

# BLACK LIZARDMEN

## A WAY OF LIFE BY IRVING GALVEZ

### APPEARANCE AND DRESS:

Black Lizardmen are of 6'5" to 7'5" tall. They have more walking capacity than other lizardmen. Their skin color goes from dark gray to black so it is very easy for them to camouflage in the area. They also can swim in the tar but obviously can't breathe in it. They have forgotten their water breathing ability. Like their cousins, Black lizardmen have scaled skin, lizard like heads and a long tail, their feet and hands are clawed and have webs between their fingers. They usually wear cloaks and robes but it is also know the can wear skinned or scaled clothes.

### CUSTOMS:

The lizardmen naturally don't trust anyone that isn't of its own kind. The black lizardmen are also suspicious but have accepted other races to live with them. The Black lizardmen don't change their way of thinking. They only adapt the other races good ideas and change them into their system, into the black lizardmen culture. They have high respect for the family, and so they honor the old and protects the young ones. They have created a new educational system and obviously teach their young lizardmen separately from other races kids.

In everyday life Black lizardmen act as normal humans do, they trade, work, and have fun. But always the work and the study goes first. That's why the Black Lizardmen may advance higher levels than their cousins (fighter and thief/unlimited, magic user/14 lvl, cleric/20 lvl). This makes them have a real match with any other race. When you are creating a black lizardmen adjust a +1 to intelligence and wisdom and a -2 in constitution, that is because they like more to think an action rather than build a good body. Also the Black lizardmen learn an extra language for its high intelligence.

## CALENDAR AND HOLIDAYS

Once month, exactly the 16 of each, it's worship day so all activities are stopped half day and in the night there is a big party in the streets. Here is the calendar and some important days.

	Month (28 days)	Holidays
1	Tunkamunt	1(New Birth Year), 16 (Worship day), 28 (Farming day)
2	Darkand	16(Worship day), 27 (Dinosaurs day)
3	Weshedfy	5 (Spektrok foundation), 16 (Worship day), 21 (New Eve Day)
4	Kartunka	16(Worship day), 20 (Battle of the Reptiles)
5	Quentikar	16(Worship day), 17 (Annual Tournament Day)
6	Zsarkanton	13(Slardok XI Birthday), 16 Worship day)
7	Lazzkor	16(Worship day)
8	Yazzkantar	1 (Caravans Race day), 16(Worship day)
9	Kunegunde	16(Worship day), 25
10	Torqueshka	16(Worship Anniversary Day), 21 (Death Night Crisom Day)
11	Zlorkand	16(Worship Day)
12	Diztenka	28(Old Birth Year)

New Birth Year: is a celebration that all Black Swampers make to honor the born new year. They make great campfires and the old ones tell historical stories of heroes and how Black Swamp was born. At midnight they all start singing honoring Algotuku Kasquas.

Farming Day: Algotuku Kasquas has blessed all farmlands and at this day magically all crops are raise up during the night hours. Next day the Black Swampers build huge fruit and vegetables altars to honor him.

Dinosaur Day: Dinosaurs are the best working companion the Black Swampers have. This day all dinosaurs are free. Generally the black swampers feed very well them. It is natural to see some dinosaus in the streets. At noon there is a march with decorated dinosaurs, the one that Slardok XI chooses gets 1000 slaraks.

Spektrok Foundation: This days connemorate the first black lizardmen that came to Reptil Lands.

New Eve Day: Spring festival.

Battle of the Reptiles: In this day many years ago the first black lizardmen settlement start domesticating reptiles and so they eliminate thier only competence.

Annual Tounament Day: Here black swampers from all over the country come to the capital to show thier skills. Great prices are give to the winners and even a chance to be in the Follower of the Spear Order.

Caravan Race Day: This day all merchant caravans join in a big race all over the principal road. The winner becomes the oficial caravan of Slardok XI for one year.

Death Night Crisom Day: Somehow halloween day.

Old Birth Year: The end of the year an preparation for the new one.

MONEY:

Here in the Black Swamp there is use several types of economical exchange.

\* Goods Exchange: Sometimes the merchants exchange some goods for others.

\* Money:           Royal Slarak = Platinum  
                      Slarak = Gold  
                      Medium Slar = Electrum  
                      Tiny Slar = Silver

\* Signature Money: This is a very special type of money. Is something like credit of now days. But this can only be used by wealthy people that earn more than 10000 Slarak a year. When a black lizardmen or any other creature have earned more than 10000 slarak they can go to the Palace and open a Signature Money count, there the Counters (Lizardmen that administrate the count) give a special ring seal that the owner can validate as a pay. Then the one who stayed with the signed paper goes to the Palace en gets his money.

### LAWS

Minor Crimes:	Prison	Fine(in Slaraks)
Assault (Unarmed)	1-3 Months	5-50
Flight from Guards	1-7 Days	1-20
Petty Theft	6 Month-1 Years	10-60
Lying on Guards	1-2 Days	1-10
Disturbing Public Peace	1 Day	1-5

  

Major Crimes:	
Greater Thief	Death
Murder	Death
Tax Evasion	Death
Treason	Death
Sexual Assault	Death

### RACES

This are the races that can be encounter in Black Swamp. All races are accepted except gatormen.

