

# Fiendish Codex: Tanar'ling (Kostchtchie)

This is Supplemental Material

## Tanar'ling (Kostchtchie)

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The self-proclaimed Prince of Wrath, the demon lord Kostchtchie created his tanar'lings by mating with frost giants in the 23rd layer of the abyss, the Iron Wastes. Tanar'lings made by him inherit his two most prominent features, his size, and his wrath.

Tanar'lings are treated with violence, insults, mistrust, and fear. They know this is because they are creations from a demon lord that infused them with its own essence. Most demon lords see tanar'lings as failed creations and usually exile them to the Material Plane. Kostchtchie exiled his tanar'lings after his mates saw that they were deformed and smaller than frost giants. Their nature and appearance bare the mark of this abyssal infusion that will be inherited by their children and their children's children.

## Kostchtchie Bloodline

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Their abyssal heritage is apparent by their appearance. Tanar'lings created by Kostchtchie resemble ogres, but they are smarter and leaner. They have mouths filled with sharp teeth, and their eyes glitter with lights the color of orange, red, or yellow. Their hair color and skin tones cover a wide range from human and frost giant coloration.

## Self-Reliant and Suspicious

Like tieflings, tanar'lings subsist in small minorities found mostly in human cities or towns, often in the roughest quarters of those places, where they grow to be swindlers, thieves, bandits, or crime lords.

Since most tanar'lings are exiled from the abyss they must be strong to survive. They are not quick to trust others, but they will extend trust to companions that welcome them.

## Tanar'ling Names

Tanar'ling names are derived from the abyssal language.

**Abyssal names.** Astriz, Ilrozul, Vannanok, Kegdrir, Vozguruth, El'gamon, Balgon, Rinol, Kazath, Ostroz

## Racial Traits

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Your Tanar'ling character has the following characteristics from its abyssal heritage.

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

**Age.** Tanar'lings mature at the same rate as humans but live a few years longer.

**Size.** Tanar'lings with Kostchtchie's heritage are between 9 to 13 feet tall and weigh between 30 to 400 pounds. Your size is Large.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Thanks to your abyssal 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.

**Cold Resistance.** You have resistance to cold damage.

**Frost Giant Heritage.** You are considered a *Giant* for any spells or effects that specify.

**Languages.** You can speak, read, and write common, abyssal, giant.

**Wrath.** As a bonus action, you let out your wrath with every strike. This wrath lasts for 1 minute, until you're incapacitated, or until you die. While unleashing your wrath you deal extra damage with melee weapons equal to your proficiency bonus. Once you use this trait, you can't use it again until you finish a long rest.