LIZARDFOLK OF THE DRAGON FANG

A Pathfinder Roleplaying Game Compatible TRIBES supplement by Marc Radle



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Deep in the heart of a forbidding swamp, the lizardfolk of the Dragon Fang tribe beat the drums of war. Lead by Sesskarr the Great, a mighty and charismatic lizard king with a tyrant's heart and a black dragon's blood, the Dragon Fang tribe is aggressively expanding beyond their traditional tribal boundaries. Groups of kobolds and troglodytes are all said to have fallen before Sesskarr's great trident and now – even more ominously – his reptilian gaze has shifted to the surrounding towns and villages.

Lizardfolk of the Dragon Fang presents four new feats, four new spells and three new magic items all useable by members of the tribe. Additionally, it contains thirteen stat blocks (ranging in CR from 1-11) as well as full details of the tribe's key members, including the lizard king himself. The lizardfolk of the Dragon Fang can appear in almost any setting and are compatible with *The Lonely Coast* (a free 30 page, extensively bookmarked PDF available from ragingswan.com).



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BONUS MATERIAL

Thank you for purchasing *Lizardfolk of the Dragon Fang*; we hope you enjoy it and that you check out our other fine print and PDF products. We at Raging Swan are committed to providing first class web enhancements for our products. Visit ragingswan.com to download bonus materials including maps, reorganised stat block listings, additional encounters and more!

ERRATA

We like to think *Lizardfolk of the Dragon Fang* is error free. However, we are realists. So in that spirit, we shall post errata three months after first release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

Contact us at tribes@ragingswan.com.

ABOUT THE DESIGNER

Marc Radle is a professional graphic artist and designer by trade. He is married and has three kids (one teenaged son and two very spoiled cats).

He started playing D&D in the late 70's – good old First Edition AD&D! He also played many other RPGs back then... Marvel Superheroes, Champions, Elfquest, FASA's Star Trek, Star Frontiers, the list goes on...but it always came back to AD&D! Marc faded out of gaming sometime after 2nd Edition came out – partially because 2nd Edition just didn't quite do it for him but also because his gaming friends turned into grownups, got real lives and moved away when Marc wasn't looking!

Third Edition D&D really pulled Marc back into the hobby and he has since become a HUGE fan of the Pathfinder RPG! He is absolutely thrilled with what Paizo has done for gamers everywhere and is even more thrilled that he can still enjoy playing (and contributing to) the game he loves. Thanks Paizo!

Marc has written and/or illustrated for a number of great game companies, including Kobold Quarterly, Open Design, Super Genius Games, Last Unicorn Games (back in the day), Headless Hydra Games, Jon Brazer Enterprises, Tricky Owlbear Publishing, Louis Porter, Jr Design and Raging Swan Press.

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NEW SPELLS

IST-LEVEL SPELLS

Swamp Kin (adept 1, druid 1, sorcerer/wizard 1): Enables the subject to move through swamp and bog terrain easily.

2ND-LEVEL SPELLS

Bite of the Viper (adept 2, druid 2): Gives you the poisonous bite of a swamp viper.

3RD-LEVEL SPELLS

Acid Bolt (sorcerer/wizard 3): Enables you to hurl an acid bolt or coat a weapon with acid.

Mass Swamp Kin (adept 3, druid 3, sorcerer/wizard 3): As swamp kin, but affects multiple targets.

NEW MAGIC ITEMS BY COST

	GP	
	18,000	Blood Spiller
	18,300	Dragon Fang
_	39,220	Staff of the Serpent

From the murky depths of festering swamps
A rising tide of evil snarls and stomps
Their heads are filled with inspiring stories
Of a destiny grand, of ancient glories

Led by a warrior blessed with arcane might They yearn to conquer, they live to fight, But what dark power lurks at their heart... Using honeyed words and a trickster's art?

They follow in the footsteps of a dragon reborn
But with new arrivals their loyalties are torn
On whose words does their future hang?
These ferocious lizards of the Dragon Fang

NEW FEATS	5	
FEAT	Prerequisites	BENEFIT
Great Pierce	Pierce, base attack bonus +8, tribal membership	Strike additional targets with a ranged attack.
Improved Combat Casting	Combat Casting	Gain a +2 bonus on concentration checks made to cast defensively.
Pierce	Weapon Focus, base attack bonus +4, tribal membership	Strike an additional target with a ranged attack.

Lizardfolk of the Dragon Fang includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

BASIC

- Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.
- **Appearance**: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.
- Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.
- **Alignment and Type**: The creature's abbreviated alignment and its type (including applicable subtypes).
- **Init and Senses**: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.
- **Speed**: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.
- ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

- **AC**: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.
- **Immune, Resist and Weaknesses**: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.
- **Fort, Ref and Will**: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.
- **HP**: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates

DESIGNING TRIBAL MEMBERS

Designing members of the Dragon Fang tribe is a simple task. To begin, take the Dragon Fang Warrior stat block (page 14) and apply the desired templates or classes. If you are adding class levels to the lizardfolk apply the following adjustments to the lizardfolk's statistics: +4, +4, +2, +2, +0, -2. Lizardfolk with levels of NPC classes do not gain these adjustments.

that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

- **Space, Base Atk and CMB**: The creature's space, base attack bonus and CMB.
- Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.
- Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.
- **Atk Options**: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.
- **Special Actions**: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.
- Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted D are domain spells. If applicable, a spell's DC is also provided.
- **Combat Gear**: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

- **Abilities and Special Qualities:** These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.
- Feats: An alphabetical listing of all the creature's feats.
- **Skills and Languages**: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.
- **Gear**: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

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THE DR	AGON FAI	NG
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Sesskarr the Great, a mighty and charismatic lizard king, leads the Dragon Fang tribe of lizardfolk. He is a great warrior and, more importantly, a powerful sorcerer with the black dragon bloodline who believes that the power of the mighty black wyrm Gaz'relyth flows through his veins. Sesskarr believes that he and his kind are destined for greatness.

Although the majority of the tribe are not evil, they are far more aggressive and militaristic than normal lizardfolk due to Sesskarr's stirring words of war. Sesskarr wants to create his own kingdom and has begun attacking nearby towns and villages. There are, however, forces at work within the tribe, led by the sinister troglodyte druid Groth, with even darker goals.

ECOLOGY & SOCIETY

The Dragon Fang tribe comprises lizardfolk handpicked by the lizard king as well as troglodytes and kobolds from subjugated tribes. Some have come from different tribes because they too feel the call of lost glory and have been swept up by Sesskarr's powerful oratory. The remaining members of the tribe are those of Sesskarr's original tribe that agreed with his grand designs (Groth purged those that did not agree with Sesskarr's blood-soaked vision).

The Dragon Fang lizardfolk are extremely proud and fiercely loyal to their king. Like most lizardfolk, tribal members are a vibrant people filled with tradition and an oral history stretching back many centuries. Over the last few decades, however, the history and traditions of the Dragon Fang tribe have become more and more focused and entwined with Sesskarr's own farreaching aspirations. In fact, most members of the tribe have come to revere Sesskarr, almost to the point of outright worship.

While completely at home in the water, the Dragon Fang lizardfolk breathe air and return to their Great Mound to breed and sleep. Because their reptilian blood makes them sluggish in the cold, Dragon Fang lizardfolk hunt and work during the day

RUMOURS OF WAR

Numerous reports of lizardfolk attacks on small, isolated settlements are causing growing apprehension among those living near the swamp. Worse yet, rumours of a great and warlike lizard king that may be behind these raids are beginning to cause fear in the local populace.

