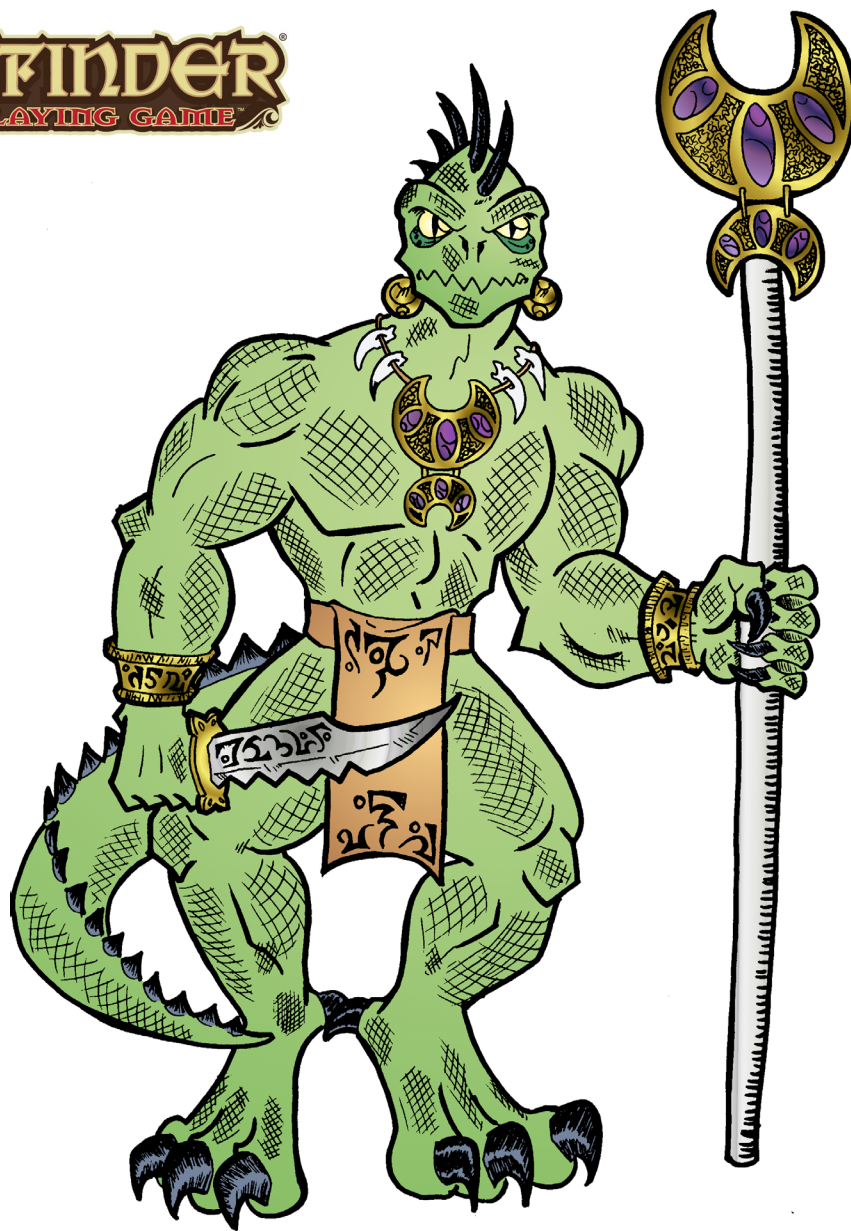


COLDBLOODED

A PLAYER'S GUIDE TO LIZARDFOLK

PATHFINDER
ROLEPLAYING GAME



By **WILLIAM T. THRASHER**
& THE SKIRMISHER GAME DEVELOPMENT GROUP

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Wading through the mire of mist-shrouded swamps, dwelling in the shadows of ancient ruins, and lurking in the primeval wilderness just beyond the edge of mankind's domain, the reptilian Lizardfolk are a cold-blooded reminder of the fragility of civilization. Hidebound and distrustful of the ways of settled races, the Lizardfolk maintain ancient traditions and practice a culture as brutal as it is timeless.

Physical Description: Lizardfolk are rugged, scaly humanoid with a wide range of physical features based on breed and native climate. With some offshoots ranging in size from three feet to eight or more high, most Lizardfolk exhibit the same general range of height and build as Humans, though their stooped posture often makes them appear somewhat shorter. All Lizardfolk also sport thick tails, typically between two and four feet in length. Eyes are typically black or yellow, with browns and reds slightly less common.

