

## LIZARDFOLK VARIANTS

Swamp lizardfolk aren't the only lizardfolk that roam the world. In fact, there's actually two subraces of lizardfolk beyond swampborne. Clever and crafty traders, the desert-dwelling, nomadic **sunscales** are slightly smaller than their swampborne brethren. **Windcallers** are lizardfolk who live atop the highest peaks. They're shorter than both swamp lizardfolk and sunscales. Isolationists and xenophobes, windcallers prefer to be left alone.

## LIZARDFOLK TRAITS

Your lizardfolk character has the following racial traits in common with all subraces of lizardfolk.

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

**Age.** It's rare that a lizardfolk lives past the age of 60, although, windcallers might live into their mid-70s. All lizardfolk reach maturity around the age of 14.

**Alignment.** Regardless of terrain, lizardfolk tend towards neutrality. Some sunscales are known to be chaotic, leading fierce raids on other humanoids who enter their territories. On the other hand, windcallers live in organized mountaintop communities, and can tend towards law.

**Size.** Swampborne lizardfolk are slightly larger than humans, both in height and weight. However, sunscales are thin and lithe, appearing more serpentine than lizardlike, and windcallers are often believed to be dwarf-lizards. Burly, certainly, but not very tall.

**Speed.** Your base walking speed is 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.

**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.

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

**Subrace.** There are three types of lizardfolk: swampborne (as detailed in VGTm), sunscale, and windcaller. Choose one of these subraces.

### SUNSCALE

As a sunscale, you prefer life in the deserts traveling as a nomad. Often wrapped in thick linens, sometimes other humanoid races don't recognize what you are until they're already dealing with you.

Sunscales are often short-tempered and easily offended, and are known to attack those they feel insult them, even if the provocation was minor.

**Fleet of Foot.** Your base walking speed increases to 35 feet.

**Trader's Lore.** You gain proficiency with two of the following skills of your choice: Deception, Perception, Persuasion, and Survival.

**Appraising.** You are skilled at seeing the value in most objects. Whenever you make an Intelligence (History) check

to identify the value of a nonmagical object, gem, or other bits of treasure, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Poisonous Bite.** You have a set of retractable fangs that can deal a poisonous bite. When you hit a creature with your bite attack, you can force the creature to make a Constitution saving throw with a DC of 8 + your proficiency bonus + your Constitution modifier. On a failed saving throw, the target takes an additional 2d6 poison damage from your bite.

Once you use this trait, you can't use it again until you complete a long rest.

### WINDCALLER

The windcallers are a subrace of lizardfolk who worship the mountains and prevailing winds that surround their home. Windcallers are cautious, xenophobic, and paranoid; it's rare they allow outsiders in.

Some windcallers leave their close-knit communities to learn more about the world around them. Of course, their fellow windcallers see these explorers and adventurers as quite mad.

**Windseeking.** Your connection to the mountains gives you insight into the nature of elementals. Whenever you make an Intelligence (History or Nature) check to know the lore of an elemental creature, you are considered proficient in the respective skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Mountain Born.** You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates.

**Mountaineer's Lore.** You gain proficiency with two of the following skills of your choice: Animal Handling, Athletics, Medicine, and Religion.

**Sure-footed.** You have advantage on Strength and Dexterity saving throws made against effects that would knock you prone.





## VEILED

*"I've seen the beyond—the dark grip of death. Yet something called me back to this life—this tired existence. Now, I spend my days fighting the force that drove me back to this unnatural life so I may once again be the person I once was."*

Neither truly dead nor truly alive, the veiled straddle the material plane and Ethereal at once, coexisting in both worlds. Often, a near-death experience traps a veiled between both worlds. The experience greatly affects them. They continue to live their lives, but they share the same traits as an undead creature. Typically, once their true nature is revealed to former friends and family, the veiled is ostracized and forced out of its community.

### DRIVEN BY COMPULSION

The most damned feature of the veiled's undead nature is their constant lust for a goal, form of sustenance, or other dark compulsions. Weak-willed veiled succumb quickly to these compulsions, eventually losing all sense of self and turning into a haunter. A haunter is a mindless apparition that only chases what it desires, and does so interminably.

## UNAVOIDABLY DAMNED

So far, there is no known cure for a veiled's condition. Even *wish* spells and divine intervention fail to remove the partial undead nature from which they suffer. In time, veiled watch the world they knew wither away. Yet the compulsion never fades. In time, all veiled become haunters, cursed to seek their desires for all eternity.

## VEILED TRAITS

Your haunter character has the following racial traits.

**Ability Score Increase.** Your Dexterity score increases by 2, your Charisma score increases by 1, and your Strength score is reduced by 2.

