

Fiendish Codex: Tanar'ling (Orcus)

This is Supplemental Material

Tanar'ling (Orcus)

In Thanatos, the undead infested 113th layer of the abyss. The demon lord Orcus created his first tanar'lings to help control and command his undead forces. Tanar'ling made by him inherit his two most prominent features, his control over the undead and a skeletal horned head.

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. In Orcus' case his forces didn't like being commanded be living beings, many Tanar'lings died in Thanatos. Their nature and appearance bare mark of this abyssal infusion that will inherited by their children and their children's children.

Orcus 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 Orcus have large curling horns like a ram or goat. They have skeletal faces with no skin, except around the eyes. Some have pale cold bodies like a ghoul, while others have bloated bodies like a corpse, and some barely bleed. Their eyes are glowing lights the color of black, blue, or white. Their hair color and skin tones cover wide range from human coloration, but also include various shades of dark blue, dark purple, and pale 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 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 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.

Control Undead. As an action, you can target one undead creature you can see within 30, whose Challenge Rating isn't equal or greater to your level. To make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier). On a failed save, the target obeys your verbal commands for 24 hours, or until you use this feature again.

Once you use this feature, you can't use it again until you finish a long rest.

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

Ghoulish Resistance. You have resistance to necrotic damage.

Legacy from Thanatos. You can cast the *Chill Touch* cantrip. Once you reach 5th level, you can also cast the *Animate Dead* or the *Speak with Dead* 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.