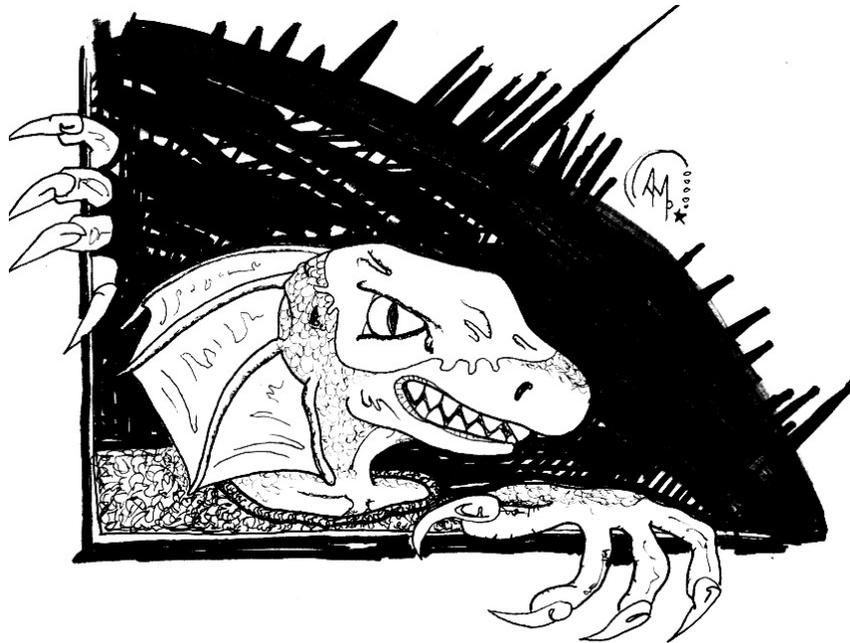


This document contains the progression and race details for lizardmen as player characters.



Lizardman

Description: The antediluvian remnants of a past civilization, lizardmen have been driven to the fringes and wastelands of the world, to live simple lives of squalor among the reeds and mires. Their glory days are long gone, replaced by a cold hatred towards the mammalian usurpers currently controlling the lands they used to rule.

Only a few lizardmen eschew the simple lives of the brood-tribes, and set out into the world in search of greater deeds and glories. These reptilian reavers often become the stuff of whispered legend due to their unsurpassed ferocity and cunning.

Of course, the moniker “lizardman” is a simplification by the few swamp-dwellers who share a habitat with the scaled folk of the fens. Little is known about the reproductive habits of this ancient race, and few scholars even bother to posit the question. No gender differences can be surmised between members of the race by outsiders, and questions to the effect are usually answered with blank, threatening stares.

Hit Points: Lizardmen roll additional hit points each level on a d8. Additionally, they roll their 0-level hit points as d8+Stamina modifier.

Weapon training: Lizardmen are proficient in the use of staves, spears, polearms, clubs, hand axes and battle axes; slings, shortbows, longbows and javelins. Lizardmen eschew the heaviest types of armour, preferring lighter protections; as such, they can wear any armor up to and including scale mail. However, lizardman

armor costs +50% extra in most places (and is valued at -50% for resale), as it has to be heavily modified for use by their alien physique.

Alignment: Lizardman temperaments are cold-blooded and slow, and the golden age of the race has passed long ago. Due to this, they tend towards neutral alignments, and their viewpoints on existence may be seen as callous and alien by other races.

Lawful lizardmen are not unheard of: they are often leaders of larger brood-tribes, attempting to fend off the inevitable end of their ancient race by introducing order and civility to a primitive, brutal racial culture.

Chaotic lizardmen often eschew the tight bounds of the tribal family units, and strike out on their own. Most are never heard of again.

Occupations and skills: Lizardmen live in small tribal packs in the fringes of civilized lands. Every adult member of the brood-tribe is assumed to pull their own weight, and handle their share of the hunting, gathering and warring inherent to such an existence. There is no occupational division within lizardman society, but rather all members of the race are similarly skilled in survival in aquatic and marsh environments, primitive crafting tasks and almost forgotten elder lore.

Reptilian senses: Lizardmen are partially nocturnal, and possess an infravision 60' (20m). Additionally, their sense of smell is as finely tuned as that of any reptilian predator: within a 100' (30m) they can easily tell the direction of spilled blood, and can possibly sense other details as well with successful perception rolls.

Primitive skills: Lizardmen have adapted to a survivalist existence, and thus have the following skills.

Sneak & Hide: Lizardmen are adept at skulking and hiding (as halflings, pg. 60 of the DCC rulebook) in the marshes and the swamplands they inhabit, and the same principles apply elsewhere. This skill is modified by Agility.

