

HORNS, SCALES, AND TAILS

Playable Dragonborn, Lizardfolk, and Tieflings for Old-School Gaming
Designed and Illustrated by Ben Sandfelder



INTRODUCTION

This was written as a submission for the OSR June Jam (2022). It includes three of my favorite races from later editions of the classic fantasy roleplaying game, reimagined as classes for old-school gaming.

Dragonborn are robust, dragon-like humanoids with destructive breath attacks and elemental resistances.

Lizardfolk are swamp-dwelling hunters and scavengers known for their resourcefulness, and their tendency to eat other humanoids.

Tieflings are bound by the ancient, infernal bargains of their ancestors. They wield profane magic granted by their wicked patrons.

Appendix: Design Choices explains the process and decisions behind each class.

USING THESE CLASSES

These classes are designed to be used with *Old School Essentials: Advanced Fantasy* by Necrotic Gnome games. However, you should be able to use them with any “basic” Old School roleplaying game with very little modification.

Separate Race and Class. Each class includes a sidebar with rules for “advanced” games, where race and class are separate choices. If race and class are separate in your game, use the info in these sidebars instead.

A Quick Note on Fantasy “Races”

Rules like racial Ability modifiers, racial languages, race-based class restrictions, even the term “race” are all based on bigoted notions of racial essentialism.

I reference those rules here for consistency and compatibility with other OSR games. However, I also encourage players to ignore those rules. Disregard any adjustments or requirements for Ability scores, toss out the class restrictions, and just make fun characters!

I also encourage players to educate themselves on why these tired old tropes are hurtful, and how they continue to make players from marginalized backgrounds feel unwelcome in our shared hobby.

If you want to learn more, this article is a good place to start: <https://www.wired.com/story/dandd-must-grapple-with-the-racism-in-fantasy/>



DRAGONBORN

Demihuman Class

Requirements: Minimum STR 9, minimum CON 9

Prime Requisite: CON and STR

Hit Dice: 1d8

Maximum Level: 10

Armor: Any, including shields

Weapons: Any

Languages: Alignment, Common, Dragon, Dwarvish, Kobold

Dragonborn are towering (over 6' tall) reptilian humanoids with scaly bodies, clawed hands, and the heads of dragons. Like true dragons, they can breathe blasts of destructive energy. Dragonborn tend to be proud and solitary. Other dragonborn are viewed as rivals, while most dragonborn have a deep jealousy of true dragons' power. Those who earn a dragonborn's friendship find a powerful and steadfast ally.

Prime Requisites. A dragonborn with at least 13 CON and STR gains a 5% bonus to experience. Dragonborn with at least 16 CON and STR gain a 10% bonus instead.

INFRAVISION

Dragonborn have infravision to 60'.

DRAGON BREATH

Once per day, a dragonborn can breathe destructive energy like a dragon. The type and shape of the breath is based on the dragonborn's color, chosen from the options on the table below. Creatures in the affected area must save versus dragon breath, taking damage equal to the dragonborn's current hit points on a failure, or half as much on a success.

- Cone-shaped breath is 2' wide at the mouth, and 15' wide at the far end.
- Cloud-shaped breath is a rectangle 20' long, 15' wide, and 10' tall.
- Line-shaped breath is 30' long, and 5' wide throughout.

Table: Dragonborn Breath

Color	Type	Shape
Black or copper	Acid	Line
Brass	Sleep gas*	Cloud
Gold or Red	Fire	Cone
Green	Chlorine gas	Cloud
Sea	Poison Spittle	Cloud
Silver or White	Cold	Line

* Sleep gas deals no damage but causes monsters that fail their saving throws to fall asleep for 4d4 turns.

Monsters whose current hit points are higher than the dragonborn's are immune, as are monsters that do not sleep, such as undead.

Dragonborn gain an additional daily use of their breath attack at 4th level, and another use at 8th level, for a total of three uses per day.

ENERGY IMMUNITY

Dragonborn are unharmed by their own breath weapons, and similar breath weapons from dragons and dragonborn with fewer Hit Dice. They automatically save against similar attack forms and cannot be harmed by mundane damage of that type.

For example, a red dragonborn is unharmed by flaming oil and breath attacks from a red or gold dragon with fewer Hit Dice. That dragonborn would automatically save against attacks such as a *fireball* spell, or the breath of a red or gold dragon with more Hit Dice.

