



LIZARDFOLK

Known among themselves as Lazir, Lizardfolk are reptilian humanoids native to hot, humid swamps and wetlands. Though distantly related to kobolds and dragons, they shun both and prefer isolation. Lazir tribes are led by two figures: the Greatscale, a dominant male warrior, and the All Mother, the eldest female and spiritual leader. Only females possess magic, serving as shamans who interpret ancestral will and preserve tradition.

Though seemingly primitive, the Lazir are shrewd and pragmatic. They trade with outsiders, valuing gold not as currency but for its resistance to corrosion in their damp homeland, using it for weapons and ornamentation. Physically, they are taller and harder than humans, with thick scales, sharp claws, and muscular tails for powerful swimming. Their colors—green, blue, or red—reflect diet and swamp conditions.

Lazir culture prizes loyalty, strength, and directness. Deception or evasive speech is distrusted, sometimes met with violence. Within their territory, intruders are silently watched by Reedstalkers, scouts who report to the tribe's leaders. If war is chosen, the Lazir strike swiftly and in unison, using the sounds of the swamp to mask their movements before swarming their prey from every direction.

“Look, all I’m saying is, unless you want to end up like the last guy, just get straight to the point. They aren’t keen on small talk.” – Maxwell, Caravan Guard

ENVIRONMENTAL CHALLENGES

Fighting Lizardfolk means entering their swampy domain. Depending on how difficult you want the encounter to be, you may engage the heroes on different levels of swampiness and Muck: difficult terrain for non-Lizardfolk.

- **Shallow Swamp.** Up to 25% of the battlefield is covered with wet Muck. Minor effort is needed to avoid it.
- **Deep Swamp.** Up to 50% of the battlefield; movement paths are substantially hindered.
- **Prime Hunting Grounds.** 75% of the battlefield; there are precious few areas to stand and move normally!

TPK ALTERNATIVE

Criminals, exiles, or prisoners are typically thrown into the pit to be fed to the Hydra or tossed into the Raptor pens if a Hydra is not available. If the heroes fight and lose, they are captured, perhaps the lizardfolk make it a ceremony and need to wait for a full moon, or maybe if they survive the night with cleverness, or beat the Hydra, they gain the Lizardfolk respect and are allowed to go free as “chosen of the swamp”.

LIZARDFOLK ENCOUNTERS

- **Bogfang Scouting Party.** (VS lvl 2–4 heroes). Composed of Reedstalker, Hunters, and a Raptor or 2, depending. Reedstalkers will keep in cover using their poisoned blowpipes, usually in water, to lure the heroes towards them. Once in the water, Hunters will spring forth to net them while Raptors come from behind. They will focus on anyone wearing cloth, believing them to be magic users.
- **Marshblood Warband.** (VS lvl 4–6 heroes) Same as previous, but now add in Scalebreakers and a Broodguard, which leads the warband. A Broodguard will always go for the toughest-looking hero.
- **Hatchguard Circle.** (VS lvl 6–9 heroes) A mix of

low-level lizardfolk led by a shaman, possibly more depending on the size of the threat. There will also be additional Broodguard that won't need to guard the shaman and join in the attack. The Chieftain might join if deemed necessary.

- **Voice of the Mire.** (VS levels 9–12 heroes) The Hydra is brought to bear, as well as the Greatscale and Shaman. Lizardfolk become much more dangerous in the presence of their All Mother, and it's taking her out quickly will be key in breaking their morale. But she will not be easily exposed, and there is still the monstrous Hydra to contend with.

LOOT

Antivenom (Potion, Action: drink to remove and become immune to Poisoned for 1 hr). Jewelry made of gold and colourful stones (valuable, priceless to the right buyer). Feather charm - various coloured feathers tied to a string. Raptor claws (advantage on checks to climb). Bone dagger. Swamp moss poultice (used to cover wounds and stop infection—recover 1 Wound or other condition). Edible mushrooms. Strange powder (sniffing it will induce hallucinations). Crude gold pendant of a snapping turtle's shell.

LIZARDFOLK COMPANIONS

SWAMP RAPTOR LVL 2

28


10

Pack Tactics. Advantage when an ally is adjacent to target.

Pounce. 1d8+10. On crit: Prone & Restrained (Escape DC 10, or any damage to the Raptor).

