

# Addanced Races

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he lizardfolk are an ancient people, existing as tribal cultures undisturbed by the passage of time. Most are content to remain within the untouched lands of their forebears, and care little for the extravagant pleasures of civilization. The inconvenient presence of the natives sometimes causes outsiders to clash with these communities. The chieftains know they must meet invading mammals with savage ferocity, or become overwhelmed.

Advanced Races: Lizardfolk presents mechanical rules to offer lizardfolk expanded play options as both antagonist and protagonist in your game.

The following sections offer racial traits and statistics for the iconic lizardfolk race. Also presented are alternate racial traits, options for tribal subtypes, alternate favored class abilities, and a variety of new archetypes, feats, magic items, and spells for lizardfolk player characters.

## ALTERNATE RACIAL RULES

Each lizardfolk tribe is a distinct group, and some individual lizardfolk are even stranger still. The following options represent some of those resulting variations, and can be taken by any lizardfolk character.

#### **ALTERNATE RACIAL TRAITS**

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

- **CLIMBER:** Some lizardfolk use powerful claws and tails to ascend cliffs or trees. These lizardfolk gain a climb speed of 15 feet and a prehensile tail. They cannot wield weapons with their tails, but they can retrieve small stowed objects carried on their persons as a move action. This racial trait replaces their swim speed and hold breath ability.
- **CHROMATOPHORE**: Some lizardfolk are born with the ability to alter their skin color, but must remain motionless to

blend in to their environment. If the lizardfolk remains still for at least one round, she gains a +4 racial bonus to Stealth skill checks. This racial trait replaces the racial bonus to Acrobatics checks.

**CROCODILIAN:** Some lizardfolk have long mouths and shorter limbs like a crocodile. When grappling a foe of its size or smaller, a lizardfolk with this trait can perform



# LIZARDFOLK RAGIAL TRAITS

#### +2 Strength, +2 Constitution, -2 Intelligence:

Lizardfolk are tough and powerful, but often care little for education beyond pragmatic needs or tribal stories.

- **Medium**: Lizardfolk are Medium creatures and have no bonuses or penalties due to their size.
- **Humanoid**: Lizardfolk are humanoids with the reptile subtype.
- **Speed**: Lizardfolk have a base speed of 30 feet and a swim speed of 15 feet. They gain a +8 racial bonus to Swim skill checks.
- **Natural Attacks**: Lizardfolk gain a bite (1d3 points of damage) and two claw (1d4 points of damage each) primary natural attacks.

- **Natural Armor**: Lizardfolk have a +2 natural armor bonus.
- **Hold Breath**: Lizardfolk can hold their breath for a number of rounds equal to four times their Constitution before they risk drowning.
- **Skills**: Lizardfolk gain a +2 racial bonus to Acrobatics skill checks.
- Languages: Lizardfolk begin play speaking Draconic. Lizardfolk with high Intelligence scores can choose from the following: Aquan, Common, Giant, and Orc.

a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The lizardfolk inflicts its bite damage and knocks the creature prone. If successful, the lizardfolk maintains its grapple. This racial trait replaces the lizardfolk's claw attacks and racial bonus to Acrobatics checks.

**DIGGER**: Some lizardfolk are more adept at burrowing through sand or dirt than swimming. These lizardfolk gain a burrow speed of 15 feet. This racial trait replaces their swim speed.

**GIANT:** Some lizardfolk grow far greater in size, but are not as quick or agile. These lizardfolk increase to Large size; gain a +2 size bonus to Strength, and a -2 size penalty to Dexterity. They take a -1 size penalty to their AC, a -1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a -4 size penalty on Stealth checks. This racial trait replaces the lizardfolk's racial bonuses to natural armor and Acrobatics, as well as their swim speed and hold breath abilities.

**GLIDER**: The lizardfolk possesses a thin membrane of skin stretched between its arms, ribs, and legs. The lizardfolk stretches these membranes out and launches itself into the air to travel 10 feet laterally for every 5 feet it falls. A lizardfolk suffering an involuntary fall can make a DC 15 Reflex save to begin gliding. This trait replaces hold breath and the lizardfolk's swim speed.

**GOUT OF BLOOD**: Some lizardfolk can force a jet of hot blood from their eyes out to a range of 15 feet, targeting a single creature once per day as a swift action. The target is frightened for a number of rounds equal to the lizardfolk's Hit Dice. On a successful Will save (DC 10 + <sup>1</sup>/<sub>2</sub> the lizardfolk's HD + lizardfolk's Cha modifier) the target is instead shaken for 1 round. The gout is a supernatural, mind-affecting fear effect. It has no effect on other lizardfolk. This racial trait replaces the lizardfolk's natural claw attacks.

