

BOOK of
heroic Races
advanced lizardfolk



Pathfinder
ROLEPLAYING GAME COMPATIBLE

**JON BRAZER
ENTERPRISES**

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Introduction

In your hands is the eighth in a series of releases that will ultimately become the **Book of Heroic Races: Advanced Compendium**. This book is being designed for those who want to play something beyond those races included in the *Pathfinder Core Rulebook* which encompass over 30 years' worth of thoroughly covered ground. It is for those who, like myself, were introduced to fantasy by something other than *The Hobbit* and *The Lord of the Rings*. With it, we hope to bring some exciting new elements to your game.

Of all the monstrous races, lizardfolk are one of the most commonly accepted for use as player characters. They have appeared in geek culture again and again and are often shown as not necessarily evil, from Star Trek's gorn to the Elder Scroll's argonian race. They were included in the works of fan favorite authors R. E. Howard, H. P. Lovecraft, and Clark Ashton Smith. And of course, they have been in Dungeons and Dragons since they beginning, even if they were not made a playable race until 2nd Edition.

When I was looking for races for the **Book of Heroic Races: Advanced Series**, it took Richard about five seconds to claim lizardfolk. To call him excited would not be doing it justice, and his excitement showed up in his work.

Of all the new options in this book, there are a few alternate race traits that I would like to draw your attention to: the dragonsired, the hulk, and the pygmy. Dragonsired lizardfolk are exactly what they sound like: lizardfolk with dragon parentage, making them perfect for lizardfolk with a draconic flare. Dragonsired lizardfolk have access to a number of unique feats that enhance their draconic nature. The hulk and pygmy options obviously can't be taken together and provide ways to vary lizardfolk by size. We all think of that one big brute lizardfolk that is the chieftain or that runt of the group that has hidden strengths. With these new options, players and GMs can give these ideas a mechanical backing, providing for great role-playing opportunities.

Bloodragers also get the new cannibal bloodline. This bloodline is perfect for those that want to promote the idea of uncivilized anthropomorphic lizards. It really helps to sell the notion that they are evil brutes, no matter what their actual alignment is. This is a great class option for those that want to challenge ideas of paladins and cityfolk because they draw power from eating the flesh of their enemies.

The deity section boasts some interesting new options. The albino oracle curse adapts you to darkness but makes

you vulnerable to light and fire spells. The Conservation subdomain protects all creatures, especially animal, plant, and vermin creature types against the harmful effects of negative energy. Meanwhile the Sacrifice subdomain is all about taking a life in the name of a deity.

We really hope you like our take on lizardfolk. If you have not already done so, be sure to check out the rest of the races in the **Book of Heroic Races: Advanced Series**. Please tell your friends about these races. They may love to play a new race as much as you.

Dale C. McCoy, Jr.
President, Jon Brazer Enterprises
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How to Use

This book presents a number of new options you can use to create lizardfolk characters for your game. However, your game master may choose to alter or disregard portions of this book, so it is best to ask him or her first before utilizing the options presented herein.

The classes and options presented here can be found in the following books:

Pathfinder Roleplaying Game Core Rulebook: barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, wizard

Pathfinder Roleplaying Game: Advanced Players Guide ^(APG): alchemist, antipaladin, cavalier, inquisitor, oracle, summoner, witch

Pathfinder Roleplaying Game: Ultimate Magic ^(UM): magus

Pathfinder Roleplaying Game: Ultimate Combat ^(UC): gunslinger, ninja, samurai

Pathfinder Roleplaying Game: Advanced Race Guide ^(ARG): no new classes

Pathfinder Roleplaying Game: Ultimate Equipment ^(UE): no new classes

Pathfinder Roleplaying Game: Advanced Class Guide ^(ACG): arcanist, bloodrager, brawler, hunter, investigator, shaman, skald, slayer, swashbuckler, warpriest

Dreamscarred Press' Ultimate Psionics ^(UP): aegis, cryptic, dread, marksman, psion, psychic warrior, soulknife, tactician, vitalist, wilder

Rogue Genius Games' Genius Guide to the Time Thief: time thief.

Good For What Ails You

S'hesh raised his weapons upward, crossing scimitar over shortsword in a high defensive guard to ward off the pincers of the advancing giant scorpion. The lizardman's yellow dewlap puffed reflexively in an aggressive display as he wrenched his scimitar free of the massive arachnid's pincerped pedipalps and raked its curved blade across an exoskeletal joint, nearly severing the bottom section of the scorpion's front left leg. He could hear labored breathing to his left flank—his traveling companion Hilda, the heavily-armored dwarf warrior, had complained of the searing heat ever since they'd arrived in the desert some two weeks earlier, and the sweltering temperatures combined with the pressure of battle were wearing her down quickly. But S'hesh, whose cold blood pumped all the faster and more vigorously in this climate, didn't mind the warmth at all.

The scorpion countered S'hesh's strike with a mighty blow from its right pedipalp, launching the lizardman into the air and plunging him into a nearby sand dune. His nostrils contracted, and his nictitating eyelids clamped shut as he struggled to fling the weight of the sand off of him. But S'hesh didn't panic; he could hold his breath for as long as he needed to. *Trouble is, they could all be dead by then*, he thought grimly.

Perhaps half a minute passed before S'hesh managed to claw free of the dune, but he regained his footing quickly, his powerful tail helping him balance on the shifting sands. Hilda had held her ground against the scorpion, absorbing the violent stabs from its barbed tail with her tower shield—and more importantly, distracting the arthropod long enough for the human, Raz, to sneak in beneath its guard and drive his rapier into a weak spot in its underbelly. A primal voice sounded from the scorpion's rear flank—it belonged to Krueger, the half-ogre, shouting a curse-laden battle cry as he hurled himself onto the scorpion's back, his massive greatsword cleaving through the chitinous exoskeleton covering the oversized vermin's thorax. The scorpion convulsed in pain but fought through the agony of the wound, throwing Krueger from its back onto the ground in front of it and jabbing its stinger-tipped tail into the barbarian's left shoulder, just below the collarbone. S'hesh heard the half-ogre grunt as the wind was knocked from his lungs, saw his spine being compressed into a painful position...and then came the screaming, as searing venom coursed into his savage compatriot's bloodstream.

The lizardman flew into action, his taloned feet and graceful tail propelling him across the dune and onto the flat expanse of desert between him and the scorpion. His sibilant voice rang through the air as he called to the dwarf woman. "Hilda! Head down, steels up!" The warrior shot a confused look over her shoulder, her eyes widening in sudden comprehension. She ducked beneath her shield and braced herself for the impact. "Oh, not again, ye crazy scaly fu—*OOO!*"

S'hesh leaped onto the tower shield, and the dwarf drove her powerful arm muscles upward as he jumped a second time, launching him high above the scorpion. The beast was too intent on the prey it had pinned beneath its claws to react before the lizardman dropped onto its upper back, drawing both of his blades across its clustered rows of dead, black eyes.

The scorpion shrieked, twitching violently, trying its best to throw the scaly green ball of pain off its shoulders, to make the hurt go away. S'hesh dropped from its back to the sand beneath the monster, stabbing the blades upward into its head a second time, grinding his teeth as he dragged the scimitar and shortsword back across each other's path, scrambling the scorpion's brain into little more than soupy protein. The behemoth arachnid loosened its hold on the half-ogre, crumpling into a pile of legs and ichor.

Raz and S'hesh grabbed Krueger by the arms and dragged the massive humanoid from underneath the dead scorpion. The half-ogre, still screaming curses, wrenched his neck and put his mouth over the piercing wound, sucking out mouthfuls of poison-laced blood and spitting it out onto the ground. "I got this, wimps. Don't sweat it. It hurts worse than it really is."

S'hesh shook his head and pushed the half-ogre back to the ground. "No way, Krueger. Lie still, and *stop doing that*—sucking that stuff into your mouth is just going to make it worse. We'll go get the theurge and let him have a look at you. I just hope Gavin's got some anti-poison mojo up his sleeve, or else me and Raz are gonna have to extract some of that venom and get creative with making an antidote."

The group of adventurers had only scouted out for a ten-minute walk from their base camp, barely a mile north of where they'd set up tents and a cookfire. Lugging the half-ogre that distance took nearly twenty-five minutes. The theurge, Gavin, had spotted them carrying Krueger over the dunes and anticipated trouble, laying out several medical tools, healing salves, and spell components. When they got into the camp proper, he was already preparing a tincture of antitoxin. "Get him stripped down and onto that cot and give him something to bite down on," the theurge barked absentmindedly. "Raz, you'll have to clean that wound." He drew the holy symbol of his strange, forgotten elven god from his robes and spoke a quick incantation. "That should slow the poison enough for you to work on him."

Raz began cleaning out the stinger wound with alcohol and healing ointment. The half-ogre raged against the pain, reaching out once or twice to slap away the rogue's deft hands and cursing in half-intelligible Common, offering a suggestion for what Raz might like to do with his reproductive bits in lieu of poking at the gaping wound. "Yikes, Krueger, you kiss your mother with that mouth?" Raz asked. "Lay back and be a good patient, or next time you get to fight the big ugly arthropod all by yourself."