There are also increasingly persistent rumours of lizardfolk gathering in the swamp and even occasional sightings of armed lizardfolk travelling to the swamp (these are lizardfolk from other, far-away tribes answering Sesskar's call). Perhaps even stranger, there have also been reports of lizardfolk fleeing the swamp (these are actually survivors of Sesskarr's great purge who are desperate to escape execution).

and retreat to the Mound at night to curl up with other tribesmen in the shared, communal warmth of large peat fires.

Although generally neutral, lizardfolks' legendary ferocity in battle cause them to be viewed negatively by most humanoids.

It is traditional among the Dragon Fang lizardfolk to consume the bodies of dead comrades and enemies alike. There are two important reasons for this. First, the lizardfolk believe that consuming the body of a great warrior, whether friend or enemy, bestows that warrior's strength, power and cunning up on you. The second, more practical, reason is simply that life is difficult in the swamp, and nothing should go to waste.

The Dragon Fang tribe currently numbers 90 warriors and scouts, although Sesskarr's call is slowly swelling his ranks. A half-dozen shamans, 110 females and around 100 young make up the balance of the tribe. Sesskarr can also call on a number of exceptional followers (pages 18 – 19).

Appearance: Most lizardfolk of the Dragon Fang tribe stand 6 to 7 feet tall and weigh 200 to 250 pounds, their powerful muscles are covered in scales of gray, green, or brown. A few newcomers have short dorsal spikes or brightly coloured frills. The lizardfolk swim well by moving with flicks of their powerful 4-foot-long tails. Many in the tribe have taken to rubbing black swamp tar on their scales in order to emulate the deep black scales of their great king.

Nomenclature: Most lizardfolk names are not gender specific. Family ties and lineage is traced through various sounds and specific letter combinations within each name.

Sample Names: Saress, Krss'zik, Sressk, Alssissk, Ssrar, Kessirs.

IN YOUR CAMPAIGN

Lizardfolk of the Dragon Fang's design enables a GM to easily insert the tribe into a home campaign.

Because the Dragon Fang's lair, the Great Mound, stands at the heart of a swamp, it should be fairly simple to place the tribe anywhere in the campaign world that has (or could have) a swamp. Because the aggressive behaviour of the tribe is a fairly recent development, it should be easy to explain why the PCs may not have heard of the tribe until recently.

Use one of the hooks, or design your own, to introduce the Dragon Fang tribe to your campaign:

- The PCs hear rumours of war (see adjacent sidebar).
- The PCs encounter non-hostile lizardfolk fleeing the swamp and learn of the growing threat posed by Sesskarr.
- The PCs are ambushed by a mixed group of Sesskarr's followers (use the Swamp Ambush encounter on age 12).

RELIGION

Religion within the Dragon Fang tribe is somewhat complex. For centuries, the tribe had worshipped their traditional, ancestral deities. Until Groth's arrival, all religious ceremonies and teachings were conducted by lizardfolk shamans watched over by Sesskarr's favourite consort, Alssarrass. Recently, however, Groth, a shadowy and mysterious troglodyte druid, has joined the tribe. Groth has manipulated various situations solely with his own interests in mind and has become Sesskarr's most valued advisor and confidant. More importantly, Groth has all but taken over the religious life of the tribe and is slowly spreading his own, darkly twisted religious views throughout its ranks. The troglodyte druid is very much a malevolent force within the tribe who secretly

wants to see the swamp itself expand outward to reclaim all the surrounding lands. He has even begun taking steps to make this happen through the clever use of spells such as control wind, control water, blight, soften earth and stone and transmute rock to mud.

Groth also uses his wild shape ability as well as spells like scrying, speak with animals and speak with plants to keep a close eye on the tribe and the surrounding swamp. Little of import occurs within the swamp without Groth's knowledge.

While Sesskarr dreams of seeing lizard and reptile-kind honoured, respected and feared by humans and other civilized people, Groth hates those not of the swamp and is obsessed with exterminating all such people from the world. In fact, the dark troglodyte druid's influence is fanning the flames of Sesskarr's war-like ambitions.

The traditional lizardfolk shamans, and Alssarrass in particular, hate Groth and the dark influence he is exerting over their tribe. It is very possible that Alssarrass could become a source of information and even assistance for the PCs if they could gain her trust.

LAIR

The Dragon Fang tribe dwell in a Great Mound at the centre of a large marsh. A few smaller mounds encircle the Great Mound and all are connected by primitive vine walkways. Life within the Great Mound is highly communal. The lizardfolk eat, work and sleep together. Even Sesskarr sleeps in the same large, central chamber with the rest of the tribe, although he has smaller side chambers for council, privacy and crafting.

COMBAT & TACTICS

Tribal warriors rely on stealth and brute strength. Hit and run tactics are common, particularly within the swamp. Most use short spears and other simple weapons (and indeed have developed a specialised fighting style with them).

Most Dragon Fang lizardfolk also carry javelins.



Lizardfolk of the Dragon Fang introduces a number of new feats utilised by members of the Dragon Fang tribe. Each feat is presented in the following manner:

Prerequisites: This entry is absent if the feat has no prerequisites. Otherwise, it lists the qualifying features a character must have to select the feat.

Benefit: This section details what the feat enables the character to do or lists the bonuses it provides.

Special: If the feat has additional benefits (or synergistic qualities with another feat), they are listed here.

Normal: This listing is absent if not having the feat causes no particular drawback or penalty. Otherwise, it presents the limitations or drawbacks faced by a character without this feat.

BATTLE FEATS

Battle feats are a new kind of combat-focused feat designed to add flavour to combats featuring warriors of a given tribe. Such feats represent the warriors' battle training and tribal fighting style. Most require a base attack bonus of at least +1. Fighters can use their bonus feats to choose Battle feats.

PIERCE [BATTLE]

You strike two foes a glancing blow with the same weapon.

Prerequisites: Weapon Focus (any ranged weapon), base attack bonus +4, tribal membership

Benefit: As a standard action, you make a single attack with a ranged weapon (thrown or projectile) at your full base attack bonus against a foe within the weapon's first range increment. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus, but with a -2 penalty) with the same missile against a foe that you can see. The second target can be no more than 10 feet from the first and must also be within the weapon's first range increment. You can only make one additional attack per round with this feat.

GREAT PIERCE [BATTLE]

You strike many foes a glancing blow with the same weapon.

Prerequisites: Pierce, base attack bonus +8, tribal membership

Benefit: As a standard action, you make a single attack with a ranged weapon (thrown or projectile) at your full base attack bonus against a foe within the weapon's first range increment. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus, but with a -2 penalty) with the same missile against a foe that you can see. This second foe can be no more than 10 feet from the first and must be within the ranged weapon's first range increment.

If you hit, you can continue to make additional attack rolls with the same weapon (but at a cumulative -2 penalty for each

previous additional attack) against additional foes as long as you can see the target and it is within your weapon's first range increment. Each foe can be no more than 10 feet from the previous one. You cannot attack an individual foe more than once in the same round using this feat.

IMPROVED COMBAT CASTING

You are particularly skilled at spellcasting while threatened.

Prerequisites: Combat Casting.

Benefit: You get a +2 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled. This bonus stacks with the bonus granted by Combat Casting. In addition, you may reroll one concentration check per day. You must decide to use this ability before the result of the first roll is determined. You must take the result of the second die roll, even if it is worse than the first.