- **HEALING:** Some lizardfolk can heal at an impressive rate. These lizardfolk regain 1 hit point per minute, and can regrow lost limbs. This otherwise functions as fast healing. This racial trait replaces the lizardfolk's racial bonus to natural armor.
- **POISONED BITE**: Lizardfolk are sometimes born with venomous fangs or poisonous saliva delivered through a bite attack. The save DC for the poison is 10 + ½ the lizardfolk's HD + lizardfolk's Con modifier. This racial trait replaces the lizardfolk's natural claw attacks.
  - Poison (Ex) Bite —injury; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save.
- **PURPLE-BLOODED:** Some lizardfolk carry certain waste products through their blood, excreting excess toxins. Lizardfolk with this trait have a +4 bonus on all saving throws against poisons and natural diseases. This replaces the lizardfolk's natural armor bonus.
- **SMALL:** Many remote tribes of lizardfolk are much smaller than their common kin. They are Small sized creatures, and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks. Small lizardfolk have a +2 racial bonus to Dexterity scores and no bonus to Strength scores.
- WATER RUNNING: The lizardfolk possesses a slight build and broad feet. When running or charging they treat the surface of calm water, mud, or even quicksand as normal solid ground. Choppy or rough water is considered difficult terrain. If the lizardfolk ends their movement in the substance for any reason they sink as normal. This racial trait replaces the lizardfolk's racial bonus to Acrobatics.

#### **RACIAL SUBTYPES**

You can combine various alternate racial traits to create unique tribes or individual lizardfolk, such as the following.

- **HORNED SKINS:** The Horned Skin lizardfolk are a desertdwelling tribe of nomads known for their impressive neck frills. They sometimes develop the digger and gout of blood racial traits.
- **STALKING GHOSTS:** The Stalking Ghosts are a reclusive tribe of lizardfolk hunters that camp within forested canopies. A few possess the healer and chromatophore traits, and they often develop either the climber or glider traits.
- **SAURIANS:** The Saurian lizardfolk are a tribe of savage primordial throwbacks. They breed and tame great dinosaurs for mounts, pets, and food. Many grow to enormous size, possessing the giant racial trait.

#### **FAVORED CLASS OPTIONS**

The following options are available to all lizardfolk who have the listed favored class, and the bonus applies each time you select the listed favored class reward.

- **BARBARIAN**: Add +1 to the barbarian's total number of rage rounds per day.
- **DRUID**: Add +1 hit point to the druid's animal companion. If the lizardfolk ever replaces her animal companion, the new animal companion gains these bonus hit points.
- **HUNTER**: Add a +1/2 bonus on Perception checks while in a forest or swamp.
- **RANGER:** Add +<sup>1</sup>/<sub>4</sub> to damage rolls against one of the ranger's favored enemies.
- **SHAMAN**: Add ½ to the shaman's effective class level for the purpose of determining her spirit animal's natural armor adjustment and special abilities.
- **SKALD**: Add +1 to the skald's total number of raging song rounds per day.
- **SORCERER:** Choose a bloodline power from the serpentine bloodline or the verdant bloodline that the sorcerer can use. The sorcerer treats her class level as though it were ½ higher (to a maximum of +4) when determining the effects of that power.
- **WITCH:** Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.



# RACIAL ARCHETYPES

The following racial archetypes are available to lizardfolk.

#### AMBUSH PREDATOR (ROGUE)

A lizardfolk's low metabolism allows some to wait in perfect ambush points for hours or days at a time. She strikes without warning, ending a victim's life with a rapid violent assault.

- AMBUSH (Ex): An ambush predator can prepare a hidden location that allows her to catch prey completely unaware. If the ambush predator does not move for more than 1 minute, she gains a bonus on her Stealth checks equal to ½ her level. The ambush predator also gains this bonus on melee attack rolls made during the surprise round. This ability replaces trapfinding.
- **TIMING (Ex)**: At 2nd level, an ambush predator is not limited to a standard action during the surprise round, and may perform a full round of actions. This includes a full attack action, if the target is within range. This ability replaces evasion.
- **PATIENCE (EX)**: At 3rd level, an ambush predator learns to wait in a single spot with infinite patience. She gains a +1 bonus on Constitution checks made to hold her breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; or Fortitude saves to resist fatigue or exhaustion. These bonuses increase by +1 at 6th level, and every three levels thereafter (to a maximum of +6 at 18th level). This ability stacks with any bonuses from the Endurance feat and replaces trap sense.
- **ROGUE TALENTS**: The following rogue talents complement the ambush predator archetype: camouflage<sup>APG</sup>, resiliency, slow reactions, stand up, survivalist<sup>APG</sup>, and surprise attack.
- **ADVANCED ROGUE TALENTS**: The following advanced rogue talents complement the ambush predator archetype: crippling strike, entanglement of blades<sup>APG</sup>, hunter's surprise<sup>APG</sup>, and knock-out blow<sup>APG</sup>.

#### **PRIMITIVE WEAPON MASTER (FIGHTER)**

A warrior from ancient tribes might eschew modern weapons and materials, instead making war with the tools of his ancestors.

