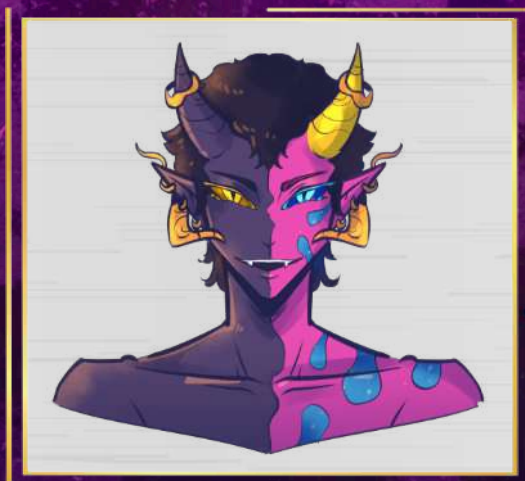




TAGYAR

Some believe the first tagyar came from the demonic princess Jubliex, a being made of dark, foul ichor, that could change its shape as a slimy ooze. Others say they were crafted by the Dark Prince, a being of purse deception and guile with obsidian black skin, originally using the tagyar as his spies and minions to explore the various planes of existence while he is trapped in the abyss. Regardless of their origin, these demons have taken on their own existence away from the demon princes, spreading as far as their cunning can take them.

In their true form, a tagyar is tall and slender with dark gray skin that is completely hairless. They have no facial features except for two small holes where their nostrils are and tiny pinhole-like eyes. They will often stand over 7 feet tall with lanky limbs and elongated fingers and feet giving them a strange and intimidating gait. With just a few long strides a tagyar could cover nearly any distance to their prey. However, once a tagyar changes form, these strange and alien features melt away into a perfect replica of another creature. A tagyar cannot create an identity, but can only replicate the appearance of a creature it has seen before. Until a tagyar has seen one of these beings, they are incapable of changing their form.

TAGYAR TRAITS

Creature Type: Fiend. You are also a Demon

Size: Medium (about 5–7 feet tall)

Speed: 35 feet

As a Tagyar, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Abyssal Resistance. Your origins root your soul to the infinite levels of the abyss, granting you protection from some of its harshest effects. You have Resistance to Cold, Fire, or Lightning damage.

Demonic Shapechanger. As a Bonus Action, you can shape-shift to change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight and can change your size between Medium and Small. You can make yourself appear as a member of another species, though none of your game statistics change. You can't duplicate the appearance of an individual you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. You can also appear as any Demon that also fits these prerequisites. Your clothing and equipment aren't changed by this trait. You have Advantage on Charisma checks while shape-shifted.

You stay in the new form until you use a Bonus Action to revert to your true form or until you die.

