

Scions of Sin

*Tiefling*

*Archetypes*

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**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

# Credits

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## Introduction

Relatively speaking, a character's race generally isn't one of the most important choices you can make about them, at least as far as the mechanics of the game are concerned. Most racial abilities stop being particularly relevant after the first few levels of play, and while ability bonuses and penalties are certainly not insignificant, they ultimately result in only a +1 bonus or -1 penalty on most rolls involving that ability.

And yet, the idea of picking a race whose ability score adjustments go against your choice of class just feels wrong, like you're making a huge mistake, and the option is barely conceivable. You don't see many dwarven bards, oracles, or sorcerers. Why make your elf a druid or a sorcerer when he could be a wizard and really make use of that +2 bonus to intelligence?

This book aims to allow players who want their race to have a more meaningful impact on their character do so, while also helping to provide support for characters with an unusual race and class combination. It does so by providing several archetypes that are specifically designed for tiefling characters, which provide a distinctly fiendish spin on the way the class works. A special emphasis has been placed on finding classes that one might not normally associate with tieflings at first glance, for mechanical reasons, and providing solutions that make these classes more appealing.

These racial archetypes are only available to tieflings. Other races cannot take them. They are presented in alphabetical order, by the name of the class that the archetype belongs to.

## Hell's Troubadour (Bard)

While many tieflings shun their lower planes origins, some choose to embrace them, forming special pacts with netherworld entities in order to gain greater power. Those making pacts with infernal entities often become hell's troubadours, musicians and charlatans empowered with the magic of the lower planes. These wanderers carry magic instruments which come from hell itself, using their power to bewitch and beguile mortals and ultimately seeking to claim their souls for their infernal masters.

**Alignment:** Hell's troubadours are minions of hell and slaves to infernal masters, willingly doing wicked deeds for the sole purpose of gaining more power. As such, all hell's troubadours are evil.

**Pact-Bound Instrument (Su):** All hell's troubadours are gifted with a single instrument from hell, usually a pipe or a violin, but other instruments are not unheard of. This instrument is a focus for the hell's troubadour's powers and makes him more potent. While touching the instrument, the hell's troubadour treats his Charisma score as though it were 2 higher for the purposes of bard class abilities and spellcasting. Further, the saving throw DCs of abilities which are dependent on sonic effects generated by the instrument are increased by 1. Finally, all Perform checks made with the instrument are made with a +2

profane bonus. Pact-bound instruments are indestructible, except by good-aligned weapons and spells or by exposing the instrument to a fire in hell.

**Song of the Infernal Curse (Su):** A hell's troubadour can play a song on his pact-bound instrument which drags the very heart and soul of the listener towards the pit. A hell's troubadour can use his bardic performance to impose a foul curse on all of his foes who can clearly see and hear him. Such creatures suffer a -1 penalty on attack rolls, weapon damage rolls, and to AC and Will saves against fear effects. At 5<sup>th</sup> level, and every 5 levels thereafter, these penalties increase by +1.

This ability replaces the inspire courage class feature.

**Song of Souls (Su):** At 10<sup>th</sup> level, as a full round action, the hell's troubadour may play his pact-bound instrument in order to attempt to send the soul of a recently deceased creature to hell. This ability only functions on creatures that have been dead for less than 3 full rounds. Affected creatures are entitled to a Will Save (DC 10 + 1/2 the hell's troubadour's level + the hell's troubadour's Charisma modifier); if a target fails this save, his soul is dragged to hell, preventing the possibility of resurrection unless his soul is first freed from hell (typically, this can be accomplished with a *wish* or *miracle* spell; however, in certain cases it may actually require a trip to hell to negotiate the soul's release). When he uses this ability, the hell's troubadour gains a +2 profane bonus to one of the following: attack rolls, damage rolls, saving throws or skill checks. This bonus lasts until sunrise on the following day. While multiple uses of this ability are cumulative, they do not stack: each time the ability is used, the hell's troubadour must choose a new kind of profane bonus. In rare cases, a particularly valuable soul may cause the hell's troubadour to attract the attention of powerful denizens of hell and possibly curry favor with them.

This ability replaces the jack of all trades class feature.

## Tiefling Terror (Bloodrager)

Tiefling terrors are bloodragers who have a deep connection to one of the lower planes, using their dark heritage to fuel their magics. This deep connection to the darker realms makes their magic more potent than it otherwise would be. As they grow in strength, tiefling terrors learn to draw deeper on the power of the lower planes to perform more impressive acts of magic.

**Tiefling Blood:** A tiefling terror must choose between the abyssal, infernal, or kyton bloodlines (at the GM's discretion, the tiefling terror may also choose another bloodline that is related to a lower-planar race, evil deity, or similar). A tiefling terror treats his Charisma score as being 2 points higher than it actually is for the purposes of spellcasting, tiefling terror class abilities, and bloodline powers tied to one of those bloodlines.

**Manifest Terror (Su):** A tiefling terror can draw upon his dark power to project a potent aura of fear. Whenever the tiefling terror enters a bloodrage, he becomes surrounded with a dark energy which extends in a 10-foot-radius around him. All creatures within this radius must succeed on a Will Save (DC 10 + 1/2 the tiefling terror's level + the tiefling terror's Charisma modifier) or be shaken for as long as they remain within the radius.

This ability replaces the fast movement class feature.

**Feed the Fear (Su):** A tiefling terror can use his deep connection to the lower reaches to imbue his weapon with the dread of those evil places. At 3rd level, whenever the tiefling terror confirms a critical hit against a shaken creature, that creature becomes frightened for 1 round. This is a mind-affecting fear effect.

This ability replaces the blood sanctuary class feature.

**Unholy Casting (Su):** A tiefling terror can draw upon his connection with the underworld to greatly empower his spells. At 7th level, each time the tiefling terror casts a spell, he may choose to have it deal an additional 1d6 points of damage to each creature it affects, regardless of whether or not the spell normally does damage. There is no saving throw to reduce this damage, and no damage reduction or energy resistance reduces damage dealt by this ability. At 10th level, this bonus damage increases to 1d8; at 13th level, this bonus damage increases to 2d6; at 16th level, this bonus damage increases to 2d8; and at 19th level, this bonus damage increases to 3d6.

This ability replaces the damage reduction class feature.

## Underworld Oracle (Oracle)

Tieflings are often called cursed by ignorant and uninformed peoples, but some few tieflings actually carry the entire weight of the underworld upon their shoulders. These truly cursed tieflings also carry the gift of magic and foresight, and can hone their gifts to become underworld oracles, a potent type of oracle that blends underworld heritage with ancient tradition.

**Underworld Blood:** An underworld oracle treats her Charisma score as though it were 2 higher than it actually is for the purposes of spellcasting and for oracle class abilities.

**Underworld Curse (Su):** Underworld oracles are cursed with the visions of the underworld and often experience visions of things to come in the form of nightmares and hellish portents. These visions are often traumatizing and can inflict great damage to the underworld oracle's psyche over time. As a result, many underworld oracles eventually become quite mad.

This curse does have some benefits, allowing the underworld oracle to glimpse the future. At 1st level, an

underworld oracle can glimpse the result of something as it is just about to happen. Once per day, as an immediate action the underworld oracle can proclaim a vision of the future, forcing a single creature within 60 feet to roll twice on the next attack roll, saving throw, or skill check he makes. The underworld oracle chooses which roll the target uses for that attack roll, saving throw, or skill check.