- **WEAPON AND ARMOR PROFICIENCY:** A primitive weapon master is proficient with all simple weapons, and with any two martial, exotic, or racial weapons (even if he does not share a race with the chosen weapon), provided they are not crafted from iron, steel, mithril, or adamantine. Primitive weapon masters are proficient in light armor, medium armor, and small shields crafted from bone, wood, bronze, or gold.
- **WEAPON MAKER**: Beginning at 1st level, a primitive weapon master ignores any disadvantageous qualities of primitive weapons and armor, such as the fragile quality. Weapons made from primitive materials still

count as fragile for any beneficial effects. Primitive weapon masters gain a +4 bonus on Craft (armor) and Craft (weapon) rolls to manufacture or repair weapons or armor made from primitive materials. This ability replaces the bonus feat gained at 1st level.

- **STURDY (Ex)**: At 2nd level, any primitive weapon the primitive weapon master wields gains the benefits of the masterwork quality. At 6th level, any primitive weapon held gains a +2 bonus to hardness and hit points. This bonus increases by +2 per four levels after 6th. This ability replaces bravery.
- **FIRST FIGHTER**: The primitive weapon master employs ancient fighting techniques lost since refined materials made them obsolete. Despite their simplicity, these maneuvers remain potent tools in the warrior's arsenal. Whenever a primitive weapon master could choose a fighter bonus feat, he may instead choose one of the following techniques in place of that feat.
  - Broken Weapon (Ex) The primitive weapon master uses the delicate quality of his melee or throwing weapon when it strikes true. Before he confirms a critical strike with a primitive melee or thrown weapon, he may choose to deal 10 points of damage (bypassing the weapon's hardness) to the weapon to automatically confirm the critical.
  - Cracked Blade (Ex) Cracks and ridges on the weapon's surface better store liquids applied to it. If the primitive weapon master applies a poison, disease, or other agent to the weapon, it retains the substance for a number of hits equal to its critical multiplier. Any saves against these applied effects are made at a cumulative +1 bonus for every strike after the first.
  - *Curved Throw (Ex)* When the primitive weapon master misses a target with a thrown primitive weapon, he may make a second attack roll against a second target adjacent to the first, with a -4 penalty. If the second attack hits, it deals normal weapon damage plus any bonuses derived from Strength or magic sources. Bonuses to damage from precision or other class features do not count for the second target.
  - *Flakes and Slivers (Ex)* Any critical hit confirmed by the primitive weapon master with a primitive melee or thrown weapon deals bleed damage equal to the weapon's critical multiplier.
  - Heavy Strike (Ex) Primitive weapons are frequently crafted from heavier materials. When charging, a primitive weapon in the fighter's hands deals damage as if it were one size category larger. In addition, when the primitive weapon master charges he may forgo the +2 bonus to his attack roll and instead apply that bonus to his damage roll. This bonus does not increase for weapons wielded in two hands, but it does multiply on a critical hit.
- *Mystic Proxy (Su)* The ancestral spirits of the primitive weapon master's tribe give him their blessing. Any primitive weapons he wields count as a single

additional material type (cold iron, silver, or adamantine) for the purposes of overcoming damage reduction. This ability may be taken more than once, each time the primitive weapon master chooses an additional material type.

- Shattered Steel (Ex) The thick primitive armor the weapon master wears damages weapons used to strike it in combat. Melee and thrown weapons that successfully strike the primitive weapon master (while wearing armor or wielding a shield made from bone, wood, bronze, or gold) take damage equal to the Strength bonus of the weapon's wielder (if any). This damage bypasses the weapon's hardness.
- *Warrior's Mark (Ex)* The primitive weapon master uses heavy materials and crude weapons to dismantle the armor of his enemies. On a critical hit, he may choose one piece of armor worn or one shield wielded by the target: that item gains the broken condition.
- Weighted Throw (Ex) Whenever the primitive weapon master hits with a thrown primitive weapon, he may compare the attack result with his target's CMD. If the attack roll is equal to or higher, the fighter may choose to push his opponent backwards 5 feet or to knock the opponent prone. This ability only affects creatures the same size or smaller than the primitive weapon master. He gains no bonuses to CMB for feats related to combat maneuvers for this check, but his opponent gains any bonuses to CMD related to bull rush or trip maneuvers. A given opponent may only be pushed backwards or knocked prone once per round.

#### SAURIAN CHAMPION (CAVALIER)

Some great lizardfolk heroes ride enormous dinosaurs into battle, with ancestral banners and trophies displayed.

- **SKILLS:** At 1st level, a saurian champion cavalier adds Acrobatics to his list of class skills and removes Diplomacy from his list of class skills.
- **SAURIAN MOUNT (Ex)**: A saurian champion chooses a dinosaur and trains it as a mount at 1st level. The mount functions as a druid's animal companion, using the champion's level as his effective druid level. The saurian champion uses the following statistics for his young mount, which increases in size at 8th level, and again at 15th level. A Medium-sized champion may choose a Large version of one of the following saurian mounts (with the mount's modified statistics included below): elasmosaurus, pteranodon, stegosaurus, triceratops, tylosaurus<sup>BEST2</sup>, or tyrannosaurus. A Small-sized champion may choose a Medium-sized version of any of these companions.