Krueger's condition was worsening rapidly, even with the magical stop Gavin had put on the poison's countdown clock. His eyes had rolled back into his head and he could barely speak (not that the half-ogre was particularly valued for his oratory skills to begin with). Hilda wiped saliva and sputum from his mouth and chin, frowning as she did. "His muscles have stopped convulsing, but his breath's gettin' very shallow. Me uncle died like this, y'know. Phase spider bite. He literally never saw it comin'."

"Just gotta buy Gavin a little more time," S'hesh said, reaching into his pack for his own portable alchemy kit and trodding over the hot sand to where the theurge was working. "So what's on the menu? Maybe I can help."

The theurge smirked and snorted a quick laugh as he opened a small flask of horse's blood and heated up a steel vial with a snap of his fingers. "Uh, S'hesh, no offense or anything, but I graduated from the Hadran School of Healing Arts. I think I've got a leg up on whatever bush medicine your tribe practices."

The lizardman's orange eyes narrowed; he had indeed taken offense, but he was used to this sort of bigotry, even from his companions on occasion. "Oh really? Okay. Fine. I guess I'll let you figure out on your own why that serum's gonna kill him, then."

Gavin cut his eyes at the reptilian as he poured a heated vial of diamond dust and honey into a solution of charcoal and water. "Say again, now? I've used this cure dozens of times on worse bites than this."

S'hesh hissed and widened his maw in an approximation of a human smile. "Yes, on spider bites maybe. But this is a scorpion sting. You can't use raw horse's blood as the base. You have to extract the plasma and use that instead."

Gavin frowned. "Fractionating plasma isn't possible without a centrifuge, and I didn't prepare any telekinetic spells today. This will have to do."

"No need for a centri-whatsit or whatever fancy mage thingy you're talking about. I can do it with my bare hands and some holy spirit. If you'll let me, that is." S'hesh looked at Gavin pleadingly.

The theurge sighed, thrust the rack of vials and tubes toward the lizardman, and said, "Fine, have it your way. But don't come crying to me when he's dead."

S'hesh stalked over to Krueger and yanked a filthy bottle corked with an old rag from his belt; the half-ogre grunted unintelligibly in protest. "Shut up, you big oaf, I'm saving your life here," said the lizardman. He returned to the workbench and held up the flask.

Gavin raised an eyebrow. "Rotgut grain alcohol?"

"Holy spirit," S'hesh smiled, removing the rag and taking a sip, swirling it on his tongue to check the purity. "Yep, the proof's definitely high enough." He added a few drops to the

tube of horse's blood, corked it with a wooden stopper, and swirled the container in his hands. In seconds, the blood had separated into red and yellow components, the plasma rising to the top of the tube.

"How—how did you *do* that?" Gavin asked, gazing in astonishment at the serum base and hurriedly collecting the plasma to add it to his antivenom tincture.

"Oh, you know...primitive tribal bush medicine," S'hesh answered wryly.

Barely ten minutes later, Krueger's condition had stabilized; his breathing evened out and he could talk again (which Hilda and Raz considered a mixed blessing at best). Confident that his comrade would make it, S'hesh grabbed his pack and weapon belt and headed back out toward the dunes.

"Where're ye goin', Big an' Scaly?" Hilda called out. "Have ye not had enough fun fer one day already?"

"Going back to butcher that scorpion before the scavengers get to it and steal our supper."

Hilda wrinkled her nose and stuck out her tongue in disgust. "Ye call that food, lizard?"

"Sure!" S'hesh answered. "Cook 'em up just like crab legs. There's good eatin' on those suckers. You coming?" He smiled as he turned and walked into the sands.

Hilda shrugged and grabbed her shield and warhammer, following after him. "Bloody lizardfolk," she muttered beneath her breath. "They'll make a meal outta anythin'."

Lizardfolk

Racial Traits

Lizardfolk are one of the most misunderstood races in the world, reviled by other humanoid societies for their practice of cannibalism, their frequent alliances with or subjugation by evil dragons, and their tendency to war over border encroachments and environmental exploitation.

Despite the misunderstandings of outsiders about this race of people, lizardfolk occupy and protect ecological niches which benefit the world at large. When treated fairly and given the means to peaceably integrate with other humanoid societies, they become valued allies and powerful members of standing multicultural armies.

Physical Description: Most lizardfolk resemble iguana-descended humanoids, with thick scales and spines running down the length of their backs and tails. Scale coloration varies from a bright blue to all shades of yellow and green and several hues of dusky brown. Lizardfolk who evolved from other species of lizards also exist; depending on the individual racial traits they possess, a tribe may more closely resemble geckos, chameleons, or monitors, with

scale coloration varying correspondingly. Some lizardfolk are also descended in part from true dragons, and typically sport the scale coloration and bone structure of the type of dragon whose genes they inherited. Although their average height and weight are only slightly more than that of humans (6 to 7 feet tall, 200 to 250 pounds), lizardfolk hulks and pygmies represent extreme outliers to the median, with varying statistics as described below.

Alignment and Religion: Lizardfolk are highly attuned to nature, and their superstitions reflect this closeness to the environment. Druidic and elemental faiths are the most common religions among lizardfolk tribes, although a tribe may adopt a deity as a result of exposure to another culture or having been conquered by another race. A few lizardfolk tribes, particularly the dragonsired variants, worship dragons as gods made flesh. They appear to be granted spells through their prayers to these living “gods,” but exactly how this happens is largely a mystery. Given their reverence for equilibrium, lizardfolk typically tend toward neutrality on both alignment axes, although their individual tribal cultures and favored deities can swing them toward good or evil quite easily.

Names: Lizardfolk names feature many *h*, *s*, and *k* consonant sounds. They avoid *b*, *m*, and *p* consonant sounds due to the lack of a true bilabial mouth; although

Lizardfolk Racial Traits

Lizardfolk have the following racial traits.

+2 Strength, +2 Constitution: Lizardfolk are strong and hardy due to life in harsh, adverse habitats.

Humanoid: Lizardfolk are humanoids with the reptilian subtype.

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

Normal Speed: Lizardfolk have a base land speed of 30 feet. They also have a swim speed of 15 feet, allowing them to move in water without making Swim checks and granting them a +8 racial bonus on Swim checks.

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Natural Armor: Lizardfolk have tough scaly skin, granting them a +2 natural armor bonus.

Natural Attacks: Lizardfolk have sharp teeth and hard nails, granting them two claw attacks (1d4 points of damage each) and a bite attack (1d3 points of damage).

Languages: Lizardfolk begin play speaking Common and Draconic. Lizardfolk with high Intelligence scores can choose from the following: Aquan, Dwarven, Grippli, and Sylvan.

these phonetics are absent from the Draconic language for this very reason, lizardfolk can approximate these sounds when speaking other languages.

In personal names, the first spot between two consonants which would normally be joined by a vowel sound is a slurred combination of the consonants, denoted in written Common with an apostrophe. Typically, female names end in vowels, and male names end in consonants.

Tribal names are one-word phrases in Draconic, usually ending in *i*, that translate to a descriptor-noun pairing of either the tribe’s physical appearance or the place where they live. Tribal names are not usually part of a personal introduction, unless the lizardfolk is formally representing her tribe. When a lizardfolk speaks in another language, she translates the pairing literally—so F’haisa, our signature lizardfolk, would introduce herself in Common as F’haisa Yellow Crest if speaking for her tribe.

Male Names: H’serisseth, K’vaal, L’soorh, S’hesh, T’siik.

Female Names: F’haisa, J’haira, N’hannali, T’siika, V’sana.

Tribe Names: Dry Riverbed (Whitaari), Low Marsh (Tsiikil), Red Talon (Kharusi), Ruined Temple (Ixtupi), Yellow Crest (Dhuuvij).



Traits

The following race traits are available for lizardfolk.

Autotomic Tail: Your tail can break off and regrow itself, allowing you to escape certain situations more easily. You may take a +20 trait bonus to any CMB check or Escape Artist check to escape a grapple or full-body restraint as a swift action; when you do so, your tail breaks off, and you lose any benefits gained from having a tail until it regenerates. The tail regrows itself in 1d6+8 days (if you have regeneration, such as from a magic ring, spell, or other effect, this time is halved).

Expressive Dewlap: You have a colorful flap of skin beneath your chin and neck that expands dramatically when you breathe, and you can use this when attempting to impress others. You gain a +2 trait bonus to all Intimidate and Perform checks and also on Bluff and Diplomacy checks against any creatures of the dragon type or reptilian subtype who are sexually attracted to you.

Nictitating Membranes: You possess a secondary set of translucent eyelids that protect you from assaults against your vision. You gain a +2 trait bonus to all saving throws against effects that would cause you to become blinded.

Pain Tolerance: You gain a +2 trait bonus to Constitution checks made to stabilize when reduced to negative hit points, as well as to concentration checks made due to taking damage while casting spells.

Tough-Scaled: You gain a +2 trait bonus to your AC against critical hit confirmation rolls from bludgeoning, piercing, or slashing weapons.

Alternate Racial Traits

Adhesive Feet: Lizardfolk whose evolutionary forebears include geckos frequently exhibit this trait. These lizardfolk have a climb speed of 15 feet, allowing them to take 10 on most Climb checks and granting them a +8 racial bonus on Climb checks (see the Climb skill description in the *Pathfinder Roleplaying Game Core Rulebook* for more details). Additionally, a Climb check that fails by 9 or less means that she makes no progress, and one that fails by 10 or more means that she falls from whatever height she has already attained. The lizardfolk must not be wearing a hands or feet slot item in order to benefit from this ability. This replaces the lizardfolk's swim speed and hold breath racial trait.

