

Blood and Gold: From
the Ashes
Character Race:
Lizardfolk



By: Tristan
"TK Nyarlathotep"
Jusola-Sanders

CREDITS

Text Written By: Tristan “TK Nyarlathotep”
Jusola-Sanders

Cover Design By: Gaia Jusola-Sanders

Special Thanks: Jeremiah Allen, jim pinto,
Eric Lamb

*Blood and Gold: From The Ashes Character
Race: Lizardfolk* is the first supplement in the
“Blood and Gold: From the Ashes”
Campaign Setting for Dungeons and
Dragons 5th Edition.

*Blood and Gold: From The Ashes Character
Race: Lizardfolk* is a character race and
background information for Dungeons and
Dragons 5th Edition.

Copyright 2016 © Tomb of Nyarlathotep
Games and Tristan Jusola-Sanders
Some artwork © 2016 Vagelio Kaliva, used
with permission. All rights reserved.
Artwork © 2016 drbjr. All rights reserved.
Artwork © 2016 Lord Zsezse Works. All
rights reserved.

Visit us on the web at [HTTP://
WWW.PATREON.COM/TOMBOFNARLATHOTEP](http://www.patreon.com/TombOfNyarlathotep)

LIZARDFOLK

WHEN ENTROPY ROSE, WE FLED FOR THE STARS.

*We built the Fallen Ziggurat and prayed to escape.
The Devil Bishops astride their Rooks ended our hope.
The Devil Kings wanted for entertainment.
The Devil Queens tormented the Old Masters to death.
Not all died. There is no greater curse for them.
The Devil Kings commanded the Devils.
The Devils enslaved the Lizardfolk.
The Devils had won the war. Entropy ruled over all.
The Lizardfolk were forced to build Lazare's Gate.
The Lizardfolk vowed a bitter curse upon the Devils.*

[This section of the images inside the Fallen Ziggurat is scratched out and defiled. Much of their history in the Age of Darkness is lost.]

*All enemies put aside hatreds.
All enemies wanted vengeance on the Devils.
All enemies were doomed to fail.
All was lost.
The Lizardfolk broke their chains.
The Lizardfolk rose against the Devils.
The Lizardfolk joined the battle at Lazare's Gate.
The Devils were forced into Lazare's Gate.
Lazare's Gate was toppled and destroyed.
The Lizardfolk stood triumphant.*

—Delivered orally by Mazcaté, Scincan Priest,
HISTORY IN IMAGES IN THE FALLEN ZIGGURAT

Rumored to be the oldest living race in the Newborn World, the surviving Lizardfolk in the World seek to remake the glory of a time long dispersed. Most Lizardfolk are born in the caves and mountains below and rise to join their brethren when they come of age. Some Lizardfolk remain loyal to the Old Masters, others want to move forward to a new age, and still others simply drift looking for a place to belong.

HEIRS TO THE OLD MASTERS

On average, the Lizardfolk fit into one of three classifications (although others are not unheard of): Tall, powerful, and imposing figures known as Saurans, thin, graceful, and lanky beings known as Scincans, and immense, bestial, and almost-mindless creatures known broadly as Tyrans. Of the Saurans, spiked protrusions and thick scales, often in red and green, are common, with their intimidating appearance backed up by vicious claws and teeth. Among Scincans, their skin



is often smoother and rubbery, frequently in blue and yellow, and their bodies are thinner, built to move fast and fluid. If Saurans resemble an iguana or a horned lizard, then Scincans often look more like newts or chameleons - although, again, variation is not unheard of. Tyrans come in all shapes and sizes, and are more beasts and monsters than proper humanoids.

The blood of the Old Masters flows in different ways between the Scincans and the Saurans - with the Scincans developing their knack for grace and resistance to magic, and the Saurans inheriting their sheer strength and power.

PRIDE AFTER THE FALL

For all the mystery surrounding the Before Times and even the Age of Darkness, one thing remains certain: Among all the tragedies the Age of Darkness brought, it was the Lizardfolk who lost the most. According to legends, at the beginning of the Age of Darkness, the hated Devil Queens commanded their loyal servants to gather the most powerful of the Lizardfolk's brood, the Old Masters, and bring them to them. When every Old Master was gathered, the Devil Queens presented their

prize before their Devil Kings and, for the Kings' twisted amusement, began the massacre of these unknowably ancient beings. The lucky ones were killed outright - many were tortured for the amusement of the Devil Kings, and may yet still live behind Lazare's Gate.

After their ancient empire had been completely destroyed - their hopes crushed as their airborne temple, the Fallen Ziggurat, was torn from the sky on its way beyond the World - the Lizardfolk were enslaved by the Devils of Entropy and forced to build an object of ultimate evil: Lazare's Gate, a massive portal built on the site where Entropy's influence was strongest, and from which the Devils could come and go freely from the Outer Dark.

After untold time enslaved by the Demons, the Lizardfolk rose up against the Devils at the last second during the Battle of Lazare's Gate, and they aided the Races of Thought and Feeling in destroying Lazare's Gate when it was clear the Devils were being driven back.

Now the Lizardfolk count themselves among the Races of Thought and Feeling, walking as equals among every sentient being that opposes the forces of Entropy and wishes never again to see the Age of Darkness.