A saurian champion does not take an armor penalty to Ride checks made while riding his mount. The mount is always considered combat trained and has Light Armor Proficiency as a bonus feat. A saurian champion's mount never gains the shared spells special ability.

A saurian champion's bond with his mount is strong,



# SAURIAN GHAMPION MOUNTS

#### **Elasmosaurus Mount**

- Starting Statistics: Size: Large; Speed: 20 ft., swim 50 ft.; AC: +4 natural armor; Attack: bite (2d6); Ability Scores: Str 14, Dex 16, Con 16, Int 2, Wis 13, Cha 9;
  Special Qualities: low-light vision, scent
- 8th Level Advancement: Size: Large; AC: +2 natural armor; Attack: bite (2d6); Ability Scores: Str +4, Con +2
- **15th Level Advancement: Size:** Huge; **AC:** +4 natural armor; **Attack:** bite (2d8); **Ability Scores:** Str +8, Dex -2, Con +4

#### **Pteranodon Mount**

- Starting Statistics: Size: Large; Speed: 10 ft., fly 50 ft. (clumsy); AC: +4 natural armor; Attack: bite (1d8);
  Ability Scores: Str 12, Dex 19, Con 10, Int 2, Wis 14, Cha 12; Special Qualities: low-light vision, scent
- **8th Level Advancement: Size:** Large; **Speed:** 10 ft., fly 50 ft. (good); **AC:** +2 natural armor; **Ability Scores:** Str +2, Con +2
- **15th Level Advancement: Size:** Huge; **Speed:** 10 ft., fly 60 ft. (good); **AC:** +4 natural armor; **Attack:** bite (2d6); **Ability Scores:** Str +8, -2 Dex, Con +4

#### **Stegosaurus Mount**

- Starting Statistics: Size: Large; Speed: 30 ft.; AC: +4 natural armor; Attack: tail (2d8); Ability Scores: Str 16, Dex 14, Con 14, Int 2, Wis 12, Cha 10; Special Qualities: low-light vision, scent
- 8th Level Advancement: Size: Large; AC: +2 natural armor; Attack: tail (2d8); Ability Scores: Str +4, Con +2
- **15th Level Advancement: Size:** Huge; **AC:** +4 natural armor; **Attack:** tail (4d6); **Ability Scores:** Str +8, Dex -2, Con +4

with the champion learning to climb, guide, and move across his mount during combat. Should a saurian champion's mount die, he can find and train another saurian mount to serve him after one week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the champion gains a level. This ability modifies the normal mount feature for cavaliers, and replaces the cavalier order ability.

**MOUNTED ACROBAT (Ex)**: At 1st level, the saurian champion grasps the scales of his mount while boarding, riding, or leaping during combat. He can mount or dismount his animal companion as a free action during his turn with a DC 10 Acrobatics check. A mounted saurian champion with a reach weapon may use the

#### **Triceratops Mount**

- Starting Statistics: Size: Large; Speed: 30 ft.; AC: +4 natural armor; Attack: gore (2d6); Ability Scores: Str 14, Dex 11, Con 13, Int 2, Wis 12, Cha 7; Special Qualities: low-light vision, scent
- 8th Level Advancement: Size: Large; AC: +2 natural armor; Attack: gore (2d6); Ability Scores: Str +4, Con +2
- **15th Level Advancement: Size:** Huge; **AC:** +4 natural armor; **Attack:** gore (2d10); **Ability Scores:** Str +8, Dex -2, Con +4

#### **Tylosaurus Mount**

- Starting Statistics: Size: Large; Speed: 20 ft., swim 50 ft.; AC: +5 natural armor; Attack: bite (1d8), ; Ability Scores: Str 21, Dex 15, Con 17, Int 2, Wis 13, Cha 9; Special Qualities: low-light vision, scent
- **8th Level Advancement: Size:** Huge; **AC:** +4 natural armor; **Attack:** bite (2d6); **Ability Scores:** Str +8, Dex -2, Con +4
- **15th Level Advancement: Size:** Gargantuan; **AC:** +4 natural armor; **Attack:** bite (2d8); **Ability Scores:** Str +8, Con +4

#### Tyrannosaurus Mount

- Starting Statistics: Size: Large; Speed: 30 ft.; AC: +5 natural armor; Attack: bite (1d8 plus grab), 2 claws (1d4); Ability Scores: Str 22, Dex 14, Con 14, Int 2, Wis 15, Cha 13; Special Qualities: low-light vision, scent
- **8th Level Advancement: Size:** Huge; **AC:** +4 natural armor; **Attack:** bite (2d6); **Ability Scores:** Str +8, Dex -2, Con +4
- **15th Level Advancement: Size:** Gargantuan; AC: +4 natural armor; Attack: bite (4d6); Ability Scores: Str +8, Con +4

weapon's reach or his mounts reach for all melee attacks, whichever he prefers.