GREED

Much like true dragons, dragonborn are compelled to hoard treasure. Dragonborn may not spend treasure or part with magic items if a member of their party has more wealth or more magic items. This includes using consumable items, such as magic arrows or potions. For items with charges, dragonborn may use all but the last charge.

Stealing is a great offense to a dragonborn; one may seek disproportionate punishment for anyone who steals treasure from them (this punishment, though extreme, usually stays within the bounds of their alignment).

AFTER 9TH LEVEL

A dragonborn may establish a lair in a cave or ruin. From then on, the dragonborn can sense other dragons and dragonborn within 5 miles of the lair, their direction relative to the lair, and their relative Hit Dice (the Dungeon Master will say whether a dragon or dragonborn has “more,” “fewer,” or “equal” Hit Dice).

Once a lair is completed, kobolds in the region may offer to serve the dragonborn in exchange for protection and treasure. Kobold mercenaries have the same costs and equipment as goblin mercenaries but use kobold statistics instead.

Dragonborn Level Progression

Level	XP	HD	THACO	Breath
1	0	1d8	19	1/day
2	2,500	2d8	19	1/day
3	5,000	3d8	19	1/day
4	10,000	4d8	17	2/day
5	18,500	5d8	17	2/day
6	37,000	6d8	17	2/day
7	85,000	7d8	14	2/day
8	140,000	8d8	14	3/day
9	270,000	9d8	14	3/day
10	400,000	9d8+3*	12	3/day
11	530,000	9d8+6*	12	3/day
12	660,000	9d8+9*	12	3/day

*Modifiers from CON no longer apply

Level	Saving Throws				
	D	W	P	B	S
1 – 4	12	13	14	12	16
5 – 8	10	11	12	10	14
9 – 12	8	9	10	8	12

D: Death/Poison, W: Wands, P: Paralysis, B: Dragon Breath, S: Spells

Dragonborn Race

If your table is separating races and classes, use the following guidelines for dragonborn characters:

Requirements: Minimum STR 9, minimum CON 9

Ability Modifiers: +1 STR, -1 DEX

Languages: Alignment, Common, Dragon, Dwarvish, Kobold

Special Abilities: Dragonborn gain the Infravision, Dragon Breath, Energy Immunity, and Greed abilities, as described above, except dragonborn characters created this way do not gain additional uses of their dragon breath at higher levels.

Available Classes and Max Levels. If races can only play certain classes in your game, then dragonborn may reach the following levels in the following classes:

- Bard (8th level)
- Fighter (10th level)
- Knight (10th level)
- Paladin (8th level)
- Magic-user (6th level)



LIZARDFOLK

Demihuman Class

Requirements: Minimum STR 9, minimum CON 9

Prime Requisite: DEX and STR

Hit Dice: 1d8

Maximum Level: 10

Armor: No armor, may use shields

Weapons: Any

Languages: Alignment, Common, Lizardfolk, Dragon, Elvish, Serpentfolk

Lizardfolk are amphibious, swamp-dwelling demihumans. They stand slightly taller than a normal human, but with hunched posture, crocodilian snouts, and long tails. They can gradually regrow lost organs and extremities, much like some lizards can.

Lizardfolk are often dismissed as primitives by other demihumans, but this perspective is rooted in ignorance. Lizardfolk view themselves as independent and resourceful. Their timeless ways have endured since the earliest days of the world, with little need to adapt or evolve.

Prime Requisites. A lizardfolk with at least 13 DEX and STR gains a 5% bonus to experience. Lizardfolk with at least 16 DEX and STR gain a 10% bonus instead.

AMPHIBIOUS

Lizardfolk can hold their breath up to 2 turns (20 minutes). They can swim at their normal movement rate and can fight normally underwater.

INFRAVISION

Lizardfolk have infravision to 60'.

HIDING

Lizardfolk are especially capable of hiding.

- In swamps and wetlands, a lizardfolk can hide with 90% chance of success.
- In dungeons, a lizardfolk can hide in shadows or behind other forms of cover. The chance of success is 2-in-6. Hiding requires the lizardfolk to be motionless.

REGENERATION

Lizardfolk heal quickly, and can even regrow lost limbs and organs, but must consume large amounts of food to do so.

While spending a full day resting, a lizardfolk may eat twice as much food as normal.

