



LIZARDKIN RACE PACKET

SOLAR: Aftermath Continuity Document

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This document supersedes all previous editions.



200 YEAR HISTORY

Lizardkin history does not stretch back 200 years. Compiled lore only reaches back to when they first began to appear, in the earliest days of the Blight. It is believed they are a mutated form of humanoids, or possibly some wild experiment gone horribly awry (or perfectly).

When the Blight befell the world, some humans began developing scaly patches of skin on their bodies. The scales ranged in color and pattern, but when more people began gathering together, it became obvious that it was not the random stroke of fate's brush that colored the kin so. People who shared common ancestry tended to have similar scale patterns and colors.

As is want in this world, prejudice and ostracism fomented within communities as people feared the scaly skin denoted the presence of disease. Forced to band together in order to survive, the people who were called "lizards kin" became "lizardkin." While some preferred to travel in nomadic familial groups, others felt a strong kinship with others who had been outcast and formed communities. These communities quickly grew into sanctuaries for the outcast.

Lizardkin who lived in cooler regions began to notice that they had a reduced tolerance for the colder temperatures and began to migrate to warmer climates. Deserts, despite their lack of resources, and swamplands became an unlikely home for lizardkin. They grew tolerant of the Haze, disease, and other effects of the Blight. They grew hardier, more capable of survival.

Some say that the lizardkin were chosen to survive the Blight. This belief grew among the lizardkin, who say that they can track their destiny in the stars. Superstition and skittishness are traits that can now be observed among them.

PLACES OF PROMINENCE

Lizardkin are somewhat nomadic and call few places home. However, their preference for warmer environments has led them into the swamps and deserts of Radeves.

OTOKWAN

Otokwan is the second largest dwelling place for lizardkin in Radeves. It is located in the marshlands on the western side of the Radevarian mountain chain. The kin who dwell here survive in a very dangerous environment. They have carved a stable area away from the predators of the swamp, using natural granite deposits and imported stone to construct modest dwellings. Citizens of Otokwan are renowned for making the world's best ceramics.

LYRES

Lyres is a small, subterranean hamlet around three weeks travel from Aftermath. The city's population is composed mostly of less than one-thousand lizardkin, but it has the potential to house nearly triple that amount. Although small, Lyres has a well-stocked library scholars of Aftermath



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envy. The primary export is coal and semi-precious stone. The citizenry is generally well-educated and pursue scholarly arts. They are governed by a seer and a small council made up of four scholars, and they are defended by the Silver Guard. Citizens of Lyres do not trust outsiders. Outsiders are not given full access to the library.

PEOPLE OF PROMINENCE

SEVER

A reptilian amalgamation named Sever has been observed in Aftermath. Among the lizardkin, he is something like a boogeyman. His motives and means remain a mystery to many.

RAZAN THE FAR SEER

Razan is a celebrated seer living in Vyrnichurk. She is ancient, by all accounts, yet her visions are considered the most potent. She is accorded the most respect among the Seers of Vyrnichurk, though she chooses to live alone. She prefers the company of spirits rather than people because she says spirits are less intrusive.

CHURUK THREE-EYED

Churuk is a famous ranger of the people of Vyrnichurk. He is first ranger of the city. His primary duties are to lead travelers into and away from Vyrnichurk safely, though, this duty is limited to only those he deems trustworthy. He gained his nickname "three-eyed" during an especially grim battle on the dunes where he slew fifteen enemies. Tales say that he must have had an extra eye to guard his rear, lest he would have been cut down. While the extra eye is not true, what is true is Churuk has almost preternatural combat reflexes that approach prescience.

COMMON KNOWLEDGE

Lizardkin are observed with scaly patches spread over their bodies, varying in color and pattern. Familial groups tend to have the most similar scale patterns, colors, and distribution. They tend to dress in clothes suitable for the heat of the desert or muggy swamps.

They are superstitious and skittish but very good at hunting. They are hardy, resistant to disease, the Haze, and other effects of the Blight. They do not like cold weather.

CULTURE

There are as many varying groups among lizardkin as there are among humans, as lizardkin have only evolved their own groups and cultures for the past years. Most groups are familial in nature, and they follow the traditions and beliefs passed down their familiar lines. Each group is unique.

A lizardkin who swears an oath by the stars can be considered trustworthy. An oath given in this manner is seen as irrevocable, and it is the single most sincere oath that can be given.



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A lizardkin accorded the title of “seer” is the most well-respected person within a community; seers are often shown deference in nearly any situation. Deference is not mercy, however.

COMMON NAMES AND TITLES

Lizardkin names stick close to the trends of the human culture from which they came, but as of late lizardkin have begun choosing different, more unique names to symbolize their status as a new race among the people of the world.

HISTORICAL OR NATURAL ENMITIES & ALLIANCES

Some lizardkin hold grudges with humans, while others understand that their bodies' reaction to the Blight's effects were frightening and an unknown at the time of Blightfall.

Thanks to their shared immunities to the effects of blight, straad and lizardkin can come into close and frequent contact. However, it is not necessarily a friendly contact, as straad are typically unstable and unpredictable.

Additional lore is available! Contact the general manager or continuity officers if you purchase [Knowledge Lore: Lizardkin](#) for your character!