority, their ability to make themselves useful has helped them spread throughout Cheliah's network of client states, especially Isger. Cheliah authorities regard hellspawn as officially expendable and scarcely hesitate to put them up on the auction block, dispersing the tieflings to any land that tolerates slavery.

### Traits

The following are race traits for hellspawn.

**Blood Stalker:** Some infernal instinct makes it much easier for you to locate creatures whose blood you have drawn. You gain a +4 trait bonus on Survival checks made to track or follow a trail so long as you have dealt damage to the creature you are hunting within the last week.

**Unearth Secrets:** You have a gift for recognizing secret desires. You gain a +2 trait bonus on Sense Motive checks when trying to get a hunch that might reveal a target's hidden vice, dark impulse, or any other craving it would not want publicly revealed.

## Div-Spawn (Spitespawn)

An innate sense of jealousy and pure malice drives spitespawn to spread misery and despair. Unable to experience joy themselves, they devote their lives to promoting gloom, all the while hiding the hatefulness that lurks at their core.



### DIV-SPAWN

Ancestry Div

Typical Alignment NE

Ability Modifiers +2 Dex, +2 Cha, -2 Int

Alternate Skill Modifiers Diplomacy, Linguistics

Alternate Spell-Like Ability Spitespawn gain *misdirection* as a spell-like ability.

The ultimate false friends, spitespawn never feel true pleasure or happiness. The closest they can manage is a certain measure of smug satisfaction when they drive others to frustration and despair.

Spitespawn often have a noticeable abnormality relating to their skin and, in some rare cases, their tongues. Blotches, unusual skin pigmentation, and pelts of thick hair are all subtle signs of div ancestry, but the truly deformed can sport even more bizarre traits including mobile bulges that lurk beneath the skin like burrowing insects, or unusually dry flesh that constantly sheds layers of unsightly dust.

Spitespawn are most often encountered in areas where both genies and divs are common, including the lands of Jalmeray, Katapesh, Kelesh, Qadira, and Vudra. Regardless of where they are born and raised, almost all spitespawn must travel far away from their homelands at some point, as their scams and treacheries inevitably catch up to them and force them to move on to places where they can make a fresh start and find new victims.

### Traits

The following are race traits for spitespawn.

**Buried Anxiety:** You laugh at what makes others tremble, but are secretly disturbed by a particular sort of mundane item. Pick a specific sort of object, color, sound, or similar relatively common phenomena. You gain a +2 trait bonus on saving throws made to resist fear effects except when you can see, hear, smell, or taste that which unnerves you.

**Shift the Blame:** You have learned many tricks to keep yourself from facing the consequences of your misdeeds. You gain a +1 trait bonus on Bluff and Diplomacy checks made to convince someone that another person is actually at fault for your actions.

# PATHFINDER

PLAYER COMPANION

## Kyton-Spawn (Shackleborn)



*Shackleborn are fascinated by mutilation and torture. Though they prefer to practice their cruel art on others, they accept that sometimes the wheel must turn and greet their own moments of anguish and confinement with an odd serenity.*

### KYTON-SPAWN

**Ancestry** Kyton

**Typical Alignment** LE

**Ability Modifiers** +2 Con, +2 Cha, -2 Wis

**Alternate Skill Modifiers** Escape Artist, Intimidate

**Alternate Spell-Like Ability** Shackleborn gain *web* as a spell-like ability.

Like their kyton ancestors, shackleborn possess a reckless cruelty that makes them truly terrifying when they get the upper hand in a dispute. They embrace agony as an essential truth, and believe submitting to pain is the ultimate destiny of all living things. Shackleborn seldom kill an opponent if given a chance to capture one alive, and they rarely go anywhere without tools to bind and torture victims.

Shackleborn are often born with their skin already mutilated, a garish embroidery of white and purple scars covering their flesh from head to toe. Though this certainly makes them stand out, normally only the most discerning and well-traveled passersby connect these persons with kytons. The irresistible allure of pain compels shackleborn to add to their collection of scars as they age, and many graduate to branding, piercing, and tattooing over time.

Cheliax plays host to a respectable number of shackleborn. Nidal boasts a number of kyton-born as well; the native Kuthites regard the shadowy tieflings as gifts from their dark patron. Rumors, never confirmed, claim that the priests of Razmir sometimes employ kyton torturers to persuade doubtful acolytes, and their carnal appetites have supposedly produced a small colony of shackleborn trained from birth to serve the living god.

### Traits

The following are race traits for shackleborn.

**Chain Master:** Your fiendish ancestry has granted you unnatural skill with the chain, and your enemies know to stay away when you wield it as a weapon. You gain a +2 trait bonus on combat maneuver checks made to trip opponents with a spiked chain or whip.

**Pain Artist:** Some trace of your kyton heritage makes people realize you are capable of anything, especially when they are bound and at your mercy. You gain a +2 trait bonus on Intimidate checks made against helpless creatures.

## Oni-Spawn (Hungerseed)



*Endowed with brawny muscles and thick bones, hungerseed always seem poised to explode into some larger, more powerful form, and have a voracious appetite for sensory pleasures and carnal delights.*

### ONI-SPAWN

**Ancestry** Oni

**Typical Alignment** LE

**Ability Modifiers** +2 Str, +2 Wis, -2 Cha

**Alternate Skill Modifiers** Disguise, Intimidate

**Alternate Spell-Like Ability** Hungerseed gain *alter self* as a spell-like ability.

Oni-spawn are natural bullies who prefer to use threats and force to get what they want rather than persuasion or tact. At best, such brashness tends to win them lackeys rather than actual friends. If thwarted by someone more powerful, hungerseed brood and bide their time, waiting for the perfect moment to stage a bloody rematch. Oni-spawn always hunger for more bodily pleasures; they share the voracious appetites of their fiendish antecedents, and take immense delight in experiences of the flesh, whether that means food, sex, violence, or other tactile sensations.

