

Fiendish Codex: Tanar'ling (Zuggtmoy)

This is Supplemental Material

Tanar'ling (Zuggtmoy)

The Lady of Rot and Decay, the demon lord Zuggtmoy created her tanar'lings from the experimentation on myconids in the 222nd layer of the Abyss, Shedaklah. Tanar'ling made by her are made of fungus.

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. Their nature and appearance bare mark of this abyssal infusion that will inherited by their children and their children's children.

Zuggtmoy Bloodline

Zuggtmoy's tanar'lings are created from myconid 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 Zuggtmoy look like myconids. They are humanoid in shape but look like walking mushrooms. Their eyes are located underneath the gills of their mushroom cap heads. Their bodies cover a wide range of colors, and some are even bioluminescent.

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 Wisdom score increases by 2, and your Constitution 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.

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

Fungus. You have the ability to communicate in a limited manner with plants. They can understand the meaning of your words, and you can understand them in return in a limited manner. You are also considered a *plant* for any spells or effects that specify.

Fungal Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Spores. As an action you can eject spores at one creature you can see within 5 feet that have a hallucination effect. Once you reach 3rd level the spores can also have a pacifying effect, and once you reach 5th level the spores can have an animating effect. The DC of this trait is equal to 8 + your proficiency bonus + your Wisdom modifier. You use this trait a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.

- **Hallucination Spores.** The target must make a Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns. On a successful saving throw or if the effect ends on it, the target is immune to the Hallucination Spores for 1 hour.
- **Pacifying Spores.** The target must make a Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns. On a successful saving throw or if the effect ends on it, the target is immune to the Pacifying Spores for 24 hours.
- **Animating Spores.** The target must be a humanoid. In 10 minutes, the corpse rises as zombie. The stat block for the zombie can be found in the Monster Manual. The corpse stays animated for 1 hour or until destroyed, follows your verbal commands, and it can't be animated again in this way.