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THE
SLAYER'S
GUIDE
TO

LIZARDFOLK



observations based upon personal perilous encounters.

Lizardfolk

Colouration of scales vary through grey, green, and brown. They may indicate gender or maturity. This fellow was especially fierce.



His skull reveals vicious slashing canines and powerful jaw.

Their ribcages are much larger than a humans. Perhaps accounting for their enhanced lung capacity.



Some scales have evolved into spines. Defence?



Their long, whip-like tail appears to act as a counterbalance. Thus their great agility.



Claws as sharp as any canine. Used to powerful effect against prey.

Whilst fish-eaters their preferred delicacy is human flesh.

to JACH

Arxelm Grace

The Slayer's Guide To Lizardfolk

Andrew Kenrick

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INTRODUCTION

The most blasphemous of scholars would place the creation of the world not in the hands of the gods, but in the hands of nature herself. In such a creation myth it was not the elves or the dragons who came first, but the reptiles – the dinosaurs, the crocodiles, the lizards and the lizardfolk. Of course, such a myth has little basis in truth, but it is an interesting aside. There is no doubt that the race of creatures known as lizardfolk, or lizardmen, is an ancient one indeed. Often overlooked because of their savagery and animalistic tendencies, the lizardfolk are as much a part of the history of the world as men, dwarves and elves.

Lizardfolk appear much as a crocodile would if it were crossed with a man – scale covered humanoids, six or seven feet in height, with clawed hands and feet, powerful jaws filled with teeth and long, muscular tails capable of propelling them through water as they swim or through the air as they jumps. Lizardfolk are a primitive people, banded into small extended family groups known as tribes. To lizardfolk the survival and propagation of their tribe is everything, and all are prepared to give their lives to ensure this.

As a reptilian race, lizardfolk prefer to live in swamps and marshes throughout the warmer parts of the world. They often build settlements of dome-like mud huts deep within swamps, hidden away and guarded against outsiders who would harm the tribe. Lizardfolk are unpredictable within their habitat – sometimes dealing peacefully with outsiders, sometimes attacking them ferociously. Players travelling through swampland should be vigilant – their passing will almost certainly be known to the near-invisible lizardfolk sentries, but adventurers may never realise that they are being watched. If provoked into a fight, lizardfolk are a very dangerous people indeed.

THE SLAYER'S GUIDES

This series of supplements, designed for use in all fantasy-based d20 games systems, takes an exhaustive look at specific monster races, detailing their beliefs, societies and methods of warfare. Typically, these will be the races all but ignored by Games Masters and players alike, who view them as little better than cannon fodder.

This outlook just has to be wrong. An entire race does not just suddenly materialise in the campaign world and very few exist solely to wage war. What are they doing when the adventurers are not around?

LIZARDFOLK: FEROCIOUS REPTILIAN TRIBESMEN

Each *Slayer's Guide* features a single race, in this case the lizardfolk. Herein you will find information on lizardfolk physiology, habitat and society, giving you a fundamental understanding of how this race exists and interacts with the rest of the world. Players can learn the sort of combat tactics the lizardfolk are likely to employ against them and Games Masters are presented with guidelines on how to introduce this race into their existing campaigns. Finally, a complete lair is featured to be used as an extended encounter, the basis for a complete set of scenarios, or simply as an example of what lizardfolk are capable of.

After reading the *Slayer's Guide to Lizardfolk*, you may never view this race in quite the same way again.



I lay there in the undergrowth hoping, praying that they had not seen my comrade or I. We had hidden in the tall grasses and dank waters since escaping the attack on the caravan two days ago. We had escaped with our lives and survived these two days through sheer luck, but would not be so fortunate again. Yet we could stay here no more. We had to place our lives in the hands of luck again.

The merchants had been wary of travelling this way but the swamp road cut the journey in half. They'd simply grown too greedy, and although there had always been talk of tribes of primitive creatures living out here, travellers rarely saw any sign of them. Traditionally it was the marshes themselves that were the greatest hazard. As a precaution, the merchants had hired the wild-man, Bourss, as a scout to evade the worst that nature could throw at us, and myself and four other guards to defend against that which we could not evade.

They had planned for us to be in the swamp two days at most. On the first day we made good progress, but with nightfall came rain that did not let up until well into the following afternoon. The road slowly became a mire and in places it was impossible to tell where the road ended and the swamp began. It was difficult making headway and we faced the prospect of a second night under canvas with little relish. As we tried to make camp for the night on a patch of raised ground barely large enough for the three caravans, let alone the horses, we became aware of being watched. We doubled the watches but saw no more.

With the morning light came the promise of a dry day and the end of the swamp. As we broke camp Bourss whispered that we were being watched again but could do nothing. As the sun emerged for the first time in two days, our spirits lifted and our minds wandered. As if the treacherous sun was a cue for an ambush, nightmarish lizardmen— a good head taller than any of us and covered from head to foot in thick brown scales – attacked from out of nowhere, falling upon us with wicked claws and crude hatchets. We fought as best we could, but we were weary. As my companions were cut down I turned and fled along the road the way we had come. I ran until I could run no more and then slipped – or rather was pulled – into the swamp. Before I could shout, a rough hand covered my mouth and Bourss motioned for me to be still. There we hid until the sounds of combat ended and the screams of the injured were silenced. Then we waited. The sun dipped lower in the sky and we saw and heard no more of the lizardfolk. Yet we remained where we were, wary of drawing attention to ourselves. The next day came and went, but we saw no sign of our attackers. We hid amongst the reeds at the edge of the water, wincing whenever we heard movement.

This morning we could wait no more. We had to try to escape from this place before we were bled dry by the insects and leeches feeding from our tired bodies. We had reached as far as the ambush site and could see that the caravans remained there still. One had been overturned but the other two appeared untouched. There were no bodies, not even those of the horses, and I shuddered to think what had befallen them. Then there was movement and three lizardmen slipped out of the grass and over to the closest of the caravans, examining it with great care.

I lay there in the undergrowth hoping, praying, that they had not seen my comrade or I. I was not so lucky this time. One of them smelled or spotted me and was on top of me in an instant. Bourss had a crossbow readied and fired at them as they came, but the bolts bounced off their thick hides. I leapt to my feet and tried to draw my sword but it was too late. I closed my eyes and waited for the feel of its claws around into my throat. It never came.

I opened my eyes and the three lizards were standing in front of us, their arms behind their backs and their wicked claws hidden from sight. The one closest to us cocked his head slightly and opened his mouth. I could not move my gaze from his hungry looking eyes as he spoke in broken Common.

'We not want to fight, you, hooman.' It smiled and I almost fainted – its teeth were as long as my fingers. 'We want to trade with you.'

The other two lizardfolk nodded enthusiastically in agreement and looked at me expectantly. I was about to open my mouth and point out that the lizardfolk had eaten the traders two days previously, when Bourss spoke up instead.

'Greetings mighty lizards! We humble merchants are at your service.' He sketched a bow to them and glanced askance at me. 'Would you be back on their menu?'

Perhaps our luck had held out after all.



PHYSIOLOGY

Many travellers who first see lizardfolk confuse them with other reptilian humanoids such as yuan-ti, half-dragons or troglodytes. Further observation will quickly dispel such an error. As their name suggests, lizardfolk have more in common with lizards and other reptiles than with any of the draconic species. Taller than men or elves, yet only slightly more muscular, lizardfolk walk upright on powerful hind legs which are as capable of crushing a man's skull as they are at swiftly propelling them through water. Their hands and feet end in sharply curved talons – three fingers and two thumbs on each hand and four toes on each foot. Languidly waving to and fro behind them is a large, powerful tail used for balance, as well as to propel a lizardman when swimming or jumping. Even though the strong tail can make a potent weapon, few lizardfolk use it as such, equipped as they are with formidable claws and teeth. Tail posture makes up an important aspect of lizardfolk body language, adding depth and meaning to speech. Rare individuals learn to use their tails more actively, for tripping their opponents or rudimentary grasping (see page 18 for new lizardfolk feats). Lizardfolk are adapted to lives near and in the water; in addition to the placement of their eyes and nostrils (see below) and their powerful tail, lizardfolk have larger and more efficient lungs, enabling them to remain underwater for up to twice as long as a man.

Lizardfolk are covered in many small, thick scales sporadically shed throughout the year. The scales are tough, capable of deflecting blows in combat. Supplementing this armour are rigid bony plates covering the most vulnerable parts of a lizardman – the chest, stomach and the area between the shoulder blades. Between the gaps of these plates is soft fleshy skin, undefended by scales. A would be lizard slayer is advised to drive his sword or spear point between plates into these vulnerable areas.

Lizardfolk colouring can range greatly, but within a tribe it will be mostly the same. Scale colouring is usually green, brown or grey, whereas the rarely seen flesh is usually white or light grey. On hatching, most lizardfolk are very darkly coloured all over, emerging from the egg a dark brown or green. As they age, lizardfolk quickly lighten to match the colour of their tribe. Over the course of their lifetime, lizardfolk lose their colouration – making the most elderly of the tribe instantly recognisable by his lack of pigmentation. In addition to their base colouration, lizardfolk also have markings on their bodies – dark mottling, patches or bands are most common. Unlike scale colouration, which is usually the same for all members of a tribe,

such markings are much more individual, indicating parentage and family grouping.

The elongated snouts of lizardfolk contain powerful jaws capable of snapping bone with ease and a mixture of inch long incisors and flat brick-like molars for crunching up food. Their eyes and nostrils are positioned atop their low, domed heads, so lizardfolk can lie submerged in water whilst still being able to see above the surface and breathe easily. The whole of the eye is coloured, typically yellow although sometimes ranging from off-white to green-brown, with a vertically slit pupil completely bisecting the orb. Lizardfolks' heads are covered in scales somewhat smaller and less densely packed than the ones covering the rest of their bodies. In contrast, the underside of the skull – the base of the neck and underside of the throat – is unguarded and vulnerable. Lizardfolk are constantly moving their heads about, twitching back and forth in an attempt to watch everything around them. Some varieties of lizardfolk have spines or crests atop their skulls, though these serve no real purpose.

It is a common misconception that lizardfolk have inferior senses – especially eyesight – and that by standing motionless one can evade detection. As anyone with experience will testify, this is simply not true. A lizardman's vision is slightly inferior to that of a human when observing still objects, but superior at perceiving motion. The peripheral vision of lizardfolk is also superior, making it more difficult to sneak up on a lizardfolk. As to their other senses, their ability to hear and smell is different, not better or worse. To a lizardman scent and taste are indistinguishable from one another and they can taste such things in the air as the identity of another lizardfolk – each clutch has a readily distinguishable scent – and environmental features such as the presence of fresh water or a coming storm. Lizardfolk hear a much lower range of sounds and vibrations than men, but they are deaf to noises of a higher pitch.

COLD-BLOODED

Perhaps the most significant element of lizardfolk physiology is their cold-blooded nature. Lizardfolk have no way of internally regulating their body heat, relying instead entirely on the external temperature. When their bodies are too cold or too hot, lizardfolk become sluggish, only growing more active as they heat up or cool down to a more suitable temperature. Lizardfolk have devised ways to get around this, such as constructing shelters that retain heat when it is cold and remain cool when it is hot. Some lizardfolk live underground in areas that remain at a constant temperature all day long. Despite such adaptations, lizardfolk life is very much dictated by external factors.

Cold-blooded Mechanics

There are no rules given in *Core Rulebook III* for handling the effects of temperature on cold-blooded creatures, but Games Masters may wish to take it into account, especially if their Players have been particularly cunning. It is suggested that when such creatures make Fortitude saves to avoid the effects of extreme temperatures, a -2 penalty be applied. A similar penalty should be applied to reaction times (Initiative rolls, Reflex saves, etc.) at especially cold or hot times of the day. If caught at their most vulnerable – perhaps unawares in the middle of the night – lizardfolk may be subjected to an effect identical to that of a *slow* spell.

They often spend much of the early day lying in the sun in order to heat up or resting in the shade or water in the middle of the day to lower their body temperature. To outsiders this can make them seem lazy and sloth-like, but it is merely part of a natural process.

These creatures can be very vulnerable to attack during the colder parts of the day – at night especially – when they are slow to react, more so than at the hottest times of the day. There is little they can do to overcome this problem and slayers are advised to pick their attack times accordingly. A warning though: do not assume that at these times lizardfolk are helpless. Even at their most lethargic they remain fearsome opponents and are sometimes capable of bursts of activity even on the coldest nights.

DIET

Contrary to the impression they create – ferocious beasts, all sharp claws and teeth – lizardfolk are in fact omnivorous, eating a mixed diet of plants, fish and meat. It is important that lizardfolk are able to eat a varied diet, because their hunting and foraging is largely restricted to the morning and late afternoon when the temperature is neither too hot nor too cold to preclude intense activity. Therefore they must often eat whatever they can find. Lizardfolk are strictly hunter-gatherers; they raise no crops or cattle of their own. The preferred diet of a lizardman is meat whenever available – in particular that of humans. Other sentient creatures are too fatty, hairy or stringy to be considered a treat. If possible, lizardfolk will go out of their way to hunt men, who make reasonably easy pickings to a tribal hunting party. Despite this predilection, a tribe with a wise leader will hunt men only on occasion, fully realising the consequences of becoming too great a threat to the local human settlements. Less cautious tribes can find themselves eating well for a short period before being

assailed by many parties of adventurers, hunters and soldiers determined to collect the inevitable bounty.

Lizardfolk disdain eating food not hunted or gathered by themselves, or by one of their tribe. Upon reaching adolescence, all lizardfolk are expected to partake in the daily gathering of food, although those unable to do so will still be provided with food so long as it remains in abundance.

