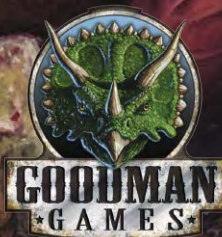


HERO'S HANDBOOK:

# TIEFLINGS



By JEFF LaSALA AND AERYN "BLACKDIRGE" RUDEL



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*Who would not, finding way, break loose from hell . . . .  
And boldly venture to whatever place  
Farthest from pain?*

- John Milton, *Paradise Lost*



## INTRODUCTION

For as long as the mortal races have believed in the existence of devils, there have been some desperate or greedy enough to treat with them. Arcanists who make pacts with these ancient immortals often become infernal warlocks, harnessing powers made available by Hell itself. Those who consort with infernal tempters may beget cambions, half-fiend offspring who either assist their parents or destroy them. Others experiment with devil's blood, suffusing themselves with the vitriolic fluid in fell rituals to harness otherworldly resistances. Always striving for greater power, these warlocks, cambions, and hell-bound sorcerers are willing to give up their souls for that which the mortal world cannot offer.

But tieflings are something else.

Unlike the other peoples of the Known Realms, who came into their own when Áereth was still ruled by dragon, cat, or serpent, tieflings are still a young race. The first generation emerged only a few thousand years ago, long after humans established themselves as the most prolific and adaptable race among the tides of history. Since then, they have lurked in the shadows of civilization, mistrusted, feared, persecuted – often with good reason.

### INFERNAL BENEFACTORS

Every tiefling walks a lonely and perilous road. Artful and charismatic, most find a way to use the gifts of their questionable inheritance to survive. Those who do not do so fall prey to the weapons of the ignorant, the righteous, or even the machinations of their own masters.

The other races of the Known Realms have an identity of their own, and each possesses its own creation myth. The dragonborn are descended from the legendary Dragon-Kings, noble paragons unseen in the modern age. Elves, dwarves, eladrin, halflings, and gnomes are believed to be the work of loving, deific hands. Even the monstrous orc and goblin peoples were formed wholly, for good or ill, to have their place in the world.

Not so for tieflings. Real or imagined, the archdevils who rule the infernal planes loom over this hybrid race like puppeteers. Bred to infiltrate, undermine, and conquer the human race, throughout their history tieflings have never been their own masters. As akin to

devils as they are to humanity, they are a race conflicted. Endowed with the wrath of Hell and a resistance to fire, the tiefling life is one of endless discord. They are born to serve, and by the end of their lives, each of them must decide whether to serve the humans who sired them, the devils who inspired them, or themselves.

### HEIRS OF ANCIENT POWER

Though they have never been especially numerous, tieflings move among circles of mysterious power. Their everyday societies may emulate the cities and towns into which they are raised, but their cultural laws and traditions are drawn from a history steeped in the powers of Hell. In short, their diabolical visages bear much more than a superficial resemblance to the devils, and with good reason.

Superstition – and the physical manifestations of their heritage – bears heavily upon tiefling lineage as they define it. Familial bonds are often deferred in the face of a more spiritual kind of genealogy, resulting

in a society that divides itself according to the mighty archdevils of myth. When these archdevils gave of their blood to foster the race, they staked claims on the resultant tieflings, expecting eternal service for payment, just as a wealthy businessman might expect a great return on a steep investment. Therefore, every archdevil who participated in the forming of the race still claims ownership of a percentage of the tiefling populace. This ownership takes the form of an assemblage officially known as a legacy.

Approximately ten great legacies – overseen by ten ancient archdevils – account for more than half of the tiefling population. These rulers of Hell, older than any myth, find representation in each of the legateses over which they preside. With such evil overlords hanging perpetually above them, it is little wonder that tieflings cannot escape the suspicion and fear their presence engenders. Though some legateses may reject their infernal benefactors, the legacies into which they are bound cannot be abolished. They can be found throughout the Known Realms, imperial or invisible, vying for resource and territory as persistently as any powerful human organization.

Unquestionably one of the most powerful of his kind was the archdevil Asmodeus. He has always been considered the foremost and perhaps original devil, yet his presence has been unaccounted for nearly a century. Rumors suggest he has found a way to subvert the gods' power and ascend into true divinity himself. In his wake, the remaining archdevils contest for rulership of the Nine Hells, and it is an open secret that each searches for the path they believe Asmodeus has found. Ownership of Hell's ninth layer of Nessus is commonly believed to be the final step along that coveted path. Meanwhile, the archdevils often use their mortal legacies to scour the Known Realms in search of clues to the King of the Nine's path of divinity.

## A LUCIFERIAN LEXICON

*Hero's Handbook: Tiefling* introduces some familiar and unfamiliar words and concepts that have special application for tiefling culture. Few of these meanings are common knowledge among non-tieflings, although a Religion check may be rolled should other characters

be confronted with such a term. All tieflings raised among other tieflings are familiar with these words and definitions.

**Archdevil** (DC 10) – The title bestowed upon devils of the highest order; the rulers of the Nine Hells. Archdevils are not all of equal power. Some rule entire layers of the Nine, while others govern only baronies and fiefdoms within a single layer. The term includes dukes, archdukes, and barons.

**Benefactor** (DC 15) – The archdevil who rules a legacy and presumably “owns” the soul of his legateses, sometimes referred to as Lord Benefactor to distinguish from *High Benefactor* and *Supreme Benefactor*.

**Brand** (DC 15) – Formally, an Unholy Brand, and often used synonymously with *stigma*, it is the physical sigil that usually appears on a tiefling's body when he or she becomes a *legatee*. A brand will usually become visible only (and briefly) when fire is applied to it or in the mere presence of some infernal powers.

**Burning Sacrament** (DC 15) – The ceremony a tiefling community will conduct when a tiefling comes of age, designed to reveal the *brand* of the *Benefactor* who claimed her. Considered a rite of passage from childhood to adulthood, it also establishes her *legacy*.

**Codex Infernum** (DC 20) – One of the most legendary and infamous of all tomes; it is the most comprehensive book of infernal law in existence, accounting for the ancient history of the Nine Hells and all its ever-changing legislation. According to legend, the Codex Infernum is ever-expanding. Although it is not known who possesses the original book, lesser copies of the Codex have fallen into some mortal hands.

**Devil** (DC 10) – Unholy natives of the Nine Hells; spirits who can assume physical form within the Hells or in the mortal realm.

**Diablerie** (DC 20) – Analogue to a temple or haven, any building or established location where members of a legacy may gather. It is also where a legacy's *Supreme Benefactor* usually resides.

**High Benefactor** (DC 20) – One of the highest-ranking members of a *legacy*. See also *Supreme Benefactor*.

**Legacy** (DC 15) – Analogous to an organization, syndicate, or church-congregation, legacies are spiritual alliances of the soul. Except in rare, even apocryphal

occasions, each tiefling becomes part of a legacy, such as the Legacy of Amon or the Legacy of Belphegor. Some organizations such as the Legacies of the Unknown Benefactor or The Legacy of Free Souls are not necessarily *true* legacies.

**Legatee (DC 15)** - Analogous to a family member or church member, a *legatee* is a member of a legacy. Tieflings become legatees during the Burning Sacrament – or a less formalized experience – when her brand, and thereby her Benefactor, is revealed.

**Stigmas (DC 15)** - Sometimes called unholy stigmas, they are the assortment of tiefling-specific physical characteristics that take shape when a tiefling comes of age and becomes a *Benefactor's legatee*. This may include a change in style of horns, tails, eyes, etc., but central and necessary is the appearance of a *brand*.

**Supreme Benefactor (DC 20)** - The highest-ranking member of a legacy, this being is usually considered a direct conduit to or even an avatar of the archdevil he represents. Those just below the Supreme Benefactor are called *High Benefactors*.





## CHAPTER I

## HISTORY & CULTURE

Several theories exist among sages as to the true origin of the tiefling race. But only one history do tieflings themselves cite as true, for it is the origin that defines the dichotomy of their individual and cultural psyche. But to understand the beginnings of the race, one must understand the diabolical intent behind it, the alien and thoroughly evil minds that dwell in the Nine Hells.

### DEVIL'S ADVOCATE

Since the world's creation, devils – and archdevils, their most powerful kind – have worked to corrupt and ensnare sentient mortals by the sins that each embodies and purveys. In the earliest ages of Aereth, when monstrous empires ruled the Known and Unknown Realms, the archdevils enjoyed great successes, culling thousands of souls at a time with charm, ruthlessness,

and diabolical grace. Only the dragons – bolstered by the wisdom of the immortal Dragon Kings – resisted them completely.

But when the mighty empires fell, Aereth was in turbulence as kingdoms waged war with one another, each trying to conquer or stave off his neighbor. Dragons and the dragonborn clans faded into antiquity, weaker than the empire they once served but still cleaving to their virtues as no other. The collapse of the sphinx and naga empires loosed their servitor races across the lands. Elves and eladrin stole away to their defensible forests, dwarves to their mountain halls, gnomes and halflings to their fey-touched hills and burrowed holes. Humans warred with both orcs and goblins. Fledgling nations were destroyed or subsumed by still more. The archdevils who lurked in the infernal realms of Hell were organized schemers,

but their plots to ensnare mortals in great numbers were foiled time and again by the tides of war and political circumstance.

For example, a devil might forge an agreement with an ambitious human noble. The devil gives him power to seize the throne of his kingdom, knowing that his plans will come to fruition through the nobleman's royal decrees after he is crowned. The noble becomes king, only to be deposed days later by his own ruthless brother, thus foiling the devil's plans and forcing him to begin anew.

Eventually, devils gave up their attempt to organize the enslavement of Áereth's sentient souls. Incensed, they were forced to scale down their efforts and pursue only one soul or several at a time. By their very nature, devils even compete with one another for choice souls, weaving intricate contracts, forging spell-pacts, and submitting to the conjurings of mortal wizards with the ultimate goal of acquiring the souls they covet. And above all, devils crave mortal souls; they are at once sustenance and indulgence.

## THE ORIGIN OF AN INFERNAL SPECIES

After the devastating War of Divine Right, when it became clear that humans were the new paradigm of the mortal world – even as the gods competed for the faith and loyalty of humanity's swelling numbers – a terrifying summit of sinister design took shape: a meeting of the great archdevils themselves. Such an event had never occurred before and would not likely happen again.

Although the face of Áereth would never become truly calm or perfectly complacent (a state ripe for devilish designs) without a single race dominating the Known Realms, the devils knew an opportunity was still upon them. Humans may not be sufficiently organized, but humans were more numerous and widespread than any prior race. Seize control of them and seize control of Áereth.

So the archdevils forged a treaty among their own, quieting their howling legions for mutual benefit. The archdevils met and argued, schemed and plotted for many human generations – a mere eyeblink to these immortals fiends. They watched and learned,

laid subtle groundwork within Áereth, and gathered their most loyal mortal agents. Together they would carry out a great incursion against humanity – and in time, all other races – which came to be called the Arbitrage.

During this time of planning, the devils' agents began to “recruit” impressionable subjects from human stock alone, choosing scattered communities from across the Known Realms. They targeted choice subjects, such as troubled runaways, devious criminals, and impressionable students of the occult. Woven into tightly knit and sequestered societies, these deviants underwent a regimen of arcane rituals and infernal pacts, and soon after begat the first generation of a horrific breeding program. Raised in a fascist-like regime that mirrored the Hells themselves, these forerunners were made to be subservient to their infernal masters. They were taught to exploit their natural strengths – persuasion and charm, strategy and cunning – and were trained as infiltrators, assassins, spellcasters, warriors, and diplomats.

Soon after, a cambion mystic named Lar'Tief (*lar-tee-ef*) became involved in the Arbitrage. It was whispered that he had once served the Priest-Kings of Nimoria and knew more than anyone how to bind human and devil flesh together. He was the first to introduce his blood into the breeding programs, and with his own spells siphoning his energies away, Lar'Tief turned to lichdom to prolong his work. The results of these ritual pairings and infernal spells were named the Incarnate and were regarded as an elite branch of dark humanity. They retained the free will required of mortals but were conditioned by their masters to unswerving obedience. Several more generations passed before their physical characteristics began to manifest in full, but soon the Incarnate appeared as they do in the current day: *humanlike*, but with obvious diabolical features. Although they were taught from childhood that they were the explicit property of the Lords of the Nine, many of the Incarnate considered the archdevils to be absentee masters. They began to name themselves after their cambion “father,” calling themselves Lar'Tieflings, reducing in time to simply *tiefling*.



## WHAT THE DEVIL?!

The first true tieflings sighted among the populous races were dismissed as mere calibans or half-demons abandoned by their sires – unwanted remnants of the legendary Nimoria. The most conspicuous were hunted down and slain, but sages remained unaware of the vast shadow stealing over humanity. A network of tiefling cells was carefully positioned across the map, poised to carry out the great incursion the Lords of Hell had planned for Áereth. The most intelligent and dangerous were given power over the rest and were to be granted small fiefdoms of their own in the world to come. During this time, doubters and insurgents of the Arbitrage were unmasked and brutally silenced; deserters were hunted down, tortured, and sacrificed. There was no tolerance for insubordination in Hell's mortal ranks.

Final preparations were made, until at last the tieflings collectively waited the world over for the signal. Younger tieflings were still in training, preparing to join the elite of the new world order; peoples of the Known Realms would bow to the Incarnate race. This was their birthright and their destiny, and the time had come.

But it never did.

On the eve of the great incursion, while all of Áereth seemed to shudder with terrific anticipation, the diabolic coalition was sundered. The archdevils were banished back to their respective layers in the depths of Hell. The tiefling generals mysteriously vanished, and their network of informants collapsed. Countless theories still exist as to the agencies behind the Arbitrage's failure: A faction of tieflings turned against their masters in an attempt to wrest control from them; United dragonborn clans unmasked the devils' scheme and led a strike against the seat of their power; The gods somehow found a way to bind the archdevils and shatter their plans. Sages and historians seldom agree on these historical accounts, but whatever the truth, the incursion never occurred. Like a flaming brand raised to burn a village and then cast into snow, the threat of Hell's domination was utterly extinguished.

The tieflings themselves, organized into communities in various places across the Known Realms, were left in shock. The archdevils, their infernal benefactors and the

minds behind the Arbitrage, had retreated. The reactions of individual communities were indicative of the tiefling psyche. Some went mad with rage and attacked human societies nearest to them, nearly destroying themselves in the process. Others were opportunistic, seizing power within their own governments amidst the confusion. Still others fell to sadness and despair, believing that their forebears had abandoned them. Some even swore vengeance against their devilish parents, for having sired and then stranded them on a world that would never accept them.

Tieflings as a people burned from within with a fervor for triumph, a lust for blood, and a craving for power. Bred to overthrow and reign as the Incarnate race of Áereth, they were suddenly cast adrift, bereft of aid. Tieflings saw themselves as wasted potential, power burning away, unspent and unsung.

## IDLE HANDS:

### BELIEFS & THE TIEFLING PSYCHE

Bereft of the physical presence of their founding fathers, tieflings were forced to dwell in the shadows of the other races. Lacking the united regime in which they were meant to lead, they have become a race of rootless vagabonds, wayfarers, and criminals. Many communities wander like gypsies across the Known Realms, thieving from other societies like scavengers, while others have fashioned a home for themselves and guard it carefully from those who would destroy them. At best, the average tiefling is an honest man trying to find his own destiny while defying the stereotypes set upon his race since its inception. At worst, he embraces the devil within and seeks to repay the world tenfold for daring to resist its rightful masters: the Lords of Hell.

According to indoctrinated truths, a tiefling believes he is bound to a particular devil – indeed, it is said he owes his talents and heritage to the blood of these dread Benefactors, whose spiritual power flows through his veins. For most tieflings, a Benefactor is one of the great archdevils, or possibly one of the lesser rulers of the Nine: the archdukes, barons, or more ambiguous offices of Hell. With this bond, tiefling doctrine maintains that the devil in question owns his very soul. And while such philosophical truths may be questionable, there can be



no disputing the symptoms; the sigil that appears on a tiefling's body in his adolescence and the physical traits it brings offers a sobering testament.

Stories are told that some tieflings are bound to devils other than one of the archdevils, such as a pit fiend or gelugon, by means of infernal negotiation. The Lords of the Nine may give possession of such souls to one of their most loyal servitors as a reward for excellent performance. In some stories, the tiefling in question seeks the devil that holds his soul in the hope of bargaining for it or of seizing it by force.

While other races would cringe in horror at the notion of such devilish "ownership," for tieflings it is simply a matter of fact. Having one of the Lords of Hell as one's patron and possessor is as much a point of pride as it is of shame, and is as uncertain and complex a subject as the nature of the afterlife for any mortal soul. Most tieflings do believe that their soul truly belongs to their Benefactor, and that nothing they do in life will change that fact. They are destined to serve him (or her) in life and after death, one way or another.

Those jaded tieflings who accept this fate console themselves by believing that eternal service to a devil is better than eternal torment at one's hands, for they believe that their kind are exempt from consumption. Devils love to consume the souls of mortals – but not those of their heir-apparent tieflings, surely. They are as servants who will be spared the rod, for they are children to the Lords of Hell. Of course, many refute the theory and renounce their Benefactors altogether, but even these tieflings live their lives in the shadow of possibility, forever wondering if there is a grain of truth in it. Is it merely a waste of one's time trying to run from inevitability? Can one be born into immortal service?

## **FIRE & FRUSTRATION**

In all other aspects of life, tieflings are a remarkably intrepid race. They do not suffer from self-deprecation or timidity and rarely second-guess themselves. Quite the contrary, tieflings are naturally confident and persuasive, many believing themselves far superior to any human. Knowing they were bred to a devil's idea of superhuman perfection and aware they were intended to lead Hell's incursion against inferior humanity, it is

difficult for them to accept the gutter into which the populous races have cast them. They burn with the potential for greatness – were they not bred for it? – but often feel unable to reveal it in the world as is. A nameless frustration is ever-present in the tiefling psyche, in one form or another. Some become mortal fiends, a true blight on humanity, while others become heroes who rise to glory despite the shackles of society and spirituality.

Ultimately, a tiefling is no more inclined toward evil than a human. Like any sentient mortal species, he possesses free will, for such was one of the "regrettable" requirements for their creation as mortal agents of Hell. But where humans have the variety of choice and the ambiguity of their origin, tieflings have a shadow looming over them at all times: a heritage of ultimate evil, a shroud of suspicion and fear. They may have free will, but will their Benefactors, the other races, and their own hearts allow them to use it?

Every tiefling burns with a desire to *do something* with his life and an inescapable need to prove himself. Just what he needs to prove – and for what reason – he must discover for himself. As a race, they are born with solid chips on their shoulders, daring any to speak ill of them. Always spoiling for a fight – whether it is verbal, physical, or spiritual – it is this nameless frustration which burns beneath the surface, ready to spill over at any moment.

## **THE DEVIL YOU KNOW: BRANDS & LEGACIES**

The process by which tieflings were created is considered an unparalleled amalgam of alchemy, biology, breeding, and hellish magic. With such an unorthodox beginning, it comes as little surprise that Benefactors stake their claim on the race by means less predictable than mere human genealogy.

According to tiefling doctrine, when their children are conceived, the newborn soul is placed (metaphorically or literally) on auction in the depths of Hell. By some method to which no mortal is privy, the archdevils are said to bid over and claim the nascent soul. The child is born and matures, bearing a resemblance to her parents as do most mortal creatures. Yet sometime

during adolescence – usually during a coming-of-age ceremony known as the Burning Sacrament – she manifests a symbol somewhere upon her body, appearing as an impeccably drawn birthmark. This mark, known as a *brand*, graphically stamps her as the property of the Benefactor who claimed her soul, not unlike a cattle brand. Shortly thereafter, she begins develop the corresponding *stigmas*, a suite of physical features associated with the archdevil in question.

Tieflings who embrace their heritage often mystically employ this brand, establishing it as a magical conduit to their fiendish masters. This is especially true of warlocks who enter into an infernal pact. Tieflings less willing to strengthen the bond between mortal and devil have found other resourceful ways to utilize their infernal roots (see Chapter 3 for examples of this).

For many reasons, tieflings bearing the brand of one Benefactor do not typically live with tieflings branded by another. At best, such would entail a conflict of interests. Therefore, if the brand that manifests upon a young tiefling does not match the brand possessed by the others in her community (even her parents), she is likely to leave – or be cast out of – her community in search of her true brethren: other tieflings who bear the same brand as she. In traditional tiefling culture, familial ties are almost trivial.

Of course, every community observes this custom in its own way. Most respect this millennia-old “devil’s law” and send such a tiefling peaceably on her way with sufficient supplies, a weapon, and wistful farewells. Others fearfully defy it, for they have raised her as one of their own and love her too much to let her go – many consider such spiritual insolence to be risky, at best. Some communities with stronger loyalty to their Lord Benefactor have the audacity to kill or enslave tieflings who manifest the brand of rival archdevils.

A group of like-branded tieflings is called a *legacy*, referring to the fact that all the skills, talents, and blessings of its members are “inherited” from the archdevil who sponsors them. The members of a legacy are therefore *legatees*, bound together by soul and circumstance. A legacy is not merely another name for an extended family; they are bound not by blood but by “ownership”. Sharing the same master, they are more

like syndicates or criminal networks.

It should be noted that not until a tiefling manifests a brand is she considered a legatee of anything. A traditional community will educate and treat an unmarked youth with respect, even affection, but she is considered a foster child, not a member of the legacy itself. Meanwhile, her biological mother and father are likely to have no special place in her life. One’s familial bloodline is of little consequence in most communities; the parents are simply one of the many elders of the community helping to raise her.

In very rare cases, if a tiefling reaches adulthood without having manifested a brand, she is considered to be in the Legacy of Lost Souls. While some wish to believe that her soul is free, unclaimed by any devil, most believe she was born without a soul at all. The other races wouldn’t know the difference, of course, but among tieflings such an unbranded tiefling is usually the subject of great pity. Aberrations among their own kind, they usually hide this shame or seek others like themselves in search of answers. Most just bide their time and hope that a brand will appear eventually, or that they’ll gain one by association in living among branded tieflings.

## THE DEVIL IN THE DETAILS: CYCLES OF LIFE

Tieflings live, divide, and unite as any mortals may. The passion to hate – and to love – shines with equal measure and is seldom lacking. In all things they do, they do so deeply; apathy is an alien concept to most tieflings, and they are drawn to their own kind for mutual protection and genuine affection. Such ardor inevitably leads to romantic pairing, although lust and power often factor prominently into such unions. Tieflings rarely marry, for doing so usually requires a religious affiliation they are unwilling to accept. Even so, fully half of tiefling relationships lead to long-term commitments. Life partners are not uncommon.

Yet the prospect of having children is a source of anxiety for well-meaning tieflings, given their hybrid heritage, and for this reason many are wary of reproducing at all. To conceive a child – even with a human – is to invite into the world another Hell-bound







soul, and this is not something a mother will do lightly. Producing a child is generally viewed as condemning him or her to a life – possibly an eternity – of scorn. Still, they are more human than devil, and tieflings harbor as much instinct and affection for their children as any mortal man and woman. Yet tiefling tradition is not conducive to great attachment, for their society values one's legacy and Benefactor over the bonds of blood. If a child does not one day develop the brand of her mother's master, mother and child will inevitably be parted. Many parents make sacrificial offerings to their Lord Benefactor – in gold, ritual components, residuum, or even living flesh – in the hope that he will claim their child's soul, thereby incorporating it into their own legacy. Communities strongly devoted to *their* legacy, meanwhile, desire more children in hopes of breeding more legatees of their Lord Benefactor.

Perhaps appropriately, every tiefling is born into the world bawling, giving voice to an inner torment that even in maturity he cannot explain. Those who have never heard it before or do not know what to expect are easily perturbed by the horrifying, almost bestial wail, believing it the sound of true suffering, but tieflings can remember it and know the moment is not one of physical pain, *per se*.

Tiefling infants resemble normal human infants almost perfectly, lacking the horns, pointed teeth, and tails that make the adults characteristically fiendish in appearance. Because of this, foundlings are not uncommon: parentless infants left at the doorsteps of temples, philanthropists, or the merciful among non-tiefling communities. Some tiefling parents who do not wish their child to be raised with the same infernal doctrine they endured are willing to risk their newborn's safety in the hope that compassionate folk will care for them. Within the first year or so, a tiefling babe begins to develop the traditional features of its kind. These foundlings then become changelings, subject to the adoptive parents' disgust, rage, or pity.

When a tiefling comes of age – usually around his fifteenth or sixteenth year – a ceremony known as the Burning Sacrament is usually performed within the community. As a rite of passage marking adulthood, it is intended to reveal his Benefactor's

brand, concluding with a literal baptism of fire. In that moment, and forever thereafter, whenever his skin is exposed directly to flame, the brand becomes temporarily visible – a lurid, infernal sigil that marks him as the possession of one of Hell's ruling lords. The Sacrament is a very trying ordeal for the young tiefling, for it brings him face to face with his heritage as never before. There are many whose personalities experience an immediate shift, depending on the tiefling's personal convictions and the temperament of his new Lord Benefactor.

In the days prior to this unveiling, a youth will sometimes exhibit physical symptoms or behavioral changes suggestive of the Benefactor who is soon to claim him. For example, a soon-to-be legatee of Beelzebub, the archdevil of gluttony, may become unusually ravenous; a prospective legatee of Amon, the archdevil of wrath, may become restless, short-tempered, or even violent; a supposed legatee of Bael, archdevil of covetousness, may be prone to theft. However, such temperaments are just as often misleading, as if at the last minute another devil has claimed him by some infernal sleight of hand. For example, an adolescent tiefling may exhibit the lascivious behavior common to legatees of Lilith, archdevil of lust, only to manifest the brand of Bei'thor, archdevil of pride.

In the absence of the Burning Sacrament, a tiefling will still develop his Lord Benefactor's brand, though it may not occur as early or as painlessly; usually the brand reveals itself by his twentieth year. Most tiefling communities perform the Sacrament if they're able to, for it is intended to reveal the brand – and thereby the tiefling's fate – as soon as possible.

Communities especially loyal to their Lord Benefactor may perform additional or altogether different ceremonies in the hopes of swaying fate, in hopes that the brand revealed will be their archdevil's. Whether these rituals – like Mammon's Ceremony of Possession or Bael's Ceremony of Taking – have any impact on Hell's unknowable methods remains unproven. Sometimes it seems to work, sometimes it does not.

Once a brand has appeared, the stigmas that correspond to the tiefling's Benefactor gradually take shape. Stigmas are physical characteristics common to

other tieflings of his legacy. For example, his horns may curve inward, or spiral out like a ram's, or his tail may lengthen, split, or develop a barb. While exceptions may exist – and some stigmas may be more pronounced than others even within the same legacy – these features often serve to identify a tiefling's legacy to those who know what to look for.

### **THE DEVIL'S BACKBONE: COMMUNITY & LEADERSHIP**

Tradition and racial instinct dictate that tieflings congregate with those who share their fate – like prisoners who grow closer together after years of shared hardships under the whip of a cruel master. More often than not, this means that tieflings will live among others of their own legacy. As a social concept, the legacy is difficult to grasp for other races; it is not quite an organization, nor a religious cult. They are similar to clans, but lacking familial bonds, and are akin to brother- or sisterhoods but without gender affiliation. Its legatees each have their own dreams, aspirations, and fears, but there is a common suite of talents and philosophies that binds them together. Above all, the Lord Benefactor serves as a shadowed figurehead, both master and ever-imposing threat.

As with brotherhoods or religious congregations, legacies' members may be scattered across the map, or they might have a handful of concentrated knots where its members have gathered. Some might have factions, others a commonwealth of villages spread out across several kingdoms but connected by courier or by magical means.

### **TIEFLING DEMOGRAPHICS**

Roughly a third of the world's tieflings reside with others of the same legacy. Children born within such communities typically become legatees of that community's Benefactor, but exceptions are common. Those bearing the stigma of another devil are usually shown little mercy when born into legacy-based communities. Legacy communities typically range from 50 to 1,000 tieflings, and their governments tend to be severely fascist. The vilest of tieflings – as well as the noblest – tend to come from such severe origins.

Another third of the tiefling population live within familial-based communities, their members coming from a mix of legacies. These communities have rarely more than a few hundred and tend to be relatively remote and unconnected villages. These tieflings generally show the most tolerance, not just toward tieflings of different legacies, but toward different races and religions. In fact, it's not uncommon to find a few non-tiefling families amongst their numbers and even a few mixed-race families. In this group, tieflings do place more value on their own family and bloodline than on legacies. Even so, the whispering call of their Lord Benefactor does prompt some young tieflings to leave these communities in search of their fellow legatees.

About a quarter of all tieflings live in nuclear or extended families nestled into largely non-tiefling populations, usually cities with racial and cultural diversity. More often than not, these families end up in slums and other low-profile districts, ensuring a steady supply of jaded, angry young tieflings.

The remaining population of tieflings are adventurers and other vagabonds, finding an assortment of ways to fit into the world. Some find a niche; others carve their own.

### **GIVING THE DEVIL HIS DUE: LAWS & DIABLERIES**

Legatees are expected to obey the laws of the archdevil who rules their legacy. Indeed, even those who “go astray” and forsake these traditions are still held accountable by their legacy-abiding kin. To some, abandonment of one's legacy and its traditions is considered treason, not mere desertion, and punishment is meted out accordingly.

Every legacy governs itself differently, some with a theocracy of ruling elders, others a merit-based council. Most legacies are overseen by a Supreme Benefactor, a tiefling allegedly chosen by the archdevil himself. It is believed that he or she communes with the archdevil directly and therefore serves as his chief agent in the mortal world. Supreme Benefactors are always evil, without exception, a true paragon of the Lord Benefactor's choice sins. The presence of such a figure within a community



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inevitably deters tieflings less willing to embrace their Benefactor's laws.

Beneath the Supreme Benefactor, a small group of advisors and ministers known as High Benefactors serve as the second tier in this mortal hierarchy. While the Supreme Benefactor tends to remain in one location, High Benefactors serve as ambassadors and emissaries and often travel from community to community to carry their master's will to all. When a Supreme Benefactor is unaccounted for, slain, or simply not yet revealed by the archdevil, an oligarchy of High Benefactors inevitably seizes rulership of the legacy.

Every legacy also has one or more diableries, hidden safe houses independent of any community where its legatees – and *only* its legatees – are permitted to gather for mutual protection and consultation. Akin to a temple or haven, diableries have no uniform appearance but are always well fortified. Some are subterranean vaults carved from a mountain face, while others may be marshland citadels, riverside keeps, or back-alley forts. Diableries may be comparable to temples devoted to an archdevil, a place to contemplate the doctrines of the Lord Benefactor and replenish one's resolve. They also serve as a free barracks, provided a legatee is willing to work for it. Tiefling criminals pursued by powerful authorities often retreat to their legacy's diablerie to lay low.

For every legacy, there is also one diablerie that serves as that legacy's base of operations, a hidden fortress where the Supreme Benefactor resides. Not all legatees know its location; to become privy to that information requires rank, prominence, or visible power. When tieflings become paragons of their race and make a name for themselves (whether through heroic or infamous deeds), emissaries of the Supreme Benefactor usually find them to assess their loyalty to their Lord Benefactor. If the tiefling in question proves his loyalty – or feigns it well – they are invited to visit this central diablerie of their legacy.

The gatehouse of this central diablerie, or any large enough to accommodate it, is designed to bathe would-be entrants in a spray of fire quickly enough to reveal their brands but not enough to harm their trappings. Tieflings branded by the wrong devil are incarcerated or slain outright.

## **DEVIL MAY CARE: DERELICTION & RELIGION**

Like it or not, all tieflings are connected in one way or another to a denizen of the Nine Hells. This does not, contrary to the prejudices of the populous races, make them evil or even predisposed to evil. Indeed, while many pay some measure of respect to their Lord Benefactor, they do not always live their lives either in strict observance to their legacy's traditions or in pious devotion to its master. Most give credence to their legacy but don't let their Lord Benefactor rule their lives. Not all tieflings are bitter, vindictive rogues.

The vast majority of tieflings are quintessentially unaligned, though the sins purveyed by their Lord Benefactor inescapably bleed into their culture, their hearts, or their peripheral worldview. For example, a legatee of Amzolol, archdevil of deception, may cast aside the wicked mandates of his Lord Benefactor, but even in doing good deeds he will probably still use subtlety and misdirection more than he means to. It's part of his stigma; it's in his soul.

Some tieflings defy their Lord Benefactor outright, and have even made themselves legendary in their efforts to oppose him or her. Sadly, most of these legends conclude with the death or disappearance of the recalcitrant tiefling. Even those who do not aggressively renounce their Lord Benefactor still adopt a "You're not the boss of me!" attitude toward all things infernal every bit as much as they defy human scorn.

Tieflings and traditional religion seldom mix. Since most believe their souls are already claimed by a devil, they see no purpose in serving any god. A rare few hope that in faith, a god of their choosing will, in the end, liberate the tiefling's soul, wrenching it from the grasp of the Lord Benefactor. It's a hard choice, either way. Even the most pious tiefling clerics second-guess themselves, wondering, "Am I doing this for the right reasons? Do I serve my god for what he stands for, or for what he can do for me?"

## **SPEAK OF THE DEVIL: LANGUAGE & LORE**

Tieflings do not have their own language. As a race bred for social adaptation – and, in truth, the subjugation



of the human race – every tiefling speaks the Common tongue. Most learn a second language, usually one spoken by their community's greatest allies or enemies. Tieflings who embrace their infernal culture usually learn the Supernal language at some point in their career, for it is the tongue of both gods and devils; those who wish to bring glory to their Lord Benefactor have in an interest in both.

Tieflings are generally reticent about their legacies and the traditions of their race – except among other tieflings. Horns and a tail are enough to frighten the common people of the Known Realms without open talk of infernal laws or devil-claimed souls. Exotic to look upon, as beautiful as they may be grotesque, tieflings are outlandish in almost every society of the world except their own.

Among other races, tieflings are universally treated with suspicion, cynicism, or outright fear. At best, they are merely tolerated, and in cities that are racially diverse, they are still treated as second-class citizens. Humans see in tieflings a dark reflection of themselves: devils made manifest in the likeness of their own kind. Tieflings, however, often pride themselves for their devil's façade. There is a well-known adage among tieflings: "Better the enemy without than the enemy within."

Most elves and eladrin treat tieflings with cool disdain, though some are fascinated by the juxtapositions of the tiefling condition. Most are just glad tieflings were bred from humans, not their kind (and privately try to assure themselves that such would never have been possible anyway). Dwarves offer tieflings a purposeful indifference, treating them with grudging respect. Disliking the wiles and subterfuge of the tiefling demeanor, most dwarves will say nothing about them (since they likely have nothing nice to say). Gnomes, halflings, and half-elves are often more sympathetic to the tiefling life, for they know what it is to be mistrusted or caught between two worlds.