Change Color: Chameleon-like genes in some lizardfolk's lineages allow them to blend in nearly flawlessly with their surroundings when they remain perfectly still. As a full-round action, the lizardfolk gains concealment from creatures more than 10 feet away (attacks have a 20% miss chance), and total concealment from creatures more than 40 feet away (attacks have a 50% miss chance), but is considered flat-footed (regardless of any ability that

would otherwise prevent it, such as uncanny dodge). The effect ends immediately if she takes any action other than remaining still. This replaces the lizardfolk's swim speed and hold breath racial trait. A lizardfolk oracle who selects this alternate racial trait may not select the albinism curse (detailed below).

Diseased Bite: Lizardfolk descendants of monitor lizards have gingivitic gums that bleed during feeding, leaving virulent saliva in the bite wounds they inflict. The lizardfolk's bite attacks inflict the disease detailed below. This replaces the lizardfolk's natural claw attacks.

Saurian Filth

Type disease (injury); **Save** Fortitude DC 10 + 1/2 lizardfolk's HD + lizardfolk's Con mod; **Onset** 6 rounds; **Frequency** 1/day; **Effect** 1d2 Str and 1d2 Con damage; **Cure** 2 consecutive saves

Dragonsired: A dragonsired lizardfolk boasts the ancestry of wyrms in her family. She gains resistance to one of the following energy types equal to her Hit Dice (maximum 5; this type cannot be changed once chosen): acid, cold, electricity, fire. Once per day, she can also breathe a 30-foot line or 15-foot cone of the energy type chosen as a standard action. This breath weapon deals 1d4 points of damage per Hit Die of the lizardfolk (maximum 5d4, Reflex half, DC 10 + 1/2 the lizardfolk's HD + the lizardfolk's Con modifier). If she later gains a breath weapon from another class feature, such as the draconic sorcerer bloodline or the dragon disciple's breath weapon ability, that breath weapon replaces this one. This trait replaces the lizardfolk's swim speed, hold breath racial trait, and natural armor bonus; dragonsired lizardfolk may still select the hulk or pygmy alternate racial traits, but at an additional cost (see those trait descriptions for more details).

Hulk: The impressive stature of lizardfolk hulks lets them function in many ways as if they were one size category larger. A lizardfolk hulk receives a +1 size modifier to her Combat Maneuver Bonus and Combat Maneuver Defense. A lizardfolk hulk is also considered to be one size larger when determining whether a creature's combat maneuvers or special attacks based on size (such as bull rush, drag, overrun, reposition, trip, grab or swallow whole) can affect her. A lizardfolk hulk can use weapons designed for a creature one size larger without penalty. However, her space and reach remain those of a Medium creature. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category. This replaces the lizardfolk's natural armor bonus. A dragonsired lizardfolk who selects this alternate trait also loses her racial bonus to Constitution.

Parietal Eye: Lizardfolk with iguana progenitors often can sense subtle changes in heat and light that other creatures can't. The lizardfolk has blindsense out to a range

of 15 feet. This replaces the lizardfolk’s swim speed and hold breath racial trait.

Pygmy: The diminutive stature of lizardfolk pygmies lets them function in many ways as if they were one size category smaller. A lizardfolk pygmy receives a +1 size modifier to her Armor Class and attack rolls, and a +4 size bonus on Stealth checks. A lizardfolk pygmy can use weapons designed for a creature one size smaller without penalty. However, her space and reach remain those of a Medium creature. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject’s size category. This replaces the lizardfolk’s natural armor bonus. A dragonsired lizardfolk who selects this alternate trait also loses her racial bonus to Strength.

Society and Lands

Tribes and Families: Lizardfolk tribes consist of anywhere from three to 20 families living and working in concert to ensure their continued survival. For this very reason, cannibalism is not taboo among their kind: the dead are a food source, no different from hunted game or butchered cattle. Hatcheries are a core element of tribal society: every tribe has a dedicated building for laying, storing, and caring for eggs and younglings. Juveniles live in these hatching enclaves for the first year of their lives before returning to their families, protected by the tribe’s strongest warriors and taught to work and contribute from birth. Mothers rotate shifts within the hatching enclave so that the younglings learn to value those who have given them life and acquire a wide range of skills from the tribe’s parental figures.

Government and Leaders: Due to their survivalistic nature, lizardfolk pick their leaders from those most capable of leading them toward prosperity. Typically, tribal leaders include the most powerful warriors, the most fertile females, and the advisors with the most sophisticated understanding of nature and magic. Rarely does a tribe defer to a single leader, unless they have been subjugated

by a greater power such as a dragon. Instead, two to five tribal leaders are recognized by the collective community and rule via majority consensus in disputes. Any dispute which cannot be settled peaceably is decided in ritual combat (which is usually not fought to the death).

Love and Mating: Romantic love is a strange concept to lizardfolk; they acknowledge it on some level, but it takes up far less of their socialization process than it does among other humanoid races. Given their species’ narrow focus on reproduction and survival, lizardfolk have no concept of monogamy, and homosexual behavior is extremely rare. However, there is evidence to suggest that protandry and protogyny (the spontaneous changing of biological sex) occurs within stressed lizardfolk populations, which may cause a sudden reversal of an individual’s gender role. Although lizardfolk manipulate the distribution of males and females within their communities by altering the ambient temperature of their hatcheries, sometimes calamity (usually war or plague) befalls a tribe so as to deplete large numbers of one sex. As a result, lizardfolk may spontaneously change sex so as to rebalance the population.

Language and Script: Lizardfolk use the Draconic language for all communication. They arrange stones or hack letters into trees to mark their territory in simple Draconic words, usually no more than four to a sentence. Writing is otherwise scarce among their people; the oral tradition plays a central role in lizardfolk life, since nights are spent by cookfires reciting tribal histories over meals. Lizardfolk can learn other languages but speak with sibilant, hissing accents regardless of the tongue in which they are speaking.

Relations: Lizardfolk tribes share borders, and sometimes crucial trade routes and resources, with a multitude of races. Their relations with their neighbors are as varied as their own genes.

Aasimars and Tieflings: Superstitious lizardfolk may interpret the appearance of a humanoid with outsider blood as a sign from a deity. Which way that interpretation falls

Table 1: Height/Weight Table

Gender	Base Height	Base Weight	Modifier	Multiplier
Male	5 ft. 4 in.	200 lbs.	+2d10	x5 lbs.
Female	5 ft. 3 in.	190 lbs.	+2d10	x5 lbs.

Table 2: Random Starting Age

Adulthood	Intuitive	Self Taught	Trained
14 years	+1d4	+1d6	+2d6

Table 3: Aging Effects

Middle Age	Old Age	Venerable	Max Age
35 years	53 years	70 years	70+2d10 years



is dependent upon what sort of deity the lizardfolk tribe in question happens to worship. At best, they might consider the half-outsider a piece of divinity made flesh, beseeching them for guidance or blessings. At worst, they'll deem the very presence of such a being an encroachment by a rival power and attack it mercilessly, lest the "godling" draw its presumed master's attention to the tribe.

Humans: Contact between humans and lizardfolk is overwhelmingly tense and fraught with diplomatic pitfalls on both sides of the racial divide. Humans tend to exploit and divert natural resources without regard for the environmental impact they may cause on a given ecosystem. This does not sit well with lizardfolk, whose survival depends on steady, predictable equilibrium. As a result, even well-meaning human visitors are viewed with suspicion among lizardfolk. Humans also have a funny way of opening relations with new people, when they bother to even do it—usually, it involves a lot of words, and most lizardfolk are too concerned with survival and duty to indulge in loquaciousness. Human delegates may mistake a tribe's curt, but honest (and even positive), response to diplomatic overtures for an insulting retort or a disregard for the station of the noble or government who sent them.

Grippli: Lizardfolk cooperate and trade with nearby grippli settlements, since they fill an important ecological niche: grippli eat dangerous pests that bring disease to lizardfolk tribes and hunt creatures like spiders, snakes, giant insects, and worse monsters that feed on the eggs and young of both races. However, grippli also hunt the same prey and forage the same plants as lizardfolk. In an environment where these resources are particularly scarce, a lizardfolk tribe will not hesitate to exterminate a competitor race—and this pragmatic outlook is well-known and feared among the grippli.

Dwarves: Curt, insular, and resistant to sudden change—these descriptors apply as well to lizardfolk as they do to dwarves. Lizardfolk get on oddly well with dwarves in the few regions where these races happen to cross paths, primarily because they are both doers rather than talkers. Neighboring lizardfolk tribes and dwarven clans tend to broker land disputes and trade agreements quickly, simply, and amicably, and generally stick to their word once any formal pacts have been forged. Although substantial interaction between the two people is rare, their dealings are usually cordial.

Adventurers: Adventurers are less common among lizardfolk than other player races on average. Tribes need their best soldiers, mages, and priests to remain among their people in order to ensure their survival, and to leave one's duties for such base desires as glory or greed is to dishonor oneself in the eyes of the tribe. However, some lizardfolk defy tradition or receive permission from their leaders in order to pursue an end greater than the welfare of the individual tribe, such as preserving the regional ecology or serving their tribe's deity. Lizardfolk who are enslaved or press-ganged into service by outsiders may resort to the adventuring lifestyle if freed, especially if their servitude has carried them far away from their tribe.

