

right into her heart and the sudden seriousness in his voice jolted her.

"What is it they say?" he asked. "One's a curiosity, two's a conspiracy-"

"Three's a curse," she finished. "You think I haven't heard that rubbish before?"

"I know you have." When she glared at him, he added, "It's not as if I'm plumbing the depths of your mind, dear girl. That is the burden of every tiefling. Some break under it, some make it the millstone around their neck, some revel in it." He tilted his head again, scrutinizing her, with

Tieflings are derived from human bloodlines, and in the broadest possible sense, they still look human. However, their infernal heritage has left a clear imprint on their appearance. Tieflings have large horns that take any of a variety of shapes: some have curling horns like a ram, others have straight and tall horns like a gazelle's, and some spiral upward like an antelopes' horns. They have thick tails, four to five feet long, which lash or coil around their legs when they get upset or nervous. Their canine teeth are sharply pointed, and their eyes are solid colors-black, red, white, silver, or gold-with no visible sclera or pupil. Their skin tones cover the full range of human coloration, but also include various shades of red. Their hair, cascading down from behind their horns, is usually dark, from black or brown to dark red, blue, or purple.

## SELF-RELIANT AND SUSPICIOUS

Tieflings subsist in small minorities found mostly in human cities or towns, often in the roughest quarters of those places, where they grow up to be swindlers,



other minority populations in enclaves where they are treated with more respect.

Lacking a homeland, tieflings know that they have to make their own way in the world and that they have to be strong to survive. They are not quick to trust anyone who claims to be a friend, but when a tiefling's companions demonstrate that they trust him or her, the tiefling learns to extend the same trust to them. And once a tiefling gives someone loyalty, the tiefling is a firm friend or ally for life.

## TIEFLING NAMES

Tiefling names fall into three broad categories. Tieflings born into another culture typically have names reflective of that culture. Some have names derived from the Infernal language, passed down through generations, that reflect their fiendish heritage. And some younger tieflings, striving to find a place in the world, adopt a name that signifies a virtue or other concept and then try to embody that concept. For some, the chosen name is a noble quest. For others, it's a grim destiny.

Male Infernal Names: Akmenos, Amnon, Barakas, Damakos, Ekemon, Iados, Kairon, Leucis, Melech, Mordai, Morthos, Pelaios, Skamos, Therai

Female Infernal Names: Akta, Anakis, Bryseis, Criella, Damaia, Ea, Kallista, Lerissa, Makaria, Nemeia, Orianna, Phelaia, Rieta

"Virtue" Names: Art, Carrion, Chant, Creed, Despair, Excellence, Fear, Glory, Hope, Ideal, Music, Nowhere, Open, Poetry, Quest, Random, Reverence, Sorrow, Temerity, Torment, Weary

## TIEFLING TRAITS

Tieflings share certain racial traits as a result of their infernal descent.

Ability Score Increase. Your Intelligence score increases by 1, and your Charisma score increases by 2.

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

Alignment. Tieflings might not have an innate tendency toward evil, but many of them end up there. Evil or not, an independent nature inclines many tieflings toward a chaotic alignment.

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

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance. You have resistance to fire damage.

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

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