Dragonborn and tieflings are instinctively adversarial for reasons they can scarcely understand. It is theorized that wars were once waged between dragons and devils in distant past, and that an echo of this immortal enmity endures in the progeny of both. When tieflings first appeared in the world a few thousand years ago, the

dragonborn were the first to strike against them in what they perceived as a dire threat. Crimes were committed by both races during those dark days that only the dragonborn, and their recorded histories, remember.

Tieflings typically judge all other races solely upon the way they're treated in turn. Those who insult, spurn, or slander a tiefling makes themselves memorable. And few hold grudges deeper than a tiefling.

## THE DEVIL'S PLAYGROUND: CUSTOMIZING A TIEFLING

Tieflings encompass a torrent of emotions, anxieties, attitudes, and beliefs. And as varied as their volatile psyches are their bodies. Tieflings are not a natural race, but were burned, beaten, and hewn from a race that is: humans. The physical features bestowed upon tieflings – some would say *afflicted* – were inspired by devils and their corrupted mortal agencies. Even a quick glance at the average tiefling reveals that his body was shaped, at least in part, within the fires of Hell. There is no escaping their bizarre, and yet somehow beautiful, form.

The *Player's Handbook* describes the average tiefling: human-sized, with prominent horns, a long tail, and solid-hued eyes. Their skin color is as varied as humans', but also includes more reddish tones. This book offers a tiefling heritage rife with the work of many devils, each possessed of his own predilections and peculiarities. Players are therefore encouraged to customize their tiefling's particulars: physical appearance, legacy, and Lord Benefactor.

The following tables present a variety of ideas from which you can cherry pick the details of *your* tiefling's heritage. Alternatively, you can leave it to chance and just roll from each table to assemble your own randomized suite of infernal factors. If you *do* wish to throw caution to the wind, begin by rolling 1d20 on **Table A** to determine what legacy your tiefling entered when the brand of his Lord Benefactor appeared on his skin during the rite of the Burning Sacrament.

Table A: Although a tiefling is born unbranded, by the time she comes of age, she will become part of a legacy and manifest the sigil of the Lord Benefactor who claims her. A tiefling born and raised among members

of one legacy may reveal the brand of another, though it is commonly hoped that a community comprised of only one legacy increases the chances that its children will become members of the same legacy.

TABLE A: LEGACY

Roll (1d20)	Result	Lord Benefactor
1	The Legacy of Wrath*	Amon
2	The Legacy of Deception	Amzolol
3	The Legacy of Covetousness*	Bael
4	The Legacy of Blasphemy	Belial
5	The Legacy of Indulgence*	Beelzebub
6	The Legacy of Pride*	Bei'thor
7	The Legacy of Indolence*	Belphegor
8	The Legacy of Affluence	Dispater
9	The Legacy of Pain	Jezuel
10	The Legacy of Lust*	Lilith
11	The Legacy of Avarice*	Mammon
12	The Legacy of Darkness	Mephistopheles
13	The Legacy of Obsession	Nethruel
14	The Legacy of Hatred	Sahmnah
15	The Legacy of Envy	Sestyruas
16	The Legacy of Hypocrisy	Tanolex
17	The Legacy of Vengeance	Zarsael
18	The Legacy of the Unknown Benefactor*	Unknown
19	The Legacy of Lost Souls	n/a
20	Other	

\*A legacy detailed in Chapter 2.

**Table B:** Most tieflings have large, back-curving horns, but many other variations exist.

TABLE B: HORNS

Roll (1d12)	Result
1	Spiraled laterally, as with rams.
2	Short and crooked, curving straight up, as with bison.
3	Corkscrew, pointing up and back, as with some antelope.
4	Crooked, pointing forward or diagonally, as with bulls.
5	Large and pointing straight out, as with steer.
6	Helical, pointing up and back like a twisted ribbon, as with some antelope.
7	Pronged, pointing upwards and/or forwards, as with pronghorn antelope.
8	Deciduous, sometimes growing large and complex but shed annually, as with deer.
9	Scimitar: long and slender, arching backward and sharply tipped, as with oryxes.
10	Polycerate (multi-horned), usually a smaller pair curved in a slightly different direction than the prominent horns.
11	Polycerate (multi-horned), with 3 to 6 pairs of short, stubby horns running from forehead to crown.
12	Polled (hornless), with only small bony protrusions.

**Table C:** Long, nonprehensile tails are the tiefling norm, but other, disparate shapes have been observed.

TABLE C: TAIL

Roll (1d12)	Result
1	Ending in a small tuft of hair.
2	Shorter than normal, blunted.
3	Leathery and braided in appearance.
4	Barbed, arrow-shaped tip.
5	Forked, splitting into two smaller tails after the first foot of length.
6	Curly, short and twisted into a corkscrew shape when at rest, as with pigs.
7	Spined, covered in short armored spikes, as with some lizards.
8	Spiraled, rolled up tightly when at rest, often wont to wrap around objects, as with chameleons.
9	Segmented, often terminating in a usually dull barb, as with scorpions, although not naturally poisoned.
10	Feathers or feather-tipped, sometimes terminating in a small radial fan.
11	Spiked, ending in two or more short spikes.
12	None at all, a rarity among tieflings.





**Table D:** If eyes are the windows to the soul, what do the otherworldly eyes of a tiefling convey about his? That his soul is not his own?

TABLE D: EYES

Roll (1d12)	Result
1	Humanlike but with squared pupil (as with goats).
2	Humanlike but with slitted pupils (as with cats or venomous snakes).
3	Slightly luminous.
4	Solid green.
5	Solid black.
6	Solid red.
7	Solid white.
8	Solid silver.
9	Solid gold.
10	Solid gray.
11	Solid blue.
12	Mirrored, reflecting a distorted image of the tiefling's vision.

**Table E:** The physical stigmas of Hell need not limited to a tiefling's horns, eyes, and tail. Other otherworldly oddities can mark a tiefling as the exotic creature she is.

TABLE E: MISCELLANEOUS FEATURES

Roll (1d20)	Result
1	Serrated teeth.
2	Sharp, layered teeth, as with sharks.
3	Prominent canine teeth.
4	Protruding, tusk-like lower teeth, as with orcs.
5	Scaly skin.
6	Smelling subtly of brimstone.
7	Devil's blush (skin reddens/darkens when emotions run high).
8	Heterothermic (while resting, body temperature drops, being as cold as a corpse).
9	Translucent hair, appearing white from afar.
10	Widow's peak.
11	Windswept hair (occasionally moving as if blown in a breeze).
12	Alopecic (lack of facial, head, and bodily hair).
13	Keratinous spines in lieu of hair (like the quills of a porcupine).
14	One horn is stunted or broken, and has never regrown.
15	Hooved, lacking humanlike feet.
16	Right-handedness (left-handedness being the tiefling norm).
17	Vestigial bat-like wings.
18	Deeply cleft chin.
19	Disturbingly long tongue.
20	Forked serpentine tongue.



**Table F:** Malisons are rare but potent curses placed upon some tieflings from known or unknown beings of great power. They are intended to induce suffering but also grant the bearer a boon. See Chapter 3 for more about malisons, and for descriptions of those listed in the chart below.

TABLE F: MALISON

Roll (1d8)	Result	Roll (1d8)	Result
1	Alluring Gaze	5	Deferred Destruction
2	Burning Grievance	6	Glutton's Gamble
3	Covetous Curse	7	Sulphurous Scent
4	Curse of Lethargy	8	Wrathful Surge

**Table G:** Not all tieflings subscribe to the philosophies common to their race, nor obey the mandates of the legacy to which they belong. In fact, most tieflings wish to live their lives on their own terms. Still, out of fear or a thirst

for power, some cleave to their Lord Benefactor's vision and embrace all that he wishes to inflict upon the mortal world. The following chart offers your tiefling just a few of the many attitudes a tiefling might adopt in relation to his legacy. Depending on your choice of alignment, roll 1d4.

**TABLE G: ATTITUDE AND GOAL**

Roll (1d4)	Result
<b>Lawful Good</b>	
1	Obsession: Horrified by the implications of your heritage, you seek to learn the truth of your existence and the ownership of your soul. You oppose your Lord Benefactor and all he represents, but are especially fearful that doing so endangers your soul.
2	Opposition: You actively crusade against your Lord Benefactor and the sins he represents. Finding and slaying the High and Supreme Benefactors of your legacy remains one of your life goals.
3	Missionary: There are more important things to worry about than the goals of your Lord Benefactor and the nuances of your legacy. There are causes out there more worth your time than opposition to one type of enemy.
4	Redemption: While you renounce the wicked traditions of your race, you believe that your kind possesses souls as free and mortal as any human's. All this talk of legacies and Benefactors is mere pretense, another illusion by which the Lords of Hell wish to make pawns of mortals. Tieflings must learn to throw off the infernal chains that bind them. You desire nothing less than the redemption of your race, starting with your own legacy.
<b>Good</b>	
1	Antipathy: You loathe the legacy into which you've been born and all others. The very concept that any Hellish lord has a claim over you by virtue of your existence is revolting. Whatever the origin of your race may be, you refused to let it have a hold on you.
2	Refusal: You want nothing to do with your legacy or Lord Benefactor, and will not knowingly treat with other tieflings who do.
3	Renunciation: You formally and spiritually denounce all things infernal, and make no secret of it.
4	Vigilante: Not only do you reject the sins of your Lord Benefactor, you also protect others against his machinations. Evil-minded tieflings (of any legacy) are the special target of your ire, and in contesting them you bring vengeance against your Lord Benefactor.
<b>Unaligned</b>	
1	Apathy: You couldn't care less about what legacy you're supposed to be a member of, and even less about some self-serving "benefactor."
2	Compliance: You accept the traditions and laws placed upon you by your legacy and occasionally indulge in its sins of choice. However, you do not let it determine your entire life, nor do you pay obeisance to your Lord Benefactor.
3	Detachment: You remain aloof from the culture that spawned you. You do not like talking about legacies, devils, and expectations of your race.
4	Resignation: You believe that resisting the expectations of your race and the laws of your legacy will only consume energy worth spending elsewhere. You play along in the company of fellow legatees, but remain your own keeper.
<b>Evil</b>	
1	Aversion: You despise any tiefling or devil who would tell you how to live your life. They are, at best, obstacles to be overcome or destroyed should they dare enforce their tyranny on you.
2	Relative Obedience: You accept the laws of your legacy and pay homage to your Lord Benefactor, but your actions are mere lip-service in order to appease your fellows. You maintain strong ties with your legacy and wish to take advantage of its resources.
3	Mixed Accordance: You spurn your own legacy, as you are loyal to another – perhaps your parents' legacy, or a friend's or lover's.
4	Unswerving Obedience: You zealously embrace the laws of your legacy and revere your Lord Benefactor. You consider yourself both legatee and disciple to your infernal master and extol his greatest sin to increase his power.
<b>Chaotic Evil</b>	
1	Ambivalence: You walk a dangerous line between loyalty and defiance. You wish to benefit from your legacy's connections and your Lord Benefactor's power, but do not wish for them to decide your fate.
2	Execration: Your loyalties lie elsewhere (mostly with yourself), and the ownership that your Lord Benefactor allegedly has of you has earned him your vengeance and wrath. You consider him <i>and</i> those who willingly serve him (such as other legatees) your personal enemies.
3	Opposition: You wage war against your Lord Benefactor and his interests. Supplanting the Supreme Benefactor and reshaping the legacy to your vision is your ultimate goal.
4	Prevarication: You speak with a lying tongue and act with feigned obedience in order to win the trust of your fellow legatees. In truth, you plan to exploit your legacy and either abandon it one day or destroy it altogether. Your motives are purely selfish and for the acquisition of power, and any common evils you commit that honor your Lord Benefactor are merely coincidental.

## CHAPTER 2

# ARCHDEVILS & THEIR LEGACIES

*We must picture Hell as a state where everyone is perpetually concerned about his own dignity and advancement, where everyone has a grievance, and where everyone lives the deadly serious passions of envy, self-importance, and resentment.*

– C.S. Lewis, preface to  
*The Screwtape Letters*

Devils do not fit neatly into the scheme mortals and gods. Ancient beings of evil power, it is believed by some sages that they once served the gods in the early years

of creation but were cast down when they sought to enslave the first sentient mortals. Others believe devils were wrought from the detritus of the failed worlds that preceded the creation of Áereth. Others theorize that they are the manifestations of mortals' darkest thoughts, coalescent spirits in nightmarish form who desire to inspire these same mortals to turn thought into deed.

Whatever their origins, it is widely known that devils prey upon mortal souls, finding sustenance in their misery, despair, and every choice sin. They only knowingly kill mortals if doing so will also win their

## GODS IN DEVILS' CLOTHING?

It should be noted that archdevils are not synonymous with evil gods. Many divinities, of course, commit crimes worthy of any archdevil and inspire in their followers acts equally as heinous. But what a god is willing to do to see his tenets take root in the mortal world determines whether he is good, evil, or neither. Evil is ultimately an evil god's means, not his endgame.

But archdevils are different; they are evil incarnate. It is their reason, their food, and their modus operandi. Sin is what they wish to foster in mortals – for whom good or evil remains a choice – and sin is what makes the mortal soul available for devils to claim. Archdevils are not the inventors of the sins they inspire, but they are the most powerful beings who gorge themselves on those corrupted by it. Acts of evil, and the vices they grow from, are merely the net that devils use to ensnare their victims.

While each archdevil claims dominion over one of the great sins, their methods repeatedly overlap: A mortal woman's pride can turn to wrath and scorn; a mortal man's indulgence may lead him to lust and the need to dominate others; another's obsession over something he does possess can beget envy, deception, or even gluttony; a mortal's need to enslave or subjugate his fellows brings him back to pride. To be clear, the archdevils vie not for the sin itself but for the soul who is consumed by it. Thus do the denizens of Hell wage eternal territorial disputes.

Archdevils are as ambitious as any god. They crave true divinity, for only gods hold dominion throughout the planes and the endless astral sea. To attain divinity, archdevils are content to scheme patiently for ages. Some mortal theologians fear that should any of the archdevils acquire enough souls, he or she can make a bid for godhood.

A possible case in point: the archdevil Asmodeus. The dreaded King of the Nine was once the undisputed Lord of Hell and the personal ruler of its ninth layer, Nessus. His disappearance only a century ago is still rumored to be the precursor for his emergence as a god of terrible power. The mystery is enough to worry mortal clerics and inspire the archdevils left behind to follow in his footsteps.



souls. Unlike the demons born from abyssal chaos, who wish only to murder and destroy, devils desire to subjugate, enslave, and torment their victims. Oblivion offers no suffering, only an end to existence – but devils have eternity in mind.

Above the teaming hoards of Hell preside the archdevils themselves, immortal architects of true suffering. Each is a spirit of purest evil, governing the sins that serve them as mantles, snares, and weapons.

While there does exist a theoretical hierarchy within the tyrannical realms of the Nine Hells, it is ever changing. Kingdoms, principalities, baronies, and infernal fiefdoms exist across all nine layers, and the devils who rule them vie for station and rulership. The deeper the layer, the greater the power, and his or her position along that spectrum occupies every archdevil's eternally plotting mind.

It is from this endless cycle of violence and posturing that Hell's mortal heirs – tieflings – become the world's natural players, performers, and portrayers. Once the infernal sigil of her Lord Benefactor appears on her flesh, a tiefling becomes part of that archdevil's legacy: their lawful syndicate of mortal agents (whether they like it or not).

The precise number of legacies present in the Known Realms is debatable, but at least fifteen have been observed and documented in the current age. This chapter presents eight of these in detail. Most of the legacy entries below have been divided into subsections for easy reference, as follows.

**Introduction:** This section offers a sample depiction of a tiefling from the legacy in question... whether they embrace their spiritual heritage or resist it.

**The Devil Described:** This section explains the archdevil's personality and the particulars of his dominion. While archdevils are depicted in many different ways by many different races and cultures, a description (as his legatees portray him) is provided here. Some devils even have an alternate "face," a proxy god by which they hope to inspire mortals to their sin of choice.

**The Laws:** Devils are organized fiends. To oppose chaos, and the uncertain variables it presents, the Lord Benefactors have each issued laws to their legatees and

mortal worshippers. The most common axioms and adages are presented in this section, as are the attitude each archdevil adopts toward those who reject them.

**The Mark:** Each legacy has its own brand (the archdevil's infernal signet), stigmas (physical traits), and imputations. This section describes these particulars and how they are perceived in the world at large. In addition, tieflings devoted to their Lord Benefactor have developed specific ceremonies meant to increase the chances that young tieflings will manifest the brand of *their* Benefactor when they come of age. Some of these traditions are described here.

**Adventurers:** Not all tieflings live a life of travel and exploration, but the tiefling condition does force many to become rootless wayfarers. This section discusses the traditions, choices, and cultural reasons that a tiefling of each legacy would choose the adventuring life.

## THE LEGACY OF AVARICE: MAMMON

*Tarro emptied his coin purse into his hand, curling his six long fingers around the handful of platinum and gold coins. Four hundred eighty-five gold pieces, he counted the gold equivalent of the coins in his head. It took me three months and fourteen days to accumulate this money. The tall tiefling sighed and ran the fingers of his free hand through his spiky, black beard. He looked across the wide central street that ran down the center of Dhavosin, a small yet prosperous city that served as a trading crossroads for merchants from all over the Known Realms, and tried to will himself to put one foot in front of the other.*

*"Come on, lad," Rodren said beside him. The stocky dwarf warrior was more than two feet shorter than Tarro, but nearly as wide, and three times as strong. His ruddy, bearded face beamed up at the tiefling, his eyes full of pride and hope for his devil-tainted companion. "All you have to do is walk over there, put the money in the collection tray, and you're done. It's that easy."*

*Tarro looked across the street again, to the squat temple of Elyr, which also served as a poor house and an orphanage. A tall, white-robed priest stood outside the*



plain brick walls of the temple with a wooden collection tray, entreating passersby to donate something to the church. The money Tarro held in his hand, earned from months of adventuring alongside companions such as Rodren, would feed and clothe the children and other destitute souls within the temple walls for months. He sighed again, and reached up to scratch a spot between his horns, a spot that bore the invisible brand of Mammon, the great devil whose blood and avaricious nature were part of his very being.

"Okay, Rodren," Tarro said and set off across the street, his dwarven companion in tow. "Are you sure this temple will use these funds appropriately?" he asked as they dodged nimbly around a fruit merchant's cart.

"Tarro, it's a temple of Elyr, a goddess of charity," Rodren grumbled. "I don't think the priests are likely to spend it on ale and whores." Tarro frowned in reply, but could think of nothing that would contradict Rodren's frank appraisal of Elyr's clergy.

The Elyran priest saw them coming across the street, and his eyes widened in alarm. It wasn't everyday that a tiefling warlock and a fully armored dwarven fighter paid a visit to the poor house. "My good sirs," the priest said and bowed, his voice trembling a bit. "Blessings of Elyr be upon you."

"Good day to you, your holiness," Rodren said, using a title normally meant for a high priest on what was obviously a simple lay cleric. "My friend here has an offering he'd like to make."

"Oh?" the priest said carefully, and cast a critical eye on the horned, scaly tiefling grimacing, as if in pain, in front of him. "Elyr is always glad to accept charity ... from anyone."

Tarro grunted in reply and glanced at the collection tray; there were a number of copper pennies and a handful of worn silver stars upon its dented surface, not nearly enough to feed the orphans and other poor folk who lived in the temple. Tarro thrust his hand out, causing the priest to jerk back, likely expecting some dire enchantment from the black-robed tiefling.

"Here," Tarro said through clenched teeth, and opened his big fist, letting the platinum and gold coins fall onto the collection tray with a clatter.

The priest's eyes lit up at the sight of the money. "Elyr

bless you, my son!" he exclaimed. "What would possess you to part with so much?"

Tarro opened his mouth to reply, but Rodren answered before he could say a word. "You know, your holiness, we adventurers like to give a bit back now and then. It's good for the soul, it is. Isn't that right, Tarro?"

"Absolutely," Tarro said, staring at the pile of gold and platinum he had placed on the collection tray. Finally, he looked up at the priest of Elyr, and smiled. "Can I get a receipt?"

### THE DEVIL DESCRIBED: MAMMON

Mammon, Lord of Avarice, is the patron devil of greed, and the ruler of Minauros, Hell's third layer. Although most see avarice as an obsession with accumulation of monetary wealth, Mammon also considers an obsession with gaining power, especially political influence, to fall under his domain. Mammon's chief sin sometimes overlaps with that of Dispatior, as affluence and material greed often go hand in hand. However, the two great devils have a tenuous alliance and tend to overlook each other's dabbling in their respective areas of control. In addition, Bael, the Lord of Envy is currently a vassal of Mammon's, and the youngest of the great devils adds his strength to Mammon's own in return for protection from rivals.

Mammon himself is an unctuous, slippery creature that is nearly impossible to negotiate with from any position of strength. It is said that mortals making infernal pacts with Mammon are truly damned, as the archdevil's grasp of infernal law is so great that his contracts are truly inescapable. This command of the Codex Infernum, the compiled laws of the Nine Hells, also allows Mammon to stymie his rivals with an avalanche of legal chicanery that is often more effective than simple violence.

Mammon maintains a colossal palace in the heart of the black, stinking swamps of Minauros. There he keeps eons of hoarded wealth; anything with value can be found in the cavernous vaults below Mammon's stronghold, from simple gold and jewels to powerful magical artifacts. Oddly enough, Mammon is a victim of his own patron sin, and his existence revolves around gathering yet more wealth and power. His ultimate goal

is a lofty one: He desires nothing short of true godhood, and he may yet succeed in the coming millennia.

To further this cause, Mammon has set about attracting faithful worshippers to his side. Unlike many of his rival archdevils, Mammon has not adopted a secondary persona to woo the civilized world into his service. Instead, he has targeted intelligent creatures with little compunctions about swearing fealty to an infernal power. This includes dark elves, gray dwarves, hobgoblins, and of course tieflings – beings that hail the pursuit of wealth and power above all else. Temples to Mammon, while not common among the races that venerate him, do exist, and the fact that his true name is invoked in the prayers of mortal only serves to hasten his eventual divine metamorphosis.

In addition to his earthly disciples and worshippers, Mammon established a legacy of tieflings long ago to serve him. His legacy is smaller than some of his rivals because he prefers to focus his attentions on his other mortal worshippers; however, powerful tieflings of his lineage do command much power and influence over his worldly affairs.

**Description:** Mammon's appearance is hardly a mystery to his servants. Within his temples, his image appears in the gaudiest and most garish fashion. His largest temple, a sprawling complex located in the progressive dark elf city of Leth'Vinak, contains a massive golden statue of the archdevil, and it was recently described in the journal of veteran dwarven adventurer Provender Deepdweller.

*The House of Avarice, a temple dedicated to the worship of the archdevil Mammon, sits in the center of Leth'Vinak's Street of False Idols, a truly gargantuan statue of the terrible devil crouching over the temple's grand entrance. I have no reason to believe that this depiction is not an accurate one, as the faithful of Mammon seem to have no reason to hide their devotion. The statue depicts a scaly humanoid, with vast bat-like wings, and a handsome, bearded face dominated by a long, hooked nose and two great snake-like eyes. Mammon's hands are large and have six digits, each with an extra joint, making his fingers look like nothing so much as the legs of spider. He grips a great, golden mace in his left hand, and in his right, an unfurled scroll*

*bearing his laws scribed in the infernal tongue.*

*I've dealt with no few evil gods in my years, but I could not bring myself to pass beneath the glowering gaze of Mammon and enter the House of Avarice. Gods, what would possess a people, even one as depraved as the dark elves, to allow the worship of an infernal power openly in their midst?*

## THE LAWS OF MAMMON

Mammon has many laws that he expects his worshippers to follow, and these border on actual religious dogma; however, he considers his tiefling legatees to be a special case, and has a slightly different set of rules for them to follow. Mammon brooks no defiance from his legatees, and tieflings of his lineage who flout his laws can expect almost instant reprisal from their Lord Benefactor. Typically rogue legatees suffer colossal financial reverses or loss of political power and station, all carefully engineered by Mammon's loyal followers.

Mammon's laws revolve around accumulating power and wealth, and extolling the virtues of avarice to others. Although legatees interpret the laws in various ways, they all cling to a theme of miserly hoarding designed to gain them the notice and favor of their Lord Benefactor.

**Wealth is a means to power:** "Without enough wealth, you cannot buy the loyalty of others. Humans and other powerful races respect wealth; do your utmost to accumulate gold, gems, and other valuables."

**Spend wisely; frivolity leads to destitution:** "Avoid spending wealth on frivolous things. Gambling, whoring, and any expenditure without a foreseeable return only weaken you and your influence over others."

**Maintain a position of strength in all negotiations:** "Weigh the risks of any venture carefully; always maintain a position of strength in all negotiations. Word all contracts so that the terms are to your utmost benefit. Persuade others to sign their lives away on foolhardy ventures, placing them in need of your financial assistance in the future."

**Present an image of wealth to others:** "Only buy the finest clothes, eat the finest foods, and live in the absolute best fashion you can afford. This is not an indulgence, but a presentation that draws the will of

others into the grasp of Mammon. Instruct the envious on how to attain such wealth... and to do so by any means necessary.”

### THE MARK OF MAMMON

Mammon brands his legatees in a subtler, but more complex, fashion than many of his rivals. He does not indulge in the torturous metamorphosis favored by Beelzebub and Amon, but he does initiate the process sooner.

Shortly before a legatee’s fifteenth birthday, he may experience an intense and vivid vision of Mammon’s design, which identifies a “local” and established legatee. After this vision, the young tiefling feels compelled to seek out this elder in his vision to perform the Ceremony of Possession, which is intended to awaken Mammon’s brand and mark him as the legatee Lord Benefactor’s property.

The Ceremony of Possession is a fairly complicated one, and Mammon chooses a single elder legatee to perform the rite on each new legatee. The tiefling chosen receives a vision in turn, identifying the young tiefling whom he must bring into Mammon’s service; in addition, this elder writes up a complicated contract intended to formally bind the new legatee’s soul to Mammon forever.

Once the new and elder legatees come together, guided by their visions, the Ceremony of Possession is performed, which revolves around more than a hundred separate mantras that must be repeated perfectly by the new legatee. These mantras are actually excerpts from the Codex Infernum, and their recitation further strengthens the control that Mammon has over his new legatee. At the end of the ceremony, the new legatee signs the contract prepared for him in blood, and the elder legatee sets alight a valuable object (100 gp or more) and holds the flame to the new legatee’s skin. The fire awakens Mammon’s sigil, which resembles three small circles joined together in a larger circle; this brand typically appears on the legatee’s hand or forehead.

**Stigmas:** Some of Mammon’s stigmas are bizarre, even by the standard of the physical deviations apparent on most tieflings. As his legatees grow in power, these changes become more pronounced.

**Heroic Stigmas:** Male legatees typically grow a coarse, wiry beard and gain slit-pupiled, reptilian eyes. In addition, a light dusting of scales at the throat and mouth is not uncommon. At this stage a legatee becomes extremely miserly, hoarding any and all wealth, and is relentless in the collection of debts and favors.

**Paragon Stigmas:** More powerful legatees in service to Mammon exhibit greater physical changes, bringing them closer in appearance to their master. These changes include the growth of an extra finger on each hand and the lengthening of cranial horns. In addition, snake-like scales spread over the legatee’s body, giving him a frightful reptilian appearance – this reptilian appearance even grants some legatees the power of poison. Legatees at this level lose their obsession with hoarding money, as most will have established wealth at this point; however, gaining influence and political power over others becomes paramount to the legatee.

**Epic Stigmas:** Mammon’s most powerful legatees often display some radical physical alterations. This includes the growth of bat-like wings that may or may not be functional, the development of an extra finger joint, and thick, armor-like scales from head to toe. In addition, some legatees grow a sharp, spiky beard coarse enough to pierce flesh. Legatees that have attained this level often exhibit extreme megalomania and dream of world-spanning conquests and the attainment of immortal power.

### ORGANIZATION

Since Mammon’s legacy is not as large as some of his rivals, there are few organized groups of his legatees. However, when legatees do come together, it is usually in the guise of business collaboration or some other financial venture. These groups of legatees are called *consortiums*, and can include up to a dozen individuals. Consortiums often feature a High Benefactor, who controls the day-to-day operation of the consortium and organizes business matters for all legatees in the area. The leader of each consortium is also responsible for enforcing Mammon’s laws.

Mammon’s current Supreme Benefactor, Nyrom Six Fingers, rules over a consortium of thirty-five legatees in the dark elf city of Leth’Vinak. Nyrom has no public



connection to Mammon's temple in the same city, although the high priest there, a gray dwarf named Verger Brittleblade, is nothing more than a puppet, dispensing the will of the Supreme Benefactor (and Mammon himself) to the congregants.

## DIABLERIE

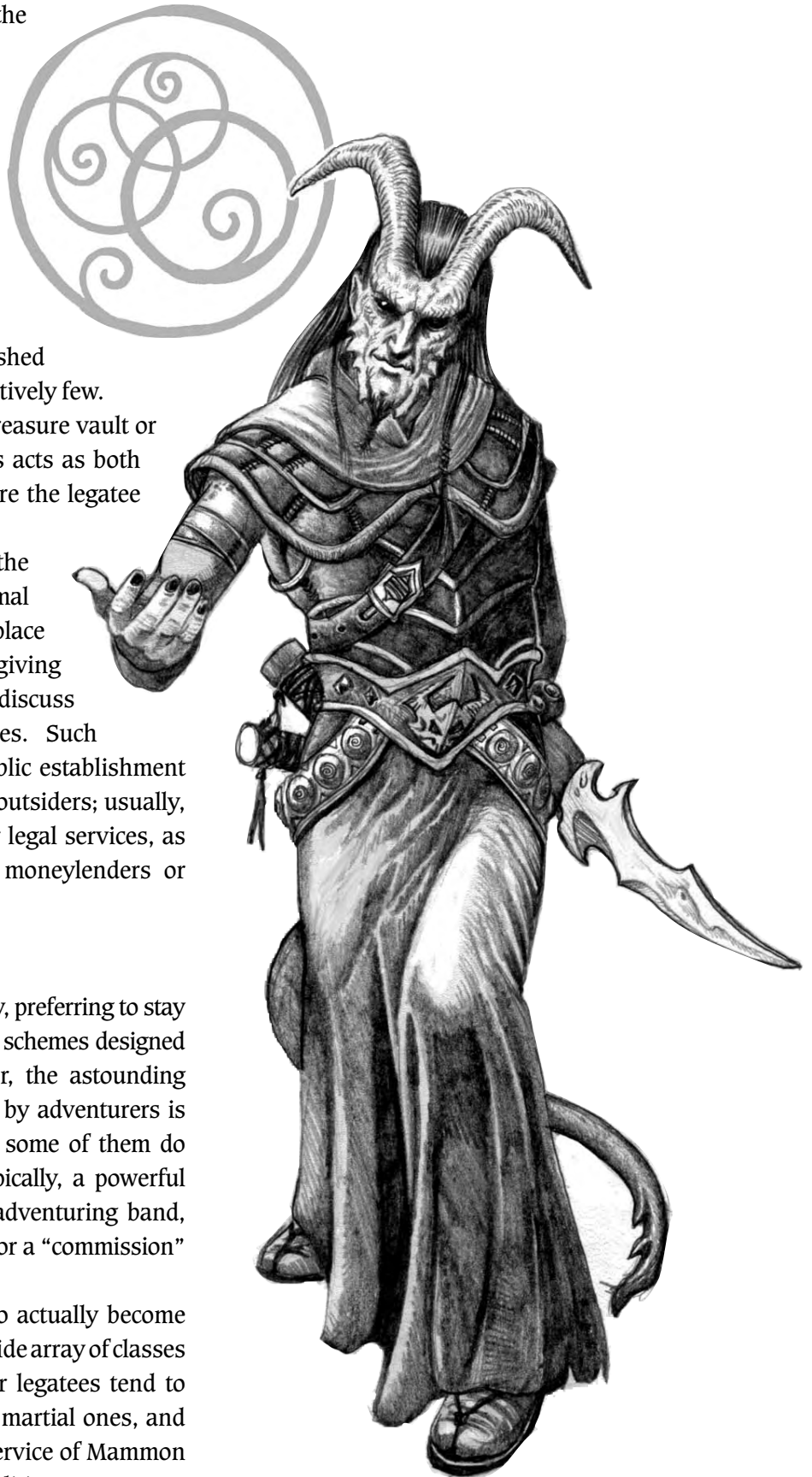
Mammon's legatees have few established diableries since their numbers are relatively few. Individual legatees typically build a treasure vault or a room to house their valuables; this acts as both a private diablerie and a shrine, where the legatee can make petitions to Mammon.

When a consortium comes together, the legatees involved will establish a formal diablerie. This will usually be a place constructed for the sole purpose of giving Mammon's legatees a place to meet, discuss business, and plot against enemies. Such diableries are often attached to a public establishment that serves an additional purpose for outsiders; usually, this will be some form of financial or legal services, as no few of Mammon's tieflings are moneylenders or skilled lawyers.

## ADVENTURERS

Mammon's legatees are fairly sedentary, preferring to stay in one area and set up businesses and schemes designed to work their master's evil. However, the astounding amount of wealth that can be earned by adventurers is not lost on Mammon's legatees, and some of them do dabble in the adventurer's trade. Typically, a powerful legatee will act as the patron of an adventuring band, offering magic, advice, and other aid for a "commission" on everything the adventurers find.

Tieflings of Mammon's lineage who actually become adventurers themselves operate in a wide array of classes and roles. However, most adventurer legatees tend to favor arcane and divine classes over martial ones, and warlocks and clerics devoted to the service of Mammon are fairly common among them. In addition, Mammon's



legatees focus on developing social skills, and many are trained in Bluff, Diplomacy, and Intimidate. This allows conflicts to be resolved without combat, which might damage valuable equipment; and new alliances to be formed, which may bring others into Mammon's fold.

However, the strangest of Mammon's adventurous followers are the venomsoul crusaders, a bizarre group of tiefling clerics and paladins that have taken it upon themselves to spread Mammon's worship throughout the world. These zealous souls are most often found in areas where the veneration of devils is tolerated, but may be found working clandestinely around the known world, working to sway others to the worship of their Lord Benefactor.

Mammon's tieflings work their Lord Benefactor's evil knowingly and, perhaps more than any other legacy, willingly as well. This precludes most of them from adhering to any morality other than Evil, and the majority of legatees have this alignment.

**Breaking the Chains of Greed:** Rogue legatees of Mammon's legacy are very rare; in fact, they are virtually nonexistent. Mammon and his loyal legatees inflict almost instant retribution against tieflings that attempt to break away from the fold. These reprisals usually involve financial ruin for the rogue legatee, but can be more dire, and even lethal in some cases.

