

3 - Versatile Lineages

Aasimar, Tiefling, and mixed-ancestry options that replace a normal lineage.

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3.1 - Aasimar

Aasimar are mortals marked by celestial blood, sacred aftermath, prophecy, or direct divine attention. Their base ancestry describes their body; Aasimar describes the celestial influence.

Choose one named Aasimar Lineage on this page as the versatile lineage that replaces a lineage from your base ancestry. Retain your ancestry chassis and choose your Ancestral Detail from that ancestry. Record the complete answer, such as **Guardian Aasimar**, as one Lineage choice.

Hiraeth Context

The celestial conflict between Pythia and Malchor produced the Aasimar: celestial blood and power fell into the mortal world, marking people whose descendants could carry that influence. The gold or silver marks remain visible evidence of where that blood touched an ancestral body. Earlier accounts describe small, close communities, both valued and feared for healing, power, and the possibility of passing the Lineage to children. V4.0 treats this as a supernatural inheritance layered over any mortal ancestry.

Physical and Supernatural Manifestation

Choose, combine, or invent manifestations that fit the character:

- Gold or silver birthmarks, spots, or strands of hair that shimmer softly and brighten during celestial power.
- A symbol of a virtue that appeared at birth and returns during revelation.
- A halo, luminous eyes, feathered shadow, impossible warmth, storm scent, or momentary omen.
- Marks subtle enough to hide beneath hair, clothing, pigment, or jewelry, though they never disappear completely.

These signs can be obvious, subtle, intermittent, or hidden. They do not determine alignment or personality.

Shared Versatile-Lineage Traits

Shared trait	Rule
Gold or Silver Birthmarks	Most Aasimar bear gold or silver marks across skin or hair where celestial blood is said to have touched an ancestor. They can be faint or concealed, but they shimmer at rest and glow when you use an Aasimar gift or Talent. A virtue-sign seen at birth returns above or around you during Celestial Revelation. Choose the mark, the virtue associated with it, and who first interpreted it.
Healing Hands	Once per long rest, as an action, touch a creature and restore Hit Points equal to your proficiency bonus plus your level.

Named Aasimar Lineages

Choose one Aasimar Lineage. Its gift combines with the shared traits above.

Fallen

A celestial inheritance has been wounded, severed, judged, or turned toward grave power. Fallen does not mean evil.

Lineage gift: Once per long rest when you damage a creature, deal extra necrotic damage equal to your proficiency bonus.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Sacred Language** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Guardian

Your celestial sign expresses shelter, intercession, endurance, and the refusal to abandon another.

Lineage gift: Once per long rest when an adjacent ally takes damage, use your reaction to reduce it by your proficiency bonus.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Celestial Bearing** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Seraphim

Radiance, wings, sacred fire, or an unmistakable virtue-symbol defines your revelation.

Lineage gift: Learn the light cantrip. Your light can appear as luminous marks, hair, eyes, or a halo.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Winged Sign** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Stormbringer

The celestial conflict remains in you as thunder, lightning, pressure, and charged air.

Lineage gift: Once per long rest when you take lightning or thunder damage, use your reaction to reduce it by twice your proficiency bonus.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Celestial Bearing** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Oracle

Prophetic patterns gather around you, though signs remain partial and interpretation fallible.

Lineage gift: Once per long rest after a creature you can see makes a d20 roll, add or subtract 1d4 before the outcome is declared.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Truth-Seeking Eyes** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Versatile-Lineage Talents

These Talents are discoveries and transformations, not a claim that every child begins life able to use them. Describe what awakened the choice and whether its visible signs were always present.

Level 1 Ancestral Traits

Trait	Rule
Celestial Guide	Learn the guidance cantrip. Once per long rest, cast it as a bonus action.
Truth-Seeking Eyes	Gain proficiency in Insight. Once per long rest, add your proficiency bonus to an Insight check after rolling.
Sacred Language	Learn one celestial or liturgical language and gain proficiency in Religion.
Winged Sign	You possess physical wings or can manifest substantial celestial wings when falling. You can glide 10 feet horizontally for every 10 feet you descend and reduce your effective falling distance by 20 feet. This Trait does not grant a Fly Speed.
Celestial Bearing	Gain proficiency in Athletics or Persuasion. Once per long rest when you roll initiative, choose yourself or one ally within 10 feet to gain temporary Hit Points equal to your proficiency bonus.