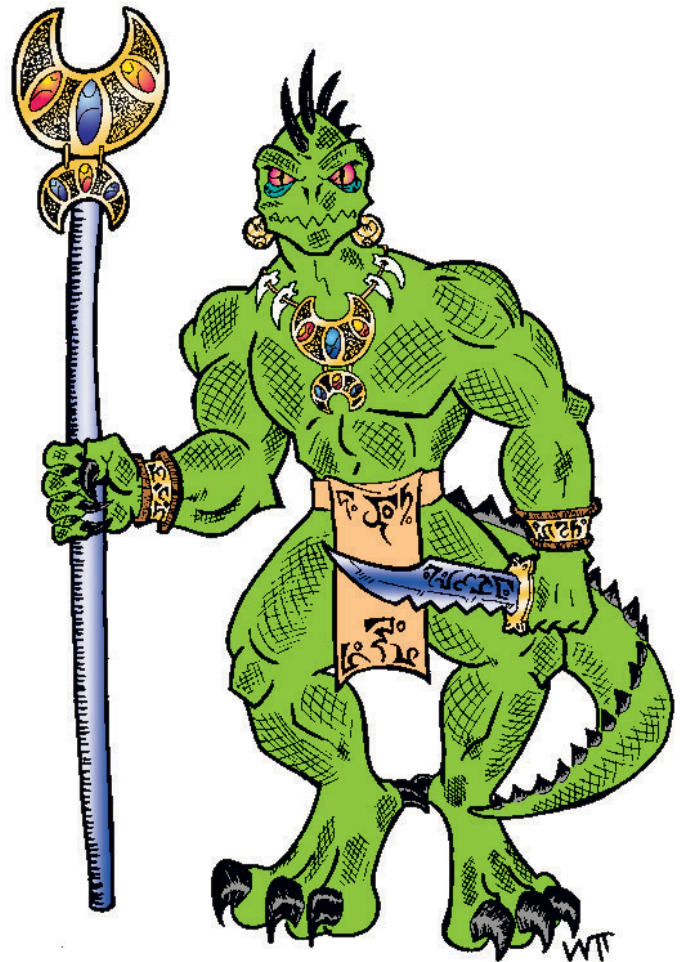
Lizardfolk show the most variation in their scales, which range in texture from thorny crocodilian hide to near-frictionless serpentine smoothness. Coloration also varies wildly, with earth tones common to Lizardfolk in desert, forest, and temperate climates, and bright, vivid coloration common to breeds native to jungles, rainforests, and tropical coasts.

Beyond this, individual Lizardfolk display a wide range of reptilian features from crests, frills, claws, dewlaps, short horns, to webbed hands and feet. Astute observers can identify a Lizardfolk's place of origin, tribe, and even clutch based on hide texture, color, and other features.

Despite being referred to often as "lizard-men", Lizardfolk are just as likely to be male as female, though only fellow Lizardfolk are likely to know the difference, as there is little sexual dimorphism among their kind.

Society: Lizardfolk typically live in tribal societies where the strongest, wisest, or oldest rule. Despite their claim to be the land's oldest race — a claim supported by the ruins they often inhabit — Lizardfolk society is primitive and barbaric, even by the standards of the most backwards Orc. Little concerns the race as a whole other than hunting, gathering, breeding, and attending to seasonal rituals. Lizardfolk have little use for art except to display the authority and charisma of their leaders, and care little for wealth except jewelry and trinkets used to decorate their bodies as a means of indicating status.

Lizardfolk architecture is all but nonexistent, the race preferring to shelter in caves or ruins, seeing little point in constructing even temporary shelters. Likewise, metalworking is almost unknown among Lizardfolk, who prefer to craft weapons and simple tools from wood, stone, bone, volcanic glass, and other natural materials. The few Lizardfolk that do work with metal typically limit themselves to goldsmithing, as the "sun metal"



holds great significance in their culture.

One exception to the simplicity of Lizardfolk culture is their rich oral tradition, and all lore deemed worthy of preservation is passed on through song-chants. Lizardfolk elders keep hundreds of song-chants in their long memories, covering topics from genealogy to tribal law to history. Despite the wealth of information preserved in their oral tradition, however, Lizardfolk are expected to recite song-chants verbatim, with any variation in the telling seen as a weakness of memory at best or a sign of deviancy at worst. Lizardfolk culture continues to stagnate as a result.