Hungerseed are usually extremely tall and bulky when compared to untainted humans. Similar to their oni ancestors, they appear ready to burst out of their flesh into some more monstrous form. When hungerseed experience strong emotions, their muscles bulge and shift, almost seeming to expand as they hold themselves back. Some individuals possess tusks that protrude from their mouths, and young hungerseed often delight in using their powerful teeth to rip into living birds or other small animals.

Though hungerseed appear all across Golarion, especially in the wilder regions, they are most common in Tian Xia, the homeland of the oni. Belkzen and Cheliax also have a scattering of oni-spawn in their midst, usually descendants of ogre magi mercenaries and warlords.

### Traits

The following are race traits for hungerseed.

**Big Boned:** Your ancestors' great size has gifted you with an exceptionally sturdy frame. You gain a +1 trait bonus on combat maneuver checks made to overrun opponents, as well as a +1 trait bonus to your CMD against trip attempts.

**Superior Clutch:** Your hands not only are bigger than normal, but also have a strong grip useful for wielding large weapons. You gain a +1 trait bonus on damage rolls when using weapons intended for creatures of a larger size.

# Blood of Fiends



## Qlippoth-Spawn (the Motherless)

No woman survives the birth of a babe whose qlippoth ancestry has emerged. At best, qlippoth-spawn rip their mothers apart during labor. At worst, they tear themselves out even earlier.

### QLIPPOTH-SPAWN

**Ancestry** Qlippoth

**Typical Alignment** CE

**Ability Modifiers** +2 Str, +2 Wis, -2 Int

**Alternate Skill Modifiers** Escape Artist, Survival

**Alternate Spell-Like Ability** The motherless gain *blur* as a spell-like ability.

Like their qlippoth forebears, the motherless instinctively despise mortals and their sins, but rather than turning them toward a path of virtue, such scorn instead drives qlippoth-spawn toward bitterness and cynicism. By their reckoning, hypocrisy and sin rule the mortal heart, and thus all mortals deserve little more than extinction. Jaded and leery loners, they see treachery and deceit behind every action, and prefer to stab others in the back before they themselves are betrayed. Perhaps because they have never felt the bond between a mother and her child, qlippoth-spawn are almost always incapable of love, trust, or affection.

The motherless always display their bizarre deformities at birth. Covered in barbed tentacles, oozing tumors, crudely shaped and stunted appendages, pieces of carapace, or other defects that seem more appropriate for insects and other lower life forms, those who survive their early years learn the true meaning of rejection.

One of the rarest of all the tiefling heritages, the motherless tend to arise in clusters of half a dozen or so births occurring over roughly the same time period in a village or town. Such infestations are as quick to dissipate as they are to appear, and while somewhat more common near the Worldwound, such outbreaks are still infrequent.

### Traits

The following are race traits for the motherless.

**Repel Sin:** You have an instinctive revulsion for the sins that led to the rise of demons and subsequent downfall of qlippoth. You gain a +2 trait bonus on saving throws made against spells and effects with the evil descriptor.

**Vile Kiss:** You have learned how to exploit the natural disgust you provoke when in close proximity to others. You gain a +2 trait bonus on combat maneuver checks to perform a dirty trick combat maneuver for the purpose of making your opponent sickened.

## Rakshasa-Spawn (Beastbrood)

Beastbrood regard themselves as deserving of appreciation and opulence. Through deceit and sheer willpower, they often achieve privileged stations in society.



### RAKSHASA-SPAWN

**Ancestry** Rakshasa

**Typical Alignment** LE

**Ability Modifiers** +2 Dex, +2 Cha, -2 Wis

**Alternate Skill Modifiers** Disguise, Sense Motive

**Alternate Spell-Like Ability** Beastbrood gain *detect thoughts* as a spell-like ability.

Like their rakshasa ancestors, beastbrood have a taste for luxury and the finer things in life. Predisposed toward arrogance, beastbrood believe that they innately deserve affluence and find any station below that of royalty beneath them. Despite their haughty demeanor, beastbrood typically possess a natural charm that actually causes others to often grant them the deference they consider their birthright. Unless playing a role, beastbrood always act like aristocrats, and usually, they get treated as such.

Beastbrood usually develop their distinctive traits after childhood, often sometime during adolescence. Such attributes usually hint at an animalistic nature, including slit pupils, fangs, or coats of fur. Unlike most tieflings, beastbrood rarely feel a sense of isolation. Even their bestial features, sleek and well groomed, usually grant them a feral glamor instead of leading to revulsion.

Beastbrood are most common in Vudra, where rakshasas are more prevalent, but many leave their homeland for better prospects abroad as soon as possible. Vudran folklore has far too many stories about rakshasas to allow their half-blooded offspring to achieve the lavish lifestyle they seek, and most Vudrans oust beastbrood as soon as they are discovered. In other lands, where they are regarded as merely novel instead of cultural bugaboos, beastbrood find it much easier to attain the opulence they crave.