SNAKE STAFF

Level cleric 5, druid 5 (transmutation)

Casting Time 1 standard action; **Components** V, S, M (a knife suitable for whittling)

Range medium (100 ft. + 10 ft./level); Target 1 or more pieces of wood, no two of which can be more than 30 ft. apart; Duration 1 round/level

Saving Throw Will negates (object); Spell Resistance yes (object)

With a long hissing whisper, you transform ordinary pieces of wood into various sorts of snakes that immediately attack your foes. As long as the snakes remain within sight, you can direct their actions telepathically as a free action. You can only apply this spell to wooden objects not in a creature's possession or not part of a larger structure or plant. Each time you cast this spell you can create a number of snakes equal to your caster level. More powerful snakes take up more than one of your available total, as noted below.

- Venomous Snake: A stick or piece of firewood. Counts as 1 snake
- Constrictor Snake: A staff of tree branch. Counts as 2 snakes.
- Advanced Venomous Snake: A stick or piece of firewood.
 Counts as 2 snakes.
- Advanced Giant Venomous Snake: A log or pile of debris.
 Counts as 4 snakes.
- Advanced Giant Constrictor Snake: A fallen tree or large pile of debris. Counts as 5 snakes.

This spell originally appeared in Paizo's Advanced Player's Guide.

The adepts and other spellcasters of the Dragon Fang tribe have created a small number of spells unique to the tribe.

ACID BOLT

Level sorcerer/wizard 3 (evocation [acid])

Casting Time 1 standard action; **Components** V, S, M (powdered adder's fang)

Range (100 ft. + 10 ft./level); Effect one bolt of acid; Duration 1 round per three levels

Saving Throw none; Spell Resistance no

A bolt of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The bolt deals 2d6 points of acid damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d6 points of damage in each round.

Alternatively, you can coat a single weapon with the acid created by this spell. An affected weapon deals 1d6 acid damage for the duration of the spell.

DRAGON FANG ADEPT SPELL LIST

Adepts of the Dragon Fang enjoy access to a different spell list to that of normal adepts.

0-Level: acid splash, create water, detect magic, detect poison, ghost sound, guidance, know direction, light, mending, message, purify food and drink, read magic, stabilize.

1st-Level: calm animals, cause fear, charm animal, command, comprehend languages, cure light wounds, detect animals and plants, detect good, detect snares and pits, endure elements, entangle, hide from animals, inflict light wounds, obscuring mist, pass without trace, protection from chaos, protection from evil, protection from good, protection from law, sleep, speak with animals, summon nature's ally I, swamp kin.

2nd-Level: acid arrow, aid, animal trance, bear's endurance, bite of the viper, blindness/deafness, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, fog cloud, invisibility, resist energy, scorching ray, see invisibility, soften earth and stone, summon swarm, web.

3rd-Level: acid bolt, bestow curse, contagion, continual flame, cure serious wounds, deeper darkness, lightning bolt, mass swamp kin, neutralize poison, quench, remove curse, remove disease, snare, stinking cloud, tongue, speak with plant.

4th-Level: antiplant shell, command plants, control water, cure critical wounds, fear, freedom of movement, neutralize poison, repel vermin, solid fog, stoneskin.

5th-Level: blight, break enchantment, cloudkill, commune, heal, insect plaque, raise dead, true seeing, wall of thorns.

BITE OF THE VIPER

Level adept 2, druid 2 (necromancy)

Casting Time 1 standard action; Components V, S, M (adder's tongue)

Range personal; Target you; Duration 1 round per caster level Saving Throw Fortitude (see text); Spell Resistance no

This spell gives you a bite attack laden with the poison of a swamp adder. Your bite deals damage appropriate to your size (Small 1d4, Medium 1d6, Large 1d8 and so on) and you do not suffer any non-proficiency penalty when making a bite attack.

If bitten, your opponent must make a Fortitude save or be poisoned.

Swamp Adder Poison (Ex) save Fort DC 12 + spellcaster's ability modifier, *frequency* 1/round for 6 rounds, *effect* 1d2 Con, *cure* 2 consecutive saves.

SWAMP KIN

Level adept 1, druid 1, sorcerer/wizard 1 (abjuration)

Casting Time 1 standard action; Components V, S

Range touch; Target creature touched; Duration 24 hours

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The creature touched can move through shallow bogs without being hindered by difficult terrain. The spell has the following effects:

- It costs an affected creature only 1 square of movement to enter a square containing a shallow bog.
- The DC of Acrobatic or Stealth checks made in shallow bogs does not increase by 2.

Swamp kin does not provide any bonuses to characters moving through deep bogs or areas containing undergrowth.

SWAMP KIN, MASS

Level adept 3, druid 3, sorcerer/wizard 3 (abjuration)

Casting Time 1 standard action; Components V, S

Range close (25 ft. + 5 ft./2 levels); Target one creature/level, no two of which can be more than 10 ft. apart; Duration 24 hours

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

This spell functions like swamp kin, except as noted above.

The Dragon Fang tribe possesses three unique magic items, two of which were crafted by Sesskarr himself.

BLOOD SPILLER

This 3-foot long spear is very sturdy yet strangely light weight.

The centre is wrapped in tightly wound, red-stained cord and the spearhead is incredibly sharp.

Aura moderate (conjuration and transmutation) DC 20 Knowledge [arcana]) Identify DC 24 Spellcraft

Lore (DC 15 Knowledge [nature]) The spear's haft is made of darkwood, a rare magic wood which is as hard as normal wood but much lighter.

Lore (DC 23 Knowledge [local]) This spear was enchanted by Sesskarr and given to Brethikk as a reward for his service.

Abilities This is a Small +1 returning human bane shortspear. The haft is made from darkwood and weighs 1/2 lb.

Activation use activated; CL 9th

Requirements Craft Magic Arms and Armour, *summon monster I, telekinesis*; **Cost** 9,000 gp; **Price** 18,000 gp.

DRAGON FANG

This is a wavy, black-bladed dagger with a handle intricately wrapped in strips of a strange black hide.

Aura moderate (evocation and transmutation) DC 18 Knowledge [arcana]) **Identify** DC 25 Spellcraft

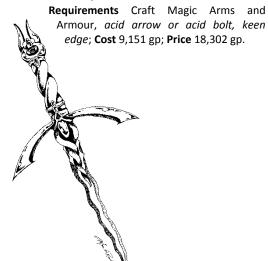
Lore (DC 15 Linguistics or Draconic speaker) "For the Glory of Lizard-kind" is engraved in tiny Draconic letters at the base of the blade.

Lore (DC 20 Knowledge [arcana]) The blade is made from the front fang of a black dragon. The dagger's handle is wrapped with black dragon hide.

Lore (DC 23 Knowledge [local]) The blade of this dagger was made by Sesskarr himself from Gaz'relyth's fang and hide. Sesskarr also enchanted and engraved it.

Abilities This +1 keen dagger deals an additional 1d6 points of acid damage on a successful hit.

Activation use activated; CL 10th



STAFF OF THE SERPENT

Just over six feet in length, this staff is made from a single piece of twisted and gnarled ash with a strikingly realistic serpent's head carved at the top.

Aura moderate (conjuration, divination, transmutation, necromancy); DC 20 Knowledge [arcana]) Identify DC 24 Spellcraft

Lore (DC 20 Knowledge [religion]) Tiny, intricate symbols of an ancient snake cult are carved into parts of the staff.

