

# Six Lizardfolk Spells

By Derek Holland, with illustration by William T. Thrasher

Lizardfolk are a primitive swamp-dwelling people that are considered to be more in touch with nature than most of the other humanoid races. Their shamans have, accordingly, developed a number of useful spells to help them survive and thrive in an environment that most consider hostile. These spells are formatted so as to be compatible with any games using the sorts of basic fantasy role-playing game rules developed starting in the 1970s. They can be used as-is with games like Goblinoid Games' *Labyrinth Lord* and *Mutant Future* and can be easily modified and expanded for use with successor systems like OGL or other games altogether.

## Eyes of the Feathered Ones

**Level:** 3    **Duration:** 1 turn    **Range:** 480'

The shaman can simultaneously see through all of the eyes of the birds that are within range. While using this spell, he or she can do nothing more than speak. A 5th level variant of this spell, *Talons of the Feathered Ones*, allows the shaman to use normal birds of prey in combat, up to one per caster level. A 7th level version, *Talons of the Great Feathered Ones*, allows the caster to control giant birds of prey, up to one per caster level.

## Frenzy

**Level:** 7    **Duration:** 1 turn per caster level    **Range:** touch

The shaman can invigorate the tribe's warriors, making them much more effective in battle or on the hunt, and can affect up to one per caster level. Their morale increases to 12, they gain +3 to damage, and their swim rate increases to 180' (60'). After the spell wears off, the warriors return to normal with no side effects.

## Heat Eggs

**Level:** 1    **Duration:** 1 day    **Range:** 5'

With this spell, the shaman reduces the incubation time for the tribe's eggs by half and reduces hatching mortality. The spell must be cast every day on the eggs, otherwise it has no effect. A tribe where the shaman uses this spell has its numbers increased by 25%. A 4th-level version, *Incubation*, increases the hit dice of the lizardfolk treated by this spell by one. A 6th-level version, *Perfect Incubation*, increases the hit dice of the lizardfolk by two.



## Plant to Flesh

**Level:** 2    **Duration:** permanent    **Range:** 10'

Lizardfolk are carnivores and this spell ensures they will never go hungry, as it alters abundant plants and algae into food. Each casting provides five meals per caster level. *Water to Flesh*, a 3rd-level variant, allows the shaman to turn any fresh or brackish water into a similar amount of food (i.e., five meals per caster level).

## Sinkhole

**Level:** 7    **Duration:** permanent    **Range:** 360'

This spell is used to start new colonies on unsuitable land. It only works where there is ground water and causes a square mile of land to sink and flood.

Usually, the shaman who casts this then plants swamp vegetation and uses *Plant Growth* to convert the land as quickly as possible.

## Summon Brontosaurus

**Level:** 6    **Duration:** 6 turns    **Range:** 480'

After the spell has been cast, a brontosaurus emerges from the swamp's waters and serves the shaman in any capacity. Other than in defense or warfare, the animal is used to landscape, pulling or pushing stone or soil. The lizardfolk will defend the dinosaur if it appears to be in danger. If it dies, the shaman will lose his or her capacity to cast spells for a week.

# Six Spells: Lizardfolk

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