LIFECYCLE

Female lizardfolk lay eggs only once a year, giving birth to a clutch of about five or six at a time. Mating season occurs at the hottest point of the year and is preceded by the males brawling for the right to mate with a female. The strongest and most aggressive of the males may breed with several females; the weakest may breed with none. After mating, the female lizardfolk hide themselves away in specially constructed nests at the heart of the settlement until they lay their eggs. Once laid, all lizardfolk eggs are kept in one place. In lizardfolk society parentage carries little meaning and a lizardman's parents have no more or less contact with their child than with any other, as all members of the



tribe take some role in the upbringing of the young. Indeed, after hatching the parentage of a lizardman can be determined only by two means – by the lizardfolk's markings, which are hereditary, and by a scent unique to each female's clutch.

Eggs hatch after three months, most of the hatchlings in a clutch emerging within a few hours of one another. The hatchlings are slightly smaller than human newborns and are very scrawny things with short, stubby tails; no scales; and only rudimentary teeth and claws for breaking through the shell. The new hatchlings are looked after by nurses, those females beyond fertility, usually in their late twenties. A hatchling is only defenceless for its first few days, its first scales and second set of teeth and claws developing within a few weeks. Lizardfolk reach adolescence – when they are known as clutchlings – at three years and are fully-grown adults at five. The natural lifespan for lizardfolk is 40 years, although very few reach that age.

LIZARDFOLK MENTALITY

To lizardfolk the survival of the tribe is of paramount importance in their lives. They are not devoid of individual instincts or independence by any means, but in the harsh environment they inhabit there is little room for individual goals and agendas. Instead all lizardfolk must put aside personal desires for the greater good of their tribe. As a result of this dedication, lizardfolk are prone to acts of great selflessness, throwing themselves suicidally into a fray in wave after wave, either to drive their enemies away or to allow the majority of the tribe time to escape. At other times the tribe may elect to evade confrontation altogether, withdrawing deeper into their swamp homes and hiding from intruders. Lizardfolk are not averse to bargaining with adversaries if it means the continued survival of the tribe, although they do not see any bargains made as binding. Indeed, once an agreement has been reached, they may very well renege on it later if they think they can benefit more from eating hostages, resuming raids or other activities. It should be noted that this belief in the continued survival of the tribe applies exclusively to the tribe and does not extend to members of other tribes or the race as a whole. This often leads tribes into conflict with one another and tribes will band together only if each one thinks it can gain from doing so.

Often perceived as slow witted, lizardfolk certainly seem to consider their every action carefully, apparently investing a great deal of thought into each and every step. This is not to say that they do not or cannot act instinctively or on an impulse, rather that they more often choose not to do so. Each decision is considered very carefully, the possible outcomes and alternatives weighed against one another before any action is taken.

Once a path is chosen a lizardman will follow it with great determination and is not easily dissuaded. In this respect they are often said to be stubborn, but this is not so. Lizardfolk will not continue with a course of action if doing so becomes impractical or dangerous.

Lizardfolk society seemingly alternates between impressive feats of co-operation, internal upheaval and strife. At first these two states may seem incompatible and counterproductive, but periodic strife is an important aspect of lizardfolk survival. Stagnation and complacency on the part of the tribal leaders is never a good thing and having to fight to retain one's position in the hierarchy ensures only the most determined and capable are entrusted with the survival of the tribe. Strength and wisdom are considered the most desirable virtues amongst lizardfolk; selfishness and cunning the least desirable. The ability to undermine another's position with words and intrigue or to manoeuvre oneself into a better position to the detriment of others is not viewed as at all useful to the rest of the tribe; being able to fight off aggressors or guide one's companions through a harsh existence in the wilderness are understandably considered much more valuable.

Many amongst the civilised races consider lizardfolk to be little more than bloodthirsty barbarians who raid, pillage and kill – beasts, in short. Lizardfolk are certainly primitive by civilisation's standards, but they are more than capable of dealing on an equal level with outsiders if and when they choose to do so. They are by no means mindless animals. What can make lizardfolk seem barbaric and animalistic is that whenever they choose to deal with outsiders, they enter each meeting anew, considering their circumstances and needs afresh each time, without regard for any precedents. A tribe may have dealt peacefully with a trader twice before, but this is no guarantee that they will do so in the same way a third time. If the lizardfolk decide they have no further need for trade or a greater need for food, then they may well decide to eat the trader instead, paying little heed to the possibility that they will need his services again in the future. Conversely, the fact that a tribe has always attacked travellers passing through its territory does not mean that they will be unwilling to bargain with them instead, if the travellers have something they want but cannot take easily with force (professional services, a supply of woodwork or the ability to deliver a message, for example). Lizardfolk consider there to be nothing wrong with this attitude or approach to dealings. To the rest of us, this is what makes them unpredictable and dangerous. If you do not intend to fight them, make sure you are obviously more useful to them alive than eaten. Remember – if you, slayer, are human like your esteemed author, you are more often considered a *delicacy* than a threat.

HABITAT

Lizardfolk typically live in wetland areas such as swamps, marshes or riverbanks in the warmer areas of the world. Lizardfolk territory often includes features such as large flat rocks, dried clay shelves and stretches of sand that soak up the sun's heat, as well as sources of fresh water. Here lizardfolk can be found sunning themselves in the morning or cooling down in the middle of the day. Lizardfolk can subsist on considerably less food than an equivalent sized warm-blooded creature. This means that a given area will be able to support more lizardfolk than other creatures and that they will often outnumber other sentient creatures in the locale. Lizardfolk cannot tolerate extremes of temperature, relying as they do on external heat to regulate their body temperature. This greatly restricts the areas in which lizardfolk can comfortably live, limiting the threat posed to civilisation.

Within their swamp homes lizardfolk prefer to keep to themselves, only raiding nearby settlements for meat from time to time. Although more than capable of defending themselves from aggressors, lizardfolk are not inclined to throw their lives away except in the most desperate of circumstances. In the face of determined invaders, lizardfolk prefer to slink away deeper into the swamp until the threat has passed.

About a third of lizardfolk live below ground in cavern complexes. Lizardfolk like to be near plentiful sources of fresh water and many of the caves will be water filled. Such habitats need to be chosen with care, for deep underground the temperature is unlikely to change over the course of the day. The ambient temperature must be warm enough the whole year round. If the complex is not at a perfect temperature, then the lizardfolk will often settle near volcanic vents to warm themselves, or icy streams to cool down in.

NESTS

Amongst the lizardfolk, all but the most primitive tribes construct settlements known as Nests. Nests typically consist of a grouping of simple mud domes partly sunk into the ground. Such structures accommodate a household of lizardfolk known as a clutch – usually between five and 10 members strong – but are only used for sleeping in, or for shelter from the worst extremes of temperature. The thick walls of these mud

huts absorb the heat from the sun throughout the day, slowly releasing it overnight and keeping the lizardfolk from getting too cold. During the day, the huts' interiors remain shaded and cool, providing respite from the heat at the height of summer.

At the very heart of the Nest is a much lower-roofed dome, carefully guarded. This is where the female lizardfolk come to lay their eggs, and where the eggs remain until hatching under the watchful gaze of the adults.

Lizardfolk settlements are almost always situated near water, ideally in the middle of a marsh and surrounded by bogs and pools. This provides not only fresh water, fish and a place to cool down, but also a natural means of defence. Lizardfolk sentries take it in turns to hide for long periods in the water, submerged but for their eyes and nostrils, to watch for intruders. Those who can remain still for long stretches of time are well respected amongst the lizardfolk, the most proficient joining the ranks of the stillguard, who are adept at sitting in ambush for days at a time. See page 19 for more on the stillguard.

The outermost limits of the Nest will often be marked by piles of bones – those of the lizardfolk's own dead and those of their prey.

Subterranean lizardfolk also build Nests but have little need for the shelter afforded by domes. Bone piles will mark the limits of the tribe's territory, but the Nest itself will be largely devoid of structures. Instead the lizardfolk will make use of natural features such as outcroppings, rock pools and hollows for their needs. The only structure will be a shelter for the safekeeping of eggs. This shelter will usually be constructed from mud or hollowed out from the cavern rock.



LIZARDFOLK SOCIETY

The tribe is the focal point of lizardfolk society, the driving force behind and linchpin of its very existence. To lizardfolk the continued survival of the tribe is their primary concern – lizardfolk are born and die, years pass, but the tribe must go on, no matter what. This communal survival instinct is capable of driving the lizardfolk to extraordinary lengths, unthinkable to other species – migrating across continents in pursuit of better lands, engaging in brutal acts of genocide against other neighbouring humanoids and making pacts with more powerful creatures such as dragons.

The sanctity and importance of the tribe is not something that a lizardman needs to be taught – it is a instinctive knowledge that every hatchling simply *knows* from the moment they crack open their shell. Upon reaching adolescence, lizardfolk are expected to devote themselves entirely to the tribe. They are expected to hunt for food on its behalf, to take their turn guarding or teaching its young and to defend it when necessary. A lizardman is fully expected – and more than willing – to lay down his own life for the tribe.

A tribe comprises between 50 and 100 lizardfolk, about half of whom will be hatchlings. Each tribe typically lives within a single settlement or closely situated group of settlements known collectively as a Nest. The territory of a tribe extends for many miles beyond its Nest and encompasses the tribe's traditional hunting grounds. Any other creatures found within its territory are considered fair game.

Within a tribe, lizardfolk group into rough family units about 10 strong known as clutches. A clutch is made up of lizardfolk laid by the same mother and may include lizardmen from several different fathers. Lizardfolk from the same clutch often fight and hunt together, acting as a close-knit warrior band. The members of a clutch usually live closely together, often sharing a dome. The clutches are the ties that bind a tribe together in adversity, strengthening the already strong feelings of loyalty the lizardmen feel for one another. In the mind of a lizardman there is no separation between his clutch and his tribe – they are one and the same. Never should he have to choose between them, although tribes

have been known to break apart when several strong leaders clash.

Tribal life is strictly patriarchal. Men are the warriors and the leaders, whereas women are the child bearers. The division between the sexes is not completely rigid – whilst women are not *forbidden* from partaking in male activities such as hunting or fighting, they are certainly not encouraged to do so. Their place is in the Nest, not beyond it. Male and female lizardfolk are not kept apart until they reach adolescence; until then both sexes are taught and raised together. It is the duty of both the men and women of the tribe to teach the young their skills. Female lizardfolk remain within the Nest, venturing out to forage but not to hunt. Females build and repair the huts in the Nest and craft the simple tools, but not the weapons, needed by the tribe. Male clutchlings are taken under the tutelage of an adult upon reaching adolescence and are taught the skills of surviving in the wild, of hunting and fighting. At this time lizardfolk who show a particular affinity with nature may be taken by the tribal druids to be apprentices. At the same time the shaman of the tribe may take one or two of the young to be trained as acolytes under him. Lizardfolk druids are almost always male; shamans can be of either sex.



Strength is the most prized characteristic amongst lizardfolk and it is the attribute by which the hierarchy of the tribe is determined and with which internal disputes are settled. No lizardman has a birthright to rule and any may challenge him for the leadership of the tribe at any time. Challenges for power are a common occurrence, although challenges for the overall tribal leadership are not – the tribe well recognises the strength of their leader and only the especially confident or brave will take him on. Power struggles are resolved in one of three ways and are always a matter between the challenger and the challenged only – there is no room for allies.

The first way is a simple face-off in which the lizardfolk circle each other, bearing their teeth, flashing their claws and thumping their tails on the ground. The lizardman who backs down first loses. This method only resolves clashes where both sides know the relative strength of the other and where one combatant knows that he cannot beat the other. Such contests are rare and most leadership contests involve actual combat.

The second way of resolving conflict is the *hammuka* or ritual wrestle. Wrestling is as much about skill as it is about raw strength and is a very old lizardman tradition. Combatants fight in a circle drawn in the dirt three tail lengths wide. In especially well-rooted lizardfolk tribes or those with a degree of civilisation, the ring may be a permanent fixture of the Nest, marked out with large stones or dug into the earth. The first contestant to fall to the ground or be pushed out of the ring is the loser. Such wrestling matches are usually very quick and frequent victory is a source of great pride. Some fights last for multiple rounds, others just for the one.

The third method of settling disputes is the most primal and the most brutal – a simple fight to the finish using only the natural weapons and abilities of the lizardfolk. Considering what lizardfolk have at their disposal, such fights are often fatal. The victor is the lizardman still standing at the end. Such fights are usually to the death but may last to first blood, to unconsciousness or until one protagonist concedes. Lizardfolk are not renowned for pulling punches and most matches end bloodily.

The victor of a challenge, if he was the challenger, exchanges his position in the hierarchy with the loser; if the victor was the defender he maintains his position. In the aftermath of a successful challenge there will be many counter challenges to redress the ranks and attempt to topple the challenger from his new position.

There is no limit to the number of challenges that can be issued or the number of times a lizardfolk can be challenged. Although this could theoretically lead to constant scrapping for power and position, most lizardfolk are well aware of their relative positions and the strength of those above and below them in the pecking order. Unless they perceive a weakness or an opportunity, lizardfolk are generally content to remain where they are. Instead struggles are restricted to a flurry of activity one or two times a year when a challenge is issued and the other members of the tribe respond by taking advantage of any gaps and weakness that appear in the hierarchy as a result of power shifts.

Despite the emphasis on strength, the leaders of the tribes are usually druids. Although a great deal of respect is placed on druids – and rangers – on account of their relationship with nature, no special privileges or honours are accorded. They must fight for their position as would any other lizardfolk. However, when it comes to leadership, challenged lizardfolk druids often have the edge. In contests, the use of magic is forbidden along with any non-natural weapons. Only natural weapons and abilities are permitted, which in lizardfolk tradition includes the supernatural abilities of a druid. Of course, in times long since past it was no doubt the druids who established such traditions to allow them to maintain their grip on the reins of power. Druids are thus more than capable of holding their own in a challenge, wildshaping into a giant crocodile or some other great beast. Whilst most other societies would consider this to be unfair or cheating in some manner, lizardfolk consider it perfectly sporting. It is how it has always been, after all.