At 9th level, as part of a single melee attack action, the saurian champion can make a DC 15 Acrobatics check. If successful, the attack originates from any square in his mount's space. In addition, a champion with a reach weapon counts as flanking any creature his mount attacks in the same round.

At 17th level, any movement an opponent makes within the reach of the saurian champion's mount provokes an attack of opportunity from the champion. This includes but is not limited to a 5-foot step, the withdraw action, and forced movement from falling or a bull rush. This ability replaces tactician, greater tactician, and master tactician.

#### SANGUINE SCALE (WITCH)

Some lizardfolk witches power magic with ancient sacrificial rites.

**BLOOD MAGIC (SU):** A sanguine scale witch records her spells in a pattern of tattoos, veins, and scar tissue over her body. She chooses her spells and learns patron spells based on these patterns without the help of a familiar.

The sanguine scale can empower spells she casts with blood magic. A spell modified with blood magic must be of the divination, enchantment, or necromancy schools. At 1st level, she can deal weapon damage to a helpless or willing creature (including herself) as part of the casting to increase the caster level of the spell by +1. The amount of damage dealt is equal to the level of the spell being cast. At 5th level, the spell also has any save DC increased by +1. At 10th level, any blood magic spell cast by the sanguine scale in the round following a successful coup de grace maneuver gains double the bonus to caster level and save DCs. At 15th level, the sanguine scale can add the benefits of any single metamagic feat she possesses spontaneously to a blood magic spell as it is cast. The sanguine scale takes 10 hit points of damage for each level increase of the metamagic feat. For example, the sanguine scale would take 30 points of damage to spontaneously apply the Maximize Spell feat to a spell because that feat causes the witch to use a spell slot three levels higher than the normal level of the spell. This ability replaces the witch's familiar.

**BLEEDING CONVICTION (SU):** At 6th level, a sanguine scale can wound herself as a swift action and choose one of her spells or hexes currently in effect. She begins taking bleed damage equal to the level of the chosen spell (hexes count as 2nd level spells, major hexes as 5th level spells, and grand hexes as 9th level spells) that round and at the beginning of her turn each round. The chosen spell or effect remains in effect until the sanguine scale stops the bleed damage or she becomes unconscious. This ability can be used in conjunction with the blood magic ability, with the sanguine scale taking regular hit point damage in addition to the required bleed. At 8th level, the witch can use this ability as part of an action to cast a spell or hex, and double its range in addition to extending its duration. At 16th level, the range is tripled.

**HEXES**: The following hexes complement the sanguine scale archetype: charm, evil eye, misfortune, scar, swamp hag.

- **MAJOR HEXES**: The following major hexes complement the sanguine scale archetype: agony, retribution.
- **GRAND HEX**: The following grand hexes complement the sanguine scale archetype: death curse.

#### STORY KEEPER (SKALD)

The lizardfolk maintain oral traditions dating from before mammals discovered fire, and it is the story keepers who protect a tribe's sacred legends. Story keepers preserve the history of eons with their painstaking memorization of tribal tales.

- **ROTE MEMORIZATION (Ex)**: A story keeper skald perfects his memory, gaining power from words and actions repeated innumerable times over countless generations. He casts arcane spells drawn from the bard spell list. He must choose and prepare his spells ahead of time, but does not require a spellbook to prepare any spell known (as if he possessed the Spell Mastery feat for all known spells). He gains an additional spell slot of each available spell-level he can cast. His spellcasting otherwise functions as normal, including skald spells known and learning new spells. This ability modifies a skald's spellcasting ability.
- **SHARE KNOWLEDGE (Ex)**: At 1st level, a story keeper skald learns to share the knowledge of generations with others. When he successfully assists an ally on a Knowledge check with the aid another action, he adds his bardic knowledge skill check bonus to the normal bonus for assisting (minimum +3). This ability replaces Scribe Scroll.
- **TALE TELLER (SU)**: A story keeper skald gains the following raging song, allowing him to inspire his allies with stories from the past.
- **SONG OF SUPPORT (SU)**: A story keeper skald can tell tales born in the ancient past to inspire allies with a sense of community. By expending 1 round of raging song, the story keeper allows all allies within 60 feet to double any bonuses gained from the aid another action in combat that round. This replaces the song of marching raging song.
- **SPELL KENNING (SU):** At 5th level, the story keeper skald can prepare any one spell on the bard, cleric, or sorcerer/wizard spell list as if it were one of his skald spells known. The spell's casting time is not altered. At 11th level, the story keeper can prepare two spells in this manner. At 17th level, he can prepare three spells in this manner. This ability modifies spell kenning.
- **SUCCOR (Ex)**: At 7th level, the story keeper skald remembers tales that assist in any situation. He automatically succeeds on any attempted aid another action, in combat or otherwise. Once per day, when the story keeper is aiding an ally in an ability check or skill check, that ally may take a 20 as a standard action, instead of spending the normal time taking 20 requires. He can use this ability twice per day at 13th level and three times per day at 19th level. This ability replaces lore master.
- **RAGE POWERS**: The following advanced rage powers complement the story keeper archetype: clear mind, lesser spirit totem<sup>APG</sup>, greater spirit totem<sup>APG</sup>, moment of clarity, spirit totem<sup>APG</sup>, and superstition.



