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**COLD AND CALCULATING**

Most humanoid describe cold-blooded people as lacking in emotion and empathy. The same label serves as an apt depiction of lizardfolk.

Lacking any internal emotional reactions, lizardfolk behave in a distant manner. They don't mourn fallen comrades or rage against their enemies. They simply observe and react as a situation warrants.

Lizardfolk lack meaningful emotional ties to the past. They assess situations based on their current and future utility and importance. Nowhere does this come through as strongly as when lizardfolk deal with the dead. To a lizardfolk, a comrade who dies becomes a potential source of food. That companion might have once been a warrior or hunter, but now the body is just freshly killed meat.

A lizardfolk who lives among other humanoids can, over time, learn to respect other creatures' emotions. The lizardfolk doesn't share those feelings, but instead assesses them in the same clinical manner. Yes, the fallen dwarf might be most useful as a meal, but hacking the body into scraps provokes aggression in the other humanoids and makes them less helpful in battle.

**UTILITY AND SURVIVAL**

The lizardfolk mindset might seem unnecessarily cruel, but it helps them survive in a hostile environment. The swamps they inhabit are filled with a staggering variety of threats. Lizardfolk focus on survival above all, without sentiment.

Lizardfolk assess everyone and everything in terms of utility. Art and beauty have little meaning for them. A sharp sword serves a useful and good purpose, while a dull sword is a dead weight without a whetstone.

Lizardfolk see little need to plan more than a season or so into the future. This approach allows them to maintain their current level of influence in the world, but it limits their growth. Lizardfolk have no interest in developing writing, making long-term plans, or cultivating other methods to progress beyond their simple existence as hunters and gatherers.

**HAPLESS SOFT ONES**

At their core, lizardfolk view other humanoids with an indifference verging on pity. Born into the world lacking stout scales and sharp teeth, it's a wonder they have managed to survive for so long. The typical human would barely make it through a day in the swamps.

Still, if other creatures prove useful to lizardfolk, those creatures can trigger a protective response made all the stronger by their apparent weakness. The lizardfolk assesses such beings as hatchlings, young ones incapable of protecting themselves but who might prove useful in the future if they receive care.

**LIZARDFOLK PERSONALITY**

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

**LIZARDFOLK QUIRKS**

d8	Quirk
1	You hate waste and see no reason not to scavenge fallen enemies. Fingers are tasty and portable!
2	You sleep best while mostly submerged in water.
3	Money is meaningless to you.
4	You think there are only two species of humanoid: lizardfolk and meat.
5	You have learned to laugh. You use this talent in response to all emotional situations, to better fit in with your comrades.
6	You still don't understand how metaphors work. That doesn't stop you from using them at every opportunity.
7	You appreciate the soft humanoids who realize they need chain mail and swords to match the gifts you were born with.
8	You enjoy eating your food while it's still wriggling.





**GOLIATH**

Goliaths are a humanoid race of stone-skinned, horned creatures. They are known for their strength and resilience. Goliaths are often found in mountainous regions and are known for their craftsmanship and martial prowess.

**Appearance**

Goliaths have a rugged, stone-like appearance. They have a greenish-grey skin that is covered in a network of cracks and fissures. They have a large, muscular build and a long, pointed horn on their forehead. Their eyes are a deep, glowing red.

**Personality**

Goliaths are a proud and independent people. They value their strength and resilience and are known for their martial prowess. They are often found in mountainous regions and are known for their craftsmanship and martial prowess.

**Skills**

Goliaths are skilled in combat and are known for their strength and resilience. They are often found in mountainous regions and are known for their craftsmanship and martial prowess.

**Equipment**

Goliaths are known for their craftsmanship and martial prowess. They are often found in mountainous regions and are known for their craftsmanship and martial prowess.





Volo's guide to monsters lizardfolk.

