

LIZARDFOLK NAMES

Lizardfolk take their names from the Draconic language. They use simple descriptives granted by the tribe based on an individual's notable deeds or actions. For example, Garurt translates as "axe," a name given to a lizardfolk warrior who defeated an orc and claimed his foe's weapon. A lizardfolk who likes to hide in a stand of reeds before ambushing an animal might be called Ach-uak, which means "green" to describe how she blends into the foliage.

Lizardfolk make no distinction between male and female in their naming conventions. Each example name includes its translation in parenthesis.

Lizardfolk Names: Achuak (green), Aryte (war), Bae-shra (animal), Darastrix (dragon), Garurt (axe), Irhtos (secret), Jhank (hammer), Kepesk (storm), Kethend (gem), Korth (danger), Kosj (small), Kothar (demon), Li-trix (armor), Mirik (song), Othokent (smart), Sauriv (eye), Throden (many), Thurkear (night), Usk (iron), Valignat (burn), Vargach (battle), Verthica (mountain), Vutha (black), Vyth (steel)

LIZARDFOLK TRAITS

Your lizardfolk character has the following racial traits.

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom score increases by 1.

Age. Lizardfolk reach maturity around age 14 and rarely live longer than 60 years.

Alignment. Most lizardfolk are neutral. They see the world as a place of predators and prey, where life and death are natural processes. They wish only to survive, and prefer to leave other creatures to their own devices.

Size. Lizardfolk are a little bulkier and taller than humans, and their colorful frills make them appear even larger. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Cunning Artisan. As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

Hold Breath. You can hold your breath for up to 15 minutes at a time.

Hunter's Lore. You gain proficiency with two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, and Survival.

Natural Armor. You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

LIZARDFOLK SPEECH

Lizardfolk can master Common, but their mindset results in a speech pattern distinct from other humanoids.

Lizardfolk rarely use metaphors. Their speech is almost always literal. They might pick up idioms, but only with some difficulty.

Names confuse them, unless they are descriptive. They tend to apply their own naming conventions to other creatures using Common words.

Lizardfolk use active verbs to describe the world. A lizardfolk in cold weather might say, "This wind brings cold" rather than "I feel cold." Lizardfolk tend to define things in terms of actions, rather than effects.

Hungry Jaws. In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier, and you can't use this trait again until you finish a short or long rest.

Languages. You can speak, read, and write Common and Draconic.

TABAXI

WE HAD A TABAXI COME THROUGH ONCE, A FEW WINTERS back. She kept the taproom packed each night with her stories and spent most days napping in a chair in front of the fireplace. We thought she was lazy, but when Linene came around looking for a missing broach, she was out the door before I could blink an eye.

—Toblen Stonehill, innkeeper

Hailing from a strange and distant land, wandering tabaxi are catlike humanoids driven by curiosity to collect interesting artifacts, gather tales and stories, and lay eyes on all the world's wonders. Ultimate travelers, the inquisitive tabaxi rarely stay in one place for long. Their innate nature pushes them to leave no secrets uncovered, no treasures or legends lost.

WANDERING OUTCASTS

Most tabaxi remain in their distant homeland, content to dwell in small, tight clans. These tabaxi hunt for food, craft goods, and largely keep to themselves.

However, not all tabaxi are satisfied with such a life. The Cat Lord, the divine figure responsible for the creation of the tabaxi, gifts each of his children with one specific feline trait. Those tabaxi gifted with curiosity are compelled to wander far and wide. They seek out stories, artifacts, and lore. Those who survive this period of wanderlust return home in their elder years to share news of the outside world. In this manner, the tabaxi remain isolated but never ignorant of the world beyond their home.

BARTERERS OF LORE

Tabaxi treasure knowledge rather than material things. A chest filled with gold coins might be useful to buy food or a coil of rope, but it's not intrinsically interesting.

THE CAT LORD

The deity of the tabaxi is a fickle entity, as befits the patron of cats. The tabaxi believe that the Cat Lord wanders the world, watching over them and intervening in their affairs as needed. Clerics of the Cat Lord are rare and typically access the Trickery domain.

In the tabaxi's eyes, gathering wealth is like packing rations for a long trip. It's important to survive in the world, but not worth fussing over.

Instead, tabaxi value knowledge and new experiences. Their ears perk up in a busy tavern, and they tease out stories with offers of food, drink, and coin. Tabaxi might walk away with empty purses, but they mull over the stories and rumors they collected like a miser counting coins.

Although material wealth holds little attraction for the tabaxi, they have an insatiable desire to find and inspect ancient relics, magical items, and other rare objects. Aside from the power such items might confer, a tabaxi takes great joy in unraveling the stories behind their creation and the history of their use.

FLEETING FANCIES

Wandering tabaxi are mercurial creatures, trading one obsession or passion for the next as the whim strikes. A tabaxi's desire burns bright, but once met it disappears to be replaced with a new obsession. Objects remain intriguing only as long as they still hold secrets.

A tabaxi rogue could happily spend months plotting to steal a strange gem from a noble, only to trade it for passage on a ship or a week's lodging after stealing it. The tabaxi might take extensive notes or memorize every facet of the gem before passing it on, but the gem holds no more allure once its secrets and nature have been laid bare.

