

Foulest Reptiles



Monstrous Pages

The Bone Marsh, the Fetid Mire, the Howling Swamp, and other wetlands in Rûl's warmest climes earn their sinister names from not just the inhospitable environment but also from the dangerous creatures that make their homes there—clouds of biting and stinging insects, venomous snakes, crocodiles, and worse. These lands are places civilization has yet to conquer and thus are left alone, avoided, and in some respects, feared. Absent cultivation and conquest have allowed strange and terrible things to settle in these places, to grow their numbers unchecked until they begin to spill from these places into neighboring lands, bringing the dangers of the swamps to beset the people living on their edges.

Among the many threats these forlorn places pose, the lizardmen have shown themselves to be one of the greatest, for they are a savage race of man-eaters, fierce and ferocious, cruel and wicked. They creep through the emerald shadow, scarcely making a sound as they glide through the brackish waters, dead eyes flicking in their perpetual search for something to kill. Lizardmen live little better than beasts, but make their camps in the ruins of older, more advanced settlements that slowly sink into the mud and waters of these lands. Their tendency to haunt these ruins hints at some connection to them, suggesting they might not have always been as they are now.

Foulest Reptiles reveals the secrets of the lizardmen, a degenerate race of reptilian humanoids that live on the edges of settled lands, and lays bare the true origins of these cruel and vicious people. Like other installments of the *Monstrous Pages* series, this supplement offers extensive lore about the creatures and expands on their abilities, providing you with even more customization options and variants. In addition, *Foulest Reptiles* also gives you rules for making unique lizardmen characters. Whether you intend to feature lizardmen as the principle villains in your adventure or you want to learn more about the world of Urth, this supplement is loaded with information for your *Shadow of the Demon Lord* games.

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A FALLEN EMPIRE

In a time now long forgotten, in those storied years before the faeries and trolls took up arms against one another, there came a people from a distant world, a civilization that fled the promised annihilation of the Demon Lord through the Void to make a new home in another reality, one safe from the demons and ruin their debauched and decadent civilization had wrought. To Urth they came, a world in its infancy, ripe for development and presumably safe for the survivors to settle and rebuild the culture that had been shattered through their own failings.

These serpent people possessed incredible knowledge, having plumbed the secrets of science, magic, artifice, and more, they tamed the lands they settled and exploited the brutish humanoids they found for labor and sport. With their slaves, they cultivated the wilderness for farmlands and raised great stoneworks from the earth, huge monoliths, pyramids, and sculptures that all glorified these serpent people as gods to the primitive peoples who served them.

As huge complexes began to rise, seemingly carved directly from the mountains by their slaves, so did the serpent people's pride. In their hubris and desire to develop a new empire, they angered the faeries, who had tolerated the extraterrestrial interlopers until they began to intrude on their lands, making slaves of their peoples. The blatant disrespect for other peoples and their disregard for anyone other than themselves made it clear to the faerie lords and ladies that the serpent people could no longer be allowed to continue.

The retribution that followed was swift and terrible. There was no fanfare, no cataclysmic raging storm, but nonetheless the serpent people's civilization was cast down to ruin. A few escaped the fury of the faeries, fleeing into the wild places, vanishing into the swamps and bogs, forests, and caves, but most fell to the blades and arrows of the wrathful fey. The slaves slipped their chains, returning to their lands and leaving behind the monuments and cities they had raised for their masters to be reclaimed by nature. In time, vines choked the stepped pyramids, waters washed away their settlements, and their statues sank below the mud and muck as their grasslands and fields became swamps and bogs.

DEGENERATE SWAMP DWELLERS

Of the serpent people, few survived intact, though rumors persist of colonies hidden throughout the lands. Most forgot the old ways and slid into savage barbarism, becoming little better than the brutes they had once enslaved. Now known as lizardmen, these peoples haunt the ruins of their fallen empire. They make their homes in pestilential swamps and

primeval forests. Fiercely territorial, the lizardmen know on a deep, instinctive level that they cannot leave their home, but they do not know why this is. They know that they must stay close, and that they harbor an inherent hatred for outsiders. Xenophobic and indiscriminately carnivorous, few people survive the discovery of a lizardman village. And those that do, often wish they hadn't.

Echoes of Ancient Glory: Time has not been kind to lizardmen's fallen empire and little remains to suggest they were ever anything more than they are now. This said, archeologists do happen upon the occasional artifact that offers clues about their scientific and magical achievements, while ziggurats, monoliths, and other remnants can still be found in the depths of trackless swamps and untouched forests. In such places, fabulous treasures might remain, if one is willing to brave the lizardmen who haunt the ruins.