Jews hungry. In battle, you can throw yourself into a vicious feeding frenzy. The players eventually tire of humans and demiumans and will want to choose a more exotic choice for their next character. You can change the color of the skin and you can merge into your environment. The benefits of a shield apply normally while using your natural armor. Many remote tribes of Lizardfolk are much smaller than their common relatives. With a failed rescue, the target gets the poisoned condition for 1 minute. It replaces the natural armor, the swimming speed and keep the skill of poisoned breath. Bite.â€ Your Pygon Fauci is a natural weapon, which you can use to make unarmed strikes. D8 Quirk 1 hate waste and you don't see any reason not to dig fallen enemies. The fingers and fingers recovered decrease after 24 hours. Many of these races have appeared in other D&D books, but the versions of Monsters of the Multiverse have been updated according to the players' feedback, with some of them that become very strong than before. Keep your breath. You can hold your breath for a maximum of 15 minutes at a time. Lizardfolk are sometimes born with poisonous zanne or poisonous saliva delivered through their bite attack. Their sad swamp houses could lie hundreds of miles from the most close human settlement, but the gap between their way of thinking and that of smooth skin is much bigger. For example, both the blood gout and the poisonous bite replace your bite skill, so you can't choose those two together. Get a 40 -foot fly speed but you can't hover. It replaces the breath and swimming for the speed of speed. If the attack affects, it inflicts its normal damage and we obtain temporary injury points (minimum 1) equal to the modifier of the Constitution and it is not possible to use this again until a short or long rest is finished. It replaces the tradition of Hunter and the regeneration of natural armor skills. Next: â€ Baldur's gate's canon ending (according to D&D) Mordenkainen Present: â€ Monsters of the the It will be released as part of the gift set of the D&D rules on January 25 and receives an autonomous version on May 17th. The Multiverse monsters will initially be published as part of the D&D rules of the expansion set in January, before receiving a standalone release in May. You can make a bite as an unarmed blow that inflicts perforated damage. Creatures Wearing Full-Face Helmets, Eye Protection, etc. All Of The Playable Races In Mordenkainen's Presents: Monsters of the Multiverse These are all of the playable races that will appear inAA Monsters of the MultiverseAA - AarakocraAasimarBugbearCentaurChangelingDeep GnomeDuergerEladrinFairyFirbolgGenasi, AirGenasi, Earth,Genasi, Firegenasi, watergrithyankigithzeraiagoblingogoliathharengonhobblinkenkuobolizardkmiotaurorcsatyrsea elfshadar-kaishiftertabaxTortlelertonyuan wizards of The Coast revealed during a recent Bons event. It replaces the skill of natural armor with purple blood. You can use your natural armor to determine the AC if the armor you wear would leave you with a lower approx. You can dig through soft sand, dirty and mud to a 10 -foot speed per round. I just want to survive and prefer to leave other creatures to their devices. The player's manual has a selection of playable games that come from the standard fantasy stock, including elves and dwarfs, together with some unusual choices, such as Dragonborn and Tieflings. The fingers are tasty and portable! 2 sleep better while for the most immersed in the water. Get advantage of rescue. As a action, you can hit any creature within 15 feet with this skill and force the target to make a saving shot against a DC equal to 8 + your competence modifier + the modifier of dexterity. 6 You still don't understand how metaphors work. It continues to expand and Wizards of the Coast wants as many games that can be playable in the official settings of the campaign. Natural armor. You have a hard and scaly skin. Use this talent in response to all emotional situations, to better adapt to your companions. It replaces the swimming speed skill. It replaces the skill and Pygmy size bonus. 5 You learned to laugh. Age.â€ Lizardfolk reaches the mature of the age of 14 and rarely live more than 60 years. During the climbing you do not suffer from movement sanctions, you are considered skilled in the athletics of athletics and add twice your bonus of competence to the checks carried out to climb, instead of the normal bonus of competence. Get a level of tiredness when you start regenerating a limb. The goal can repeat the rescue at the end of his turn, ending the effect on a success. Or chromatophype. D&D Beyond Desktop View Mordenkainen Present: Monsters of the Multiverse is a book by Dungeons & Dragons outgoing that contains over 30 playable games for players' characters. As a bonus action, you can make a special attack with your bite. Languages. You can speak, read and write municipalities and draconic. Your dexterity increases by +2 and your wisdom increases by +1. In a successful rescue or when the poisoned condition ends, the target becomes immune to your poison for 24 hours. Cie does not prevent you from using them at each option. To use this stretch, you need a blade, such as a dagger, or appropriate craft tools, such as Leatherworker tools. Lizardfolk has an alien and impersenable mentality, their desires and thoughts guided by a different series of basic principles compared to those of warm-blooded creatures. Or climber. Alignment. Most lizards are neutral. Some lizards transport products Discarding through their blood, emerging toxins that accumulate in their systems and granting resistance to infections. If you hit with it, affect penetrating damage equal to 1D6 + your strength strength Instead of the damage from normal bludgeoning for a disarmed blow. If you don't wear a armor and do not bring objects, you can try to hide even if you don't have coverage or you are not obscured. 90 days Flip: Annyy & Robert's 7-month Adriel Child who triggers topics related to Dungeons and Dragons on the author Scott Baird (2553 published articles) more by Scott Baird Edit Page Content Summary-Vai to the complete description. Every time you spend at least a blow to die to regain injured points during a short rest, you regain an additional number of wounded points equal to the double of the constitution modifier. It should also be confirmed that all the contents in the Multiverse monsters will be compatible with the next 5.5e edition of Dungeons & Dragons, so fans do not have to worry that the information in the book will be obsolete in a few years. You do not suffer damage from the falls. An important way in which these breeds have been changed in the monsters of the multiverse "is that their tradition is not more linked to an environment. The tradition of Hunter. You acquire competence with two of the following qualities of your choice: animal management, Nature, perception, stealth and survival. Cunning artisan. As part of a short rest, you can collect the bone and hide from a beast, a construct, a dragon, a monstrositate or a vegetable creature of small or larger dimensions for Create one of the following elements: a shield, a club, a javelin, dart 1d4 or needles from Blowgun. When you don't wear a armor, your approx is 13 + your dexterity modifier. Get advantage from saving the shots against poisons and diseases. Your dimensions become small. replaces the bite and the jaws hungry for blood. While a limb is regenerating, not for a day after the completion of the regrowth, it is not possible to have less than a LIV ello of tiredness. At the end of Round you flies, you must have fallen at least a quarter of the distance you have traveled or falls. Get advantage of the invisible checks made to hide as how How you don't move. The racial variants of Lizardfolk (Homebrew) Lizardfolk have developed a cortes of skills as well as those adapted to life in the swamp and the race shows more variations of some. The Lizardfolk characteristics increase the skill of the skill. The score of the Constitution increases by 2 and your score of wisdom increases 1. See the world as a place of predators and prey, where life and death are natural processes. If the part of the interrupted body is present and complete, you can hang it on during a short rest as long as you spend at least a blow to die to regain wounded points and do not perform other actions, not even light duties. Lizardfolk chooses up to two of the following variants, as long as the two are not in conflict by replacing the same skill. 7 Appreciates the soft humanoid that realize they need a chain crush and swords to combine the gifts with which you were born. 8 You like to eat your food while it's still twisted. The Multiverse of D&D is a great place, however, and there are residents on each plane that undertake the path of the adventurer. Likewise, the climber and the chromatopophyle both replace the swimming speed, so even those cannot be chosen together. Some Lizardfolk can force a warm blood jet from their eyes to predatory and prey. Mordenkainen Present: Monsters of the Multiverseâ€ is a next book Dungeons & Dragons that contains over thirty playable games that can be used for D&D characters. The cut limbs are regretted after a week. It is possible to use this skill a number of times a day equal to the modifier of the Constitution and regain all the uses spent when a long rest is finished. 4 Do you think there are only two species of humanoid: lizard and meat. Speed . Your speed of walking is 30 feet and you have one 30 feet swimming. Personality Lizardfolk can be used the Lizardfolk oddities table to determine the strangeness of personalities for a character from Lizardfolk or to inspire a unique mannerism. Multiverse Multiverse monsters A mixture of breeds that appeared in books such as the volume of enemies of Mordenkainen, the flight guide to the monsters and several arcana articles discovered. The cut hands and feet recreate after three days. Your size is medium. 3 Money makes no sense for you. On a failed rescue, the target is frightened. The suggested alignments were removed, since it was determined that they did not serve for a useful purpose for players' characters, since almost all are extraordinary examples of people within their culture. With a successful attack, the goal must make a saving of establishment against an 8 + DC equal to the competence modifier + the modifier of the Constitution. Dimensions. Lizardfolk are a little more voluminous and higher than humans, and their colored frills make them appear even larger. You cannot use this ability to hide yourself while you are observed directly. Some Lizardfolk heal an impressive rhythm. The frightened creature can repeat this rescue at the end of each of its shifts, ending the condition on a success. success.

