

If you enjoyed this preview, please feel free to support my work by picking up the full release on the DM's Guild, [The Big Book of Lizardfolk](#).



And a shout out to the talented Dean Spencer for his fantastic artwork.

Enjoy,

Christopher

ART CREDITS, IN ORDER OF APPEARANCE

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"POISON DUSK LIZARDFOLK" IS A DMs GUILD CREATOR RESOURCE, ORIGINALLY FEATURED IN "MONSTER MANUAL III (3E)"

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POISON DUSK PCs

Emotive and inquisitive, Poison Dusk can fit in easily with a wide variety of parties despite their primitive nature. They can definitely be as cold and calculating as the larger brethren, but just as easily fall into a spiral of pranks and physical comedy.

POISON DUSK NAMES

Poison Dusk take their names from the Draconic language, preferring terms revolving around nature and the hunt. They make no distinction between male and female in their naming conventions. Example names below are listed with their translation in parentheses.

Poison Dusk Names: Achuak (green), Baeshra (animal), Gix (claw), Grosvisv (wood), Hesjing (water), Iejir (blood), Kepesk (storm), Korth (danger), Kosj (small), Mirik (song), Oposs (rain), Othokent (smart), Ssej (silent), Vaess (arrow), Valeji (to bleed), Vivex (victory), Vutha (black)

POISON DUSK PERSONALITY

You can use the Poison Dusk Quirks table to determine a personality quirk for a lizardfolk character or to inspire a unique mannerism.

POISON DUSK QUIRKS

d8 Quirk

- 1 You think other races also use pranks to demonstrate that neither party is prey

When you are in doubt as to the proper course of action, you believe only licking a hallucinogenic frog can show you the true path. You keep one as a pet.

- 3 Despite your short stature, you have a driving need to see everything. Which means periodically climbing the tallest thing you can find so you can see farther.

- 4 Money has no meaning to you.

- 5 You have a fear of large domesticated beasts, such as cows and horses.

- 6 You refuse to sleep on the ground. It's not safe.

- 7 Because lying is so difficult for your people, you are unusually gullible. To a ridiculous extreme.

- 8 You are a predator, not a scavenger. If you did not witness the beast get killed, you are unable to accept that any meat is fresh enough for you to eat.

POISON DUSK TRAITS

Your poison dusk character has the following racial traits.

- Ability Score Increase.** Your Dexterity score increases by 2.

Age. Poison Dusk reach maturity around age 10 and rarely live longer than 40 years.

Alignment. Most Poison Dusk are neutral. They generally do not have philosophical cares or desires beyond their clutchmates and village. They view the world as divided into predators, prey, and the tribe.

Size. Poison dusk are 3 to 4 feet tall, and rarely weigh more than 50 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet, and you have a climbing and swimming speed of 25 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 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Hold Breath. You can hold your breath for up to 15 minutes at a time.

Iron Gut. You have resistance to poison damage, and can eat almost anything.

Jungle Lore. You gain proficiency with the poisoner's kit and one of the following skills of your choice: Athletics, Nature, Perception, Stealth, and Survival.

Natural Armor. You have tough, scaly skin. When you aren't wearing armor, your AC is 12 + 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.

Vicious 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. If the slain creature had a poisonous attack, you can also craft a dose of basic poison (Player's Handbook pg. 153.) To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools or a poisoner's kit.

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

Subrace. There are two main subraces of Poison Dusk: Basilisk and Chameleon. Choose one of these subraces.

BASILISK

As a basilisk, you are capable of sprinting over short distances at an incredible speed, such that you can even run across water.

Ability Score Increase. Your Constitution score increases by 1.

Burst of Speed. As a free action, you can increase your base speed by 25 ft. and your movement does not provoke attacks of opportunity until the end of your next turn. After you use this ability, you can't use it again until you complete a short rest.

Water Dash. You can run across the surface of water so long as you move at least 50 ft. in a round. You can run across calm waters as if they were regular terrain, and choppy waves or rapids count as difficult terrain. The effect ends at the end of any round you did not move at least 50 ft.

CHAMELEON

The most common subrace of Poison Dusk, as a chameleon your skin can change hue and color to reflect your mood or help hide yourself in the foilage and wilds.

Ability Score Increase. Your Wisdom score increases by 1.

