

Tiefling: Amethyst Bloodline

Although similar in appearance, with amethyst horns and veins of purple birthmarks, hard as stone, covering from their body, amethyst bloodline tieflings can have two very different origins. These tieflings are the descendants of tieflings who managed to separate their bloodline from hell, thanks to the aid of a powerful creature. Either due to the sheer power of an amethyst Dragon, or granted by the wish of a Dao Genie.

Amethyst Bloodline Features

As an amethyst bloodline tiefling you gain the following traits:

- **Ability Score Increase.** Your Charisma score increases by 2.
- **Age.** Tieflings mature at the same rate as humans but live a few years longer.
- **Alignment.** Tieflings might not have an innate tendency toward evil, but many of them end up there. Evil or not, an independent nature inclines many tieflings toward a chaotic alignment.
- **Size.** Tieflings are about the same size and build as humans. Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Subrace.** Choose which origin your blood heralds from, either dragon blood or dao blood.

Dragon Blood

A powerful amethyst dragon used its psionic powers to shatter the devilish stain in your blood. Perhaps they hunted down the original devil that caused the stain in the first place, or perhaps in an act of miraculous magic, they destroyed the curse, freeing your people. Yet, in an act of hubris, or perhaps generosity, the dragon bonded its own blood to that of the free tieflings. The power of that dragon now flows through your bloodline. You gain the following benefits.

You gain the following benefits:

- **Ability Score Increase.** Your Intelligence score increases by 1.
- **Amethyst Resistance.** You have resistance to force damage.
- **Languages.** You can speak, read, and write Common and Draconic.
- **Draconic Legacy.** You know the *mage hand* cantrip. Once you reach 3rd level, you can cast the *shield* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *misty step* spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.

In addition you choose one ability to gain between Darkvision or Psionic Mind.

- **Darkvision.** Thanks to your draconic heritage, you have superior vision in dark and dim conditions. You can see in



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

- **Psionic Mind.** You can send telepathic messages to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand these messages, but it must be able to understand at least one language to comprehend them.

Dao Blood

A powerful dao made a wish to separate your ancestor from the devils that enchained their blood. The power of that magic was not something that a devil could ignore, and so the curse was undone. In exchange they bonded their blood to that of your ancestry. The power of the genie now flows through your bloodline. You gain the following benefits:

- **Ability Score Increase.** Your Strength score increases by 1.
- **Amethyst Resistance.** You have resistance to bludgeoning damage from non magical weapons.
- **Languages.** You can speak, read, and write Common and Primordial.
- **Sure Footed:** You have advantage on Strength and Dexterity saving throws made against effects that would knock you prone.

- **Primordial Legacy.** You know the *resistance* cantrip. Once you reach 3rd level, you can cast the *sanctuary* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *pass without a trace* spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.