### Traits

The following are race traits for beastbrood.

**Bent Body:** While nothing is actually reversed, your bones and limbs are slightly out of alignment. You gain a +2 trait bonus to CMD when resisting grapple attempts.

**Tough Skin:** You retain a small amount of your ancestors' unyielding skin. You gain a +1 trait bonus to AC when opponents attempt to confirm critical hits with either bludgeoning or slashing weapons.

# Combat

## Feats of the Fiendish

**T**ieflings are nothing if not cunning and skilled. When adventure calls to such tainted souls, individuals put their mettle to the test, calling on a host of unique abilities and powers that give them an edge in combat. At the GM's discretion, other appropriate characters may make use of some of these new feats.



### Ancestral Scorn

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

**Prerequisites:** Intimidate 5 ranks, tiefling.

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

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

### Banner of Doom (Combat)

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

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

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

### Blinding Sneak Attack (Combat)

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

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

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

### Fiendish Darkness

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

**Prerequisites:** *Darkness* spell-like ability, tiefling.

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

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

# Blood of Fiends

## Fiendish Facade

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

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

**Benefit:** You gain a +5 racial bonus on Disguise checks when attempting to impersonate a particular race. You must select the race you are able to impersonate when you select this feat, and thereafter you cannot change the race you have chosen. That race must be Medium size.

## Fiendish Resilience

You dodge energy attacks with amazing agility.

**Prerequisites:** Dex 13, evasion class feature, tiefling.

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

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

## Fury of the Tainted (Combat)

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

**Prerequisites:** Cha 13, rage class feature, tiefling.

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

## Improved Fiendish Darkness

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

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

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

## Improved Fiendish Sorcery

Your skill with foul sorcery is even more potent than that of others of your race.

**Prerequisites:** Fiendish sorcery racial trait, tiefling.

**Benefit:** If you are a sorcerer and possess the Rakshasa bloodline (*Pathfinder RPG Ultimate Magic* 68) or Shadow bloodline (*Pathfinder RPG Advanced Player's Guide* 140), treat

your Charisma score as 2 points higher for all sorcerer class abilities.

## Improved Fury of the Tainted (Combat)

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

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

**Benefit:** While raging, you gain spell resistance equal to 10 + your class level against spells with the good descriptor.

## Monstrous Mask

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

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

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

## Reckless Aim (Combat)

Your lack of regard for others proves a boon when you fire projectiles into melee.

**Prerequisites:** Point-Blank Shot, Precise Shot.

**Benefit:** When you shoot or throw ranged weapons at an opponent engaged in melee, you can choose to take a –1 penalty to your AC and gain a +2 competence bonus on your attack roll. However, when you roll a natural 1 on a ranged attack roll made with this bonus, you automatically hit a random adjacent creature that threatens your intended target.

## Terrifying Mask

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

**Prerequisites:** Cha 13, Monstrous Mask, tiefling.

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

## Wicked Valor

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

**Prerequisites:** Con 15, Diehard, Endurance, tiefling.

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

# Faith

## Prayers of the Damned

**D**arkness has at least as much power as light. The following new oracle curses and inquisitions are derived from a fundamental connection with some facet of evil, regardless of the user's actual alignment. Though these features are particularly suitable for tieflings, GMs can permit characters of other races with appropriate backstories or worldviews to gain them as well. Spells marked with an asterisk (\*) can be found in the *Pathfinder RPG Advanced Player's Guide*.

### Oracle Curses

The following new oracle's curses are common among those oracles afflicted with the taint of daemons, demons, or devils, and can be taken in place of any oracle's curse at 1st level. Once made, this choice cannot be changed, and each new curse is subject to the same rules and restrictions as the oracle's curses presented in the *Advanced Player's Guide*.

**Consumed:** Your connection to Abaddon and the daemons that call it home has left you diminished but still able to scorn many mortal frailties. Whenever you take lethal hit point damage, you take an additional number of points of nonlethal damage equal to 1/2 the lethal damage you took. You automatically stabilize when brought below 0 hit points. At 5th level, whenever you make a saving throw against a disease or poison effect, roll twice and use the higher roll as your result. At 10th level, you can go without food or water for a number of days equal to your oracle level before suffering any ill effects due to starvation or thirst. At 15th level, whenever a creature within 30 feet takes damage while in combat, you automatically gain 1 temporary hit point. You can benefit from this ability a number of times per round equal to your Charisma modifier, and you can gain a total number of temporary hit points in this way equal to your oracle level. Temporary hit points gained this way disappear after 1 hour.

**Legalistic:** The shackles of Hell impose savage consequences should you violate a covenant, but also imbue you with remarkable guile. Whenever you break your word (either purposefully or unintentionally), you become sickened for 24 hours or until you meet your obligation, whichever comes first. However, once per day,

you can make a vow to yourself that grants a +4 morale bonus on any one roll you make while trying to fulfill a promise made to another individual. At 5th level, you gain a +3 competence bonus on Diplomacy, Intimidate, and Sense Motive checks while talking to an individual one-on-one. At 10th level, you can make a new saving throw each minute to resist mind-affecting effects as your subconscious searches for loopholes. At 15th level, any creature that violates its freely given word to you takes a penalty to AC, to spell resistance, and on saving throws against your attacks and abilities equal to your Charisma modifier (minimum 1) for 24 hours.