Level 5 Talents

Talent	Rule
Celestial Revelation	Once per long rest, as a bonus action, reveal celestial power for 1 minute. Once per turn when you deal damage or restore Hit Points, add your proficiency bonus to one damage or healing roll. Your birthmarks and virtue-sign become unmistakable, and your revelation may include a halo, changed voice, corona, or wings.
Guardian Light	Once per long rest when an ally within 30 feet fails a saving throw, use your reaction to add 1d4 to the roll.

Level 10 Talents

Talent	Rule
Revelation Wings	Requires Winged Sign and Celestial Revelation. While Celestial Revelation is active, you gain a Fly Speed equal to your walking Speed. You cannot hover, carry another creature while flying, or use this flight in heavy armor. If the revelation ends aloft, you glide normally.
Restorative Hands	Healing Hands restores twice your proficiency bonus plus your level.

Level 15 Talents

Talent	Rule
Be Not Afraid	Once per long rest, as an action, creatures of your choice within 15 feet make a Wisdom save against your Ancestry Save DC or become frightened until the end of your next turn.
Celestial Resistance	Gain resistance to radiant or necrotic damage, chosen when you take this talent.

Level 20 Talents

Talent	Rule
Celestial Apotheosis	Requires Revelation Wings. Your wings can remain manifested, and you gain a permanent Fly Speed equal to your walking Speed while not wearing heavy armor. You cannot hover or carry another creature while flying. Your birthmarks and virtue-sign become a recognized omen whose meaning you define with the GM.
Miracle of Mercy	Once per long rest when a creature within 30 feet would drop to 0 Hit Points, use your reaction to let it drop to 1 Hit Point and regain Hit Points equal to your proficiency bonus.

Suggested Lineage-Associated Flaws

These are optional story pressures and grant no additional power.

- *Expected Virtue*: Family or strangers demand that you embody the virtue-sign associated with your birth.
- *Visible Revelation*: Your celestial signs become difficult to hide during stress, magic, or moral conflict.
- *Divine Claim*: A temple, omen-reader, celestial agent, or frightened community believes your power creates an obligation.

Roleplaying Aasimar

- Which virtue-sign appeared at your birth, and who decided what it meant?
- Does your family treat the celestial inheritance as blessing, obligation, danger, or political value?
- What do you fear people will demand when they learn you can heal or reveal celestial power?

Quick Builds

Choose a base ancestry for physical form, then select the Aasimar lineage that describes the celestial manifestation. Guardian with Guardian Light makes a restrained protector; Oracle with Truth-Seeking Eyes makes a prophetic investigator.

3.2 - Tiefling

Tieflings are mortals marked by fiendish pacts, bloodlines, curses, or liminal forces. A lineage is an influence, not a moral alignment.

Choose one named Tiefling Lineage on this page as the versatile lineage that replaces a lineage from your base ancestry. Retain your ancestry chassis and choose your Ancestral Detail from that ancestry. Record the complete answer, such as **Shadow Tiefling**, as one Lineage choice.

Hiraeth Context

Tieflings carry fiendish, pact-bound, cursed, or liminal influence without inheriting a moral alignment. Earlier HAG versions organized many lineages around the Seven Deadly Sins, Lilith, and other infernal or boundary powers. V4.0 retains all fifteen names and their aesthetic identities while making each influence compatible with any base ancestry.

Physical and Supernatural Manifestation

Choose, combine, or invent manifestations that fit the character:

- Horns, fangs, claws, hooves, a tail, unusual eyes, patterned skin, chitin, smoke, heat, or cold.
- A shadow that moves incorrectly, an echo that answers late, or a scent of ash, flowers, metal, storm, or the void.
- A celestial-looking, bestial, elemental, or chaotic sign that complicates easy assumptions about fiendish ancestry.
- No permanent visible sign; the lineage appears only during magic, anger, fear, hunger, or deliberate revelation.

These signs can be obvious, subtle, intermittent, or hidden. They do not determine alignment or personality.

Shared Versatile-Lineage Traits

Shared trait	Rule
Fiendish Manifestation	Choose visible or subtle signs such as horns, unusual eyes, a tail, patterned skin, a shadow that moves incorrectly, or none.

Named Tiefling Lineages

Choose one Tiefling Lineage. Its gift combines with the shared traits above.

Pride

Command, self-sovereignty, and the danger of public humiliation shape this infernal resonance.

Lineage gift: Learn thaumaturgy. Once per long rest, add your proficiency bonus to an Intimidation or Persuasion check after rolling.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Fiendish Tongue** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Greed

Value, possession, debt, and gleaming conjured objects follow this lineage.

Lineage gift: Learn mage hand; it appears metallic or jeweled. You can accurately appraise mundane coinage and gems.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Fiendish Tongue** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Lust

Desire, fascination, intimacy, and dangerous influence define the legacy; they never override player or NPC consent.