Lizardfolk that do so regain 1d6 hit points (instead of 1d3) and start to slowly regenerate any missing organs or extremities. Things like fingers or an eye can be regrown after a single full day of rest. It takes 1d4+1 days to regrow larger extremities, such as an arm, a leg, or a tail.

If a lizardfolk does not consume twice as much food as normal, then that day does not count towards their regeneration.

SCALES AND TEETH

Because of their scales, a lizardfolk's Armor Class is 5 (adjusted by Dexterity) while unarmored.

In combat, lizardfolk can use their jaws as a melee weapon, even if their hands are full, restrained, or otherwise unavailable. If the group is using the optional rule for variable weapon damage, biting deals 1d6 damage.

SCAVENGING

Lizardfolk can spend one hour (6 turns) crafting simple tools from dead monsters. These items are crude, fragile, and worthless if sold.

- You can craft a holy symbol or standard rations (1 day) from most monsters.
- If the monster is human-sized or larger, you can also create clothing, a club, a dagger, a hand axe, a shield, a small sack, standard rations (1d4+1 days), a torch, or a waterskin.
- If you also have access to sticks or wood, you can make a javelin, a spear, or 1d8+2 arrows.
- At the Dungeon Master's discretion, you may create other items, so long as they are predominantly made from bone or hide.

Lizardfolk have no qualms about scavenging or even eating other humanoids, but other humanoids may take issue with lizardfolk desecrating humanoid corpses.

AT 8TH LEVEL

The lizardfolk forms a tribe of 4d6 other beings at 8th level. This tribe may include other lizardfolk, large crocodiles, or other swamp-dwelling monsters.

If any of these followers die, they are not replaced.

Table: Lizardfolk Level Progression

Level	XP	HD	THACO
1	0	1d8	19
2	2,000	2d8	19
3	4,000	3d8	19
4	8,000	4d8	17
5	16,000	5d8	17
6	32,000	6d8	17
7	64,000	7d8	14
8	120,000	8d8	14

Table: Lizardfolk Saving Throws

Level	Saving Throws				
	D	W	P	B	S
1 – 4	12	13	14	15	16
5 – 8	10	11	12	13	14
9 – 12	8	9	10	11	12

D: Death/Poison, W: Wands, P: Paralysis, B: Dragon Breath, S: Spells

Lizardfolk Race

If your table is separating races and classes, use the following guidelines for lizardfolk characters:

Requirements: Minimum STR 9, minimum CON 9

Ability Modifiers: +1 STR, +1 DEX, -2 CHA

Languages: Alignment, Common, Lizardfolk, Dragon

Special Abilities: Lizardfolk gain the amphibious, infravision, scales and teeth, and regeneration abilities, as described above.

Available Classes and Max Levels. If races can only play certain classes in your game, then lizardfolk may reach the following levels in the following classes:

- Barbarian (8th level)
- Druid (7th level)
- Fighter (8th level)
- Ranger (8th level)
- Thief (6th level)



TIEFLING

Demihuman Class

Requirements: Minimum WIS 9, minimum CHA 9

Prime Requisite: DEX and WIS

Hit Dice: 1d4

Maximum Level: 12

Armor: Light armor

Weapons: Daggers, hand axes, short swords, staves

Languages: Chaotic (regardless of true Alignment), Common, Doppelganger, Goblin

When Chaotic clerics and magic-users make pacts with diabolical entities, a bloodline of tieflings may begin. Their children and all their descendants are born with fiendish traits: spaded tails, horns, and fearsome glowing eyes.

Tieflings inherit profane powers because of these bargains. In exchange, diabolical patrons expect tieflings to honor their ancestor's agreements. As a tiefling grows in power, their patron takes notice, and becomes more invested and involved in the tiefling's life.

Alignment. Tieflings may be of any alignment, but their patrons are invariably Chaotic. These beings relentlessly push tieflings to embrace Chaos. Tieflings who escape their bonds to their patron (through a major story development or magic such as a *wish*) keep their powers but can ignore their patron's disfavor from then onward.

Prime Requisites. Tieflings with at least 13 DEX and WIS gain a 5% bonus to experience. Tieflings with at least 16 DEX and WIS gain a 10% bonus instead.

INFRAVISION

Tieflings have infravision to 90'.

THIEF SKILLS

Tieflings can use the following thief skills, with the chance of success shown below.