Lore (DC 20 Knowledge [arcana]) The staff is extremely old, ancient even.

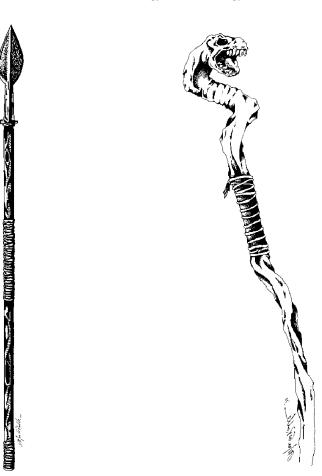
Abilities This staff allows use of the following spells:

- *delay poison* (1 charge)
- poison (2 charges)
- neutralize poison (2 charges)
- speak with animals (snakes only; 1 charge)
- snake staff (3 charges; page 8)

The staff may also be used as a weapon, functioning as a +1 quarterstaff.

Activation spell trigger; CL 9th

Requirements Craft Staff, Craft Magic Arms and Armour, delay poison, neutralize poison, poison, snake staff, speak with animals; Cost 19,610 gp; Price 39,220 gp.



STAT BLOCKS, ALLIES & ENCOUNTERS							
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	STAT	BLOCK	s, All	IES &	Encou	JNTERS	5

PCs can encounter members of the Dragon Fang tribe in many ways. It is important to remember that, while a few specific members of the tribe are decidedly evil, the vast majority of the tribe are neutral in outlook. That said, the Dragon Fang are a very proud and unified tribe – they are much more militaristic then others of their kind, thanks to Sesskar's strong leadership and promises of glory and conquest.

Most encounters with the Dragon Fang could be diplomatic in nature or could easily degenerate into violence, depending on the actions of the PCs.

The following encounters can be used as random events or could be tied together and played out in the order presented as the PCs become more involved in the tribe's activities.

RAID (EL 7, XP 3,200)

Soon after the PCs begin to investigate rumours of lizardfolk activity, a Dragon Fang raiding party attacks a small village or other settlement near the swamp. If the GM wishes to build tension, the PCs could first discover a settlement soon after the raid; they discover destroyed homes, bodies and broken spears strewn about the burned and smoking remains of the village. The PCs can search the ruins for clues and evidence as to who is behind the attack. A DC 8 Survival check discovers tracks leading back toward the swamp.

Alternatively, the lizardfolk might still be there, perhaps preparing to plunder a few weapons and the villagers' hidden gold before retreating with the surviving villagers (whose destiny is to be enslaved by the victorious lizardfolk). The lizardfolk attack as soon as they notice intruders.

4 Dragon Fang warriors: page 14.1 Elite Dragon Fang warrior: page 14.1 Dragon Fang scouts: page 14.

To modify this encounter, apply the following changes:

EL 6 (XP 2,400): Remove two Dragon Fang warriors. **EL 8 (XP 4,800)**: Add two elite Dragon Fang warriors.

KOBOLD EMISSARIES (EL 4, XP 1,200)

The PCs encounter a group of kobolds from Brethikk's old tribe, the Blood Weasels. If allowed, the kobolds make it very clear to the PCs that they have no quarrel with them and don't want trouble. What they want is their king back. Their tribe is in a sad state with Brethikk gone — there are no less than a half-dozen kobolds bickering and squabbling over leadership of the tribe. The kobolds are convinced that if Brethikk does not return to his followers, petty in-fighting will destroy the tribe.

This could be a very interesting and challenging role-playing encounter (or alternatively the PCs could simply slaughter the kobolds). If the PCs are clever, they can get a great deal of

information, who have been skulking around the outskirts of the swamp for weeks trying, without much success, to formulate some kind of plan. If the PCs attack, the kobolds flee as soon as practical.

12 Kobolds: Bestiary.

To modify this encounter, apply the following changes:

EL 3 (XP 800): Remove four kobolds. EL 5 (XP 1,600): Add four kobolds.

SWAMP AMBUSH (EL 8, XP 4,800)

A band of Dragon Fang lizardfolk ambushes the PCs as they delve deeper into the swamp. The lizardfolk are most likely a patrol that detected the PCs in the swamp and have come to investigate. They attack the PCs, using guerrilla tactics to soften them up before launching their full attack.

The lizardfolk attempt to subdue and capture the PCs, unless they feel the PCs' are particularly dangerous, in which case they do their utmost to destroy them. Alternatively, the band could be sent by Groth, who fears any possible diplomatic efforts that might lossen his hold over Sesskarr. If this is the case, Groth instructs the lizardfolk to kill all the PCs.

6 Dragon Fang warriors: page 14.2 Dragon Fang scouts: page 14.1 Elite Dragon Fang warrior: page 14.

To modify this encounter, apply the following changes:

EL 7 (XP 3,200): Remove two Dragon Fang warriors and one Dragon Fang scout.

EL 9 (XP 6,400): Add two elite Dragon Fang warriors.

CEREMONY OF BLACK BLOOD

The PCs arrive at the Great Mound, just as the Ceremony of Black Blood is beginning. If they have been captured, the PCs are brought here to be taken before Sesskarr once the ceremony has concluded. Alternatively, the PCs might observe the ceremony covertly if they have used stealth to reach the mound. (If they have reached the Great Mound covertly consider using the statistics presented in the "Raid" encounter to simulate their discovery by a roving lizardfolk patrol.)

When the PCs arrive, most of the tribe is present, including Groth, Brethikk and Alssarrass. Relate how the drums beat louder and louder until at last Sesskarr the Great climbs to the top of the Great Mound. With a voice that is both hissing and booming, he proudly recounts "Sesskarr's Tale" (page 17). When he is finished, he draws forth *Dragon Fang* from its scabbard, holding it high above his head and loudly proclaims that the very blood of Gaz'relyth flows within his veins. The tribe cheers wildly as Sesskarr draws *Dragon Fang* across his palm, thick black blood

oozes from the wound. The other members of the tribe draw ceremonial daggers and follow their king's lead. As the drums beat faster, each Dragon Fang tribe member grasps hands with another, their blood mingling with that of their fellows.

"We are all of one tribe!" the lizard king bellows, thrusting his war trident aloft. "We are all of one BLOOD!"

The sheer number of lizardfolk present makes combat extremely difficult and deadly for the PCs. If the PCs decide to fight, match them against increasingly large numbers of lizardfolk warriors – giving them a chance to disengage. If they continue to fight, some of the lizardfolk leaders join the fight.

If the PCs instead elect to employ diplomacy, Sesskarr feigns friendship and invites the PCs to share a meal with the tribe (all the while, plotting to dispose of the meddling adventurers once their guard is lowered). During the meal, Alssarrass speaks with the PCs, telling them much of the tribe's recent history and the simmering religious tensions seething in its ranks. She genuinely believes that if the PCs remove Groth's malign influence over Sesskarr, the lizard king will cast aside his dreams of glory and conquest.

SWAMP TERRAIN

The Dragon Fang's swamp is large enough to include both moors and bogs if the GM desires, although the majority is considered swamp. In order to allow the Dragon Fang's swamp to fit into each campaign world organically, the exact size and details are left to the GM. (See the *Pathfinder Core Rulebook* for more details on marsh and swamp environments).

Bogs: If a square is part of a *shallow bog*, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Acrobatics checks in such a square increases by 2.

A square that is part of a *deep bog* has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog. The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren't underwater.

Both shallow and deep bogs increase the DC of Stealth checks by 2.