Aggressively Territorial: Few people have seen a lizardman village and lived to tell about it. The lizardmen keep to themselves, but seem to have a supernatural sense for when someone has crossed their borders. They give no quarter to intruders and subject their prisoners to unspeakable torments, flaying them, boiling them alive, eating them, or worse. The lucky ones manage to cut their own throats before the lizardmen catch them, but those few who manage to escape are never the same—the scars are deeper than flesh, and there is a bizarre tendency for survivors to come to believe they themselves are lizardmen.

Sadistic and Savage: Lizardmen go out of their way to ensure their victims live as long as possible. Shamans know enough herbalism or might possess rudimentary healing magic to keep their victims alive while flaying, cooking, and dismembering them. Lizardmen demonstrate no small amount of glee in breaking limbs and setting bones just to break them again several days later once the healing process has begun. Lizardmen sometimes remove the skull and spine of one of their victims to retain as a trophy; being able to remove these grisly elements while other potential victims watch enhances the value of this trophy.

Festering Communities: A lizardman village is rarely more than a collection of crude mounds of mud and reedy huts, often partially submerged in stagnant, standing water and almost always located in the shadow of a monument or crumbling building from their lost empire. There is no hint here of what once built them into power, as all that can be seen is scraps and refuse.

Wicked Traps: Although the lizardmen might appear to be dumb brutes, they are anything but. Crafty and cunning, lizardmen take great, obscene pleasure in creating traps to maim and capture

trespassers. If these traps inflict grievous wounds or cause the death of the trespasser, so much the better: dinner is served.

Lizardmen use dart traps, poisoned needles, concealed pits, and spear traps, but their most commonly deployed trap is a variation of the standard concealed spiked pit (*Shadow*, 203). The spikes at the bottom of the pit are covered with sticky, semi-dried excrement. Often this putrid coating is provided by the lizardmen directly, but occasionally they drop unwanted visitors into the pit and let nature take its course over the following few days, adding rotting bodies to the offal and poisonous blend of bodily juices that they liberally apply to the trap's spiked floor. A person that falls into one of these foul creations is often subject to infection (*Shadow*, 201) or at the very least is subjected to virulent poison (*Shadow*, 107) in addition to taking lethal damage.

LIZARDMAN

DIFFICULTY 25

Size 1 lizardman

Perception 12 (+2); **shadowsight**
Defense 15 (large shield); **Health** 24; **Insanity** 1d3;
Corruption 1d3
Strength 14 (+4), **Agility** 11 (+1), **Intellect** 8 (-2), **Will** 9 (-1)
Speed 10; swimmer
Immune frightened
Rising Fury When a lizardman takes damage, it makes its next attack roll before the end of the next round with 1 boon.

ATTACK OPTIONS

Spear (melee) +4 with 1 boon (2d6)
Fangs (melee) +4 with 1 boon (1d6)

SPECIAL ATTACKS

Snapping Fangs The lizardman can use a triggered action on its turn to attack with its fangs.

LIZARDMAN SHAMAN

DIFFICULTY 50

Size 1 lizardman

Perception 12 (+2); **shadowsight**
Defense 15 (large shield); **Health** 30; **Insanity** 1d3;
Corruption 1d3 + 1
Strength 14 (+4), **Agility** 11 (+1), **Intellect** 11 (+1), **Will** 10 (+0)
Speed 10; swimmer
Immune frightened
Rising Fury When a lizardman takes damage, it makes its next attack roll before the end of the next round with 1 boon.

ATTACK OPTIONS

Spear (melee) +4 with 1 boon (2d6)
Fangs (melee) +4 with 1 boon (1d6)

SPECIAL ATTACKS

Snapping Fangs The lizardman can use a triggered action on its turn to attack with its fangs.

SPECIAL ACTIONS

Awaken Savagery The shaman screeches. Each lizardman within short range of it takes 1d6 damage and becomes crazed for 1 minute. While crazed, a lizardman makes attack rolls with 1 bane, but its attacks deal 1d6 extra damage. Once a shaman uses this action, it cannot do so again until after it completes a rest.

MAGIC

Power 1
Forbidden harm (2), obedience (1)

LIZARDMEN CHARACTERS

You can use the following rules to create unique lizardmen characters. Although you could use these rules to create lizardmen player characters, lizardmen are not likely to leave their lands or join forces with members of other ancestries since they typically hunt and eat them. Lizardmen are also somewhat tougher than other ancestries and are thus not appropriate ancestry options for most campaigns.