**Wrecker:** The destructive power of the Abyss and its teeming hordes of demons seeps from your very pores and into your belongings and surroundings. Held objects gain the broken condition when you use or equip them but regain their actual condition if employed by anyone else. If a held item is restored to unbroken condition, it becomes broken again the following round. Disable Device becomes a class skill for you and you can make Disable Device checks to destroy nonmagical traps as a move action without the need to use tools or take any action beyond simply touching it. At 5th level, whenever you attempt to damage an object with a melee attack, reduce its hardness by an amount equal to your oracle level before determining the damage you deal with that attack. At 10th level, any attacks you make against objects and constructs automatically bypass any damage reduction they may possess except epic. At 15th level, whenever you are dealt damage by an attack with a manufactured weapon, you can require the weapon's wielder to make a Reflex save (DC 10 + 1/2 your oracle level + your Charisma modifier) to avoid having the weapon collapse into dust immediately after striking you (magical weapons receive an additional saving throw against this effect).

### Inquisitions

Inquisitions were first introduced in *Pathfinder RPG Ultimate Magic*, and can be taken by inquisitors in place of a domain. The following inquisitions appeal to those individuals whose blood burns with a fiendish taint, whether that taint be from Abaddon, the Abyss, or one of the nine layers of Hell.

# Blood of Fiends

## Damnation Inquisition

**Deities:** Asmodeus, Pharasma, Zon-Kuthon.

**Granted Powers:** The prospect of an afterlife filled with torment can cause even the most stalwart to blanch—at least for a moment.

*Fear the Flames (Su):* You can give a creature you can see within 60 feet one chance to avoid an eternity of suffering by ordering it to carry out any one simple action that would take no more than 1 round to complete. Good and neutral creatures that refuse become shaken for 1 round (Will negates), while evil creatures that obey gain a +2 morale bonus on all rolls and checks made for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier. This is a language-dependent, mind-affecting effect.

*Collector of Souls (Sp):* At 8th level, once per day as a standard action, you call forth an illusory fiend and order it to temporarily drag a living and sentient creature into an afterlife of pain and misery. This otherwise acts identically to *phantasmal killer*, except targets that fail their Fortitude saving throws become paralyzed for a number of rounds equal to 1d4 + your inquisitor level instead of dying.

## Possession Inquisition

**Deities:** Calistria, Lamashtu, Nethys, Norgorber, Urgathoa.

**Granted Powers:** You can invade the bodies of lesser beings and command them to bend to your will.

*Self-Control (Ex):* You possess remarkable control over your own body, and gain a +2 competence bonus on saving throws made against enchantment spells of the charm or compulsion subschool.

*Beast Ride (Su):* At 4th level, once per day as a standard action, you can vacate your body and inhabit that of any creature belonging to the animal type within 30 feet for a number of rounds up to your inquisitor level. While you are possessing an animal in this way, your own body becomes helpless and unaware. You can travel any distance from your body so long as you remain on the same plane, and can return to your own body as a free action at any time. If the animal or your body takes damage, or you attempt to make the animal attack or do anything

out of character, the effect immediately ends and you return to your own body.

*Body Snatch (Sp):* At 10th level, once per day as an immediate action upon falling unconscious because of dropping below 0 hit points, you can cast your soul from your body and attempt to occupy the body of another creature within 30 feet. This ability otherwise functions identically to *magic jar* except that your actual body serves as the receptacle and you suppress the consciousness of your target rather than casting it out. Your body continues to bleed as normal unless it is somehow stabilized, and if its hit points drop to a negative number equal to your Constitution score, the *magic jar* effect prematurely ends and you die as normal.

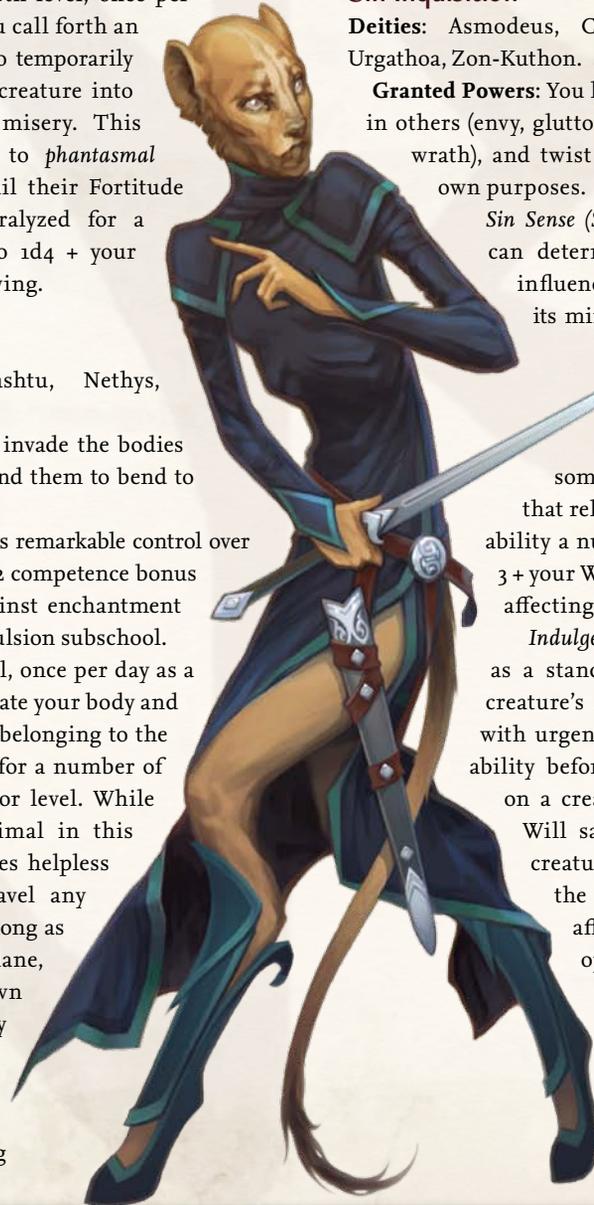
## Sin Inquisition

**Deities:** Asmodeus, Calistria, Norgorber, Rovagug, Urgathoa, Zon-Kuthon.

**Granted Powers:** You know how to stoke the seven sins in others (envy, gluttony, greed, lust, pride, sloth, and wrath), and twist their dark desires to suit your own purposes.