#### **PESTILENT SAVAGE (BARBARIAN)**

Certain tribes of lizardfolk in the deep jungles revere plague as a divine gift, and many warriors among these tribes are riddled with disease. They tear through foes in ecstatic fury, spreading sickness and death in the name of dark gods.

**PESTILENT BITE (EX)**: At 2nd level, festering bits of flesh in the pestilent savage barbarian's jaws bear the dark blessing of disease. Anyone bitten by the pestilent savage must succeed on a Fortitude save (DC 10 +½ the barbarian's class level + his Con modifier) or contract filth fever and gain the sickened condition for 1 minute. If the pestilent savage does not possess a natural bite attack, then the pestilent bite can be inflicted as part of a successful grapple check to damage. This ability replaces uncanny dodge.

**INFECTED (Ex)**: Starting at 3rd level, the pestilent savage barbarian becomes infused with disease and toxins. He gains a +4 bonus on saves to resist disease. At 9th level the pestilent savage becomes immune to disease. At 15th level the pestilent savage gains a +4 bonus to saves against poison. This ability replaces trap sense.

#### **FEVERED ASSAULT (EX):**

At 4th level, the pestilent savage barbarian burns with fever in battle. While raging, his natural attacks gain a +1 bonus to damage. This bonus increases by +1 for every five levels beyond 4th (to a maximum of +4 at 19th level). This ability replaces the rage power gained at 4th level.

- MIASMA (SU): At 5th level, the pestilent savage barbarian is surrounded by a haze of greenish vapor while raging. All living creatures without the miasma ability within 10 feet of the pestilent savage suffer a -1 penalty to attack rolls and Fortitude saves. Immunity to disease prevents this penalty. This ability replaces improved uncanny dodge.
- **RAGE POWERS**: The following rage powers complement the pestilent savage archetype: come and get me<sup>APG</sup>, internal fortitude, mighty swing, no escape, quick reflexes, scent, and superstition.

# NEW RAGIAL RULES

The following options are available to lizardfolk. At the GM's discretion, other appropriate races may also make use of some of these.

#### LIZARDFOLK FEATS

Lizardfolk have access to the following feats.

#### All-Out Attack (Combat)

You can expend all of your energy in a sudden furious onslaught.

**Prerequisites:** Burst of Speed, Multiattack, Vital Strike, lizardfolk.

**Benefit:** You may choose to make two Vital Strike attacks as a full attack action against a single opponent with your natural attacks. These attacks are rolled separately, but the damage for each is increased as normal for the Vital Strike feat. After the attacks are resolved, you gain the exhausted condition. You may not use this feat when you are fatigued or exhausted. If you possess the Improved Vital Strike or Greater Vital Strike feats, the damage is increased for both attacks.

#### **Brutal Strike (Combat)**

You are adept at decisively attacking defenseless prey before it has a chance to respond.

Prerequisites: Power Attack, lizardfolk.

**Benefit:** Whenever you are flanking an opponent or they are denied their Dexterity modifier, your primary natural attacks add 1-½ times your Strength modifier to damage rolls. This increases any bonus to damage from the Power Attack feat by half (+50%).

#### **Burst of Speed**

You can surprise prey with your quickness at the beginning of combat.

Prerequisites: Lizardfolk.

**Benefit:** During the surprise round or first round of combat, you may move up to triple your speed if you charge a surprised or flat-footed creature.

#### **Cold-Blooded**

Unlike the foolhardy mammals you are never ruled by your emotions.

Prerequisites: Cold Demeanor, lizardfolk.

**Benefit:** You are immune to any charm or fear effect, and the confusion condition. However, you gain no morale bonuses granted by spells such as *bless, good hope*, and *rage*, or class abilities such as a bard's ability to inspire courage or a barbarian's rage.

#### **Cold Demeanor**

Your thoughts are reptilian in nature and hard for mammals to understand.

Prerequisites: lizardfolk.

**Benefit:** Any Sense Motive skill checks made regarding you take a penalty equal to ½ your character level unless the creature possesses the reptilian subtype. This does not include Sense Motive checks made to resist a feint in combat, but does include checks made to determine if you are enchanted, or to discern secret messages you attempt to transmit.

#### Jump Attack (Combat)

You can jump on opponents and knock them around

Prerequisites: Acrobatic, Leaping Legs, lizardfolk.

**Benefit:** If you successfully jump at least 20 feet horizontally or 5 feet vertically when making a charge attack, you may leap through the air to land on an opponent. If the charge attack hits, you may make a free bull rush or overrun combat maneuver against the opponent. This does not draw an attack of opportunity. You gain a +1 circumstance bonus to your CMB on the maneuver for every additional 10 feet of horizontal or 5 feet of vertical distance you jump as part of the charge.