Quicksand: Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that might trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a patch before blundering into it. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him 1d2 × 5 feet into the quicksand.

Effects of Quicksand: Characters in quicksand must make a

DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill).

Characters below the surface of quicksand may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Rescue: Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If both checks succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface.

Hedgerows: Common in moors, hedgerows are tangles of stones, soil, and thorny bushes. Narrow hedgerows function as low walls, and it takes 3 squares of movement to cross them. Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover, just as a wall does. It takes 4 squares of movement to move through a square with a wide hedgerow; creatures that succeed on a DC 10 Climb check need only 2 squares of movement to move through the square.

Other Marsh Terrain Elements: Some marshes, particularly swamps, have trees just as forests do, usually clustered in small stands. Paths lead across many marshes, winding to avoid bog areas. As in forests, paths allow normal movement and don't provide the concealment that undergrowth does.

Stealth and Detection in a Marsh: In a marsh, the maximum distance at which a Perception check for detecting the nearby presence of others can succeed is $6d6 \times 10$ feet. In a swamp, this distance is $2d8 \times 10$ feet.

DRAGON FANG WARRIOR

CR 1 (XP 400)

This reptilian humanoid has green scales, a short and toothy snout and a thick alligator-like tail.

Male lizardfolk

N Medium humanoid (reptilian)

Init +0; Senses Perception +1, Sense Motive +0

Speed 30 ft., swim 15 ft.

ACP -2; Acrobatics +2, Swim +8

AC 17, touch 10, flat-footed 17; CMD 12

(+2 shield [heavy wooden], +5 natural)

Fort +4, Ref +0, Will +0

hp 11 (2 HD)

Space 5 ft.; Base Atk +1; CMB +2

Melee shortspear +2 (1d6+1) and

bite +0 (1d4) or

Melee claw +2 (1d4+1) and

bite +2 (1d4+1)

Ranged javelin (range 30 ft.) +1 (1d6+1)

Combat Gear javelins (3)

Abilities Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10

SQ hold breath

Hold Breath (Ex) The Dragon Fang warrior can hold its breath for 52 rounds before risking drowning.

Feats Multiattack

Skills as above

Languages Draconic

ELITE DRAGON FANG WARRIOR

CR 3 (XP 800)

This reptilian humanoid has green scales, a short and toothy snout and a thick alligator-like tail.

Male lizardfolk warrior 4

N Medium humanoid (reptilian)

Init +0; Senses Perception +3, Sense Motive +0

Speed 30 ft., swim 15 ft.

ACP -1; Acrobatics +3, Swim +14

AC 17, touch 10, flat-footed 17; CMD 17

(+2 shield [mwk heavy wooden], +5 natural)

Fort +8, Ref +1, Will +1

hp 41 (6 HD)

Space 5 ft.; Base Atk +5; CMB +7

Melee mwk shortspear +8 (1d6+2) and

bite +5 (1d4+1) or

Melee claw +7 (1d4+2) and

bite +7 (1d4+2)

Ranged javelin (range 30 ft.) +6 (1d6+2)

Atk Options Pierce

Combat Gear javelins (3)

Abilities Str 14, Dex 10, Con 13, Int 9, Wis 10, Cha 10

SQ hold breath

Hold Breath (Ex) The elite Dragon Fang warrior can hold its breath for 52 rounds before risking drowning.

Feats Multiattack, Pierce, Weapon Focus (javelin)

Skills as above plus Survival +4

Languages Draconic

DRAGON FANG SCOUT

CR 3 (XP 800)

This reptilian humanoid has green scales, covered in moist, black soot, a short and toothy snout and a thick alligator-like tail. It carries a short spear.

Male lizardfolk expert 4

N Medium humanoid (reptilian)

Init +0; Senses Perception +7, Sense Motive +2

Speed 30 ft., swim 15 ft.

ACP -1; Acrobatics +10, Stealth +9, Swim +12

AC 17, touch 10, flat-footed 17; CMD 15

(+2 shield [mwk heavy wooden], +5 natural)

Fort +5, Ref +1, Will +4

hp 33 (2 HD)

Space 5 ft.; Base Atk +4; CMB +5

Melee mwk shortspear +6 (1d6+1) and

bite +0 (1d4) or

Melee claw +5 (1d4+1) and

bite +5 (1d4+1)

Ranged javelin (range 30 ft.) +4 (1d6+1)

Combat Gear javelins (3)

Abilities Str 13, Dex 11, Con 13, Int 9, Wis 10, Cha 10

SQ hold breath

Hold Breath (Ex) The Dragon Fang scout can hold its breath for 52 rounds before risking drowning.

Feats Alertness, Self-Sufficient, Skill Focus (Stealth)

Skills as above Heal +2, Knowledge (local) +6, Knowledge (nature) +6, Survival +9

Languages Draconic



DRAGON FANG SHAMAN

CR 3 (XP 800)

This reptilian humanoid has green scales, a short and toothy snout and a thick alligator-like tail.

Advanced lizardfolk adept 2

N Medium humanoid (reptilian)

Init +2; Senses Perception +4 (+6 familiar in arm's reach), Sense
Motive +2 (+4 if familiar in arm's reach)

Speed 30 ft., swim 15 ft.

ACP -1; Acrobatics +6, Climb +5, Swim +12

AC 22, touch 13, flat-footed 20; CMD 18; Dodge

(+2 Dex, +2 shield [mwk heavy wooden], +7 natural, +1 dodge)

Fort +6, Ref +2, Will +5

hp 32 (4 HD)

Space 5 ft.; Base Atk +2; CMB +5

Melee mwk shortspear +6 (1d6+3) and

bite +0 (1d4+1) or

Melee claw +5 (1d4+3) and

bite +5 (1d4+3)

Ranged javelin (range 30 ft.) +4 (1d6+3)

Adept Spells Prepared (CL 2nd; concentration +4)

1st—entangle (DC 13), swamp kin

0—acid splash, know direction, purify food and drink

Combat Gear javelins (3), potion of cure light wounds (2), potion of shield of faith, scroll of obscuring mist, pass without trace and swamp kin

Abilities Str 17, Dex 14, Con 17, Int 13, Wis 15, Cha 14

SQ hold breath, share spells, summon familiar (lizard)

Hold Breath (Ex) The Dragon Fang shaman can hold its breath for 68 rounds before risking drowning.

Feats Dodge, Toughness

Skills as above plus Handle Animal +7, Heal +7, Knowledge (nature) +7, Knowledge (religion) +7, Survival +6

Languages Common, Draconic, empathic link

Gear as above plus spell component pouch

LIZARD FAMILIAR

CR - (XP 0)

N Tiny animal

Init +2; Senses low-light vision; Perception +6, Sense Motive +1 Speed 20 ft., climb 20 ft.

ACP 0; Acrobatics +14 (+10 jumping), Climb +9, Stealth +13, Swim -1

AC 15, touch 14, flat-footed 13; CMD 8

(+2 Dex, +2 size, +1 natural)

Fort +3, Ref +4 (improved evasion), Will +4

hp 16 (2 HD)

Space 2 1/2 ft.; Base Atk +2; CMB -4

Melee bite +6 (1d4-4)

Abilities Str 3, Dex 15, Con 8, Int 6, Wis 12, Cha 2

Feats Weapon Finesse

Skills as above plus Survival +2

Languages empathic link

DRAGON FANG GREATER SHAMAN

CR 5 (XP 1,600)

This reptilian humanoid has green scales, a short and toothy snout and a thick alligator-like tail.