In addition, such a legatee must deal with his own avaricious nature, something that can be very hard to overcome, especially when working with others in an adventuring group. He must always keep himself from claiming the lion's share of treasure and magic, but much worse than that, he must learn to give without expecting anything in return. It is a hard road to walk, and the few tieflings that have broken away from Mammon do so only with near-constant support from their friends and allies.

## LEGACY OF AVARICE PARAGON PATH

### VENOMSOUL CRUSADER

*"That wound looks grievous, friend. Perhaps I could aid you... for a reasonable price, of course."*

**Prerequisites:** Tiefling, Legacy of Avarice, any divine class, must worship Mammon, evil or unaligned

You have embraced the teachings of your Lord Benefactor and have set out to spread his wisdom and influence across the world. You represent the poisonous power of Mammon, and those who will not be swayed by the eloquence of your tongue will be blackened by the venom in your heart. Your allies have come to rely on your power, but they have learned that nothing you give comes without a price, and you are ruthless when it comes to claiming what is yours.

### VENOMSOUL CRUSADER PATH FEATURES

**Accruing Action (11th level):** When you spend an action point to take another action, you can delay the extra action until your next turn. If you do, the extra action taken on your next turn gains a bonus or benefit based on the type of action, as shown below:

- **Melee Attack:** You gain a +4 bonus to damage rolls.
- **Ranged Attack:** You gain a +4 bonus to attack rolls.
- **Move Action:** The first and last square of your move is considered a shift.
- **Shift:** You gain combat advantage against any target you shift adjacent to.

**Venomous Soul (11th level):** As a free action, you can convert any radiant damage dealt by one of your attack powers to poison damage. If you convert a power in this manner, the power loses the radiant keyword and gains the poison keyword.

**Mammon's Penance (16th level):** When you use any *channel divinity* power, you can also mark an enemy within 5 squares of you until the end of your next turn. While marked, the enemy takes poison damage equal to 5 + your Charisma modifier if it hits you in melee.

## VENOMSOUŁ CRUSADER PRAYERS

**Venombane Smite** Venomsoul Crusader Attack 11

*You smite your enemy, poisoning his soul and making him especially vulnerable to other venomous attacks.*

**Encounter** ♦ **Divine, Poison, Weapon**

**Standard Action** **Melee weapon**

**Target:** Once creature

**Attack:** Charisma vs. AC

**Hit:** 2[W] + Charisma modifier poison damage, and the target gains vulnerability 10 poison until the end of your next turn.

**Mammon's Take** Venomsoul Crusader Utility 12

*Mammon teaches you to give nothing without getting something in return.*

**Daily** ♦ **Divine, Healing**

**Minor Action** **Personal**

**Effect:** For the rest of the encounter, when you provide healing to an ally through a power with the healing keyword, you may reduce the number of hit points the ally gains up to an amount equal to your Charisma modifier; you then regain hit points equal to double your Charisma modifier.

**Siphoning Smite** Venomsoul Crusader Attack 20

*You smite your enemy, and then reduce his combat effectiveness by siphoning away a portion of his strength and mettle for your own use.*

**Daily** ♦ **Divine, Weapon**

**Standard Action** **Melee Weapon**

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 3[W] + Charisma modifier damage, and the target is marked (save ends).

**Effect:** For as long as the mark remains in effect, each time the target deals damage to you or an ally, the damage is reduced by an amount equal to 5 + your Charisma modifier (damage cannot be reduced below 1 hit point), and you or the ally regains hit points equal to the amount the damage was reduced.

## LEGACY OF AVARICE FEATS

## HEROIC TIER

## SCALY SKIN [TIEFLING]

**Prerequisites:** Tiefling, Legacy of Avarice

**Benefit:** You gain a coat of supple, snake-like scales that grow thicker as you age. You gain a permanent +1 bonus to AC.

At 11th level, the bonus increases to +2. At 21st level, the bonus increases to +3.

## PARAGON TIER

## EXTRA DIGIT [TIEFLING]

**Prerequisites:** 11th level, Dex 13, tiefling, Legacy of Avarice

**Benefit:** You grow a sixth finger on each hand. You gain a +2 feat bonus on Thievery checks, and a +1 feat bonus to attack rolls with light blades and weapons with the off-hand property.

## EPIC TIER

## MAMMON'S BEARD [TIEFLING]

**Prerequisites:** 21st level, Con 17, tiefling, Legacy of Avarice

**Benefit:** You can use the *Mammon's beard* encounter power.

**Mammon's Beard**

## Feat Power

*You have a vile, spiky beard that can pierce and poison the flesh of your enemies.*

**Encounter** ♦ **Poison**

**Minor Action**

**Melee**

**Trigger:** You strike an opponent with a melee attack with combat advantage

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 1d8 + Strength modifier damage. Make a secondary attack against the same target.

**Secondary Attack:** Constitution vs. Fortitude

**Hit:** 1d8 + Constitution modifier poison damage.



## THE LEGACY OF COVETOUSNESS: BAEL

*Those are nice boots, Yurji thought to himself, his orange, cat-like eyes fixed on the footwear of the human walking in front of him. Tall and supple, with a silver heel and toe, the man's leather boots were not only stylish; they seemed to actually repel the thick mud sloshing up against and around the crazed jumble of buildings that filled the Souk, Punjar's great, ever-bustling bazaar.*

*Yurji looked down at his own boots and frowned. They were old and worn; still serviceable perhaps, but now they were so covered in mud and filth it was hard to tell where the tiefling's feet ended and the muck of the Souk began. Yurji's frown deepened, and his right hand crept down to the hilt of the dirk thrust through his wide leather belt. I need new boots, he decided, and turned his attention back to the pale-skinned human whose own boots he so admired.*

*Yurji had followed the man for roughly half an hour after catching sight of those marvelous boots, and he had been watching the tall, robust man stop and speak with some of the more well-to-do merchants in the Souk. The man was very obviously from the north; his pale skin, ice-blue eyes, blond beard, and the short-hafted axe that hung from his belt all spoke of a place far colder than Punjar. In addition, at nearly six-and-a-half feet tall, the northerner stuck out like an icicle in the desert among the short, swarthy folk of the Southern Province. So far, Yurji had remained undetected, as the northerner was obviously intent on his business; however, he would have to get a lot closer if he were going to get what he wanted.*

*And oh how he wanted those boots. He had felt this way many times before, the enflaming passion to own something that was not his; something he perceived as better than what he currently had. Such desires had driven him through the chaotic jumble of his life in Punjar; they had owned him and made him the thief and cutthroat he was today. He supposed this pleased Bael, the great devil whose essence mingled with his own, and whose edicts controlled the ebb and flow of Yurji's existence. There were not many tieflings in Punjar, but those that did live*

*in the city belonged to Yurji's own clan, called a holding, and they all claimed the blood of Bael.*

*Yurji had crept a bit closer to the northern man, who still hadn't noticed him. He was skilled at tailing a mark; it was one of the first things Ungolar had taught him after the old tiefling had plucked him out of that orphanage nearly a decade ago. It was nearly dusk, and soon Yurji would have a great advantage in the smoky gloom of another balmy Punjar night.*

*Ahead, an alley loomed like a great, shadowy maw, and Yurji saw his chance. He rushed forward and slammed a shoulder in to the big northerner's back, knocking the wind out of him and momentarily stunning him. Luckily, there was no one in this part of the Soul at the moment beyond a few crusty old beggars, and Yurji felt fairly confident he could do what he needed without undue trouble.*

*The northerner began to turn around and fumble for his axe, but Yurji didn't give him a chance to get it free from his belt. The tiefling already had his dirk out and it punched into the northerner's gut as he turned. Yurji pushed his body close to the human's and shoved him bodily into the alley, his dagger flickering in and out of the northerner's guts with each step.*

*Once they entered the alley, it was pretty much over; Yurji's saw-toothed dirk had made quite a mess of the northerner's insides, and he didn't have much fight left in him. Yurji simply held him face down in the mud until he bled out, which didn't take long. Once the northerner was dead, Yurji took his coin purse, his axe, his cloak, and of course, those marvelous boots.*

*Yurji emerged from the alley a few moments later, smiling broadly, the northerner's broad cloak covering his bloodstained shirt and pants. The northerner's boots were laced together and dangled over one shoulder – they were almost four sizes too big.*

### THE DEVIL DESCRIBED: BAEL

Bael, also known as the Lord of Envy, is one of the youngest of the great archdevils, and as such, his influence over the mortal realms is lesser than that of his fellow lords of sin. In addition, the sin of envy overlaps a great deal with the sins of greed, which is Mammon's domain, and pride, the purveyance of Bei'thor. Ever the



slippery negotiator, Mammon has actually convinced Bael to swear fealty and serve him as a vassal.

Bael and his hated brother, Sestyruas, came into their power as the Lords of Envy only a few scant centuries ago, after Bael displaced the former archdevil, Leviathan, with the aid of Mammon. The brothers together inherited Leviathan's legacy of tieflings, but quickly exterminated the former Benefactor's legateses in a few short decades. Now both archdevils have legacies of tieflings whose physical characteristics resemble their own rather than Leviathan's, and are quite eager to expand their legacies. Sestyruas, calling himself the Lord of Ardor, refused loyalty to Mammon, and consequently has faded into greater obscurity. He harbors a legacy even smaller than his brother's.

Like most of the great archdevils, Bael is the personification of the sin over which he holds dominion. He is a creature filled with desire for things he does not or cannot have, and his pursuit for more power has an undertone of urgency that occasionally forces him to make rash decisions, causing him to be even more reliant on Mammon for support. Serving Mammon, or any creature more powerful than himself, is infuriating to Bael, but he currently has little choice in the matter. If he were to break away from Mammon, other archdevils, primarily Amon and Beelzebub, or even his own jealous brother, would likely overwhelm and destroy him, setting up one of their own minions as Lord of Envy in his stead.

Bael currently dwells in a small but opulent tower just outside the infernal city of Dis. The tower is filled with things Bael has at one time or another coveted and taken from their original owners. This includes vast amounts of treasure, hoards of magical items, and a small army of slaves and concubines. However, Bael's envy is not assuaged with the possession of the things he covets; and he quickly loses interest in them once he has attained them. What he truly longs for is power and influence, and he hates that his rival archdevils command more of both.

Bael is a particularly martial devil, perhaps not as skilled as the mighty Amon, but still one of the most capable fighters in the hierarchy of the Nine Hells. He relies on this skill to get what he wants, and is far more thuggish in his approach to acquiring power than many

other devils. He has often been referred to as a great infernal brigand, as he has been known to personally accost lesser devils in possession of something he wants, often slaying them in the process.

Bael currently has little influence on the mortal realm beyond his few tiefling legateses and a scattered handful of diabolical cults. He has not yet established an alternate, divine persona as many other archdevils have, and is chiefly concerned more with winning more power in the Hells than developing worship among mortals. However, should he win free of Mammon and become truly independent, it is not unlikely that he will focus his attention on encouraging more mortals to embrace the sin of envy.

**Description:** Bael rose from the ranks of lesser dukes to claim the position of Lord of Envy from Leviathan, winning the position through direct combat. However, because his usurpation occurred only a few centuries ago, and he was unknown to sages before that time, there are virtually no descriptions of his actual physical appearance. In fact, there is only one mention of Bael in the *Codex Infernum*, the great, ever-expanding tome of law and history of the Nine Hells. The *Codex* describes Bael's battle with Leviathan in some detail, and in one passage, the tiefling historian Juxurthian describes the great devil thusly:

*The usurper was called Bael, and he strode out to meet the great wyrm Leviathan alone and unaided. His face was that of a great beast, with curling horns, and large, round eyes that protruded from their sockets in a most menacing fashion. He wore the armor of the first spear of Hell's legions; a great suit of bronze plates chased in red with the sigil of Asmodeus. In his right hand he carried a great iron mace with a spiked head, and in his left a shield of solid obsidian, blacker than the void of Tartarus.*

Aside from this short passage, no description of Bael exists, and it is quite possible that his ascension to the rank of archdevil has changed his physical appearance since then.

## THE LAWS OF BAEI

Bael's laws are fairly straightforward, but he demands that the few tieflings of his legacy follow them explicitly. Bael is quite unforgiving of legateses that



do not follow his laws, and deals with them quickly and harshly. Only Amon could be considered a more brutal master than Bael, although the Lord of Envy occasionally makes a particularly gory example of a rogue legatee that is easily as vicious as anything the Lord of Wrath could conceive.

Bael's laws revolve around taking what you want when you want it, and by any means necessary. His rather unsubtle views on the sin of envy have turned his legacy of tieflings into a group of thugs, brigands, and thieves that constantly seek to deprive others of gold, magic, or even life itself.

**Let no lesser being hold power of you:** "Those that have more than you have power over you; reduce them, take what is theirs, and make it your own. In this way, you reverse the balance and gain power over those that once held power over you."

**Take what you desire:** "Do not buy, bargain, or negotiate; you are a child of Bael, and no being deserves your acquiescence. Demand what you want from those that have it; if they do not comply, take what you want by any means necessary."

**Only servants of Bael may command your fealty:** "Heed the words and commands of the High and Supreme Benefactors. They have pleased your Lord Benefactor and have been rewarded accordingly. However, if you want such power, you must take it, or die in the attempt."

**Always seek to improve your lot and station:** "Never stop wanting that which is not yours; never stop needing that which you cannot obtain. Satisfaction with your current lot and station is a mark of weakness; Bael has no use for those who do not constantly strive toward constant gain."

## THE MARK OF BAEL

Bael has a very small legacy, and as such, he commands his legatees to quickly seek out those that bear his mark. Bael seems to be the only Lord Benefactor that has a gender preference among his legatees, and his brand manifests more often in male tieflings than it does in females. Typically, Bael's brand appears around a young tiefling's sixteenth birthday, and is often heralded by fits of jealousy and covetousness so great

that a young legatee is frequently compelled to commit various crimes of larceny.

In fact, young tieflings in the throes of Bael's marking are so likely to commit a crime that established legatees of Bael frequently inquire with town constables or the city watch for any young tieflings recently apprehended for thievery. When a senior legatee finds a young tiefling he suspects will bear Bael's brand, he does his absolute best to gain access to the fledgling legatee, paying fines or even breaking him or her out of prison if necessary.

Once a group of Bael's tieflings has possession of a possible legatee, they spirit the youth off to the nearest diablerie, if possible, and there perform the Ceremony of Taking. The Ceremony involves draping the young legatee with all manner of fine clothing, jewelry, and other adornments, and then forcing him or her to stand in the center of a carefully inscribed pentagram. The ceremony begins with each tiefling taking a piece of clothing or jewelry away from the fledgling legatee; this continues until the young tiefling stands naked in the center of the pentagram, every possession stripped away in an orgy of theft. This is meant to instill an intense need in the young legatee, and remind him or her that one must always take what one needs from others. When the ceremony is complete, the highest-ranking legatee applies flame to the young tiefling's skin, hoping to awaken the brand of Bael, and causing it to appear on the new legatee's flesh. If it does not, or the tiefling reveals the brand of another Benefactor, he or she is cast out in disgust, naked and bereft of his or her possessions.

Bael's sigil resembles an open hand inside a pentagram, symbolizing the archdevil's constant, grasping need to obtain that which he does not have. The symbol usually appears on a legatee's palm, and glows orange when exposed to flame.

**Stigmas:** The stigmas exhibited by Bael's tieflings are fairly dramatic, and grow more obvious and extreme as a legatee grows in power. Like tieflings of other diabolical legacies, it is assumed that Bael's tieflings grow to physically resemble their Lord Benefactor.

**Heroic Stigmas:** Young tieflings of Bael's line are often quite large, gaining 2 to 4 inches in height and 15 to 20 pounds in weight shortly after the brand appears.

The extra weight is muscle, not fat, and many young legatees are quite strong. In addition, a new legatee typically has orange, cat-like eyes that protrude slightly from their sockets, and large, robust horns that curl up like those of a bull.

**Paragon Stigmas:** Bael's more experienced legatees continue to grow in size, gaining another few inches in height and even more dense muscle mass. The most striking stigma of legatees at this stage is incredibly large hands with long, tapering fingers. These massive hands allow some legatees to wield large weapons in one hand, or simply to scoop up huge amounts of goods and gold from their victims. Also, tieflings at this stage have huge goggling eyes, and fairly bovine features.

**Epic Stigmas:** The mightiest of Bael's tieflings are massive, hulking individuals that sometimes top seven feet in height. At this point, the legatee's horns grow huge and menacing, curling away from his or her head like two vicious, goring spears. However, the most disturbing feature of Bael's most powerful legatees is not physical; rather it is the manifestation of covetousness so great, that the tiefling can hardly abide the presence of creatures that are even close to their equal.

## ORGANIZATION

Bael has the smallest legacy of all archdevils. This is due in part to the short tenure he has held the position of Lord of Envy, and the fact that he focuses much of his attention to gaining power in the Nine Hells rather than swelling the ranks of his earthly servants.

However, what Bael's legacy lacks in size it makes up for in organization, and his tieflings are some of the most organized of all the legacies. This cohesiveness is owed in large part to a direct command from Bael himself, who knows that his tieflings must band together to stave off the influence of his rival archdevils. In addition, Bael's legatees can gain more of what they want by working together... and there is little they do not want.

A group of Bael's tiefling is referred to as a holding, and usually contains only five to seven members. The oldest or most powerful legatee rules each holding with an iron fist and in the name of Bael himself. He takes whatever he wants from the other legates until one

of them stops him – permanently – and assumes his position. Most holdings operate as groups of bandits in rural areas, or small circles of thieves and thugs in more civilized areas.

The current Supreme Benefactor of Bael's legacy is one Gorsk Hammerhorn, who operates one of the most successful and utterly brutal groups of brigands operating anywhere in the whole of Áereth. The group operates around the great city of Punjar, preying on merchants traveling to and from the huge metropolis. Adventuring parties and even military squads of Dragonnes have been sent to stop him — yet Gorsk has so far managed to elude or slay them all.

## DIABLERIE

Bael's legatees like to use sturdy, easily defensible buildings for their diableries. This is usually more a matter of necessity than taste, as most holdings operate as brigands, thieves, and murderers for hire. Sometimes these buildings have another use, such as an inn or tavern, but often as not they are simply hidden redoubts where legatees can bring stolen goods or hide from law enforcement.

In areas where there is no established diablerie, Bael's legatees usually adopt a nearby brothel, tavern, or flophouse as an impromptu diablerie. This can sometimes bring them into conflict with tieflings of other legacies, as such buildings are often used as diableries for those of Amon's, Lilith's, or Beelzebub's beneficiaries. Such conflicts are usually bloody, as Bael gladly condones murderous action against tieflings of his rivals' legacies.

## ADVENTURERS

Bael's legatees are some of the most likely to take up adventuring of any of the great devils' legacies. Adventurers often find themselves in the position to take valuable things from others, and that is a situation that suits most tieflings of Bael's legacy just fine.

Bael's tieflings tend to gravitate toward classes that allow them to take what they want in the most expedient way possible. This unsubtle philosophy typically translates into the fighter, rogue, and warlord classes, and most adventuring legatees can be found

in the ranks of these two professions. Most tieflings of Bael's legacy lack the patience for magic, either divine or arcane, although, as with most tieflings, warlocks with the infernal pact are fairly common.

Powerful tieflings in Bael's service often become scourges of Bael, a fierce martial discipline that highlights the rapacity and overriding envy that exemplifies the archdevil and his legacy. Scourges of Bael often lead groups of bandits, taking what they want from any and all that cross their path with brute strength and intimidation.

There is nothing remotely ambiguous about forcefully taking what you want from others. Therefore, as would be expected, Bael's tieflings tend to be Evil or – in some cases – Chaotic Evil. The few unaligned tieflings are usually the young and uninitiated, who quickly turn to wickedness after a just a short exposure to the evil of their peers.

**Breaking the Chains of Covetousness:** Rogue legatees of Bael's lineage are quite rare. This is due in large part to the fact that there are so few legatees in the first place. However, those scant few that do wish to break away from Bael face an undertaking that is perilous to both body and mind. First of all, Bael does not look kindly on tieflings leaving his service, and often sends loyal minions to “reinforce” his teachings in a rogue legatee. Secondly, Bael's legatees are so consumed with want and selfishness that overcoming these personal deficiencies can quickly lead to insanity as the legatee wars with his intrinsic nature.

In the end, a rogue legatee must learn the value of being satisfied with what he or she has at the moment, and that the insatiable need for power and material things only leads down to eternal slavery to Bael. Usually, a legatee with any chance of successfully overcoming his nature finds a patient and stalwart companion that supports and guides him through the rigors of complete philosophical change. Still, even those tieflings that do manage to break the chains of covetousness must war with the inner demon of envy for the rest of their days.





# LEGACY OF COVETOUSNESS

## PARAGON PATH

### SCOURGE OF BAEI

*"All that is yours shall soon be mine."*

**Prerequisites:** Tiefling, Legacy of Covetousness, fighter or warlord, chaotic evil, evil, or unaligned

You have always hungered after that which did not belong to you. From precious gold and jewels to the skills and powers of your betters, you have always aimed to own that which you desire... by any means necessary. Your enemies are simply those that have something you want or need, and your allies are simply tools to help you get it. Bael has gifted you with power and strength sufficient to gain all that you desire. All you need do is step forward and take what should be yours.

### SCOURGE OF BAEI PATH FEATURES

**Invidious Action (11th level):** Whenever you spend an action point to take another action, one enemy of your choice that you can see cannot take the same type of action (standard, move, or minor) on its next turn.

**Star of Bael (11th level):** You may wield a morningstar in one hand with no penalty and treat it as a versatile weapon.

**Covetous Resurgence (16th level):** Whenever a creature within 5 squares of you spends a healing surge or uses its second wind, you regain hit points equal to your Constitution modifier (minimum 1).

### SCOURGE OF BAEI EXPLOITS

#### **Snatching Strike** Scourge of Bael Attack 11

*Your strike puts you into position to snatch a weapon or item from your target.*

**Encounter ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Requirement:** You must have one hand free.

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and make a secondary attack.

**Secondary Attack:** Strength vs. Reflex

**Hit:** You steal one item no larger than a one-handed weapon from the target.

**Miss:** Half damage, no secondary attack.

#### **Bael's Bargain** Scourge of Bael Utility 12

*You steal some of the force from your enemy's blow, and then return it to him... on the spiked head of your morningstar.*

**Daily ♦ Martial**

**Immediate Interrupt** Personal

**Trigger:** You are hit with a melee attack

**Effect:** You take half damage from that attack, and you may deal the same amount of damage that you avoided as additional damage on your next melee attack against the enemy that triggered this power.

#### **Diverting Smite** Scourge of Bael Attack 20

*You hammer your foe with a powerful strike, and then call on the power of Bael to steal and redirect his counterattack.*

**Daily • Martial**

**Standard Action** Close burst 3

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 3[W] + Strength modifier damage, and the target is marked (save ends). While the target is marked, if it attempts to use a power or ability to attack you or an ally, you can make a secondary attack as an immediate interrupt.

**Secondary Attack:** Strength vs. Will

**Hit:** You choose the target or targets of the marked enemy's triggering power, which can be or include the marked enemy itself. The enemy makes the attack and damage rolls for the triggering power as normal.

**Effect:** After you make the secondary attack, the target is no longer marked by you, regardless of whether you hit or miss.



## LEGACY OF COVETOUSNESS FEATS

### HEROIC TIER

#### INFERNAL STRENGTH [TIEFLING]

**Prerequisites:** Str 15, tiefling, Legacy of Covetousness

**Benefit:** You gain a +2 bonus to Strength-based skill checks and a +1 bonus on damage rolls with two-handed weapons and one-handed weapons with the versatile property.

### PARAGON TIER

#### MIGHTY GRIP [TIEFLING]

**Prerequisites:** 11th level, Str 17, tiefling, Legacy of Covetousness

**Benefit:** You gain the +1 bonus on damage rolls with weapons with versatile property even when you wield them in one hand. When you wield a two-handed weapon or a weapon with the versatile property in two hands, you gain a +2 bonus to damage rolls.

### EPIC TIER

#### HORNS OF BAEL [TIEFLING]

**Prerequisites:** 21st level, Str 19, tiefling, Legacy of Covetousness

**Benefit:** You can use the *horns of Bael* at-will power.

#### Horns of Bael

#### Feat Power

*You have mighty, goring horns like your infernal patron.*

#### At-Will

#### Standard Action

#### Melee

**Target:** One creature

**Attack:** Bluff vs. AC

**Hit:** 2d6 + Strength modifier damage.

**Special:** You can use this power in conjunction with a charge. If you do, you gain a bonus to the damage roll equal to your Strength modifier.

## THE LEGACY OF INDOLENCE: BELPHEGOR

*Zarma wiped the ale from his drooping jowls and scanned the Thirsty Theocrat's filthy common room. It was just before dusk, and the tavern was full of dockworkers eating a hasty meal before beginning the night shift on the pier, where they would spend the next ten hours unloading cargo from the many merchant ships that visited Dorning's busy harbor. Most were solid, stocky southerners, lean and muscular from years of backbreaking labor. Zarma flapped his lips in disgust at these industrious fools. Ten or fifteen years of hard labor had earned them the "privilege" of dining on the thin, watery stew at the Theocrat and choking down its truly abominable ale.*

*These were not the men that Zarma was hoping to find here, but the Lord Benefactor's path was not an easy one to follow, and those who wished to gain Belphegor's favor made the best of their situation. Zarma stood, stretched, and yawned, drawing a few curious stares from the other patrons in the tavern. As a tiefling, his kind was somewhat rare in Dorning, although not rare enough to draw that outright bigotry that often plagued the city's few dragonborn residents.*

*Zarma snatched his tankard from his table and walked slowly over to the bar, where a line of dockworkers struggled to finish their meals in time to make their shifts on the pier. He took an empty stool between two burly humans, set his tankard on an ancient, scarred bar that had perhaps been a color besides moldy brown in a far distant past. The two men beside Zarma turned their heads to look at him simultaneously, and he smiled, displaying his blunt yellow teeth, one of the marks of his Lord Benefactor.*

*"Good evening, gentlemen," Zarma said cordially. "Such a warm night for toiling at the harbor, wouldn't you agree?" The man to his left said nothing and turned back to his bowl of gray stew, but the other, a bit fleshier than most of the men in the room, returned Zarma's smile.*

*"Gods yes," the man said, and took a swallow from his tankard. "It's hotter than Asmodeus' breath tonight, that's for sure."*

Zarma smiled inwardly, the mention of an archdevil was surely a sign from the Lord Benefactor. Here was a fine, fat fish eager for the hook. "And you planning to sweat yourself to death on the pier tonight," Zarma said, shaking his horned head. "Surely your foreman will have some pity on you poor men."

"Hah!" the fleshy man snorted. "Pity? Horam? That stinking pile of dung and venom hasn't a bit of compassion for the likes of the common man."

"Shut your hole, Norbun," the man on Zarma's left suddenly growled. "If you weren't shirking your share of the work most of the night, Horam would have no issue with you."

"Horam picks on me, Tovar," Norbun protested. "I work as hard as any man."

Zarma said nothing while he watched the exchange. Belphegor had truly provided his servant with a wonderful opportunity.

Tovar tossed his wooden spoon into the empty bowl in front of him and slid off his stool. He was a large, muscular man with a shock of black hair, and a pinched, weathered face. This was not the kind of man that would find succor in idleness; this was a man to whom life meant work. "Our shift starts in ten minutes, Norbun," he said and cinched the wide leather belt around his homespun tunic tighter. "If you're late again, Horam will have your arse in a sling."

"I was just about to have another ale," Zarma said quickly. "Would either of you two men care to join me? My coin."

Tovar turned and stared at Zarma. The man's eyes were ice blue, hinting at a touch of northern blood, and they sized up Zarma and his intent in an instant. "Thank you, sir, but no. I've got children and a wife to feed, and all the free ale in the land won't fill their bellies." There wasn't a hint of gratitude in Tovar's voice. "Norbun, are you coming?"

Norbun, who was still sitting on his stool, licked his fleshy lips, and turned to look at Zarma. The tiefling gave the chubby southerner his best smile, raised his eyebrows, and sloshed his half-empty tankard. That was all the encouragement Norbun needed.

"No, you go ahead, Tovar," he said, and settled himself more firmly on his stool. "I have time for one more."

Tovar scowled at his companion, but said nothing. He tossed a few iron pennies on the bar to pay for his meal, turned, and walked out the front door of the Theocrat into the balmy southern night.

"Excellent!" Zarma exclaimed, a few seconds after Tovar's exit. "Barkeep! Another round for myself and my new friend here."

When the ales arrived, Zarma clinked his tankard against Norbun's and said, "Here's to work better done tomorrow ... or the next day, even." The tiefling smiled again, his yellow eyes suddenly predatory.

"I like that sound of that," Norbun said, and took a long pull from his tankard.

## THE DEVIL DESCRIBED: BELPHEGOR

Belphegor, Lord of Indolence, exhibits none of the traits that one would normally attribute to an archdevil. He seemingly lacks ambition, and spends the majority of his time lazing in his great infernal palace on Malebolgia, wiling away eternity on the contemplation of idleness. To the uninformed, it would seem impossible that Belphegor could have risen so high in the infernal hierarchy by doing so little; but the truth, as it always is with devils, is not immediately apparent.

Belphegor is the patron of laggards, slugabeds, and those that shirk honest work for the lure of idleness. Since the mortal world has no shortage of lazy fools, Belphegor receives a constant stream of unwitting worship, sustaining his rank and power with the Nine Hells. However, Belphegor's own laziness is merely for show, and like any other archdevil, the Lord of Laggards is engaged in dozens upon dozens of diabolical schemes designed to bring him yet more power.

Ironically, one of Belphegor's most successful schemes is his patronage of inventors, both magical and mundane. He especially favors those inventors that create new magics or technology that eliminate work, which creates more free time and more opportunity for laziness. In his role as patron of inventors, Belphegor calls himself Belophan, and in some areas, he is even worshipped as a minor neutral deity of craftsmen. Those worshipping Belophan, who is commonly believed to be an aspect of the earth god Daentharr, have no idea that their prayers

and benedictions only serve to grow the power base of an archdevil.

Belphegor's servants – those that serve him knowingly – are drawn primarily from the tieflings that bear his brand. However, Belphegor is not particularly choosy when it comes to worship and servitude, and he accepts any creature that follows his tenets. Belphegor frequently communicates with his devoted followers, and is most likely to send them messages when they are engaged in some form of lazy behavior – napping is one of the archdevil's favorites.

**Description:** When depicted by his legates, Belphegor appears as a tall devil with a long bearded face, curling horns on his brow, and a long, hooked nose. His eyes are deep set and heavily lidded, and his body appears flabby and underdeveloped. In all, Belphegor has a very drooping, shabby appearance that does little to enhance the reputation of a mighty archdevil. However, it is likely that this common image is not Belphegor's true form, just one he adopts to lull others into thinking him weak or incapable. There is little doubt that he commands as much physical and magical power as any devil of his station.

In his guise as Belophan, the archdevil appears as stoutly muscled human wearing a leather apron and wielding a smith's hammer in one hand and a wizard's wand in the other. This is the image that adorns the few temples devoted to Belophan, and the one that the devil uses when seeking to lure inventors and craftsmen to his service.

## THE LAWS OF BELPHEGOR

Although tieflings belonging to the Legacy of Indolence hold to Belphegor's laws to varying degrees, those that wish to gain the archdevil's favor follow them closely. Obviously, those wishing to achieve the rank of High or Supreme Benefactor must do their best to live in a manner that is pleasing to Belphegor.

Belphegor's laws are fairly simple at first look (how hard is it to be lazy?), but closer inspection reveals a greater purpose, one of infectious indolence that is no easy path to walk.

**Idle hands are Belphegor's tools:** “You must encourage those around you to idleness. Spurn the

industrious, unless their industry eliminates work for others. Embrace the laggard, the shirker, and the slugabed, and hold them up as examples of a satisfying existence.”

**Embrace the industry of sloth:** “Seek ways in which you can eliminate work for others. Magic and inventions that reduce or eliminate mundane tasks are to be cultivated and put into everyday practice. Support and encourage those whose magic or invention increases idleness; introduce them to our Lord Benefactor through the worship of Belophan.”

**Represent idleness in your every action:** “Do not appear to be industrious or hard working; cultivate an image of splendid laziness that others will find appealing. Complain loudly when there is work to do, and offer reasonable diversion that may tempt others to forsake their own work.”

**Heed the commands of the Benefactor:** “The High Benefactor is the will of Belphegor made flesh; heed his words. However, if the Benefactor does not follow the laws of our lord, strike him down. Belphegor shall choose a worthy successor.”

## THE MARK OF BELPHEGOR

Belphegor brands his legates quite early, typically a few days before the legatee's fifteenth birthday. Older legates of Belphegor's lineage usually have very little problem detecting when a brand is about to manifest in a young tiefling. Unlike the violent outbursts that herald Amon's marking, or the lustful urges that herald Lilith's, Belphegor's branding is perhaps the easiest for a new legatee to endure.

A few days before the mark of Belphegor is likely to appear, the legatee falls into a languorous state of near-paralysis. If properly identified, he or she is then confined to a specially prepared chamber that holds nothing but a comfortable sleeping pallet or simple cushions and pillows spread out upon the floor. For the next three days, the legatee is given no food or drink, and is expected to sleep for the majority of this time. During this sleep, Belphegor sends visions and dreams of his desires and expectations for the new legatee. This may be little more than a recitation of Belphegor's laws; however, tieflings that display some extraordinary

talent or skill may receive more personalized and specific messages from the Lord Benefactor.

At the end of the three-day seclusion, the legatee, weakened from lack of food, is carried to a diablerie, if one is near enough. There, the highest-ranking legatee in the diablerie administers flame to the young tiefling's skin, usually with an iron rod, heated cherry-red. The application of flame causes the brand to appear, stamping the new legatee as property of Belphegor.

The brand of Belphegor usually appears high on the forehead, and glows a dull yellow when exposed to fire. His sigil, often called the "heavy eye," is a circle bisected by a thin line with a half circle beneath.

**Stigmas:** Tieflings of Belphegor's lineage display a number of unique physical qualities as they age. Typically, they begin to resemble the common image of their Lord Benefactor more and more, until the oldest and most devoted resemble miniature versions of their master.

**Heroic Stigmas:** The stigmas commonly manifested by Belphegor's fledgling legatees are drooping eyelids, down-turned horns with blunt points, and a thin, listless tail ending in a small, bony knob. Yellow eyes and teeth are also commonplace. Some legatees have a minor soporific influence on those around them, and can even inflict drowsiness or lethargy upon their enemies.