Relations: Lizardfolk view themselves as the oldest race in creation, second only to the Dragons with which many claim a common origin. As a result, Lizardfolk

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view all other intelligent races as immature, inferior, and not truly worthy of an elevated place in the hierarchy of life. Indeed, Lizardfolk view most other humanoids as little more than clever animals. As a result, the raids Lizardfolk are infamous for are rarely the products of greed or conquest from the Lizardfolk's perspective, but the cut-and-dry act of fulfilling a tribal need with a readily available resource. A typical Lizardfolk will hunt and eat a Human with as much thought as a Human would hunt and eat a deer, will cull a humanoid population as a game warden culls wolves, or will take gold and gems from a settlement as a beekeeper takes honey and wax from a hive. As a result, where Lizardfolk have relations with other intelligent races, these relations are generally negative and characterized by raids of opportunity and vengeance.

Some communities, however, do learn to live with Lizardfolk. While true alliances are rare, a handful of settlements take advantage of the local Lizardfolk tribe's pride and predictability, using a mix of offerings, tribute, and social fence-building to keep the tribe sated and more likely to turn its aggression elsewhere.

Alignment and Religion: Most Lizardfolk tend toward neutral and evil alignments, with both chaotic evil and true neutral surprisingly common. As Lizardfolk age and become even more set in their ways, they often drift toward lawful alignments, but rarely become what other races — and most gods — would consider good.

The core of Lizardfolk religion is rooted in ancestor worship, with individuals venerating a mix of honored ancestors and the founders of ancient tribal bloodlines who have gained mythic and often godlike status in the hearts of their followers. Most Lizardfolk communities keep the mummified remains of their fellows in the deepest caves or niches within ruins, where the old bones can be prayed to and consulted on matters of import. Many Lizardfolk priests claim that the oldest of these mummies are not dead, but rather in a state of death-like sleep, darkly dreaming through the eons until such time as their power is needed again.

Claiming a common ancestry with Dragons, many Lizardfolk tribes also worship draconic deities and Dragons themselves. Many an opportunistic evil Dragon has gleefully dominated a Lizardfolk tribe, using their strength and numbers to amass a great hoard of plundered gold and grow fat on the tribe's kills.

A handful of Lizardfolk also worship primordial gods of the sun, soil, and waters.

Adventurers: Lizardfolk adventurers are rare, but do exist in the wider world. Those that do venture far from their tribes often do so at the behest of their elders, often questing for treasures and relics taken from the tribe by adventurers of other humanoid races. Others are sent to wander distant lands either to make contact with related tribes, or to observe the growth and habits of other

humanoid settlements. Perhaps most common, however, are tribal outcasts. Driven from their homes and families for dishonorable acts, breaking tribal taboos, or harboring thoughts of progress, these Lizardfolk have no choice but to make their way in the world, often joining up with adventuring parties where their strength and durability are valued.

Male Names: Eneg, Kraz, Mrresh, Srata, Zur.

Female Names: Liss, Hesh, Ksra, Ssree, Zir.

Lizardfolk Racial Traits

+2 Constitution, +2 Strength, -2 Intelligence: Lizardfolk are hardy and rugged, but slow thinkers.

Reptilian: Lizardfolk are humanoids with the Reptilian subtype.

Medium: Lizardfolk are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Lizardfolk have a base speed of 30 feet.

Natural Swimmer: Lizardfolk gain a +2 racial bonus to Swim skill checks and can hold their breath for a number of rounds equal to twice their Constitution before checking for drowning. Swim is always a class skill for Lizardfolk.

Sure-Footed: Lizardfolk gain a +2 racial bonus on Acrobatics and Climb skill checks.

Scaly Hide: Lizardfolk have a +1 natural armor bonus.

Languages: Lizardfolk begin play speaking Common and Draconic. Lizardfolk with high Intelligence scores can choose bonus languages from the following: Abyssal, Aklo, Aquan, Giant, Goblin, Ignan, Infernal, and Undercommon.

Alternative Racial Rules

Lizardfolk are an ancient race with innumerable cultural and racial variations. The following rules are just some of the different traits exhibited by Lizardfolk from different tribes and environments.