Lizardfolk live as hunter-gatherers, foraging and hunting for their food, not farming their own. In isolated areas lizardfolk fish or hunt swamp creatures, gathering fruit and other plants to supplement their diet. In areas closer to civilisation lizardfolk further add to their diet by raiding nearby settlements and farmsteads for food supplies. The source of food is rarely secure or stable, however. At times lizardfolk must work hard every hour to gather barely enough food for the tribe to survive on. At other times they need only work for a few hours a day and free time is as abundant as the food. If food ever becomes scarce for any period, the tribe must move to somewhere where it is more plentiful. Sometimes even this is not viable, and the tribe must simply starve until it is small enough for the available food to be sufficient.



RELATIONS WITH OTHER CREATURES

Lizardfolk are inherently distrustful and wary of creatures not of their tribe, including other lizardfolk. This is not to say they will not have dealings with other creatures, merely that they will only do so if they stand to gain something from the encounter. In lands close to civilisation lizardfolk may deal with humans on a semi-regular basis. They will often view roads as a source of meat and will periodically ambush unwary travellers. Lizardfolk in such areas may also welcome occasional trade with adjacent kingdoms and settlements, but such a relationship is rarely stable. Sometimes they make alliances with more civilised neighbours, perhaps promising to guard roads or borders that lie in swampland in return for regular deliveries of food or goods or protection against a greater threat. Alliances are also made with other swamp dwelling creatures, in particular the locathah, who share a similar attitude towards their environment.

Lizardfolk are no more or less likely to make alliances with other tribes of lizardfolk than with other creatures. If some danger threatens several tribes in an area, then they will almost certainly form a temporary alliance until the danger has been averted. Often tribes are more wary of one another than they are of other creatures, simply because they are often in direct competition for the same resources and where their survival is concerned there can be no compromises.

It is not unheard of for tribes to take other creatures captive as slaves. Lizardfolk have little need for slaves, however, for they are not trusted enough to tend the tribe's eggs or young, nor adept enough at hunting or foraging for food in the swamp. Thus they are only ever used to grow food where possible or as hostages to be traded for more useful goods.

Lizardfolk do not like to be beholden to others, for it places an unnecessary risk on the tribe – after all, another creature is unlikely to care for the long-term survival and propagation of the tribe to the extent that the lizardfolk do. However, lizardfolk are not averse to making deals and alliances with other species or creatures, particularly those more powerful than the tribe could hope to overcome, such as dragons, naga or hag coveys. The presence of additional powerful enemies make alliances of this kind even more appealing. In return for the creature protecting the tribe, the lizardfolk agree to serve the monster as warriors or

servants. As mentioned previously, lizardfolk rarely consider such deals to be binding and are not averse to betraying them at a later date if it proves to be to their benefit. Of course, the same can be said of the monsters the lizardfolk serve, who in most cases will readily sacrifice the lives of the tribe in exchange for their own survival. Perhaps this mutual distrust is actually an advantage for both sides, as both must be constantly vigilant and may be too busy watching to betray one another.

A tribe that has remained in the service of a powerful creature for a generation or more will inevitably have had its mindset warped and corrupted over time to accommodate that of their master. They may regard the creature as a part of their tribe or go so far as to consider the creature to *be* the tribe, its survival more important than their own. If a wily master can encourage this outlook, lizardfolk can make exceptionally faithful servants with the kind of loyalty that cannot be bought.

DRUIDS AND SHAMANS

As a result of the significance of their balanced relationship with nature, those who deal with it directly – the druids and rangers – typically occupy positions of importance and respect. If a tribe fails to placate

Reptile Domain

Deities: The Swamplord

Granted Powers: Rebuke or command animals (reptilians only) as an evil cleric rebukes or commands undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Reptile Domain Spells

- 1 *magic fang*
- 2 *scaly skin* (as *barkskin*)
- 3 *summon nature's ally III* (giant lizard or crocodile only)
- 4 *greater magic fang*
- 5 *summon nature's ally V* (giant crocodile, 1d4+1 giant lizards or 1d4+1 crocodiles only)
- 6 *greater scaly skin* (as *stoneskin*)
- 7 *summon nature's ally VII* (tyrannosaurus or 1d4+1 giant crocodiles only)
- 8 *animal shapes* (reptilian shapes only)
- 9 *shapechange*

nature properly it can have disastrous consequences for all. Likewise, if a tribe fails to treat a druid with proper respect, woe will inevitably befall them. An angry druid is practically the same as nature herself being angry. Thus druids often come to occupy the leadership roles within a tribe, ensuring the lizardfolk maintain harmony with nature.

To an extent, lizardfolk druids fulfil the role of priests, entreating with the nature gods directly. Nevertheless, lizardfolk society does still have a place for clerics, known as shamans. Whereas druids are leaders, shamans of the three gods often lead lives apart from the rest of the tribe. At best advisors, at worst outcasts, they watch their tribesmen's activity from the outskirts of society.

The principle purpose of a shaman is to ensure the survival of the tribe at *any* cost. He must constantly watch the tribe's leaders and make sure they are acting in the interests of the greater good, putting the needs of the tribe above their own. Should the leader appear to be faltering, acting selfishly and endangering the future of the tribe, then it is the duty of the shaman to step in and put him back on the right path. This is of course a dangerous move and many leaders resist forcibly. A shaman must gather a cadre of loyal followers about him subtly in order to forestall such a response. In most cases the weaker of the two will back down with a minimum of aggression and life will continue much as before. In the worst cases the tribe will fall apart amidst in-fighting tantamount to civil war, as the strongmen of the tribe ally with the shaman, ally with the current leader or try to establish a powerbase of their own.

RELIGION

Lizardfolk take a fairly relaxed view of religion, often encouraged to do so by their druid leaders. Revering their balance and co-existence with nature is key to the survival of their tribe. Guided by the teachings of their druids, lizardfolk often worship nature as a whole rather than divine manifestations of it. Lizardfolk pay tribute to the passing seasons, offer sacrifices in return for bountiful hunting and beseech nature for long summers and mild winters. Druids lead the tribal warriors on ceremonial hunts at significant points of the year – especially at the summer solstice – the bounty of which is dedicated to nature unbounded and consumed by the tribe as part of a great feast.

Nonetheless, lizardfolk do have a small pantheon of gods, or rather three aspects of a single god, the



Swamplord, each embodying a particular facet of nature. Worship of these aspects to any more than a cursory degree is rare, however, limited to the tribe's shaman, any acolytes or apprentices he may have taken and a select congregation drawn from the especially pious members of the tribe. It is rare for any more than a single aspects to be venerated within a tribe and whichever aspect it is will determine the clerics' relationship with the tribe and, to a much lesser extent, the attitude of the tribe itself. Regardless of the aspect worshipped, the Swamplord's domains are Animal, Plant, Water and Reptile (see sidebar), and his favoured weapons are the claws of the lizardfolk. The three aspects of the Swamplord commonly venerated are the Horned Crocodile, the White Iguana and the Golden Lizard.

The Horned Crocodile (NE) embodies the cruel and unforgiving aspect of nature, which takes an unwholesome delight in the hunt and the kill, especially when engaged in needlessly. It is the aspect that is with the tribe during lean times, which starves them and drives them to fall upon one another or to engage in acts of great barbarism against their enemies. Shamans who follow the Horned Crocodile are bloodthirsty and brutal, feared by the rest of the tribe. They fail to store

enough food for lean times and beg and steal from other lizardfolk. At times when food is more plentiful they encourage the tribe to partake in twisted hunts, chasing down members of the tribe or leaving the carcass of the quarry to rot. The Horned Crocodile is portrayed as a lizardman with the jaws of a crocodile or a great bloated crocodile with spiralling horns.

The White Iguana (N) embodies the uncaring and balancing aspects of nature, the baking hot summers and the icy cold winters, the bountiful harvest followed by the parching drought. It is the aspect that ensures a tribe takes no more than it needs, that is with the old at the end of their lives and with the young as they hatch from their eggs. It is the rashness of the adolescent and the wisdom of the elder. The shaman who follows the White Iguana metes out wisdom and reproach in equal measure and is closest in mindset to the druids of the tribe. He can often seem cold to those who come seeking aid, preferring to let nature take its own course among the sick and the injured. The White Iguana is portrayed as a great white iguana, usually sleepily watching over all around him, or as an elderly lizardman, all pigmentation drained from his scales.

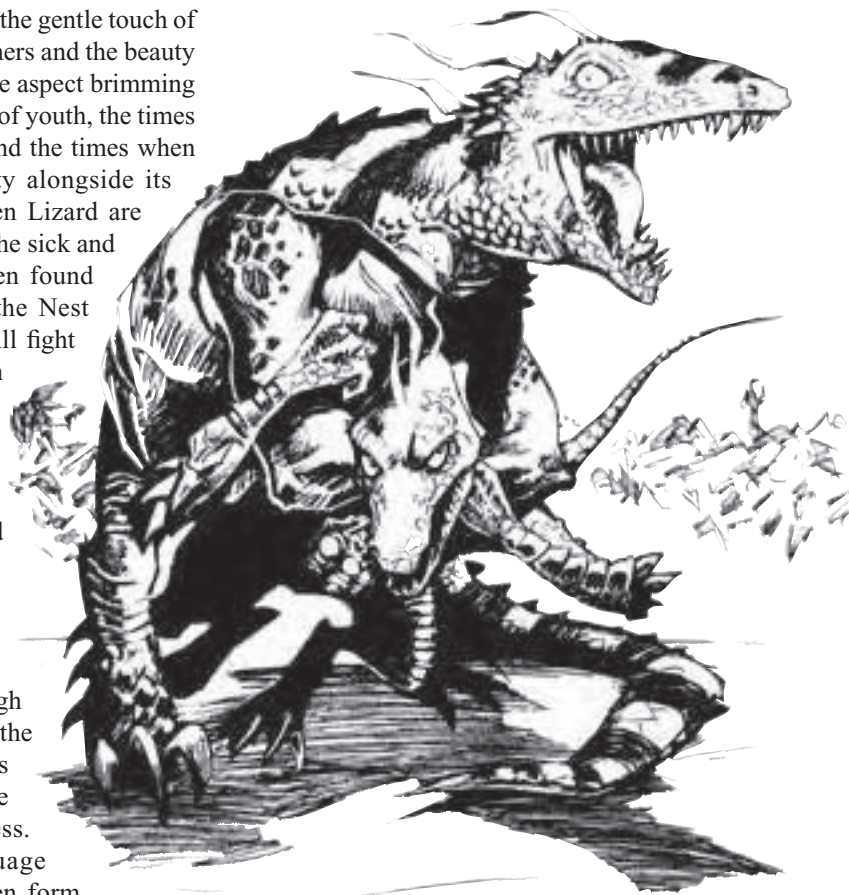
The Golden Lizard (NG) embodies the gentle touch of nature, the kindness of nature to others and the beauty inherent in all living things. It is the aspect brimming with the innocence and excitement of youth, the times when food is plentiful and good and the times when a tribe finds peace and prosperity alongside its neighbours. Clerics of the Golden Lizard are kindly and welcoming, tending to the sick and aiding the injured. They are often found tending gardens on the edge of the Nest but are not soft or weak – they will fight alongside the rest of the tribe when times are troubled and evil draws near. The Golden Lizard is often shown as a tiny lizardman leaping about with boundless energy and spirit, or as a small golden lizard such as a gecko or a newt.

of Draconic – lizardfolk make extensive use of body language to add meaning and nuances to speech. Of primary use in this body language is the posture and movement of the tail, a fact that can make accurate communication with lizardfolk all the more difficult. To those speakers of Draconic unfamiliar with the particulars of lizardfolk body language, a Sense Motive check is appropriate to decipher any hidden meanings. A sample of common meanings of body language is provided below:

- † Head thrown back and neck exposed – sign of subservience.
- † Both hands behind the back – shows the lizardman means no harm as his claws are not bared.
- † Tail coiled behind the lizardman – shows the lizardman either expects to be attacked or is about to pounce.
- † Tail laid to the side – shows that the lizardman feels safe from attack, either as a sign of superiority and confidence or an expression of trust and security.

LANGUAGE

Lizardfolk speak Draconic, although to the more sophisticated people of the world who also speak it – the dragons and the mages – it is a primitive dialect, but intelligible nonetheless. In addition to the spoken language – lizardfolk do not use the written form



METHODS OF WARFARE

Lizardfolk are a race who rarely war simply for the sake of it. They take up arms and fight only when the tribe demands it – to raid nearby settlements for food supplies and materials or to defend their Nest from intruders. As in many other aspects of their life, lizardfolk are something of a contradiction when it comes to combat – they engage in combat only when necessary, and yet they are painfully good at it. This contradiction is carried over into their methods of warfare. Lizardfolk are exceptionally patient, experts at preparing ambushes and setting traps, yet also ferocious and savage, falling upon their opponents like beasts, tearing, clawing and biting with abandon.

In melee, lizardfolk have a distinct advantage over most of their foes; their tenacity and the determination that their tribe survive at any cost. Lizardfolk fight with a grim and savage purpose, and because of their dedication to their tribe's survival, they are not afraid of dying if it serves that purpose. If pushed into a corner, lizardfolk are capable of throwing themselves in waves at their enemy, raging suicidally, in an effort to buy the rest of the tribe time to escape. Still, lizardfolk are not prepared to throw their lives away needlessly. If the tribe is not in danger and their lives are threatened, they are more than willing to withdraw, using their superior local knowledge to make good their own escape.

