

“Wer zezhuanth Iejir confni ulnaus, vur boja cryso... Lizbold!”

Often seen by others as the mortal embodiment of Dragonkin, Half-Lizardfolk Kobolds are known variously as Lizbolds, Lizolds, and even Kofolk. Small of stature, but quite strong of body, Lizbolds make the most devoted (and some say favored) of the dragon priests.

Lizbolds also treat almost every other sort of humanoid or fey, especially Halflings and sprites, as inferior for lacking their pure draconic heritage.

Lizbold characters possess the following racial traits:

- +2 Dexterity, –2 Strength, –2 Intelligence, +2 Wisdom.
- A Lizbold is a humanoid that has the reptilian subtype.
- Small: As a Small creature, a Lizbold gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, a –4 size penalty on grapple checks, and a +4 size bonus on Hide checks, and can carry $\frac{3}{4}$ the weight of a medium creature.
- Lizbold base land speed is 30 feet.
- Low-light Vision: a Lizbold can see twice as far as a human in starlight, moonlight, torchlight, and similar areas of shadowy illumination.
- +2 racial bonus on Craft (trapmaking), and Knowledge (religion) checks.
- +3 natural armor bonus.
- Natural Weapons: Lizbolds have two primary claw attacks that deal 1d3 points of slashing damage plus their Strength bonus, and a secondary bite attack that deals 1d3 points of piercing damage plus $\frac{1}{2}$ their Strength bonus.
- Special Quality: Hold Breath – A Lizbold can hold its breath for a number of rounds equal to three times its Constitution score before it risks drowning.
- Automatic Languages: Draconic. Bonus Languages: Common
- Favored Class: Cleric. A multiclass Lizbold's cleric class does not count when determining whether an experience point penalty is taken for multiclassing (see page 60 of the PHB).
- Level adjustment +1.

Lizbold Rituals

See Kobold.

Lizbold Feats

See Kobold.