CREATING A LIZARDMAN

Attribute Scores Strength 1d3 + 12, Agility 1d3 + 9, Intellect 1d3 + 6, Will 1d3 + 7
Perception equals its Intellect score + 4
Defense equals its Agility score + 2
Health equals its Strength score
Healing Rate equals one-quarter its Health
Size 1, **Speed** 10, **Power** 0
Damage, 1d3 **Insanity**, 1d3 **Corruption**
Languages and Professions The lizardman speaks the tribal tongue of its people.
Shadowsight The lizardman can see into areas obscured by shadows as if those areas were lit.
Immune frightened
Swimmer The lizardman ignores difficult terrain while swimming and never needs to make a challenge roll to swim.
Rising Fury When the lizardman takes damage, it makes its next attack roll before the end of the next round with 1 boon.
Natural Weapons A lizardman's fangs count as basic weapons that deal 1d6 damage.

LEVEL 4 LIZARDMAN EXPERT

Characteristics Health +4
Snapping Fangs The lizardman can use a triggered action on its turn to attack with its fangs.

CUSTOMIZING LIZARDMEN

The lizardmen have taken on a variety of different forms and breeds over the many centuries. Some were developed due to an evolutionary need, while others are purported to have their roots in the capture and crossbreeding with the native races that trespass into their jungles and swamps.

DART THROWER

Lizardmen sometimes use blowguns with poisoned needles to bring down prey from a distance. One in four lizardmen carry blowguns.

ATTACK OPTIONS

Blowgun (medium range) +1 with 1 boon (1d3 plus Poison)
Poison The target must get a success on a Strength challenge roll or become poisoned for 1 minute. While poisoned in this way, the target is also impaired and slowed. If the target is already poisoned, it takes 1d6 damage from the poison.

CHAMELEON HIDE

Some lizardmen have the ability to change the coloration of their hides to blend in with their environments. They tend to serve their tribes as scouts, trap-layers, and hunters. One in ten lizardmen have this trait.

SPECIAL ACTION

Camouflage The lizardman can use an action to alter its coloration to match its environment. Until the lizardman uses an action or moves, it becomes invisible to creatures more than 5 yards from it.

DETACHABLE TAIL

One of the more common mutations that appear in lizardmen tribes is the ability for them to detach their tails so that if caught, they can break free.

SPECIAL ACTION

Detach Tail If the lizardman is grabbed, it can use a triggered action on its turn to remove the affliction by detaching its tail. Once the lizardman uses this action, it cannot do so again until the tail grows back, which it does in 1d3 weeks.

VENOMOUS FANGS

A holdover from a time when the lizardmen were known as serpent people, these vile lizardmen can inject creatures they bite with venom.

ATTACK OPTIONS

Venomous Fangs (melee) +4 with 1 boon (1d3 plus Poison)
Poison The target must get a success on a Strength challenge roll or take 1d6 damage and become poisoned for 1 minute. If the target is already poisoned, it instead takes 1d6 extra damage.

EXTRA ARMS

A rare few lizardmen have an extra set of arms emerging from just behind their shoulders. These spare limbs provide all the expected advantages, while also making them deadlier foes.

INCREASE BY ONE DIFFICULTY STEP

Health +25
Climber

ATTACK OPTIONS

Claws (melee) +4 with 1 boon (1d6)

SPECIAL ATTACKS

Claws and Fangs The lizardman can use a triggered action on its turn to attack with its fangs and its claws.

VARIANT LIZARDMEN

Mutation is quite common among the lizardmen and sometimes these changes in body can result in the emergence of a new species. Here you will find several variations on the lizardmen.

In addition to the various lizardmen tribes, pockets of serpent people still exist in the world, mostly in hiding and having degenerated as well. For more information on serpent people, see the *Shadow of the Demon Lord Freeport Companion*.

DRAGONMAN

When not reclining in the stinking mud and brackish waters of the Bone Marsh, the ferocious dragonmen prowl the landscape, hunting for fresh meat. These brutish humanoids take special delight in slowly pulling their victims apart and savoring the meat. They eat whatever they can catch, from wildlife to humans to even other lizardmen.



Dragonmen stand ten feet tall and weigh five hundred pounds. Their muscles ripple under their scales, tendons snapping as their arms and legs surge with raw physical might. They use claws and teeth to rend their foes, but can also vomit corrosive juices to bring down tougher prey.