#### Leaping Legs

Your powerful legs can launch you great distances.

Prerequisites: Acrobatic, lizardfolk.

**Benefit:** You always count as having a running start when making Acrobatics checks to jump. The base DC for you to make a jump is equal to ½ the distance crossed (if horizontal) or two times the height to be reached (if vertical).

#### **Still Swimmer**

You can swim through water without leaving ripples or signs of your passage.

Prerequisites: Stealthy, swim speed, lizardfolk.

**Benefit:** You may move up to your full swim speed in water without taking a penalty to Stealth checks. When swimming, you may make a Stealth check when running or charging, but at a -10 penalty.

#### Tail Wielder

Your tail can wield lashed weapons like a third arm.

**Prerequisites:** Dex 13+, humanoid or magical beast with a tail.

**Benefit:** You may lash (or otherwise affix) a bludgeoning or slashing melee weapon to your tail and make attacks with that weapon. This attack is treated as a secondary natural attack using the affixed weapon's damage dice. This ability does not make your tail a prehensile appendage, and your tail can only wield weapons sized normally for you.

### LIZARPFOLK MAGIC ITEMS

Lizardfolk magic items are all crafted with great care and for good purpose. Most become time-honored relics passed down through countless generations. The following are of items made by lizardfolk crafters.

#### **SAURIAN SKIN**

### Aura moderate transmutation; CL 9th Slot robe; Price 15,000 gp; Weight 1 lb.

#### DESCRIPTION

This full-body covering is knit together from the leathery skin of dinosaurs and held together with the bones of lizardfolk heroes. It allows the wearer to transform into any Huge sized dinosaur 1/day as the spell *beast shape III*. Additionally, a wearer with the wild shape class feature can choose, when using that ability, to transform into a dinosaur of one size category larger than normal for her level (up to a maximum of Gargantuan). If the form taken is Gargantuan, the wearer gains a +8 size bonus to Strength, a -4 penalty to Dexterity, and a +8 natural armor bonus. **Requirements** Craft Wondrous Item, *beast shape III*;

Cost 7,500 gp

#### TALONS OF BLOOD

Aura moderate necromancy; CL 10th Slot none; Price 35,305 gp; Weight 1 lb.

#### DESCRIPTION

This +1 wounding spiked gauntlet is made of claws torn from lizardfolk spellcasters and flayed mammal skin. Once per round, when the *talons of blood* deal damage, the wielder can choose to make them also deal 1 point of Constitution damage as a swift action. Creatures immune to critical hits are immune to the Constitution damage dealt by this weapon.

**Requirements** Craft Magic Arms and Armor, *bleed*, *inflict critical wounds*; **Cost** 17,805 gp

#### **VIPER MASK**

Aura faint transmutation; CL 3rd Slot face; Price 12,600 gp; Weight —

#### DESCRIPTION

This sinister mask is made from the face skin of a giant viper and decorated with warpaint. The *viper mask* grants its wearer low-light vision. If the wearer already has low-light vision, the mask instead grants darkvision out to a range of 30 feet. Three times per day as a standard action, the wearer may activate the *viper mask* to gain blindsense out to 30 feet for one minute.

**Requirements** Craft Wondrous Item, *darkvision, see invisibility*; **Cost** 6,300 gp

### LIZARDFOLK SPELLS

Lizardfolk magic is tied to ancient rituals and practices ignored or forgotten by civilization. Lizardfolk have access to the following spells.

#### BRUMATION

School necromancy; Level druid 3, sorcerer/wizard 3, witch 3 Casting Time 10 minutes Components V, S Target personal Duration permanent

You fall into a deep hibernation, slowing all of your body functions to a standstill until you are awakened. While asleep you do not age, do not need to breath, and do not require food or water. Any ongoing affliction (such as disease or poison) is suppressed for as long as the brumation persists. While brumating you are rendered helpless. Slapping or wounding awakens you, but normal noise does not (as the *sleep* spell).

#### COLD BLOOD

**School** transmutation; **Level** druid 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

**Components** V, S, M (a reptilian scale) **Range** medium (100 ft. + 10 ft./level) **Target** one living creature without the reptilian subtype **Duration** 1 hour/level

Saving Throw Fortitude negates; Spell Resistance yes

You curse the target with a chill in the blood, and remove the ability to generate body heat. The creature gains a vulnerability to cold— taking half again as much damage (+50%) from cold damage. When in cold weather (below 40 degrees Fahrenheit) the target must make Fortitude saves (DC 15, +1 per previous check) every minute due to exposure or take 1d6 points of nonlethal damage. In conditions of severe cold or exposure (below 0 degrees Fahrenheit) the target must make a Fortitude save once per round. Extreme cold (below -20 degrees Fahrenheit) deals 1d6 lethal damage every round (no save). A cold weather outfit does not protect an affected creature from cold and exposure damage.