FREE FOR ETERNITY

The Lizardfolk have integrated themselves with the other Races of Thought and Feeling, having no more ancient empires nor Old Masters. In the Empire of the Golden Suns, they walk as citizens or work as professional soldiers — Lizardfolk nobility in the Empire is an exception, not the rule. In Clan Mawnnztur, Lizardfolk are often welcomed aboard without a second thought, especially Saurans, who are considered tougher and better in a fight. Among the Fallen Kingdoms, Lizardfolk are mercenaries or underclassmen - true to their elitist way, Lizardfolk are not considered the equal of an Elf or Dwarf among the authorities of the Kingdoms. Lizardfolk are also welcome in the Horse-Lords of Brecht if they are found to be pure of heart and just of cause - and although the Horse-Lords of Brecht are meant to hold a vow of anonymity, one can almost always tell a Lizardfolk Horse-Lord.

In their own communities, Lizardfolk are often tribal and solitary, not always trusting of outsiders - especially since, as written in the History In Images'

Apocrypha, some of the Old Masters were taken when allies of the Lizardfolk betrayed them. The most common goal to a Lizardfolk is independence - proving that, above all, they are free and can never again be enslaved: not by Devils, not by men, and perhaps not even by the Old Masters. Freedom is what they value most.

Although independence and freedom are important to Lizardfolk, so too is loyalty and respect. Your average Lizardfolk won't journey with people they don't respect, or with people who don't respect them. But if you prove your worth to a Lizardfolk, and you treat him as an equal, you've got an ally who will walk through Lazare's gate with you.

LIZARDFOLK NAMES

Lizardfolk names are thematic to their culture. They reflect their language and the difference between how a Sauran and a Scincan are spoken of and thought of. Scincan names are often multi-syllabic and mean something in the tongue of the Lizardfolk. Sauran often cap out at two syllables and mean nothing except what syllables the Sauran thought sounded frightening. There are also titles, either before or after their name, given by other Lizardfolk to reflect great victories, personal traits, or other notable details of a Lizardfolk.

Sauran Names: Barok, Ch'kax, Dorg, Gar Q'Rok, Gor-Gor, Gort, Grod, Marg-Tar, Set-Gunn, Shim, Mar-Go, Varb-Slag, Zerg-Tar

Scincan Names: Azani Mardo, Barcado Maz, Desrioné, Garvaco, Leza-Vazc'tan, Nabarrío, Oczan Vizla, Suzven Myzc'tan, Tanas'tiq Z'catan.

Titles: Armor-Hide, Demolisher, Empty-Head, Fierce, Fightmaster, Inspirer, Otherling, Painted-Scale, Pure-Soul, Sculpted-Horn, Twinaxe.

LIZARDFOLK TRAITS

As a Lizardfolk, you share the following traits with all of your brethren:

Ability Score Increase. Your Constitution score increases by 1.

Age. It is said that once, long ago, there was a time when the Lizardfolk could live indefinitely - but those times are now long gone. They now grow to the size of a 10-year-old child by age 5, and reach adulthood by 15.

They now live to be around 120, a record age even among other Old One races.

Alignment. Lizardfolk view themselves as truly free; free from the Old Masters, free from the Devils of Entropy, free from even immortality. As such, they tend towards the Chaotic and Neutral ends, although rarely both at once. Most Lizardfolk are neutral or good, but an evil Lizardfolk will do everything in its power to keep its evil hidden.

Size. Both Saurans and Scincans are sizably taller than most humans, well above 6 feet. Saurans are heavier than most humans, at 250 lbs. and more, where Scincans are a little under average human weight, at 150 lbs. or less.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and Lizan. Lizan is an ancient language spoken by the Lizardfolk since time immemorial. It is one of the few surviving pieces of their culture from the Before Times, and even then much of it has changed and lost meaning over time. It is a language that hisses and croaks, and is remarkably hard for others to speak.

Speak With Small Reptiles and Amphibians.

Lizan is a language so old that it can even be used to communicate with some of the World's humblest beasts - toads, frogs, lizards, snakes, and more reptiles and amphibians sized Small and smaller. Due to a slight disconnect between the language of the reptiles and amphibians and Lizan itself, it can largely only be used to communicate simple and to-the-point ideas, although a particularly well-executed Lizan sonnet can get one the rapt attention of a group of admiring geckos.

Subrace. Lizardfolk largely come in two types: Saurans and Scincans. At character creation, choose one of these two subraces.

SAURAN

As a Sauran, you live for your strength. Towering above most humans, you excel at physical might, intimidate lesser beings, and can achieve physical feats thought impossible by most other beings. You have teeth and claws that can rend flesh with little effort, and it takes a truly mighty blow to truly fell you. As a Sauran, you are an exemplar of physical might.

Ability Score Increase. Your Strength score increases by 2.

Menacing. You gain proficiency in the Intimidation skill.

Natural Weapon: Claws. You may use your claws to make a melee weapon attack dealing 1d6 slashing damage using dexterity or strength.

Natural Weapon: Bite. You may use your teeth to make a melee weapon attack dealing 1d6 piercing damage using dexterity or strength.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

SCINCAN

As a Scincan, you were made for speed and grace. Scincans are slippery creatures, excellent at sneaking, working with their thinner hands, and can even resist the awesome power of magic - a holdover from the powers of the Old Masters. Scincans are sly, clever, and agile. As a Sauran, you are a testament to the will and beauty of the Old Masters.

Ability Score Increase. Your Dexterity score increases by 2.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Scincan Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Speed. Your base walking speed is 35 feet.



OPEN GAME LICENSE

Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using"

means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered

Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicensee shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve