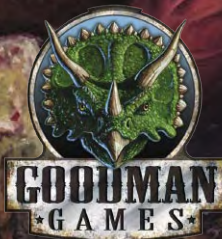


HERO'S HANDBOOK:

TIEFLINGS



By JEFF LaSALA AND AERYN "BLACKDIRGE" RUDEL

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

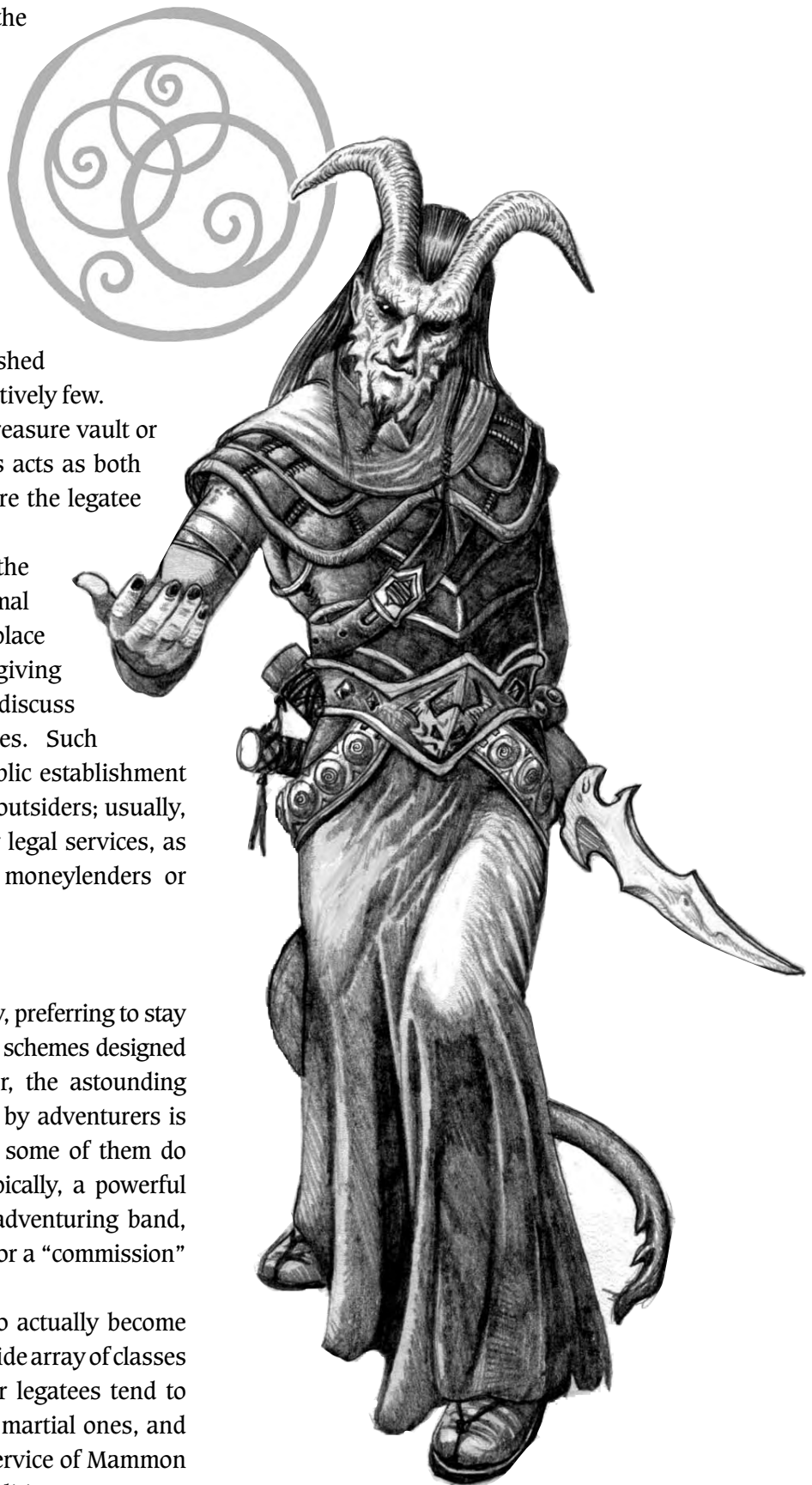
Mammon's legatees have few established diableries since their numbers are relatively few. Individual legatees typically build a treasure vault or a room to house their valuables; this acts as both a private diablerie and a shrine, where the legatee can make petitions to Mammon.

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.