Domesticated by the Lizardfolk, Swamp Raptors hunt, guard, and carry messages through the bogs. The fiercest defend hatcheries, attacking any without the tribe's scent. When they die, their hides and bones are repurposed for tools and armor.

 Spread the Raptors and allies out, attacking different targets.

 Use their speed to attack isolated heroes in packs. They'll gain advantage from Pack Tactics, Prone, AND Restrained!


HYDRA LVL 13


160

Uh, guys... Starts with 2 heads. Gain 1 additional head at 120hp, 90hp, 60hp, and 30hp.

Bite. (Reach 3) 1d20 per head, you may split the damage dice among any creature in Reach. On damage, poisoned (healing ends).

Young hydras are captured and tamed through ritual using mist, drums, and pheromones. In peace, they are fed offerings—often trespassers. When one grows too large, the Lizardfolk deem it sacred, abandoning their village so the beast may rule the swamp.

 Spread the attacks out, or attack a Dying hero with all heads, it only counts as a single attack and is not likely to crit!

 Attack a single hero for devastating damage!

LIZARDFOLK ABILITIES

Muck Walkers. Double movement while in Muck instead of treating it as Difficult Terrain.


Cold-Blooded. Lizardfolk despise the cold, and if hit by any Ice-based attack, are Poisoned for 1 round. Saves against Ice spells are made with Disadvantage.


LIZARDFOLK REEDSTALKER LVL 1 26

Sneak. You are Invisible until you attack.

Blowpipe. (Range 8) 1d8, On damage: Poisoned for 1 round (healing ends).

Slight and agile, Reedstalkers patrol tribal borders and watch for intruders. They move unseen through trees and muck, striking from afar with blowpipes and poisoned darts.

 Attack already Poisoned heroes, act after Scalebreakers


 Attacks from Invisible can't be Defended or Interposed!


LIZARDFOLK HUNTER LVL 4 34

Gotcha! (1 use) When an enemy moves adjacent, Restrained them with a net (escape DC 12, or any fire/slashing damage).

- **Javelin.** (Range 8) 2d8+10 OR:
- **Club.** 2d8

Powerful ranged attackers who carry nets for capturing prey who get too close (and to set up their Scalebreakers underlings).

 "Forget" to use your net; attack from up close.

 Net is wet/reinforced (unaffected by fire/slashing damage). Use Muck to get at maximum Range before attacking.


LIZARDFOLK SHAMAN LVL 8 60


Broodward. When damaged, choose 1 other Lizardfolk to immediately move and attack.

Swampsong. Lizardfolk attack with d10s this round.

Mother to us all: Upon Death, Lizardfolk roll d20s for the rest of the encounter.

Female Lazir who hold deep spiritual authority as shamans—maternal figures and ancestral conduits. Will sacrifice themselves to goad their allies to fight more fervently.


 Warn that the shaman isn't being protected. "It's almost as if she wants to sacrifice herself."

 Charge forward, egg the heroes into attacking the shaman.

LIZARDFOLK SCALEBREAKER LVL 3 42

Bash. 2d8+2. +10 VS Hampered creatures.

The muscle of a Lizardfolk tribe. They charge forward without hesitation, driven by dedicated fervor for their Greatscale or Shaman.

 Act first and target non-Hampered heroes

 Act last and prioritize Hampered heroes.


Hampered. Anything that negatively impacts movement or actions (e.g., standing in Muck, Prone, Restrained, Poisoned, Dazed...).


LIZARDFOLK BROODGUARD LVL 6 H 54

Swift Defense. (1/round) Can Interpose within Reach 4.

Shell Bash. 2d8+10. On Crit: Dazed.

Broodguards are massive warriors chosen to protect the brood. They carry heavy snapping-turtle shells to defend their allies.

 Interpose against crits or other attacks good VS heavy armor. Hold position near other lizardfolk and forego attacking.

 Protect high-damage allies like Hunters. Interpose against attacks that are less effective against Heavy armor.


LIZARDFOLK GREATSCALE LVL 10 M 100


Mighty Scales. Attacks miss them on 1 and 2.

Tail Swipe. 2d8 to all enemies within Reach 2. On damage, Prone. Then:

Crush. 2d8+10. On crit: Dazed.

A tribe's chieftain—a scarred, veteran Broodguard. Leadership is earned through strength; challengers test him in brutal combat to prove the tribe's might.

 Tailswipe a small number of heroes. Crush a non-Prone target.

 Act last, combo with Scalebreaker and Raptor for big damage.