*Sin Sense (Su):* As a full-round action, you can determine which sin most strongly influences a target by quickly reading its mind. Once you learn this fact, you gain a +4 bonus on your next Charisma-based skill check made against the target as long as it somehow incorporates a temptation that relates to that sin. You can use this ability a number of times per day equal to 3 + your Wisdom modifier. This is a mind-affecting effect.

*Indulge (Su):* At 8th level, once per day as a standard action, you can awaken a creature's vice and overwhelm its senses with urgency. You must decide to use this ability before using your sin sense ability on a creature, and the target receives a Will save to negate the effect. If the creature fails its saving throw, for the next 24 hours, whenever the affected creature is given an opportunity to indulge in its favored sin, that creature must yield to the impulse or make a second Will saving throw to avoid becoming sickened for 1 minute. This is a mind-affecting effect.



# Magic

## Dark Powers

The taint of the evil Outer Planes and their inhabitants grants vast power to those willing to risk trafficking with them. For some, the price seems more than reasonable for a taste of true power. For others, embracing the dark and terrifying abilities of fiends could signify one's ultimate fall from grace. Regardless of their individual motives, all tieflings know to both respect and fear the malign powers lurking within their blood. The following bard masterpieces are particularly favored by musically inclined tieflings, and the daemon bloodline is an irrefutable source of arcane might for tiefling sorcerers.

### Bard Masterpieces

First introduced in *Pathfinder RPG Ultimate Magic*, masterpieces allow bards to inflict unique effects on nearby creatures by sacrificing other abilities and using a number of rounds of their bardic performance ability. The following bard masterpieces are subject to the same rules and limitations of the bard masterpieces found in *Ultimate Magic*.

#### The Dance of Kindled Desires (Dance)

Each sway and shake of your hips calls up another temptation from the depths of Hell until your spectator, hapless and drooling, finally succumbs and freely offers up his life, honor, or very soul for just a taste of what you have proffered.

**Prerequisite:** Perform (dance) 5 ranks.

**Cost:** Feat or 2nd-level bard spell known.

**Effect:** Your dance entices one creature within 30 feet that is able to see you, invoking every imaginable vice and craving until finally the desire the creature personally finds most appealing overwhelms its thoughts. You always know what your target wants, and, if you have the means to provide it, can offer it to the creature in exchange for a specific service. The creature can resist this effect with a successful Will saving throw, and creatures never agree if you offer services that are physically impossible or obviously suicidal, or if you lie about having the means to fulfill the desire in question. The service can never take more than a day to complete, and the affected creature gains a +2 bonus on its saving throw if the service requires more than an hour to complete.

**Use:** 3 bardic performance rounds.

**Action:** 3 full rounds.

#### Melody of Frightful Death (String)

The pain and horror of the Abyss shrieks through your instrument to make a listener experience the death she dreads most.

**Prerequisite:** Perform (string) 7 ranks.

**Cost:** Feat or 3rd-level bard spell known.

**Effect:** You produce a sound that causes creatures to believe they are suffering a particularly ghastly and terrifying death, such as immolation, freezing to death, or being eaten alive by insects. When you complete this performance, all creatures within 30 feet who can hear your performance must make a successful Will saving throw or take 1d6 points of energy damage. The energy type can be either acid, cold, or fire (your choice, chosen when you begin performing the masterpiece).

Affected creatures that fail their saving throws take damage on the round you begin the performance and each round you continue the performance as long as they remain in range. Abilities that extend the duration of a bardic performance affect this masterpiece.

**Use:** 1 bardic performance round per round.

**Action:** 1 standard action.

#### The Rheumy Refrain (Sing)

Your strange melody of hacking gasps and pained wheezes draws upon the dark powers of Abaddon to fill a witness with debilitating and distracting phlegm.

**Prerequisite:** Perform (sing) 5 ranks.

**Cost:** Feat or 2nd-level bard spell known.

**Effect:** Your song emulates the sounds of a terrible illness, causing one creature you are aware of who can hear your song to develop a psychosomatic flu. If the target fails its Will save, whenever it attempts any action other than moving up to its base speed or making a single melee attack (but not both) in a single round, it must succeed at a concentration check (DC 10 + your Charisma modifier) to avoid wasting its action because of a fit of coughing and sneezing.

**Use:** 1 bardic performance round per round.

**Action:** 1 standard action.

# Blood of Fiends

## Daemon Bloodline

A daemon lurks somewhere along your family tree. Your powers derive from these soul-devouring fiends, who take pleasure and gain power from manipulating mortal frailties like aging, pestilence, famine, and the horrors of war. Your lineage gives you great insight into how to exploit the weaknesses of living beings and how to use leeches soul energy to enhance your wicked abilities. Bonus feats marked with an asterisk (\*) are detailed in the *Advanced Player's Guide*.

