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## Tiefling: Twilight Bloodlines

Twilight tieflings are born, as their name indicate, from under the twilight veil and fall in two categories. Those that were blessed by the light and those that received the gift of darkness. They look very different from other tieflings, with a sharp contrast between their skin and blood. Whilst this appearance is uncanny, it is not uncommon, as many tieflings born under the veil of twilight share this aspect, completely unrelated to the origin of their parents. For a long time it was thought that unfaithfulness was the reason for such children, and not an ancient fight between heaven and hell over the legacy of tiefling blood.

As an twilight 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 dark bloodline or bright bloodline

## Dark Bloodline

Of bright colors, often cyan blue, these tieflings get the name of dark bloodline because their powers come from the forces of Hell. When they focus their magic in battle, their veins and eyes fill with a deep black color, in sharp contrast to their skin. With their hell-touched blood, it is not rare to see these tieflings becoming vicious criminals, driven by a murderous frenzy, although many rebuke their hellish origins.

You gain the following benefits:

- **Ability Score Increase.** Your Intelligence score increases by 1.
- **Dark Blood.** You have resistance to necrotic damage.
- **Languages.** You can speak, read, and write Common and Infernal.
- **Infernal Legacy.** You know the *life leech*\* cantrip. Once you reach 3rd level, you can cast the *bane* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *grasping shadows*\* spell once as a 3rd-level spell. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.
- **Darkvision.** Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

## Bright Bloodline

Deep purple being the most common color, these tieflings get the name of bright bloodline because their blood is tied to Celestial powers. When they focus their magic in battle, their veins and eyes fill with a blinding white color, in sharp contrast to their skin. With their divine-touched blood, these tieflings can often become the moral pillars of the society they are a part of, even if many choose to ignore their celestial origins.

You gain the following benefits:

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Bright Blood.** You have resistance to radiant damage.
- **Languages.** You can speak, read, and write Common and Celestial.
- **Body of Light.** Your own blood shines so bright that you've grown accustomed to blinding lights. You have advantage on saving throws against being blinded.
- **Celestial Legacy.** You know the *light* cantrip. Once you reach 3rd level, you can cast the *guiding bolt* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *prayer of healing* spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.