AMBUSH

When fighting in their own territory – boggy marsh and swampland – lizardfolk are adversaries to be feared. Lizardfolk prefer to ambush their opponents, making use of local knowledge and wilderness skills to set traps and lie in wait. Their favoured tactic is to lie concealed in marsh water next to the path of their targets, submerged and hidden except for the tops of their heads. As the opponent passes their hiding place, the warriors attack with javelins and spears, before leaping upon the victims and attacking in melee with their claws and teeth. They will often attempt to grapple an opponent and drag him underwater, where the greater lung capacity of the lizardfolk allows them to remain until their prey is drowned.

The rangers and the stillguard of the lizardfolk are the masters of the ambush and the very best can remain

hidden for the entirety of the attack, only emerging from their hiding places once the prey is defeated. Often the more adept at this technique make use of less-skilled warriors, who leap out and pin their enemies down in melee whilst the rangers assault them from cover. Lizardfolk scattered in the undergrowth ahead and behind their prey attack any stragglers or routers. A lizardfolk band given time to properly prepare for an ambush is formidable indeed.

RAIDING AND HUNTING

Lizardfolk do not always fight on the defensive, but even when attacking, lizardfolk are loathe to engage an enemy on anything approaching equal terms and will avoid open battle whenever possible. In lands near other civilised creatures, the tribe will often dispatch warriors to make raids for food supplies. Such raids are carefully orchestrated affairs but not to the same extent as ambushes. Raids will more often than not take place outside of lizardfolk territory, calling for a change in their usual tactics. Because lizardfolk are active only during the daytime, they rarely use of the cover of darkness to approach. Typical objectives of a raid are to steal away guarded cattle, grain supplies, or humans for food. The same tactics and methods for raiding apply equally to more esoteric objectives, such as recovering stolen eggs or captive lizardfolk.

A lizardfolk raiding party will usually comprise of between six and 10 lizardfolk, several of whom will be experienced rangers. One of the rangers will sneak up to and survey the target, watching for up to an hour. If a druid is accompanying the band, then he may make use of his animal companion to scout the target. The warriors will then attempt to sneak up on any outlying sentries or peasants, making use of vegetation and other natural features to conceal their approach. Once outlying targets have been taken out, the war band approaches the main target in small groups of two or three, attempting to avoid the notice of any guards and pass over or around defences. Lizardfolk are strong jumpers and are capable of leaping over fences and ditches and up onto walls, using their tails for balance when they land. Once within the settlement or farm, they will attempt to kill any armed targets first, making use of their superior fighting abilities to quickly slay lone guards. Lizardfolk will normally try to tackle their foes by engaging them one-on-one, but in situations where this is not possible, or when faced with a superior foe, they are not above ganging up as much as possible to tip the fight in their favour. When encountering obvious spellcasters, the lizardfolk will attempt to



METHODS OF WARFARE

ambush them from behind and slay them before they can cast spells. Any druids accompanying the raiding party will be used to identify spellcasters and to thwart the enemy's defences with their own spells.

An ideal raid will not alert the enemy to the lizardfolk's presence until the raiders are already making their escape. The lizardfolk will utilise stealth for as long as possible, but when it seems their cover is blown they will attack with relish.

In addition to raiding, lizardfolk delight in the opportunity to hunt. As opposed to raids, which are attacks conducted away from the lizardfolk's favoured environment, hunts are attacks conducted well within their own familiar lands. Lizardfolk prefer to set ambushes for their prey, but when this is not possible they will actively pursue and attack their opponents. They will attempt to close with their prey as quickly and as quietly as possible, choosing the location where they attack carefully so as to limit their opponents' manoeuvrability and escape routes. Areas close to water are especially favoured. When the lizardfolk have chosen the point of engagement, they attack from all around, unlimited by barriers such as water, first hurling javelins at their prey and then closing in to fight in melee with claws and hand weapons. Protracted combat does not appeal to lizardfolk and they try to make each engagement end as quickly as possible.

Although a typical hunt targets animals for food – small lizards, birds and swamp rodents are the usual fare – it may also target unwitting, intelligent creatures, such as parties of adventurers who have wandered into their land. Lizardfolk also hunt larger beasts from time to time, such as hydras or dinosaurs. Such hunts are carried out much as above, although the lizardfolk warriors engage with greater caution, often using weapons with reach (especially the long spear) so as to keep the beasts at a distance.

WEAPONS AND ARMOUR

Lizardfolk are a race never caught unarmed, for nature has blessed them with mighty natural weapons – sharp claws on their hands and feet and a strong maw filled with inch-long fangs. Lizardfolk prefer to use their own natural weapons in melee and most learn to attack simultaneously with each weapon with a great deal of skill. Some lizardfolk add another weapon to their natural arsenal by learning to use their large tails as rudimentary clubs. Rumours persist of rare lizardfolk

with prehensile tails – tails with a small degree of dexterity, capable of wielding weapons of their own.

Despite their natural weapons, lizardfolk do make use of others, preferring light weapons that are wieldable in one hand – stone axes and wooden clubs are particular favourites. When launching an ambush, lizardfolk make extensive use of crudely fashioned longswords and javelins, enabling them to strike whilst remaining entrenched in cover. Lizardfolk weapons are not especially sophisticated, as they are mainly crafted from sharpened stone – typically flint, or obsidian where available – and wood. Encouraged by their druidic leaders, lizardfolk eschew the use of metal weapons and armour.

Because their hides are as tough as chainmail, lizardfolk disdain the use of all but the lightest and least intrusive armours. When worn, armour is usually no more than a few scraps of leather or hide, often the hides of other lizardfolk.

The use of shields is a different matter entirely and warriors often wield large shields along with their natural weapons or single-handed melee weapons. Such shields are made from toughened leather or hide stretched over a wooden frame, or part of the shell or carapace of some swamp dwelling beast. Whenever possible, lizardfolk shields are adorned with spikes to enable them to be used as weapons if needed – lizardmen are used to having a weapon at the end of every limb and do not like to lose this flexibility when using a shield.

THE FORCE OF NATURE

A tribe of lizardfolk will contain many a druid, and it is not unusual for a war band to be accompanied into battle by a veritable menagerie of beasts and animals – the allies and companions of the tribal druids. More than simple pets, such animals can be a valuable asset in combat, used to supplement the abilities of the more conventional warriors. Lizardfolk druids favour reptilian companions, especially giant lizards and crocodiles, the latter lying in wait for foes just below the surface of the water and employing tactics rather like those of the lizardfolk. Lizard and giant lizard companions are especially proficient at hiding and moving silently and are often used as scouts to watch for an enemy's approach. In areas with overhanging tree cover, they will often climb up into the branches and drop on unsuspecting enemies as they pass underneath.

Sniff. *I can smell something nearing. I sit up and look around to where my clutch-brothers lie. They are also alert. Karua motions for me to stay down with the slightest flick of a claw and the twitch of his tail to add authority to the gesture. I settle back down into the muddy water where I have been lying for most of the morning. Across the rough path by which we lie there is a barely noticeable movement and one of the clutchlings – Seewa, barely four years old – stands up. Karua growls at him, a noise like scale moving against scale, and Seewa quickly drops down once more. A clutchling does not question the orders of an adult, and even another adult would think twice about questioning Karua. I sympathise with Seewa nonetheless. Although it is not his first ambush, it can only be his third or fourth. With time he will learn the arts of stillness and patience – if his impatience, or Karua, are not the death of him first.*

Splash. *There is a sound not far from us. Something clumsy steps this way and into our ambush. Our prey is noisy and careless, unaccustomed to travelling in our swamp home. It will not have time to learn of its mistakes, for we are ready.*

'I cannot believe you made us come this way, Borin.'

The quarry is noisy and speaks a language I do not know.

'Quit your whining. It is the quickest path, as well you know. Now hush or else everything in this fell mire will know we are coming.'

Another splash and they are in sight. Short, hairy folk. Dwarves. Yuck. We remain still as they pass by our hiding places. Our trap is ready to be sprung, but as I look to Karua I know it will not be. He has thought the same as me – dwarves are not good to eat unless the tribe is wanting for food. It is not and so we shall wait. I glance up suddenly at where Seewa lies. He is stirring once more, about to give us away with his impatience.

'There is nothing in this stinking hole, Borin. I have not seen a creature in days save for these wretched biting bugs, and I have the sharpest eyes in all of the Five Holds!'

His companion snorts and they continue past us. Seewa remains still. The last dwarf passes us and they are out of sight, if not out of our hearing or scent. Seewa is learning patience after all.

Lower level druids will commonly accompany a war band on a raid, but higher level druids will rarely fight except in the defence of the tribe. Lizardfolk druids are potent fighters in their own right, particularly with their wildshape ability. Lizardfolk druids prefer to wildshape into the same reptilian creatures they keep as companions – giant lizards and crocodiles at lower levels and giant crocodiles at higher levels. Druids of a high enough level will wildshape into an elemental to attack their enemies, preferring to transform into a water or earth elemental when fighting in swampland. In addition to their physical abilities, lizardfolk druids have an impressive array of magic at their command. Favoured tactics are to use *entangle* or *soften earth and stone* to bog opponents down and limit their manoeuvrability, or *obscuring mist* combined with *faerie fire* to add concealment and confusion to the assault, whilst allowing the druid's allies to still see their opponents. Druids can supplement the attacks of their allies with *magic fang* cast on their teeth

and claws. Spells such as *commune with nature* and *pass without trace* enable especially well-concealed ambushes to be set, the lizardfolk caster forewarned by nature herself as to where the prey are located. At higher levels, druids can cast *sympathy* to magically lure prey into an ambush and *transmute rock to mud* followed by *transmute mud to rock* beneath their feet to devastating effect.

In addition to animal companions, lizardfolk tribes sometimes keep beasts as pets or pack animals. Giant lizards are often used as beasts of burden or mounts, as are certain species of dinosaur. The deinonychus is particularly valued as a war steed for lizardfolk warriors, although only the strongest and bravest can master it.



ROLEPLAYING WITH LIZARDFOLK

Lizardfolk are a relatively simple race for a Games Master to portray as more than sword fodder. Lizardfolk society is driven by a single cause and purpose – the survival of the tribe above all else. Lizardfolk will go to any lengths to ensure their tribe survives and there are many ways in which a Games Master can portray this to the Players during a session.

Lizardfolk will engage in every confrontation and encounter with a purely selfish outlook and it does a Games Masters no harm to do the same. What do the lizardfolk stand to gain from this encounter, and does the tribe ultimately benefit? If the lizardfolk attack there will be a definite and compelling reason for them to do so, and if they do not attack there will be an equally compelling reason. Lizardfolk can always be persuaded to call off an attack if canny Players can find something better to offer them. Indeed, they may well come out and ask the characters to justify why the lizardfolk should not attack them.

Lizardfolk are nothing if not capricious – and will change their minds midway through striking a bargain or launching an ambush if it becomes in their best interests to do so. To characters, lizardfolk should come across as unpredictable after a fashion, though not to the point of being chaotic. All encounters should have an air of tension about them, as if the situation could boil over and change at any moment. Players should constantly be aware that the lizardfolk are judging their every action, their every move, and they must be constantly working to remain one step ahead of them and remain on their good side. The characters must impress upon the lizardfolk that they are more valuable and useful alive than dead. A seemingly peaceful encounter can swiftly come to blows if the lizardfolk decide the characters can offer them no more. Conversely, the lizardfolk may suddenly halt a combat if they decide that continuing it would be detrimental to the tribe, lay down their weapons and demand to talk instead.

None of this precludes the use of lizardfolk as a straightforward dungeon filler, however, for a Games Master so inclined. The motivation of the lizardfolk need not be complicated and may be as straightforward as ‘hungry – want tasty hooman flesh’. Such a problem is one that can hardly be resolved through diplomacy

– except by an especially evil party willing to trade their own lives in return for one of their companions ending up on the dinner table.

The purpose of this Slayer’s Guide is to add depth and character to the lizardfolk as a race and enable a Games Master to make use of them beyond blunting the weapons of their Players’ characters. Your author hopes that as you have read these pages, countless ideas for stories and adventures involving the lizardfolk have leapt right out of the book. If not, read on, for plot hooks and scenario ideas are provided in the next chapter.

LIZARDFOLK AS PLAYER CHARACTERS

The Nest of a lizardfolk tribe can make an interesting setting for a campaign in which the Players all play lizardfolk characters. Such a campaign operates in much the same way as any other, with the exception that the party is tied to one place. In this kind of game, the characters engage in mundane activities such as hunting and foraging, much as in any other campaign, but most of the time is spent exploring their lands and taking part in adventures. Perhaps an easier method of integrating lizardfolk into your campaign is for one of the Players to play one alongside the more conventional races. The information in this chapter will help with integrating Players of this race into games in a balanced and fair way, preventing the natural advantages of the lizardfolk from becoming overpowering. This section can also be used to expand lizardfolk Non-Player Characters through the use of new prestige classes and feats provided herein.

To lizardfolk, the survival of their tribe is of the utmost importance. Many problems can arise that necessitate individual tribal members departing in search of a solution and a life as an adventurer. The situation must be serious to warrant a tribal member leaving – survival instincts are rarely pushed aside on a whim. Perhaps the tribe is endangered in some way – cursed, diseased or poisoned – and the character is questing for a cure. Be warned that such a background can lead to the lizardman being an adventurer for only a short term – when the cure is found he may have little reason to continue to adventure.

The lizardman could be the last of his kind, his tribe having been destroyed or scattered, searching for answers as to why they were destroyed, seeking vengeance or simply looking for another tribe he can join. In such a situation a lizardman may gladly join up with other adventurers, some of whom may be able to provide him with answers. If the Player adopts this background, it is important to consider what the lizardman will do when

the answers he searches for are found, or when he finally meets up with a new tribe.

