

Fiendish Codex: Tanar'ling (Graz'zt)

This is Supplemental Material

Tanar'ling (Graz'zt)

From Azzagrat, the 45th, 46th, and 47th layers of the abyss. The demon lord Graz'zt created his tanar'lings from the coupling with witches that desired power. Tanar'ling made by him inherit his two most prominent features, his shapechanging ability and his demonic charm.

Tanar'lings are treated violence, insults, mistrust, and fear. Tanar'lings know that this because they creations from a demon lord that infused them with its essence. Most demon lords see tanar'lings as failed creations and usually exile them to the Material Plane. Graz'zt does not see his tanar'lings as failures, in fact he uses must of them to carry out his will on the Material Plane. From assassinations, spying, to create ritualistic orgies most of his tanar'lings carry out his dark plans. Their nature and appearance bare mark of this abyssal infusion that will inherited by their children and their children's children.

Graz'zt Bloodline

Tanar'lings are created from human and demon bloodlines, and in the broadest possible sense, they still look human. However, their abyssal heritage is clearly apparent just by looking at them. Tanar'lings created by Graz'zt have two to six small, pointed horns. They have pointed ears and six slender fingers on each hand. Some have goat like feet while others don't. Their eyes are glitter with light the color of green, purple, or orange. Their hair color and skin tones cover wide range from human coloration but are usually obsidian in color.

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 form the abyss they have to 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

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

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

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

Size. Tanar'lings are about the same size and build as humans. Your size is Medium.

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.

Shapechanger. As an action, you can polymorph into a form that resembles a Medium Humanoid, or back into your true form. Aside from the different appearance, your statistics remain the same. Any equipment you are wearing or carrying isn't transformed. Additionally, you are also considered a *shapechanger* for any spells or effects that specify.

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

Silver Tongue. You are proficient with the Charisma (Persuasion) skill.

Dark Prince's Charm. Once you reach 3rd level, you can cast the *Crown of Madness* spell; you must finish a long rest in order to cast the spell again using the trait. Once you reach 5th level, you can also cast the *Charm Person* as a 3rd-level spell; you must finish a long rest in order to cast the spell again using the trait. Charisma is your spell casting ability for these spells.