Alternate Racial Traits

The following racial traits may be selected instead of standard Lizardfolk racial traits. Consult your GM before selecting any of these new options.

Chromatic Scales: The color of the Lizardfolk's scales change in response to mood and surroundings. The Lizardfolk gains a +2 racial bonus to Stealth and Disguise skill checks. This racial trait replaces Scaly Hide.

Bulging Eyes: Like a chameleon, the Lizardfolk's protruding eyes swivel in all directions. The Lizardfolk gains a +2 racial bonus to Perception skill checks and gains All-Around Vision (*Pathfinder Bestiary 3*). This trait replaces Natural Swimmer.

Claws and Jaws: Strong jaws, elongated teeth, and wicked curving claws make this Lizardfolk deadly when

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disarmed. The Lizardfolk gains a natural Claw or Bite attack appropriate to its size. This trait replaces Natural Swimmer or Sure-Footed. At the GM's discretion, this trait can replace both Natural Swimmer and Sure-Footed to grant both a Claw and Bite attack.

Crest of Kings: An impressive crest of bone, horn, or feathers protrudes from this Lizardfolk's head, granting status and respect. The Lizardfolk gains a +2 bonus to Intimidate skill checks, and a +2 bonus to all Charisma-based skill checks made against other reptilian creatures. This trait replaces Natural Swimmer.

Forked Tongue: The Lizardfolk's serpentine tongue and inhuman vocal cords allow it to mimic the chittering and hissing of lesser reptiles. The Lizardfolk gains a +2 racial bonus to Handle Animal and Ride checks made in relation to reptiles and serpents. Additionally, once per day the Lizardfolk can use *Speak with Animals* as a spell-like ability with a caster level equal to the its character level. This racial trait replaces Sure-Footed.

Marine Reptile: Lizardfolk tribes living on coastlines or the banks of rivers and swamps are exceptional swimmers. The Lizardfolk gains a swim speed of 30 feet and increases its racial bonus to Swim skill checks to +4. Additionally, the Lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before checking for drowning. This racial trait replaces Sure-Footed and Scaly Hide.

Plumage: Shimmering, multi-colored feathers grow from the Lizardfolk's body, adorning him like the feathered serpent of legend. The Lizardfolk gains +2 Charisma but loses its +2 Constitution bonus. This trait modifies the Lizardfolk ability modifiers.

Saurian: In the deepest jungles, Lizardfolk possess the ferocity and stature of the mightiest primordial reptiles. The Lizardfolk gains the Giant subtype and its size increases to Large, gaining a +2 size bonus to Strength, a -2 size penalty to Dexterity, a -1 size penalty to AC and attack rolls, a +1 bonus on combat maneuver checks and CMD, and a -4 size penalty to Stealth checks. This racial trait replaces Medium and modifies Scaly Hide.

Racial Archetype

The following archetype is available to Lizardfolk.

Dragon Priest (Cleric)

A Dragon Priest fans the spiritual fires of Lizardfolk, maintaining their ancient traditions and honoring the ancestors of the tribe. Dragon Priests trace the lineage of their clans back to godlike primordial Dragons.

Deity & Domains: A Dragon Priest does not choose a deity or domains as a Cleric. Instead, the Dragon Priest chooses a particular breed of Dragon to worship that determines his domains, alignment, aura, and channeled energy. A Dragon Priest may worship chromatic, imperial, metallic, or primal dragons.

Racial Memory (Ex): The Dragon Priest adds half his class level to all Knowledge skill checks regarding Lizardfolk, Dragons, and creatures with the Reptilian subtype. This ability replaces the cleric's class skill Knowledge (planes).

Voice of the Dragon Kings (Su): Rather than channeling divine or infernal energy, a Dragon Priest channels the raw power and timeless authority of ancient Dragons. This functions exactly as a Cleric's channel energy ability with the following differences:

∞ A Dragon Priest does not release a wave of energy when channeling, and instead emits a 20-foot cone of energy emanating from his mouth.

∞ This energy is neither positive nor negative. Instead, this ability affects Dragons, Lizardfolk, and other reptiles as positive energy. All other targets within the area of effect are affected as if by the breath weapon of the type of Dragon worshipped, with damage dice equal to the Dragon Priest's channel dice. Creatures that take damage from this ability receive a Reflex save to halve the damage (DC 10 + ½ the Dragon Priest's level + the Dragon Priest's Constitution modifier).