A third option is for a lizardman to be raised by another race. An egg or a hatchling could have been stolen by thieves, taken as loot by invaders or rescued from the hands of an enemy by kind-hearted travellers. A lizardman raised in this way may have had a harsh upbringing – possibly he was raised in captivity, tormented and mocked, generally treated like a slave – in which case he may have escaped from his captors. The lizardman may have been raised in a kindlier environment, finally leaving in search of adventure as heroes from other races do. This last option presents several interesting roleplaying questions – there may be a cultural clash between his lizard instincts and his more civilised upbringing. Do his lizard survival instincts apply to his adoptive family as they would to his tribe? Is their survival paramount to the lizardman's? What might have happened to them to force him out on a life of adventure? Does he view his adventuring party as his tribe, and if so will he go to any lengths to ensure their survival?

A slight variation on the above is the lizardman who is an outcast from his race. Such an occurrence is virtually unheard of – lizardfolk will die for their tribe and it is a severe crime indeed that warrants their exile above execution. Being shunned by one's own tribe is considered to be a fate worse than death by most lizardfolk, who rarely survive for long alone. Some lizardfolk are born loners who resent the overbearing presence of the tribe. Such lizardfolk quickly leave the tribe at the first opportunity, striking out on their own in the outside world. Often they return after a matter of months, their wanderlust burnt out and their tribal instincts reinstated.

Lizardfolk characters with levels in a class are usually druids, their favoured class and often the leaders of the tribe; rangers and fighters, the hunters and the warriors of a tribe; or clerics, the shamans and advisors of the tribe. Lizardfolk with levels in other classes do exist, of course, but they are much rarer and unlikely to be present in a typical tribe. Some suggestions follow as to how lizardfolk of other classes are likely to come about.

Lizardfolk barbarians are greatly feared – and rightly so, for they are formidable opponents. Strength is a characteristic to be admired, but so are control and self-discipline – a lizardfolk must always be mindful of his tribe, and when in a rage a barbarian is hardly mindful of anything. Lizardfolk who devote themselves to life as a barbarian are considered a liability to the tribe and are ultimately destined to be slain by one of their family or friends or else cast out of the tribe. Savage even by lizardfolk standards are the Redclaws, lizardfolk who have become addicted to combat to the exclusion

of all else and are constantly searching for their next kill. Redclaws are shunned and hunted down by other lizardfolk whenever possible.

Rogues are likewise mistrusted, as whilst cunning and stealth are esteemed, the character's lack of martial ability does not elevate them in the eyes of the tribe, where physical might is also of vital social importance. Lizardfolk rogues often act as scouts for the tribe, honing their skills at being stealthy to an art form in the swamps. In tribes with a good deal of contact with civilisation, lizardfolk rogues often act as diplomats through whom the tribe deals with outsiders. They often have a broader worldview than their fellow tribesmen do, but are considered by other lizardfolk to be tainted with foreign values.

Arcane spellcasters of any kind are few and far between in lizardfolk society, disliked and actively discouraged by their druid leaders. Lizardfolk sorcerers often exist in tribes with a history of serving dragon-kind and usually have a few drops of dragon blood somewhere in their past. Such lizardfolk are the favoured go-betweens and servants of draconic masters. Rarer still by far are lizardfolk wizards. Lizardfolk simply do not go in for study of any kind, least of all of the arcane arts. The lizardfolk wizards who do exist are likely to have been raised beyond the confines of the tribe, or to have turned their backs on lizardfolk society at an early age. Finally, there are the bards of the lizardfolk, another rare but not unheard of breed. Lizardfolk do make music, although it is a little harsh to the refined tastes of your esteemed author – warbled throat singing, frenzied drumming and other instruments producing deep, sonorous sounds. Rarely does a lizardfolk devote his life to the pursuit of music – it is seen as frivolous and unproductive to the survival of the tribe.

Not a lawful race by any stretch of the imagination, lizardfolk rarely belong to martial orders or abide by strict codes of conduct. Thus monks are uncommon and paladins are almost unheard of. Lizardfolk paladins are invariably outcast followers of a non-lizardfolk religion. At least one knightly order located near swampland made a habit of snatching lizardfolk hatchlings and raising them in the chapter house, convinced that they were destined to be great divine warriors. Elsewhere in the world exist the Six Point Marsh Warriors, an order of monks who practice a unique lizardfolk martial art. Once they were a tribe, but have evolved into something more akin to a monastic order based within their marshland home. The 'Six Points' of their name refers to the flurry of blows delivered by the monks from the bite, the arms, the legs and the tail.

Used as a Player race, a 1st level lizardfolk character is much more powerful than a 1st level hero of another race. The lizardman has multiple Hit Dice along with a



range of useful abilities and therefore may not be suitable alongside a 1st level party. It would be feasible to include a lizardfolk character in a 1st level party, but to not give him any class levels to begin with. The character would still be tougher than the rest of the party but would not have any useful class abilities. Perhaps a better balance would be to allow a lizardfolk character only in a party above 1st level – in a 2nd level party, a lizardfolk character without any class levels would be their equal, as would a 1st level lizardfolk character in a 3rd level party. The strengths of a lizardfolk character are in melee, and a Games Master who runs a game with a relatively small amount of combat may not find a lizardfolk character to be overpowered. It is, as always, up to the judgement of the Games Master.

- † +2 Strength, +2 Constitution, –2 Intelligence; Lizardfolk are stronger and tougher than men, but not as bright.
- † Medium size.
- † A lizardfolk's base speed is 30 feet.
- † +4 racial bonus to Balance, Jump and Swim checks; a lizardman's powerful tail is a distinct advantage in the wild.
- † +5 natural armour bonus to AC: Lizardfolk hides are thick and scaly, able to turn blows aside as easily as chainmail.
- † Automatic Languages: Draconic, Common. Bonus Languages: Aquan, Goblin, Orc, Undercommon (only those lizardfolk who live in cave complexes).
- † Natural Weapons: 2 Claws (1d4 damage), 1 Bite (1d4 damage). Lizardfolk prefer to use their sharp claws and teeth as weapons, instead of clubs and axes.
- † Lizardfolk characters can hold their breath underwater for twice as long as normal human (4 x Constitution score) in rounds rather than (2 x Constitution score). Lizardfolk are also automatically proficient with simple weapons and shields.
- † Monster Levels: Although they possess no supernatural abilities, lizardfolk are powerful creatures armed with an array of potent natural weapons and abilities. A lizardfolk's character level is equal to his class levels + 2 (his monster levels), as explained in *Core Rulebook II*. A lizardman's monster level give him the following benefits; 2d8 hit points, base attack bonus +1, Reflex Save +3, a single feat and 5 x (2 + Int modifier, minimum 1) skill points – Balance, Jump and Swim are the only class skills for the monster levels.
- † Favoured Class: Druid.

LIZARDFOLK FEATS

Tail Slap (General)

The creature gains an extra attack with its tail.

Prerequisite: A tail at least 5ft long.

Benefit: The creature has the ability to deal 1d6 points of bludgeoning damage as an unarmed tail slap attack. If the creature has other natural weapons, it may use the tail slap alongside them as a secondary attack, incurring a –5 penalty to hit.

Special: The above damage assumes the creature is Medium size. If the creature is larger, use the rules in *Core Rulebook III* to determine the increased damage. The tails of smaller creatures are too small to be effective in close combat, and such creatures may not take this feat.

Tail Trip (General)

The creature can trip opponents with its tail.

Prerequisite: Tail Slap.

Benefit: If the creature hits with its tail slap attack, it can attempt to trip the opponent as a free action (see *Core Rulebook I*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the creature.

Tail Sweep (General)

The creature can attack multiple opponents behind it with its tail.

Prerequisite: Tail Slap, Tail Trip.

Benefit: The creature may make a sweep with its tail instead of making an attack. The sweep affects a half-circle with a diameter of 5 feet centred on the creature's rear. The creature makes a single attack with its tail against each opponent in the area. The creature may not use the Tail Trip feat in conjunction with Tail Sweep.

Special: The diameter affected by the Tail Sweep feat assumes the creature is Medium size. Large creatures affect a diameter of 10 feet, Huge creatures 20 feet, Gargantuan creatures 30 feet and Colossal creatures 40 feet.

Prehensile Tail (General)

The creature has adapted to use its tail for rudimentary grasping, effectively giving it an extra hand.

Prerequisite: Tail Slap, Tail Trip.

Benefit: The creature may use its tail to grip an extra weapon in combat, allowing it to make an additional attack. Such an attack counts as an off-hand attack and follows the rules for multiple arms given in *Core Rulebook II*. The tail does not have any great dexterity and may only be used for basic tasks such as carrying items.

Lizardfolk Names

Lizardfolk names are short and succinct, composed of short, sharp syllables. Most lizardfolk names end in a vowel – most commonly in an *a* or a *u*. Lizardfolk names often have meaning when translated, but are usually no more complex than an adjective or characteristic that the hatchling was said to possess. A sample of lizardfolk names is provided here for convenience:

Abbasu, Ansa, Biasan, Bisa, Bosu, Monana, Orana, Ranan, Simu, Tikra.

Special: If, including its tail, the creature has the equivalent of three arms, it becomes eligible to take the Multiweapon Fighting and Multidexterity feats as found in *Core Rulebook III*.

Razorfang (General)

One of the creature's natural attacks is more dangerous than normal.

Prerequisite: One or more natural attacks.

Benefit: When this feat is taken, nominate one of the creature's natural attacks. The damage caused by that attack is increased by one size level, as detailed in Chapter 5 of *Core Rulebook III*.

Special: This feat may be taken multiple times, each time applying to a different natural attack. The feat may not be applied to the same attack more than once.

LIZARDFOLK PRESTIGE CLASSES

The Stillguard

At first glance, the villages of the lizardfolk appear poorly defended and wide open to attack – they have nothing in the way of walls, ditches or palisades and hardly seem guarded at all. However, look a little closer and the land surrounding a tribe's Nest can be seen to be dotted with lizardfolk sentries well hidden in pools and bogs, ditches and undergrowth, keeping watch for would-be attackers. The sentries watch trespassers from the moment they enter a tribe's lands until they either leave or are intercepted by a warrior band. Such sentries do not remain on watch for more than three or four hours at a time – lying still for long periods can be very tiring after all. After the watches have changed a couple of times, an exceptionally patient observer may notice, barely visible in a patch of water or a clump of grass, a lizardman as still as a statue and as hidden

as a chameleon. This sentry is a warrior known as a stillguard, and he will only ever be seen if he wills it.

The stillguard are the elite amongst the lizardfolk warriors, charged with the defence of the tribe in its own lands. They are masters of laying ambushes and setting traps, infinitely patient and prepared to wait days in order to trap their prey. When intruders venture into lizardfolk territory, the stillguard will be watching and waiting. They will set themselves up along the path of the trespassers, setting traps and attacking, picking the enemy off one by one, remaining unseen all the while. Only the most determined enemy weathers the harassment of a stillguard and reaches the lizardfolk Nest undisturbed. Survivors tell of haunted marshes, invisible attackers or hundreds of lizardmen attacking from the shadows. The lizardfolk never see any reason to enlighten their enemies as to the truth behind these attacks.

The stillguard are by no means an organisation or an institution, but more of a loose collection of masters and students who share core teachings and practices. As do all lizardfolk, stillguard owe their allegiance to their tribe alone, not to other stillguard. If a tribe is lucky enough to have a stillguard amongst its warriors, and most have at least one, then he will watch for potential amongst the warriors and sentries, taking one who shows willingness and dedication as his apprentice. They will retreat into the wilderness beyond the edge of a tribe's lands for many months, training long and hard and developing the student's patience and skills until he can outwait and ambush his prey. In tribes in which there are no stillguard, especially gifted lizardfolk may develop similar techniques and methods without realising they share them with others scattered throughout lizardfolk society.

Stillguard are usually rangers, but could conceivably be rogues or one of the exceptionally rare lizardfolk monks. Stillguard are rarely drawn from other classes, although there is no reason why they could not be.

A stillguard Non-Player Character makes a terrifying opponent for Players, turning a simple journey through a marsh into a waking nightmare as they are forced to dodge endless traps and snares and must fend off attacks seemingly from out of nowhere. Equally, if the Players make friends with the lizardfolk, a stillguard can be a fantastic (if rarely seen) friend to have, especially when stalking other creatures in the swamps.

Hit Die: d10.

Requirements

To qualify to become a stillguard, a character must fulfil all the following criteria.



The Stillguard

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Skill mastery, statuesque
2	+2	+3	+0	+3	Extended breath
3	+3	+3	+1	+3	Rapid ambush
4	+4	+4	+1	+4	Arcane disguise
5	+5	+5	+1	+5	Invisible assault

Base Attack: +6.

Skills: Concentration 5 ranks, Hide 8 ranks, Move Silently 8 ranks.

Feats: Alertness, Endurance.

Race: Lizardfolk only.

Class Skills

The stillguard's class skills (and the key ability for each) are Concentration (Con), Hide (Dex), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis) and Swim (Str). See Chapter 4 of *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier

Class Features

All the following are class features of the stillguard prestige class (StG).

Weapon and Armour Proficiency: A stillguard is proficient with all simple and martial weapons, light armour, medium armour and shields.

Skill Mastery: Beginning at 1st level, the stillguard gains Skill Mastery with the skills Concentration, Hide and Move Silently. When making a skill check with one of these skills, the stillguard may always take 10, even if stress and distractions would normally prevent him from doing so.

Statuesque: Stillguard are trained to remain in one place for long periods of time without moving. Other creatures would get stiff, develop cramp and so on and have to get up and move about. Not a stillguard. A stillguard may remain in one position indefinitely and gains a +2 bonus to saves and ability checks made to avoid such hazards as fatigue, exhaustion, hunger and cold whilst he awaits his prey.

Extended Breath (Ex): A stillguard is accustomed to spending a lot of time in and around water, more so than even other lizardfolk. At 2nd level the stillguard becomes more adept at remaining underwater. He can hold his breath for longer than normal lizardfolk, a number of

rounds equal to 5 x his Constitution score (rather than 4 x Constitution for normal lizardfolk).

Rapid Ambush (Ex): Stillguard specialise in leaping out from their hiding places and overcoming their enemies before they have a chance to react. A lizardfolk acting in the surprise round of combat may make a full-round action instead of a standard action.

Arcane Disguise (Su): Whilst stillguard of lower levels excel at hiding, magic can still reveal their presence. At 4th level the stillguard gains Spell Resistance vs divination spells only. This Spell Resistance is equal to the stillguard's Hide ranks plus his stillguard levels.

Invisible Assault (Ex): At 5th level the stillguard has become so good at attacking from cover that he can do so without giving away his location. The stillguard may make one ranged attack against any valid target further than 10 feet away as normal, so long as he is hiding to begin with. He may, as per standard sniping rules (see the Hide skill in Chapter 4 of *Core Rulebook I* for details), then hide again immediately. The stillguard may reduce the penalty for doing this by a total of his Hide ranks + his stillguard level. The stillguard may not turn this penalty into an eventual bonus, however (by having 5 levels of stillguard and 16 ranks of hide, for instance).

The Scaled King

Amongst the lizardfolk tribes who live in the oldest swamps of the world, legends are whispered of ancient nature spirits who lair in the deepest parts of the swamp, spirits with the scales and the face of a lizard. These spirits roam freely through the swamps, asking for nought but respect for nature and enacting a terrible vengeance on those who would harm their lands. Tribes most blessed by nature have one of these spirits as their guardian, and enemies of the tribe become enemies of the nature spirit, meeting their end face down in a bog or in the jaws of a great beast.

Yet these guardian spirits are not all that legends make them out to be, for they are still lizardfolk in body if not entirely in mind. Not all among the tribal druids are destined to be great leaders; most must instead be subservient to the dominant lizardman, tending to what

nature they can. Other lizardfolk druids feel the call of nature more powerfully, superceding their duties to the tribe. They leave the tribal Nest to live closer to nature, although they never abandon their tribe entirely – no lizardfolk would ever do that. Most of these wild druids live out their lives in isolation in the wilderness, preferring the company of animals to that of their tribe, returning to the Nest only when it is in great peril. Every couple of generations one of these druids rises above the rest, destined to become something greater. He feels the call of nature ever stronger until it drowns out the voices of friends and family, driving him into the wilderness before it drives him insane. Such a lizardman can end up in one of two ways – either he will be driven mad and give himself totally to the call of nature, living as a beast in the swamps, or he will rise above the voices and become an avatar of his tribe, a scaled king.

A scaled king is a rare creature, for only the ancient swamps have enough strength to call even a single champion. No swamp has more than one scaled king. The scaled king is driven by two purposes – to ensure his tribe survives and to ensure no harm comes to his swamp. To the mind of the scaled king these two purposes are inseparable. The survival of the swamp is the survival of the tribe and vice versa. He roams his swamp home, called by the swamp itself to places where he is needed, watching over his tribe with the eyes of nature.

Scaled kings are weaker spellcasters than their druid brothers, finding little time to increase their magical might, but they more than make up for it with other abilities. No one knows the swamp better than the scaled king and when fighting in its murky waters he becomes more powerful, imbued with the strength of nature herself. The body of a scaled king is as fluid as that of a druid, able to change shape into a multitude of

different lizard forms. At their most powerful they can even change into savage and ancient beasts – dinosaurs and hydras. Scaled kings roam the swamp in mind as well as body, telepathically speaking with reptile creatures, the tribe and the spirits of the swamp.

Scaled kings are better suited for use as a Non-Player Characters than as characters, mostly because of their solitary nature and their ties to the environment. In a lizardfolk campaign, the call of the wild could be an interesting plot arc for a Player's druid, causing him to struggle with conflicting desires and loyalties. A scaled king makes a fearsome enemy with which to exact revenge upon Players for crimes against nature and lizardfolk, hunting them down in the form of a reptile and striking with the power of the swamp itself.

Hit Die: d8.

Requirements

To qualify to become a scaled king, a character must fulfil all the following criteria.

Skills: Knowledge (local) 4 ranks, Knowledge (nature) 8 ranks, Survival 8 ranks.

Feats: Razorfang (any).

Class: Character must be at least a 5th level druid.

Race: Lizardfolk only.

Class Skills

The scaled king's class skills (and the key ability for each) are Balance (Dex), Concentration (Con), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Survival (Wis) and Swim (Str). See Chapter 4 of *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the scaled king prestige class (ScK)

Weapon and Armour Proficiency: A scaled king gains no weapon or armour proficiencies and is restricted to the same weapons and armour as a druid. See Chapter 3 of *Core Rulebook I* for more details.

Lizard Shape (Sp): At 1st level a scaled king gains the spell-like ability to *polymorph self* into a Small, Medium or Large size reptile creature from the list below and back again, once per day. Each time this ability is used, the scaled king is free to choose a different shape. The scaled king can use this ability more times at 5th and 9th level, and also gains the ability to adopt a Tiny form at 5th level and a Huge form at 9th level.



The scaled king can adopt any of the following forms, so long as he is of sufficient level to become a creature of that size: Crocodile, giant crocodile, lizard, giant lizard, snake (any size or type), dinosaur (any kind) or hydra (normal five-headed only).

In all other respects this ability acts like a druid's wildshape ability, asve that it lasts as long as the character's druid + scaled king levels in hours.

Scaly: At 1st level the scaled king's hide gets thicker and tougher, increasing his natural armour bonus by +2.

Spells Per Day: A scaled king continues to train in druidic magic, but at a greatly reduced rate. At 2nd level and every second level afterwards, the scaled king gains spells as if he had gained a level of his existing spellcasting class. He does not gain any other benefits a character of that class would have gained, only the new spells.

This essentially means that the character adds half his scaled king level to the level of another spellcasting class he has and then determines spells per day and caster level accordingly. If the character had more than one spellcasting class before he became a scaled king, he must decide to which class he adds every second level of scaled king for the purposes of determining spells per day when he adds the new level.

Lizardspeak (Su): Beginning at 2nd level, a scaled king can converse telepathically with reptilian animals (lizards, crocodiles and snakes) over a distance equal to his scaled king level x 10 miles. In all other respects this ability acts like *speak with animals*.

Swamp Warrior: Beginning at 2nd level, a scaled king gains a +1 natural bonus to attack, damage and saves when fighting in swamps.

Marshland Stealth: Beginning at 3rd level, when in a swamp, a scaled king gains a +4 natural bonus to Hide and Move Silently checks.

Alert Tribe (Su): At 4th level a scaled king can sense and call out to members of his tribe who are within range of his lizardspeak ability. He may communicate telepathically with lizardfolk of his tribe as well as with reptiles. In addition, the scaled king can request aid from his tribe once per day. 1d6 lizardfolk arrive within 10 minutes per mile of distance. It is up to the Games Master who arrives and how long they stay to help. The Alert Tribe ability works both ways – once per day the lizardfolk may request help from the scaled king.

Commune with Nature (Sp): Beginning at 6th level the scaled king may cast *commune with nature*, as per the spell, once per day, so long as he is within a swamp. At 8th level he may do so twice per day and at 10th level three times per day. This spell-like ability is used at a caster level equal to the character's druid level + scaled king level.

Greater Scaly: At 7th level the scaled king's hide toughens yet further, increasing his natural armour by an additional +2.

Swamp Guard (Su): At 10th level the scaled king commands the respect and awe of the swamp creatures within his domain, and whenever he is within marshland he is accompanied by an entourage of lizards and crocodiles with Hit Dice totalling no more than his scaled king class level.

In addition, members of his tribe often shadow him, increasing the speed with which they come to his aid. When the scaled king calls for aid using his alert tribe ability, 1d3 lizardfolk arrive in 2d6 rounds, in addition to the 1d6 that arrive normally.

The Scaled King

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1	+0	+2	+0	+2	Lizard shape 1/day, scaly	—
2	+1	+3	+0	+3	Lizardspeak, swamp warrior	+1 level of existing class
3	+2	+3	+1	+3	Marshland stealth	—
4	+3	+4	+1	+4	Alert tribe	+1 level of existing class
5	+3	+4	+1	+4	Lizard shape 2/day (Tiny)	—
6	+4	+5	+2	+5	Commune with nature 1/day	+1 level of existing class
7	+5	+5	+2	+5	Greater scaly	—
8	+6/+1	+6	+2	+6	Commune with nature 2/day	+1 level of existing class
9	+6/+1	+6	+3	+6	Lizard shape 3/day (Huge)	—
10	+7/+2	+7	+3	+7	Commune with nature 3/day, swamp guard	+1 level of existing class

SCENARIO HOOKS AND IDEAS

EGG HUNT

Eggs have been stolen from the local tribe and the lizardfolk are understandably very upset, raiding nearby settlements and molesting travellers in search of them. The Players are attacked and searched for the eggs, and an exasperated lizardfolk leader asks for their help. Investigation will turn up some of the stolen eggs being sold as a delicacy in a nearby town, which the lizardfolk will surely raze if they find the eggs there. The trail leads to an unscrupulous lizardman stealing the eggs from his own tribe and trading them for pretty goods. Is it this simple, or is it all an attempt to trick the lizardfolk into attacking the local humans?

ROGUE LIZARD

A member of the local tribe has gone mad and bad and is indiscriminately attacking friend and foe alike – both lizardfolk hunters and human traders have been killed. Sent to catch the perpetrator, the Players encounter a band of lizardfolk adventurers sent on the same quest by the tribal elders. Unfortunately the rogue lizardman is no ordinary lizardman but one of the stillguard (see page 19 for more on these lizardfolk). How does an ill-equipped adventuring party hunt down an elite lizardman guerrilla in his *own* territory? With the help of their lizardfolk counterparts of course!

GOLD RUSH

Prospectors have struck an especially rich vein of gold in mountain foothills beyond an expanse of swamp that was once, but no longer, inhabited by lizardfolk tribes. Within days of starting mining operations, miners begin to disappear and rumours abound that the mine is haunted. The lizardfolk tribe that once lived in the swamp moved into a series of natural caves adjoining the mines as humanity encroached upon their land. Reluctant to move a second time, the lizardfolk are willing to fight back and drive the miners from their tunnels. The Players are called in to find out what is killing the miners and get rid of it, but will it be that straightforward?

MERCHANTS ON THE MENU

Hired by a wealthy mercantile guild, the Players are to escort a nervous merchant into the heart of lizardfolk territory to establish a trade route with the nearby tribe. The party receives a letter, which they are only to open *en route*, that states the reason why their charge is so nervous – all previous attempts to establish trade ended with the merchants on the lizardfolk menu. Worse still, the party will get paid only when they return with the still-living merchant *and* a trade deal.

IN SEARCH OF A HOME

The local lizardfolk tribes are on the move in search of pastures new. The water in their territory has gone bad and they need to find a new home with a supply of fresh water. Unfortunately the route they have chosen takes them through the farmland of the kingdom and several important towns. The Players must find a way to divert the tribes, delay their coming until the local noble's army arrives or best of all, persuade the lizardfolk to return to where they were. Of course, the latter option involves restoring their source of fresh water.

SPECIAL DELIVERY

Whilst travelling far from swamp or marshland the Players encounter a robed figure slumped by the side of the road. Further investigation will reveal him to be a lizardman, dying from grievous injuries. He tells the Players in broken Common that he is carrying the last of his tribe to an allied tribe not far from here. He implores the Players to complete his work for him so his tribe will live on and gives them a bag containing several lizardfolk eggs. Of course, the task is not that simple – in the midst of being delivered to the other lizardfolk tribe, the eggs begin to hatch. And once the characters have played the role of mother for a while, there is still the matter of explaining to the tribe why they have a bag of lizardfolk hatchlings.



THE BONEYARD

The Boneyard, home to the Dragonbone tribe of lizardfolk, is so named because it is built around the huge skeleton of a dragon, slain by the tribesfolk. The black dragon Silathrax ruled over the tribe for nigh on 40 years before he was finally overthrown and slain a mere five years ago. The Dragonbones – so called since the death of Silathrax – have inhabited the swamps bordering the kingdom of men for many generations. There has always been a lizardfolk Nest hidden in the marshes for as long as the local townsfolk of Mireward can recall.

The Dragonbones and the Mireward humans once lived in relative harmony, the lizardfolk occasionally raiding the outlying farms for cattle but nothing more. All this changed with the arrival of Silathrax. Lured to the land of the lizardfolk by the expanse of swamp, a plentiful supply of food and a nearby trade route to plunder, Silathrax made his lair beneath a rocky mound jutting out of the swamp to the northwest of the lizardfolk Nest. The lizardfolk druids and shamans had traditionally considered the mound sacred and when the dragon moved in and assumed dominance of the local reptiles, the Dragonbones began revering him as a manifestation of nature, a veritable god. The lizardfolk readily made offerings and Silathrax came to like having a tribe of thralls at hand. In exchange for occasional offerings of meat and treasure, both taken from passing traders and the nearby farmsteads, Silathrax was content to remain in his lair and not devour the lizardfolk. At first the relationship was mutually beneficial – the dragon was regularly fed and had no need to leave the comfort of his lair and the lizardfolk had a powerful guardian should they be attacked.

Silathrax was a harsh master and enjoyed driving his minions ever harder, demanding more frequent appeasement in greater quantities. Under the dragon the lizardfolk were forced to raid the farms more and more regularly, taking not just cattle but also the farmers. At times they even went so far as to attack Mireward directly. The trade road was abandoned along with many of the farms and Mireward began to dwindle in size, due to the loss of trade. As Silathrax demanded more and more, the lizardfolk were able to obtain less and less, yet the dragon did not relent. Ignoring their protestations, he began to roam from his

lair once more, eventually attacking Mireward. The remaining peasants fled the town for the safer interior of the kingdom, where dragons did not wander.

With the humans gone and Silathrax still hungry, he turned his attention to the lizardfolk. The beleaguered tribe could stand serving and placating the beast but would not allow him to destroy them. The tribe's leaders plotted for a month before laying their trap. On his usual feeding day, the females took the young and the eggs into the swamp to hide. The rest of the tribe deserted the Nest and hid in the swamp around it, waiting for the dragon to arrive. When Silathrax arrived, the tribal druids softened the earth ground beneath him, causing him to sink into the mud, before hardening it to rock once more, trapping him. The rest of the tribe launched a ferocious assault on the immobile dragon, swarming all over him with unbridled savagery, biting, clawing and driving spears into every place they could. Many lizardfolk died before Silathrax was himself slain, but as he fell the survival of the tribe was ensured.

Since his death the tribe has returned to their old traditions, living peacefully within the swamp once again. The dragon slayers have been the foremost of the warriors and the leaders for the past five years, although a new generation is now coming to adulthood having never known life under the dragon.

MIREWARD

The town of Mireward stood for more than a century on the edges of a great kingdom of men, its economy buoyed by a trade route leading through the nearby swamps to the bordering lands. When the local tribe of lizardfolk began attacking merchants and then the town itself, its economy faltered. The trade route was abandoned, merchants preferring to add a week or more to their journey rather than fall prey to the lizardfolk. Unable to support its population, the town began to dwindle in size until only a few dozen peasants remained, too poor to move elsewhere. They were finally persuaded when the dragon, Silathrax, stirred from his slumber and laid waste to the largely abandoned town.

Six years have past since its abandonment and in that time rumours have abounded that the dragon has been slain. Encouraged by such reports, many townsfolk have returned, accompanied by new settlers. Mireward is growing once more, although it is still only a fraction of its former size. In the past year new farms have

The Dragonbone Tribe

The Dragonbones is a very large tribe, numbering 106 in total:

Biasan, Druid-Chief (druid 9)
 Simu, stillguard (ranger 6/stillguard 3)
 Bosu, Shaman (cleric 6)
 3 Fanged Riders (4th to 6th level fighters, on velociraptors)
 5 Druids (1st to 6th level druids)
 5 Sentries (4th to 6th level rangers)
 10 Hunters (1st to 3rd level rangers)
 10 Tribal Guards (1st to 3rd level fighters)
 25 Tribesmen (use standard lizardfolk profile)
 30 Women (use standard lizardfolk profile)
 15 Hatchlings (non-combatants)
 9 Eggs
 3 Deinonychus
 Assorted animal companions

been built and the ground cultivated once more. Traders have returned to the area once more with the construction of a new swamp road, which is this time built 10 miles to the north, out of reach of the lizardfolk. Some entrepreneurial settlers have even gone so far as to establish tentative trade links with the Dragonbones with reasonable success.

Mireward has also attracted a new breed of visitor – adventurers and treasure hunters eager to locate and plunder the hoard of Silathrax. None have so far succeeded and many supplement the diet of the Dragonbones. The mound is still sacred to the druids, after all.

Mireward is still a village but grows larger each season. Its population currently numbers around 800, including the inhabitants of the outlying farms. Much of the old town has been pulled down and rebuilt, though some old buildings still stand abandoned. Until very recently Mireward had a unit of knights stationed there in case the dragon returned. They returned to the kingdom's capital last winter and the village now relies on a small militia and watch to keep it safe, supplemented with the help of any passing adventurers. The village caters to the needs of both merchant

and adventurer, with three moderately sized inns and a small tavern supporting the itinerant populace.

Mireward lies about five miles beyond the northeast edge of the swamp, the old trade road running from it directly to the swamp and beyond. The new trade road runs north from Mireward for about a mile, skirting the edge of the swamp for another nine miles before cutting through the swamp to the north of the old route. The land surrounding Mireward is reasonably fertile and five or so farms now dot the landscape.

THE BONEYARD

The Dragonbones rebuilt their Nest around the huge skeleton of Silathrax and make extensive use of it in day-to-day life. The Nest is built on a large patch of relatively dry ground, isolated amidst the expanse of swamp. The warm marshes are a network of waterways and bogs, scattered with islands of dry ground. Sporadic trees sprout out of the water here and there with sufficient regularity to break up the horizon. Several paths wend their way past the bogs to the Nest, all carefully guarded by the lizardfolk sentries. The Nest measures about 250 feet across, its edges marked by spiked poles placed at intervals and adorned with the skulls of the dead – both those of the tribe and its prey.

The skeleton dominates the centre of the Nest, sprawled where Silathrax fell, orientated facing west. Five mud huts – crude domes of mud partly sunk into the island – are scattered around the head of the skeleton, each home to one of tribe's clutches. In between the domes



THE BONEYARD

are blackened ash-filled fire pits and dugout hollows in which the tribe craft tools and weapons. A sixth domed hut sits at the base of the giant skull and is home to the tribe's druid-chief – a hulking lizardman named Biasan who has remained in power since the death of the dragon. The ground around Biasan's dome is often occupied by the prone forms of his two crocodile companions, sunning themselves and being avoided by the rest of the tribe. Nestled between the base of the spine and the curved tail is a clump of interconnected domes with no discernible entrance. These are where the lizardfolk females retire to lay their eggs and where the eggs remain until hatching. Entrances are dug into their sides when needed.

The skeleton of Silathrax is used in daily life by the tribe. The skull is used as a platform for the tribal leaders to address the tribe as well as a rudimentary watchtower. Attempts to build on the skull have met with failure – more due to the tribe's inability to build than the skull's suitability as a foundation. Burrowed into the earth beneath the skull is a network of small tunnels, intended for use as a bolthole or refuge should the Nest ever be attacked. The tribe uses the area within the ribcage as a ring for wrestling matches and other fights, such as the popular pastime of lizard baiting. There is often a crowd gathered here to watch such proceedings.

Two huge leg bones are propped up on the edge of the Nest as a sort of gateway, marking the 'official' entrance to the lair. From this gate a winding and narrow path leads all the way to the abandoned trade road. This is the route taken by traders coming to the Nest. The lizardfolk have forbidden non-tribesmen from setting

Lizardfolk Pit Traps

Each pit is 20 feet deep (Reflex Save DC 20 to avoid 2d6 damage) and concealed with assorted vegetation (Search DC 20 to spot). The pits have steep muddy sides, slippery with a few handholds (Climb checks DC 20) and every other pit has sharp spikes at the bottom (2d6 falling damage, plus 1d4 attacks at melee +10, causing an additional 1d4+2 damage with each successful hit). About half the time, although it is dependent on recent rainfall, the pits are about a quarter full of water.

foot in their Nest and a clearing 50 feet along the track is used for meetings and trading. When a trade meet is taking place in the clearing, two or three lizardfolk will be in the clearing with the traders and another four or five tribal guards will be hidden in the surrounding undergrowth.

IN DEFENCE OF THE NEST

The Boneyard is a well-defended settlement, although this has more to do with its isolated location amidst the swamp than with any particular lizardfolk fortifications. The Nest can only be reached via several well-defended and concealed paths leading through the swamp. The only other way to reach it is by swimming or wading through the murky swamp water. In some places the water is barely ankle deep; in other places it is deep enough to drown an ogre. However, an accomplished and stealthy swimmer could conceivably get to the Nest without being spotted – the tribe is only so big and the swamp is a large place. Bogs too deep to wade through surround the edges of the Nest. In places spikes have been concealed underwater to skewer unwary swimmers (25% chance of encountering one, Reflex save DC 25 to avoid, 1d4 damage), not to mention the occasional crocodile that also Nests in the area.

The pathway leading from the abandoned road to the main gateway is watched closely, typically by two or three tribal guards and a sentry. In addition to the watchers, the 60-foot stretch between the trade clearing and the gateway is heavily trapped – every



Defensive Groups

A sentry patrol consists of one sentry (ranger 4th to 6th level) and between 2 and 5 hunters (ranger or fighter 1st to 3rd level). They are scattered throughout the swamp, watching the main pathways.

A hunting party consists of between six and 10 lizardfolk, one of whom will be a druid, ranger or fighter of 3rd to 6th level and the rest fighters or rangers (1st – 3rd level).

A lizardfolk ambush will typically comprise a combination of a hunting party and a sentry patrol, usually one of each, possibly aided by Simu (ranger 6/stillguard 3).

15 feet the path drops away into a pit trap covered over with vegetation. Lizardfolk usually swim past most of this stretch to avoid the pits or else can be seen carefully jumping along the path. Similar measures have been taken along the other paths, but as these routes are more concealed and out of the way, the traps are spaced every 30 feet along the 100 feet closest to the Nest.

During the daytime three lizardfolk sentries and 10 hunters are scattered throughout the surrounding swampland, mainly watching the approach paths and the shallower areas of water. Another five to 10 tribal guards will be on duty in the Nest. At night there are no hunters outside the Nest and only a couple of sentries, but there will be more guards within the Nest – 10 tribal guards and five or so hunters, plus almost all of the tribe is nearby should there be a full scale invasion. Fires keep the guards warm and active during the night, but the same is not feasible for sentries positioned beyond the Nest itself – instead they must watch and alert the tribe rather than attacking trespassers. During the daytime bands of lizardfolk hunters and warriors roam the swamp, hunting and foraging, and may be encountered by any intruders. Such a band is typically about 10 strong.

The Boneyard's defences are supplemented with the skills of Simu, the tribe's only stillguard, who roams the surrounding swamp, particularly close to the road. Simu keeps an especially nervous crow as a companion, whom he uses to relay messages back and forth to the network of sentries. No one has tried to eat the crow yet, but this does not ease the crow's mind. Few enter the swamps, let alone the tribal territory, without Simu noticing. Should a determined force of attackers

penetrate the swamp, Simu will co-ordinate the sentry patrols and hunting parties in a series of guerrilla raids, hoping to dissuade and divert such a force. However, the tribe is rarely troubled by trespassers, only periodically disturbed by parties of adventurers in search of the dragon's lair. Those who get too close to the Nest are usually picked off by a sentry patrol or intercepted by a hunting party before long.

THE LIZARD'S TEETH

On the northwest side of the Nest, four weathered rock spires rise out of the swamp and above the surrounding trees. The tallest is no more than 40 feet high, but they can be seen from quite some distance away. Travellers know them as the Lizard's Teeth and they mark the extreme west of the swamp claimed by the Dragonbones. The spire closest to the Nest is only about 60 feet beyond its western boundary and is the home of the tribe's shaman, Bosu, and his two young initiates. They live at the base of the spire, which is adorned with fetishes, bones and totems. Few of the tribe venture into this area of the swamp unless they wish to speak with Bosu, for this spire also marks the southern limit of the stagnant area of the swamp surrounding Silathrax's abandoned lair.

THE LEGACY OF SILATHRAX

Beyond the Lizard's Teeth, rising to a height of about 150 feet out of the swamp, is a rocky hill overgrown with vines and other ill-looking vegetation. This hillock is sacred to the lizardfolk druids who once believed it to be the home of ancient nature spirits. This myth was dispelled when Silathrax made his lair in caves and burrows dug into the side of the mound. Nonetheless, the area is still considered holy to the tribe and they actively avoid it. The surrounding swamp is foul and poisoned, blighted by the dragon Silathrax so as to discourage unnecessary intrusion by his tribe. It is a stinking mire, stretching for a mile all around, in which nothing lives. In the swamp water close to the base of the mound, dead bodies occasionally float to the surface – victims of Silathrax who were pickled in the putrid water by the dragon shortly before his death.

The thick vegetation covering most of the mound has a slightly unhealthy and malevolent appearance, cultivated by Silathrax to hide the entrance to his home. In addition to the harmless plants are a few that are an actual danger – dotted amongst the vegetation are three



THE BONEYARD

assassin vines overhanging the cave entrance and the path up to it. The few adventurers who have made it past the lizardfolk patrols have got no further than the vines, their bodies now fertilise the other foul foliage. The dragon bred the plants not to attack draconic creatures, a fact which allowed the lair to be exploited by its current occupier – a lizardfolk half-dragon named Abbasu.

Abbasu is the offspring of Silathrax and a lizardfolk the dragon mated with before his death. Abbasu was raised alongside all the other hatchlings but drew unwelcome attention with her slow rate of maturation and near skeletal visage compared to the rest of her clutch. She could feel in her blood the truth about her parentage and it was plain from the looks of others that they knew too. She escaped death by being stronger, tougher and more intelligent than the others and has begun plotting to take what she considers her birthright – rulership of the tribe. As she grew, Abbasu proved that she could hunt and fight as well as her brothers and joined their forays into the swamp, where she would lose herself exploring, eventually finding the lair of her late father. One day she never returned and her fellow tribesmen presume her dead.

Abbasu now makes her home in Silathrax's lair and has gathered a small cadre of followers from the tribe – outcasts mainly, some of whom also have dragon blood flowing in their veins, although none so pure as Abbasu. She has been trying to convince the tribe that the swamp is haunted or inhabited by an angry nature spirit once more, slaying lizardfolk sentries who venture too close and scaring away hunting parties with illusory noises and lights. Her plan is to steadily accumulate power and develop her magic, eventually using it to take over the tribe. She is trying to work out how to animate the giant skeleton in the midst of the Nest but is nowhere near powerful enough to attempt to do so yet. Only the shaman has suspicions about goings on in the lair, but he has yet to work up the courage to go and investigate.