At 5th level, the underworld oracle can tap into her visions in order to descry an omen regarding a particular course of action. Up to 5 times per day, the underworld oracle can attempt to read one of these omens. This works in a fashion similar to the *augury* spell, except that the omen provides more information in the form of letting the oracle understand how good or bad a course of action would be for her; for instance, indicating that a "woe" result is severe and would likely result in the death of the oracle and her friends, or that a "weal" result is only of minor benefit to them. Additionally, the results of these omens have a potent effect on the underworld oracle's psyche, depending on the nature of the omen. A result of "weal" grants the underworld oracle a +1 morale bonus to attack and damage rolls, as well as a +1 bonus to her caster level for 1 hour. On the other hand, a "woe" result causes the underworld oracle to suffer psychic trauma, and she must succeed on a Will save (DC 25) or become shaken for hour. Additionally, if she fails her save by 10 or more, she is first frightened for 1d6 rounds.

At 10th level, the underworld oracle can gain a sixth sense regarding things that are about to happen. As a result, she is never caught unaware and is constantly ready for trouble. This grants the underworld oracle a +4 bonus to her initiative score, and she can never be caught flat-footed. Additionally, whenever a foe would surprise the oracle, she receives a potent vision warning her of the danger, allowing her to always act in the surprise round (but only if a surprise round would otherwise occur) and to take a full round's worth of actions in the surprise round.

Finally, at 15th level, the underworld oracle can draw upon the powers of the underworld in order to glimpse with perfect certainty a single moment in time. This allows her to gain a +20 competence bonus to a single attack roll, saving throw, or skill check as an immediate action.

This ability replaces the oracle curse class feature.

**Commune With the Dead (Sp):** An underworld oracle can attempt to call up the spirit of a deceased person to communicate with. This functions like the spell *Speak with Dead*, except that the corpse is not required in order to use this ability, and the underworld oracle is limited to a maximum of three questions. Regardless of the deceased's alignment, the target is always entitled to a Will save (DC 10 + 1/2 the underworld oracle's level + the underworld oracle's Charisma modifier) to resist the effect. If the underworld oracle is in the presence of the deceased corpse, the target suffers a -5 penalty on the saving throw. The underworld oracle may use this ability 3 times per day, but she can never ask any given spirit more than three total questions (meaning that if she asks all three of her available questions the first time that she contacts a spirit, she can never use this ability on that spirit again). At the GM's discretion, the spirit of any

creature that died more than 1 week ago per class level the underworld oracle possesses may have moved on, and be unreachable.

This ability replaces the revelation gained at 1<sup>st</sup> level.

**Consult the Underworld (Sp):** An underworld oracle can use her special connection to the underworld in order to consult the lords of the dead about future events. This functions similarly to the spell *commune*, except that the underworld oracle may ask only a single question, and the lords of the underworld may respond with an answer consisting of up to 1,000 words. For every 100 words spoken by the lords of the underworld, the underworld oracle must succeed on a Will save (DC 20 + 1 per previous save) or be subjected to temporary insanity, falling into a state of confusion for 1d4 minutes. Once the underworld oracle fails one of these Will saves, the lords of the underworld stop speaking, and no further information can be gained from that use of this ability. The underworld oracle may use this ability once per day.

This ability replaces the revelation gained at 11<sup>th</sup> level.

## Blood Rebel (Paladin)

While not all tieflings allow their fiendish roots to define them, some feel the call to defy their foul heritage altogether and give their lives over to the service of good. These are the blood rebels, a name they choose for themselves to show that they live their lives in defiance of their hated origins. While the blood rebels are not a formal order, they do maintain a loose brethren and offer aid to one another when they encounter each other in service of righteous causes.

**Defy Evil (Su):** A blood rebel has a passion for fighting evil, and though she lacks the raw inner strength that most paladins call upon, a blood rebel relies on intellectual knowledge and deep-seated rage. Once per day, as a swift action, a blood rebel can call upon her training and inborn righteous fury to enhance her strength against evil opponents, gaining a +4 sacred bonus on all attack and weapon damage rolls against evil opponents for a number of rounds equal to 3 + 1/2 her class level (rounded down). If the target is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, this bonus is doubled. At 4th level, and every 3 levels thereafter, she may use this ability an additional time per day.

This ability replaces the smite evil class feature.