Advanced lizardfolk adept 6

N Medium humanoid (reptilian)

Init +2; Senses Perception +5 (+7 familiar in arm's reach), Sense Motive +3 (+5 if familiar in arm's reach)

Speed 30 ft., swim 15 ft.

ACP -2; Acrobatics +5, Climb +4, Swim +11

AC 22, touch 13, flat-footed 20; CMD 20; Dodge, Mobility

(+2 Dex, +2 shield [heavy wooden], +7 natural, +1 dodge)

Fort +9, Ref +5, Will +9

hp 60 (8 HD)

Space 5 ft.; Base Atk +4; CMB +7

Melee mwk shortspear +8 (1d6+3) and

bite +2 (1d4+1) or

Melee claw +7 (1d4+3) and

bite +7 (1d4+3)

Ranged javelin (range 30 ft.) +6 (1d6+3)

Adept Spells Prepared (CL 6th; concentration +9 [+13 casting defensively or grappling])

2nd—cure moderate wounds, summon swarm

1st—cure light wounds, entangle (DC 14), swamp kin

0—acid splash, know direction, purify food and drink

Combat Gear javelins (3), potion of cure moderate wounds, scroll of acid arrow, delay poison, invisibility (2)

Abilities Str 17, Dex 14, Con 17, Int 13, Wis 16, Cha 14

SQ hold breath, share spells, summon familiar (lizard)

Hold Breath (Ex) The Dragon Fang greater shaman can hold its breath for 68 rounds before risking drowning.

Feats Combat Casting, Dodge, Mobility, Toughness

Skills as above plus Handle Animal +11, Heal +8, Knowledge (nature) +11, Knowledge (religion) +11, Survival +11

Languages Common, Draconic, empathic link, speak with familiar

Gear as above plus *cloak of resistance +1*, spell component pouch

LIZARD FAMILIAR

CR - (XP 0)

N Tiny animal

Init +2; Senses low-light vision; Perception +6, Sense Motive +1 Speed 20 ft., climb 20 ft.

ACP 0; Acrobatics +14 (+10 jumping), Climb +9, Stealth +13, Swim -1

AC 17, touch 14, flat-footed 15; CMD 10

(+2 Dex, +2 size, +3 natural)

Fort +4, Ref +4 (improved evasion), Will +6

hp 30 (8 HD)

Space 2 1/2 ft.; Base Atk +4; CMB -2

Melee bite +8 (1d4-4)

Atk Options deliver touch spells

Abilities Str 3, Dex 15, Con 8, Int 8, Wis 12, Cha 2

Feats Weapon Finesse

Skills as above plus Survival +6

Languages empathic link, speak with master

The Dragon Fang tribe is comprised primarily of standard lizardfolk. However, a handful of variant lizardfolk from far off tribes have journeyed to the swamp to answer Sesskarr's call.

CLIFFBORN LIZARDFOLK

CR 1 (XP 400)

This reptilian humanoid has brown scales, a short and toothy snout and a short alligator-like tail.

Lizardfolk

N Medium humanoid (reptilian)

Init +0; Senses Perception +1, Sense Motive +0

Speed 30 ft., climb 30 ft.

ACP 0; Acrobatics +4, Climb +10

AC 17, touch 10, flat-footed 17; **CMD** 12

(+2 armour [leather], +5 natural) Fort +4, Ref +0, Will +0

hp 11 (2 HD)

Space 5 ft.; Base Atk +1; CMB +2

Melee club +2 (1d6+1) and

bite +0 (1d4) or

Melee claw +2 (1d4+1) and

bite +2 (1d4+1)

Ranged dart (range 20 ft.) +1 (1d4+1)

Combat Gear darts (10)

Abilities Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10

SQ hold breath

Hold Breath (Ex) A cliffborn lizardfolk can hold its breath for 52 rounds before risking drowning.

Feats Multiattack

Skills as above

Languages Draconic

Cliffborn lizardfolk hail from mountainous rainforests where they have gained the ability to agilely climb both the cliffs and lofty trees of their home. They dwell high up on the cliffs in vast intricately woven nests that sprawl over inaccessible ledges. Cliffborn lizardfolk can go for weeks without setting foot on the ground.

Highly territorial, the cliffborn lizardfolk defend their homes with bravery and cunning.

LIZARD KINGS

Lizard kings are rare amongst the lizardfolk. Bigger and stronger than their normal fellows, they often lead tribes. To create a lizard king apply the following modifications to a normal lizardfolk's statistics:

- Apply the giant creature template
- Advance the lizard king to 5 HD
- Add Exotic Weapon Proficiency (war trident) and Improved Critical (war trident) as bonus feats.

UNSEEN LIZARDFOLK

CR 1 (XP 400)

This reptilian humanoid has dull grey skin instead of scales, a long and toothy snout and a long, thin alligator-like tail.

Lizardfolk

N Medium humanoid (reptilian)

Init +0; Senses Perception +1, Sense Motive +0

Speed 30 ft., swim 15 ft.

ACP 0; Acrobatics +4, Stealth +1 (+11 when hiding), Swim +9

AC 17, touch 10, flat-footed 17; CMD 12

(+2 armour [leather], +5 natural)

Fort +4, Ref +0, Will +0

hp 11 (2 HD)

Space 5 ft.; Base Atk +1; CMB +2

Melee sickle +2 (1d6+1) and

bite +0 (1d4) or

Melee claw +2 (1d4+1) and

bite +2 (1d4+1)

Ranged javelin (range 30 ft.) +1 (1d6+1)

Combat Gear javelins (3)

Abilities Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10

SQ camouflage, hold breath

Camouflage (Ex) Unseen lizardfolk have the ability to change their skin colour instantly and at will, allowing them to blend into their surroundings. This ability gives them a +10 racial bonus on Stealth checks made to hide.

Hold Breath (Ex) An unseen lizardfolk can hold its breath for 52 rounds before risking drowning.

Feats Multiattack

Skills as above

Languages Draconic

Unseen lizardfolk have the ability to change their skin colour, allowing them to blend into their surroundings in a fashion similar to chameleons. They dwell in a variety of environments, in small clan groups.

Unseen lizardfolk are more timid than their more common brethren and prefer running and hiding to combat. They dwell quietly in their homes (which are normally in isolated or hard-to-reach locales) and have little interaction with their neighbours (who often are unaware of their presence).

THE WAR TRIDENT

This mighty two-handed weapon weighs 12 lbs. and cannot be thrown like a normal trident. It has the following statistics:

Price 20 gp (although many are masterwork quality and are highly decorated); **Damage** 1d10; **Critical** x3.

SESSKARR, THE LIZARD KING

Sesskarr the Great is a marvel among lizardfolk. He is strong and powerful but also intelligent, cunning and an excellent diplomat. He has been king of the tribe for decades and has the complete loyalty and reverence of his people. Few within the tribe would hesitate to give their very life to protect their king.

He is fiercely proud and believes with all his heart that he has been chosen to lead his people in what he sees as a glorious and honourable war to elevate the status of reptile-kind everywhere.

SESSKARR'S TALE

"I am Sesskarr. I am known to my people as Sesskarr the Great.

Long ago, when I was still young and on my first hunting foray into the deepest part of the marsh, I became separated from my hunting party. After three days lost and alone in the swamp, I came suddenly upon Gaz'relyth, an ancient black dragon who had lived in our swamp for many centuries. At first, I was terrified, but quickly I realized that the mighty dragon was dying.