Lineage gift: Learn friends. A target knows it was influenced normally when the spell ends.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Fiendish Tongue** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Envy

Imitation, borrowed appearance, and dissatisfaction gather around your magic.

Lineage gift: Learn minor illusion. Once per long rest, its duration can be 10 minutes without concentration.

Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Fiendish Tongue** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Gluttony

Consumption, poison, appetite, and the fear of never having enough mark this inheritance.

Lineage gift: Learn poison spray. You can identify spoiled or poisoned mundane food by smell.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Natural Armament** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Wrath

Heat and immediate retaliation make anger physically visible without controlling your choices.

Lineage gift: Learn produce flame. Once per long rest when you take damage, deal fire damage equal to your proficiency bonus to an adjacent attacker.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Hellish Rebuke** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Sloth

Unseen labor, distant manipulation, and resistance to exertion shape this lineage's magic.

Lineage gift: Learn mage hand. It can carry up to 15 pounds but cannot activate magic items.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Fiendish Tongue** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Lilith

Old flame, autonomy, taboo rites, and resistance to imposed authority are associated with this inheritance.

Lineage gift: Learn control flames. You have advantage on checks to identify infernal contracts and rites.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Hellish Rebuke** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Deceiver

Masks, false appearances, and the craft of presentation surround your lineage.

Lineage gift: Learn minor illusion. Gain proficiency with Disguise Kit.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Fiendish Tongue** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Elements

A shifting elemental influence refuses a single infernal shape.

Lineage gift: Learn one of control flames, gust, mold earth, or shape water. Change the choice after a long rest.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Hellish Rebuke** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Shadow

Dim light, concealment, and an independently expressive shadow mark this legacy.

Lineage gift: Learn minor illusion. You can attempt to Hide while lightly obscured by dim light.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Fiendish Tongue** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Celestial

Celestial and fiendish signs coexist, challenging any simple account of the bloodline.

Lineage gift: Learn spare the dying. Its manifestation mixes celestial and fiendish signs.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Fiendish Tongue** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Beast-Touched

Claw, fang, posture, scent, and primal magic carry the lineage through the body.

Lineage gift: Learn primal savagery. You can communicate simple emotional ideas to Beasts through posture and sound.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Natural Armament** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Chaos

Harmless effects, color, sound, and chance refuse to manifest the same way twice.

Lineage gift: Learn prestidigitation. Its harmless sensory effects can change appearance each time.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Hellish Rebuke** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Void

Silence, distance, missing light, and private messages express an influence from beyond ordinary infernal categories.

Lineage gift: Learn message. Its sound is audible only to the intended recipient.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Fiendish Tongue** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Versatile-Lineage Talents

These Talents are discoveries and transformations, not a claim that every child begins life able to use them. Describe what awakened the choice and whether its visible signs were always present.

Level 1 Ancestral Traits

Trait	Rule
Fiendish Tongue	Learn Abyssal, Infernal, or another setting-appropriate fiendish language and gain proficiency in Deception or Religion.
Natural Armament	Gain horns, claws, fangs, or a barbed tail as a natural weapon dealing 1d6 piercing or slashing damage.
Hellish Rebuke	Once per long rest, cast hellish rebuke at 1st level. Choose Intelligence, Wisdom, or Charisma when you gain this talent.
Winged Manifestation	You possess physical wings or can manifest substantial fiendish wings when falling. You can glide 10 feet horizontally for every 10 feet you descend and reduce your effective falling distance by 20 feet. This Trait does not grant a Fly Speed.

Level 5 Talents

Talent	Rule
Fiendish Resistance	Choose fire, cold, poison, psychic, or necrotic damage. You gain resistance to that type.
Legacy Spell	Choose one 1st-level spell approved by the GM that matches your lineage. Cast it once per long rest without a spell slot.

Level 10 Talents

Talent	Rule
Infernal Wings	Requires Winged Manifestation. Once per long rest, as a bonus action, gain a Fly Speed equal to your walking Speed for 1 minute. You cannot hover, carry another creature while flying, or use this flight in heavy armor. If it ends aloft, you glide normally.
Contractual Escape	Once per long rest when you fail a Charisma or Wisdom saving throw, reroll it.

Level 15 Talents

Talent	Rule
Greater Legacy Spell	Choose one 2nd-level spell approved by the GM that matches your lineage. Cast it once per long rest without a spell slot.
Skin of the Beyond	Once per long rest when you take damage, use your reaction to gain resistance to that instance of damage.