**Class Skill:** Heal.

**Bonus Spells:** *ray of enfeeblement* (3rd), *touch of idiocy* (5th), *vampiric touch* (7th), *contagion* (9th), *blight* (11th), *circle of death* (13th), *waves of exhaustion* (15th), *horrid wilting* (17th), *soul bind* (19th).

**Bonus Feats:** Diehard, Endurance, Fast Healer\*, Great Fortitude, Heroic Defiance\*, Heroic Recovery\*, Sickening Spell\*, Toughness.

**Bloodline Arcana:** Whenever you cast a spell that kills one or more living creatures with an Intelligence score of 3 or higher, the caster level of any spell you cast in the next round increases by +1 for each creature your first spell killed. This ability does not stack with other effects that increase your effective caster level, and you cannot gain a bonus greater than 1/2 your Charisma modifier (minimum 1). The second spell you cast must be of an equal or lower level than the first one.

**Bloodline Powers:** Like that of a daemon, your magic derives from painful and lingering death.

**Wasting Ray (Sp):** At 1st level, as a standard action, you can impose either starvation or thirst upon a living creature you can see within 30 feet. This requires the creature to make a Constitution check each round (DC 10 + 1 for each previous check) to avoid taking 1d6 points of nonlethal damage. The creature must continue to make these checks until, as a full-round action, it quenches its thirst or sates its hunger (see pages 444–445 of the *Pathfinder RPG Core Rulebook* for more information on starvation and thirst). You can use this ability a number of times per

day equal to 3 + your Charisma modifier, but can only apply it once every 24 hours to any given creature. Creatures that do not need to eat are immune to this effect.

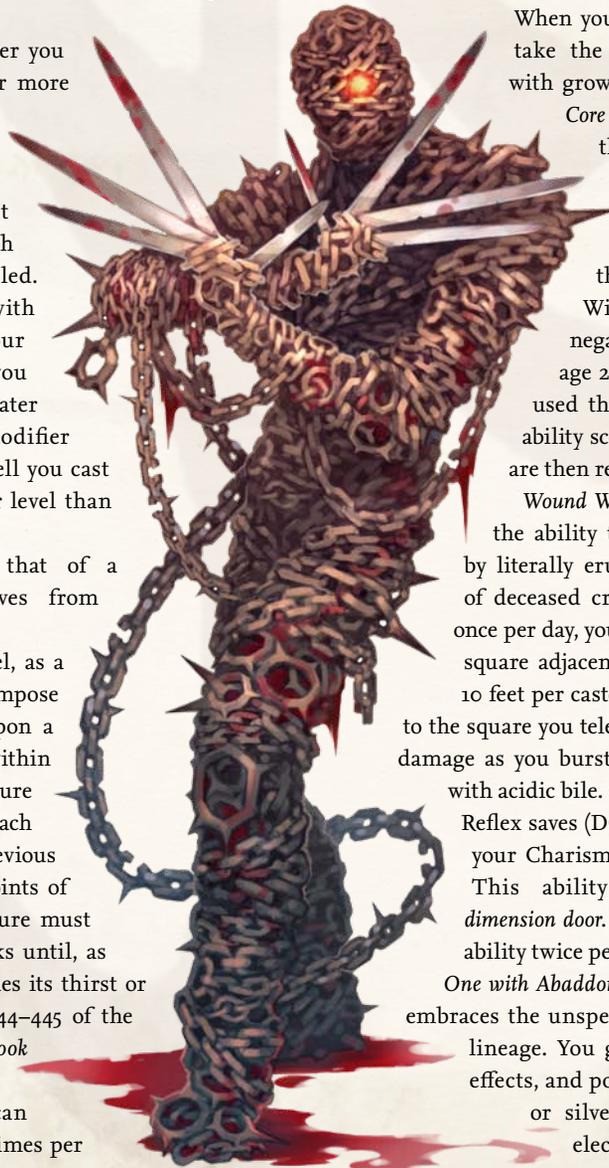
**Daemonic Resistances (Ex):** At 3rd level, you gain resist acid 5 and a +2 bonus on saving throws made against poison and death effects. At 9th level, your resistance to acid increases to 10 and your bonus on saving throws against poison and death effects increases to +4.

**Age Out (Su):** At 9th level, you gain the ability to instantly recover from most harmful effects by temporarily aging yourself decades in a matter of moments. As a standard action, you can shift your effective age to the next highest aging step (for example, from adulthood to middle age). Each time you do this, any debilitating condition or effect currently affecting you that initially allowed a Will or Fortitude saving throw immediately ends.

When you age yourself in this way, you take the normal penalties associated with growing older (see page 169 of the *Core Rulebook*) but gain none of the benefits. You cannot use this power to age beyond venerable, recover hit point damage, or remove effects that did not or do not allow a Will or Fortitude saving throw to negate. You return to your actual age 24 hours after the last time you used this ability, and all penalties to ability scores as a result of advanced age are then removed.

**Wound Warp (Sp):** At 15th level, you gain the ability to travel across the battlefield by literally erupting from the fatal wounds of deceased creatures. As a standard action once per day, you can teleport to an unoccupied square adjacent to any dead creature within 10 feet per caster level. Any creatures adjacent to the square you teleport to take 4d6 points of acid damage as you burst into being and shower them with acidic bile. Creatures that make successful Reflex saves (DC 10 + 1/2 your sorcerer level + your Charisma modifier) take half damage. This ability otherwise functions like *dimension door*. At 20th level, you can use this ability twice per day.