Gaz'relyth beckoned for me to come closer, looked into my eyes and said weakly ...

"I can see that the blood of my kind runs through you, lizardman. The power of the black dragon is in your soul. You are destined for great things ... mighty things ..."

With those final, prophetic words, the old dragon gasped her final breath and died, her huge black head sinking into the swamp. I felt my own body shudder. It was at that moment, with Gaz'relyth's dying words still echoing in my ears that I realized the ancient black dragon's spirit had somehow inhabited my body. She had become part of me. She had chosen me!

It was not long after this fateful encounter that I began to show the first signs of my awakening magic power and the great draconic heritage that was now part of me. This only reaffirmed my profound belief that I am truly somehow descended from black dragons. By the time I was given the great war trident and became king of our tribe, I knew my destiny was to raise lizard-kind up to their rightful place within the world, as the true inheritors of draconic might. I will restore the lost power, glory and honour that is our birthright. Together, we will expand our power beyond this one swamp, and gather only the best and most powerful from among all the lizardfolk tribes, as well as the most powerful from other like-minded races! Together, we will crush those that stand in our way! Together, we will create a mighty lizardfolk kingdom!

I am Sesskarr the Great! I am the LIZARD KING!"

SESSKARR THE GREAT

CR 11 (XP X 12,800)

This massive, 8-foot tall reptilian humanoid has shining black scales, a short and toothy snout and a thick alligator-like tail.

There is both power and cunning in his snake-like eyes.

Male giant lizardfolk sorcerer (black dragon) 9

N Large humanoid (reptilian)

Init +4; Senses Perception +11, Sense Motive +2

Speed 30 ft., swim 15 ft.

ACP 0; Acrobatics +4, Stealth -4, Swim +15

AC 19, touch 9, flat-footed 19; CMD 23

(-1 size, +10 natural)

Fort +10, Ref +4, Will +7

Resist acid 10

hp 122 (14 HD)

Space 10 ft.; **Base Atk** +7; **CMB** +13

Melee +1 war trident (reach 10 ft.) +13/+8 (1d10+8/19-20 x3) and bite (reach 10 ft.) +9 (1d6+2) or

Melee +1 dagger (Dragon' Fang, reach 10 ft.) +12/+7 (1d4+6 plus 2d6 acid),

claw (reach 10 ft.) +11 (1d6+5) and

bite (reach 10 ft.) +9 (1d6+2) or

Melee 2 claw (reach 10 ft.) each +11 (1d6+5) and

bite (reach 10 ft.) +11 (1d6+5)

Atk Options claws 6/day

Special Actions breath weapon 1/day (60-foot line, 9d6 acid, DC 17)

Sorcerer Spells Known (CL 9th; concentration +12 [+18 casting defensively or grappling], bloodline arcana [acid spell, +1 damage per die])

4th—black tentacles, confusion (DC 17), fear (DC 17)

3rd—acid bolt, blink, fly, hold person (DC 16)

2nd—acid arrow, blindness/deafness (DC 15), invisibility, resist energy, scorching ray

1st—charm person, comprehend languages, expeditious retreat, mage armour, ray of enfeeblement (DC 14), true strike

0—acid splash, bleed (DC 13), detect poison, detect magic, light, message, prestidigitation, read magic

Abilities Str 21, Dex 10, Con 16, Int 11, Wis 10, Cha 16 SQ hold breath

Hold Breath (Ex) Sesskarr can hold his breath for 64 rounds before risking drowning.

Feats Alertness, Combat Casting, Craft Magic Arms and Armour, Eschew Materials^B, Exotic Weapon Proficiency (war trident)^B, Improved Combat Casting, Improved Critical (war trident)^B, Improved Initiative^B, Multiattack, Persuasive, Toughness, Weapon Focus (war trident)

Skills as above plus Diplomacy +14, Intimidate +11, Knowledge (arcana) +6, Spellcraft +6

Languages Draconic

GROTH

A dark force within the tribe, this malevolent troglodyte plots the utter destruction of the Dragon Fang's neighbours.

Groth is Sesskarr's chief advisor. A recent arrival in the tribe – brought here by Sesskarr's call to war – Groth secretly wants to use the king's expansionist policy to wipe out surrounding towns and other human settlements in order to return the area to a more natural, primitive environment populated only by reptile-kind.

Personality: Groth is scheming, manipulative and quite capable of truly cold and vile acts. Although he was careful not to leave any evidence of the fact, he recently killed Alssarrass' lizard familiar (which she has only just replaced) and left the mangled body with her things as an unspoken warning to her for speaking out against him.

Distinguishing Marks: Groth often rubs soot onto his dull gray scales to better emulate (and flatter) Sesskarr.

Mannerisms: When excited or angry, Groth obsessively rubs the carved snake's head of the *Staff of the Serpent*.

Hooks: Groth is the most aggressive of Sesskarr's followers. At every turn, he harangues the tribe to fight harder and to show no mercy. If the PCs meet the tribe peacefully, he loudly (and very unsubtly) argues for their immediate execution. If the PCs seem morally flexible, he tries to recruit them to assassinate Alssarrass. If they succeed, he immediately denounces them hoping they will be killed before they can reveal his part in the affair.

GROTH CR 10 (XP 9, 600)

This humanoid's scaly hide is dull gray. His frame resembles that of a cave lizard, with a long tail and crests on his head and back. He grips a tall, gnarled staff topped with a carved snake's head.

Male troglodtyte druid 10

NE Medium humanoid (reptilian)

Speed 30 ft.; trackless step, woodland stride

Trackless Step (Ex) Groth leaves no trail in natural surroundings and cannot be tracked. He can leave a trail if desired.

Woodland Stride (Ex) Groth can move through undergrowth at normal speed without taking damage or suffering any impairment. Undergrowth magically enchanted to impede movement still affects him.

ACP 0; Climb +5, Stealth +6 (+10 in rocky areas), Swim +8

AC 17, touch 10, flat-footed 17; CMD 18; bramble armour (+7 natural)

Bramble Armour (Su) Groth can cause a host of wooden thorns to burst from his skin as a free action. While bramble armour

is in effect, any foe striking him with an unarmed strike or a melee weapon without reach takes 1d6 +5 points of piercing. He can use this ability for 10 rounds per day. These rounds do not need to be consecutive.

Fort +14, Ref +3, Will +1; +4 vs. spells and spell-like abilities of fey and spells and effects that utilise or target plants

hp 88 (12 HD)

Space 5 ft. (stench aura 30 ft.); Base Atk +8; CMB +8

Stench (Ex) All creatures not immune to poison must make a DC 13 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by Groth's stench for 24 hours.

Melee +1 quarterstaff (Staff of the Serpent) +9 (1d6+1) or Melee 2 claws +3 each (1d4) and bite +8 (1d4)

Atk Options wooden fist (7 rounds)

Wooden Fist (Su) As a free action, Groth's hands become as hard as wood, covered in tiny thorns. While thus, his unarmed strikes do not provoke attacks of opportunity, deal lethal damage and gain a +5 bonus on damage rolls. He can use this ability for 7 rounds per day. These rounds need not be consecutive.

Special Actions spontaneous casting (Augment Summoning, summon nature's ally), wild shape 4/day (Natural Spell)

Wild Shape (Su) 4/day Groth can use wild shape to change into a Huge to Diminutive animal, a Medium elemental or a Small or Medium plant creature. When taking the form of animals, wild shape functions as beast shape III. When taking the form of an elemental, wild shape functions as elemental body II. When taking the form of a plant creature, wild shape functions as plant shape I.