Barbarian: The most common class among lizardfolk communities, barbarians are prized as fierce defenders of tribal lands. Lizardfolk tribes who are allied with or worship an evil dragon patron boast higher numbers of barbarians among their ranks, since these dragons usually prefer unthinking brutes who follow orders without question.

Druid: Second only to barbarians in number, lizardfolk druids play many roles in the existence of a tribe. They are healers, nurses, religious leaders, and protectors of the natural equilibrium that sustains a tribe's ecological niche.

Hunter: Occupying a solid middle ground between the role of druid and ranger, lizardfolk hunters often bond with reptilian or dinosaur companions native to the areas in which they live. They typically fall into the role of providing food for their tribe rather than defending borders or offering magical support, although their versatility allows them to do either when necessary.

Magus: True magi are rare among lizardfolk compared to sorcerers and witches, but are not unheard of. However, most lizardfolk who pursue this class take up a path of magical discipline which refocuses their talents on their inborn magical aptitude rather than the study of written magic (such as the eldritch scion ^{ACG} or hexcrafter ^{UM} archetypes).

Ranger: Lizardfolk tribes that seek to expand or relocate due to encroachments by other races or changes in the local ecology prize rangers for their ability to handle field reconnaissance and lead other tribal soldiers through rough terrain. Lizardfolk rangers typically eschew animal

companions, preferring to focus their talents on enhancing their allies' acumen in combat and scouting.

Racial Options

New Lizardfolk Racial Archetype

Tribal Defender

Tribal defenders are the appointed guardians of lizardfolk settlements. Tasked with protecting the tribe's younglings and elders, these soldiers hone combat techniques designed to shield weaker allies.

Associated Class: fighter

Associated Race: lizardfolk

Replaced Abilities: bravery, armor training 1, 2, 3, and 4

Body Shield: At 2nd level, when fighting defensively or using total defense, a tribal defender can, as an immediate action, grant an adjacent allied creature a natural armor bonus to AC equal to his own until the beginning of his next turn. The tribal defender can use this ability only when he is wearing no armor, light armor, or medium armor.

Covering Guard: At 3rd level, when the tribal defender is fighting defensively or using total defense, allied creatures that are adjacent to him gain a +1 circumstance bonus to Reflex saves. Every four levels thereafter (7th, 11th, and 15th), this bonus increases by +1 each time, to a maximum of +4.

Get Behind Me: At 6th level, when an adjacent ally makes a Reflex saving throw, the tribal defender may, as an immediate action, roll the same saving throw as if he were the one subject to the effect requiring it. He must declare that he is using this ability before his ally has rolled the save. If this save is successful, the ally takes no damage or ill effects from the effect that triggered the save; however, the tribal defender suffers half of any damage that would normally be dealt by the effect. Failure indicates that the original target of the effect takes damage as normal, and the tribal defender still takes half damage.

Savior's Dash: At 10th level, when an ally within range of his base land speed is targeted by a melee attack, a tribal defender may immediately move up to his speed, but he must end his movement adjacent to the attacked ally. Using this ability also uses up the tribal defender's move action for the coming turn.

Savior's Block: At 14th level, when a tribal defender uses savior's dash, he can also make an attack roll to parry the melee attack that triggered his movement. If his result is greater than the attacking creature's result, the creature's attack against the adjacent ally automatically misses.

Unrivaled Protector: At 18th level, a tribal defender is merely staggered rather than disabled or unconscious when at 0 hp or dying. While he is fighting defensively or using

total defense, allies adjacent to him gain DR 5/— and are not subject to critical hits.

New Bloodrager Bloodline

Cannibal

For untold generations, your tribe has engaged in ritual cannibalism as a means of bolstering their magic. Feasting upon even your fallen brethren grants you benefits, and you believe that you honor the dead by consuming and rechanneling their life essence.

Bonus Feats: Dazzling Display, Gory Finish ^{UC}, Great Fortitude, Improved Natural Attack, Sorcerous Bloodstrike ^{UM}, Toughness, Weapon Focus

Bonus Spells: *cause fear* (7th), *enemy's heart* ^{ARG} (10th), *blood biography* ^{APG} (13th), *greater false life* ^{UM} (16th)

Bloodline Powers: By gorging on flesh, you enhance your spellpower and bind your magic against the kin of those whose blood you've savored. Since this sometimes includes fallen allies, your concept of morality also changes insofar as your understanding of magic is concerned.

Savor Weakness (Su): At 1st level, as a free action up to three times per day you can grant yourself a damage bonus equal to your Charisma modifier (if any) on one bite attack against a living creature. At 12th level, you can use this ability up to five times per day, and this power also deals bleed damage to the affected living creature equal to your Strength modifier.

Ritual Consumption (Su): Once per day starting at 4th level, if you consume at least half a pound of a dead humanoid creature's flesh (a full-round action if performed in combat), you can regain a daily spell slot of a level equivalent to 1/4 or less of that creature's Hit Dice. You may use this ability an additional time per day at 8th, 12th, and 16th level, but you must consume flesh from a different creature each time you do so in a given day.

Amoral (Su): At 8th level, you can wield an aligned weapon, or a weapon with the *anarchic*, *axiomatic*, *holy*, or *unholy* special ability, as if you were of the appropriate alignment, without suffering negative levels or any other penalty. You can also cast spells with any alignment descriptor regardless of your actual alignment. If a power, spell, or other ability specifies that a bonus it grants is sacred or profane, you may instead choose whether the bonus is considered sacred or profane.

Taboo Knowledge (Su): At 12th level, after using ritual consumption, you gain a +2 bonus on weapon attack and damage rolls against creatures of the same type as the ones whose flesh you have consumed, and you may make Knowledge skill checks untrained when attempting to identify creatures of that type. These benefits persist for 24 hours. This bonus increases to +4 at 16th level and +6 at 20th level.

Feast of Power (Su): At 16th level, when you reduce an enemy to negative hit points, the next spell you cast can be modified by any metamagic feat you possess with no corresponding increase in spell level. You must cast this spell before the end of your next turn or this benefit is forfeited until it is triggered again.

Eater of the Dead (Su): At 20th level, you gain immunity to death effects and spells, nonlethal damage, and poison. Creatures reduced to negative hit points by your bite attack must make a Fortitude save (DC 10 + 1/2 your level + your Charisma modifier) or die instantly.

New Prestige Class

Anointed One

Many lizardfolk tribes ally themselves with true dragons in order to ensure their survival. Some of them even worship these creatures as gods in their own right. The Anointed Ones, as they are called in tribal society, are chosen disciples of a tribe's draconic patron. They learn the secrets of herbalism and alchemy from tribal elders and use this knowledge to bolster their bodies and their weapons with sacred ointments and oils, making them strong enough to rip their opponents' weapons and armor to shreds. An anointed one typically undergoes a ritual overseen by his draconic patron upon taking his first level in this prestige class, during which he is baptized in a liquid reflecting that dragon's nature. For example, a red dragon might anoint its warriors in the blood of a hundred villagers, while a silver dragon might require its servants to immerse themselves in near-freezing water from a thawed glacier.

Role: The anointed one is a warrior-like alternative to the dragon disciple as a prestige class for dragon-themed adventurers. Blending combat prowess with a small suite of abilities from the alchemist class, they retain a connection to the arcane without being full-scale magic-users. Although many dragonsired lizardfolk take up the path of the anointed one, other members of their race also serve draconic patrons—and even some non-lizardfolk, as well, although they are exceptionally rare.

Alignment: Anointed ones ascribe to a wide range of moral and ethical codes depending on the alignment of their dragon patron. Some are virtuous paragons, while others are coldhearted butchers.

Hit Die: d10.

Requirements

To qualify to become an anointed one, a character must fulfill all the following criteria.

Alignment: Must be within one step of their draconic patron's alignment (see below).

Base Attack Bonus: +5.

Skills: Craft (alchemy) or Spellcraft 5 ranks, Knowledge (arcana) 5 ranks.

Feats: Power Attack, Improved Sunder, Weapon Focus.

Special: An anointed one must swear an oath of fealty to a draconic patron—a true dragon of young adult or older age category. If the anointed one's alignment shifts more than one step away from his patron's, or if he disobeys a direct order from that patron, he loses all features of this prestige class except for bonus feats, and he may not progress any further in this class.

Class Skills

The anointed one's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Knowledge (arcana) (Int), Perception (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the anointed one prestige class.

Anointed Weapon (Su): At 1st level, an anointed one chooses a specific weapon to anoint as part of his dedication ritual to his draconic patron. This weapon must be of the same type as that which he has chosen for the benefits of his Weapon Focus feat. The anointed one adds his class level to his anointed weapon's hit points and to his CMD against sunder checks that target his anointed weapon. He also adds half his class level to his anointed weapon's hardness. If the anointed weapon is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per anointed one level plus the cost of the new weapon. This ritual takes 8 hours to complete.

Formulate Oils (Ex): At 1st level, an anointed one receives Brew Potion as a bonus feat, but may only use it to create oils. The anointed one does not need to meet the prerequisites for this feat. An anointed one can create oils containing formulae from the alchemist formulae list of a level up to 1/3 of his class level (minimum 1st level, up to 3rd level), using his anointed one level as his caster level. The formula must be one that can be made into an oil.

Mutagen (Su): This ability functions as the alchemist ability of the same name. The anointed one adds his class level to his alchemist levels (if any) to determine the duration of the mutagen or any other level-dependent variables.

Discovery (Su): This ability functions as the alchemist ability of the same name. The anointed one gains a discovery at 2nd level and every two levels thereafter, but must choose discoveries from the following list, adding his class level to his alchemist levels (if any) for the purpose of qualifying to select any given discovery: concentrate poison ^{APG}, enhance potion ^{APG}, extend potion ^{APG}, infuse

mutagen ^{APG}, lingering spirit ^{UM}, preserve organs ^{UM}, primordial poisons, spontaneous healing ^{UM}, wings ^{UM}.

Thundering Strike (Su): At 2nd level, an anointed one's anointed weapon becomes charged with vibrant energy and eldritch strength, capable of delivering devastatingly powerful blows to enemies. His attacks with his anointed weapon deal an extra 1d6 points of sonic damage on a successful hit (this extra damage is not multiplied on critical hits). Additionally, if an opponent successfully sunder the anointed one's anointed weapon, that opponent automatically suffers double this amount of sonic damage. The sonic damage dealt by this ability increases to 2d6 at 6th level and 3d6 at 10th level.

Bonus Feat: At 3rd level, and every odd level thereafter, an anointed one gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats, or from the new dragonsired feats listed below.

Lock Weapons (Ex): At 4th level, when an opponent makes a successful attack with a melee weapon (but not a natural weapon or unarmed strike) against an anointed one, he can expend a use of an attack of opportunity to attempt to lock weapons with the attacker. The anointed one makes an attack roll as if he were making an attack of opportunity; for each size category the attacking creature is larger than the anointed one, the anointed one takes a –2 penalty on this roll. If his result is greater than or equal to the attacking creature's attack roll, the creature's attack deals damage to the weapon rather than the anointed one. The anointed one must declare the use of this ability before the creature's damage roll, or any critical hit confirmation roll, is made. Additionally, whenever the anointed one successfully locks weapons with an attacker, the attacker must make a Fortitude save (DC 10 + the anointed one's level + the anointed one's Strength modifier) or become staggered until the end of its next turn.

Aligned Weapon (Su): At 6th level, the anointed one's anointed weapon becomes permanently aligned on a single

axis (as per the *align weapon* spell). The weapon alignment chosen must correspond to the alignment of the anointed one's draconic patron.

Paragon Weapon (Su): At 8th level, the anointed one's anointed weapon permanently gains one of the following weapon properties: *anarchic*, *axiomatic*, *holy*, *unholy*. The property chosen must correspond to the alignment of the anointed one's draconic patron. Once chosen, this weapon property cannot be changed.

Master Sunderer (Ex): At 10th level, an anointed one multiplies the damage dealt to an item on a successful sunder attempt by his anointed weapon's critical hit multiplier, and also adds the sonic damage from his thundering strike ability to the damage dealt to the item (the sonic damage is not multiplied, however).

Alternatively, the anointed one can also now perform a sunder check against an unarmored foe, applying all additional damage noted above; the targeted creature suffers no actual damage on a successful sunder attempt, but for every 5 points of damage the sunder would deal to an item, the target creature's natural armor bonus to AC is reduced by 1 for the remainder of the encounter (to a minimum of 0).

New Alchemist Discovery

Primordial Poisons (Su): The alchemist is able to infuse poisons with eldritch power so that they can affect creatures that are normally immune to poison. Any poison the alchemist administers to a weapon can affect creatures of any type or subtype except for constructs and undead, bypassing their inherent immunities. Magical effects that negate poisons still apply. If a creature fails its save, the poison acts as normal but may have no effect on the creature, depending on the effect of the poison. An alchemist must be at least 8th level before selecting this discovery.

Table 4: Anointed One

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+0	+1	Anointed weapon, formulate oils, mutagen
2	+2	+1	+1	+1	Discovery, thundering strike +1d6
3	+3	+2	+1	+2	Bonus feat
4	+4	+2	+1	+2	Discovery, lock weapons
5	+5	+3	+2	+3	Bonus feat
6	+6	+3	+2	+3	Discovery, aligned weapon, thundering strike +2d6
7	+7	+4	+2	+4	Bonus feat
8	+8	+4	+3	+4	Discovery, paragon weapon
9	+9	+5	+3	+5	Bonus feat
10	+10	+5	+3	+5	Discovery, master sunderer, thundering strike +3d6

Racial Feats

Many lizardfolk adventurers use the following feats to great advantage. Although most feats presented here are exclusive to lizardfolk characters, a few may be selected by members of other races as well.

Aquatic Adaptation

Your lungs can extract oxygen from water.

Prerequisites: Hold breath.

Benefit: You can breathe water as well as air.

Dangerous Tail (Combat)

Your tail is as deadly as your fists under most circumstances.

Prerequisites: Base attack bonus +5, lizardfolk.

Benefit: You gain a tail swipe attack. If used as part of a full-attack action, the attack is made at your full base attack bonus – 5. If the tail swipe hits, it deals 1d4 points of damage (assuming you are Medium) + 1/2 your Strength modifier. If you confirm a critical hit against a target with your tail swipe, as a free action you can attempt a trip combat maneuver against that target.

Death Roll (Combat)

You can overwhelm opponents in watery environments, dragging them beneath the surface and shaking them to bits.

Prerequisites: Str 15, base attack bonus +4, lizardfolk, swim speed.

Benefit: When grappling or pinning an opponent of your size or smaller in water, you automatically inflict your bite damage and knock the creature prone during each round that you maintain the grapple or pin. Each round that you do so, the creature's number of rounds that it can hold its breath without beginning to drown is also reduced by half the damage your bite deals.

Special: Lizardfolk who possess the hulk alternate racial trait can use this ability on Large foes.

Draconic Resilience (Dragonsired)

You possess a small fraction of the awe-inspiring resilience of your draconic forebears.

Prerequisites: Dragonsired racial trait, lizardfolk.

Benefit: You gain a +2 bonus to saving throws against *sleep* and *paralysis* effects, and you may reroll one saving throw against such an effect each day after determining if your original roll failed or succeeded. Your dragonsired energy resistance increases to 1 per Hit Die up to a maximum of 10.

Dragonsired Champion (Dragonsired)

You do your draconic ancestors proud, and their blood further fuels your fury.

Prerequisites: Base attack bonus +6, Draconic Resilience, dragonsired racial trait, lizardfolk.

Benefit: Your breath weapon is now usable once per six hours and deals 1d6 damage per hit die (to a maximum of 5d6). You also gain DR/magic equal to 1/2 your total Hit Dice. However, you also now count as a dragon for the purpose of effects that specifically target that creature type, such as favored enemy or *bane* weapons.

Elongated Talons

Your claws grow longer and sharper than those of your smaller brethren.



Prerequisites: Claw attack, hulk racial trait, lizardfolk.

Benefit: Your claw damage increases by 1 size category. This stacks with the damage increase granted by Improved Natural Attack.

Jaws of Death

Your jaw muscles are exceedingly powerful, even for the largest lizardfolk.

Prerequisites: Bite attack, hulk racial trait, lizardfolk.

Benefit: Your bite damage increases by 1 size category. This stacks with the damage increase granted by Improved Natural Attack.

Motile Chameleon

You stay on your toes, even when using your chromatophoric skin to blend in with your surroundings.

Prerequisites: Dex 13, change color racial trait, lizardfolk.

Benefit: You can change color as a standard action. You no longer become flat-footed as a result of changing color.

Nauseating Bite

Your razored maw is so virulent that foes can barely move when bitten by you.

Prerequisites: Sickening Bite, base attack bonus +11, diseased bite racial trait, lizardfolk.

Benefit: A creature that suffers ability damage from your diseased bite is also nauseated for a number of rounds equal to the ability damage dealt.

Paralyzing Bite

Your massive jaws crush vertebrae and sever nerves, possibly crippling an opponent.

Prerequisites: Str 13, Jaws of Death, base attack bonus +14, bite attack, hulk racial trait, lizardfolk.

Benefit: Any creature that suffers a critical hit from your bite attack is also paralyzed for a number of rounds equal to your Strength modifier. The effects of this feat do not stack. Additional hits instead add to the effect's duration.

Propelling Tail

Your muscular tail adds extra power to your jumps, gaining you additional height and distance with every leap.

Prerequisites: Str 13, Acrobatic, lizardfolk.

Benefit: You add your Strength modifier to Acrobatics checks made to jump.

Quick Climber

You scale ladders, ropes, and walls with astonishing deftness.

Prerequisites: Climb speed, lizardfolk.

Benefit: Your climb speed increases by 15 feet.

Reckless Strike (Combat)

You can deal extra damage with a mighty stroke of a weapon, but at the cost of your footing.

Prerequisites: Str 13, Vital Strike, base attack bonus +8, lizardfolk.

Benefit: When you use one of the Vital Strike feats, you may also multiply your Strength modifier by the number of damage dice you roll when using those feats. However, you lose your Dexterity bonus to your armor class and cannot make attacks of opportunity until the start of your next turn.