Chameleon Skin. While not wearing armor, robes, or other similar coverings the poison dusk's skin color adapts to match the natural environment, granting advantage on all Dexterity (Stealth) checks.

Expressive Skin. All Wisdom (Insight) checks against a visible poison dusk are made with advantage, as when engaged in conversation, their skin colors will shift and change to reflect their mood and desires.

LIZARDFOLK, POISON DUSK

Lush jungles and rivers will often contain villages of these lizardfolk hidden away in their most remote and inaccessible regions. While they are small and frail in comparison to their larger cousins, they are capable guerrilla fighters, and can easily decimate larger forces with hit and run attacks in the thickets of the dense jungle.

Their name comes from their extensive use of poisons from the dangerous plants and animals of their home, with members of the tribe being taught from a young age how best to harvest and use the toxins to their greatest effect. Many a powerful warrior has been brought low by a tiny dart.



POISON DUSK JUVENILE

The younger members of the tribe practice hit and run attacks, launching barrages of poisoned darts, and using bolas to immobilize or slow attackers and prevent prey from escaping. They avoid getting into melee range with larger foes at all costs.

BOLA

Martial Ranged Weapon

Name	Cost	Damage	Weight	Properties
Bola	5 gp	1d2	2 lbs	Range 20/60, Thrown, Special

Any creature of Large size or smaller struck by a bola may become entangled. A bola has no additional effect on creatures that are formless, or creatures that are Huge or larger. A creature hit may make either a Strength or Dexterity saving throw (creature's choice) against a DC equal to 8 + the thrower's Dexterity and Proficiency bonuses. On a failure, it is knocked prone and until it frees itself from the bola, all movement costs are doubled. A creature may use an action to make a DC 10 Strength check to break the bola, or may inflict 5 slashing damage (AC 10) to a bola to cut itself free.

When you use an action, bonus action, or reaction to attack with a bola, you can make only one attack regardless of the number of attacks you can normally make.

POISON DUSK JUVENILE

Small humanoid (lizardfolk), neutral

Armor Class 14 (natural armor)

Hit Points 9 (2d6+2)

Speed 25 ft., climb 25., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	14(+2)	13(+1)	9(-1)	11(+0)	9(-1)

Skills Perception +2, Stealth +6, Survival +5

Damage Resistances poison

Senses passive Perception 12

Languages Draconic

Challenge 1/4 (50 XP)

Hold Breath. The poison dusk can hold its breath for 15 minutes.

Chameleon Skin. While not wearing armor, robes, or other similar coverings the poison dusk's skin color adapts to match the natural environment, granting advantage on all Dexterity (Stealth) checks.

Expressive Skin. All Wisdom (Insight) checks against a visible poison dusk are made with advantage, as when engaged in conversation, their skin colors will shift and change to reflect their mood and desires.

Actions

Multiattack. The poison dusk can make two melee attacks, each with a different weapon.

Bite. *Melee Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) piercing damage.

Dart. *Melee or Ranged Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4+2) piercing damage and the creature must make a DC 10 Constitution save, taking 2 (1d4) poison damage on a failure.

Bola (2). *Ranged Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 3 (1d2+2) bludgeoning damage and the target (if Large size or smaller) must make a DC 12 Strength or Dexterity saving throw (target's choice) or get knocked prone, and doubling the cost of its movement until freed. A creature may use an action to make a DC 10 Strength check to break the bola, or may inflict 5 slashing damage (AC 10) to cut itself free.

POISON DUSK RANGER

Small humanoid (lizardfolk), neutral

Armor Class 15 (natural armor)

Hit Points 19 (3d10+3)

Speed 25 ft., climb 25 ft., swim 25 ft. (35 ft. with longstrider)

STR	DEX	CON	INT	WIS	CHA
9(-1)	17(+3)	13(+1)	9(-1)	13(+1)	8(-1)

Skills Perception +3, Stealth +7, Survival +5

Damage Resistances poison

Senses passive Perception 13

Languages Draconic

Challenge 1/2 (100 XP), with traps CR 1

Chameleon Skin. While not wearing armor, robes, or other similar coverings the poison dusk's skin color adapts to match the natural environment, granting advantage on all Dexterity (Stealth) checks.

Expressive Skin. All Wisdom (Insight) checks against a visible poison dusk are made with advantage, as when engaged in conversation, their skin colors will shift and change to reflect their mood and desires.