- **Climb Sheer Surfaces (CS).** A roll is required for each 100' to be climbed. If the roll fails, the tiefling falls at the halfway point, suffering falling damage.

- **Hide in Shadows (HS).** Requires the tiefling to be motionless—attacking or moving while hiding is not possible.
- **Move silently (MS):** A tiefling may attempt to sneak past enemies unnoticed.

DIVINE MAGIC

At 1st level, tieflings can cast divine magic granted by their patron.

Holy Symbol. Unlike clerics, tieflings do not need a holy symbol to cast spells.

Patron Disfavor. Tieflings who fall from favor with their patron may incur penalties, just like a cleric. Lawful behavior usually causes disfavor, but some tieflings walk that line by finding ways to justify their behavior to their patron.

Magical Research. A tiefling of any level may spend time and money on magical research. This allows them to create new spells or other magical effects associated with their patron. When a tiefling reaches 9th level, they are also able to create magic items.

Spell Casting. Tieflings negotiate with their patron to receive spells. The power and number of spells are based on the tiefling's experience level. Tieflings choose spells from the Cleric spell list and prepare spells like a cleric.

Reversed Spells Only. Because of the Chaotic nature of tieflings' patrons, if a spell can be reversed, tieflings can exclusively cast the reversed version (*cause fear*, *cause light wounds*, *darkness*, etc.). Spells that cannot be reversed may be prepared and cast normally.

TIEFLING'S HEX

Your patron's cruelty makes your spells especially dangerous.

- Whenever the tiefling attacks a target that has failed a save against one of the tiefling's spells, the tiefling has +4 to hit and deals double damage while the spell is ongoing.
- Whenever a tiefling casts *cause light wounds* or *cause serious wounds*, the tiefling may treat the spell as a melee attack or a missile attack with a range of 30'/60'/90'.

AFTER 9TH LEVEL

At 9th level, a tiefling’s patron commands them to start an infernal cult. You attract 2d6 clerics, thieves, or other tieflings, all loyal to your patron. They will serve you reliably but cannot be replaced. Successful tieflings leverage these cults for nefarious ends...

Table: Tiefling Level Progression

Level	XP	HD	THACO
1	0	1d4	19
2	1,500	2d4	19
3	3,000	3d4	19
4	6,000	4d4	19
5	12,000	5d4	17
6	25,000	6d4	17
7	50,000	7d4	17
8	100,000	8d4	17
9	200,000	9d4	14
10	300,000	9d4+2*	14
11	400,000	9d4+4*	14
12	500,000	9d4+6*	14

*Modifiers from CON no longer apply

Table: Tiefling Saving Throws

Level	Saving Throws				
	D	W	P	B	S
1 – 4	13	12	13	16	15
5 – 8	12	10	11	14	12
9 – 12	10	7	9	12	9

D: Death/Poison, W: Wands, P: Paralysis, B: Dragon Breath, S: Spells

Table: Tiefling Thief Skills

Level	CS	HS	MS
1	87	10	20
2	88	15	25
3	89	20	30
4	90	25	35
5	91	30	40
6	92	36	45
7	93	45	55
8	94	55	65
9	95	65	75
10	96	75	85
11	97	85	95
12	98	90	96

Table: Tiefling Spells per Day

Level	Spells per Day				
	1st	2nd	3rd	4th	5th
1	1	–	–	–	–
2	2	–	–	–	–
3	2	–	–	–	–
4	2	1	–	–	–
5	2	2	–	–	–
6	2	2	1	1	–
7	2	2	2	1	1
8	3	3	2	2	1
9	3	3	3	2	2
10	4	4	3	3	2
11	4	4	4	3	3
12	5	5	4	4	3

Tiefling Race

If your table is separating races and classes, use the following guidelines for tiefling characters:

Requirements: Minimum CHA 9

Ability Modifiers: +1 DEX, -1 CON

Languages: Chaotic (regardless of Alignment), Common, Doppelganger, Goblin

Special Abilities: Tieflings gain the infravision and tiefling’s hex abilities.

Available Classes and Max Levels. If races can only play certain classes in your game, then tieflings may reach the following levels in the following classes:

- Assassin (10th level)
- Cleric (12th level)
- Fighter (6th level)
- Magic-user (8th level)
- Thief (10th level)



APPENDIX: DESIGN CHOICES

Many design choices in Old-School gaming are arbitrary, so I wanted to explain some of mine. In this section, I examine each of the classes from a meta-level. Why did I make the design choices I did? How do I intend for these classes to be played?