Special: A non-lizardfolk character with a Strength score of 15 or higher who meets all of the other prerequisites listed may also select this feat.

Scion of Wyrms (Dragonsired)

The majesty of dragons is your birthright. As your might grows, so too does the terror you inspire.

Prerequisites: Cha 13, Draconic Resilience, Dragonsired Champion, base attack bonus +11, dragonsired racial trait, lizardfolk.

Benefit: The range of your breath weapon doubles, and you may use your breath weapon once per hour. Your natural weapons are treated as magic weapons for the purpose of overcoming damage reduction. You also gain the frightful presence ability. You can activate this ability as part of an offensive action, such as a charge or attack. Opponents within 30 feet who have less Hit Dice than you must make a Will save or become shaken for 2d6 rounds. The DC of this save is equal to 10 + 1/2 your HD + your Charisma modifier. If you have at least 4 more Hit Dice than an opponent, that opponent becomes frightened instead. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours.

Shield Hop (Combat)

You can use an ally's shield to boost yourself to greater heights.

Prerequisites: Str 15, Acrobatic, Propelling Tail, lizardfolk.

Benefit: When jumping, you can launch yourself off of an ally in the path of your movement who has readied an action to hold a heavy shield or tower shield over their head. When you do so, you may roll the check twice, keeping whichever die result you prefer, and add that ally's Strength modifier to your Acrobatics check result (which stacks with your own Strength modifier from Propelling Tail).

Special: A non-lizardfolk character who observes this technique may select this feat if they possess a Strength score of 17 or higher and at least 4 ranks in Acrobatics in addition to the other non-lizardfolk-exclusive prerequisites. Dwarves who fight alongside lizardfolk frequently adopt this technique.

Sickening Bite

Your filth-ridden teeth sicken creatures that you bite.

Prerequisites: Base attack bonus +8, diseased bite racial trait, lizardfolk.

Benefit: A creature that suffers ability damage from your diseased bite is also sickened for a number of rounds equal to your Constitution modifier.

Swift Swimmer

You glide through water as easily as if you were walking.

Prerequisites: Lizardfolk, swim speed.

Benefit: Your swim speed increases by 15 feet.

Wall Slinker

Your chameleon heritage allows you to ambush nearby foes with ease.

Prerequisites: Dex 13, Motile Chameleon, base attack bonus +4, change color racial trait, pygmy racial trait, lizardfolk.

Benefit: After using change color, you can move up to your speed without losing any concealment gained by changing color so long as you remain adjacent to a wall or other contiguous surface (a floor does not count). You may make a single melee attack at any point during this movement.

Religion

Deities

Many lizardfolk worship the following deities.

TLALOC

NE god of domination, rain, and sacrifices
Priests clerics, druids, hunters, oracles, warpriests
Domains Death, Earth, Evil, Water
Subdomains Caves, Daemon, Rain, Sacrifice
Mysteries Ancestor, Apocalypse ^{MC}, Nature

Favored Weapon dagger

FAITH

Sacred Animal crocodile; **Symbol** pooling blood
Sacred Texts *The Stains of Tears and Blood*

Among his chosen people, Tlaloc is hailed as a giver of prosperity. To all others, he is a fearsome lord of destruction and rot whose followers are no more than bloodthirsty fiends. Lord of storms and swamps, he dwells in a great marsh cave deep in the bowels of Abaddon, attended by a court of hydrodaemons. Tlaloc’s worship is most prevalent among sentient creatures with unwavering senses of community and unconventional humanitarian ethics. The god has found a strong foothold among lizardfolk societies, who are already predisposed to survivalism and cannibalism. To his priests and his faithful, he gives much: fertile land, plentiful rains, and plenty of prey to hunt. But his selective benevolence comes at a cost: Tlaloc demands ritual sacrifice from the very communities he purports to favor, often in great numbers. Certain rituals, usually performed under a new moon close to an equinox, demand dozens or even hundreds of sacrifices in order to appease Tlaloc, but even routine prayers require some degree of bloodletting, usually ending in at least one death.

Priests of Tlaloc oversee the building of great pyramids topped with jade ritual altars that face the setting sun. A complex network of grooves is built into the structure so as to direct the flow of the sacrificial blood downward toward the pyramid’s base and into jade receptacles at each corner of the structure. Lizardfolk worshipers often bathe their eggs in these receptacles in hopes that their young will hatch as Chosen, or daemonic half-fiends.

QUCUMATZ

NG god of biodiversity, rain, and sunlight
Priests clerics, druids, oracles, rangers, warpriests
Domains Air, Good, Sun, Water
Subdomains Cloud, Conservation, Light, Rain
Mysteries Heavens, Life, Nature
Favored Weapon quarterstaff

FAITH

Sacred Animal chameleon; **Symbol** rainbow serpent
Sacred Texts *The Voice of Many Colors*

Qucumatz was the first among the couatl, a grand rainbow-feathered serpent of immense size and might. He

Table 5: Deities

Deity	AL	Area of Concern	Domains	Mysteries	Favored Weapon
Tlaloc	NE	domination, rain, sacrifices	Death, Earth, Evil, Water	Ancestor, Apocalypse ^{MC} , Nature	dagger
Qucumatz	NG	biodiversity, rain, sunlight	Air, Good, Sun, Water	Heavens, Life, Nature	quarterstaff



revels in the diversity of life and has worshippers among many races. Frequently at war with the foul daemonic god Tlaloc, who disdains the natural order and favors only those who shed blood in his name, Qucumatz's home is a great roiling raincloud that floats across the skies of Nirvana, always just ahead of that plane's glorious sun. The deity promotes the flourishing of life in accordance with nature, and societies such as the lizardfolk who are closest to the earth and understand the delicacy of ecosystems worship him devoutly. Qucumatz requires no sacrifice or offerings from his followers, although his edicts sometimes lead his faithful into conflict with other well-intentioned creatures. Because he charges his priests with defending nature from the destructive and selfish impulses of those who would subvert and exploit the natural order, conflict arises frequently between Qucumatz's followers and outsiders of other faiths. Although his worshipers try to resolve such conflicts peacefully, sometimes war is an unavoidable price that must be paid in order to protect the fragile splendor of their homes.

Qucumatz's priests meet in circular open-air temples of rough stone walls and raised platforms inlaid with precisely placed prisms that redirect the sun's light into colorful displays upon the stones. Daytime rainstorms near the time of the summer solstice are the most sacred of times to his

priests, since rainbows frequently appear in the wake of such storms.

New Priest Options

Priests of lizardfolk deities can make use of these options.

New Oracle Curse: Albinism

Your body lacks any pigmentation, robbing you of your vision in bright light and making you extremely susceptible to burns.

Associated Race: lizardfolk

You take a -4 penalty to all saving throws against spells with the fire or light descriptor, and you gain light sensitivity. For each full hour that you are exposed to sunlight, you take 1d12 nonlethal damage.

At 5th level, you gain low-light vision.

At 10th level, you gain darkvision out to a range of 60 feet.

At 15th level, the nonlethal damage you take from sunlight exposure is reduced to 1d8, and you gain blindsight out to a range of 15 feet in conditions of dim light or darkness.

Conservation Subdomain

Your faith demands that you fight to preserve all life and help natural ecosystems to remain in balance and harmony.

Associated Domain: Good

Replacement Power: The following granted power replaces the holy lance power of the Good domain.

Disrupt Channeling (Su): At 8th level, you can emit a 30-foot protective aura as a standard action. Allies in this aura receive a $+3$ sacred bonus to saving throws against any spells or effects which channel negative energy. Additionally, any creature of the animal, plant, or vermin type within the aura is rendered completely immune to negative energy effects. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

Replacement Domain Spells: 1st—*calm animals*, 3rd—*nature's exile* ^{APG}, 6th—*eagle aerie* ^{UM}, 7th—*animate plants*, 9th—*sympathy*

Rain Subdomain

The power of rain is yours to command, from refreshing gentle drizzles to flooding torrential downpours.

Associated Domain: Water

Replacement Power: The following granted power replaces the cold resistance power of the water domain.

Rainband (Su): At 8th level, you can conjure a 30-foot-radius torrential curtain of rain centered on yourself as

a standard action. All creatures within the rainband gain concealment (20% miss chance), and arcane spellcasters within the affected area must make concentration checks (DC 10 + spell level) to cast spells. All nonmagical fire sources within the rainband's area are immediately extinguished. Additionally, fire damage from any magical sources (such as a *scorching ray* or a *flaming weapon*) that affect a creature within the rainband is halved, and creatures within the rainband gain the evasion ability against area effects that deal fire damage (such as a *fireball* or a red dragon's breath weapon). You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

Replacement Domain Spells: 2nd—*quench*, 5th—*fickle winds* ^{UM}, 6th—*summon monster VI* (water elemental only), 8th—*squall*

Sacrifice Subdomain

You offer up the blood and flesh of both allies and enemies to your deity in exchange for profane boons.

Associated Domain: Death

Replacement Power: The following granted power replaces the death's embrace power of the Death domain.

Sacrificial Knife (Su): At 8th level, you can give a weapon touched the *furyborn* ^{UE} special weapon quality for a number of rounds equal to 1/2 your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Replacement Domain Spells: 2nd—*enemy's heart* ^{ARG}, 3rd—*aura of cannibalism* ^{MC}, 4th—*bloatbomb* ^{ACG}, 6th—*circle of death*, 8th—*symbol of death*, 9th—*mass suffocation* ^{APG}

Racial Magic

Many lizardfolk use this spell, and members of other races may have learned it from a friendly tribe.