**Withstand Evil (Ex):** A blood rebel is able to withstand threats that most ordinary men couldn't dream of. At 2nd level, the blood rebel gains a +2 sacred bonus to AC and saving throws against evil creatures. When she uses her defy evil ability, these bonuses increase by a further +4.

This ability replaces the divine grace class feature.

**Intellectual Paladin (Ex):** A blood rebel studies ancient scriptures and holy texts to learn her spells. She

uses Intelligence rather than Charisma for her paladin spellcasting, and can use divine scrolls that replicate spells on the cleric spell list as though those spells were on the paladin spell list. The blood rebel treats the spell level of any spell that she casts from a scroll that does not appear on the paladin spell list as being equal to half of what it actually is (rounded up) for the purposes of whether or not she needs to make a check to use the scroll (*for example, a blood rebel would treat speak with dead as a 2nd-level paladin spell for the purposes of this ability, and could use a scroll of speak with dead without making a check once she could cast 2nd-level spells, while she would treat miracle as a 5th-level paladin spell, and so always need to make a check for a scroll of miracle*).

### Stand as One Against the Darkness (Ex):

Beginning at 11th level, a blood rebel can make a sacred prayer to embolden herself and her allies. She can expend 2 uses of her defy evil ability as a swift action in order to grant herself and her allies a +2 bonus to AC, attack rolls, saving throws, and weapon damage rolls for 1 minute. While she can use this ability at any time, even to combat non-evil creatures, any creature who deals damage (other than non-lethal damage) to a good-aligned creature while under the effect of this ability must succeed on a DC 20 Will save or lose the benefits of this ability.

This ability replaces the aura of justice class feature.

## Abyssal Corsair (Swashbuckler)

An abyssal corsair is a tiefling swashbuckler who focuses more on finesse and intellectual combat styles than on artistry and flashiness. While they have the same grace as other swashbucklers, an abyssal corsair taps into her fiendish ancestry for an additional burst of power.

**Sharp Mind (Su):** An abyssal corsair relies on thinking and a quick wit to accomplish her ends. An abyssal corsair uses Intelligence rather than Charisma for determining swashbuckler class features.

**Fiendish Surge (Su):** An abyssal corsair can call upon her lower planes origins to perform spectacular feats of combat. At 2nd level, as a swift action, an abyssal corsair may add 1d6 to both the attack and damage rolls of all attacks she makes with a light or one-handed piercing weapon that round. She can use this ability 3 times per day at 2nd level, and an additional time per day every 4 levels thereafter.

This ability replaces the charmed life class feature.

**Edged Grace (Ex):** An abyssal corsair's quick thinking allows her to easily anticipate and avoid peril. At 3rd level, an abyssal corsair gains a +1 bonus on all saving throws. At 7th level, and every 4 levels thereafter, this bonus increases by +1, to a maximum of +5 at 19th level.

This ability replaces the nimble class feature.



# Come to the Dark Side

Everyone's favorite downtrodden anti-heroes and over-the-top villains, tieflings carry within them the touch of the lower planes. Whether it's a subtle hint of brimstone, glowing red eyes, or full-on red skin and goat hooves, no one expects a tiefling to be a nice guy. Unfortunately, while this can make for a fun character flavorfully, the mechanics of being an untrustworthy tiefling can work against the players of tiefling characters interested in Charisma-heavy classes.

This book aims to give players who want the fact that their character is a tiefling to be more mechanically relevant a way to make that happen, while also providing support for tiefling characters of a variety of classes that don't typically make much mechanical sense for tieflings. Included are the hell's troubadour, a bard archetype with a special infernal instrument and the ability to banish souls to hell, the tiefling terror, a bloodrager archetype that unleashes the frightening side of the tiefling's ancestry, the underworld oracle, an oracle archetype that grants the tiefling a variety of divinatory powers from their connection to the underworld, the blood rebel, a paladin archetype for tieflings who cast aside their heritage, and the abyssal corsair, a swashbuckler archetype for canny and cunning combatants.