**Age.** The veiled are ageless, often appearing as they did in life. However, as time progresses, they eventually start to succumb to their undead desires and revert to a barbaric, mindless form known as a haunter. For weak-willed veiled, this can take as little as a few months. For those with a stronger sense of self-awareness, they can last for many hundreds of years before turning into a haunter.

**Alignment.** Veiled have no preference one way or another to any particular alignment. However, their overwhelming compulsion and undead nature typically drive them towards chaos and evil.

**Size.** Usually, veiled come human stock. As such, they stand between 5 and 6 feet tall. As semi-incorporeal beings, they are very light, weighing one-third of what they did in life.

**Darkvision.** Thanks to your undead nature, 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.

**Sunlight Sensitivity.** You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

**Touch of Death.** You know the *chill touch* cantrip. Charisma is your spellcasting ability for this spell.

**Poison Immunity.** You are immune to poison damage and the poisoned condition.

**Hybrid Nature.** You have two creature types: humanoid and undead. You can be affected by a game effect if it works on either of your creature types.

**Ethereal Form.** As an action, you can step fully into the veil, entering the Ethereal Plane as you do. This trait acts like the *etherealness* spell, except its duration is 1 minute. You can stay longer than 1 minute, but the process is tiring. For each minute past the first that you remain in your ethereal form, you take one level of exhaustion. If you gain six levels of exhaustion from this trait, you die, and your body is permanently stuck in the ethereal plane. You become a haunter (you are effectively an NPC when this happens).

Once you use this feature and return to the material plane, you can't use it again until you complete a long rest.

**Compulsion.** As a half-undead creature, you are driven by a compulsion which you must sate at least once a week, or suffer the consequences. Choose one of the compulsions on the Veiled Compulsions table or roll randomly. Every 7 days, if you have not satisfied your compulsion, you must make a DC 10 Wisdom saving throw. On a failed saving throw, you become overwhelmed by your compulsion until you satisfy your compulsion. While you are overwhelmed, you cannot regain hit points except by magical means, and your hit point maximum decreases by 1d6 every 24 hours. If your hit point maximum drops to 0 as a result of this, you become a haunter (you are effectively an NPC when this happens). Each day that passes without sating your compulsion, you must make the saving throw again and the DC for your Wisdom saving throw increases by 1.

# HAUNTER

*Medium undead, chaotic evil*

**Armor Class** 13

**Hit Points** 36 (8d8)

**Speed** 0 ft., fly 50 ft. (hover)

| STR    | DEX     | CON     | INT    | WIS     | CHA     |
|--------|---------|---------|--------|---------|---------|
| 1 (-5) | 16 (+3) | 10 (+0) | 5 (-3) | 10 (+0) | 12 (+1) |

**Damage Resistances** acid, cold, fire, lightning, thunder;

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands all the languages it knew in life but can't speak

**Challenge** 1 (200 XP)

**Incorporeal Movement.** The haunter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Sunlight Sensitivity.** While in sunlight, the haunter has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

## Actions

**Chilling Touch.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 60 ft., one target. *Hit* 10 (2d6 + 3) necrotic damage.

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

## VEILED COMPLUSIONS

### d8 Compulsion Description

- |   |               |                                                                                                                                                                                                                                                                                      |
|---|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Consumption   | You desire to drink the blood or eat the flesh of the living. Once per week, you must consume at least 1 pint of blood or eat 1 pound of raw flesh to avoid making a compulsion check.                                                                                               |
| 2 | Power         | Above all, you seek power. To avoid making a compulsion check, you must work towards raising your position in the world by securing powerful artifacts, learning forbidden lore, creating salves, or some other means to further your struggle for power (GM's discretion).          |
| 3 | Protection    | There is a person, place, or object that you have dedicated your undead existence to protecting. So long as the target remains safe, you do not have to make a compulsion check.                                                                                                     |
| 4 | Redemption    | In life, you performed a misdeed that caused great suffering. Now you must atone for that. Once per week, you must perform a task that eases the suffering of those you hurt (GM's discretion). Failure to do so results in a compulsion check.                                      |
| 5 | Revenge       | Someone (or multiple someones) wronged you in life and now you must have your revenge. To avoid a compulsion check, at least once per week, you must work towards finding the person who harmed you and have your revenge (GM's discretion).                                         |
| 6 | Subservience  | Your will is not your own. You must obey the commands of another powerful creature. Any time that you fail to follow an express command, you must make a compulsion check.                                                                                                           |
| 7 | Unfilled Task | There was something in life you were supposed to accomplish, but death left you unable to do so. Once per week, you must work towards the completion of that task. Failure to do so results in a compulsion check.                                                                   |
| 8 | Vanity        | In life, you were beautiful. Death hasn't changed that. However, you are still driven to make sure others understand how beautiful you are. Any time another creature overshadows you or takes attention from you, you must make a compulsion check until you rectify the situation. |