SQUALL

School conjuration (creation) [water]; **Level** arcanist/sorcerer/wizard 8, druid 8

Casting Time 1 standard action

Components V, S, M (a vial of rainwater)

Range medium (100 ft. + 10 ft./level)

Area 80-ft.-radius burst

Duration 1 round/level (D)

Saving Throw Reflex half; **Spell Resistance** no

You conjure a sudden, violent rainstorm that pelts your enemies with hard rain and hailstones. Creatures within the affected area take 6d6 piercing damage each round; affected creatures with the fire subtype instead take 1d6 points of piercing damage per caster level each round (maximum 20d6).

The squall also extinguishes all nonmagical fires and dispels fire spells within the affected area (as the *quench* spell). Additionally, attempts to cast any spell with the fire descriptor within the squall require a concentration check (DC 15 + double spell level).

If cast over land, the squall soaks the ground, changing the terrain type to shallow bog (see the Environment chapter of the *Pathfinder Roleplaying Game Core Rulebook* for details) for the spell's duration and an additional 1d4 minutes thereafter. If cast over a body of water, the DC of all driving checks for water vehicles within the affected area is increased by 15, and any sails in the squall take half the squall's base piercing damage each round (see the Vehicles chapter of *Pathfinder Roleplaying Game Ultimate Combat* for more details).

Racial Magic Items

The following magic items are inventions of lizardfolk spellcasters.

BEAD OF INCUBATION

Aura moderate abjuration; **CL** 9th

Slot —; **Price** 2,250 gp; **Weight** — or 5 lbs. (see below)

DESCRIPTION

This round orange bead is approximately 4 inches in diameter. Initially created by lizardfolk to safely transport their young during emergencies, it is also used by raiding parties to heal a badly wounded member. When the command word is spoken, the *bead of incubation* expands to a 5-foot diameter sphere. Willing creatures touching it while it is expanding (up to 1 Medium creature, 2 Small creatures, or 4 Tiny creatures) become enveloped by the *bead*. The total weight of the bead with creatures inside is 5 lbs. Once expanded, no additional creatures can enter. If the *bead* is destroyed with creatures inside, the creatures wake up and are unharmed by the *bead's* destruction.

Creatures encased within the *bead of incubation* are rendered unconscious, and their health is sustained by its magic for up to 18 hours—they require no air, food, or water while remaining within the *bead*. Dying creatures automatically stabilize upon being enveloped by the *bead's* magic. Enveloped creatures heal hit points and ability score damage at double their normal rate and receive a +2 resistance bonus to all saving throws to remove negative levels while encased in the *bead*. The expanded *bead of incubation* cannot be permeated by harmful gases, inhaled diseases or poisons, or spells like *cloudkill*.

The *bead* maintains an ambient temperature that is comfortable to the encased creature. The *bead* can be targeted with spells as a single object while creatures inside are treated as having total cover.

After 18 hours, the *bead of incubation* breaks apart, freeing the enveloped creatures, restoring them to consciousness.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have 5 ranks in the Heal skill, *life bubble* ^{APG}; **Cost** 1,125 gp

COUATLSKIN CAPE

Aura moderate evocation; **CL** 13th

Slot shoulders; **Price** 52,000 gp; **Weight** 3 lbs.

DESCRIPTION

Couatls shed their prismatic hides periodically much like mundane snakes, and their feathered leavings are sacred to worshipers of Qucumatz. Carefully reworked by lizardfolk artisans into resplendent capes, these skins bestow a protective mantle upon the wearer against energy damage. Whenever the wearer of a *couatlskin cape* would take sufficient energy damage to reduce her hit points to 0 or lower, she may, as an immediate action, activate the cape to negate that damage entirely. When she does so, all of the correspondingly-colored feathers fall out of the cape. The *couatlskin cape* cannot be used to negate that damage type again, and is rendered useless once the *cape* has been used to negate one instance of damage from each of the six energy types. The energy types and corresponding colors are as follows: green for acid, blue for cold, yellow for electricity, red for fire, orange for force, and purple for sonic.

Additionally, once per day the wearer of a *couatlskin cape* can pluck a single feather of any remaining color from the *cape*. Once plucked, the feather becomes a dart which can be thrown as a ranged weapon; it deals 6d6 of the damage type corresponding to the color plucked on a successful hit. If the wearer has already used up all of the feathers of a given color to absorb energy damage, she can no longer throw a dart of that energy type.

Once a *couatlskin cape*'s power has been completely expended, it crumbles into a cloud of colorful dust which then instantly reforms into a tiny rainbow-colored celestial viper that can be tamed and taught tricks if the wearer so desires (see the Handle Animal skill for complete rules); otherwise, it slithers off harmlessly.

CONSTRUCTION

Requirements Craft Wondrous Item, *prismatic spray*, *resist energy*, *summon monster I*, creator must worship Qucumatz; **Cost** 26,000 gp

SCABBARD OF WRATH

Aura faint transmutation; **CL** 6th

Slot —; **Price** 36,000 gp; **Weight** 1 lb.

DESCRIPTION

A *scabbard of wrath* is typically made from the preserved hide of a hated enemy of the tribe of the lizardfolk who made the item. It can shrink, expand, or change shape to

fit any one-handed sword or similar bladed weapon. The *scabbard of wrath* can be activated once per day as a free action when drawing a weapon from it. For 1 minute after drawing it, when the wielder uses one of the Vital Strike feats to attack with that weapon, she may also multiply the weapon's enhancement bonus to damage (if any) by the number of damage dice she rolls when using those feats. Additionally, critical hits scored with the affected weapon during this effect's duration ignore the first 10 points of a target's damage reduction (except for DR/epic).

CONSTRUCTION

Requirements Craft Wondrous Item, *rage*, *versatile weapon* ^{APG}; **Cost** 18,000 gp

In Your Campaign

Lizardfolk make for excellent allies as well as formidable opponents. The lower-CR NPCs presented below serve as example enemies of which a GM can run multiples for a protracted skirmish or as wandering monster fodder in their adventures, while the two higher-level NPCs are heroic lizardfolk that might serve as allies to a party or mentors to less-experienced lizardfolk PCs.

GMs who enjoy presenting ethical quandaries to their players will find several potential story hooks to exploit by initiating hostilities between a typical humanoid settlement and one or more tribes of non-evil lizardfolk. Although the reptilians are savage by most standards of civilization, they also fill an important ecological niche. A group of adventurers sent to clear an area of lizardfolk to make way for logging, mining, or damming crews might just decide that the natives aren't such bad guys after all and switch sides, creating a conflict between the PCs and a standing government. Alternatively, if they follow through with their contract, they may discover that the lizardfolk were keeping a larger threat at bay in turn—one that poses a far greater danger to their hometown than the reptilians did. The adventurers might also earn the ire of a draconic patron, or become the target of followers of one of the deities presented earlier in this book, by harming a lizardfolk tribe.

Of course, a tribe of evil daemon-worshiping lizardfolk is an acceptable and time-honored trope, too, if you don't want your story to be morally ambiguous. Tlaloc's clerics count accomplished necromancers among their number, and the bodies of sacrificial victims who have been bled dry and had their hearts burned upon the jade altars are often wrapped in mud and preserved for later animation as zombies, ghouls, or wights. Finding and destroying pyramids and ziggurats filled with these undead horrors could be the basis of an entire story arc. (We recommend building some half-fiend black dragonsired hulks, with added class levels to taste, to stand in as the Chosen of Tlaloc who guard these lizardfolk necropolises; your players should address all hate mail directly to the author.)

If you have the adventure module *Deadly Delves: Reign Of Ruin* by Jon Brazer Enterprises, you can construct an entire campaign around the two major lizardfolk societies in the Great Swamp near the black dragon Nyrionaxys' lair. Your entire adventuring party could even be made up of lizardfolk if you so desire. Even with a mixed or reptile-free party, though, this book presents a wealth of options for creating new lizardfolk allies and adversaries to include as your players fight the Ixtupi dragon cultists and their foul draconic mistress.

Not all lizardfolk societies live in the wild and shun civilization, necessarily. Perhaps one or more tribes have been united under the banner of a warrior-priest or anointed one and now dwell within a city, intermingling with other humanoid races over the course of several generations and forging strong bonds with their neighbors. This is a good approach if you want to run a more urban-style campaign but you have a player at the table who really wants to play a lizardfolk adventurer. Alternatively, the struggle of a tribe to integrate with an urban civilization could be the backdrop of such a campaign, with PCs brokering agreements between lizardfolk and other humanoid officials, or training a diverse group of troops to work together to defeat a greater threat to their city or nation.

NPCs

AK'LASSH

CR 1/2

XP 200

Male lizardfolk monk ^{PFU} 1

LE Medium humanoid (reptilian)

Init +1; **Senses** Perception +6

DEFENSES

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 Wis)

hp 11 (1d10+1)

Fort +3, **Ref** +3, **Will** +2

Defensive Abilities resist electricity 1

OFFENSE

Speed 30 ft.