Explorer's Guide to Wildemount Fizban's Treasury of Dragons Guildmasters' Guide to Ravnica Monsters of the Multiverse Monstrous Compendium Volume One: Spelljammer Creatures Mordenkainen's Fiendish Folio Vol. 1 D&D Beyond - Volo's Guide to Monsters. Roleplaying a Beholder. A beholder constantly fears for its safety, is wary of any creature that isn't one of its minions, and is aggressive in dealing with perceived threats. 25.01.2022 · This is a result of hindsight and the game evolving over time. Volo's Guide to Monsters was released early in the lifespan of 5e, which is why a lot of the content in the book feels outdated, with the monstrous races coming off as weak compared to the choices in the Player's Handbook. Volo's Guide To Monsters is now, without a doubt, my new favorite 5E book. Part 1 contains a LOT of in-depth information about some of D&D's most notable adversaries: Beholders, Giants, Mind Flayers, and others. .... Kenku, Lizardfolk, Tabaxi, and Triton. These are a nice edition, and I especially like how the details for these new races ... Roll20 uses cookies to improve your experience on our site. Cookies enable you to enjoy certain features, social sharing functionality, and tailor message and ... Ceremorphosis was a bodily change that occurred when an illithid tadpole reached maturity and was inserted into the brain of another being, usually a human. The tadpole ate away the victim's brain matter and essentially replaced the brain, erasing all of the subject's personality and memory, but leaving the physical body alive and under the tadpole's control. After this, ...