

VARIANT LIZARDFOLK

The Lizardfolk playable race came out in Volo's Guide to Monsters, following the release of the lizardfolk monster entry in the Monster Manual. The race on the whole is not bad: it looks cool, feels cool, and has a lot of the traits you'd expect to see of a lizardman-style race. The issue, though, is that the team that built it should have tested it a few more times with different classes to see if it mechanically worked and embraced the vision of lizardfolk lore in the game.

What follows is a homebrewed revamp to the lizardfolk race selection for Dungeons & Dragons. It is considered to be a "Variant Lizardfolk," much like the variant human in the Player's Handbook. All lore, racial names, age, and alignment are therefore assumed to be the same, with only some of the race traits changing for this variant. Because there is so much variety in lizards, we have also created three subraces for you to choose from, further embracing the style and lore of the race.

DRAGONBORN TRAITS

Ability Score Increase. Your Constitution score increases by 2. Your subclass determines the additional ability score increase that you receive.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet, you have a swim speed of 30 feet, and a climb speed of 25 feet.

Bite. Your fanged maw is a natural weapon, which is used to make unarmed strikes (which is a Strength-based attack with 5 feet of range that you are considered to be proficient with). You may perform an attack with your bite either as a bonus action for the turn or as part of an Attack action with a melee weapon (if the target is within range of the Bite attack). If you hit, you deal 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If you shapeshift into a creature that has sharp teeth, you may still use this Bite Attack (and the Hungry Jaws racial trait) while in an animal form.

Hungry Jaws. In battle, you can throw yourself into a vicious feeding frenzy. When you perform a Bite attack as a bonus action for the turn and you deal damage, you gain temporary hit points (minimum of 1) equal to the damage dealt. Once you use this trait, you may not use it again until you complete a short or long rest.

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, or 5 minutes at a time if taking strenuous actions (performing an action each round for the duration).

Natural Armor. You gain an additional +1 to your Armor Class to reflect your scaly exterior, or +2 to your Armor Class if you are not wearing armor.

Select one of the following subraces to reflect the distinctive nature of your lizardfolk character. We present three subraces here for your perusal: the smaller and more agile skinks, the wise and cunning crocs, and the strong and larger saurians of the lizardfolk clans.

LIZARDFOLK SKINK

Ability score increase. Your Dexterity and Charisma scores increase by 1, and your Strength score decreases by 1.

Water Dweller. You may breathe underwater and increase your swim speed to 40 feet. In addition, you gain proficiency in two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, and Survival.

LIZARDFOLK CROC

Ability score increase. Your Wisdom score increases by 1.

Cunning. You gain advantage on Insight and Nature checks you make. In addition, you gain proficiency in two of the following skills of your choice: Arcana, Perception, Persuasion, Religion, and Survival.

LIZARDFOLK SAURIAN

Ability score increase. Your Strength score increases by 1.

Savage Jaws. Your Bite damage is increased to 1d8 instead of 1d6. In addition, you gain proficiency in two of the following skills of your choice: Animal Handling, Intimidate, Perception, Persuasion, and Survival.