Melee unarmed strike flurry of blows +5/+5 (1d6+3), or large spear +4 (2d6+4), bite -1 (1d3+1), or bite +4 (1d3+3) and 2 claws +4 (1d4+3)

Special Attacks breath weapon (1/day, 15-ft. cone, DC 11, 1d4 electricity), flurry of blows, stunning fist (1/day, DC 12)

STATISTICS

Str 17, **Dex** 12, **Con** 13, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +1; **CMB** +5 (+7 grapple); **CMD** 16 (18 vs. grapple)

Feats Improved Grapple, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike)

Skills Climb +7, Escape Artist +5, Perception +6, Swim +7

Languages Common, Draconic

SQ dragonsired (blue dragon), hulk

Combat Gear oil of mage armor, potion of cure light wounds; **Other Gear** air bladders (4), large spear, meat (4 lbs.), spider's silk rope (50 ft.), sunrods (2), 179 gp

J'THIRU

CR 3

XP 800

Female lizardfolk bloodrager 4

CE Medium humanoid (reptilian)

Init +0; **Senses** Perception +8

DEFENSES

AC 16, touch 12, flat-footed 15 (+4 armor, +1 dodge, +1 size)

hp 30 (4d10+4)

Fort +5, **Ref** +1, **Will** +2

Defensive Abilities blood sanctuary, uncanny dodge

OFFENSE

Speed 40 ft., climb 30 ft.

Melee mwk bardiche ^{APG} +9 (1d10+4), or bite +8 (1d3+3), 2 claws +8 (1d4+3)

Ranged blowgun +5 (1d2 plus poison)

Special Attacks bloodrage (7 rounds*)

Bloodrager Spells Known (CL 4th; concentration +7)

1st (2/day)—*shield*, *true strike*

Bloodline cannibal

STATISTICS

Str 16, **Dex** 10, **Con** 13, **Int** 10, **Wis** 12, **Cha** 16

Base Atk +4; **CMB** +7; **CMD** 17

Feats Dodge, Eschew Materials, Quick Climber

Skills Climb +16, Knowledge (arcana) +7, Perception +8, Stealth +4, Survival +8; **Racial Modifiers** +8 Climb



Languages Common, Draconic

SQ adhesive feet, bloodline powers (ritual consumption 1/day, savor weakness 3/day), fast movement, pygmy

Combat Gear *potion of cure light wounds* (2), *wand of magic missile* (50 charges); **Other Gear** blowgun, blowgun darts (20), blue whinnis poison (3 doses), masterwork bardiche, masterwork hide armor, purple worm poison (1 dose), 59 gp

* NOTE: J'tiiru gets 2 extra rounds of bloodrage each day—see *Book of Heroic Races: Advanced Favored Class Options*.

N'HANNALI

CR 5

XP 800

Female lizardfolk fighter (tribal defender) 6

N Medium humanoid (reptilian)

Init +1; **Senses** blindsense 15 ft.; Perception +2

DEFENSES

AC 20, touch 11, flat-footed 19 (+3 armor, +1 Dex, +4 natural, +2 shield)

hp 49 (6d10+12)

Fort +6, **Ref** +3, **Will** +4

OFFENSE

Speed 30 ft.

Melee +1 bone ^{UC} longsword +11/+6 (1d8+6/19–20), or bite +9 (1d3+4), 2 claws +9 (1d4+4)

Ranged javelins +7/+2 (1d6+4)

STATISTICS

Str 18, **Dex** 12, **Con** 15, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 21

Feats Covering Defense ^{APG}, Improved Natural Armor (x2), Shield Focus, Shield Wall ^{APG}, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Acrobatics +3, Survival +8

Languages Common, Draconic

SQ body shield, covering guard +1, get behind me, parietal eye, weapon training (heavy blades +1)

Combat Gear *bird feather token*, *whip feather token*;

Other Gear +1 bone ^{UC} longsword, +1 heavy wooden shield, javelins (4), mwk wooden armor, 212 gp

H'KAAR

CR 7

XP 3,200

Male lizardfolk oracle 8

LG Medium humanoid (reptilian)

Init +2; **Senses** low-light vision; Perception +1

DEFENSES

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 47 (8d8+8)

Fort +2, **Ref** +4, **Will** +7; –4 vs. fire and light spells

OFFENSE

Speed 30 ft., swim 15 ft.

Melee +1 *two-bladed sword* +9/+9/+4 (1d8+4/19–20), bite +4 (1d3+1)

Oracle Spells Known (CL 8th; concentration +11)

4th (3/day)—*air walk*, *cure critical wounds*, *rainbow pattern* (DC 17)

3rd (6/day)—*blessing of the mole* ^{UM}, *cure serious wounds*, *daylight*, *protection from energy*

2nd (7/day)—*blinding ray* ^{ARG} (DC 15), *cure moderate wounds*, *darkness*, *hypnotic pattern* (DC 15), *protective penumbra* ^{UM}

1st (7/day)—*bless*, *color spray* (DC 14), *cure light wounds*, *forbid action* (DC 14), *know the enemy* ^{UM}, *shield of faith*, *sun metal* ^{UC}

0 (at will)—*create water*, *detect magic*, *guidance*, *light*, *purify food and drink*, *resistance*, *virtue*, *stabilize*

Mystery Heavens

STATISTICS

Str 16, **Dex** 14, **Con** 10, **Int** 10, **Wis** 12, **Cha** 16

Base Atk +6; **CMB** +9; **CMD** 21

Feats Combat Casting, Exotic Weapon Proficiency*

(two-bladed sword), Toughness, Two-Weapon Fighting, Weapon Focus (two-bladed sword)

Skills Diplomacy +10, Heal +8, Intimidate +9, Knowledge (arcana) +7, Knowledge (nature) +4, Knowledge (planes) +7, Knowledge (religion) +7, Perform (sing) +9, Swim +11;

Racial Modifiers +8 Swim

Languages Common, Draconic

SQ hold breath, oracle's curse (albinism), light sensitivity, revelations (awesome display, coat of many stars [+6 armor], star chart)

Combat Gear *potion of bull's strength* (3); **Other Gear** *ring of sustenance*, +1 *two-bladed sword* *

* NOTE: H'kaar has earned proficiency with this weapon—see *Book of Heroic Races: Advanced Favored Class Options*.

S'HESH

CR 12

XP 19,200

Male lizardfolk barbarian ^{PFU} 4/rogue ^{PFU} (scout ^{APG}) 5/
anointed one 4

NG Medium humanoid (reptilian)

Init +5; **Senses** Perception +9

DEFENSES

AC 24, touch 17, flat-footed 18 (+5 armor, +1 deflection, +5 Dex, +1 dodge, +2 natural)

hp 128 (4d12+4d10+5d8+52)

Fort +10, **Ref** +11, **Will** +3

Defensive Abilities danger sense ^{PFU} +2, evasion, uncanny dodge

OFFENSE

Speed 40 ft., swim 15 ft.

Melee +1 *shock scimitar* +14/+9/+4 (1d6+4/18–20 plus 1d6 electricity plus 1d6 sonic), +1 *short sword* +15/+10

(1d6+6/19–20), bite +9 (1d3+1), or mwk warhammer +13/+8/+3 (1d8+3/x3), +1 *short sword* +15/+10 (1d6+6/19–20), bite +9 (1d3+1), or bite +14 (1d3+3), 2 claws +14 (1d4+3)

Ranged composite longbow +16/+11/+6 (1d8+2/x3)

Special Attacks debilitating injury ^{PFU}, lock weapons, rage (13 rounds, +2 atk/dmg, –2 AC, +26 temporary hp), sneak attack +3d6 (+3d6+2 vs humanoids *), thundering strike +1d6

STATISTICS

Str 16, **Dex** 20, **Con** 17, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +11; **CMB** +14 (+16 sunder); **CMD** 31 (33 vs. sunder, 37 vs. sunder with anointed weapon)

Feats Acrobatic, Brew Potion, Dodge, Improved Sunder, Improved Two-Weapon Fighting, Mobility, Power Attack (–3/+6), Propelling Tail, Shield Hop, Two-Weapon Fighting, Weapon Finesse (short sword), Weapon Focus (scimitar)

Skills Acrobatics +17, Climb +13, Disable Device +15,

Craft (alchemy) +11, Knowledge (arcana) +11, Knowledge (nature) +11, Linguistics +11, Perception +9, Stealth +15, Survival +9, Swim +21; **Racial Modifiers** +8 Swim

Languages Aquan, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Gribpli, Sylvan

SQ anointed weapon (+1 *shock scimitar*), discoveries (lingering spirit ^{UM}, preserve organs ^{UM}), fast movement, formulate oils, hold breath, finesse training (short sword), mutagen (+4/–2, +2 natural, 40 minutes), rage powers (accurate stance, guarded stance), rogue's edge ^{PFU} (Acrobatics), rogue talents (combat trick, weapon training), trapfinding +2

Combat Gear *oil of jump* (CL 4th), *oil of keen senses* (CL 4th); Other Gear 20 arrows, *belt of physical might* +2 (Strength and Dexterity), composite longbow (Str +2), masterwork warhammer, +1 *mithril shirt*, *ring of protection* +1, +1 *shock scimitar*, +1 *shortsword*, 1,462 gp

* NOTE: S'hesh deals an additional +2 sneak attack damage against humanoids—see *Book of Heroic Races: Advanced Favored Class Options*.



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