**One with Abaddon (Su):** At 20th level, your body embraces the unspeakable power of your daemon lineage. You gain immunity to acid, death effects, and poison. You also gain DR 5/good or silver and resistance to cold 10, electricity 10, and fire 10.



# Social

## Born Bad

The shadow of evil casts a dark pall upon the soul of even the most righteous tieflings. They stand so close to the pit that a mere stumble could cast them into damnation, and their dark ancestry often grants them unusual abilities or insights that forever separate them from the common throng. The following entries offer a variety of new race traits designed for tieflings.

### Tiefling Race Traits

The following race traits complement tiefling characters.

**Anticipate Evil:** You can read subtle clues in the body language of fiends, allowing you to react just a bit faster than normal when dealing with such beings. You gain a +1 trait bonus on opposed Dexterity-based skill checks against outsiders with the evil subtype. In addition, when your initiative is tied with such creatures, you always act first regardless of which of you has a higher initiative modifier.

**Beast Bully:** You have learned how to exploit the fear felt by creatures of the natural world when they sense the shadow in your soul. You can make an Intimidate check instead of a Handle Animal check when trying to handle or push an animal.

**Blessing of Darkness:** Your innate connection with the powers of darkness serves you well when evil zealots pray on your behalf. Whenever a spellcaster capable of channeling negative energy casts a beneficial spell on you, she acts as if she were one level higher for the purpose of determining that spell's effects.

**Born Damned:** The inherent sacrilege that taints your soul sometimes crowds out lesser banes. You gain a +2 trait bonus on saving throws against curses and magical effects that produce curses.

**Dark Magic Affinity:** You have an instinctive talent for unleashing the vilest spells, letting the taint in your blood empower your malicious magic. Whenever you cast a spell with the evil descriptor, you act as if you were one level higher for the purpose of determining that spell's effects.

**Ever Wary:** Constant fear that your fiendish nature might provoke a sudden attack ensures that you never completely let down your guard. During the surprise round and before your first action in combat, you can apply half your Dexterity bonus (if any) to your AC. You still count as flat-footed for the purposes of attacks and effects.

**Family Connections:** Your dark ancestry gives you a special insight into how to motivate or placate fiends and their kin. You gain a +2 trait bonus on Bluff and Diplomacy checks made against outsiders belonging to the evil subtype.

**Friendless:** You have grown used to looking after yourself without help. You can make Heal checks on yourself for the purposes of treating deadly wounds, diseases, and poisons.

**Inciter:** You always seem to know the perfect words to sow discord. You gain a +2 trait bonus on Bluff checks made to convince creatures to attack each other.

**Motherless:** Your birth killed your mother, and you learned, even before words, how to manipulate others into looking after you. You gain a +2 trait bonus on Bluff and Disguise checks made for the purpose of making you seem injured, sickly, or weak in some other way.

**Prolong Magic:** Constant drills and preparation allow you to get more out of your innate magic. Whenever you use a spell-like ability gained



# Blood of Fiends

through your tiefling heritage, it automatically acts as if affected by the Extend Spell metamagic feat.

**Prideful Temper:** Memories of the cruel abuse and taunts you suffered as a child cause you to strike back with great fury at anyone who slanders you. You gain a +1 trait bonus on attack rolls made against creatures that have insulted you until you actually succeed in dealing damage.

**Shadow Stabber:** An instinct for dishonorable conduct serves you well when fighting opponents who are blind, oblivious, or blundering around in the dark. You gain a +2 trait bonus on melee weapon damage rolls made against foes that cannot see you.

**Suicidal:** Shame and horror fill your subconscious, and you never stop looking for ways to grant yourself the peace of the grave. Once per day, as an immediate action,

you can make yourself the target of any attack originally directed against a creature occupying an adjacent square.

**Twilight Zeal:** The gloom of night and of the places beyond the reach of the sun gives you comfort and courage. You gain a +1 trait bonus on Will saving throws when in dim light or darkness.

**Underling:** People tend to assume you either are, or are willing to become, a minor cog in some evil cabal or conspiracy. You gain a +2 trait bonus on Bluff and Diplomacy checks made to either join or imply that you already belong to an evil organization.

## Random Tiefling Features

Presented below are dozens of features tieflings might possess. None of the following features grant characters any special powers in excess of their usual abilities.