DRAGONBORN

Arguably the most iconic part of 4th Edition, dragonborn are kind of divisive. Playing a humanoid dragon perfectly captures that edition's high-power feel – and people either loved that or hated it. Dragonborn also didn't have a single clear precedent in mythology or fantasy literature, the ways elves or gnomes did. They were something new and different.

Thus, my motivation to bring them to *Old School Essentials*: see if I could take something new and make it feel like it always belonged.

IDEAS AND INSPIRATIONS

The expectation of playing a dragonborn is that you're tough, and you have dragon powers.

To bring the class into OSE, I started with the Fighter chassis. However, I used the Dwarf's experience values. I wanted it to be another "Spicy Fighter" option, like Dwarf or Paladin.

One minor tweak I made: dragonborn have a superior save vs. dragon breath. It just felt right.

DRAGON BREATH!

The most important feature of dragonborn is that they have a dragon's breath attack! I decided early on I wanted this mechanic to work exactly like a dragon's – which means it deals damage equal to the dragonborn's current hit points. Which is, potentially, a *lot*.

This sets up a dilemma for the dragonborn player: using the breath attack early maximizes the damage it inflicts. The longer you wait, the more damage you take and the less damage it deals.

True dragons get three breath attacks per day. It felt fair for dragonborn to have to work their way up to that.

GREED

I wanted dragonborn to have a drawback, like a Paladin's Vow of Humility. Then I thought, "what if it was the exact opposite?"

Greed compels dragonborn players to hoard wealth and be stingy with magic items. I'm sure, in most games, this drawback would be very easy to avoid.

However, if I were playing a dragonborn, I would only stay a few gold pieces ahead of the next wealthiest player. I'd want to see-saw between reckless extravagance and infuriating stinginess as my character wins big, overspends, then gets jealous of their allies.

KOBOLDS?

Sometime around 3rd Edition, kobolds traded their fur for scales and picked up an association with (and reverence for) dragons.

In the spirit of that affiliation, I thought it would be fun for dragonborn to get kobold followers. I imagine a big, broody warrior on a stolen throne amidst heaps of treasure, with a bunch of little scaly scamps attending to his every need (and annoying the hell out of him).

LIZARDFOLK

Lizardfolk are, in my opinion, a supremely underrated and underused monster.

Every time I've run *Keep on the Borderlands*, I've framed the lizardfolk south of the Caves of Chaos as a dangerous wildcard. Their leader has already been corrupted by Chaos. Unless he's deposed, the lizardfolk could give the monsters the numbers they need to overwhelm the Keep.

Plus, *Warhammer Fantasy* has its iconic Aztec-themed lizardfolk army, with its dinosaur mounts. Merciless jungle-dwelling servants of ancient aliens? That's awesome!

IDEAS AND INSPIRATIONS

Lizardfolk in the classic fantasy roleplaying game have stayed remarkably consistent (and remarkably boring) across editions.

- They are amphibious and live in swamps.
- They use crude, primitive tools.
- They eat other humanoids.

... And that's basically it! Later editions have elaborated on each of these traits, but lizardfolk have never enjoyed as much depth and attention as, for example, orcs. All this to say I had a lot of room to maneuver.

To start, I based my Lizardfolk class on the halfling – a scrappy fighter with some sneaking skills. However, lizardfolk can sneak in marshes and swamps, instead of forests.

SCALES AND TEETH

Much like their counterparts in other editions, my lizardfolk have natural armor and weapons. This reduces a lizardfolk's need for equipment, which emphasizes their self-sufficiency.

My lizardfolk can't wear armor at all – but I boosted them to a d8 hit die to offset this.

REGENERATION

Long-term regeneration is something I've always wanted lizardfolk to have. Think about lizards regrowing their tails. Trandoshans from *Star Wars* can do it! Why not lizardfolk?

Lizardfolk regeneration requires them to eat twice as much food. This, mechanically, gives the

lizardfolk (and the player) an incentive to be less picky about what they eat.

SCAVENGING

This ability was inspired by the 5th Edition lizardfolk ability. Being able to make mundane gear out of dead monsters is fun and useful (thinking *A4: In the Dungeons of the Slave Lords*).

