

Fiendish Codex: Tandar'ling (Juiblex)

This is Supplemental Material

Tandar'ling (Juiblex)

The demon lord Juiblex's mind is beyond the comprehension of mortals and alien by the standards of demons, acting with unknowable purpose. No one knows how or why Juiblex created its tandar'lings or what purpose they are meant to serve. Tandar'ling made by Juiblex inherit two features, strange psionic abilities, and an amorphous body.

Tandar'lings are treated violence, insults, mistrust, and fear. Tandar'lings know that this because they creations from a demon lord that infused them with its essence. Most demon lords see tandar'lings as failed creations and usually exile them to the Material Plane. Tandar'lings created by Juiblex have no idea how they were created or how they made their way 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.

Juiblex Bloodline

Juiblex's tandar'lings are created from human, and demon bloodlines. Their abyssal heritage is clearly apparent just by looking at them. Tandar'lings created by it have a humanoid shape but are made of ooze, though they still have to eat, sleep, and breathe. Their eyes glitter with light the color of red, orange, or yellow. Their bodies can be the color of black, blue, gray, green, red, or yellow.

Self-Reliant and Suspicious

Like tieflings, tandar'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 tandar'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.

Tandar'ling Names

Tandar'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 Dexterity 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.

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

Amorphous. You can move through a space as narrow as 1 inch wide without squeezing. Anything you are wearing or carrying does not move with you if it can't fit. You can don and off any armor by spending all your movement to do so.

Acid Resistance. You have resistance to acid damage.

Spider Climb. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Limited Psionic. You know the *Mind Sliver* cantrip. Once you reach 3rd level, you can cast the *Dissonant Whispers* 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 *Detect Thoughts* 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.