TINKERS AND MINSTRELS

Curiosity drives most of the tabaxi found outside their homeland, but not all of them become adventurers. Tabaxi who seek a safer path to satisfy their obsessions become wandering tinkers and minstrels.

These tabaxi work in small troupes, usually consisting of an elder, more experienced tabaxi who guides up to four young ones learning their way in the world. They travel in small, colorful wagons, moving from settlement to settlement. When they arrive, they set up a small stage in a public square where they sing, play instruments, tell stories, and offer exotic goods in trade for items that spark their interest. Tabaxi reluctantly accept gold, but they much prefer interesting objects or pieces of lore as payment.

These wanderers keep to civilized realms, preferring to bargain instead of pursuing more dangerous methods of sating their curiosity. However, they aren't above a little discreet theft to get their claws on a particularly interesting item when an owner refuses to sell or trade it.

TABAXI NAMES

Each tabaxi has a single name, determined by clan and based on a complex formula that involves astrology,

prophecy, clan history, and other esoteric factors. Tabaxi names can apply to both males and females, and most use nicknames derived from or inspired by their full names.

Clan names are usually based on a geographical feature located in or near the clan's territory.

The following list of sample tabaxi names includes nicknames in parenthesis.

Tabaxi Names: Cloud on the Mountaintop (Cloud), Five Timber (Timber), Jade Shoe (Jade), Left-Handed Hummingbird (Bird), Seven Thundercloud (Thunder), Skirt of Snakes (Snake), Smoking Mirror (Smoke)

Tabaxi Clans: Bright Cliffs, Distant Rain, Mountain Tree, Rumbling River, Snoring Mountain

TABAXI PERSONALITY

A tabaxi might have motivations and quirks much different from a dwarf or an elf with a similar background. You can use the following tables to customize your character in addition to the trait, ideal, bond, and flaw from your background.

The Tabaxi Obsession table can help hone your character's goals. For extra fun, roll a new result every few days that pass in the campaign to reflect your ever-changing curiosity.

TABAXI OBSESSIONS

d8 My curiosity is currently fixed on ...

- 1 A god or planar entity
- 2 A monster
- 3 A lost civilization
- 4 A wizard's secrets
- 5 A mundane item
- 6 A magic item
- 7 A location
- 8 A legend or tale

TABAXI QUIRKS

d10 Quirk

- 1 You miss your tropical home and complain endlessly about the freezing weather, even in summer.
- 2 You never wear the same outfit twice, unless you absolutely must.
- 3 You have a minor phobia of water and hate getting wet.
- 4 Your tail always betrays your inner thoughts.
- 5 You purr loudly when you are happy.
- 6 You keep a small ball of yarn in your hand, which you constantly fidget with.
- 7 You are always in debt, since you spend your gold on lavish parties and gifts for friends.
- 8 When talking about something you're obsessed with, you speak quickly and never pause and others can't understand you.
- 9 You are a font of random trivia from the lore and stories you have discovered.
- 10 You can't help but pocket interesting objects you come across.



TABAXI TRAITS

Your tabaxi character has the following racial traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age. Tabaxi have lifespans equivalent to humans.

Alignment. Tabaxi tend toward chaotic alignments, as they let impulse and fancy guide their decisions. They are rarely evil, with most of them driven by curiosity rather than greed or other dark impulses.

TABAXI IN THE FORGOTTEN REALMS

In the Forgotten Realms, tabaxi hail from Maztica, a realm located far across the ocean west of the Sword Coast. The tabaxi of Maztica are known for their isolation, and until recently they never ventured from their homeland. The tabaxi say little of why that has changed, though rumors persist of strange happenings in that distant land.

Size. Tabaxi are taller on average than humans and relatively slender. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have a cat's keen senses, especially in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Feline Agility. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Cat's Claws. Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Cat's Talent. You have proficiency in the Perception and Stealth skills.

Languages. You can speak, read, and write Common and one other language of your choice.

TRITON

AH, THE TRITONS. IMAGINE IF THE ELVES SPENT A FEW centuries far beneath the sea, where their arrogance and pretension could grow undisturbed. At least the tritons spent that time fighting sahuagin and worse, so you know you can count on them in a fight.

—Brego Stoneheart, sea captain

Tritons guard the ocean depths, building small settlements beside deep trenches, portals to the elemental planes, and other dangerous spots far from the eyes of land-bound folk. Long-established guardians of the deep ocean floor, in recent years the noble tritons have become increasingly active in the world above.

AQUATIC CRUSADERS

Centuries ago, tritons entered the world in response to the growing threat of evil elementals. Tritons waged many wars against their enemies on the Plane of Water, driving them into the Darkened Depths where they escaped into the crushing pressure and utter darkness. In time, the tritons noticed that their ancient elemental foes had grown quiet. Expeditions to the depths revealed that krakens, sahuagin, and far worse foes had fled the Plane of Water for the Material Plane.

The tritons, driven by a sense of duty and responsibility, would not allow their foes to escape so easily. A great conclave of tritons chose volunteers skilled in weapons and magic as part of an expeditionary force to enter the Material Plane and seek out their enemies.

Those tritons spread across the world's oceans and established protectorates to watch over deep sea trenches, portals, undersea caves, and other locations where their enemies might lurk. They defeated their foes when they found them and drove the rest into hiding.