**Paragon Stigmas:** Belphegor's experienced legatees display more telltale signs of their infernal heritage. Typically, legatees at this level grow very tall and thin, although they still retain a fairly fleshy appearance, with thick, sagging skin, a round potbelly, and drooping jowls. Additionally, a legatee's horns grow longer and begin to curl down the sides of the tiefling's face, framing his or her visage between them. At this stage, some legatees can control the sleep patterns of others, induce deeper sleep in targets that are already sleeping, or make others more susceptible to sleep-based magic.

**Epic Stigmas:** At epic levels, Belphegor's legatees go through few physical changes. The only noticeable changes are a slightly unpleasant odor, not unlike sour milk or moldy cheese, and a slightly jaundiced color to the skin, darkening to a bruise-like yellow around the eyes. However, powerful servants of Belphegor gain other, less visible aspects of their Lord Benefactor. The most common of these aspects is the ability to reduce





the effectiveness of lingering damage and effects; in a sense *slowing* the effect so that the legatee can stave it off much easier.

## ORGANIZATION

Like most legacies, tieflings of Belphegor's lineage do not consider themselves part of a unified clan or nation. Instead, individual legatees tend to congregate in the same area, with varying degrees of association and cooperation. Belphegor's legatees prefer warmer climes and are more often found in the balmy southern lands, where the occasionally oppressive heat is prone to making men lazy.

However, not all of Belphegor's legatees spurn organization, and small cells of devoted tieflings called *doldrums* operate in various large cities throughout the south. The highest-ranking legatee in the area, which sometimes includes a High Benefactor, typically leads each *doldrum*. *Doldrums* operate in secrecy, and choose gathering places that are strongly associated with Belphegor's chosen sin.

Currently, the largest *doldrum* exists in the great city of Punjar, where its members disguise themselves as the devoted clergy of Belophan, Belphegor's industrious alter ego. Gernissa Grimeye, the Supreme Benefactor, leads this *doldrum*, and she and ten other legatees work to spread the worship of Belophan to all craftsmen in the city. So far, this has been a successful venture, and many smiths, artificers, and alchemists have begun to worship at the small temple of Belophan. There, Gernissa preaches the word of Belophan, which are simply the cleverly disguised laws of Belphegor, and pushes her faithful to seek rest from their weary lives wherever it can be found.

## DIABLERIE

Belphegor's tieflings tend to establish diableries in areas that are considered important to their Lord Benefactor. In regions where there are few tieflings or no true organization among legatees, a diablerie can be as simple as a hidden lounge with pallets and cushions. Typically, such rooms are equipped with hookahs, so that legatees can engage in the consumption of lethargy-inducing drugs.

In larger communities or where a *doldrum* has been established, Belphegor's tieflings are likely to establish a more formal diablerie. Often, it is attached to a building or structure that is likely to be pleasing to Belphegor. This includes recreational areas that draw men and women away from proper work, such as gambling halls and brothels, as well as those places that promote drug-induced lethargy, such as opium dens and taverns. In addition, hidden chambers within the few temples of Belophan may also be used as diableries, although this secondary function is always kept secret from the rest of the community.

## ADVENTURERS

Few tieflings of Belphegor's legacy take up the life of an adventurer; it is simply too much work. Those that do become adventurers only do so if it somehow helps spread the influence and sin of their Lord Benefactor. However, laziness is ingrained in the tieflings of this legacy, and they are likely to choose classes that allow them to indulge their indolent natures. Wizards and warlocks are common choices, as the use of magic has long been a way to reduce workloads and forge an easier path to the completion of nearly any task.

Frontline fighters are rare among Belphegor's legatees, as the work of carrying heavy armor and weapons is distasteful in the extreme – not to mention all the vigorous movement required in melee combat! The few clerics among the legacy are usually devoted to gods without strict moral guidelines, or those that require little evangelizing from the clergy.

Legatees who are warlocks and wizards sometimes follow the path of the somnolent adept, having learned to control sleep patterns with their spells and Belphegor's influence. These "sleep mages" are rightly feared for their ability to place enemies in a deep, coma-like slumber.

Tieflings of Belphegor's legacy who become adventurers tend to be Unaligned simply because their laziness is not purely physical. Many legatees also indulge in dogmatic laziness, taking the philosophical and moral stance that requires the least amount of input.

**Breaking the Chains of Sloth:** Tieflings of Belphegor's legacy who wish to overcome their Lord Benefactor's

influence and lead a more productive life have an uphill battle ahead of them, to say the least. Ambition and hard work are incredibly distasteful to Belphegor's tieflings, but those that wish to sever themselves from the sin must learn the value of both physical and mental labor. Although Belphegor is not particularly vengeful against rogue legatees, his influence is strong enough, and his sin so easy to commit, that many rogue legatees fall back into his fold by default, unable to resist the temptations of indolence.

## LEGACY OF INDOLENCE PARAGON PATH

### SOMNOLENT ADEPT

*"You're so weary; just close your eyes and it will all be over."*

**Prerequisites:** Tiefling, Legacy of Indolence, warlock (infernal pact) or wizard

The spiritual inertia of the great archdevil Belphegor runs through your veins, and you have embraced the sin he represents in a unique fashion. Indolence and sloth please Belphegor, and you have learned to force the ultimate state of idleness on your enemies – you simply put them to sleep.

### SOMNOLENT ADEPT PATH FEATURES

**Somnolent Adept Action (11th level):** When you spend an action point to take another action, all adjacent enemies are slowed until the end of your next turn.

**Languorous Blast (11th level):** Once per encounter, you may add the sleep keyword to any attack spell that does not already have it. If the attack spell deals damage to a target, the target is dazed until the end of your next turn and suffers a –2 penalty to saving throws to resist ongoing effects with the sleep keyword until the end of the encounter.

**Belphegor's Boon (16th level):** You are immune to attacks and effects with the sleep keyword. In addition, you gain a +2 bonus to saving throws to resist the following effects: dazed, slowed, stunned, and unconscious.

### SOMNOLENT ADEPT SPELLS

#### Nightmare Blast Somnolent Adept Attack 11

*You smite your enemy's mind with terrible visions, which can be made far worse by the lingering effects of your sleep-inducing magics.*

**Encounter** ♦ Arcane, Implement, Psychic, Sleep

**Standard Action** Close blast 5

**Target:** Each creature in blast

**Attack:** Intelligence vs. Will

**Hit:** 2d8 + Intelligence modifier psychic damage, and the target is dazed until the end of your next turn.

**Miss:** Half damage, and the target is not dazed.

**Special:** A target that is suffering an ongoing effect from another power with the sleep keyword suffers 4d8 + Intelligence modifier psychic damage instead.

#### Somnolent Resistance Somnolent Adept Utility 12

*You shrug off effects that fall within the purview of your master, Belphegor.*

**Encounter** ♦ Arcane

**Immediate Interrupt** Personal

**Trigger:** You become dazed, slowed, stunned, or unconscious.

**Effect:** You end any of the above conditions that currently affect you.

#### Soporific Drone Somnolent Adept Attack 20

*You create a zone of pleasant sonic waves that overwhelm your enemies with weariness.*

**Daily** ♦ Arcane, Implement, Sleep, Zone

**Standard Action** Area burst 5 within 20

**Target:** Each creature in burst

**Attack:** Intelligence vs. Will

**Hit:** This burst creates a zone of sleep-inducing sonic waves that persist until the end of your next turn. Creatures that enter or begin their turns in the zone are slowed (save ends). If a target fails its first saving throw against this power, it becomes unconscious (save ends). As a move action, you can move the zone 3 squares.

**Sustain Minor:** The zone persists.



## LEGACY OF INDOLENCE FEATS

### HEROIC TIER

#### SOMNOMANCER [TIEFLING]

**Prerequisites:** Tiefling, Legacy of Indolence

**Benefit:** You gain a +1 feat bonus to attack rolls when you use a power with the sleep keyword.

At 11th level, this bonus increases to +2. At 21st level, it increases to +3.

### PARAGON TIER

#### IDLE HANDS [TIEFLING]

**Prerequisites:** 11th level, tiefling, Legacy of Indolence

**Benefit:** Once per encounter, if you are not dazed, immobilized, restrained, or stunned and you take no actions other than a single minor action on your turn, you regain the use of one spent encounter power at the beginning of your next turn.

### EPIC TIER

#### LETHARGIC SUFFERING [TIEFLING]

**Prerequisites:** 21st level, Con 17, tiefling, Legacy of Indolence

**Benefit:** You only suffer the effects of ongoing damage or conditions every third round after the first. However, you can still make saving throws each round to end the effect.

## THE LEGACY OF INDULGENCE: BEELZEBUB

*Archbridge was fully in the grip of another icy winter, and its streets were choked with white snow that would soon be churned into muddy, freezing sludge by the tramp of thousands of feet and hooves. The narrow walkway that lined the Way of the Tankard offered some refuge from the cold, muddy street, but it offered nothing against the biting wind that whistled like a steam kettle through the rickety eaves of the many taverns and inns that crowded the narrow thoroughfare.*

*Timmen pulled his threadbare cloak tightly around his tiny shoulders in a vain effort to keep out the chill, and pushed his small, wooden bowl out toward the few citizens that passed his way. He rattled the two copper pennies in the bowl with a pathetic clinking when anyone drew near, but so far no one had added to the “starting funds” the Beggar Master had given him. It was nearly sundown, and if he didn’t bring back at least a silver’s worth to old Tharmog, he’d get nothing to eat and a beating besides. Even his overactive nine-year-old mind couldn’t put a positive spin on that.*

*Timmen stared down the narrow strip of cement that lined his side of the road, and somehow missed the rotund figure that approached him from the other direction. It was the smell that Timmen noticed first, like when his belly ached and he had the winds. He wrinkled his small nose and turned around to stare right into the cavernous belly button of the fattest tiefling he had ever seen.*

*“Why, I’ll bet we’ve got a hungry one here,” the fat tiefling said, smiling down at Timmen through his drooping jowls. His eyes were green – like snot, Timmen thought to himself – and he had two horns curling from his brow. To say that the tiefling was fat was the grossest of understatements; he was immense. His body was so round that his arms and legs stuck out like plump sausages, and he had so many chins that they seemed to fold in on themselves, making their number impossible to gauge. For all this, the tiefling was dressed in a fine coat and leggings, with a muslin shirt beneath that left a good six inches of his ponderous belly exposed. His feet ended in hooves, so he wore no shoes.*

*"Please, sir," Timmen summoned up his most piteous voice. "Can you spare a few coins for me and my ma? She's so sick."*

*"A sick mother? Hah!" The fat tiefling guffawed. "Has that ever earned you a coin, boy?"*

*Timmen smiled sheepishly. This was not a person he could easily dupe. "Once or twice, sir," he said. "But not usually."*

*The tiefling tipped up Timmen's bowl with one fat finger and frowned at the contents. "And what happens if this is all you can beg today?"*

*Timmen returned the frown, and his mind raced with a thousand lies, but for some reason he chose the truth instead. "The Beggar Master will beat me, and I won't get anything to eat."*

*The corpulent tiefling's frown deepened, and he scratched his many chins with one long, yellow nail. Behind him, a noblewoman and her manservant were forced to venture out onto the sludge-filled streets, as his ungainly body blocked the sidewalk entirely. "Now that I believe, boy," he said at last, and dug one meaty hand into his jacket. The tiefling produced a single platinum star, more money than Timmen had seen all in one place in his entire life. He held it up so that Timmen could get a good look.*

*"Now, if I place this coin in your bowl, I want something in return," the tiefling said.*

*The momentary elation that Timmen had felt at seeing the platinum coin suddenly vanished, as he thought of what terrible things this wealthy tiefling would want him to do for it.*

*As if reading his mind, the tiefling smiled and shook his head. "No, no, boy," he said, chuckling. "I don't want to hurt you. I want to feed you."*

*"What!?" Timmen said stupidly, numbed by the relief that he might get that platinum coin after all. "I don't understand."*

*"See that door behind you?" The tiefling said, and Timmen turned to see a bright red door that led into a tavern. "That door leads to the best mutton stew you have ever tasted, my boy. And I will not be satisfied until I see you eat three bowls, with three mugs of hot cider to go along with it."*

*Timmen smiled hugely; he was ravenous, and he thanked whatever god had decided to brighten his life on this*

*miserable winter day. "Truly?" he said. "Three bowls?"*

*"And not a smidgen less," the tiefling said, and put one large, warm hand on the boy's shoulder. "Now come with me – we need to fatten you up."*

## **THE DEVIL DESCRIBED: BEELZEBUB**

Beelzebub, Lord of Indulgence, is the patron devil of gluttony. He is also the ruler of Hell's seventh layer of Maladomini. However, the archdevil's view of gluttony extends beyond the simple overindulgence of food and drink; any pleasurable thing done to excess may fall under the Beelzebub's purview. This broad definition of his patron sin brings Beelzebub into conflict with other powerful archdevils, especially Lilith and Belphegor, whose own sins overlap Beelzebub's more than a little.

In temperament, Beelzebub is a flattering, diplomatic creature that holds off rivals with honeyed words and empty promises. However, his hunger for power and influence over the affairs of mortals drives him as relentlessly as any great devil, and he is a devastating opponent when sufficiently riled.

Beelzebub dwells in a sumptuous palace that lies in the heart of Maladomini's slime-choked tunnels and caverns, an infernal jewel sparkling in an endless terrain of muck and filth. Here he holds grand feasts and parties, entertaining favored mortal servants and devilish allies with truly revolting displays of gluttony and vice. These banquets serve a dual purpose: Mortal guests are drawn further down the path to damnation, and infernal allies are exposed to Beelzebub's obsequious flattery – both resulting in the strengthening of the archdevil's power base.

Beelzebub, along with many of his rivals and allies, has found that direct worship of an archdevil is almost universally disdained by mortals. To circumvent this problem, Beelzebub has adopted a secondary persona, one that is more pleasing and acceptable to the droves of mortals he wishes to corrupt. The worship of the demigod Zeernosh, a jovial and welcoming deity of feasting and merriment, has spread among a number of dwarven communities in the north, and his worship appears to be growing. Zeernosh is, of course, merely Beelzebub in disguise, and the archdevil has found dwarves, who



tend to overindulge in food and drink, to be ripe and ready for his particular brand of corruption.

Beelzebub is the Lord Benefactor of a large legacy of tiefling progeny, and he frequently communicates with his Supreme Benefactor, advising him on nearly every facet of his operation in the mortal realm. In addition, Beelzebub has an uncommonly large following among dwarves in his guise of Zeernosh, who offer reverence to the archdevil each time they raise a tankard to their lips or indulge in one more helping of spiced mutton stew.

**Description:** Beelzebub is commonly referred to as the Lord of Indulgence, but he has another name, one rarely used by any but his most devoted servants. This second name is rumored to hint at Beelzebub's true form; tieflings hearing the title "Lord of the Flies" surely need not guess about the appearance of their Lord Benefactor.

Although few actual descriptions of Beelzebub exist, the depraved scribblings of High King Barum Oathbreaker, an ancient lord of the dwarven nation of Ul Balhar who fell to the worship of the great devil, are considered to be the most accurate account of Beelzebub's appearance. The last words of the High King are recorded in his own blood and feces on a scrap of parchment found in his royal apartments.

*"He came to me last night... revealed himself in all his terrible majesty. How can I describe such loathsome horror? How can any mortal? I remember only a great bulbous head, eyes like a thousand tiny jewels, and the stench of the sewers thick enough to gag me. His voice rasped like the buzzing of a million angry flies, and the wind from his furious wings burned my skin to blisters. I still hear that fiendish buzzing... it won't stop. I hear it in my dreams. I hear it when I wake. I hear it in my head. Please, my Lord, take me soon..."*

After penning these few crazed sentences, Barum hung himself with a loop of his intestines clawed from his prodigious belly with nothing but his own ragged fingernails.

## THE LAWS OF BEELZEBUB

Beelzebub's laws are easy enough to follow. They depend on the common mortal tendency to self-

indulgence. However, these simple edicts are designed to lead to swift and irreversible corruption; the transformation of both body and mind into something more pleasing to Beelzebub.

Like all the archdevils, Beelzebub expects some adherence to his laws by the tieflings that bear his unholy brand. However, when some legatees deny their heritage, he does not typically respond with immediate retribution; instead, Beelzebub simply makes whatever vice is most attractive to a rogue legatee ubiquitously available, and allows temptation to take its course.

Indulgence is pleasing to our Lord Benefactor: "Satisfy your desires utterly, whatever they may be. Eat until bursting, drink until you are insensate with spirits, and satisfy carnal pleasures with any who are willing."

Temperance stifles the soul: "Never be the first one to leave the banquet hall; never be the fool who counsels temperance in the tavern; never be the one who puts an end to the indulgence of others."

Extol the pleasures of gluttony: "Rail publicly against those that seek to confine the desires of others. Speak openly about the benefits and satisfaction that comes from indulgence, and be a living example of our Lord Benefactor's laws."

## THE MARK OF BEELZEBUB

The brand of Beelzebub usually manifests before a legatee's seventeenth birthday. The signs that Beelzebub has claimed the legatee are fairly obvious, and manifest two to three days before the sigil itself appears. A legatee experiences a terrible hunger that grows in intensity until the brand is brought to the surface. This hunger cannot be satisfied with any amount of food or drink, and the legatee's ability to ingest gigantic quantities borders on the supernatural.

Established legatees pay close attention to youngsters approaching their seventeenth birthdays. As the signs of Beelzebub's claim are generally easy to spot, his servants can identify an emerging legatee early and keep a close eye on the process. Near the end of the third day of gluttonous eating, when the prospective legatee is experiencing the agony that only severe overeating can inflict, he is brought to the nearest diablerie for the Burning Sacrament.



The ceremony is more straightforward than most: A candle made from tallow or another animal fat is held to the legatee's lips. If Beelzebub's brand appears, it does so over the mouth, glowing a virulent green before fading from sight. The pain of overindulging passes, and the new legatee is welcomed into the service of Beelzebub. If another archdevil's brand appears instead, the young tiefling is force-fed a vile brew that induces painful vomiting. His fate is then decided by the present legatees of Beelzebub.

Beelzebub's brand resembles a wheel of inward-pointing spikes or teeth, like a great round maw.

**Stigmas:** The stigmas associated with Beelzebub can be quite dramatic, but it is often mistaken simply for the result of the legatee's various indulgences. Since burliness among tieflings often suggests an affiliation with Beelzebub's legacy, tieflings from other legacies generally do their utmost to remain as fit as reasonably possible (tieflings from the Legacy of Indolence excepted, of course, although those rarely become truly corpulent anyway).

**Heroic Stigmas:** Fledgling legatees exhibit very few external physical changes; inside, however, their bodies undergo a tremendous transformation. The stomach, liver, and bladder of a new legatee enlarge dramatically, allowing the young tiefling to eat and drink tremendous amounts. In addition, some legatees become resistant to the effects of alcohol and other common drugs. While all of these radical changes are taking place inside the legatee's body, outside the changes are much less noticeable. The most common physical changes include a slight tendency to fleshiness and eyes that glow a sickly green when the tiefling is angered or excited.

**Paragon Stigmas:** As Beelzebub's legatees grow in power and station, the changes wrought upon their bodies become more pronounced. This most often includes a significant gain in weight, anywhere from 50 to 100 pounds; however, this excess weight does not hinder the tiefling in any way, and some individuals actually develop thick enough blubber to keep the swords and arrows of enemies from reaching vital organs. In addition to the weight gain, many tieflings at this stage develop an offensive odor, not unlike the stench that wafts from uncovered latrines.

For this reason, many powerful legatees nearly drown themselves in expensive perfumes and scented oils.

**Epic Stigmas:** The most powerful of Beelzebub's servants are not difficult to tell apart from their lesser brethren. They are swaddled in layer upon layer of drooping fat so thick it all but obliterates any chance of discerning the tiefling's gender. Again, this extra flesh does not slow or hinder the legatee, and he is no less nimble than tieflings one-quarter his own weight. Although this dramatic weight gain is certainly startling, it does not hold a candle to the modifications made to the legatee's stomach and digestive tract. Now possessing a gut that can contain gallons of food and drink, the legatee develops incredibly powerful digestive acids that allow him to eat *anything*, including inorganic material such as stone or metal. Some tieflings even gain the ability to vomit up this acidic bile and spew it at enemies, a highly effective, albeit disgusting, surprise attack.

## ORGANIZATION

Beelzebub's tieflings are a gregarious lot, and tend to gather together often to drink, eat, and pursue other gluttonous vices. They heartily encourage others to join them in their revelries, always to the detriment of the reveler's mind, soul, and body. Where there are large groups of legatees, a *glut* may be established, an organized group of tieflings devoted to the cause of Beelzebub. The most charismatic legatee in the area, who may or may not be a High Benefactor, often leads each glut. A persuasive leader that can lead others into vice is seen as much more desirable than one skilled at warfare or commanding arcane power.

Beelzebub's legatees are widespread, and can be found in many major metropolitan areas throughout Áereth. Anywhere there is copious food, drink, and vice is likely to develop a glut of tieflings devoted to the sins of Beelzebub. Sometimes this appears in the form of a temple or shrine to Zeernosh (especially in dwarven communities), but more often a glut appears to outsiders as simply a large group of wealthy friends and relations that enjoy a night on the town a bit more than one should.

Currently, Beelzebub's legatees have been focusing their attentions on the Dwarven Empire of Ul Balhar,

which unbeknownst to many dwarves has an ancient affiliation with the archdevil. The High King Barum Oathbreaker, one of the few High Kings that is not recalled with any honor or reverence by the dwarves, was in fact a cultist of Beelzebub, and took his own life after the great devil reneged on the terms of their diabolical pact. The Supreme Benefactor himself, one Ordoth Ironbelly, also known as Ordoth the Fat, currently acts as “high priest” at the temple Zeernosh in the capital of Ul Balhar, and he has made great strides in winning many dwarves to the worship of Beelzebub’s alter ego.

### DIABLERIE

Beelzebub’s legatees tend to gather in places where their chosen vices are easily accessible. This includes all manner of taverns, inns, and restaurants, but may also include brothels, opium dens, and anywhere carnal pleasure may be had. Individual legatees usually reserve a special room in their homes for feasting and entertaining that serves as a diablerie if there are no established ones nearby.

Temples dedicated to Zeernosh always serve a second role as diableries for legatees of Beelzebub’s lineage. In fact local legatees are expected to pose as faithful congregants of the temple, and incite others to join them in the joyous worship of their “god.”

### ADVENTURERS

Adventurous legatees of Beelzebub are not common, as the toil and grind of adventuring life does not allow for the gluttonous indulgence that rules their lives. However, tieflings bearing the brand of Beelzebub do take up the role of adventurer on occasion, and can be quite capable when called upon.

Despite their tendency to be large and strong, Beelzebub’s tieflings rarely choose classes that require much melee combat, and seem to disdain such

violence in the extreme. Instead, they tend toward the cleric and warlock classes. In fact, Beelzebub, through crook or by hook, has developed enough power to actually grant spells to a select group of clerics. These clerics always claim to worship Zeernosh, and never reveal their true master to anyone but other legatees. Obviously,

Beelzebub welcomes warlocks with the infernal pact, as they are among the few creatures that can overtly claim their allegiance to him without fear of constant reprisal.



The most ardent of Beelzebub's tieflings sometimes follow the path of the corpulent master, embracing gluttony in such a way that it molds their flesh into a form more pleasing to their Lord Benefactor. Corpulent masters are mountains of mobile flesh that can eat literally anything, and command terrible powers of consumption and gluttony.

Although Evil is the most common alignment among the archdevil's legateses, there are no small amount of devoted Unaligned legateses in Beelzebub's service. Indulgence, in of itself or in small doses, is not wholly evil, and this allows for some moral flexibility among legateses. However, constant exposure to the manipulative schemes of an archdevil is sure to lead even the stoutest soul to evil and then damnation.

**Breaking the Chains of Indulgence:** Rogue legateses of Beelzebub's lineage are rare, as the archdevil does allow for some leeway in the interpretation of his laws. However, some legateses choose to deny the terrible cravings and desires that constantly eat away at their self-control. These individuals face an uphill battle, made all the more difficult by a steady stream of delectable temptations sent their way, courtesy of Beelzebub himself. In addition, most rogue legateses still carry the stigmas of Beelzebub despite all efforts to lead a life of temperance and restraint.

Like many rogue legateses, tieflings that turn away from Beelzebub often seek out gods espousing a dogma that is the direct antitheses of their Lord Benefactor's. These tieflings often become clerics or even paladins in the service of their new masters.

## LEGACY OF INDULGENCE PARAGON PATH

### CORPULENT MASTER

*"Our Lord Benefactor has granted me the ability to drink deep of all that life has to offer. Praise him with food, drink, and everlasting indulgence."*

**Prerequisites:** Tiefling, Legacy of Indulgence

You are gluttony personified, indulging in everything the word has to offer with eager excess. Your actions

bring you closer to your Lord Benefactor, Beelzebub, creating a devotion that has marred your flesh as well as your soul. Your body has become large and corpulent, marking you as one of the favored of Beelzebub and earning you great prestige among other legateses. The blessings of your Lord Benefactor allow you to smite your enemies with terrible hunger, shrug off poison, and greedily take advantage of aid offered by your allies.

### CORPULENT MASTER PATH FEATURES

**Gluttonous Action (11th level):** Whenever you spend an action point to take another action, you may take an extra move and an extra standard action instead of only one of either. However, on your turn following the turn in which you spent an action point, you may take no actions except a single minor action.

**Iron Gut (11th level):** You gain resist 5 poison. At 21st level, this increases to resist 10 poison.

**Beelzebub's Blessing (16th level):** You gain a thick layer of fat that hangs from your body in drooping folds. Your weight increases by fifty percent, but you suffer no penalty to movement, nor do you lose any agility. The extra fat makes you harder to damage with weapon attacks, granting you resist 5 against attacks that target AC. In addition, when an enemy scores a critical hit against you with a power or attack with the weapon keyword, you can make a saving throw as an immediate interrupt, and if successful, you negate the critical hit (you still suffer normal damage, however).

### CORPULENT MASTER POWERS

#### Hunger Strike

Corpulent Master Attack 11

*You strike your foe, and then call on the power of Beelzebub to curse him with wracking hunger pains.*

**Encounter ♦ Weapon**

**Standard Action**

**Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and then make a secondary attack.

**Secondary Attack:** Constitution vs. Fortitude

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

**Miss:** Half damage, no secondary attack.

**Greedy Succor** Corpulent Master Utility 12

*You drink deep of the healing energy supplied by your ally.*

**Encounter ♦ Healing****Free Action****Personal**

**Trigger:** You spend a healing surge in response to an ally's action or power, such as *inspiring word* or *lay on hands*.

**Effect:** You regain a number of additional hit points equal to 1d6 + your Constitution modifier.

**Vile Bile** Corpulent Master Attack 20

*You vomit forth a steaming gout of bile, burning your enemies with the caustic effluvium and weakening them with a foul, lingering stench.*

**Daily ♦ Acid, Zone****Standard Action****Close blast 3**

**Target:** All creatures in blast

**Attack:** Constitution +2 vs. Reflex

**Hit:** 3d8 + Constitution modifier acid damage, and ongoing 5 acid damage (save ends). In addition, the area of the blast becomes a zone of nauseating vapors that lasts until the end of your next turn. Creatures inside the zone are weakened.

## LEGACY OF INDULGENCE FEATS

**HEROIC TIER****GORGING ENDURANCE [TIEFLING]**

**Prerequisites:** Con 13, tiefling, Legacy of Indulgence

**Benefit:** You gain a +2 feat bonus to Endurance skill checks. In addition, you can go up to four weeks without food and four days without water before needing to make Endurance checks to avoid losing a healing surge.

**PARAGON TIER****CUMBERSOME GIRTH [TIEFLING]**

**Prerequisites:** Con 15, tiefling, Legacy of Indulgence

**Benefit:** You are considered size Large whenever it would be advantageous to you, such as how monsters' and NPCs' attacks or powers affect you. However, you cannot wield weapons or wear armor sized for a Large creature.

**EPIC TIER****YOU ARE WHAT YOU EAT [TIEFLING]**

**Prerequisites:** 21st level, Con 19, tiefling, Legacy of Indulgence

**Benefit:** Once per day, as a minor action, you can consume a normally inedible item that is no larger than your fist and gain a special benefit based on the material of which the item is primarily constructed (see below). The special benefit lasts until the end of the encounter. If the item you consume is composed of more than one of the materials listed below in equal parts, you may choose which one of the associated benefits you gain.

- **Glass:** You gain truesight 10 and a +2 bonus to your Will defense. However, you gain vulnerable 5 thunder and 5 against attacks with the weapon keyword.
- **Metal:** You gain a +2 bonus to AC and resist 5 to attacks that target AC. However, you suffer a -1 penalty to speed.
- **Stone:** You gain the earth walk modification to your speed (see *4E D&D Monster Manual*) and resist 5 to cold, lightning, and thunder. However, you suffer a -2 penalty to your Reflex defense.
- **Wood:** You gain the forest walk modification to your speed (see *4E D&D Monster Manual*) and a +1 bonus to all defenses. However, you lose your fire resistance and gain vulnerable fire 5.

## THE LEGACY OF LUST:

### LILITH

Sovinus tried to stand still, but he was so nervous, it took every ounce of self-control to keep from shaking like a leaf in a hurricane. The gold pieces in his clenched fist were wet with perspiration, and he hoped his hard-earned gold would be enough. He glanced around the foyer of Madame Aryassana's House of Carnal Delights, the vibrant red and gold paint splashed alluringly on the walls making him slightly sick. The foyer was small, and contained only a plush couch for waiting "guests" and a single door hung with a deep red curtain that presumably led into the inner depths of the brothel.

At nineteen, Sovinus was tall and gawky, with long gangly limbs and a shock of bright red hair that did nothing to help his wide freckled face. His simple tunic and hose were ill-fitting, as his slight frame contained virtually no muscle, causing his clothing to hang in odd places. Girls his own age found him either piteously amusing or simply didn't notice him at all, and years of rejection and hearing his more handsome friends talk about their own conquests had finally forced him into drastic action.

Sovinus worked as an accountant for a small tavern, using the only gods-given gift he had, his keen intellect and skill with numbers, to make a decent living. He had scraped together a total of three gold pieces over the last six months, and after agonizing over the decision for weeks, had finally taken his money to Madame Aryassana's House of Carnal Delights. The brothel was world renowned, and its madam, Aryassana Feathertongue, was said to employ exotically beautiful tiefling girls. The rumors alone about the House of Carnal Delights were enough to get Sovinus' blood racing; and now, standing in the foyer of the infamous establishment, he was ready to faint with excitement and fear.

A tiny bell had rung when he had entered from the street, but no one had emerged from behind the red curtain to assist him. He had been standing in the foyer for almost fifteen minutes, and the more sensible part of his brain was beginning to reassert itself. Another five minutes passed, and Sovinus had had enough. "I'm such

an idiot!" he whispered fiercely, and turned to leave.

"Leaving so soon, my lovely boy?" A husky, feminine voice suddenly purred from behind him. The voice reached inside his head, smashed aside his feeble excuses, and spun him around to face the speaker. She was breathtaking.

Madame Aryassana was nearly six feet tall, slender at the waist and well rounded at hip and bosom. Her skin was ivory perfection, and her face was enough to make an angel weep with envy, with black hair that shone like an onyx night, full red lips, and kohl-lined eyes that seemed to drink in the world around her. The only hints of her infernal blood were two small feathered wings on her back, and two tiny horns – nubs really – that projected from beneath her velvet locks. She wore a gauzy robe with bands of thicker material in a few discreet locations; the garment left virtually nothing to the imagination.

"Welcome to the House of Carnal Delights," Aryassana said, and smiled, showing off perfect white teeth. "It would be my utmost pleasure to assist you."

"I... I... don't think I have enough money," Sovinus stammered, his brain at near overload at the sight of the seductive tiefling.

"Nonsense," Madame Aryassana said with a tiny flip of her head. "This is your first time, correct?"

"Well ... not my very first ... I've, you know..." Sovinus trailed off, letting the lie die on his tongue. "Yes, Ma'am, it is," he said, after a few shame-filled seconds.

"Well, then, my pretty pet," Aryassana said with a smile that came nowhere near her deep green eyes. "You are in luck. The first one is always free."

### THE DEVIL DESCRIBED: LILITH

The archdevil Lilith is an anomaly among the lords of the Nine Hells; where most archdevils are hideous, power-mad monstrosities, Lilith enjoys the advantage of only being a power-mad monstrosity. As the patron devil of lust, Lilith is a vision of seductive beauty, her sleek, sultry form is enough to even tempt her rival archdevils into dalliances that can and do cost them dearly.

Lilith's sin of carnal lust overlaps with Beelzebub's sin of gluttony somewhat, and the two devils despise each other for dabbling in each other's respective areas



of control. However, Beelzebub has so far taken no action against Lilith, as the great succubus is a favored consort of Mephistopheles – and, at one time, the dreaded Asmodeus himself. These powerful alliances have allowed Lilith to further extend her influence over Beelzebub's mortal followers, and she has even made some attempts at turning his tiefling legatees to her service. This is a monumental breach of infernal law, and Beelzebub has formed an alliance with Mammon, whose knowledge of the Codex Infernum is unequaled by any devil. Beelzebub plans to bring suit against Lilith, letting the inexorable power of Hell's laws trump any powerful allies she may woo to her side.

Lilith maintains her infernal residence on the frozen layer of Caina, and her bronze and steel palace rises from the icy surface of the layer in dizzying array of alluring spires and suggestive columns. Lilith is served almost exclusively by female devils, mostly succubi, but the archdevil does maintain a bodyguard of battle-hardened erinyes. Males found in Lilith's palace are simply pets or playthings, to be used, consumed, and then tossed aside when their mistress tires of them.

Lilith, like all archdevils, is consumed with attaining more power, which she accomplishes by using her feminine charms to lure other powerful devils to her side. Her list of consorts is long and sordid, and contains the names of many deposed devils from whom she divested all power and influence. In addition to her many dalliances with other devils, Lilith does expend a large amount of time and energy growing her mortal cult. This is largely done through what is perhaps her greatest conquest: an affair with the unpredictable god of lies, Rathul. Lilith long ago seduced Rathul and has worked her way into the dogma of his clergy as his concubine and mistress, Lamash. In this role, Lilith has co-opted a portion of Rathul's portfolio, specifically those who lie to cover up illicit or perverse affairs, and has gained much power as a result.

As the patron of lust, Lilith is the nominal queen of succubi, and a large number of the seductive devils serve her. In addition, she is the Benefactor of a tiefling legacy, and her beautiful and charming legatees spread her patron sin throughout the Known Realms by maintaining brothels, working as pimps and madams,

or offering up their own bodies to tempt others into carnal sins.