- 1.- Black Lizardmen
- 2.- Lizardmen
- 3.- Humans
- 4.- Elves
- 5.- Dwarves
- 6.- Gnomes
- 7.- Orcs
- 8.- Bugbears
- 9.- Gnolls
- 10.- Goblins
- 11.- Kobolts

### SOCIAL CLASSES

There are several social classes in Black Swamp. Obviously there is some racial preference and money makes the difference.

- 1.- King
- 2.- Nobles
- 3.- Rich Families
- 4.- Black Lizardmen
- 5.- Other Races
- 6.- Slaves

### CLOTHES

The black lizardmen like to wear any dark color cloth. Generally it means that they are sophisticated and aristocrats with high preparation in educational and cultural knowledge. Usually the bright colors indicate low level classes because the dark clothes are more expensive and not all Black Swamp races can afford it. The high society wears boots, shoes or anything like that. While low society wears sandals or don't use any kind of shoes.

### MILITARY UNIFORMS

All military uniforms are of dark colors but each color means the type of military order:

Military Orders:	Armor	Color
Followers of the Spear	Chain Mail Armor +2	Black
Heavy Cavalry	Dinosaur Scale Mail Armor	Dark Blue
Air Assault	Dinosaur Scale Mail Armor	Dark Purple
100 Feet	Dinosaur Scale Mail Armor	Dark Green

### NEW ARMOR AND WEAPON

Dinosaur Scale Mail Armor: This is an armor made of dinosaurs scales. This gives the armor better AC and it is lighter than the normal Scale Mail. It is water proof.

Weight	250cn
Cost	100 Slaraks
Ac Mod.	6 bonus

Mirror Shield: This is a special shield that in its back part has a silver cover that can be used to reflect sun light.

Weight	120cn
Cost	60 Slaraks
Ac Mod.	2 bonus

Flame Thrower Crossbow: This device is very heavy and only can be used by characters that have a 18 or more strength. This weapon looks like a crossbow combined with an arquebus. It launches a baseball size bullet that is specially fabricated to carry some portions of tar on it. In the end of the crossbow is a little tinder that when the bullet passes there it starts fire on it. When using the crossbow there is a 10% chance that the bullet doesn't light on.

Weight	100cn
Cost	100 Slaraks
Damadge	1d12+special
Special dmg	When the bullet hit the target it set fire on it causing 4 additional hp of dmg during the next 4 rounds.

Penalties

-3 to hit rolls

## BLACK LIZARDMEN

### AS A PC

As I have said in A WAY OF LIFE, black lizardmen advance in thief and fighter class is unlimited and the cleric and magic user are limited. Here I will give the tables of experience points needed for each level.

LEVEL	EXPERIENCE			
	FIGHTER	CLERIC	THIEF	MAGICUSER
1	1500	2200	1200	2200
2	3000	4400	2400	4400
3	6000	8800	4800	8800
4	12000	18000	10000	18000
5	25000	32000	20000	36000
6	50000	64000	40000	70000
7	100000	120000	80000	140000
8	200000	240000	160000	280000
9	300000	360000	240000	420000
10	400000	480000	320000	560000
NEXT LVLS each	100000	120000	80000	140000

NOTE: M-User limit is 14 and Cleric is 20. If any PC wants to continue advancing level they need to sacrifice one of any ability score or 1-4 hit points to Algotuku Kasquas the night of any of the worships days (this apply to MU and Clerics). The clerics and Musers can not use any fire base spells, they are prohibited.

### HP ADVANCEMENT

LEVEL	FIGHTER	CLERIC	THIEF	MAGICUSER
1	1d8	1d6		1d4
2	2d8	2d6		2d4
3	3d8	3d6		3d6
4	4d8	4d6		4d4
5	----	----		----
6	5d8	5d6		5d4
7	6d8	6d6		6d4
8	7d8	7d6		7d4
9	8d8	8d6		8d4
10	----	----		----
11	9d8	9d6		9d4
12	10d8	10d6		10d4
NEXT LVL S	3	2		1

### WEAPONS PREFERENCES:

Fighter-

Hand Axe

Battle Axe

Bastard Sword  
Flame Thrower Crossbow(describe in a way of life)  
Spear  
Light Crossbow

Cleric-

Hand Axe  
Spear  
War Hammer

M-User-

Dagger  
Net  
Spear  
Whip

Thief-

Dagger  
Short Sword  
Spear

Remember even when unarmed, Black Lizardmen still have their claws. When striking barehanded, with their claws, they get two 1d4 attacks.

#### SPECIAL ABILITIES:

Their land movement rate is 120'(40').

Swimming Rate 120'(40')

Lizardmen have a natural tough hide; they have a basic AC of 5.

Claw attack.

Infravision 30'.

#### SAVING THROW TABLE.

Lizardmen save as cleric of the same level.

Lvl	1-4	5-8	9-12
DRorP	11	9	7
MW	12	10	8
PorTS	14	12	10
DB	16	14	12
R/S/S	15	13	11

#### ALIGNMENT:

Lizardmen may be of any alignment, but most are neutral.