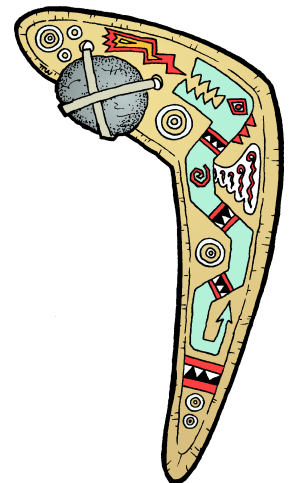
∞ Starting at 2nd and every two levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th), the range of Voice of the Dragon Kings increases by 5 feet, to a maximum of 60 feet at 18th level.

Lizardfolk Equipment

Lizardfolk have access to the following equipment. Unless otherwise noted, Lizardfolk weapons are considered martial weapons for Lizardfolk and exotic weapons for all other races.

Dragonflight Boomerang

Larger than conventional boomerangs, these asymmetrical thrown weapons are set with a rounded stone to balance the weapon in flight and impart greater force to attacks. Dragonflight boomerangs are named for the stylized dragon motifs decorating their length and the feats of aerial artistry accomplished by skilled wielders. After being used to make a thrown weapon attack, a dragonflight boomerang returns to the thrower on a successful Reflex saving throw (DC equal to target's AC). A dragonflight boomerang always returns to the thrower after threatening a critical hit. Catching a returning dragonflight boomerang is a free action that provokes attacks of opportunity.



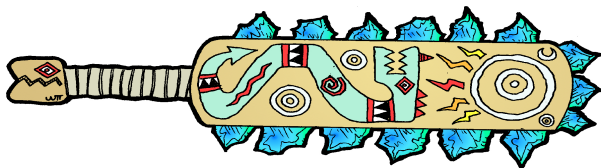
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Masterwork dragonflight boomerangs are often set with holes that produce a draconic roaring sound in flight. Targets attacked with such a weapon must make an immediate Will save (DC 10 + attacker's Base Attack Bonus) or be *shaken* for 1 round.

Lizardfolk Macana

Equal parts brutal and elegant, the macana is the favored weapon of tribal Lizardfolk warriors. A flattened club resembling nothing so much as an elongated cricket bat, a macana is studded around the sides with crude blades made from chipped stone, volcanic glass, crystal shards, or sharp teeth. A macana can inflict either bludgeoning or slashing damage, chosen by the wielder before making an attack.

The blades studding the macana are tightly wedged into a groove running along the edge of the weapon and are designed to break off during combat to inflict grievous wounds. After a successful attack that inflicts at least 1 hit point of slashing damage, the wielder can make an immediate Reflex save (DC 10 + target's AC) to break one of the blades off in the target and inflict 1 point of bleed damage. However, each successful use of this ability inflicts a cumulative -1 penalty on damage rolls made with the macana when inflicting slashing damage. These penalties remain until the macana's edge is "reloaded" with blades. Reloading a macana is a full-round action that provokes attacks of opportunity but benefits from the Rapid Reload feat. An hour of foraging and a DC 20 Survival skill check is needed to find enough chipped stone or volcanic glass to reload a macana. The time and DC of this check are reduced by half in mountainous or volcanic environments.



Grandfather Scales

Considered by more civilized races to be among the most gruesome practices of Lizardfolk, the creation of grandfather scales is treated with sacramental reverence within

Lizardfolk society. Made from the hides of honored ancestors or respected Lizardfolk slain in duels of honor, grandfather scales fit reptilian wearers like a second skin.

When worn by Lizardfolk, the armor bonus provided by grandfather scales is considered natural armor for the purpose of spells and effects that target armor and is cumulative with the Lizardfolk's own natural armor bonus. Additionally, when worn by humanoids with the Reptilian subtype, the maximum Dexterity bonus of grandfather scales increases to +8 and the arcane spell failure chance is reduced to 0%. Masterwork grandfather scales are only made from the hides of renowned Lizardfolk and are typically adorned with gold, gemstones, and jade.

Saurian Shield

Created from the skulls of a slain ceratopsids or horned Dragons, these shields are symbols of status among Lizardfolk. Saurian shields are considered spiked shields and can be used to bash instead of being used for defense. Unlike standard spike shields, a saurian shield has a damage value of d8 (d6 for small creatures).