Climb sheer surfaces: Lizardmen have long limbs and sharp claws, and because of this are able to surmount sheer obstacles easily (as thieves, pg. 35 of the DCC rulebook). This ability is modified by Agility; note that unlike human thieves, lizardmen require no tools for climbing sheer surfaces: their claws are all they need.

Reptile empathy: Despite having been ousted from their position as the apex humanoid of the world, lizardmen are still the kings of their own order: they can command and understand lesser reptiles simply by exerting their will over them. Friendly targets are likely to comply easily, while hostile or suspicious targets receive a Will save against the lizardman's roll result. This ability is modified with Personality.

Aquatic abilities: Lizardmen are comfortable in aquatic environments. They have a swim speed of 30' and their armor check penalties are halved for purposes of underwater action and combat. They do not need to roll checks for staying afloat unless there are special conditions present, and can easily hold their breath for a number of rounds equal to twice their Stamina score.

Natural attacks: Due to their robust reptilian configuration lizardmen have a bonus action die of d14 which can only be used for natural attacks in melee. These include biting (1d4), clawing (1d6) and tail slams (1d8).

Natural armor: Lizardmen are scaly and tough, allotting them a +2 bonus to their base AC.

Ancient enmity: Lizardmen bear a cold hatred towards other ancient races, due to grudges and slights from beyond history. When encountering serpent-men, naga, hyperboreans, or other races from deep antiquity (Judge's discretion), lizardman characters have to roll a Personality check (roll d20, aim for equal or below Personality score). If the check fails the lizardman reacts not with berserk rage, but with cold animal cunning: all their activities towards these usurpers are motivated by murder. If the character fails to enact the vengeance of their race they suffer the ire of their elder, unknowable deities as a result (as result 13+ on Table B below).

Caster level: Lizardmen cast shamanic magic, and their caster level equals to their level as a lizardman.

Elder magicks: In secretive and strange rituals, lizardmen worship a pantheon of deities and spirits whose power has almost passed from this world. In fact, only a few ancient members of the antediluvian race even remember the significance of these practices. Still, even forgotten gods never forget, and sometimes they even answer the call of their chosen race.

Upon each level up, a lizardman character rolls a single check against either their Personality, Intelligence, or Luck (use highest stat, aim for current score or lower). If the check is successful, the antediluvian pantheon of the lizardmen grants a spell to their servant, according to the forgotten pacts made by the reptilian race in its golden era. If the check fails, nothing happens, although the character should have the option to go on a quest for their ancient gods, in order to regain their favour (Judge's discretion).

Roll for the spell in Table A (a spell can only be granted once, re-roll duplicates), and refer to the rules below for alterations and casting details.

Table A – Lizardman spells	
D10	Spell
1	Reptilian summoning* 129
2	Lizard trick* 333
3	ESP 166
4	Glorious mire 326
5	Kith of the hydra 334
6	Lotus stare 276
7	Cure poison* 277
8	Snake charm* 280
9	Bottomfeeder bond 328
10	Water breathing 235
<i>* Marked spells have alterations, see notes below.</i>	

Also note, that any lizardman who pledges their fate and service to a new deity loses all of the benefits of shamanic magic, and may suffer the ire of the ancient pantheon of lizardmen in the form of a powerful curse (Judge’s discretion; for suitable curses see [this article](#) on KitN).

Alterations to spells: Some lizardman spells are altered versions of known incantations, refer to notes below for details.

- **Reptilian summoning:** As *Animal summoning*, but when cast by a lizardman, the spell only manifests reptilian creatures. Lizardmen eschew the usual need for material components for casting.
- **Lizard trick:** As *Snake trick* (pg. 333 of the DCC rulebook), but instead of snakes, the spell transforms objects into poisonous lizards and newts. The change is cosmetic, spell description remains the same otherwise.
- **Cure poison:** As *Neutralize poison or disease* (pg. 277 of the DCC rulebook), but the spell does not affect diseases at all.
- **Reptilian charm:** As *Snake charm* (pg. 280 of the DCC rulebook), but in addition to snakes, the spell affects all reptilian and amphibian creatures.

Shamanic casting: Lizardman magic follows the rules for idol magic for clerics (pg. 28 of the DCC rulebook), with the following alterations.

- Lizardmen modify their spell checks with their caster level and the highest modifier in either Personality, Intelligence, or Luck. Only one stat may modify a spell check, and the stat may change based on ability score changes.
- Lizardman casters don’t gain additional features of idol magic (such as lay on hands or turn undead).
- Unlike clerics, lizardman casters may spellburn (pg. 107 of the DCC rulebook) points from their physical stats in order to increase the spell result. Additionally, they may cast their spells as rituals (pg. 124 of the DCC rulebook): their ancient gods are hungry, and sacrificed blood sates them well.
- Any roll of 1-3 results in disapproval, and disapproval range increases upon failed attempts as normal. If disapproval is triggered, refer to Table B below. Lizardmen may sacrifice valuables to reduce their disapproval (as clerics, pg. 29 of the DCC rulebook), but it may never be reduced below 3.