d%	Feature	d%	Feature	d%	Feature
1	Arms: elbow spurs	35	Hands: other	69	Teeth: needle-like
2	Arms: oversized limb	36	Head: animalistic	70	Teeth: other
3	Arms: stony forearms	37	Head: animate hair	71	Other: androgynous
4	Arms: tentacle-like	38	Head: bald	72	Other: antennae
5	Arms: undersized limb	39	Head: malformed	73	Other: avian snood
6	Build: emaciated	40	Head: other	74	Other: bleeding pores
7	Build: hunchback	41	Horns: draconic	75	Other: bony ridges
8	Build: obese	42	Horns: metallic	76	Other: emits strange noises
9	Build: unnaturally heavy	43	Horns: ramlike	77	Other: exoskeleton
10	Build: unnaturally light	44	Horns: vestigial	78	Other: external organ
11	Digits: abnormally long	45	Horns: other	79	Other: extraneous nipple
12	Digits: extra digits	46	Legs: backward-bending	80	Other: eyestalks
13	Digits: extra joints	47	Legs: birdlike	81	Other: forked tongue
14	Digits: no nails	48	Legs: cloven feet	82	Other: fungal/leafy growths
15	Digits: odd number	49	Legs: froglike	83	Other: hermaphroditic
16	Ears: batlike	50	Legs: other	84	Other: incongruous footprints
17	Ears: missing	51	Skin: feathered	85	Other: infernal glow
18	Ears: piglike	52	Skin: loose	86	Other: infested
19	Ears: pointed	53	Skin: patterned	87	Other: inhuman voice
20	Ears: other	54	Skin: rotting	88	Other: missing joint
21	Eyes: cyclopic	55	Skin: scaled	89	Other: no reflection
22	Eyes: goatlike	56	Skin: slimy	90	Other: no shadow
23	Eyes: glowing	57	Skin: strangely colored	91	Other: profane birthmark
24	Eyes: smoking	58	Skin: translucent	92	Other: smoking breath
25	Eyes: other	59	Skin: variable color	93	Other: spinneret
26	Face: canine muzzle	60	Skin: other	94	Other: strange smell
27	Face: insectile mandibles	61	Tail: aquatic	95	Other: uncontrollable twitch
28	Face: missing nose	62	Tail: fiendish	96	Other: unnatural temperature
29	Face: underdeveloped features	63	Tail: mammalian	97	Other: vestigial limb
30	Face: other	64	Tail: reptilian	98	Other: whistling umbilicus
31	Hands: backward-bending fingers	65	Tail: other	99	Roll twice, ignore any result of 99 or higher.
32	Hands: extra thumbs	66	Teeth: blunt	100	Roll three times, ignore any result of 99 or higher.
33	Hands: pincers	67	Teeth: fanged		
34	Hands: suckered	68	Teeth: metallic		

# PATHFINDER

## PLAYER COMPANION

## Coming Next

Beings born from mortal and heavenly intermingling tread the same earth as mere humans and lesser creatures. Blessed with celestial blood from benevolent extraplanar ancestors, the beatific humanoids known as aasimars are often regarded by others with a mixture of reverence and envy. Delve into the mysteries and wonders of these angelic outsiders and learn how to optimize your own aasimar characters in the next Pathfinder Player Companion volume!

## Blood of Angels

Learn all about aasimars within the Pathfinder campaign setting and how to flesh out your own celestial character with a host of information on the ecologies, societies, traditions, and beliefs of aasimars. How do aasimars come to be, exactly? How do they interact with humanoids in other societies? *Blood of Angels* presents player-friendly answers to these questions and more, and gives you all the tools you need to make your aasimar character fit into the world of the Pathfinder campaign setting.

## Aasimar Heritages

Further customize your aasimar character with a multitude of possible celestial heritages, including the bloodlines of angels, archons, garudas, and more. Each otherworldly ancestry grants its aasimar descendants distinct psychological traits, physical features, and supernatural abilities, meaning no two such celestially touched beings are truly the same.

## Combat

New combat-oriented feats take your celestial warrior to the next level in battle.

## Faith

Let the wicked fear your fervor with new oracle curses, inquisitions, and subdomains specifically designed for characters with a heavenly edge.

## Magic

The arcane magic of the blessed is more than enough to strike terror into baser creatures, with new bardic masterpieces, eidolon models, and a sorcerer bloodline.

## Social

Make your aasimar character truly stand out with myriad new traits and features, or roll to randomly determine the celestial markings of your angelic heritage.

## Subscribe for More!

Discover Golarion and learn more about this rich, detailed campaign world! Head over to [paizo.com](http://paizo.com) and subscribe today to have each player-friendly Pathfinder Player Companion delivered straight to your door. Each book has new information about fantasy races and nations, combat techniques, and magical discoveries. Or if being a GM is more your style, try subscribing to the Pathfinder Campaign Setting, Pathfinder Modules, or Pathfinder Adventure Paths! Did you miss out on a juicy secret from a past installment? Log on and pick up every volume of past Pathfinder products online!

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# Something Wicked Lurks Within

Born of mortal and fiendish blood intertwined, tieflings are tainted individuals thrust into a world that has learned to both fear and despise them. Whether they openly display their freakish ancestry in settlements known for their tiefling populations or hide such shameful attributes through either mundane or magical methods, all tieflings know that they are different.

*Blood of Fiends* presents a player-friendly overview of the tieflings of the Pathfinder campaign setting, as well as new rules and information to help players customize their own fiendish characters. Inside this book, you'll find:

- ▶ Detailed information on the origins, physiology, traditions, social interactions, and beliefs of tieflings—the accursed descendants of mortals and fiends.
- ▶ A table of 100 variant tiefling abilities to further customize your fiendish characters.
- ▶ An expansive look at the 10 most common types of tiefling heritages, each of which provides tiefling characters with alternate ability score modifiers, skills, and spell-like abilities.
- ▶ New feats for battle-hardened tiefling characters.
- ▶ New curses and inquisitions for fiendish oracles and inquisitors.
- ▶ New subdomains for tiefling clerics, each reflective of a different fiendish realm.
- ▶ New masterpieces for tiefling bards and a bloodline for daemon-tainted sorcerers.
- ▶ Dozens of new traits to flesh out your tormented character and bodily features to help distinguish your tiefling.

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game, but can easily be incorporated into any fantasy world.