Level 20 Talents

Talent	Rule
Unbound Wings	Requires Infernal Wings. You gain a permanent Fly Speed equal to your walking Speed while not wearing heavy armor. You cannot hover or carry another creature while flying.
Name of Power	Once per long rest, when a creature succeeds on a save against your spell or ancestry feature, force it to reroll the save and use the new result.

Suggested Lineage-Associated Flaws

These are optional story pressures and grant no additional power.

- *Misread Mark*: Others insist your lineage sign proves a motive, allegiance, or moral failing.
- *Legacy Appetite*: A harmless but inconvenient desire, sensation, ritual, or material draws out your supernatural nature.
- *Contract Shadow*: A pact, inherited debt, true name, or claimant treats your existence as part of an unfinished bargain.

Roleplaying Tiefling

- Who first named your lineage, and do you accept that name?
- Which physical sign do you display proudly, conceal, or refuse to explain?
- What moral assumption do strangers make from your fiendish influence, and how has it affected you?

Quick Builds

Choose a base ancestry for physical form and one Tiefling lineage for supernatural expression. Shadow with Fiendish Tongue builds an infiltrator; Wrath with Natural Armament builds a close-range combatant.

3.3 - Mixed Lineage

Mixed ancestry represents parentage or inherited influence from two or more base ancestries without requiring a unique rules package for every combination.

Earlier HAG material gave Half-Elf and Half-Goliath dedicated packages. V4.0 preserves those familiar identities while allowing every combination. A character can use a traditional name, a community-specific name, or simply name each ancestry.

Build the Lineage

1. Choose one **primary ancestry** and gain its complete ancestry chassis.
2. Replace its normal lineage with **Mixed Lineage**.
3. Choose one different **secondary ancestry**.
4. Gain the secondary legacy benefit from the table below.
5. When choosing ancestry talents, you can choose from your primary ancestry, secondary ancestry, or the Universal list. You must meet every prerequisite. A secondary ancestry does not satisfy a requirement for a named Lineage or a body part, movement mode, sense, Breath Weapon, Stonepulse, or other chassis feature you did not gain.
6. Choose your physical traits from either, both, or neither family pattern. Mechanics never require a character to look like a precise fraction of each parent.

Your size and Speed come from the primary ancestry. Mixed ancestry never grants two complete ancestry chassis.

Quick Package

Choose the Ancestral Detail and level-1 Ancestral Trait recommended by your primary ancestry's closest Lineage Quick Package, then replace its Lineage Gift with the Secondary Legacy benefit below. This is only a ready-to-play recommendation; you may choose any eligible Detail or Trait normally.

Secondary Legacy Benefits

Secondary Ancestry	Legacy Benefit
Human	Gain proficiency in one skill.
Dwarf	Gain Stonecunning. If you already have it, gain one artisan's tool proficiency.
Elf	You have advantage on the first saving throw you make to avoid or end the charmed condition after each long rest.
Gnome	Gain Detail Focus.

Secondary Ancestry	Legacy Benefit
Dragonborn	Choose one Draconic Lineage damage type. Once per long rest when you take that damage, reduce it by twice your proficiency bonus.
Kobold	Gain proficiency in Investigation, Sleight of Hand, or Stealth.
Goliath	Count as one size larger only when determining carrying capacity.
Aerimpi	Gain advantage on the first saving throw against fear you make after each long rest.
Felis	Gain Claws as a 1d4 natural weapon and a climb Speed of 10 feet.

Planar and Multiple Influences

For an Aasimar or Tiefling influence, choose that versatile lineage instead of Mixed Lineage. Additional ancestry influences can remain part of appearance and story without granting another mechanical package.

Examples

Half-Elf. Choose Human as primary and Elf as secondary. You gain advantage on your first save against charm after each long rest, and eligible Talents can come from Human or Elf.

Half-Goliath. Choose Human as primary, Goliath as secondary, and gain the limited Powerful Build benefit. Talents can come from Human or Goliath.

Dwarf-Felis. Choose Dwarf as primary, Felis as secondary, retain Dwarf size and Speed, and gain claws plus a 10-foot climb Speed.

Identity Questions

- Which relatives, households, or communities taught you what your ancestry means?
- Is your combination common, named, celebrated, hidden, or politically contested?
- Which physical sign do strangers notice first, and which part of you do they overlook?
- Do you feel like a bridge, a complete lineage of your own, several inheritances at once, or none of those?

Balance Boundary

A secondary legacy is intentionally smaller than a complete lineage. If a concept needs a signature secondary trait, represent it with a later talent rather than adding another chassis feature at level 1.