

TIEFLING BLOODLINE OF MOLOCH

MOLOCH

Exiled from the blistering realm of Malbolge for his attempts to usurp The order of the Nine Hells, Moloch sacrificed all to climb to the top. He can now be found wandering the planes and prime worlds searching working towards the means to reinstate himself in Hell, plying his services to the highest bidder, offering others the chance to sacrifice everything they have for a chance at their desires.

Tieflings linked to this archdevil have a strong sense of what is owed them, and may find volunteers to be unreliable if not suspicious. They tend to be larger and stockier than other tiefling bloodlines, with red-orange skin, and a crown of horns.

SUBRACE TRAITS

If your tiefling has a subrace, you may choose the following option to have Moloch be connected to your tiefling's family.

The traits of this subrace replace the tiefling's Ability Score Increase and Infernal Legacy traits given in the Player's Handbook.

Ability Score Increase. Your Charisma score increases by 1, and your Strength score increases by 2.

Legacy of Exile. You know the *shocking grasp* cantrip. When you reach 3rd level, you can cast the *burning hands* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *suggestion* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.



*For the clueless and the modrons:
art from Mordenkainen's Tome of Foes.*