#### EXTISPICY

School divination; Level druid 4, sorcerer/wizard 4, witch 4 Casting Time 10 minutes Components V, S, F (living creature) Range personal Target you Duration instantaneous

You cut open a sacrificial victim in order to read the future in their internal organs. The victim must be helpless or willing, and you must target them with a coup de grace attack using a slashing weapon as part of the casting. *Extispicy* provides you with a useful piece of advice in reply to a question on a specific goal, event, or activity. The advice must concern creatures with the same creature type and subtypes as the sacrificed victim and occur within 1 week. The advice granted by the spell can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If you do not act on the information, the conditions might change so that the information is no longer useful. Extispicy has no percentage chance of failure.

#### PRIMAL SAVAGERY

School transmutation; Level druid 5, ranger 4 Casting Time 1 standard action Components V, S, F (dinosaur or dire crocodile bone) Range personal Target you Duration 1 round/level (D)

You call upon uncontrolled saurian savagery and grow to massive and terrifying proportions. Your height immediately doubles, and your weight increases by a factor of eight. This increases your size category one step. You gain a +4 size bonus and a +4 morale bonus (+8 bonus total) to Strength and Constitution and take a -2 penalty to your Dexterity. You gain a +2 enhancement bonus to your natural armor. You cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride), cast spells, or use any ability that requires patience or concentration. At 15th level, the morale bonus to Strength and Constitution increases to +6 (+10 bonus total).

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by the spell. Melee weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical effects that increase size do not stack.

#### STORIED PAST

School enchantment (compulsion) [mind-affecting]; Level bard 4, sorcerer/wizard 6, witch 5
Casting Time 1 hour
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature/level, no two of which can be more than 30 ft. apart
Duration 1 hour/level
Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

You tell tales to listeners; sharing lessons and inspiration from a long oral tradition. You must speak or sing without interruption to the assembled targets for 1 full hour, and the beneficial effects do not set in until this hour is over. The target creatures gain a bonus equal to half your caster level to any single Knowledge skill check you possess ranks in, and may make Knowledge skill checks of that type untrained for the spell's duration. They gain a +1 morale bonus for every three caster levels (maximum +6) you have to attack rolls and saves. You may not target yourself with this spell.

#### WASTE NOT

School transmutation; Level druid 3, sorcerer/wizard 3, ranger 2, witch 3 Casting Time 10 minutes Components V, S, M (humanoid corpse) Range personal Target you Duration 1 day/level (D)

You consume the corpse of an enemy or friend for power and sustenance. If the creature was an enemy, it provides you with nourishment, and you are not at risk of starvation or thirst for the duration of the spell. If the corpse consumed was a friend, relation, lovedone, or other ally, then you are also empowered by their sacrifice. You gain 1d8 temporary hit points per HD of the consumed creature, a +2 enhancement bonus to Strength and Constitution, and your effective caster level goes up by +1, improving spell effects dependent on caster level for the duration of this spell. This increase in effective caster level does not grant you access to more spells.

### BLOOPSCALE LIZARPFOLK TRIBE

Bathed in blood and steeped in hatred, the Bloodscale tribe has annihilated threats to the lizardfolk race for eons. The tribe remains dormant while outsiders pose little threat. Ancient leaders called Sleepers spend centuries in a mystical hibernation through the *brumation* spell. Lizardfolk chieftains rouse the Bloodscale only during times of great desperation. They know the necromancers go to terrible lengths for victory.

#### HABITAT AND SOCIETY

The Bloodscale organize for war alone. Oral traditions tell of dark times when only the fearsome magics of the Sleepers drove back common enemies. Bloodscale skalds are quick to admonish lizardfolk who fail to aid with terrifying propaganda.

The Bloodscale live in dark marshes, protected by dense overgrowth and thick canopies. A few ancient complexes of animated bone and stolen skin still host large covens of brumating Sleepers. These crumbling remnants remain from desperate days when outside threats gave the Sleepers control over dozens of great tribes. Settlements always feature cunning traps, enslaved beasts, and unique undead as outer defenses.

Bloodscale lizardfolk are usually rangers, barbarians, or fighters with the primitive weapon master archetype. Clerics, druids, skalds, and shamans are all held in high esteem, but the Sleepers are the undisputed masters of the tribe. The tribe gives hatchlings manifesting the rare purple blooded and small alternate racial traits to the Sleepers for deadly training. The apprentices undergo a painful ritual maiming where masters rip out claws and transmute living blood, granting the gout of blood racial trait. Sleepers are most often sorcerers with the serpentine bloodline or witches with the sanguine scale archetype.

#### **BLOODSCALE MAGIC**

The Bloodscale are callous and practical. Their magic favors spells that destroy with ruthless efficiency or recycle uneaten corpses. Most Bloodscale camps have at least one caster that can cast the *extispicy* spell, and all Sleepers become masters of the art. These gruesome mystics search for signs of the future in the entrails of the Bloodscales's still-living enemies. Sleepers always specialize in divination, enchantment, and necromancy.

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