**Description:** Images of Lilith are common, and her legatees often create images of their Lady Benefactor to arouse the passions of others. It is unknown if this is an accurate representation of the archdevil, but most of these lewd images seem to fall in line with what one would expect of the Queen of Lust. Typically, the better-executed statuettes and paintings depict a nude female with alabaster skin, feathery, bird-like wings, and near-perfect proportions. Lilith's face is typically depicted in a sultry pout, her full red lips turned down toward her angular chin. Her eyes are large and upturned, and her long, black hair is loose and wild. Besides her wings, the only thing that marks Lilith's as a creature of the Nine Hells are the two short horns that project from her brow.

Although the representations created by her legatees can vary wildly, Lilith's depiction in her role as Lamash, the mistress of Rathul, is quite consistent. When she is depicted in the god's temples and holy books, she is shown as a swarthy beauty, with delicate features, and kohl-lined eyes. Lamash is always shown wearing a dark robe that hides all but her beautiful face, yet clings suggestively to her body, symbolizing her role as the patroness of those would cover their carnal sins.

## THE LAWS OF LILITH

Lilith's laws are designed to lead her legatees further into sin, while at the same time attracting others mortals into her corrupting embrace. Hedonism is the order of the day for Lilith's legatees, and they are expected to whore themselves out – quite literally – to seduce others. Although one would think that such activity would have a devastating effect on a legatee's psyche and self-worth, Lilith's overriding philosophy is that the seducer has all the power, while any willing to be seduced have none. The exchange of self-respect for power is an acceptable one to her devoted disciples.

In truth, Lilith's attentions are often drawn elsewhere, as the archdevil is constantly seducing and manipulating other powerful creatures. In fact, she pays little attention to the individual actions of her legatees, which means that there are more rogue legatees of Lilith's lineage than any other archdevil.



**Your body is a tool; nothing more:** “Your flesh is a tool; use it to drive others to lust and carnal sin. Use our body to reward those who please you, and withhold it from those who do not. The Lady Benefactor rewards those who willingly devote themselves to harnessing the passions of others.”

**Emotional attachments are for the weak:** “Let not your heart become involved in the activities of your body. Control is maintained over others with a distant passion; always promise more, but never let yourself be fooled by ridiculous notions of love.”

**Let your every action be a seduction:** “Your appearance and actions must portray a seductive willingness. Your dress, your manner of speaking, all must ultimately lure and entrap those around you.”

**Cast down the traditions of chastity:** “Speak loudly and often against traditional couplings. Deride marriage as inflexible and outmoded, mock the monogamous, and extol the virtues and pleasures of open and constant carnality.”

## THE MARK OF LILITH

Lilith brands her legatees later than most archdevils, allowing a tiefling to come to full sexual maturity before staking her claim. Typically, this occurs around the legatee's seventeenth or eighteenth birthday and is heralded by heightened sexual awareness and desire. An older, established legatee is usually chosen to guide the prospective legatee through this difficult time, lest the young tiefling lose control and expose other legates in the area for what they are. The young legatee will remain under the tutelage of the elder for up to a year, learning how to control and use the physical and emotional changes that occur soon after the brand of Lilith is made manifest.

Lilith's sigil is revealed in the same way as many other archdevils; the application of fire to the new legatee's skin causes the brand to manifest for the first time. There is little ceremony in this, although some elder legates couple the application of fire with some carnal act, designed to further bind the new legatee to his or her tutor. Lilith's brand is two small circles connected by a single vertical line centered in a long oval that typically appears on the legatee's neck or abdomen.

**Stigmas:** Tieflings belonging to Lilith's legacy are the most human-like in appearance, and as they develop further stigma, they become less and less diabolical. This serves to make them more attractive to most mortal races.

**Heroic Stigmas:** Lilith's younger legates tend to differ only slightly from other tieflings, although there is a definite refining of facial features. Typically, a legatee exhibits pale (or extremely dark) skin, smaller horns, and a thinning and shortening of the tail. In addition, some tieflings (especially males) exude a heady musk that in some individuals is mildly intoxicating to members of the opposite sex.

**Paragon Stigmas:** Established legates of Lilith's legacy lose more of their infernal physical traits, while gaining some that are specific to their Lady Benefactor. Legates at this level have human-like eyes with green or purple corneas, very small horns that can be easily hidden by certain hairstyles, an almost nonexistent tail, and sharp, attractive features. In addition, the voice of the legatee changes dramatically, becoming low and baritone for males and deep and husky for females. Some paragon tieflings can use their voices to make their charm effects even harder to resist.

**Epic Stigma:** Lilith's most powerful tieflings start to resemble miniature versions of their mistress. The faces of tieflings at this stage are heart-achingly beautiful, in both males and females, and their bodies take on a near-ideal shape. Most legates lose their tails completely, and their horns are reduced to small nubs. However, some legates develop small feathered wings, which are generally considered to be a mark of Lilith's favor. These wings are far too small to use for flight, but they do greatly enhance the legatee's appearance.

## ORGANIZATION

Although small, Lilith's legacy tends to be more organized than most. This is due to the mentoring that most established legates must undertake for new legates. Sometimes, more than one elder legatee will oversee a young tiefling's tutelage, creating bonds of fellowship between legates in the area. Groups of Lilith's legates with any organization are called *coteries*, and are always led by the most powerful female legatee in the area.

In fact, Lilith tends to favor her female servants over the male ones, and male legatees only rarely hold any positions of true power among her followers.

The largest coterie in Áereth operates out of one of the world's most infamous brothels in the harbor city of Blihai. There the Supreme Benefactor, Aryassana Feathertongue, and her coterie cater to the many seamen and merchants that come to port on a regular basis. Aryassana's prices are reasonable, her girls lovely, and her doors are never closed. To keep other brothels from operating in town, the Supreme Benefactor has seduced the town mayor, who will do nearly anything to keep her happy. In addition to the brothel, the Blihai coterie also runs a small shrine dedicated to Lamash, the alter ego of their Lady Benefactor and the mistress of the god Rathul.

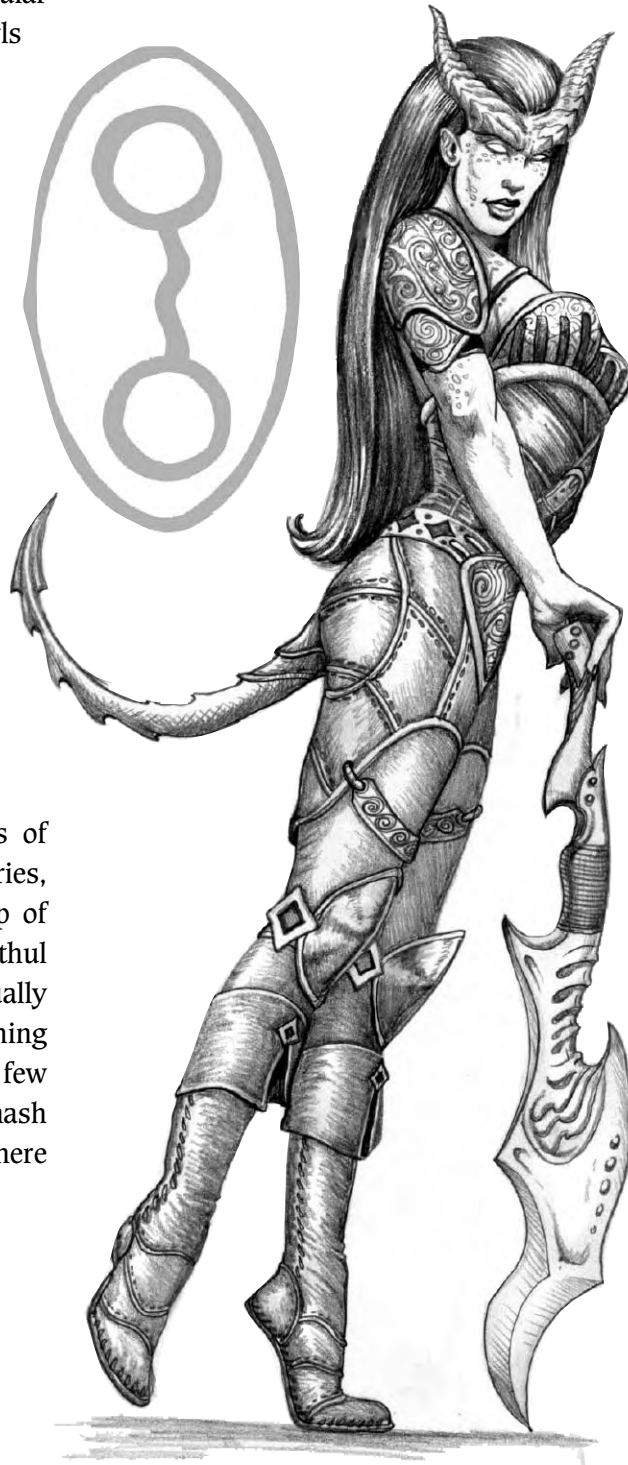
### DIABLERIE

Lilith's legatees are drawn to places that weaken the inhibitions or cater outright to the pursuit of carnal pleasure. Seedy taverns and brothels are common stomping grounds for legatees, as are more upscale gentlemen's clubs and houses of ill repute. Most legatees also construct a personal diablerie in their homes – hidden cellars or secret rooms where they can take tieflings lovers. This usually amounts to a well-appointed bedchamber.

Some of Lilith's legatees also consider temples of Rathul to be appropriate facades for their diableries, and they often do their best to push the worship of Lamash upon any congregants. Apparently, Rathul is so smitten with Lilith that he has done virtually nothing to stop his mistress' followers from siphoning away his prayers and devotees. In fact, there are a few temples and shrines in Áereth that feature Lamash more prominently than Rathul, usually in areas where there is a large and active coterie.

### ADVENTURERS

Lilith's legatees rarely become adventurers; there is little room for seduction when all that one encounters are orcs and goblins in filthy caves and dungeons. However, some do see the adventuring life as a way to spread their Lady Benefactor's particular evil, and these



individuals are just as dangerous to their companions as they are to their enemies.

Adventuring legatees tend to gravitate toward the cleric, rogue, and warlock class. Cleric legatees are often worshippers of Rathul or Lamash, although their power is still drawn from Lilith. Legatees that take up the rogue class tend to focus on social interaction over stealth and thievery, and use their seductive charms to further enhance their diplomatic skills. Warlock legatees usually take the infernal pact, but there are now few that entice a power of the Feywild to aid them, gaining yet more powers of seduction and charm.

It is said that some of Lilith's legatees have learned to exert power over others by controlling the scents produced by their own bodies, much the same way that some animals release pheromones to entice mates or drive away enemies.

Most of Lilith legatees are Evil or Unaligned, although Chaotic Evil legatees are not unheard of. Obviously the seduction of others into wanton carnal sin is not conducive to any of the good alignments, and loyal legatees have no use for the honesty and forthrightness that goes along with them.

**Breaking the Chains of Lust:** Rogue legatees of Lilith's lineage are quite common, as their Lady Benefactor's attentions are so divided that she invests little time in dealing with tieflings that wander off the beaten path. Such individuals usually have an easier time walking the straight and narrow, as their beauty tends to ensure that they have plenty of friends and supporters to help them along.

However, turning away from the sin of lust is still no easy task, and Lilith's rogue legatees struggle to create intimacy with others that is not purely physical. Accustomed to using their bodies to get whatever they want, most have a very difficult time not returning to their old ways in difficult situations. Some of Lilith's rogue legatees adopt a strict code of chastity, hoping that the direct antitheses of their former lives will lead them down a brighter path.

## LEGACY OF LUST

### PARAGON PATH

#### PHEROMANCER

*"Tell me, how do you like my perfume?"*

**Prerequisites:** Tiefling, Legacy of Lust, training in Bluff, Diplomacy, or Intimidate, Animal Attraction feat

The Lady of Lust has imbued you with a potent gift: You can create and control intoxicating scents that can damage the minds of your enemies and make them more tractable to your will. The pheromones you release are subtle and nearly undetectable, but they can weaken a foe's mental resolve, make him more agreeable to your suggestions and demands, and even grant you control of his body. Your allies likely have no idea that you can command the minds of others with your unique gift, even though they have almost certainly felt its influence often enough.

#### PHEROMANCER PATH FEATURES

**Alluring Action (11th level):** When you spend an action point to take another action, you can force one enemy within 5 squares to take the same action. Treat the target enemy as dominated for the purpose of determining what kinds of actions it can take and who or what the actions affect.

**Intoxicating Aura (11th level):** Enemies adjacent to you take a -2 penalty to Will defense.

**Tractable Wrath (16th level):** When you use your *infernal wrath* power and hit with an attack, the target suffers a -2 penalty to saving throws against attacks and effects with the charm or psychic keywords until the end of the encounter.



## PHEROMANCER POWERS

### Bewildering Burst Pheromancer Attack 11

*You release a burst of mind-scrambling pheromones.*

**Encounter** ♦ Charm, Poison

**Standard Action** Close burst 3

**Target:** All enemies in burst

**Attack:** Charisma vs. Fortitude

**Hit:** 2d8 + Charisma modifier poison damage, and make a secondary attack.

**Secondary Attack:** Charisma vs. Will

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

**Miss:** Half damage, no secondary attack.

### Zone of Influence Pheromancer Utility 12

*You create a cloud of intoxicating pheromones that cloud your enemies' judgment.*

**Daily** ♦ Charm, Zone

**Minor Action** Close burst 5

**Effect:** You create a zone of pheromones that make your enemies more tractable. You receive a +2 power bonus to Bluff, Diplomacy, and Intimidate checks made against all creatures within the zone.

**Sustain Minor:** The zone persists.

### Insidious Burst Pheromancer Attack 20

*You release a burst of pheromones that override your enemies' ability to control their own actions.*

**Daily** ♦ Charm, Poison

**Standard Action** Close burst 3

**Target:** All enemies in burst

**Attack:** Charisma vs. Fortitude

**Hit:** 3d6 + Charisma modifier poison damage, and make a secondary attack.

**Secondary Attack:** Charisma vs. Will

**Hit:** The target is dominated (save ends).

**Miss:** Half damage, no secondary attack.

## LEGACY OF LUST FEATS

### HEROIC TIER

#### ANIMAL ATTRACTION [TIEFLING]

**Prerequisites:** Cha 13, tiefling, Legacy of Lust

**Benefit:** You exude an intoxicating musk that grants you a +1 feat bonus to Bluff, Diplomacy, and Intimidate checks. This bonus increases to +2 against members of the opposite sex.

### PARAGON TIER

#### VOICE OF LILITH [TIEFLING]

**Prerequisites:** 11th level, Cha 17, tiefling, Legacy of Lust

**Benefit:** Once per encounter, you can issue a verbal suggestion with any opposed Bluff, Diplomacy, or Intimidate check made against a target. If the opposed check succeeds, you gain a +2 bonus to attack rolls with all powers and effects with the charm or psychic keyword against the target until the end of the encounter, in addition to any benefits gained from succeeding at the opposed check.

### EPIC TIER

#### LINGERING INFLUENCE [TIEFLING]

**Prerequisites:** 21st level, Cha 19, tiefling, Legacy of Lust

**Benefit:** When an enemy makes a successful saving throw to end an ongoing effect caused by one of your powers with the charm or psychic keyword, it still suffers the effects of the power on the turn immediately following a successful save.

## THE LEGACY OF PRIDE: BEI'THOR

Arzen winced as he climbed the final steps of the altar, the fire of the sphinx's claws still worrying at his nerves. His vermilion robes hung in tatters. Even his tail had not escaped the fight unscathed, having nearly melted away. The cavernous chamber in which they'd entered only moments ago was nebulous and dark. The sound of their breathing was all he could hear.

"Dellen," he said, looking up at his colleague of ten years, who had taken the steps first and now stood before the bier and the treasure it offered. "Don't do this, old friend. It's not worth the risk."

The other wizard turned, irritation plain on his handsome human face. "I'm tired of your protests, Arzen. We made it this far, didn't we? Sacrificed so much. And you would give it up now? This is not a time for doubt. What we claim today we do so for the church."

Or for you? Arzen wondered.

Both tiefling and human looked upon the artifact: a staff of ancient darkwood, banded with adamantite and capped with a miniature ram skull carved of gleaming mithral. The device was held in the skeletal grasp of a long-dead mage, whose sarcophagus lay open. Their preliminary spells had revealed that there were no guardians, no traps, and no sign of the undead. One had but to take the artifact, the legendary Staff of Khaldun.

But one never knew. No spell was perfect.

Arzen pressed his argument. "We ended the sphinx, reclaimed the Tablets, and have acquired treasures we never expected. It is enough, Dellen. The Staff should remain unclaimed. It's too dangerous, even to destroy. Remember your studies! This is not something any human should possess. Look what it—"

"Oh, and a tiefling can?" Dellen snarled, knuckles whitening in the grip of his own staff.

Arzen shook his head, keenly aware of the ram-like curve of his own horns as he did. "That's not what I meant. Listen, we won. We have everything we need from this place." He gestured at the vast chamber around them, and thereby the entire subterranean pyramid into which they'd ventured three days ago. "We have the means to

defend our city, our friends – even your church. We don't need to tamper with the likes of this."

Dellen rubbed his jaw as he looked back to the artifact. "But we can do more than that, Arzen. You of all people should know what magic like this can do. With the Staff of Khaldun, we can do more than merely defend. We can take the fight to our enemies, destroy them. End their threat."

"Then what would you do?" Arzen returned. "Bring the Staff back here when we're finished?"

Dellen narrowed his eyes. "Of course not. It would remain in the care of Justicia's faithful. To be used—"

"By you alone," Arzen said softly. "Believe me, old friend. That is how it works. It is not enough to have power. We – your people, my people, all of us – wish to have more than anyone else. Ever will we strive for more. It never stops."

"Precisely – you want it for yourself!" the human accused, taking a step closer to the sarcophagus. "This Staff was made for the hands of a wizard, wasn't it? It would give you great power, too, in your hands, wouldn't it? Oh, your master would be so proud of you, Arzen!"

Arzen felt his blood quicken. "Do not call him that again, fool. He is not my master, nor my Benefactor, any longer. I am here to help you and your church. All I ask is that you listen to me."

Dellen held out a warning hand. "To the silvered words of a Bei'thoran, in a moment like this one? I will take my counsel with the priests, old friend, not someone predisposed to seize such treasures for himself."

What was wrong with his friend? Arzen lamented. Dellen was not himself. But Arzen knew well – only too well – how temptation could change a man. Dellen was drunk on possibilities, on the potential for more. If he couldn't find a way to reason with his friend from this course, Arzen might have to find another way. He turned his head around, hoping to find some means to distract Dellen.

Then a scream of terror drew his attention back.

His friend had laid his hands upon the Staff of Khaldun, and fought now to pull away from it. The skeletal corpse in the sarcophagus had dissolved into black mist, which writhed like a living web and wrapped innumerable tendrils around Dellen's body. Where they touched,



*robes and skin burned away. The human panicked and struggled even as he screamed, lacking the concentration to attempt a spell of escape.*

*Arzen countered with a spell of his own, sending ghostly hands reaching out to pull his friend away. By the time the disembodied appendages wrenched Dellen free, the mist had done its work and vanished – along with the skeletal remains – and his friend lay unconscious on the ground, his body horribly burned, his breathing shallow.*

*When Arzen caught his breath again, he looked up. The Staff of Khaldun lay unattended and unguarded. It was his to claim freely, after all, if he wanted it for his own. Dellen had failed to claim it.*

*Sitting on the steps, Arzen faced a hard decision.*

## **THE DEVIL DESCRIBED: BEI'THOR**

Bei'thor (*bay-ih-tour*), Lord of Malignity, is well known in iniquitous circles as one of the most arrogant and powerful of archdevils. He is ambition and wickedness personified, for he believes himself to be the bastard son of the dread Asmodeus himself — a fact neither devil has proven nor denied. His disciples claim that he was born and raised on the banks of the River Styx to a mortal prophetess who had been abandoned by Asmodeus. While still a child, Bei'thor maimed and blinded his mother, then set her adrift on the black waters of the infernal river, maddened and tortured by his betrayal.

With his first sins rife with such cruelty, Bei'thor spent the successive centuries carrying out unspeakable deeds on both the mortal world and the nine layers of Hell, climbing through the infernal ranks, and finally seizing the power and title of archdevil. Despite his place among the Lords of Hell, Bei'thor refers to himself as a prince among devils, reminding all that his father was once the King of the Nine. Despite his reputation, Bei'thor is most famous for his devastating defeat at the hands of a celestial being named Tevron a thousand years in the past. All disciples of the Lord of Malignity accordingly revile Tevron and his offspring: powerful hounds of snow and ice.

Styling himself the Centurion of Evil and Hell's foremost champion, Bei'thor is a creature of unspeakable pride and self-importance. As the ultimate purveyor of

what many consider the gravest of all sins – pride, for it can lead to every other vice – the Lord of Malignity admits that only his father is more powerful (for now). Accordingly, those who revere him exhibit the selfsame superiority and take pleasure in debasing others. Believing oneself to be superior to the next man, striving for power at the expense of a rival, and responding with cruelty to every slight are all typical characteristics of both Bei'thor's knowing disciples and his unknowing victims. When triumphant armies conquer enemy lands, it is his influence which leads to the needless slaughter, wickedness, and privation that often follows. He is the patron devil of sadistic nobles, cruel slavers, and ruthless tyrants.

While not especially numerous, Bei'thor's servants are outspoken and therefore more obvious in the mortal world than other devil-worshippers. Even those not given over to excessive cruelty *are* excessively vain and autocratic. Tieflings branded by Bei'thor are expected to serve his interests loyally and exclusive, for he wishes to be perceived as the lord of everything. He suffers no dual-worship, so those legatees who are caught paying respect to any god are punished severely, if not slain overtly.

Of all the sins extolled by the archdevils of Hell, Bei'thor's is indisputably the hardest to escape. Legatees who renounce him still struggle daily to shrug off the exorbitant pride that shrouds them throughout their lives. Even mortals who know nothing of devils are easily corrupted by the vices from which the Lord of Malignity feeds. By its very nature, each mortal's pride is in competition with the pride of his fellows. When its veneer is cleared away, pride *is* enmity itself. It is not enough for a man to be merely wealthy, clever, or powerful, but wealthier, cleverer, or more powerful than the next, and this drives him to immoral acts. These are the sins that bring mortals under Bei'thor's sway by the tens of thousands.

Currently, Bei'thor broods in a citadel of obsidian between Cainia and Nessus (the eighth and ninth layers of Hell), itself looming above a frozen cataract of the River Styx where it flows from one layer to the other. Here the Lord of Malignity often contemplates Asmodeus' fortress, which now lies vacant (supposedly)



across the desolate wastes of Nessus. Whether or not Bei'thor knows the truth behind Asmodeus's disappearance remains to be seen, but he has not yet attempted to claim the Throne of the Nine. The other archdevils speculate endlessly about Bei'thor's actions and inactions, but most believe that the Lord of Malignity is just as mystified as they by the absence of the King of the Nine.

Bei'thor's relative youth as an archdevil, his mysterious degrees of power, and the expansive sin he purveys places him in common opposition to nearly all other archdevils. They are wary of him, and he of them.

**Description:** Believed to resemble his alleged father, Bei'thor is portrayed as handsome and exceedingly tall, appearing as a strong but not over-muscled humanoid and displaying the most comely of devilish features. His hair is thick, his mighty horns black and spiraled laterally, his eyes as black as the Void. As a devil who seeks to be first in all things, Bei'thor is appropriately described as eternally imperious, carrying himself with icy self-assuredness and a domineering wit. However, an account buried in the pages of the legendary Codex Infernum portrays an interesting, alternate aspect Bei'thor is said to assume when his veneer of composure is stripped away:

*When truly enraged, when the Lord's omnipotence is challenged or shown to be imperfect, his body transforms into a monstrous millipede of unaccountable size that flails in a furious tantrum. Despite this beastly form, he retains a bloated, eyeless, but humanlike head and a mouth resembling one of the scabrous fissures of Nessus.*

For as long as Bei'thor has reigned as an archdevil, he has been mythically associated with the Styx, whose tenebrous waters are infamous for their myriad and often balefully divers effects. Appropriately, many depictions of Bei'thor reference the shores, maelstroms, or waves of that netherworld river.

So vain is Bei'thor that he refuses to disguise himself as any other devil or divinity. He does not masquerade under any other names, not even if doing so might cull additional souls from the mortal world. Likewise, Bei'thor's legatees have a natural dislike for magic and clothing that hides their heritage. They are usually haughty, proud to be tieflings and wish to be

seen and feared for what they are. Even legatees who snub Bei'thor and his laws rarely make any attempt to conceal their diabolical features, even when discovery of their race places them in danger.

## THE LAWS OF BEI'THOR

Tieflings who acknowledge the Legacy of Pride to which they are bound adhere to Bei'thor laws with a boastful manner. They instinctively contend with one another for status and resource, but against all others will loyally unite. Like a great pack of infernal wolves, the Lord of Malignity's legatees observe a strict hierarchy of dominance and submission; together they are a force to be reckoned with. Those who aspire to the rank of High or Supreme Benefactor – rare are the legatees who do not – understand that there are only two types of people in life: the triumphant and the vanquished.

**Pride goes before all:** “Be proud of what you are and that you wear the chains of Hell's greatest tyrant. Teach others to strive for more than they have. Be not content with what you possess, for there is *always* more to have and more to achieve.”

**Cruelty is a tool:** “Cruelty must be answered in kind. When you have suffered, make others suffer, even those who have not offended you. There are none in life who are undeserving, none who are truly innocent. Neither nature nor beast will show you mercy; therefore, offer no mercy in turn. Only those who wield the lash may be spared its bite. Look to the storm, the volcano, the hurricane as your example – pleading with such forces will not prevent their fury.”

**The law of malignity:** “Love bears no gainful fruit, for it creates only variables that can be used against you, whether they be partners or children. Malice and willing aggression are the only banners still standing when the din of battle fades.”

## THE MARK OF BEI'THOR

In order to beseech Bei'thor to claim one of their unbranded youths as his legatee, devoted communities may perform a rite known as the Ceremony of Supremacy upon the youth's tenth year. In this audacious custom, a tiefling of the same age is kidnapped from another



tiefling community and brought, bound and gagged, before the prospective legatee. Depending on the traditions of the community, the child is expected to demonstrate her cruelty and superiority over the other by means of verbal or physical abuse and scarification – and in viler cultures, even death. The more willing the prospective child is at such a young age to exert her dominance over the other, the greater the likelihood that Bei'thor himself will take notice and claim the young tiefling. The effectiveness of this harsh ceremony on the child's fate, as with all pre-branding rituals, remains mere theory. The rite of the Burning Sacrament is then performed, as normal, several years into her adolescence.

If indeed Bei'thor's brand appears on a tiefling's skin during the Burning Sacrament, she is immediately suffused with an overwhelming sense of conceit and self-satisfaction. Many have likened this sensation to that of divine promotion, as if by mere association with the Lord of Malignity she is lifted high above her peers. An air of superiority seizes her for many days thereafter, even if she is surrounded by those she cares for. If her community consists of legatees belonging to another Lord Benefactor, she feels pity for them even if she does not yet understand why. Tieflings of a meaner temperament generally feel only revulsion for members of another legacy. However, in a community comprised only of Bei'thor's legatees, tieflings branded by another devil during the Burning Sacrament are usually shunned and cast out swiftly, humiliated and demeaned in the process.

The hubris with which legatees of the Lord of Malignity carry themselves often infuriates tieflings of other legacies, for they snub and insult all who they consider inferior to themselves. Legatees of Amon, the archdevil of wrath, are especially provoked by the words of legatees of Bei'thor, and so bloodshed is common between them. Even among non-tieflings, legatees of Bei'thor are typically outspoken, holding their tongues only if speaking too freely would invite trouble they're unequipped to handle.

The brand of Bei'thor resembles an insular lower-case *d* with a line crossing through the top, and usually appears in a prominent location such as the chest or

forehead. When revealed by fire, the sigil appears black, outlined by vivid purple light. Legatees who respect Bei'thor are fond of etching this mark into the hafts of weapons or armor. In their early years, urban-dwelling rogues often vandalize city walls with the sigil of Bei'thor. No devil's mark is as widely observed, even among non-tieflings, as Bei'thor's.

**Stigmas:** Tieflings of Bei'thor's legacy almost exclusively have solid black eyes, and in some cases possess white pupils. Males usually have neat facial hair that is easily cared for, while females exhibit lustrous black hair with a lock of metallic gold. Both sexes enjoy traditionally aristocratic features, with high cheekbones, aquiline noses, and impeccable teeth. Legatees of Bei'thor carry themselves with a boastful swagger – it's important to them that they feel in charge.

**Heroic Stigmas:** Young legatees develop prominent canine teeth, though they are never large or distended. Their tails are capped with arrow-shaped tips, and their horns begin to spiral laterally, like a ram's. At this stage, legatees are possessed of profound self-assuredness, and strive to leadership in whatever company they find themselves.

**Paragon Stigmas:** Legatees with greater power begin to feel their bodies reflect it. Their canines elongate, as evident any vampire's, and their fingernails grow fast and sharp. As their hubris grows, they are prone to competitiveness even with others of their own legacy.

**Epic Stigmas:** Numbering among the most powerful of Bei'thor's legatees, tieflings at this stage inevitably believe they are his greatest weapon – or his greatest enemy – in the mortal world. If the legatee has not yet challenged the current Supreme Benefactor for his power, she will consider doing so now. Her eyes glow whenever she wishes, and her voice is as inviting as velvet or as frightening as thunder.

## ORGANIZATION

Legatees of Bei'thor see an unspoken, rigid hierarchy in every group, institution, or agency. Where they do not find such a chain of command in which to climb, they seek to construct one. They reason that to dominate others and rule effectively, laws must first be established. Anarchy does not become Bei'thor's vision of the

mortal world – unless it is used to topple an undesirable authority first – and most legateses strive to oppose chaos wherever they find it. Appropriately, communities tied to the legacy of Bei'thor are among the most militaristic and organized to be found among tieflings.

Beyond individual communities, there are several organizations comprised solely of Bei'thor's legateses. Of these, the most feared is the order of militant warriors who call themselves the Knights of Darkness. With a name as vainglorious as their Lord Benefactor's many epithets, the Knights represent his sword-arm in the mortal world and are the first to bring war where his dignity demands it. Answering only to the High and Supreme Benefactors, the Knights of Darkness consists of warlords and a handful of paladins.

## DIABLERIE

Diableries of Bei'thoran tieflings are rare, for they do not settle for what they perceive as the docile, secretive lairs common to other legacies. Legateses construct their havens in plain view for all to behold and envy – but only if they are sufficiently defensible from the many agencies who would oppose Hell's foremost loyalists. Open worship of any devil is rare on the surface of the Known Realms, but Bei'thor maintains several intrepid temples in a few of Aereith's largest cities, daring to share the same cobbled streets with the temples of the gods. These sanctuaries, small but carefully guarded, are staffed primarily by human disciples, though; the Lord of Malignity retains his loyal tieflings for less overt operations.

The largest known diablerie in Aereith is the multi-tiered fastness known as the Tower of the Nine Gates, or usually simply the Ninth Tower. Visible for miles on the plains of the Warlands, it is large enough to house a small city of tieflings. The courtyard and lowest tier of the fortress is actually open to tieflings of all legacies (and any non-tiefling guests for whom they claim responsibility) as a gesture of infernal diplomacy, though most understand that this lower ward is deliberately situated at the bottom to represent the superiority of Bei'thor's legateses. As much as this arrangement rankles the other legacies, the markets and military facilities of the Ninth Tower are considered

some of the most versatile in the Northlands and still draw a sizeable crowd.

The current Supreme Benefactor is an aging wizard of epic power named Quölesh. Dwelling in the Ninth Tower's highest chambers, he relays his wishes – and Bei'thor's decrees – through a council of elder tieflings who resent him. Many power-hungry tieflings aspire to unseat the old spider, but Quölesh has furnished his council chamber with the bones of the many who have already tried.

## ADVENTURERS

The adventuring life appeals to a legatee of Bei'thor for the same reason a king might wish to travel his own lands: to survey that over which he has dominion. Tieflings in the Legacy of Pride feel they are truly special, like members of an exclusive society destined for rulership. Even a tiefling who pays little attention to the traditions of her legacy feels as though she is meant for much more than what life has given her; she knows she must be assertive and take – by force, if necessary – what she believes she is owed.

Successful adventuring promises fame, distinction, and influence – all of which are craved by the world's excessively proud. Therefore, few are the legateses of Bei'thor who do not seek such glory at some point in their lives. The siren cry of wealth and power is far too inviting to ignore, as are the many perils one can boast about. In an adventuring party, a legatee of Bei'thor desires to lead it. If it is not sensible to do so, she may be willing to merely advise one who does (for as long as her pride can bear it). If her voice does not carry the clout it ought to, or concessions are not made to frequently appease her, she will inevitably seek more malleable companions elsewhere.

Despite the iniquitous rulership of Bei'thor himself, legateses are Unaligned more often than they are Evil or Chaotic Evil. Ironically, the very pride the Lord of Malignity inspires in his legateses often keeps them at arm's length; many of these tieflings consider the archdevil himself a personal threat – the greatest of the opponents that they must overcome. Too proud to be ruled by any being or ethical principle, these tieflings wish to make their own destiny.

Legatees of Bei'thor are persuasive and haughty by nature, choosing classes in which their charisma is best employed: bards, paladins, sorcerers, warlords, and warlocks are most common. They do not share the bloodlust or physical violence that legatees of other Benefactors often crave, and are just as happy as not to strategize from behind the front lines. Wizards are fairly common in the Legacy of Pride, as utilizing magic to control the battlefield appeals to their domineering personalities. Rogues are less common, but those who choose this path do so with a thuggish swagger.

Among the ranks of Bei'thor's adventuring legatees are a handful of elite agents known as

Stygian mistlords. Granted powers from the mysterious waters of the Styx itself, these paragons of Bei'thor's power are wild cards in the Legacy of Pride, for their purpose is unknown even to the High and Supreme Benefactors. The Stygian mistlords garner jealousy and resentment within the legacy; it isn't even certain whether these tieflings are favoured or merely cursed by their Lord Benefactor.

**Breaking the Chains of Pride:** Only the most enlightened of tieflings – or indeed any mortal – recognizes that pride truly is a sin and a deadly one at that. With sufficient wisdom or guidance, some tieflings realize that



while Bei'thor may demand fealty and servitude, it is the pride he cultivates that truly binds them. Yet even the most noble and heroic mortal soul is subject to egoism and conceit – and with greater power comes greater pride.

It is a lifelong struggle to resist pride in all its forms, but legatees of Bei'thor are more mindful than most in this endeavor. The errant few who resist the will of the Lord of Malignity and his traditions do so with impressive determination, striving for humility and quiet nobility. These tieflings adventure as pilgrims, wishing to warn the world against the sins that *all* of Hell's lords propagate among mortals. Fearful that Bei'thor may one day ascend to true rulership of the Nine Hells in the absence of Asmodeus, they consult with sages, wizards, and clerics in the hope of educating those in power against him. To a rogue legatee, it would be preferable if any other archdevil seized power.

