

Fiendish Codex: Tanar'ling (Malcanthet)

This is Supplemental Material

Tanar'ling (Malcanthet)

The queen of succubi, the demon lord Malcanthet created her tanar'lings from coupling with her warlocks. Tanar'ling made by him inherit his two most prominent features, her seductiveness, and her fiendish wings.

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. Malcanthet does not see her tanar'lings as failures, in fact he uses must of them to carry out her will on the Material Plane. She uses them as often as her succubi. Their nature and appearance bare mark of this abyssal infusion that will inherited by their children and their children's children.

Malcanthet 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 Malcanthet incredibly beautiful or handsome. They look almost human except they have pointed ears and a pair of thin horns. Their eyes are snake like with their sclera being black and the color of their iris is always purple. Their hair color and skin tones cover wide range from human 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 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 Dexterity 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.

Fiendish Wings. Starting at 3rd level, you can use your action to sprout two fiendish bat wings from your back. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet.

Seducer. You are proficient with the Charisma (Deception) and the Charisma (Persuasion) skill.

Charming Kiss. You can cast the *Friends* cantrip. Once you reach 3rd level, you can cast the *Charm Person* spell; you must finish a short or long rest in order to cast the spell again using the trait. You can cast these spells without needing any components if you kiss the target. If you do so the target has disadvantage on the saving throw. Charisma is your spell casting ability for these spells.