Shamanic disapproval: The harsh antediluvian deities of the lizardmen ask for much, in return for very little. Use the following disapproval table when a lizardman triggers disapproval (rules on pg. 122 of the DCC rulebook). Note that lizardmen have a core disapproval range of 1-3 to begin with.

Table B: Lizardman disapproval	
Roll	Disapproval
0 or less	The spirits are ravenous, and demand sustenance. The lizardman must consume a pound of flesh as soon as they are able. Until they do, they suffer -1 to all rolls due to disorientation, and cannot cast further spells at all.
1-4	The shadows of the past haunt the lizardman with incomprehensible visions. Next time the lizardman rests, they suffer from dreams and nightmares of a vaunted past; unless they pass a DC 15 Will save during the night, all of their rolls the following day are at -1d due to exhaustion.

5-8	Instead of granting the lizardman their boon, the hungry pantheon from beyond time leeches the supplicant's life essence. The caster suffers 1d6 points of damage to a random physical or mental stat (STR, STA, AGI, PER or INT).
9-12	The antediluvian deities become enraged! The lizardman's reptilian brain is filled by their anger, and they lash out in fury. They will attack the nearest enemy until either party dies, or for 6 turns, whichever happens sooner. They will use all means at their disposal, and assault their prey relentlessly. If there are no enemies present, the lizardman will similarly attack the nearest sentient creature, preferring mammalian targets over reptilian ones.
13+	The forgotten gods demand blood. The lizardman must sacrifice living creatures to them in a bloody ritual. The sacrifice must consist of either one sentient creature of any HD, or at least 5 HD worth of cattle (or similar). The sacrificial ritual must be performed in secret, with only lizardmen present. Until the sacrifice is complete, the lizardman suffers -1d to all rolls due to disorientation, and cannot cast further magic.

Languages: Lizardmen speak lizardman, and upon reaching 1st level learn Common and one additional language per point of Intelligence modifier. Roll d100 (re-roll duplicates): (1-10) Alignment tongue; (11-15) Chaos; (16-20) Neutrality; (21-25) Law; (26-35) Undercommon; (36-40) Dragon; (41-43) Dwarf; (44-46) Elf; (47-49) Bugbear; (50-52) Goblin; (53-55) Gnoll; (56-58) Harpy; (59-61) Hobgoblin; (62-64) Kobold; (65-67) Minotaur; (68-70) Ogre; (71-73) Orc; (74-76) Serpent-man; (77-79) Troglodyte; (80-82) Angelic; (83-85) Demonic; (86-88) Doppelganger; (89-91) Pixie; (92-94) Naga; (95-97) Eagle; (98-00) Spider.

Action dice: Lizardmen may use their action dice for attack rolls, skill checks or shamanic magic.

Table C: Lizardman						
Level ¹	Attack	Crit die / table	Action die ²	Ref	Fort	Will
1	+1	1d8/III	1d20	+0	+1	+0
2	+2	1d10/III	1d20	+1	+1	+0
3	+3	1d10/III	1d20	+2	+2	+1
4	+4	1d12/III	1d20	+2	+2	+1
5	+7	1d12/IV	1d20+1d14	+3	+3	+2
6	+8	1d14/IV	1d20+1d14	+4	+4	+3
7	+9	1d16/IV	1d20+1d16	+5	+4	+3
8	+10	1d16/V	1d20+1d16	+5	+5	+4
9	+11	1d20/V	1d20+1d20	+6	+5	+4
10	+13	1d24/V	1d24+1d20	+6	+6	+5

1: Roll for spell access on each level up, see **Shamanic magic** above.

2: Lizardmen have a bonus d14 action die for natural attacks, see **Natural attacks** above.

Table D: Lizardman skills										
Skill	1	2	3	4	5	6	7	8	9	10
Sneak & Hide	+3	+4	+5	+6	+7	+8	+10	+11	+12	+13
Climb Sheer Surfaces	+3	+5	+6	+8	+10	+11	+12	+13	+14	+15
Reptilian Empathy	+2	+3	+4	+5	+8	+9	+10	+11	+12	+14

Titles: Lizardman titles reflect the simple hierarchy of the brood-tribe.

Table D: Lizardman titles	
Level	Title
<i>1</i>	Tail-scout
<i>2</i>	Scaleguard
<i>3</i>	Fangwarrior
<i>4</i>	Broodwarden
<i>5</i>	Clawleader