## LEGACY OF PRIDE PARAGON PATH

### STYGIAN LORD

*“The dark currents of the Styx beckon.”*

**Prerequisites:** Tiefling, Legacy of Pride

Bei'thor has leveraged his infernal favor upon you and given you access to netherworldly magic. Whether you serve him loyally, actively oppose him, or pursue your own destiny, the Lord of Malignity has designs on you – even if you did not ask for it. Your powers are drawn from the dark waters of the River Styx itself, over which Bei'thor has mysterious influence. Excessive pride and mythic power flows through you, but you have learned how to channel it into a mist-like force. Whenever you employ one of the class features from this paragon path, the air around you darkens with an ephemeral, dusky mist.

You fully expect that one day Bei'thor will call upon you for some hideous purpose, but whether you cooperate or challenge him remains to be seen.

### STYGIAN LORD PATH FEATURES

**Stygian Action (11th level):** When you spend an action point to take another action, you can change the damage type of your next attack to any other type of damage.

**Unearthly Aggression (11th level):** On the first round of combat (or both the first and the surprise round if you gain a surprise round), you gain a +4 bonus on your attack roll.

**Mystic Retaliation (16th level):** When you first become bloodied in an encounter, your attacker suffers the same amount of damage (of the same type) that made you bloodied.

### STYGIAN LORD POWERS

#### Nether Glare Stygian Lord Attack 11

*Your gaze bears the memory-sapping power of the River Styx, making your enemy forget his deadliest attacks.*

**Encounter ♦ Charm**

**Minor Action**

**Range 10**

**Target:** One creature

**Attack:** Intelligence, Wisdom, or Charisma (whichever is highest) vs. Will

**Hit:** Target may not use any daily or rechargeable powers attacks until the end of your next turn.

#### Retributive Waters Stygian Lord Utility 12

*A wave of black water rises about you, reviving you in a surge of retribution.*

**Daily ♦ Healing**

**Immediate Reaction**

**Personal**

**Trigger:** You are reduced to 0 hit points or less.

**Effect:** You are returned immediately to 10 hit points, are no longer prone, and may use an at-will attack power against the triggering enemy.

**Special:** You can also choose to spend a healing surge on your next turn as a minor action.

**Black Tide** Stygian Lord Attack 20

*A vortex of Stygian water swirls into being around you, siphoning the energy from those nearest you in unpredictable ways.*

**Daily** ♦ **Implement, Zone; Varies**

**Standard Action** Close burst 3

**Target:** All enemies in burst

**Attack:** Intelligence, Wisdom, or Charisma (whichever is highest) vs. Will

**Hit:** 3d10 + Intelligence, Wisdom, or Charisma modifier damage. Roll a d6 to determine the attack's damage type and effect.

- 1 – Acid damage, and the target takes ongoing 5 acid damage (save ends).
- 2 – Acid damage, and you slide the target a number of squares equal to your Wisdom modifier.
- 3 – Necrotic damage, and the target is dazed (save ends).
- 4 – Necrotic damage, and the target is weakened (save ends).
- 5 – Thunder damage and you slide the target a number of squares equal to your Wisdom or Intelligence modifier (whichever is highest).
- 6 – Psychic damage, and the target takes a –3 penalty to Will (save ends).

**Miss:** 1d10 damage. Roll a d6 to determine the attack's damage type.

## LEGACY OF PRIDE FEATS

### HEROIC TIER

#### IMPERIOUS VAUNT [TIEFLING]

**Prerequisites:** Tiefling, Legacy of Pride, Cha 13

**Benefit:** Once per encounter, when you use a daily power, you can boast that it is more deadly than it really is; in saying it, it becomes so. You gain a +2 feat bonus on the attack roll and your target is pushed 1 square.

### PARAGON TIER

#### SCATHING DECRY [TIEFLING]

**Prerequisites:** 11th level, tiefling, Legacy of Pride, *infernal wrath* racial power

**Benefit:** When you use your *infernal wrath* power and hit with an attack, the target takes a –2 penalty to all defenses (save ends).

### EPIC TIER

#### DAMNING DECREE [TIEFLING]

**Prerequisites:** 21st level, Cha 19, tiefling, Legacy of Pride

**Benefit:** You can use the *damning decree* as an encounter power.

**Damning Decree**

Feat Power

*With authority given you by Bei'thor, you can command even your enemy.*

**Encounter** ♦ **Charm**

**Standard Action** Range 10

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** The target is dominated until the end of your next turn. You can decide the target's actions (at-will actions only) as a minor action if you share a common language. If you do not, the target is merely dazed.



## THE LEGACY OF WRATH:

### AMON

*The orc shaman spread its hands wide, and with a string of guttural, arcane syllables, unleashed a searing sheet of crimson flame. The flames lanced out, filling the small cavern with fire and enveloping Uthren with penetrating fingers of agony. But they did not stop him.*

*The shaman, eyes wide with horror, struggled to draw the dagger from its belt as Uthren came barreling through the flames, the sigil of Amon bursting into crimson brilliance on his forehead. The big tiefling loosed a war cry and brought his axe down in a two-handed grip, bisecting the orc's skull to the collarbone in a shower of brains and gore. The orc crumpled to the ground, the stench of its bowels, loosed in death, already filling Uthren's nostrils with a ripe stench.*

*Uthren pulled his axe from the orc's corpse with a jerk, and brought it down again on the humanoid's still body. The meaty thwack of the blade striking flesh filled Uthren's head with a swirling red storm, and his axe, now covered in gore, rose up and down in a frenzied pace. He heard himself screaming, snarling like some rabid beast, and the rational part of his mind wailed in sorrow at the thing he had once again become.*

*Suddenly, Uthren felt a light touch on his armored shoulder. He wanted to jerk away, to spin around and bury his axe in the flesh of the one who dared touch him. But he didn't, and her voice, like the rays of a bright sun, burst through the storm clouds of his rage.*

*"Uthren," Iliana said. "It's over."*

*Uthren let his axe fall to his side, and he stared down at the red ruin of the orc's corpse. Horror and grief surged up his throat in a tide of bile, and he closed his eyes against the sight of his rage unleashed. "I'm sorry, Iliana," he whispered weakly. He had nothing else to say.*

*"You do not belong to him any longer, Uthren," Iliana said softly behind him. Uthren turned, expecting to see nothing but indignation and fear in the tall eladrin's eyes, but as it always was, he found only compassion and sympathy. It melted the last of his fury away, and his left hand found the holy symbol of Gorhan, god of valorous combat, where it hung around his neck; the*

*same symbol that hung from a silver chain around Iliana's slender throat.*

*"Say it, Uthren," Iliana said, and cupped the tiefling's chin in one long-fingered hand.*

*"I do not belong to him. I make my own destiny," Uthren said the mantra that had become the center of his existence for the last three years. Casting aside the legacy of the archdevil Amon, whose essence mingled with his own, was no easy task. The great devil had filled his progeny with mindless fury and an overwhelming desire to unleash it.*

*Uthren tried to smile at Iliana, but managed to do little more than display the jagged teeth that were another mark of his former patron. He reached up and took her hand, cradling it delicately in his own taloned grip. "I am lost without you," he said, his voice thick with sorrow. "Why do you continue to expose yourself to this darkness inside me?" Uthren slapped his bloody axe hard against his thigh, feeling another wave of impotent rage battering against the thin walls of his self-control.*

*Iliana's answer was more profound than any words; she pulled herself closer, and lightly kissed the still blazing sigil of Amon on Uthren's forehead. The crimson light winked out immediately, and Uthren felt sanity and peace flow into him.*

*"Gorhan has need of you, Uthren," Iliana said and moved her lovely, ethereal face close to the big tiefling's bestial visage. "As do I," she whispered, and kissed his lips firmly.*

### THE DEVIL DESCRIBED: AMON

Amon is the Lord of Rage, the patron devil of fury and all the violence and pain that it brings about. Of all the archdevils, Amon is the most demonic; his temperament resembles the churning chaos of the Abyss rather than the well-ordered evil of the Nine Hells. In fact, Amon's chaotic nature is so profound, and his actions so unpredictable, that his fellow archdevils have exiled him to Avernus, Hell's first layer. There he acts as both lord and guardian of Hell's front door.

However, despite Amon's unpredictable temper, he is as scheming and manipulative as any great devil, and the mortal sin of wrath is common enough to assure him continued prestige and status among his



fellow archdevils... even if they cannot abide his actual presence. Amon has another talent that has earned him no small amount of esteem (and fear) among his fellows; his martial skill is unequaled in the Hells, even eclipsing the renowned prowess of Mephistopheles. This has earned Amon a position as general of Hell's armies, although he is truly only the titular head of the infernal military, as more even-tempered devils actually lead the armies into battle.

Like any archdevil, Amon is chiefly concerned with gaining more power to leverage against his rivals in the Nine Hells. Since fury is a fairly common sin, Amon is venerated every time a mortal raises his hand in anger to another. However, Amon is certainly not content with this incidental worship, and strives to sow discord and unrest among the many nations of the mortal realm. To do this, he, like many of the great devils, has taken on a more socially acceptable guise to gain followers. The minor deity of war known as Avashar is Amon's public face in areas where devil-worship is not tolerated, a fact that is kept a closely guarded secret by his faithful.

Amon's servants are fairly common, and he boasts one of the larger legacies among tieflings. However, any creature prone to wrathful outbursts and senseless violence is welcome at the feet of Amon, and many savage humanoids, such as ogres, orcs, and minotaurs, have taken up his banner. Amon communicates with his servants only rarely, and this usually takes the form of visions seen in the throes of rage or in the heat of battle.

**Description:** Although no one living has ever seen Amon's true form, there are accounts in ancient texts that describe the archdevil in some detail. In addition, tieflings of Amon's legacy are thought to resemble their Lord Benefactor, although to what extent this is true is anyone's guess.

The *Tome of Fury*, penned by the long-dead Supreme Benefactor Y'vagg Bloodgnasher, is said to contain the most accurate description of Amon, and describes him thusly:

*"Our Lord's visage is that of a great wolf, and from his mouth he vomits forth flame and fury. His tail strikes like an adder, and his limbs are strong and supple. In his right hand, he wields a sword of flame, and in his left, an axe bright with the blood of his enemies."*

Amon's true form may be a mystery, but the image of Avashar is well known in the north. As Avashar, Amon appears as a massive, northern warrior with a great red beard and a flowing wolf-skin cloak. He is always depicted in a suit of crimson plate and wielding a great flaming sword.

## THE LAWS OF AMON

Amon's laws are straightforward and simplistic, but he is the least likely of all the Lord Benefactors to overlook those legatees that refuse to follow his cause. Tieflings that adhere to the Code of Wrath, as it is often called, can expect to rise through the ranks of legatees to more powerful and influential positions. Amon also frequently rewards his devoted servants with gifts appropriate to his nature, such as enhanced strength during combat, spontaneous rages that grant a legatee increased speed and durability, and even one of the hounds of Amon, which acts as a companion and guardian for the legatee.

However, legatees that attempt to thwart the Lord Benefactor's designs and deny their natures and lineage are viewed as traitors by Amon, and dealt with accordingly. The more powerful a traitorous legatee grows, the more likely Amon is to exact retribution. This retribution can be as simple as a beating from devoted legatees, and then forced exile, to a group of powerful devils arriving in the night to carry the offending legatee to the throne of Amon himself for judgment.

**Let no slight go unanswered:** "Answer insults and mockery with wrath. Uphold the honor of your legacy with furious retribution."

**Embrace your fury; it makes you stronger:** "Do not seek to yoke your rage, let it burst forth and consume your enemies."

**Stoke the fires of wrath in others:** "Drive others into fury. Show them the purity of retribution and the sanctity of rage. Aid them in the fulfillment of vengeance, and in this way you shall swell the ranks of the Lord Benefactor's faithful."

**Peace and diplomacy are tools of the weak:** "Give no quarter to those that offend you; offer no terms; make no peace. Strike down those who would seek

to establish tranquility where there is strife, or bring about peace in a time of war.”

## THE MARK OF AMON

The mark of Amon appears sometime before a legatee's 16th birthday. It usually manifests in an area that is difficult to cover up, such the forehead, cheek, or on the right hand. This is a dangerous time for a young tiefling, as Amon's marking is neither an easy nor subtle process.

Three days before the mark of Amon manifests, the legatee begins to feel a growing state of unrest, a simmering irritation just below the surface that has no apparent cause. This feeling grows steadily worse, and the legatee becomes short-tempered, defiant, and coarse, as Amon prepares to announce his ownership of the young tiefling's soul. Finally, on the third day, the legatee flies into a berserk rage, attacking with bloodthirsty tenacity anyone and anything that approaches. When this rage is spent, and if the legatee survives, the mark of Amon appears.

Because Amon's marking is so dangerous to the legatee and those around him, established legatees of Amon watch young tieflings closely in their area, looking for signs that their Lord Benefactor has staked his claim on another soul. In these instances, established legatees of Amon attempt to confine the young tiefling in the local diablerie, so that his rage can be spent without incident.

Amon's sigil is two stylized eyes, feral and predatory, flanking a flaming sword, all contained in a hexagon. The sigil glows an angry red when exposed to fire.

**Stigmas:** The stigma associated with Amon is fairly dramatic, and as a legatee grows older and more powerful, the changes to his body and temperament become more pronounced.

**Heroic Stigmas:** Young legatees, those that have only recently manifested the brand of Amon, exhibit subtle yet disturbing physical traits. Typically this includes enlarged, wolf-like canines, blood-red eyes that lack pupils, excess body hair (especially on the face and neck), and smaller horns. In temperament, legatees at this stage are easy to anger, and are more likely to hold deep grudges for real or imagined slights.

**Paragon Stigmas:** Established and influential legatees display more pronounced physical traits, and less control over their emotions. Physical traits include an elongated, muzzle-like jaw, sharp talons on the fingers and toes, hair that resembles fur, knees that bend in the wrong direction, and a scaly, serpentine tail. In addition, legatees at this stage typically lose their horns. Paragon legatees are prone to wild fits of rage, and often respond to the slightest insult with unbridled fury or even outright violence.

**Epic Stigmas:** The greatest servants of Amon display some truly horrific and radical physical traits. The most common of these physical changes is the transformation of the legatee's tail into an actual venomous serpent that can strike nearby enemies. In addition, legatees at this stage often gain fully functional talons; oversized jaws that can deliver a nasty bite; and even large canine ears near the top of their skulls. These most potent of Amon's legatees are fury personified, living in a state of near constant rage. Typically, legatees of this level remain within an established diablerie, lest some fool provoke them to a rampage of slaughter and destruction.

## ORGANIZATION

Tieflings of Amon's legacy tend to be more insular than those of other legacies, and often shun the company of all others save those that belong to their legacy. The reason for this is simple: Amon's brand makes his tieflings an unstable and violent lot, which can create all manner of trouble for those living in civilized areas. Only those that bear the brand of Amon can truly understand the boiling rage that lurks just beneath the surface, aching to be released upon an unsuspecting world.

Amon's tieflings are most common in the north, and they tend to enjoy the colder climes, perhaps hoping that the biting cold of the north will cool the rage within. Established groups of Amon's tieflings organize themselves into *dens*, which can include up to twenty-five individual tieflings. The leader of each den is typically the most martially capable legatee, and may be a High Benefactor. This individual rules through brute intimidation, the only method that has any chance of success among the rage-driven legatees.

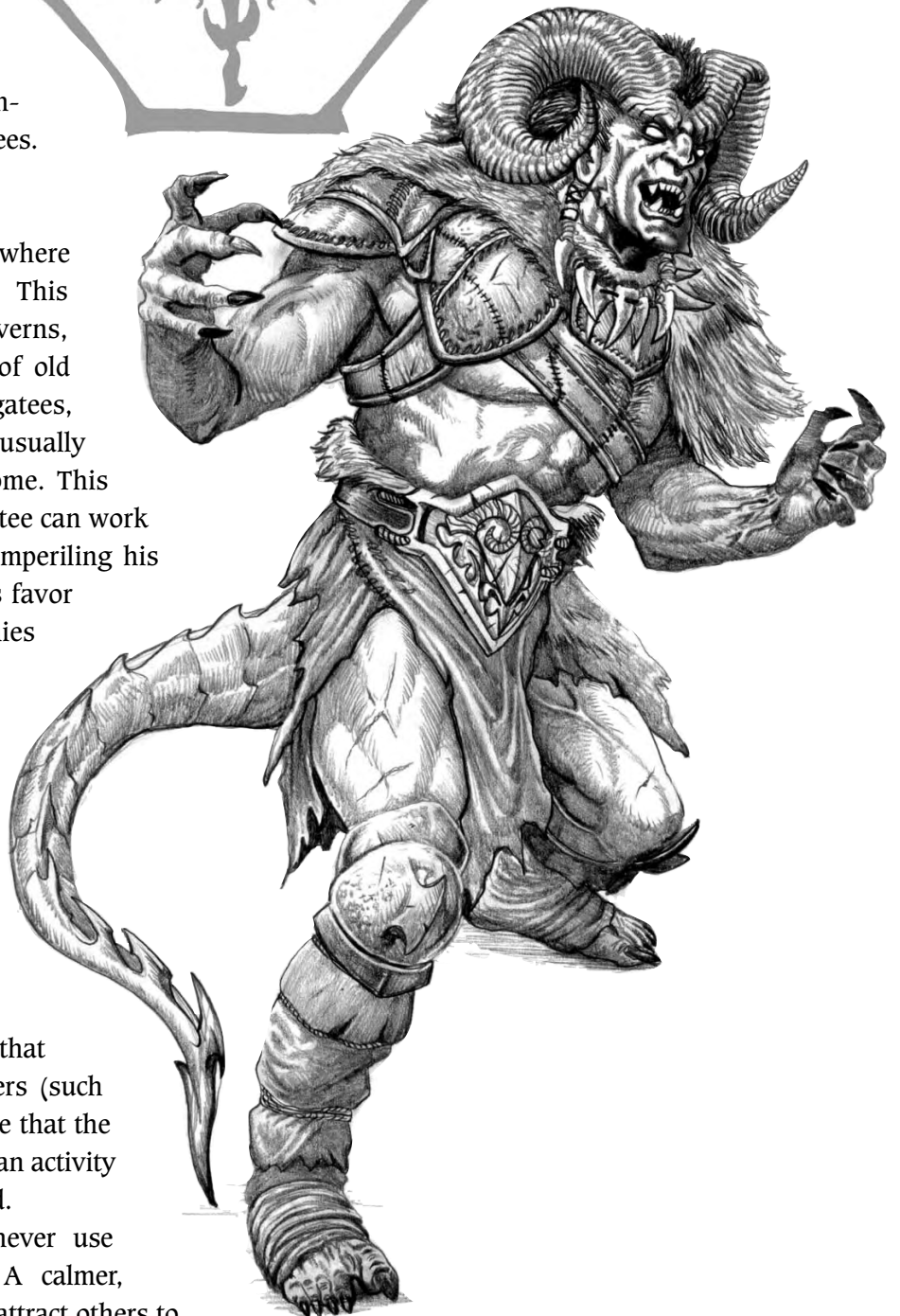
Currently, the largest den in the known world resides in the northern city of Archbridge, and is led by Supreme Benefactor Kyloran Adderblade. Archbridge also boasts a temple to Amon's alter ego, Avashar, as the faux deity appeals to many of the fighting men in the city. Kyloran actually has little to do with the temple, other than acting as its titular head. The day-to-day operation of the temple is left to a cult of humans that worship Amon, as they are far more stable and even-tempered than his unpredictable legatees.

### DIABLERIE

Amon's legatees are drawn to places where anger and violence are common. This includes gladiatorial pits, rowdy taverns, gambling dens, and even the sites of old battles. Where there are few legatees, a tiefling bearing Amon's mark usually constructs a diablerie in his own home. This is often simply a place where the legatee can work out aggressions and anger without imperiling his life or civil standing. Martial legatees favor training rooms with wooden dummies eager to accept blade, axe, or spear, while those with arcane abilities favor magical firing ranges where they can let off destructive spell energies harmlessly.

Larger, organized diableries are usually sturdy, solidly built edifices that can withstand the regular destructive rages legatees often indulge. Typically, large diableries are connected to facilities that can serve another function to outsiders (such as those described above); usually one that the legatees can take part in without fear, an activity where anger and violence are expected.

Oddly enough, Amon's legatees never use temples of Avashar as diableries. A calmer, more attractive image is necessary to attract others to



Amon's worship, and his unpredictable legatees hardly fit this image. Human cultists, who are better able to hide Amon's true nature, most often oversee temples of Avashar.

## ADVENTURERS

As one might expect, many tieflings of Amon's legacy are drawn to a life of adventure. Where else can one find a near constant source of conflict and violence where it is entirely appropriate to respond in kind? Amon's legatees tend to reflect their Lord Benefactor's love of melee combat, and may become fighters, rangers, or even brutish rogues. Arcane legatees prefer the wizard class for its many destructive spells, but there are no few warlock legatees who have strengthened their devotion to Amon with an infernal pact.

Amon's tieflings find it difficult to work in a cohesive group. Their frequent rages and tendency to lose control in a combat situation make it extremely difficult to coordinate any complicated tactics. However, despite their failings, Amon's legatees are highly sought after as mercenaries, able to command huge sums from morally ambiguous nations and organizations. The most illustrious of Amon's warriors are the infamous wrath knights – tieflings who have learned to channel and focus their rage into a wide variety of destructive powers.

Amon's legatees tend toward the evil alignments, and although Evil is the most common, there are many legatees who have truly embraced the wild nature of fury and are Chaotic Evil. Unaligned legatees are not uncommon, but are certainly in the minority.

**Breaking the Chains of Wrath:** Legatees that choose to abandon their Lord Benefactor and seek redemption or just a more peaceful life are rare among Amon's tieflings. Such an individual has some major hurdles to overcome, first and foremost his own violent and rage-driven nature. He must constantly keep his temper in check, as it threatens to burst free with the slightest provocation. The amount of self-control required to overcome this severe emotional handicap is truly monumental, and it is no surprise that tieflings looking to break free from Amon seek divine assistance. Amon's rogue legatees frequently become clerics and paladins of good-aligned deities, hoping that a focus on peace

and compassion can quiet the raging storm within.

The second challenge that a rogue legatee faces is the wrath of Amon himself. The archdevil takes a keen interest in punishing tieflings that deny him, and as the rogue legatee grows more powerful, he will find himself in conflict with Amon's faithful. This can present an insurmountable challenge for both the tiefling and his companions, possibly culminating in a direct confrontation with Amon himself.

## LEGACY OF WRATH PARAGON PATH

### WRATH KNIGHT

*"Come and feel the wrath of Amon, worms! Your blood shall feed the hounds of hell!"*

**Prerequisites:** Tiefling, Legacy of Wrath, fighter, ranger, or rogue

You are a scion of rage, the living legacy of the great devil Amon, Lord of Wrath. Your blade is a fiery brand reaping lives in the name of your Lord Benefactor, and your own inner fury burns like the fires of a thousand forges, spilling out onto the battlefield in a tidal wave of destructive power. Your allies have come to respect your considerable martial prowess, but they also fear the rage inside you, which strains to break free whenever conflict arises. For you, when the fury takes hold, there is no difference between friend or foe, just more flesh and blood to be culled in Amon's name.

### WRATH KNIGHT PATH FEATURES

**Wrathful Action (11th level):** You can spend an action point to score an automatic critical hit with your *infernal wrath* racial power instead of taking an extra action.

**Bloodhunt Slayer (11th level):** You gain a cumulative +1 racial bonus to attack rolls against a bloodied target for each successful attack made against it. For example, the first time you attack a bloodied target in an encounter you gain a +1 racial bonus to the attack roll. If you hit with this initial attack, you gain a +2 racial bonus to the attack roll on your next attack against the same bloodied target. If you hit with the second attack against the same bloodied target, your



third attack gains a +3 racial bonus to the attack roll, and so on. However, if you miss with an attack against the bloodied opponent, the racial bonus to attack rolls resets at +1 for the first subsequent attack. This feature replaces your normal tiefling Bloodhunt racial feature.

**Fury of Amon (16th level):** The first time you become bloodied in an encounter, you may choose to fly into a fit of infernal rage as a free action that lasts until the end of your next turn. While enraged, you gain a +2 bonus to damage rolls, resistance equal to one-half your level to attacks that target AC, and you may take an extra move, standard, or minor action during your turn. However, while in the throes of rage, you must attack the nearest creature, whether friend or foe, moving your full speed to reach the target if necessary. If there are multiple creatures to choose from, roll randomly to determine which creature you attack.

#### WRATH KNIGHT EXPLOITS

##### **Wolfpack Strike** Wrath Knight Attack 11

*Like a wolf stalking its prey, you attack when your target is preoccupied with your allies, capitalizing on its distraction to strike a telling blow.*

##### **Encounter ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Prerequisite:** The target must be adjacent to an ally.

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and the target is knocked prone and may suffer one of the additional effects described below, depending on your class.

**Miss:** Half damage, and the target is not knocked prone and does not suffer any of the additional effects.

**Fighter:** If the target is marked by you, the target is stunned until the end of your next turn.

**Ranger:** If the target is your quarry, you may deal an extra die of Hunter's Quarry damage if you use that class feature along with this power.

**Rogue:** If you have combat advantage before you use this power, you deal an additional die of Sneak Attack damage if you use that class feature along with this power.

##### **Furious Invigoration** Wrath Knight Utility 12

*Serious injury only invigorates you and brings you closer to the churning heart of Amon's fury.*

**Daily ♦ Healing, Martial**

**Immediate Reaction** Personal

**Trigger:** You are bloodied

**Effect:** You may spend a healing surge and regain the use of your *infernal wrath* racial power if you have already used it in the encounter.

##### **Arms of Amon** Wrath Knight Attack 20

*Like the bloody axe and flaming sword wielded by your Lord Benefactor, your weapons take on the properties of Amon's own.*

**Daily ♦ Fire, Martial, Reliable Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Prerequisite:** You must be wielding an axe, heavy blade, or light blade.

**Attack:** Strength vs. AC

**Hit:** 4[W] + Strength modifier damage.

**Weapon:** If you are wielding a heavy blade or light blade, the attack deals additional fire damage equal to 5 + your Strength modifier. If you are wielding an axe, the attack deals only 2[W] damage, but inflicts ongoing damage equal to 5 + your Constitution modifier (save ends).



## LEGACY OF WRATH FEATS

### HEROIC TIER

#### RAGE-BORN HEALING [TIEFLING]

**Prerequisites:** Con 13, tiefling, Legacy of Wrath

**Benefit:** When you spend a healing surge or use your second wind while bloodied, you regain additional hit points equal to your Strength modifier.

### PARAGON TIER

#### WOLF PACK SCOURGE [TIEFLING]

**Prerequisites:** 11th level, tiefling, Legacy of Wrath

**Benefit:** You gain a +2 bonus to damage rolls against bloodied opponents adjacent to an ally.

### EPIC TIER

#### ADDER STRIKE [TIEFLING]

**Prerequisites:** 21st level, Con 19, tiefling, Legacy of Wrath

**Benefit:** Your tail ends in an adder's head that you can use to attack enemies. You can use the adder strike encounter power.

#### Adder Strike

#### Feat Power

*Your tail ends in a hissing serpent's head.*

**Encounter** ♦ **Poison**

**Standard Action**                      **Melee**

**Trigger:** An enemy moves or shifts into a square adjacent to you

**Target:** The triggering creature

**Attack:** Dexterity vs. AC

**Hit:** 1d8 + Dexterity modifier damage. Make a secondary attack against the same target.

**Secondary Attack:** Constitution vs. Fortitude

**Hit:** 1d8 + Constitution modifier poison damage.

## THE LEGACY OF THE UNKNOWN BENEFACTOR

*Sola approached the gate, casting one final glance up at the spires of the Ninth Tower. Against the midnight sky, they looked like titanic stalagmites in a great cavern that swallowed the world. This was not Sola's first visit to Bei'thor's audacious fortress here in the plains of the Warlands, but it was her first as a consul of her legacy.*

*Legacy, she mused darkly. Just another word for "prison."*

*The last time she had come to this place – several years and many adventures ago – she had been badly beaten, stripped of her possessions, and cast out. She was hoping today would go better.*

*A pair of guards straightened at her approach from behind the massive threshold. There was no portcullis or door. The guards, like Sola, were tieflings. Each wore a suit of immaculate chainmail and carried a two-pronged trident. Both had the laterally curling horns common to the Legacy of Pride.*

*"What is your business in the Tower of the Nine Gates?" the first guard demanded.*

*"And what's your name, sister?" the seconded added with a smug grin.*

*Sola wanted to boil away the man's lips away with a spell of acid, but knew composure was better employed here. "I am Tribune Sola of Archbridge," she answered smoothly. "Here to consult with one of your kin."*

*"Tribune?" the second guard repeated with a smirk. He cast his companion a sidelong glance. "What kind of name is that?"*

*"Step through," the first guard instructed and gestured at the threshold.*

*Sola nodded, swallowed one last time, and stepped forward. As she passed between the walls of the archway, the entire portal blazed with a wreath of fire. Flames licked at the edges of her cloak, heated her skin, then died out – long enough to reveal her legacy's brand but not enough to set fire to her clothing.*

*Even as the flames faded away, Sola could see the sigil of Bei'thor, the Lord of Malignity, glowing in violet hues upon the foreheads of both guards. She felt the scorching sensation of her own brand as it flared into visibility*



*just below her throat – a sensation that was never quite comfortable. The neckline of her robes was modest, but purposefully low enough to reveal her brand.*

*“Amon’s breath!” the first guard cursed, gripping his trident in both hands and pointing the gleaming prongs at her. “She’s one of those Bastards.”*

*The second guard’s smirk was long gone. He also pointed his weapon at her as if ready to skewer her. “Are we even letting these... Mistakes in here?”*

*“Yes, you are,” Sola replied, though that spell of acid was really tempting her now. “Your Supreme Benefactor” – she spoke the title with as little derision as she could tolerate – “has opened the doors of the Tower to all of our race, regardless of legacy. Even the Misbegotten, I’m afraid. As I already said, I am Tribute Sola of Archbridge, and I have business with your superiors. Detaining me would... upset both yours and mine.”*

*After a long and uncomfortable silence, the first guard nodded and stepped back to give her room to proceed. “Go, then.” The man’s contempt for her was palpable, but he had the presence of mind to keep quiet about it. The second spit on the ground mere inches from her feet, then turned away in disgust.*

*“Good evening,” Sola offered the first guard a curt nod then proceeded past them both. When they were behind her, she could hear both tieflings exchanging harsh words about her. Sola exhaled slowly, her heart racing, as she ran one hand nervously through her hair, fingers brushing against one crooked horn. That had gone well.*

*Less than a generation ago, a tiefling revealing the unclaimed brand – like the one she wore – would have been slain outright at the gates of the Ninth Tower. The Misbegotten, after many years, had won the right to survive. It would be many more years to achieve the right to endure.*

## **BIRTH OF THE UNKNOWN STIGMA**

The occasion when a young tiefling comes of age and first bares the unholy brand of her Lord Benefactor can be one of great anticipation to the emerging legatee, her parents, and her community. In strong, legacy-bound enclaves, it is usually a time of celebration, as the odds are good she may be marked a legatee of their common Benefactor. However, should she defy these odds, her fate

is typically understood: She may, at best, be sent away to find her fellow tieflings bound by a common brand, or in more zealous communities, she may even be put to death. Even in tolerant, mixed-legacy communities or the countless, isolated tiefling households scattered across the Known Realms, a young legatee’s newly borne brand may be regarded with little more significance than one’s astrological sign, a potential clue to the tiefling’s future predilections and demeanor.

While many of the most prolific stigmas and their associated legacies are common knowledge among tieflings, many more are rather rare. An unfamiliar brand is often regarded as a variation upon a recognized form associated with one of the more famous, mainstream legacies. In some cases, this may be a mark of misfortune, leaving the tiefling to be seen as inferior in the eyes of her fellow legatees, while a craftier and more charismatic tiefling may turn this on its head and use the apparent deviation to her advantage. Rather than be left marginalized, some tieflings are able to tout their unusual variant as a mark of eminence, a manifest mandate from her Benefactor that she should rise to a position of great power within the legacy or even beyond.

However, some singular brands are simply too unmistakably distinct to be dismissed as a mere mutation of an otherwise-recognized devil’s mark. And a tiefling with an unidentified brand is unwelcome, at best. Even among tiefling communities where legacies and infernal associations are played down, an unrecognized stigma is usually regarded with suspicion. While every other tiefling’s soul may be claimed by a terrible power of corruption and sin, they are still the devils they know. An unknown stigma is worn by an unknowable tiefling.

Therefore, the need to identify a peculiar brand will often send a new legatee’s parents in search of sage, scholar, ritual, and tome for answers. There are myriad devils scrambling for power in the Nine Hells, and while the more famous archdevils hoard the lion’s share of souls to populate their legacies, countless more squabble and vie to claim handfuls at a time for their own. On occasion, one of these relatively obscure powers of Hell may be deemed a young tiefling’s new

Benefactor. But when this search fails, the legatee with the unknown stigma is usually left a pariah, especially among other tieflings. The need to know the identity of her Benefactor and find the others of her legacy will often drive a life-long quest.

### **REDEMPTION: RISE OF THE UNKNOWN LEGACY**

For the untold numbers of tieflings roaming the world with a mysterious infernal mark burning beneath their skin and smoldering behind their eyes, there may be no rest, no answers to their mortal questions. But for a peculiar few, growing more numerous each year, a common brand unlike any other has been coming to bear during Burning Sacrament ceremonies across the Known Realms. Just two centuries ago, this new brand was unheard of, but it has been turning up ever more frequently. Some one hundred years ago, the more prolific tiefling legacies of Aereth began to take notice. What was this strange new stigma, and what archdevil was behind it? Answers proved hard to come by. The unknown-branded tieflings had no explanations, even when coerced. Neither oracle nor sage could provide insight into this phenomenon, and even the known Lord Benefactors expressed only doubt and more than a little trepidation.

So, working independently at first (and eventually in concert), the great legacies sought to eliminate or at least contain the potential threat of a rising legacy with no known Benefactor to claim it. Death squads of elite tieflings set out from diableries everywhere to roam the Known Realms in search of the so-called Legatees of the Unknown Benefactor. Tieflings hunted their own bastard brethren. Handsome prices were placed on the damned's heads. None were to be spared; the young and old were showed no mercy. Even the children of these tieflings were executed in precaution, even when they had not been through the Burning Sacrament to reveal their legacies. A murderous terror which would be come to be known as "The Redemption" ran through tiefling communities of the Known Realms and few outside of the race gave the persecuted much sympathy.

After decades of this witch hunt, however, the population of Unknown Legatees barely decreased.

