

BOOKKEES LIZARDFOLK SUB-RACES

AZTITA

They are known in legends as the precursors to all Lizardfolk tribes, but more so for their Couatl companions. These Lizardfolk have a connection to Heaven through a bond created millenia ago and are rewarded a Couatl companion for completing a great and heroic deed. Now they are nothing more than wanderers, vagabonds, and travelers that seek others of their tribe in order to keep their blood strong.

Ability Score Increase. Your Intelligence increases by 1.

Lizardfolk Adaptation. In addition to what the *Cunning Artisan* racial trait allows you to create, you can also create, 1d4 Arrows, 1d4 Sling Bullets, 1d4 Pitons, a Torch, a Waterskin, a Dagger, a Handaxe, a Spear, a Shortbow, or a Sling.

The Aztita Bond At 3rd level, you gain the Beast Master Ranger ability (from the PHB), to have a Animal Companion, though it must be a Couatl with the stats presented at the bottom of the document, and the Companion's Bond ability, with these changes.

You are bestowed the ability to conjure a Couatl from Heaven that serves as your faithful companion. Within a Short Rest, and 50gp worth of holy water and fine food, you can conjure your Couatl. You can only have one Couatl Companion. If your Couatl Companion is ever slain, the magical bond you share allows you to return it to life. With 8 hours of work and the expenditure of 50gp worth of holy water and fine food, you call your companion's spirit and use your magic to create a new body for it. You can return only your Couatl Companion to life in this manner even if you do not possess any part of its body, though if you do have a part of its body (even just a feather!), you can return it to life at half cost. Once you have summoned your Couatl Companion, you cannot summon a different Couatl Companion.

While bonded your Couatl gains a variety of benefits while it is linked to you.

- The Couatl will obey your commands as best it can, unless it believes you are making it do something Evil (Determined by your DM)
- It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on.
- If you are incapacitated or absent, your Couatl Companion acts on its own.

Your Couatl Companion has abilities and game statistics determined in part by your level. Your Couatl Companion shares your ideal, and its bond is always, "The Aztita Lizardfolk who travels with me is a beloved companion for whom I would gladly give my life."

- Your Couatl Companion uses your proficiency bonus rather than its own for attacks and skills which it is proficient in.
- Your Couatl Companion also adds its proficiency bonus to its AC and to its damage rolls.
- Your Couatl Companion gains proficiency in two skills of your choice.
- It also becomes proficient with all saving throws.

- For each level you gain after 3rd, your Couatl Companion gains an additional Hit Die and increases its HP accordingly.
- Whenever you gain the Ability Score Improvement class feature, your Couatl Companion's abilities also improve. Your Couatl Companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.
- You can teach your Couatl one spell from your spell list, that you are able to learn, over a period of 24 hours. It uses its Charisma (spell save DC 10 + Charisma modifier). It can innately cast the spell, requiring only verbal components. Your Couatl can learn a new spell this way once every level you gain beyond 3rd, to a maximum of 10 total spells, and will be able to cast it a number of times depending on the spells level.

Cantrips and Spell levels 1-3: 3/day each

Spell levels 4-5: 1/day each

The Couatl cannot learn, or cast a spell higher than 5th level.

FROZENFANG

These Lizardfolk have evolved to the cold parts of the world by way of insulated scales that look like little tufts of fur that poke out from each scale when they get too cold. Along with their enhanced ability to attune to nature magic (particularly water and ice magic), they are also able to harmonize with beasts and creatures more easily, often taming them as pets and mounts, or using them as livestock.

Ability Score Increase. Your Wisdom and Charisma increases by 1.

Lizardfolk Adaptation. You can choose an additional skill to gain proficiency in from the Hunter's Lore racial trait. You also gain proficiency in the Intimidation skill.

Frozenfang Evolution. You are accustomed to the cold, harsh climates allowing you to travel through Difficult Terrain in cold climates without issue. You also gain resistance to Cold Damage.

Frozenfang Magic. You know the *Ray of Frost* cantrip. When you reach 3rd level, you can cast the *Shield* spell once per day. When you reach 5th level, you can also cast the *Darkvision* spell once per day. Charisma is your spellcasting ability for these spells.

SWAMPSCALE

The most common type of Lizardfolk that people know of, living in the swamps, forests, and grasslands. These Lizardfolk's bodies have evolved, over generations of using ability enhancement drugs and magic, to become temporarily stronger and faster. The Swampscale are the strongest, fastest hunters out of all the Lizardfolk, and tend to let everyone know about it.

Ability Score Increase. Your Strength and Dexterity increases by 1.

Lizardfolk Adaptation. Your Natural Armor trait changes the AC to 13 + your Strength **or** Dexterity modifier. Also your Bite ability gains a permanent, additional 1d6 every 4th level.

Swampscale Evolution As a Bonus Action, you can enter a rage-like state, that gives you the following benefits:

- You reroll rolls of 1 on Strength and Dexterity checks and saving throws.
- You increase your walking and swimming speeds to 40 feet.
- You gain Temporary Hit Points equal to your Constitution modifier.
- If you use your Hungry Jaws racial ability while in this rage-like state and deal damage, you double the amount of Temporary Hit Points you gain.

If you are able to cast spells, you can't cast them or concentrate on them while in this rage-like state.

Your rage-like state lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage-like state on your turn as a bonus action.

You regain the ability to use this after you finish a short rest.

COUATL COMPANION

Small celestial (couatl), lawful good

Armor Class 13 (Natural Armor)

Hit Points 18 (4d6 + 4)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	11 (+0)	14 (+2)	12 (+1)

Saving Throws Con +3, Wis +4, Cha +3

Skills Insight +5

Damage Immunities psychic

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons, radiant

Senses darkvision 120 ft. passive Perception 12

Languages Celestial, Common, Telepathy 120ft.

Challenge 1 (200 XP)

Magic Weapons.. The Couatl's weapon attacks are magical.

Shielded Mind.. The Couatl is immune to scrying and any effect which would sense its emotions, read its thoughts or detect its location.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6+3) piercing damage and the target must succeed on a DC 11 Constitution Saving Throw or be poisoned for 1 hour.

Constrict. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one Small or smaller creature. *Hit:* 7 (2d6) bludgeoning damage and the target is grappled (Escape DC 12). Until this grapple ends, the target is restrained, and the Couatl can't constrict another target.