

In the wetlands and deserts can be found the **Lizardfolk**, a proud and strong reptilian race. Rarely taken to habits of mayhem, Lizardfolk are often intermediaries between kingdoms of good and evil dragons.

In less populated areas, Lizardfolk are primarily hunters, fishers and food gatherers. They are an innovative people, it is testament to their skill as creative thinkers and builders that some of the most advanced early civilizations were built deep in the jungles without the benefit of the wheel or of metal tools or beasts of burden. Lizardfolk are devout, independent, loyal to their own traditions and laws, yet respectfully apathetic towards others. Elves they treat with a measure of respect and superstitious dread.

A reptilian people, Lizardfolk are blessed with powerfully tall and muscular humanoid frames covered with scales that may vary in coloration from gray to brown with a yellowish-green being the most common. Their chests and stomachs, as well as their inner arms tend to be a much lighter shade than the remainder of their body. Eyes are typically a pale yellow in coloration - pupil-less and double-lidded similar to a lizards. A powerful prehensile tail some three to four feet in length is used for balance and swimming. A Lizardfolk's hands are humanoid in appearance but feature long and sharp talons, as do their feet. Prominent dorsal spines may run the length of their body from the forehead, down the spine to the tip of their tail.

Lizardfolk characters possess the following racial traits *after fully grown*:

- +2 Strength, +2 Constitution, -2 Intelligence.
- Medium size.
- Lizardfolk base land speed is 30 feet.
- Racial Hit Dice: A lizardfolk has two levels of reptilian humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +0. It also receives skill points equal to 5 x (2 + Int), with class skills of Balance, Jump, and Swim, and one feat.
- +4 racial bonus on Balance, Jump, and Swim checks.
- Weapon and Armor Proficiency: A lizardfolk is automatically proficient with simple weapons and shields.
- +5 natural armor bonus.
- Natural Weapons: Lizardfolk have two primary claw attacks that deal 1d4 points of slashing damage plus their Strength bonus, and a secondary bite attack that deals 1d4 points of piercing damage plus 1/2 their Strength bonus.
- Special Quality: Hold Breath – A Lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.
- Automatic Languages: Draconic, Common. Bonus Languages: Aquan, Goblin, Gnomish.

- Favored Class: Druid or Fighter (whichever more favorable). A multiclass Lizardfolk's druid or fighter class does not count when determining whether an experience point penalty is taken for multiclassing (see page 60 of the PHB).
- Level adjustment +1, +2 racial HD.

## Lizardfolk Feats

See Kobold.

Lizardfolk often leave home before they are fully grown. As they grow they progress as follows (beginning play with the 1<sup>st</sup> level of Lizardfolk).



**TABLE 6-2: LIZARDFOLK**

Level	Base	Fort	Ref	Will	Special
	Attack Bonus	Save	Save	Save	
1 <sup>st</sup>	+0	+0	+2	+0	1d8 HD, +2 natural armor, -2 Int, +2 Con, Skill pts.
2 <sup>nd</sup>	+1	+0	+3	+0	2d8 HD, +2 natural armor, Skill pts.
3 <sup>rd</sup>	+1	+0	+3	+0	+1 LA, +1 natural armor, +2 Str

Any racial features not mentioned are gained at first level.