Druid Spells Prepared (CL 10th; concentration +14; Domain plant)

5th—wall of thorns^D, insect plaque, stoneskin

4th—command plants^D (DC 18), cure serious wounds, dispel magic, rusting grasp, scrying

3rd—plant growth^D, call lightning (DC 17), contagion (DC 17), protection from energy, spike growth (DC 17)

2nd—barkskin^D, animal trance (DC 16), bite of the viper (DC 16), gust of wind (DC 16), tree shape, warp wood (DC 16)

1st—entangle^D (DC 15), longstrider, cure light wounds, faerie fire, obscuring mist, speak with animals

0—detect magic, detect poison, know direction, stabilize

Combat Gear Staff of the Serpent

Abilities Str 10, Dex 11, Con 14, Int 12, Wis 18, Cha 13

SQ nature bond (plant domain), nature sense, resist nature's lure, wild empathy +11 (+7 vs. magical beasts)

Feats Augment Summoning, Great Fortitude, Improved Natural Armour, Natural Spell, Spell Focus (conjuration)

Skills as above plus Handle Animal +16, Knowledge (geography) +15, Knowledge (nature) +17, Survival +19

Languages Common, Draconic, Druidic

ALSSARRASS

A powerful and noble lizardfolk, this female's love of her king is absolute.

Sesskarr's consort, Alssarrass desires an end to his warlike ways.

Personality: Alssarrass is devoted to her king.

Mannerisms: Saddened by the loss of her beloved familiar (which she only recently replaced), Alssarrass is often on the verge of tears.

Hooks: Alssarrass hates Groth's hold over her king; PCs slaying the sinister troglodyte gain her favour.

ALSSARRASS

CR 8 (XP 4,800)

This reptilian humanoid has green scales, a short and toothy snout and a thick alligator-like tail.

Female advanced lizardfolk adept 12

N Medium humanoid (reptilian)

Init +2; Senses Perception +8 (+10 familiar in arm's reach), Sense Motive +3 (+5 if familiar in arm's reach)

Speed 30 ft., swim 15 ft.; Nimble Moves

ACP -2; Acrobatics +5, Climb +4, Swim +11

AC 23, touch 14, flat-footed 21; CMD 24; Combat Expertise, Dodge, Mobility

(+2 Dex, +2 shield [heavy wooden], +7 natural, +1 deflection [ring of protection +1], +1 dodge)

Fort +11, Ref +9, Will +12

hp 107 (14 HD)

Space 5 ft.; Base Atk +7; CMB +10

Melee mwk shortspear +11/+6 (1d6+3) and

bite +5 (1d4+1) or

Melee claw +10 (1d4+3) and

bite +10 (1d4+3)

Atk Options Combat Expertise

Adept Spells Prepared (CL 12th; concentration +15 [+19 casting defensively or grappling])

3rd—cure serious wounds, mass swamp kin, stinking cloud (DC 16)

2nd—cure moderate wounds, scorching ray, see invisibility, summon swarm

1st—cure light wounds, entangle (DC 14), speak with animals, swamp kin

0—acid splash, know direction, purify food and drink

Combat Gear pearl of power (1st-level), potion of cure serious wounds, scroll of delay poison, invisibility (2), lightning bolt

Abilities Str 17, Dex 14, Con 17, Int 13, Wis 17, Cha 14

SQ hold breath, share spells, summon familiar (lizard, hp 53)

Hold Breath (Ex) Alssarrass can hold her breath for 68 rounds before risking drowning.

Feats Combat Casting, Combat Expertise, Dodge, Lightning Reflexes, Mobility, Nimble Moves, Toughness

Skills as above plus Handle Animal +11, Heal +14, Knowledge (nature) +17, Knowledge (religion) +17, Survival +14

Languages Common, Draconic, empathic link, speak with familiar

Gear as above plus *cloak of resistance +1*, spell component pouch

BRETHIKK

This small, but fierce, warrior is utterly loyal to Sesskarr and dreams of being a great war leader.

Brethikk was the king of the Blood Weasels tribe, but abandoned his people to answer Sesskarr's call to war. He now serves as the commander of Sesskarr's bodyguards.

Personality: Brethikk is fiercely loyal to Sesskarr and allows no disrespect to his master.

Distinguishing Marks: Several small scars crisscross Brethikk's arms and face.

Mannerisms: Boundless energy seemingly drives Brethikk. He never sits still, instead fidgeting with his weapons, armour and so on.

Hooks: The Blood Weasels want their chieftain back; if the PCs aid them in their quest, they gain the entire tribe's thanks.

BRETHIKK

CR 8 (XP 4,800)

This short, reptilian humanoid has scaled skin, a snout filled with tiny teeth, and a long tail. Although small he carries himself with the confidence of a great warrior.

Male kobold fighter 9

LE Small humanoid (reptilian)

Init +7; Senses darkvision 60 ft.; Perception +6, Sense Motive +1 Speed 20 ft., base speed 30 ft.; Nimble Moves, Spring Attack ACP -4; Stealth +15, Swim +1

AC 24, touch 15, flat-footed 20; CMD 22; Dodge, Mobility, Nimble Moves

(+1 size, +3 Dex, +1 dodge, +6 armour [mwk breastplate], +2 shield [mwk heavy wooden], +1 natural)

Weakness light sensitivity

Light Sensitivity (Ex) Brethikk is dazzled (-1 on attack rolls and sight-based Perception checks) in areas of bright sunlight or when within a daylight spell.

Fort +7, Ref +6, Will +4 (+6 vs. fear)

hp 86 (9 HD)

Space 5 ft.; Base Atk +9; CMB +9

Melee +1 returning human bane shortspear (Blood Spiller) +15/+10 (1d4+6/19-20)

Ranged +1 returning human bane shortspear (Blood Spiller) (range 20 ft.) +17/+12 +15 (1d4+6/19-20)

Atk Options Spring Attack, Vital Strike

Abilities Str 12, Dex 16, Con 12, Int 10, Wis 12, Cha 8

SQ armour training (2), crafty, weapon training (spears +2)

Feats Dodge, Improved Critical, Improved Initiative, Mobility, Nimble Moves, Spring Attack, Toughness, Vital Strike, Weapon Focus (shortspear), Weapon Specialisation (shortspear)

Skills as above plus Craft (trapmaking) +8, Profession (miner) +3, Survival +6

Languages Draconic

Gear as above

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Deep in the heart of a forbidding swamp, the lizardfolk of the Dragon Fang tribe beat the drums of war. Lead by Sesskarr the Great, a mighty and charismatic lizard king with a tyrant's heart and a black dragon's blood, the Dragon Fang tribe is aggressively expanding beyond their traditional tribal boundaries. Groups of kobolds and troglodytes are all said to have fallen before Sesskarr's great trident and now – even more ominously – his reptilian gaze has shifted to the surrounding towns and villages.

Lizardfolk of the Dragon Fang presents four new feats, four new spells and three new magic items all useable by members of the tribe. Additionally, it contains thirteen stat blocks (ranging in CR from 1-11) as well as full details of the tribe's key members, including the lizard king himself. The lizardfolk of the Dragon Fang can appear in almost any setting and are compatible with *The Lonely Coast* (a free 30 page, extensively bookmarked PDF available from ragingswan.com).

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