As a race living on the fringes of the world's societies, and often regarded as the antithesis of decency and humanity, tieflings do remarkably well when backed into a corner – even when forced there by their own kind. And the rate of manifestation for the Unknown Stigma upon new legatees only seemed to increase the bloodier the persecution became. An interracial guerilla war raged on with no end in sight until the major legacies' hunt simply tired, their efforts seeming in vain. The stream of violence decreased to a mere trickle.

In the end, the Legacy of the Unknown Benefactor had only grown stronger and more united – not according to the will of a tyrant archdevil but under the united banner of survival. The other legacies of the Known Realms had turned potential allies in the cause of the tiefling race into a great and terrible enemy. Although many years have passed since blood was shed in the name of extermination, the blood remains bad and relations cool between legatees of the Unknown Benefactor and other tieflings of the world. Yet the enigmatic legacy's size and power creeps ever upward, a constant concern to the world's High Benefactors.

### **THE MISBEGOTTEN: UNKNOWN LEGATEES**

In most legacy-bound communities, it is supposed there is a greater chance a young tiefling will inherit the same Benefactor as her parents than if she had been born elsewhere. Yet children born into even the tightest-knit group of legatees of the Unknown Benefactor are no more likely find their souls claimed by the same Benefactor as their parents' or any other. In fact, if it is rather uncommon. Perhaps due to the lack of the right mystical traditions, the lack of certainty regarding the target of their parents' entreaties, or something entirely unknowable, it is unusual to find young legatees of the Unknown Benefactor living in the company of their fellow misbegotten.

For the most part, these legacy-bound communities are among the most tolerant and are usually very kind and welcoming to new legatees of other legacies. But some of the more fringe groups are still very bitter toward the other tieflings of the world and can be

merciless when dealing with even their own children who bare a mark of a different legacy.

## **HYPOTHESES:**

### **NAME OF THE UNKNOWN BENEFACTOR**

To this day, none can say with a modicum of accuracy whose unholy brand the Unknown Legatees wear. Their Lord Benefactor, if there even is one, has managed to keep his or her identity a secret, even among the allegedly omniscient. But varied theories still abound.

There are several small and cult-like factions of the Legacy of the Unknown Benefactor who adhere to some of these postulates with utter certainty, usually claiming their unbelieving fellow legatees to be ignorant or worse. Here are a few of the more interesting claims and the tieflings who hold them dear:

### **THE LEGACY OF ASMODEUS**

One of the most popular theories claims that the legatees are of a new breed of tiefling, hand-picked by the absentee archdevil of archdevils himself, Asmodeus. Legatees who bear this mysterious brand are among the most proud and vile tieflings in the Known Realms, mortal fiends who make the arrogant legatees of Bei'thor look like a rabble of obsequious peasants. These tieflings subscribe to the belief that Asmodeus has ascended to godhood and has elevated his legatees accordingly. Soon, they are certain, Asmodeus will reveal himself as the god of tyranny and all Nine Hells.

### **THE LEGATEES OF OBLIVION**

As with many terrible mysteries in the world, the Great Enemy Zhühn, evil god of entropy and the Void, is rumored to be the source of the mysterious brands – although no tiefling so branded would ever publicly admit to believing this. What Zhühn's designs are can only be guessed at, but ultimately they would surely involve the unmaking of creation.

### **THE TIEFLINGS OF LIGHT**

Some Legatees of the Unknown Benefactor hold to the idea that their common brand is tied not to a devil or force of evil but instead to one of Áereth's righteous gods, such as the valorous Gorhan, or that

it is the fulfillment of a forgotten prophecy of Ormazd, the Changeless. Largely dismissed as wishful thinkers and delusionals, these tieflings often become clerics or paladins of great merit. They forgo the jargon of legacies, usually referring to themselves as "Tieflings of Light." They are typically cheerful and greathearted, bearing minimal resemblance to their kin with respect to demeanor and trappings – save for the obvious horns, tails, and other conspicuously devilish features.

### **THE THRICE-DAMNED**

One of the more popular theories among tieflings from outside the Legacy of the Unknown Benefactor suggests that, as with the claims of the Tieflings of Light, the Unknown Benefactor isn't a devil at all but some deity wishing to undermine the powers of Hell through the dissolution of their tiefling servitors. Yet in this version, the intent is far more sinister; it is an evil god such as Yvyn, Klazath, Xeluth, the Hidden Lord, or some sort of conspiracy between them seeking to seize power from the archdevils. Those few legatees who subscribe to this notion are truly some of the more miserable souls to be found in the Known Realms, believing themselves literally thrice-damned.

### **THE LEGACY OF HELL**

Though few give credence to this rather far-fetched theory, there have long been whispers of a kind of supra-entity known as the Manifestation of Hell. Some have conjectured that Hell itself has grown jealous of the power its depraved and greedy denizens have gathered over the ages and thus the Legacy of the Unknown Benefactor is an unstoppable exertion of its will upon the world.

### **THE TRUE LEGACY OF AMZOLOL**

Although vehemently denied by tieflings who revere Amzolol, archdevil of deceit, some Legatees of the Unknown Benefactor assume themselves to be the true beneficiaries of his mysterious legacy. To these cunning tieflings, the mainstream legacy of Amzolol is a decoy, a society of mere dupes, unknowing victims of one of their Lord's greatest deceptions.

### THE LEGACY CABAL

No legatees of the Unknown Benefactor are known to adhere to this particularly paranoid notion, but many other tieflings believe that there is no single Lord Benefactor responsible for the Unknown Stigma; rather it is cabal of lesser devils working in a concerted effort to stamp out the other legacies. This cabal allegedly seeks to divide their claims into a more rigid scheme instead of endlessly haggling and quarreling with the multitude of devils to only ever claim a paltry few.

Despite the resolve and occasional fanaticism of these marginalized sects, most Legatees of the Unknown Benefactor find their mutual bond to be a mystery of little consequence. Only Fate and their common traits truly bind them together, not any sort of entity worth acknowledgement.



## THE MARK OF THE UNKNOWN BENEFACTOR

When the Unknown Benefactor's brand appears during the rite of the Burning Sacrament, the reaction is almost universally scandalous. Legacy-bound communities treat this occurrence with immediate suspicion, and the fate that becomes the "unfortunate" tiefling is subject to the mercy or judgment of their elders. For most youths, this branding is a mark of shame and non-identity. For a rare few, it is an occasion of private elation, an opportunity to subvert the standard doctrines of the archdevils.

**Stigmas:** Befitting their lack of definite pedigree, there is no apparent consistency when it comes to the physical characteristics that are typically associated with a tiefling's legacy. Their stigma seems wholly unspecific. Virtually any tiefling trait may develop on a legatee of the Unknown Benefactor. Even traits that

seem very specific to a particular legacy, such as the pallid skin common on legatees of Nethruel or the forked tongues in the mouths of tieflings bearing the brand of Sestyruas are often found within the Legacy of the Unknown Benefactor.

**Heroic Stigmas:** As legatees grow with power, their physical characteristics usually evolve or accentuate, as with most other tieflings. Horns may grow longer, spiraled, or even more numerous. The color in their eyes may intensify; talon-like nails grow longer, their characters become more intense. The need to understand who they are and their place in the world is often a nagging tug on their souls that can, at best, be suppressed but never dismissed. The pursuit for unknowable answers to unspeakable questions drives them ever on and headlong through the world.

### THE UNKNOWN BRAND

The design of the actual unholy brand worn by legatees of the Unknown Benefactor may be best left up to the GM to suit the flavor of your game and perhaps to match your idea of the identity of the so-called Unknown Benefactor. However, here are some suggestions and tips:

- The brand's design should be one that seems markedly different or somehow at odds with the other brands of the world of tiefling legacies. It may be something that seems particularly altogether un-tiefling-like. For example, while most brands are complex, like highly stylized birthmarks or a devil's own infernal calligraphy, the Unknown Brand may be astonishingly simple: a perfect sphere. It may turn a bizarre color, shine with an unearthly glow... or seem to suck the very light out of the room when exposed to fire.
- If your Unknown Benefactor is Asmodeus himself, the brand may be an obsolete form of the letter A in a corrupted form of Supernal not seen in millennia.
- If your Unknown Benefactor is either a machination of Zhühn, a devious scheme by an evil god jealous or fearful of the growing power of devils and their legacies, or in fact a clever plot hatched by one of the several righteous gods to undermine the growing threats of Hell, then the brand may reflect this fact somehow. However, it should not be something so obvious as that god's own holy symbol.
- If your Unknown Benefactor is in fact not a true identity but in fact the hypothesized Manifestation of Hell, consider designing the brand as a bizarre hybrid of every other known brand.
- Similarly, if it is a cabal of devils who are behind this legacy, consider a brand that is a less-than-obvious hybrid of their own individual designs.

**Paragon and Epic Stigmas:** With age and experience, most of these singular tieflings branded by the Unknown Benefactor will hit a proverbial fork in road while pursuing of their quest for identity. The tiefling psyche is so integrally rooted to the concept of legacy and Benefactor, and few can tolerate the veritable question mark branded on their souls.

*With Certainty:* Many will find an answer, if it does not find them first. They *must* have this answer and will bravely take the leap of faith required to find it. If they have not done so by this point in their lives, they will fervently attach themselves to one of the many encountered theories. Be they exemplars of righteousness as Tieflings of Light or having committed themselves to darkness and self-loathing of the so-called Thrice-Damned, they will embrace the surety their souls demand. And as if fuelled by their newfound assurance, the physical manifestations of their legacy will very often quickly intensify to the extreme. Dark skin may turn black as pitch, a spined tail may bristle with thorny spikes, and a wicked smile will chill onlookers to the core.

*The Incredible:* Many more refuse to delude themselves, the consequences be damned. And this path twists both their bodies and their minds. Physically, these pitiable legatees of the Unknown Benefactor may find their stigmas in constant flux. Features may gradually devolve, regress, and even sometimes return atavistically for the rest of their lives. These tieflings, too, have found a kind of answer to their unspoken questions; it is the certainty that they will never know certainty, forever lured by the temptation to know, yet fully aware they never will.

## ORGANIZATION

The Legacy of the Unknown Benefactor, as a formal organization, has only recently begun to take shape. As an ideologically fractured legacy, there is little in the way of a central authority. In the Known Realms, there are more than a dozen tieflings of great influence, each of whom name themselves Supreme Benefactor and consider the others pretenders or even enemies of the highest order. But with the cessation of bloodshed following the so-called Redemption only a few decades ago, a different kind of organization has started to take shape. In order to distinguish themselves from the other types of legacies, they avoid the general name “Legacy of the Unknown Benefactor” in lieu of “The Misbegotten.” More commonly and casually, these tieflings have embraced an epithet hurled at them for generations and refer to themselves as “bastards,” though few will tolerate anyone outside the legacy uttering the word so heedlessly.

The Misbegotten rejects traditional legacy hierarchies and instead elects a council of thirteen legatees of varying experience and power. The council consists of four of its eldest tieflings called Reminders, five of its most powerful and widely travelled known as Exemplars, and four legatees specifically considered young and inexperienced named Presages. When the council deliberates on matters of the legacy, its most senior member’s vote carries as much weight as its most junior’s.

Any legatee baring the brand of the Unknown Benefactor may participate in the biennial vote, and there is no nomination to be elected into the Misbegotten Council. On occasion, tieflings from far away have been summoned to serve on the council, having been elected completely unaware. Similarly, members of the council may dub any legatee a Tribute to be given a task of trivial or great importance, sometimes coming as a complete surprise to the hapless tiefling half a world away. While no compensation is officially given for the deeds of Tributes, rewards are often paid in roundabout ways, be it a cut of some treasure, gifts, or a favor owed from the councilor if not the entire Misbegotten Council itself.



## CHAPTER 3

## FEATS &amp; MALISONS

This chapter presents new feats for tiefling characters. Many of these feats tap into the infernal ancestry that all tieflings share, while others exemplify certain qualities of the great legacies or alter the way a particular class feature or power works for tiefling practitioners. Finally, this chapter also introduces malisons, a special kind of feat available to tiefling characters as a sort of “bonus” feat.

## INFERNAL INHERITANCE FEATS

Infernal inheritance feats are available only to tieflings. The feats denote a strong connection to one of the nine layers of Hell, and allow tieflings to draw upon the power of these infernal realms to use special powers. A tiefling need not have an infernal inheritance feat associated with the specific layer where his Lord Benefactor dwells, but he may only ever have one infernal inheritance feat. The power associated with each of these feats follows the feat description. An infernal inheritance feat is denoted by “Infernal Inheritance” in brackets after the name of the feat.

## HEROIC TIER FEATS

Any feat in the following section is available to tiefling characters of any level who meet the prerequisites. These feats are the only feats permitted to characters of 10th level and lower.

### ALACRITY OF AVERNUS

[TIEFLING, INFERNAL INHERITANCE]

**Prerequisites:** Tiefling

**Benefit:** Your infernal heritage has roots in the battle-scarred realm of Avernus, Hell’s first layer. You may use the *alacrity of Avernus* power as an encounter power.

**Infernal Inheritance:** Feat Power

**Alacrity of Avernus**

*Like the mighty rulers of Avernus, you charge into battle with furious speed.*

**Encounter**

**Minor Action**

**Personal**

**Effect:** You make a charge attack and move a number of additional squares equal to your one-half your Constitution modifier (round down, minimum 1).

### ARMOR OF DIS

[TIEFLING, INFERNAL INHERITANCE]

**Prerequisites:** Tiefling

**Benefit:** Your infernal heritage has roots in Dis, Hell’s second layer. You may use the *armor of Dis* power as an encounter power.

**Infernal Inheritance:** Feat Power

**Armor of Dis**

*The iron ruler of Dis girds you against the spears and swords of your enemies.*

**Encounter**

**Minor Action**

**Personal**

**Effect:** Until the end of your next turn, you gain a +2 bonus to AC against attacks with the weapon keyword.

## HEROIC TIER FEATS

Feat	Prerequisites	Benefit
Alacrity of Avernus	Tiefling	Gain the <i>alacrity of Avernus</i> infernal inheritance power
Armor of Dis	Tiefling	Gain the <i>armor of Dis</i> infernal inheritance power
Balm of Phlegethos	Tiefling	Gain the <i>balm of Phlegethos</i> infernal inheritance power
Blessings of Caina	Tiefling	Gain the <i>blessings of Caina</i> infernal inheritance power
Bloodhunt Opportunist	Tiefling, rogue, Sneak Attack	Gain a +1 bonus to damage rolls for each Sneak Attack damage die against targets you have combat advantage against
Bloodhunt Slayer	Tiefling, fighter, Combat Challenge	Gain a +1 bonus to damage rolls against bloodied targets marked by you
Bloodhunt Stalker	Tiefling, ranger, Hunter's Quarry	Gain a +1 bonus to damage rolls against bloodied targets that are your quarry
Darklight	Tiefling, wizard	Gain the <i>darklight</i> cantrip
Diabolical Fortune	Tiefling, cleric, Channel Divinity	An enemy gains a -1 penalty to attack rolls when you use <i>channel divinity: divine fortune</i>
Hellfire Assault	Tiefling, warlord, Tactical Presence	Ally's attack deals extra fire damage when he or she spends an action point
Majesty of Nessus	Tiefling	Gain the <i>majesty of Nessus</i> infernal inheritance power
Mire of Minauros	Tiefling	Gain the <i>mire of Minauros</i> infernal inheritance power
Parasitic Aid	Tiefling, paladin, <i>lay on hands</i>	<i>Lay on hands</i> deals necrotic damage to an enemy and your ally regains extra hit points
Scourge of Maladomini	Tiefling	Gain the <i>scourge of Maladomini</i> infernal inheritance power
Shadows of Stygia	Tiefling	Gain the <i>shadows of Stygia</i> infernal inheritance power
Vapors of Malbolge	Tiefling	Gain the <i>vapors of Malbolge</i> infernal inheritance power
Veil of Shadows	Tiefling, warlock, Shadow Walk	Grant concealment to an ally with Shadow Walk.

## BALM OF PHLEGETHOS

[TIEFLING, INFERNAL INHERITANCE]

**Prerequisites:** Tiefling

**Benefit:** Your infernal heritage has roots in the fiery realm of Phlegethos, Hell's fourth layer. You may use the *balm of Phlegethos* power as an encounter power.

**Infernal Inheritance:**

Feat Power

**Balm of Phlegethos***The biting scourge of fire only serves to invigorate you.***Encounter ♦ Fire, Healing****Immediate Reaction      Personal**

**Trigger:** You are hit with an attack with the fire keyword

**Effect:** You regain hit points equal to your current fire resistance.



### BLESSINGS OF CAINA [TIEFLING, INFERNAL INHERITANCE]

**Prerequisites:** Tiefling

**Benefit:** Your infernal heritage has roots in the frozen realm of Caina, Hell's eighth layer. You may use the *blessings of Caina* power as an encounter power.

**Infernal Inheritance:** Feat Power  
**Blessings of Caina**

*Like the wintry hell of Caina, you do not fear the cold.*

**Encounter** ♦ Cold

**Immediate Interrupt**                      **Personal**

**Trigger:** You are hit with an attack or effect with the cold keyword

**Effect:** You gain resist cold equal to one-half your level (minimum 1) until the end of your next turn. You may apply the cold resistance to any damage dealt by the attack that triggered this power.

### BLOODHUNT OPPORTUNIST [TIEFLING, ROGUE]

**Prerequisites:** Tiefling, rogue, Sneak Attack class feature

**Benefit:** Gain a +1 bonus on damage rolls for each die of damage you deal with Sneak Attack against bloodied targets that you have combat advantage against.

### BLOODHUNT SLAYER [TIEFLING, FIGHTER]

**Prerequisites:** Tiefling, fighter, Combat Challenge class feature

**Benefit:** When you hit a bloodied enemy marked by you with a melee attack, you gain a +1 bonus to the damage roll.

This bonus increases to +2 at 11th level. At 21st level, it increases to +3.

### BLOODHUNT STALKER [TIEFLING, RANGER]

**Prerequisites:** Tiefling, ranger, Hunter's Quarry class feature

**Benefit:** Gain a +1 bonus on damage rolls for each die of damage you deal with Hunter's Quarry against bloodied targets that are your quarry.

### DARKLIGHT [TIEFLING, WIZARD]

**Prerequisites:** Tiefling, wizard

**Benefit:** You can use the cantrip *darklight* as an at-will power.

**Darklight** Wizard Cantrip

*With a guttural phrase in Supernal, you create a nimbus of shadow around the tip of your staff.*

**At-Will** ♦ Arcane

**Minor Action**

**Ranged 5**

**Target:** One object or unoccupied square

**Effect:** You cause the target to shed a dim, shadowy radiance that creates no visible illumination. This unlight fills the target's square and all squares within 4 squares of it. Creatures with low-light vision or darkvision can see within the squares affected by *darklight* as if they were filled with dim light. *Darklight* grants no benefit to creatures that do not have low-light vision or darkvision, and it cannot be seen from outside the squares it affects.

**Special:** You can have only one *darklight* cantrip active at a time. If you create a new one, your previously cast *darklight* disappears.

### DIABOLICAL FORTUNE [TIEFLING, CLERIC]

**Prerequisites:** Tiefling, cleric, Channel Divinity class feature

**Benefit:** Whenever you use Channel Divinity: Divine Fortune to gain a +1 bonus on your next attack roll or saving throw, a single enemy within 5 squares takes a –1 penalty on its next attack roll or saving throw before the end of your next turn.

### HELLFIRE ASSAULT [TIEFLING, WARLORD]

**Prerequisites:** Tiefling, warlord, Tactical Presence class feature

**Benefit:** When an ally who can see you spends an action point to make an attack, the attack deals additional fire damage equal to your Charisma modifier.

## MAJESTY OF NESSUS

[TIEFLING, INFERNAL INHERITANCE]

**Prerequisites:** Tiefling

**Benefit:** Your infernal heritage has roots in Nessus, Hell's ninth layer and formerly the realm of the dread Asmodeus. You may use the *majesty of Nessus* power as an encounter power.

**Infernal Inheritance:** Feat Power  
**Majesty of Nessus**

*The majesty of Asmodeus grants your tongue a silvered edge.*

**Encounter****Minor Action** **Personal**

**Effect:** You gain a +2 power bonus to all Bluff, Diplomacy, and Intimidate checks until the start of your next turn.

## MIRE OF MINAUROS

[TIEFLING, INFERNAL INHERITANCE]

**Prerequisites:** Tiefling

**Benefit:** Your infernal heritage has roots stinking mire of Minauros, Hell's third layer. You may use the *mire of Minauros* power as an encounter power.

**Infernal Inheritance:** Feat Power  
**Mire of Minauros**

*You turn the ground before you into a thick soup of mud and filth.*

**Encounter****Standard Action** **Close blast 3**

**Effect:** The squares within the blast become difficult terrain until the end of the encounter.

## PARASITIC AID [TIEFLING, PALADIN]

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

**Benefit:** When you use the *lay on hands* power, one enemy within 5 squares take necrotic damage equal to your Charisma modifier. In addition, the beneficiary of your *lay on hands* power regains additional hit points equal to the amount of necrotic damage you dealt.

## SCOURGE OF MALADOMINI

[TIEFLING, INFERNAL INHERITANCE]

**Prerequisites:** Tiefling

**Benefit:** Your infernal heritage has roots in the rotting splendor of Maladomini, Hell's seventh layer. You may use the *scourge of Maladomini* power as an encounter power.

**Infernal Inheritance:** Feat Power  
**Scourge of Maladomini**

*You smite your foe with the diseased might of Maladomini.*

**Encounter** ♦ **Disease, Necrotic****Standard Action** **Ranged 5****Target:** One creature**Attack:** Constitution vs. Fortitude

**Hit:** 1d6 + Constitution modifier necrotic damage, and the target suffers a -2 penalty to its Fortitude defense until the end of your next turn.

## SHADOWS OF STYGIA

[TIEFLING, INFERNAL INHERITANCE]

**Prerequisites:** Tiefling

**Benefit:** Your infernal heritage has roots in the shadowy realm of Stygia, Hell's fifth layer. You may use the *shadows of Stygia* power as an encounter power.

**Infernal Inheritance:** Feat Power  
**Shadows of Stygia**

*You cloak yourself in the smothering shadows of Stygia.*

**Encounter****Minor Action** **Personal**

**Effect:** You gain total concealment until the start of your next turn.

**VAPORS OF MALBOLGE**

[TIEFLING, INFERNAL INHERITANCE]

**Prerequisites:** Tiefling

**Benefit:** Your infernal heritage has roots in the poisonous, ruined landscape of Malbolge, Hell's sixth layer. You may use the *vapors of Malbolge* power as an encounter power.

**Infernal Inheritance:**

Feat Power

**Vapors of Malbolge**

*You create a cloud of poisonous vapors drawn from the heart of Malbolge itself.*

**Encounter** ♦ **Poison****Standard Action**                      **Close blast 3****Attack:** Constitution vs. Fortitude

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

**VEIL OF SHADOWS [TIEFLING, WARLOCK]**

**Prerequisites:** Tiefling, warlock, Shadow Walk class feature

**Benefit:** When you use the Shadow Walk class feature and end your movement adjacent to an ally, you grant concealment to yourself and the ally until the end of your next turn.

## PARAGON TIER FEATS

Any feat in the following section is available to tiefling characters of 11th level or higher who meet the prerequisites.

**ALACRITOUS REBUKE [TIEFLING]**

**Prerequisites:** 11th level, tiefling, Alacrity of Avernus, *infernal wrath* racial power

**Benefit:** When you use your *infernal wrath* power, you may make two melee basic attacks against the target in lieu of using one at-will, encounter, or daily attack power against the target. However, you only apply the +1 power bonus to the attack roll and your Charisma bonus to the damage roll on the first melee basic attack.

**BLASTING REBUKE [TIEFLING]**

**Prerequisites:** 11th level, tiefling, Balm of Phlegethos, *infernal wrath* racial power

**Benefit:** When you use your *infernal wrath* power and hit, all enemies adjacent to the target of your *infernal wrath* power suffer fire damage equal to your 5 + your Charisma modifier.

**BLEEDING REBUKE [TIEFLING]**

**Prerequisites:** 11th level, tiefling, Armor of Dis, *infernal wrath* racial power

**Benefit:** When you use your *infernal wrath* power and hit with an attack with the weapon keyword, the target takes ongoing damage equal to your Constitution modifier (save ends) in addition to any other damage the attack deals.

**BLINDING REBUKE [TIEFLING]**

**Prerequisites:** 11th level, tiefling, Shadows of Stygia, *infernal wrath* racial power

**Benefit:** When you use your *infernal wrath* power and hit, the target is blinded (save ends) in addition to any damage the attack deals.

**CHILLING REBUKE [TIEFLING]**

**Prerequisites:** 11th level, tiefling, Blessings of Caina, *infernal wrath* racial power

**Benefit:** When you use your *infernal wrath* power and hit with an attack, the target takes cold damage equal to 5 + one-half your level in addition to any other damage the attack deals.

**CLINGING REBUKE [TIEFLING]**

**Prerequisites:** 11th level, tiefling, Mire of Minauros, *infernal wrath* racial power

**Benefit:** When you use your *infernal wrath* power and hit, you may use your *infernal wrath* power again against the same target on your next turn.

**DARK ONE'S CHOSEN [TIEFLING, WARLOCK]**

**Prerequisites:** 11th level, Con 15, tiefling, warlock, infernal pact

**Benefit:** Your Dark One's Blessing grants you a +2 bonus to all defenses until the end of your next turn.

## PARAGON TIER FEATS

Feat	Prerequisites	Benefit
Alacritous Rebuke	Tiefling, Alacrity of Avernus, <i>infernal wrath</i>	Make two melee basic attacks with <i>infernal wrath</i>
Blasting Rebuke	Tiefling, Balm of Phlegethos, <i>infernal wrath</i>	Deal fire damage to adjacent enemies with <i>infernal wrath</i>
Bleeding Rebuke	Tiefling, Armor of Dis, <i>infernal wrath</i>	Deal ongoing damage with <i>infernal wrath</i>
Blinding Rebuke	Tiefling, Shadows of Stygia, <i>infernal wrath</i>	Blind targets of <i>infernal wrath</i>
Chilling Rebuke	Tiefling, Blessings of Caina, <i>infernal wrath</i>	Deal extra cold damage with <i>infernal wrath</i>
Clinging Rebuke	Tiefling, Mire of Minauros, <i>infernal wrath</i>	Use your <i>infernal wrath</i> power again on the following round against the same target
Dark One's Chosen	Con 15, tiefling, warlock, infernal pact	Dark One's Blessing grants a +2 bonus to all defenses
Devilish Deceiver	Cha 13, tiefling, rogue, Sneak Attack class feature, training in Bluff	Deal an extra die of Sneak Attack damage after a feint
Dominating Rebuke	Tiefling, Majesty of Nessus, <i>infernal wrath</i>	Targets of your <i>infernal wrath</i> become dominated
Poisonous Rebuke	Tiefling, Vapors of Malbolge, <i>infernal wrath</i>	Deal extra poison damage with <i>infernal wrath</i>
Rotting Rebuke	Tiefling, Scourge of Maladomini, <i>infernal wrath</i>	Deal extra necrotic damage with <i>infernal wrath</i>
Wrathful Inspiration	Cha 15, tiefling, warlord	Allies gain a damage bonus equal to twice your Cha modifier against targets that have hit you in the encounter

## EPIC TIER FEATS

Feat	Prerequisites	Benefit
Diabolical Leadership	Cha 19, tiefling, warlord	Allies gain a +2 damage against bloodied foes
Hellfire Adept	Cha 17, tiefling, warlock or wizard	Deal ongoing fire damage and inflict a fiery aura when you score a critical hit with a power with the fire keyword
Lingering Curse	Cha 17, tiefling, warlock, Warlock's Curse	Deal ongoing damage with your Warlock's Curse
Ruthless Opening	Str 17, tiefling, rogue, Brutal Scoundrel, First Strike class feature,	Damage dice for Sneak Attack increases one step against targets that have not yet acted
Wrathful Reawakening	Tiefling, <i>infernal wrath</i>	Spend an action point to gain another use of <i>infernal wrath</i>

**DEVILISH DECEIVER [TIEFLING, ROGUE]**

**Prerequisites:** 11th level, Cha 13, tiefling, rogue, Sneak Attack class feature, training in Bluff

**Benefit:** When you gain combat advantage against a target by feinting, you deal an extra die of Sneak Attack damage with a successful hit.

**DOMINATING REBUKE [TIEFLING]**

**Prerequisites:** 11th level, tiefling, Majesty of Nessus, *infernal wrath* racial power

**Benefit:** When you use your *infernal wrath* power and hit, the target is dominated until the end of your next turn in addition to any damage the attack deals.

**POISONOUS REBUKE [TIEFLING]**

**Prerequisites:** 11th level, tiefling, Vapors of Malbolge, *infernal wrath* racial power

**Benefit:** When you use your *infernal wrath* power and hit with an attack, the target takes poison damage equal to 5 + one-half your level in addition to any other damage the attack deals.

**ROTTING REBUKE [TIEFLING]**

**Prerequisites:** 11th level, tiefling, Scourge of Maladomini, *infernal wrath* racial power

**Benefit:** When you use your *infernal wrath* power and hit with an attack, the target takes necrotic damage equal to 5 + one-half your level in addition to any other damage the attack deals.

**WRATHFUL INSPIRATION [TIEFLING, WARLORD]**

**Prerequisites:** 11th level, Cha 15, tiefling, warlord

**Benefit:** When you use inspiring word and do not target yourself, your ally gains a bonus equal to twice your Charisma modifier on his or her next damage roll against an enemy that has hit you in the encounter.

## EPIC TIER FEATS

Any feat in the following section is available to tiefling characters of 21st level or higher who meet the prerequisites.

**DIABOLICAL LEADERSHIP [TIEFLING, WARLORD]**

**Prerequisites:** 21st level, Cha 19, tiefling, warlord

**Benefit:** While you are conscious, allies who can see and hear you gain a +2 bonus to damage rolls against bloodied foes.

**HELLFIRE ADEPT [TIEFLING, WARLOCK, WIZARD]**

**Prerequisites:** 21st level, tiefling, warlock or wizard

**Benefit:** When you score a critical hit with a power that has the fire keyword, the target bursts into flame, takes ongoing fire damage equal to 5 + one-half your level, and gains a fiery aura (aura 1) (save ends both). Enemies that enter or begin their turns in the aura takes fire damage equal to 5 + one-half your level.

**LINGERING CURSE [TIEFLING, WARLOCK]**

**Prerequisites:** 21st level, Cha 17, tiefling, warlock, Warlock's Curse class feature

**Benefit:** When you deal extra damage to a target of your Warlock's Curse, it suffers ongoing damage equal to your Charisma modifier.

**RUTHLESS OPENING [TIEFLING, ROGUE]**

**Prerequisites:** 21st level, Str 17, tiefling, rogue, Brutal Scoundrel, First Strike class feature

**Benefit:** At the start of an encounter, if you hit a target that has not acted yet in that encounter, the extra damage dice from your Sneak Attack class feature increase by one step (d6 to d8, d8 to d10, etc.).

**WRATHFUL REAWAKENING [TIEFLING]**

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

**Benefit:** Once per encounter, you can spend an action point to gain another use of your *infernal wrath* power, which you can use immediately as a free action.



## MALISONS

Malisons are a special type of feat available only to tieflings. They are afflictions made by one of Hell's denizens and intended to punish or torment their recipients. Most of the time, a malison is inflicted upon a tiefling by one of his Lord Benefactor's rivals as an act of retribution. For example, if a tiefling is branded by Mammon, the Lord of Avarice, he may be stricken with a malison by Lilith, the Lady of Lust, out of vengeance for losing her original claim on him. Some malisons are of more dubious origins. A young tiefling may receive a malison shortly after the rite of the Burning Sacrament and may not be aware of any apparent crime for which he is being punished. Only one thing may be certain about malisons: Somewhere in the depths of Hell, *someone* has it in for him, and the malison is that malevolence made manifest.

However, infernal law as stated in the Codex Infernum, Hell's foremost "rulebook," demands a balance of power with such treatment: With every malison must also come a boon, a benefit offered in exchange for malediction. For some malisons, the curse manifests during or immediately after the tiefling receives the malison's combat benefit. For others, both the curse and

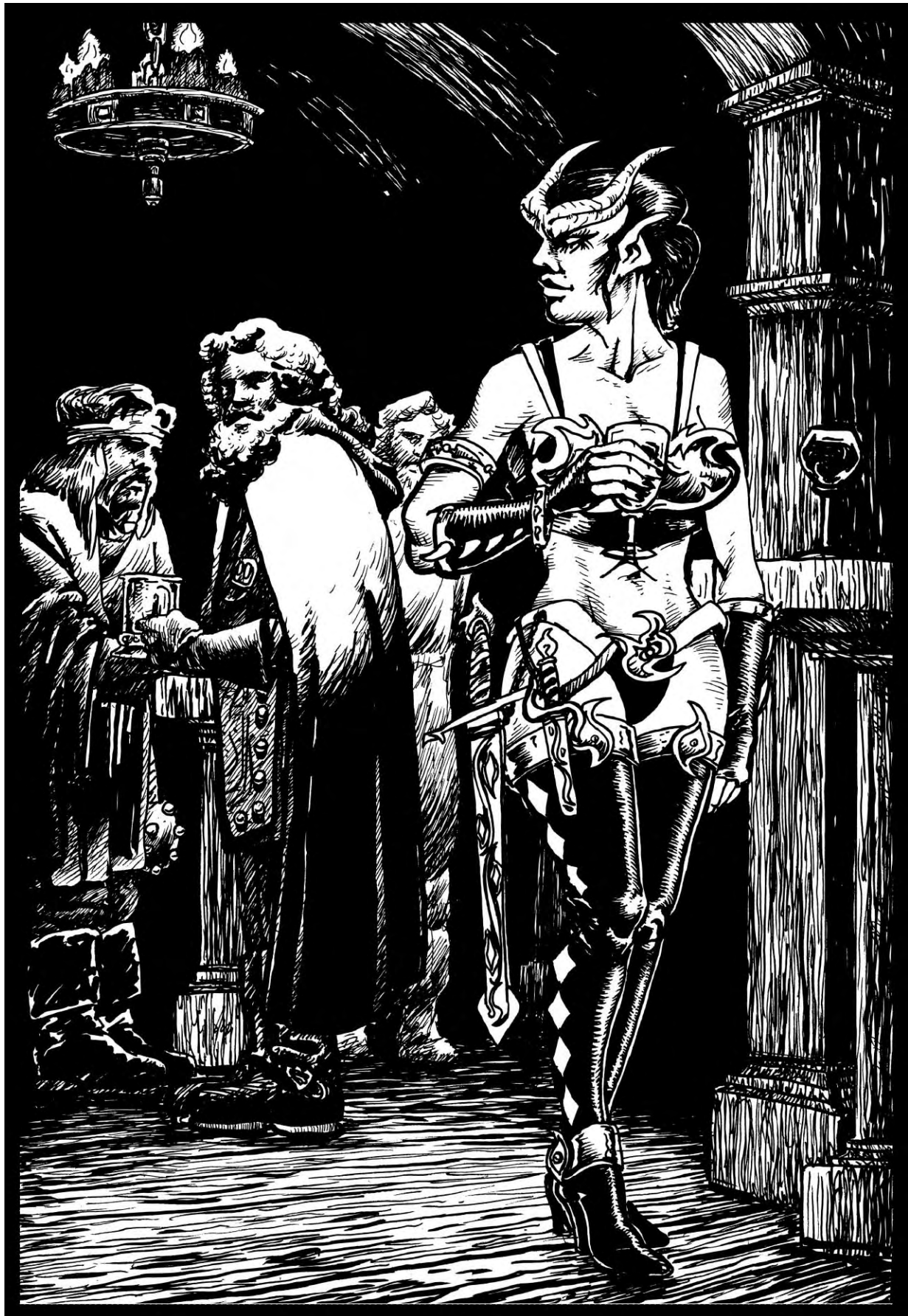
the benefit are active at all times. Malisons inflicted by the great archdevils themselves are the most insidious of all, growing more powerful as a tiefling gains each tier of play (heroic, paragon, epic). The power and curse granted in an earlier tier are replaced by the power and curse granted by the next tier; the powers do not stack.

