

# Fiendish Codex: Tandar'ling (Demogorgon)

This is Supplemental Material

## Tandar'ling (Demogorgon)

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From the Gaping Maw, the 88<sup>th</sup> layer of the abyss. The demon lord Demogorgon madly experiments creating new creatures. Tandar'lings made by him inherit his two most prominent features, his madness, and twin heads.

Tandar'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 tandar'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.

## Demogorgon Bloodline

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Tandar'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. Tandar'lings created by Demogorgon have twin two heads – each head has its own mind, personality, name, but one of the heads personality is mainly based on the incurable infinite madness it has. Roll a d100 on the Infinite Madness Table to determine the nature of the madness. Some have scales on their bodies, patches of thick fur, or a thick four-foot-long reptilian tail. They have large tusks, and their eyes are glowing lights the color of orange, yellow, or green. Their hair color and skin tones cover wide range from human coloration, but also include various shades of green or orange.

## 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 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.

## 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

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

**Ability Score Increase.** Your Constitution score increases by 2, and your Strength 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.

**Two Heads.** You have advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened.

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

**Wakeful.** When one of your heads is asleep, the other one is wake.

**Maddening Gaze.** As an action, you can target on creature withing 60 feet of you that can see you. The target must make a Wisdom saving (DC equal to 8 + your proficiency bonus + your Constitution modifier), on a failed save, the creature suffers with short-term madness for up to 1 minute. The DM rolls on the madness table to determine the nature of the madness. The affected creature can reroll its saving throw at the end of its turns.

Once you use this feature, you cannot use it again until you finish a short or long rest.