

Fiendish Codex: Tanar'ling (Fraz-Urb'luu)

This is Supplemental Material

Tanar'ling (Fraz-Urb'luu)

The Prince of Deception, the demon lord Fraz-Urb'luu was one of the first tanar'ri to dominate a layer of abyss and the first demon lord to create tanar'lings in the 176th layer of the abyss, Hollow's Heart. Tanar'lings made by him inherit his two most prominent features, his deceptive nature, and his gargoyle like visage.

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

Fraz-Urb'luu 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 apparent by their appearance. Tanar'lings created by Fraz-Urb'luu have two ebony wings. They have pointed ears, gray skin, and a five-foot-long tail. Their eyes glitter with light the color of blue, yellow, or white. Their hair color covers a wide range from human coloration, but also include various shades of blue and white.

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

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

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

Wings. You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

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

Deceptive. You have proficiency with the Charisma (Deception) skill.

Lord of Illusions Legacy. You can cast the *Minor Illusion* cantrip. Once you reach 3rd level, you can cast the *Disguise Self* 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 *Major Image* spell; you must finish a long rest in order to cast the spell again using the trait. Intelligence is your spell casting ability for these spells.