I'm sure players will find a lot of creative uses for being able to make enemies into items. However, the real gem here is that you can turn slain monsters into *rations*. Remember the people-eating trait? Yeah.

HIGH LEVEL LIZARDFOLK

A lizardfolk character probably isn't going to be a frontline fighter for the party, but they make for a good scout with reasonable hit points and some useful abilities.

I kept the halfling's low level maximum (8th level) because it felt right for Lizardfolk, too. Lizardfolk don't build strongholds. They don't form kingdoms or empires. That's not their style.

A high-level lizardfolk's capstone ability is based on the Ranger in *OSE: Advanced Fantasy*. Lizardfolk can recruit other lizardfolk, or some swamp monsters, and be content. The way lizardfolk see it, their teeth and their scales are all they need. What's the point of a castle?

TIEFLINGS

During 4th and 5th edition, tieflings became one of the most popular and most played races in fantasy RPGs. People like characters with horns!

I, personally, am not an exception. I love playing tieflings. They are edgy disaster characters. The horn styles and range of colors mean there's a lot of visual variety to play with, too. Overall, just a lot of things to like.

IDEAS AND INSPIRATIONS

The archetypical tiefling character is the tiefling warlock. As if your bloodline wasn't cursed enough, you're selling your own soul as well. It's torturous "sins of the father" roleplaying, and people love it. So that's what I leaned into.

Warlock doesn't have a direct analogue in Old School gaming, but what does that class do? It damages and debuffs enemies with magic and curses. Outside of combat, you're a shiftier trickster type.

So, I started with a cleric/thief hybrid. I threw in infravision (90' instead of 60') and some Thief skills: Climb Sheer Surfaces, Hide in Shadows, and Move Silently. All skills an ostracized devilkin could use to get out of trouble.

TIEFLING MAGIC

My tieflings prepare and cast spells like clerics, with two exceptions: spells that can be reversed can *only* be cast reversed. This immediately puts all those wonderful buff and healing spells tantalizingly out of reach. What does that leave the tiefling with? Spells like *cause fear*, *darkness*, *blight*, and *curse*. Bam, we've captured that warlock flavor using existing old-school tools.

The second exception is that tieflings get one spell at 1st level. They can't turn undead, but this little boost lets them immediately make use of their Tiefling's Hex. Speaking of which...

TIEFLING'S HEX

Tiefling's Hex lets you "backstab" enemies you've affected with a spell. This class is more of a skirmisher – you can't wear armor and risk hits in melee like a normal cleric.

Tiefling's Hex also seriously buffs your *cause wounds* spells. In my opinion, these are next to

worthless in a normal B/X game. You're burning a spell slot for a chance to do as much damage as a regular mace hit.

My intention here is that tieflings will use spells like *blight* to affect several enemies at once, then use *cause light wounds*, which combos with the Tiefling's Hex (+4 to hit and double damage), to finish them off. It even kind of emulates the *eldritch blast* of today's warlocks.

Tieflings have a very limited, thief-like weapon selection. There are some throwable weapons (and I'm sure a player could do something silly with that), but no bows, no crossbows, not even slings. This provides another incentive to use the new range of those *cause wounds* spells.

START A CULT!

The tiefling is a cleric/thief hybrid, so it made sense for the capstone to be a mix of those class's capstones. You get a small band, like a thief, but your membership can include evil clerics, thieves, or other tieflings, allowing you to make a cult instead of a thieves' guild.

PATRONS AND ALIGNMENT

My tieflings are not required to be Chaotic, but their patrons invariably are. What does this mean for a player?

I didn't want to say, "No Lawful tieflings," I wanted to make it a roleplaying opportunity.

Tieflings get Chaotic (the Alignment language) regardless of their alignment – a unique exception for the groups that use Alignment languages that lets Tieflings schmooze with Chaotic monsters (I, personally, do not use Alignment languages in my games).

You can play a Lawful or Neutral Tiefling, but you will clash with your patron's Chaotic interests and frequently earn its disfavor. Are you Chaotic for doing evil deeds under duress? Revel in the moral ambiguity of it all. Maybe, over time, your character starts to enjoy it.

Tieflings who cut ties with their patron keep their powers. This opens the door for a Lawful tiefling to roleplay a redemption/recovery arc. Or go full Sith Lord by trying to usurp your patron as vengeance for the years of control.

Bottom line: let players make their own story out of it. Isn't that what Old School's all about?