Stalker Paste

Composed of an alchemically-treated mixture of bracken, mud, moss, and crushed insects, stalker paste is used by Lizardfolk warriors and hunters that prefer ambush tactics. Each pot of stalker paste is made from materials gathered from an environment favorable to Lizardfolk (e.g., cave, forest, jungle, marsh, swampland), granting the paste a terrain type. A pot of stalker paste contains enough of the foul-smelling substance to coat the hide of a single Lizardfolk, granting a +2 enhancement bonus to Stealth skill checks made within the paste's terrain type. The paste also masks the natural scent of the wearer, reducing the range at which the wearer can be detected by the scent extraordinary ability to 5 feet. The benefits of stalker paste last for 4d4 hours — at which point the paste becomes dry and begins to flake off — or until the wearer bathes, is submerged in water, or is damaged by a water-based spell or elemental effect. Stalker paste can be created with a day of work and a successful DC 15 Craft (Alchemy) or Survival skill check.

Lizardfolk Weapons Table

Weapon	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Dragonflight Boomerang	5 gp	d4	d6	x2	30ft.	5 lbs.	B	See text
Lizardfolk Macana	15 gp	d8	d10	x3	—	10 lbs.	B or S	See text

Lizardfolk Armor Table

Armor/Shield	Price	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight
Grandfathers Scales	40 gp	+2	+6	0	10%	30 ft.	20 ft.	20 lbs.
Saurian Shield	20 gp	+2	—	-3	15%	—	—	10 lbs.



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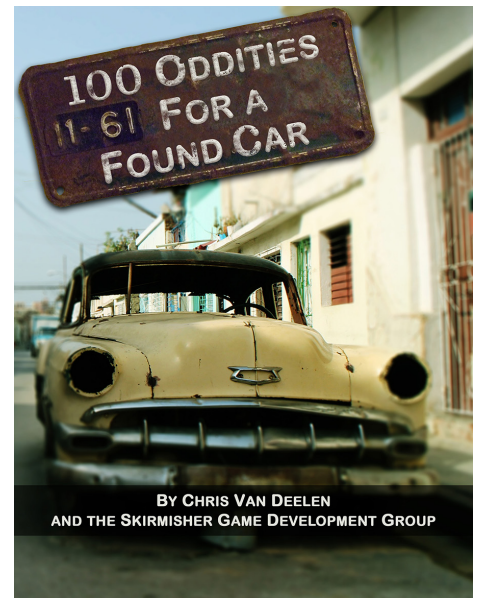
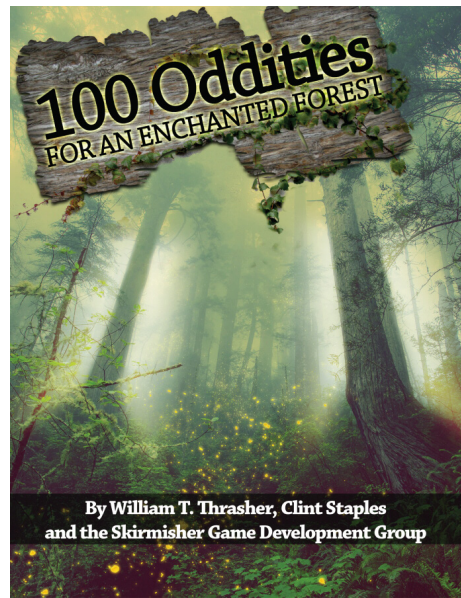
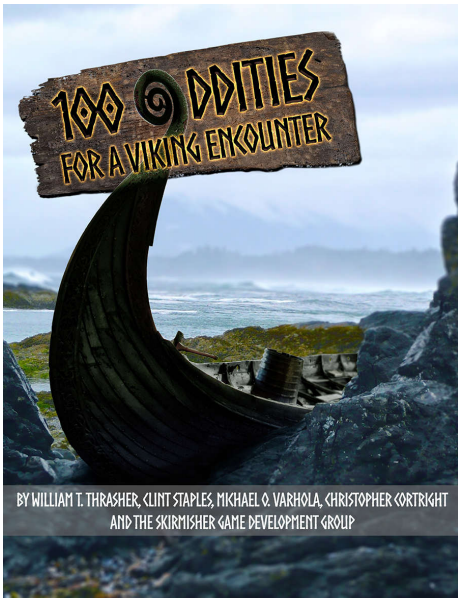
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