Hold Breath. The poison dusk can hold its breath for 15 minutes.

Prepared Ambush. After rolling initiative, if this is a planned ambush or near the lizardfolk lair, secretly place up to three traps onto the battlemat. This feature raises the ranger's CR to a 1 if used.

Spellcasting. The ranger is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It has the following ranger spells prepared:

1st level (3 slots): *fog cloud*, *hunter's mark*, *longstrider*

Actions

Multiattack. The poison dusk can make two melee attacks, each with a different weapon.

Bite. *Melee Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) piercing damage.

Short Sword. *Melee Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage and the creature must make a DC 10 Constitution save, taking 2 (1d4) poison damage on a failure.

Short Bow. *Ranged Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage and the creature must make a DC 10 Constitution save, taking 2 (1d4) poison damage on a failure.

POISON DUSK RANGERS

Skilled hunters and trapsmiths, these lizardfolk are often responsible for securing the safety of the village, and bringing in fresh meat for the tribe.

Traps set have a base DC of 13 to notice, but keep in mind that unless a party is traveling at half speed and actively searching, they will have disadvantage to notice them. Favored traps include but are not limited to the following options:

- **Bamboo Whip.** A set of spikes attached to a bent branch whips out. +4 Melee Attack. 2d8 piercing damage.
- **Log Fall.** A heavy log swings down in an arc. DC 13 Dex to avoid. 2d6 bludgeoning damage in a 20 ft. line.
- **Pitfall.** A 10 ft. deep pit lined with stakes. DC 13 Dex save to avoid. 2d10 piercing damage.
- **Punji Sticks.** 4 5x5 squares have punji stick traps, which behave mechanically like caltrops. 1 piercing damage and speed is reduced by 10 until healing is received.
- **Quicksand.** A 10x10 spread of quicksand. DC 13 Dex save or the target is restrained and begins to sink. DC 13 Athletics check as an action to escape. If after the third round, you have not escaped you become unable to breathe and risk suffocating.
- **Razor Vine.** A patch of carefully camouflaged razorvine. (See entry for razor vine)

HIGHER CR CHALLENGES

For a CR 2 encounter, increase the trap DCs and attack rolls by 2, and add a poison component for 10 poison damage (3d6, DC 15 Con save for half) to the damaging traps and the ambusher's attacks.



POISON DUSK ROGUE

Small humanoid (lizardfolk), neutral

Armor Class 15 (natural armor)

Hit Points 16 (3d8+3)

Speed 25 ft., climb 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	17(+3)	13(+1)	10(+0)	12(+1)	7(-2)

Skills Acrobatics +5, Athletics +3, Perception +3, Stealth +7, Survival +5

Damage Resistances poison

Senses passive Perception 13

Languages Draconic

Challenge 1 (200 XP)

Chameleon Skin. While not wearing armor, robes, or other similar coverings the poison dusk's skin color adapts to match the natural environment, granting advantage on all Dexterity (Stealth) checks.

Expressive Skin. All Wisdom (Insight) checks against a visible poison dusk are made with advantage, as when engaged in conversation, their skin colors will shift and change to reflect their mood and desires.

Hold Breath. The poison dusk can hold its breath for 15 minutes.

Guerrilla Warfare. The rogue can take the Dash or Hide action as a bonus action on each of its turns.

Sneak Attack. Once per turn, the rogue can deal an extra 7 (2d6) damage to a foe it hits that it has advantage against it or if the target is within 5 feet of an ally of the rogue that is not incapacitated.

Actions

Multiattack. The poison dusk can make two melee attacks, each with a different weapon.

Bite. *Melee Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) piercing damage.

Short Sword. *Melee Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage and the creature must make a DC 10 Constitution save, taking 2 (1d4) poison damage on a failure.

Short Bow. *Ranged Attack:** +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage and the creature must make a DC 10 Constitution save, taking 2 (1d4) poison damage on a failure.



POISON DUSK ROGUE

Fast, agile, and stealthy, these skirmishers are a nightmarish opponent for any slow melee combatants. They serve as the forward scouts and trophy hunters of the tribe.

In combat, they generally fight retreating battles so that they can fire at a safe range in between making stealth checks to remain hidden. When in doubt, they go for high ground and retreat high into the canopy of the jungle.