DRAGONMAN

DIFFICULTY 50

Size 2 lizardman

Perception 12 (+2); shadowsight

Defense 13; **Health** 50; **Insanity** 1d3; **Corruption** 1d3 + 1

Strength 16 (+6), **Agility** 11 (+1), **Intellect** 8 (-2), **Will** 9 (-1)

Speed 10; swimmer

Immune frightened

Rising Fury When a dragonman takes damage, it makes its next attack roll before the end of the next round with 1 boon.

ATTACK OPTIONS

Claws (melee) +6 with 1 boon (2d6 + 3)

Fangs (melee) +6 with 1 boon (1d6 + 2)

SPECIAL ATTACKS

Spew Acid The dragonman spews acid at one creature or object within short range, making a Strength attack roll against the target's Agility. On a success, the acid hits and deals 6d6 damage. Once the dragonman uses Spew Acid, it cannot do so again until it completes a rest.

Snapping Fangs The dragonman can use a triggered action on its turn to attack with its fangs.

END OF THE ROUND

Aggressive If the dragonman cannot reach a creature to which it is hostile, it can move up to 2 yards.

HORNED DEVIL

The dense forests blanketing Balgrendia conceal many strange and terrible things, from warped faeries to skinchangers, beastmen to mad cultists. Among the more dangerous peoples infesting the shadowed woodland are the horned devils, a breed of lizardmen set apart from their fellows by the many spikes jutting from their heads and brows, multiple rows of razor-sharp teeth, gleaming yellow eyes, and dark green and black scales. Horned devils can also squirt blood from their eyes to leave their enemies momentarily blinded.

Balgrendians believe horned devils are true devils that have escaped Hell to torment the living. Some rural communities in this backwards province make offerings to them, while other, madder, people exalt them as if they were gods. Even the Cult of the New God incorporates horned devils into their religious imagery, presenting them as living symbols of mortal corruption.

HORNED DEVIL

DIFFICULTY 50

Size 1 lizardman

Perception 12 (+2); shadowsight

Defense 17; **Health** 35; **Insanity** 1d3; **Corruption** 1d3

Strength 12 (+2), **Agility** 14 (+4), **Intellect** 8 (-2), **Will** 9 (-1)

Speed 10; swimmer

Immune frightened

Preratural Speed The horned devil can take a fast turn and a slow turn each round. In addition, it can use two triggered actions per round.

ATTACK OPTIONS

Spear (melee) +4 with 1 boon (2d6)

Fangs (melee) +4 with 1 boon (1d6)

SPECIAL ATTACKS

Bleeding Eyes When a creature the horned devil can reach gets a success on an attack roll against the horned devil, it can use a triggered action to spray blood from its eyes. The triggering creature must get a success on an Agility challenge roll with 1 bane or become blinded for 1 round. Once the horned devil uses Bleeding Eyes, it must wait at least one minute before it can use it again.

Snapping Fangs The lizardman can use a triggered action on its turn to attack with its fangs.

INDIGON

A peculiar breed of lizardmen claim the coastal wetlands in territory controlled by the Nine Cities. Called indigons for their fine, indigo scales, they look almost human and can pass for humans in dim lighting. A closer look, though, reveals scales, teeth, and slit pupils, betraying their nonhuman nature.

Any physical traits they may share with humans have done nothing to curb their violent tendencies. Indigons are every bit as aggressive, cruel, and murderous as the rest of their kin. As well, all indigons possess delicate membranes of shiny, scaleless skin that connects their arms to their torso. When stretched out, the membrane allows them to glide down from above and take their victims by surprise.

INDIGON

DIFFICULTY 10

Size 1 lizardman

Perception 12 (+2); shadowsight

Defense 12; **Health** 15; **Insanity** 1d3; **Corruption** 1d3

Strength 12 (+2), **Agility** 11 (+1), **Intellect** 9 (-1), **Will** 10 (+0)

Speed 10; climber

Immune frightened

Glide When an indigon jumps down or falls, it can stretch its membranes to glide, which lets it land safely regardless of the distance jumped or fallen. As well, the indigon can land in any open space within 10 yards of the space it would normally have landed.

Sneaky An indigon makes challenge rolls to hide and sneak with 1 boon.

ATTACK OPTIONS

Claws (melee) +4 with 1 boon (1d6)

Fangs (melee) +4 with 1 boon (1d6)

SPECIAL ATTACKS

Snapping Fangs The indigon can use a triggered action on its turn to attack with its fangs.