A tiefling can take only one malison during his or her career as an "extra" feat merely for being a tiefling. However, the tiefling can take a malison at any time (not only at 1st level), gaining the power and curse appropriate for his or her tier. For example, if a 12th-level tiefling takes one of the archdevils' malisons, he or she gains the benefit and the curse that corresponds to the paragon tier. A malison feat is denoted by "Malison" in brackets after the name of the feat.

A tiefling may also opt not receive a malison at all. Players and their GMs are encouraged to mutually decide which malison, if any, to use. As with feats, players should be allowed to decide which malison is appropriate for their character and their character's backstory. Optionally, if a player is gutsy, he can allow the GM to decide *for* him in the spirit of a true malediction.

### MALISONS

Malison	Prerequisites	Benefit
Alluring Gaze	Cha 13, tiefling	You gain the <i>alluring gaze</i> power and curse.
Burning Grievance	Tiefling	You gain the <i>burning grievance</i> power and curse.
Covetous Curse	Tiefling	You gain the <i>covetous curse</i> power and curse.
Curse of Lethargy	Tiefling	You gain the <i>curse of lethargy</i> power and curse.
Deferred Destruction	Tiefling	You gain the <i>deferred destruction</i> power and curse.
Glutton's Gamble	Con 13, tiefling	You gain the <i>glutton's gamble</i> power and curse.
Sulphurous Stench	Tiefling	You gain the <i>sulphurous stench</i> power and curse.
Wrathful Surge	Tiefling	You gain the <i>wrathful surge</i> power and curse.



**ALLURING GAZE [TIEFLING, MALISON]**

*You have been cursed by Lilith, Lady of Lust, receiving her gift of supernatural enticement in exchange for your enemy's ire. Outside of combat, you find that your natural magnetism draws even strangers to you, but when they are out of your presence, they tend to harbor inexplicable resentments.*

**Prerequisites:** Cha 13, tiefling

**Benefit:** You may use the *alluring gaze* power as an encounter power.

**Malison: Alluring Gaze (Heroic)      Feat Power**

*Your affections can bring any enemy to heel, but when they are withdrawn... well, hell hath no fury like a lover scorned.*

**Encounter ♦ Charm, Malison**

**Standard Action                      Ranged 10**

**Attack:** Charisma vs. Will

**Target:** One creature

**Hit:** The target is pulled a number of squares equal to one-half your Charisma modifier (minimum 1) and dazed until the end of your next turn.

**Curse:** When the target is no longer dazed, it gains combat advantage against you and you alone until the end of the encounter.

**Malison: Alluring Gaze (Paragon)      Feat Power**

**Encounter ♦ Charm, Malison**

**Standard Action                      Ranged 10**

**Attack:** Charisma vs. Will

**Target:** One creature

**Hit:** The target is pulled a number of squares equal to your Charisma modifier and dazed (save ends).

**Curse:** When the target is no longer dazed, it gains combat advantage and a +2 bonus to damage rolls against you and you alone until the end of the encounter.

**Malison: Alluring Gaze (Epic)      Feat Power**

**Encounter ♦ Charm, Malison**

**Standard Action                      Ranged 10**

**Attack:** Charisma vs. Will

**Target:** One creature

**Hit:** The target is pulled a number of squares equal to your Charisma modifier and stunned (save ends).

**Curse:** When the target is no longer stunned, it gains combat advantage and a +2 bonus to damage rolls against you and you alone until the end of the encounter. In addition, the target gains resist 5 all against any attacks you make against it until the end of the encounter.

**BURNING GRIEVANCE [TIEFLING, MALISON]**

*You have been cursed by Bei'thor, the Lord of Pride, who punishes those who give offense... even you. Outside of combat, you are easily offended by even small slights, and tend to lash back more than you intend.*

**Prerequisites:** Tiefling

**Benefit:** You may use the *burning grievance* power as an encounter power.

**Malison: Burning Grievance (Heroic)      Feat Power**

*Suffused with hellish pride, you cannot ignore the first injury done to you in this fight.*

**Encounter ♦ Malison**

**Minor Action                              Personal**

**Effect:** You gain a +2 power bonus on attack and damage rolls against the first enemy to deal damage to you in this encounter.

**Curse:** While this enemy still stands, you take a -2 penalty on all attack rolls against anyone else.

**Malison: Burning Grievance (Paragon)      Feat Power**

**Encounter ♦ Malison**

**Minor Action                              Personal**

**Effect:** You gain a +4 power bonus on attack rolls and a +2 power bonus on damage rolls against the first enemy to deal damage to you in this encounter.

**Curse:** While this enemy still stands, you take a -4 penalty on all attack rolls against anyone else.

**Malison: Burning Grievance (Epic)**      **Feat Power****Encounter** ♦ **Malison****Minor Action**                      **Personal**

**Effect:** You gain a +5 power bonus on attack and damage rolls against the first enemy to deal damage to you in this encounter.

**Curse:** While this enemy still stands, you take a –4 penalty on all attack rolls and a –1 penalty on all defenses against anyone else.

**COVETOUS CURSE [TIEFLING, MALISON]**

*You have been cursed by Bael, Lord of Envy, who gives... and then takes away. Outside of combat, you find a strong desire for things that don't belong to you; in time, that which you take is often taken from you in turn...*

**Prerequisites:** Tiefling

**Benefit:** You may use the *covetous curse* power as an encounter power.

**Malison: Covetous Curse (Heroic)**      **Feat Power**

*Bael allows you to take what you want from one more powerful than you, but the archdevil then takes what he desires from you.*

**Encounter** ♦ **Malison****Minor Action**                      **Ranged 5****Attack:** Strength vs. Will**Target:** One creature

**Hit:** Choose one of the target's defenses. You gain a +2 power bonus to the chosen defense and the target takes a –2 penalty to the defense until the end of your next turn.

**Curse:** When the benefit of this power ends, you immediately take a –2 penalty to the defense you increased with this power (save ends).

**Malison: Covetous Curse (Paragon)**      **Feat Power****Encounter** ♦ **Malison****Minor Action**                      **Ranged 5****Attack:** Strength vs. Will**Target:** One creature

**Hit:** Choose one of the target's defenses or resistances. If you choose a defense, you gain a +2 power bonus to the chosen defense and the target takes a –2 penalty to the defense until the end of your next turn. If you choose one of the target's resistances, you gain resist 5 against that resistance and the target's resistance is reduced by 5 (minimum 0) until the end of your next turn.

**Curse:** When the benefit of this power ends, you immediately take a –2 penalty to the defense you increased with this power or you gain vulnerability 5 to the resistance you gained (save ends either).

**Malison: Covetous Curse (Epic)**      **Feat Power****Encounter** ♦ **Malison****Minor Action**                      **Ranged 5****Attack:** Strength vs. Will**Target:** One creature

**Hit:** Choose one of the target's defenses or resistances. If you choose a defense, you gain a +4 power bonus to the chosen defense and the target takes a –4 penalty to the defense until the end of your next turn. If you choose one of the target's resistances, you gain resist 10 against that resistance and the target's resistance is reduced by 10 (minimum 0) until the end of your next turn.

**Curse:** When the benefit of this power ends, you immediately take a –4 penalty to the defense you increased with this power or you gain vulnerability 10 to the resistance you gained (save ends either).



**Malison:** Feat Power  
**Deferred Destruction (Paragon)**

**Encounter** ♦ **Malison**

**Immediate Interrupt** **Personal**

**Trigger:** You are hit by an attack

**Effect:** You reduce the amount of damage inflicted by the attack by an amount equal to 5 + your level. In addition, you gain a bonus to your next damage roll against the triggering creature equal to one-half the amount you reduced the damage of the triggering attack.

**Curse:** You take the damage by which you reduced the triggering attack at the end of your next turn. However, you may delay this damage for another round by taking a cumulative -1 penalty to attack rolls, damage rolls, and saves.

**Special:** If you reduce the damage dealt by the triggering attack to 0 or less, you can only deal damage to the triggering creature equal to one-half the damage the attack would have inflicted.

**Malison:** Feat Power  
**Deferred Destruction (Epic)**

**Encounter** ♦ **Malison**

**Immediate Interrupt** **Personal**

**Trigger:** You are hit by an attack

**Effect:** You reduce the amount of damage inflicted by the attack by an amount equal to your healing surge value. In addition, you gain a bonus to your next damage roll against the triggering creature equal to one-half the amount you reduced the damage of the triggering attack.

**Curse:** You take the damage by which you reduced the triggering attack at the end of your next turn. However, you may delay this damage for another round by taking a cumulative -2 penalty to attack rolls, damage rolls, and saves.

**Special:** If you reduce the damage dealt by the triggering attack to 0 or less, you can only deal damage to the triggering creature equal to one-half the damage the attack would have inflicted.

**GLUTTON'S GAMBLE [TIEFLING, MALISON]**

*You have been cursed by Beelzebub, the Lord of Indulgence, subjecting your fate to his baleful whims. Outside of combat, you feel the shadow of misfortune forever following you... even when you're lucky.*

**Prerequisites:** Con 13, tiefling

**Benefit:** You may use the *glutton's gamble* power as an encounter power.

**Malison: Glutton's Gamble (Heroic)** Feat Power

*Beelzebub allows you to indulge in his power to sway the odds in your favor, but his favor is fickle, and he may indulge another... even an enemy.*

**Encounter** ♦ **Malison**

**Free Action** **Personal**

**Effect:** Gain a bonus equal to 1 + your Constitution modifier on your next attack roll.

**Curse:** The next enemy to attack you gains a bonus on its attack roll equal to its Constitution modifier (minimum +1).

**Malison: Glutton's Gamble (Paragon)** Feat Power

**Encounter** ♦ **Malison**

**Free Action** **Personal**

**Effect:** Gain a bonus equal to 3 + your Constitution modifier on your next attack roll. If the attack is successful, you gain a bonus to the damage roll equal to 3 + your Constitution modifier.

**Curse:** The next enemy to attack you gains a bonus on its attack roll equal its 1 + its Constitution modifier. If the attack hits you, the enemy gains a bonus on the damage roll equal to 1 + its Constitution modifier.

**Malison: Glutton's Gamble (Epic)** Feat Power

**Encounter** ♦ **Malison**

**Free Action** **Personal**

**Effect:** Gain a bonus equal to 5 + your Constitution modifier on your next attack roll. If the attack is successful, you gain a bonus to the damage roll equal to 5 + your Constitution modifier.

**Curse:** The next enemy to attack you gains a bonus on its attack roll equal to 3 + its Constitution modifier. If the attack hits you, the enemy gains a bonus on the damage roll equal to 3 + its Constitution modifier.

**SULPHUROUS STENCH [TIEFLING, MALISON]**

*The faint scent of brimstone clings to your body at all times, an odor borne of the pits of Hell. Most of the time it is slight, easily masked by incense or perfumes, but in the heat of battle you have learned how to intensify your curse to your advantage.*

**Prerequisites:** Tiefling

**Benefit:** You may use the *sulphurous stench* power as an encounter power.

**Malison: Sulphurous Stench (Heroic) Feat Power**

*Your body exudes a powerful stench of brimstone and hellish, noisome fumes... which you are not entirely immune to.*

**Encounter** ♦ **Malison, Poison, Zone**

**Standard Action**                      **Close burst 1**

**Target:** Each creature in burst

**Attack:** Constitution vs. Fortitude

**Hit:** Constitution modifier poison damage.

**Effect:** The burst creates a zone of odious fumes that last until the end of your next turn. Creatures within the zone suffer a -1 penalty to attack rolls, and creatures that enter or start their turns there take poison damage equal to your Constitution modifier.

**Curse:** You also suffer a -1 penalty to attack rolls while within the zone.

**Malison: Sulphurous Stench (Paragon) Feat Power**

**Encounter** ♦ **Malison, Poison, Zone**

**Standard Action**                      **Close burst 2**

**Target:** Each creature in burst

**Attack:** Constitution vs. Fortitude

**Hit:** 1d6 + Constitution modifier poison damage.

**Effect:** The burst creates a zone of odious fumes that last until the end of your next turn. Creatures within the zone suffer a -2 penalty to attack rolls, and creatures that enter or start their turns there take poison damage equal to 1d6 + your Constitution modifier.

**Curse:** You take your Constitution modifier in poison damage if you begin your turn within the zone. You also suffer a -2 penalty to attack rolls while within the zone.

**Malison: Sulphurous Stench (Epic) Feat Power**

**Encounter** ♦ **Malison, Poison, Zone**

**Standard Action**                      **Close burst 3**

**Target:** Each creature in burst

**Attack:** Constitution vs. Fortitude

**Hit:** 1d8 + Constitution modifier poison damage.

**Effect:** The burst creates a zone of odious fumes that last until the end of your next turn. Creatures within the zone suffer a -2 penalty to attack rolls, and creatures that enter or start their turns there take poison damage equal to 1d8 + your Constitution modifier.

**Sustain Standard:** The zone persists.

**Curse:** You take 1d4 + Constitution modifier in poison damage if you begin your turn within the zone. You also suffer a -2 penalty to attack rolls while within the zone.





### WRATHFUL SURGE [TIEFLING, MALISON]

*You have been cursed by Amon, the Lord of Wrath, which fills you with uncontrollable rage in the heat of battle. Outside of combat, you are naturally quick to anger and slow to calm down. When you are riled up, you are verbally or emotionally explosive, but when it has passed, exhaustion overcomes you.*

**Prerequisites:** Tiefling

**Benefit:** You may use the *wrathful surge* power as an encounter power.

#### Malison: Wrathful Surge (Heroic) Feat Power

*The fury of Amon fills you with incredible strength for a short time, but leaves you weakened afterward.*

#### Encounter ♦ Malison, Weapon

Minor Action Personal

**Effect:** You gain a +5 power bonus to damage rolls with all melee weapon attacks until the end of your next turn.

**Curse:** When the benefit of this power ends, you immediately take a -2 penalty to damage rolls (save ends).

#### Malison: Wrathful Surge (Paragon) Feat Power

#### Encounter ♦ Malison, Weapon

Minor Action Personal

**Effect:** You gain a +10 power bonus to damage rolls and ignore 5 points of any of your target's resistances with all melee weapon attacks until the end of your next turn.

**Curse:** When the benefit of this power ends, you are weakened (save ends).

#### Malison: Wrathful Surge (Epic) Feat Power

#### Encounter ♦ Malison, Weapon

Minor Action Personal

**Effect:** You gain a +15 power bonus to damage rolls and ignore 10 points of any of your target's resistances with all melee weapon attacks until the end of your next turn.

**Curse:** When the benefit of this power ends, you are dazed and weakened (save ends both).

## CHAPTER 4

## EQUIPMENT &amp; MAGIC ITEMS

The following is a list of magic items created and used by tieflings.

**Cloak of Deliberation** Level 8+

*This heavy, woolen cloak slows you down somewhat, but renders you immune to magical slowing effects.*

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

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** You suffer a –1 penalty to your speed while wearing the cloak; however, you gain immunity to slow effects.

Tieflings of Belphegor's legacy have managed to instill their Lord Benefactor's power into a number of useful items. However, some of the items also inflict a minor bane upon the user or wearer; a reminder that the mighty sin lords give nothing without taking something away. The *cloak of deliberation* is one such item, and its power reduces its wearer's speed but girds him against more drastic effects on his movement. Most *cloaks of deliberation* are made from heavy material such as wool, fleece, or even felt, but are fairly ordinary in appearance beyond that. A rare few feature the sigil of Belphegor sewn into the interior lining of the cloak.

**Derogating Weapon** Level 7+

*This weapon cripples your opponents' morale with every strike.*

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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Encounter • Fear):** Free Action. Use this power when you hit with the weapon. Your target takes a –1 penalty to attack rolls against you or your allies (save ends). With each additional hit, the penalty increases by 1 (to a maximum of –3). If the target saves, the process begins again at –1 with a successful hit.

Crafted by tiefling blacksmiths in the Ninth Tower, the *derogating weapon* is designed to remind and punish those who challenge Beithor of their inferiority. However, some of these weapons have fallen into the hands of the archdevil's enemies (including rogue tieflings from the Legacy of Pride) and work equally well against anyone.

**Droning Amulet** Level 9+

*This amulet is a small, golden fly suspended on a silver chain. It can be activated to daze and disorient your enemies.*

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

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily ♦ Psychic):** Minor Action. You are surrounded by an aura (aura 1) of droning sound, like the buzzing wings of thousands upon thousands of flies, until the end of your next turn. Enemies in the aura are dazed and suffer a –2 penalty to their Will defense.

*Level 14 or 19: Aura 3*

*Level 24 or 29: Aura 5*

*Droning amulets* are created by tieflings of Beelzebub's legacy to honor their Lord Benefactor's more obscure name: Lord of the Flies. However, few who possess these amulets realize their sinister origins, as the secret of their manufacture has since moved beyond Beelzebub's legacy. Even younger legatees may not realize that a droning amulet is a virtual relic of their



legacy, as Beelzebub has worked diligently to promote an entirely different image among his tieflings.

### Gauntlets of Bleeding

Level 10+

*These steel gauntlets are covered in spikes and barbs. They allow you to inflict dreadful, bleeding wounds on your foes.*

Lvl 10 5,000 gp

Lvl 20 125,000 gp

Lvl 30 3,125,000 gp

**Item Slot:** Hands

**Property:** Gain a +1 item bonus to melee weapon damage rolls.

**Power (Daily):** Free Action. Use this power when you hit with a melee weapon attack. You deal ongoing 5 damage (save ends) in addition to any damage that the attack normally deals.

*Level 20:* Ongoing 10 damage (save ends).

*Level 30:* Ongoing 15 damage (save ends).

Amon's tieflings often delight in spilling blood; the more blood the better. To maximize their wounding potential, the legatees of Amon's legacies have created the rather vile *gauntlets of bleeding*. These gauntlets are often forged of blackened steel plates and festooned with spikes and barbs designed to gouge an enemy's flesh. However, the most terrible aspect of the *gauntlets of bleeding* is their ability to vastly increase the blood loss suffered by their owner's victims. Even a minor gash can be caused to flow in an arterial flood, making nearly any wound possibly fatal.

### Gloves of Carnal Persuasion

Level 12

*When you lightly caress targets with these black, silk gloves, you gain control and influence over their actions.*

**Item Slot:** Hands

13,000 gp

**Power (Daily ♦ Charm):** Standard Action. You can make a Dexterity vs. Reflex melee attack against a single target. If the attack is successful, the target is dominated until the end of your next turn and you gain a +2 power bonus to Bluff, Diplomacy, and Intimidate checks made against the target until the end of the encounter.

An invention of the infamous tiefling madam, Aryassana Feathertongue, the *gloves of carnal persuasion* have allowed the Supreme Benefactor of Lilith's legacy to make the services that her brothel offers truly irresistible. Madame Feathertongue has two pairs of the gloves that she loans out to her most "productive" employees, and another pair that she wears in nearly any social gathering. However, Aryassana has no intention of reserving the gloves' power only for herself and her legacy; she happily creates and sells the gloves to interested buyers, allowing her to further spread the patron sin of her Lady Benefactor.

### Knives of Butcher's Balm

Level 20

*The small blades in this set of butcher's knives are wickedly sharp, and each bears a curious sigil: a wheel of inward pointing spikes.*

**Wondrous Item** 125,000 gp

**Power (Daily ♦ Healing):** Standard Action. When you use the knives to dress out the corpse of a recently slain creature, you regain hit points equal to one-tenth the creature's starting maximum. Treat any hit points gained over your maximum as temporary hit points.

Although most tieflings belonging to Beelzebub's legacy are content to partake in the more common indulgences of food and drink, a few legatees have taken their Lord Benefactor's sin to a far darker realm. The *knives of butcher's balm* are the handiwork of one of the more infamous legatees of Beelzebub's legacy, a twisted, corpulent tiefling named Akkarus Ironbelly. However, Akkarus was more commonly known by the moniker hung on him by his fellow legatees – Beelzebub's Butcher.

Akkarus created the *knives of butcher's balm* to indulge in some of his darker appetites; however, sets have since been created by others, and are typically used by powerful hunters to recuperate after a particularly grueling hunt.

### Miser's Monocle

Level 12

*This silver-rimmed monocle enhances your bargaining skills, and ensures that you always get the best price.*

**Item Slot:** Head 13,000 gp

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

**Power (Daily):** Free Action. You can use this power when you roll a poor Diplomacy or Insight check. You may reroll the check with a +2 item bonus and use the new result.

There is nothing that the legatees of Mammon like better than a good deal; especially if their end of the bargain is far better than their mark's. The *miser's monocle* was crafted by the tieflings of the Legacy of Avarice to aid in negotiations, primarily those where money is changing hands. The monocles are so popular that nearly every major diablerie has a few on hand to make sure no one gets the upper hand in any deal with Mammon's children.



**Rod of Envious Ruin** Level 4+

*This short, silver rod is capped with a fist curled around a large diamond. It allows you to smite those with more power and experience than you.*

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

**Implement (Rod)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d8 damage per plus against creatures with more levels than you

**Property:** When you place your Warlock's Curse on a target with more levels than you, the creature takes damage equal to the difference between its level and yours.

Tiefling warlocks sworn to Bael are often consumed with envy for those with more power than themselves. The *rod of ruinous envy* was created to bring especially potent adversaries to heel... and to knock them down a few pegs should they survive the conflict. The rods allow a warlock to bring more of Bael's power to bear upon those who command greater battle experience, an immensely gratifying experience for both legatee and Lord Benefactor.

**Rod of Lethargy** Level 10+

*This rod channels the power of Belphegor, smiting your enemies with lethargy and drowsiness.*

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

**Implement (Rod)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus and the target is slowed (save ends)

**Property:** Whenever your pact boon is triggered, each enemy adjacent to the original target is dazed until the end of your next turn.

Tiefling warlocks that have pledged their souls to Belphegor, Lord of Indolence, developed these rods to inflict their Lord Benefactor's particular brand of sin upon their enemies. A *rod of lethargy* is typically crafted from lead, about two feet long, and features the "heavy eye" sigil of Belphegor cunningly hidden among dozens of other arcane runes and glyphs inscribed into the soft metal (DC 20 Perception or Religion check to notice).

**Snow Mantle** Level 8+

*This cloak of white ermine is favored by bold devil-hunters, inuring them to fire and strengthening their attacks against such fiends.*

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

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain an item bonus to damage rolls against devils equal to the cloak's enhancement bonus. Gain resist 5 fire.

*Level 19 or 24:* Resist 10 fire.

*Level 29:* Resist 15 fire.

The Legacy of Pride has garnered many enemies, but the archdevil Bei'thor has personally garnered far more. Tevron, a powerful celestial hound who roams the astral sea, is the Lord of Malignity's greatest nemesis; accordingly, the servants of both devil and hound wage a tireless war against one another on whatever plane they meet. Fashioned by disciples of Tevron, *snow mantles* are cloaks crafted solely for the purpose of slaying devils. Tieflings loyal to Bei'thor do their best to find and destroy as many of these cloaks as they can, while those who reject their Lord Benefactor often seek out Tevron's servants for succor.

**Temptress' Bane** Level 17

*This rather plain silver bears an onyx stone carved with the symbol of the god Rathul, a nine-pointed star.*

**Item Slot:** Ring 65,000 gp

**Property:** Gain a +2 item bonus to saving throws against charm effects.

**Power (Daily ♦ Charm):** Immediate Interrupt. You can use this power when you are hit by an attack with the charm or psychic keyword. Gain a +2 power bonus to your Will defense and resist 10 psychic against the attack.

If you've reached at least one milestone today, the bonus and resistance last until the end of your next turn.

While most of Rathul's clergy have accepted Lilith in her guise as Lamash, and freely offer up their prayers to their god's mistress, some fervently resent that their faith has been co-opted by the Lady of Lust. These few clerics and paladins believe that the followers of Lamash, whom they rightly believe is the archdevil Lilith, must be expunged from their order. However, combating an entire legacy of seductive, manipulative tieflings with powerful charming magic is no easy task, so to aid them in their holy crusade, the devout of Rathul fashioned the *temptress' bane* rings. Each ring fortifies the mind of its wearer against attacks that would rob him of his judgment and mental faculties, thereby allowing Rathul's followers to stand on even ground with the minions of Lilith.

**Thuggish Weapon** Level 7+

*This weapon allows you to strike a sneaky, crippling blow, even when your opponent is aware and focused on you.*

Lvl 7 +2 2,600 gp Lvl 22 +5 325,000 gp

Lvl 12 +3 13,000 gp Lvl 27 +6 1,625,000 gp

Lvl 17 +4 65,000 gp

**Weapon:** Mace

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d8 damage per plus if you have combat advantage

**Power (At-Will):** Free Action. Use this power when you hit with the weapon. You deal Sneak Attack damage to the target as if you were a rogue of the weapon's level.

Designed by the leader of a bandit cult devoted to the archdevil Bael, *thuggish weapons* are a brute's answer to the *duelist weapon*. Designed to disable or outright kill a victim with a single blow, *thuggish weapons* have become quite popular with brigands and other cutthroats eager to remove a dangerous mark from the fray in a hurry. Since the original crafter of these weapons was a disciple of Bael, the majority of these weapons have been constructed as morningstars, often bearing Bael's symbol on the spiked head of the weapon.

**Venomsoul Armor** Level 8+

*This greenish armor guards you against venomous attacks.*

Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp

Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp

Lvl 18 +4 85,000 gp

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** Resist 5 poison

*Level 13 or 18:* Resist 10 poison

*Level 23 or 28:* Resist 15 poison

**Power (Daily ♦ Poison):** Immediate Reaction. You can use this power when an enemy hits you with an attack. Deal 1d8 + Constitution modifier poison damage and ongoing 5 poison damage (save ends) to that enemy.

*Level 13 or 18:* 2d8 + Constitution modifier poison damage and ongoing 10 poison damage (save ends).

*Level 23 or 28:* 3d8 + Constitution modifier poison damage and ongoing 15 poison damage (save ends).

The zealous order of venomsoul crusaders serves Mammon on the field of battle, smiting enemies in the archdevil's name. They tend to focus on Mammon's aspect as the great serpent, and the armor worn by their more prominent members exemplifies this devotion. *Venomsoul armor* is typically chain, scale, or plate manufactured with high amounts of copper and bronze, which are allowed to gain a patina of verdigris before enchantment. The armor girds the wearer against poisonous attacks, and enables the followers of Mammon to strike their enemies with venomous power.

**Wrathfire Weapon** Level 10+

*This weapon can burst into lurid green flames at your command.*

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

**Weapon:** Heavy Blade or Light Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 fire damage per plus, or +1d8 fire damage per plus against bloodied targets

**Power (At-Will ♦ Fire):** Free Action. All damage dealt by the weapon is fire damage. Another free action returns the damage to normal.

**Power (Daily ♦ Fire):** Free Action. Use this power when you hit with the weapon. The target takes an extra 1d8 fire damage, or an extra 1d10 fire damage against bloodied targets.

*Level 14 or 19:* 2d8 fire damage, or 2d10 fire damage against a bloodied target.

*Level 24 or 29:* 3d8 fire damage, or 3d10 fire damage against a bloodied target.

Tieflings of Amon's legacy tend to be fierce warriors, and many have taken an example from their Lord Benefactor and seek to duplicate the archdevil's own weapons. *Wrathfire weapons* are one of the most common types of magical weapons found in the hands of Amon's legatees, and they are highly prized by their owners. The *wrathfire* enchantment allows tiefling warriors to smite weakened foes, working in tandem with the Bloodhunt tiefling racial feature. Most *wrathfire weapons* are constructed as longswords or bastard swords in homage to the weapon Amon himself wields; however, they are occasionally constructed as short swords, handaxes, and even greataxes.



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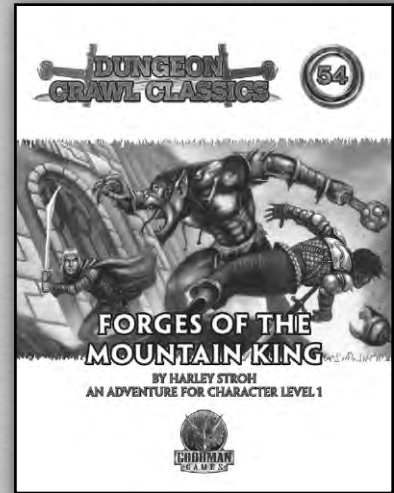
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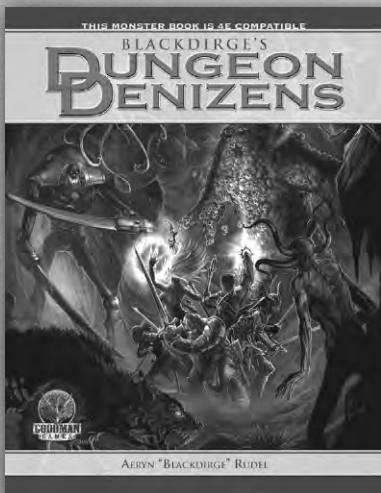
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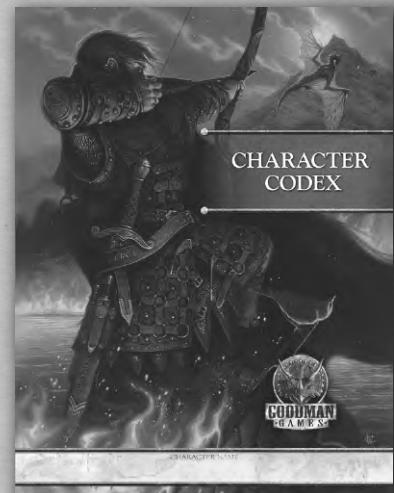


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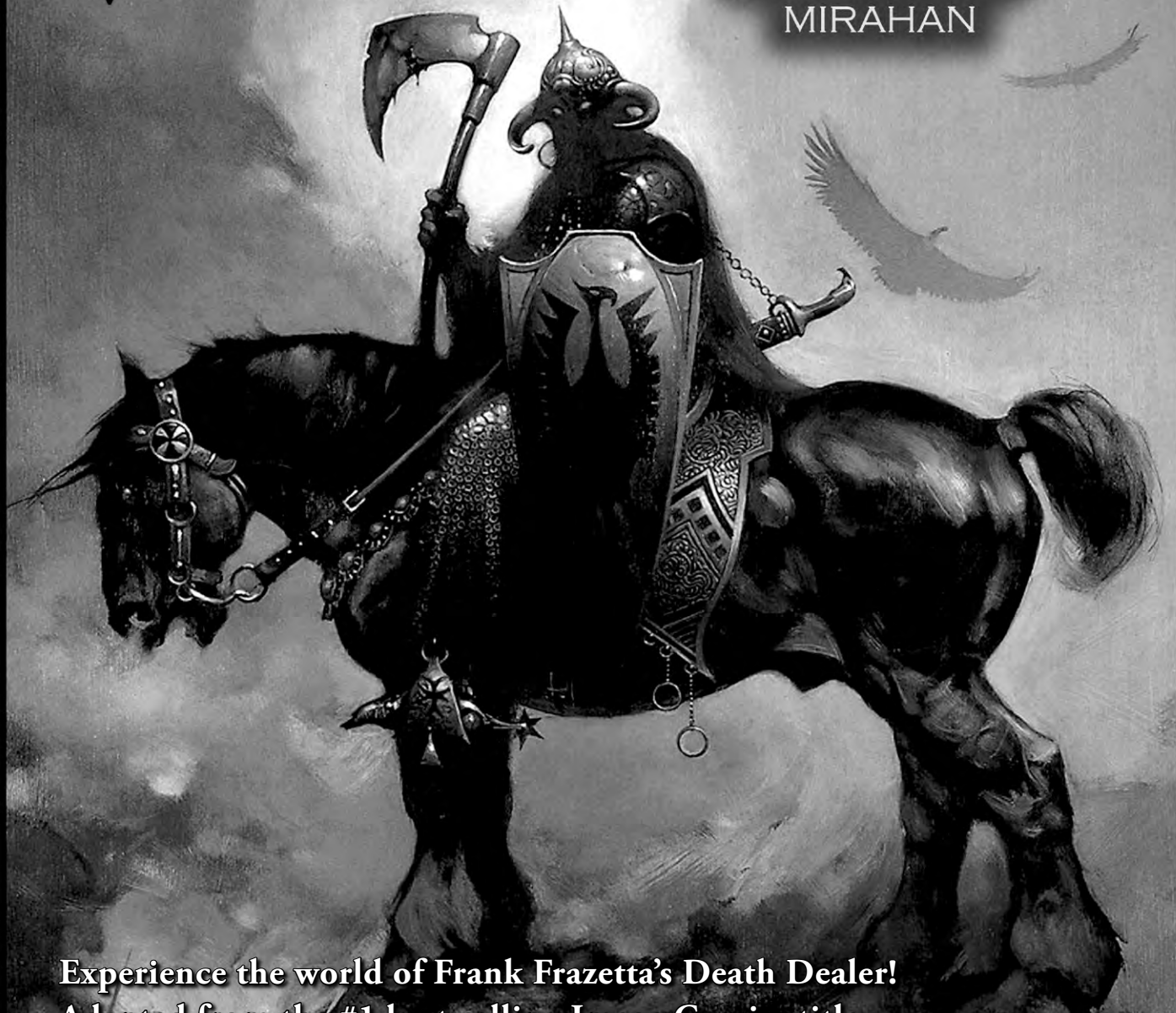
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