Abbasu (6th level sorcerer)
Medium Dragon (Lizardfolk)
Hit Dice: 2d10+6d4+16 (51 hp)
Initiative: +6
Speed: Base 30 ft.
AC: 19 (+9 natural), 10 touch, 19 flat-footed
Attacks: 2 Claws +9 melee, Bite +7 melee
Damage: Claw 1d4+5, Bite 1d8+2
Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Breath Weapon – line of acid once per day (Reflex Save DC 17 for half damage, 6d4 acid damage)

Special Qualities: Acid Immunity

Saves: Fort +4, Ref +5, Will +5

Abilities: Str 21, Dex 10, Con 15, Int 11, Wis 10, Cha 14

Skills: Balance +7, Concentration +6, Jump +12, Knowledge (arcana) +4, Spellcraft +4, Swim +12

Feats: Multiattack, Combat Casting, Razorfang (bite)

Class Features: Summon Familiar (none summoned yet)

CR: 10

Treasure: Double standard (has access to Silathrax's hoard)

Alignment: CE

Spells known: DC 12 + spell level; (6 per day) *daze, flare, dancing lights, ghost sound, prestidigitation*; (7 per day) *cause fear, enlarge, obscuring mist, true strike*; (6 per day) *invisibility, scare*; (3 per day) *stinking cloud*

Abbasu's cadre consists of five other lizardfolk at present, as follows:

- 2 Dragon-Blooded (2nd level sorcerers)
- 3 Tribal Guards (1st- to 3rd level fighters)



LIZARDFOLK REFERENCE LIST

Tribal Leader

Medium Humanoid (Lizardfolk)

9th level Druid

Hit Dice: 11d8+11 (71 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armour Class: 15 (+5 natural), touch 10, flat-footed 15

Base Attack/Grapple: +7/+9

Attack: Claw +9 melee (1d6+2)

Full Attack: 2 claws +9 melee (1d6+2) and bite +7 melee (1d6+1)

Special Attacks: —

Special Qualities: Hold breath

Space/Reach: 5 ft./5 ft.

Saves: Fort +7, Ref +6, Will +9

Abilities: Str 14, Dex 11, Con 12, Int 11, Wis 17, Cha 10

Skills: Balance +8, Jump +9, Knowledge (nature) +8, Move Silently +1, Survival +11, Swim +9

Feats: Combat Casting, Multiattack, Razorfang (bite), Razorfang (claws)

Class Features: Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape (3/day, Small through Large)

Environment: Temperate marshes

Challenge Rating: 10

Treasure: 50% coins; 50% goods; 50% items

Alignment: Neutral

Spells known: (DC 13 + spell level; can spontaneously cast *summon nature's ally* spell): 0-level – *detect magic* (x3), *resistance* (x3); 1st – *entangle*, *faerie fire*, *magic fang* (x2), *obscuring mist*; 2nd – *barkskin*, *flame blade*, *fog cloud*, *soften earth and stone*, *speak with animals*; 3rd – *dominate animal*, *greater magic fang*, *speak with plants*, *plant growth*; 4th – *dispel magic*, *summon nature's ally IV*; 5th – *commune with nature*

Animal Companion: Crocodile

HD: 9d8+27 (67 hp); Speed: 20 ft. (4 squares), swim 30 ft.; Base Attack/Grapple: +6/+12; Attack: Bite +12 melee (1d8+9) or tail slap +12 melee (1d12+9); Full Attack: Bite +12 melee (1d8+6) and tail slap +7

(1d12+3); Space/Reach: 5 ft./5 ft.; Special Attacks: Improved Grab; Special Qualities: Hold Breath, low-light vision, Link, Share spells, Evasion, Devotion, Multiattack; Saves: Fort +9, Ref +5, Will +7; Abilities: Hide +7*, Listen +4, Spot +4, Swim +14; Feats: Alertness, Skill Focus (Hide).

Stillguard

Medium Humanoid (Lizardfolk)

6th level ranger/ 2nd level Stillguard

Hit Dice: 2d8+8d10+20 (63 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armour Class: 17 (+5 natural, +2 Dex), touch 12, flat-footed 15

Base Attack/Grapple: +9/+11

Attack: Claw +11 melee (1d4+2) or longspear +11 melee (1d8+2) or javelin +12 ranged (1d6+2)

Full Attack: 2 claws +11 melee (1d4+2) and bite +9 melee (1d4+1); or longspear +11 melee (1d8+2); or javelin +12 ranged (1d6+2)

Special Attacks: —

Special Qualities: Hold breath

Space/Reach: 5 ft./5 ft. (5 ft./10 ft. with longspear)

Saves: Fort +10, Ref +10, Will +7

Abilities: Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 10

Skills: Balance +10, Concentration +7, Hide +12, Jump +11, Listen +8, Move Silently +12, Spot +8, Survival +5, Swim +15

Feats: Alertness, Endurance, Improved Initiative, Multiattack, Track, Weapon Focus (javelin)

Class Features: Animal Companion, Endurance, Favored Enemy (Humans +4, Beasts +2), Two Weapon Fighting (light or no armour only), Wild Empathy, Extended Breath, Skill Mastery (Concentration, Hide, Move Silently), Statuesque

Environment: Temperate marshes

Challenge Rating: 9

Treasure: 50% coins; 50% goods; 50% items

Alignment: Neutral

Spells known: (DC 12 + spell level): 1st – *entangle*, *pass without trace*

Lizardfolk Shaman

Medium Humanoid (Lizardfolk)

6th level cleric

Hit Dice: 2d8

Initiative: +1

Speed: 30 ft. (6 squares)

Armour Class: 16 (+5 natural, +1 Dex), touch 11, flat-footed 15





Base Attack/Grapple: +5/+7
Attack: Claw +7 melee (1d6+2)
Full Attack: 2 Claws +8 melee (1d6+2) and bite +5 melee (1d4+1)
Special Attacks: —
Special Qualities: Hold breath
Space/Reach: 5 ft./5 ft.
Saves: Fort +7, Ref +6, Will +7
Abilities: Str 14, Con 12, Dex 15, Int 11, Wis 15, Cha 9
Skills: Balance +9, Heal +6, Jump +9, Knowledge (nature) +4, Knowledge (religion) +4, Swim +9
Feats: Multiattack, Razorfang (claws), Weapon Focus (claws)
Class Features: Turn Undead, Granted Domain Powers: Command/Rebuke Reptiles, Cast Animal Friendship 1/day
Environment: Temperate marshes
Challenge Rating: 7
Treasure: 50% coins; 50% goods; 50% items
Alignment: Neutral
Spells known: (DC 12 + spell level; can spontaneously cast Cure spells): 0-level – *detect poison, read magic (x2), resistance, virtue*; 1st – *bless, cause fear, obscuring mist, sanctuary, magic fang*; 2nd – *calm emotions, hold person (x2), silence, hold animal*; 3rd – *magic vestment,*

water walk, summon nature's ally III (lizard, giant or crocodile only)

Domains: Animal, Reptile

Lizardfolk Sentry

Medium Humanoid (Lizardfolk)

4th level ranger

Hit Dice: 2d8+4d10+6 (37 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armour Class: 16 (+5 natural, +1 Dex), touch 11, flat-footed 15

Base Attack/Grapple: +5/+7

Attack: Claw +7 melee (1d4+2) or handaxe +7 melee (1d6+2) or longspear +7 melee (1d8+3) or javelin +6 ranged (1d6+2)

Full Attack: 2 Claws +7 melee (1d4+2) and bite +5 melee (1d4+1); or 2 handaxes +5 melee (1d6+2) and bite +5 melee (1d4+1); or longspear +7 melee (1d8+3); or javelin +6 ranged (1d6+2)

Special Attacks: —

Special Qualities: Hold breath

Space/Reach: 5 ft./5 ft. (5 ft./10 ft. with longspear)

Saves: Fort +5, Ref +8, Will +3

Abilities: Str 14, Dex 13, Con 13, Int 10, Wis 14, Cha 10

Skills: Balance +10, Jump +11, Listen +6, Move Silently +8, Spot +6, Survival +11, Swim +13

Feats: Alertness, Multiattack, Skill Focus (Survival), Track

Class Features: Animal Companion, Endurance, Favored Enemy (Humans +2), Two Weapon Fighting (light or no armour only), Wild Empathy

Environment: Temperate marshes

Challenge Rating: 5

Treasure: 50% coins; 50% goods; 50% items

Alignment: Neutral

Spells known: (DC 12 + spell level): 1st – *pass without trace*

Lizardfolk 'Raptor Rider

Medium Humanoid (Lizardfolk)

4th level fighter

Hit Dice: 2d8+4d10+12 (43 hp)

Initiative: +2

Speed: 30 ft. (6 squares) or mounted 60 ft. (12 squares)

Armour Class: 19 (+5 natural, +2 Dex, +2 heavy shield), touch 12, flat-footed 15 or 17

Base Attack/Grapple: +5/+7

Attack: Claw +7 melee (1d4+2) or heavy lance +7 melee (1d8+2)

Full Attack: 2 Claws +7 melee (1d4+2) and bite +5 melee (1d4+1); or heavy lance +7 melee (1d8+2)

Special Attacks: —

Special Qualities: Hold breath

Space/Reach: 5 ft./5 ft. (5 ft./10 ft. with lance)

Saves: Fort +6, Ref +6, Will +1

Abilities: Str 15, Con 14, Dex 14, Int 9, Wis 10, Cha 12

Skills: Balance +7 (+9), Handle Animal +5, Jump +5 (+7), Ride +5, Swim +3 (+7)

Feats: Mounted Combat, Multiattack, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Trample

Environment: Temperate marshes

Challenge Rating: 5 (+3 when mounted on a deinonychus for an EL 7 encounter)

Treasure: 50% coins; 50% goods; 50% items

Alignment: Neutral

Notes: Mounted on a deinonychus, see page 60 of *Core Rulebook III* for profile; Skills scores within parenthesis are without the armour check penalty.

Tribal Hunter

Medium Humanoid (Lizardfolk)

1st level ranger

Hit Dice: 2d8+1d10+3 (17hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armour Class: 16 (+5 natural, +1 Dex), touch 11, flat-footed 15

Base Attack/Grapple: +2/+4

Attack: Claw +4 melee (1d4+2) or handaxe +4 melee (1d6+2)

Full Attack: 2 claws +4 melee (1d4+2) and bite +2 melee (1d4+1); or handaxe +4 melee (1d6+2) and bite +2 melee (1d4+1)

Special Attacks: —

Special Qualities: Hold breath

Space/Reach: 5 ft./5 ft.

Saves: Fort +3, Ref +6, Will +2

Abilities: Str 14, Dex 13, Con 13, Int 9, Wis 14, Cha 10

Skills: Balance +7, Jump +8, Move Silently +3, Survival +7, Swim +7

Feats: Multiattack, Skill Focus (Survival), Track

Class Features: Favored Enemy (Human +2)

Environment: Temperate marshes

Challenge Rating: 2

Treasure: 50% coins; 50% goods; 50% items

Alignment: Neutral

Tribal Guard

Medium Humanoid (Lizardfolk)

1st level fighter

Hit Dice: 2d8

Initiative: +0

Speed: 30 ft. (6 squares)

Armour Class: 15 (+5 natural) or 17 (+5 natural, +2 heavy shield), touch 10, flat-footed 15 or 17

Base Attack/Grapple: +2/+3

Attack: Claw +3 melee (1d4+1) or handaxe +3 melee (1d6+1) or javelin +2 ranged (1d6+1)

Full Attack: 2 claws +3 melee (1d4+1) and bite +1 melee (1d4); or handaxe +3 melee (1d6+1) and bite +1 melee (1d4); or javelin +2 ranged (1d6+1)

Special Attacks: —

Special Qualities: Hold breath

Space/Reach: 5 ft./5 ft.

Saves: Fort +3, Ref +3, Will +0

Abilities: Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10

Skills: Balance +4 (+6), Jump +5 (+7), Swim +3 (+7)

Feats: Multiattack, Power Attack

Environment: Temperate marshes

Challenge Rating: 2

Treasure: 50% coins; 50% goods; 50% items

Alignment: Neutral

Notes: Skills scores within parenthesis are without the armour check penalty.



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THE
SLAYER'S
GUIDE
TO

LIZARDFOLK

Ferocious Reptilian Tribesmen

The most blasphemous of scholars would place the creation of the world not in the hands of the gods, but in the hands of nature herself. In such a creation myth it was not the elves or the dragons who came first, but the reptiles – the dinosaurs, the crocodiles, the lizards and the lizardfolk. Of course, such a myth has little basis in the truth of things, but it is an interesting postulation. There is no doubt that the race of creatures known as lizardfolk, or lizardmen, is an ancient one indeed. Often overlooked because of their savagery and animalistic tendencies, the lizardfolk people are as much a part of the history of the world as men, dwarves and elves.

As a reptilian race, lizardfolk prefer to live in the warmer parts of the world, in swamps and marshes throughout such climates. They often build settlements of dome-like mud huts deep within swamps, hidden away and guarded against outsiders who would harm the tribe. Lizardfolk are unpredictable within their habitat – sometimes dealing peacefully with outsiders, sometimes attacking them ferociously. Adventurers travelling through swampland should be vigilant – their passing will almost certainly be known to the near invisible lizardfolk sentries but they may never realise that they were being watched. If provoked into a fight, lizardfolk are a very dangerous people indeed.

Inside You Will Find:

Lizardfolk Physiology	Roleplaying with Lizardfolk
Habitat	Scenario Hooks and Ideas
Lizardfolk Society	The Boneyard
Methods of Warfare	Lizardfolk Characters

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Requires the use of the Dungeons & Dragons®
Player's Handbook, published by Wizards
of the Coast, Inc.®

This product utilizes updated material
from the v.3.5 revision.

U.S. \$9.95

ISBN 1-904577-83-0



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