



Sis'thik-Desert Scourge (Troglodytes servilus Aridus)

Squamous	Sis'thik												
Type	Squamous Humanoid												
Climate/Terrain	(sub-) TropicalDesert												
Frequency	Rare												
Organization	Tribe												
Activity Cycle	any												
Diet	Omnivore												
AL	N												
NA	3d6 = 3-18												
Size	as human (6'average)Fitness 1d12 (females 3d4)												
ST (PR)	3d4+1=4-13 (Females 3d6+2=5-18)												
IN	1d4(=1/lvl)=3-8 (Females 1d4+2 (+1/lvl) 3-8												
WI	3d4=3-12 (females; 3d6-1=3-16)												
DX	3d4=3-12 (females (3d6=3-18)												
CO	3d6 = 3-18												
CH	3d6 = 3-18												
Languages	Sis'thik												
Spellcaster Limits;	SH 2 Wi 1 (Females SH 8, WI 2)												
AC	7 (Females 5)												
AV	2 and by armor												
Levels	Teenager	NM	1	2	3	4	5	6	7	8	9	t/m	36
XP Needed	-2400	0	2400	4800	9600	18,000	37,200	75,600	152,400	306,000	606,000	+300,000	
HD	2d+1	3+1	4+2	5+3	6+3	7+4	8+4	9+5			9+		
HP	2d8+1	3d8+1	4d8+2	5d8+3	6d8+3	7d8+4	8d8+4	9d8+5			+2	+2/lvl	
MV	90/30'												
THACO	19	17	16	15	14	13	12	10	9	8	7	6	
Attacks	1 bite												
Damage	1d3 (females 1)												
Attacks	2 claws												
Damage	1 d6 each (Females 1d3 each)												
Attacks	or 1 weapon												
Damage	by weapon												
Special Attacks;													
Special Defenses;	Infravision 30' (Females non) Hide in desert 30% chance												
Weakness	DL-5												
Immune to;	Normal Fires and Heat												
Natural Skills	Grovel (Females Desert Survival)												
Compulsory Skills	Household chores (females Xytar training)												
Extra Vulnerable to;	0												
AM	0												
Saving	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11	F/lvl	
ML	11 or 12 with leader												
XP	25	50	125	225	350	550	775	1000	calculate				
TT	D												
Body Weight	As human (femalesx 1.3)												



In burning deserts live nomadic humanoids called Sis'thik, a proud race of reptilian Warriors that fear nothing. Sis'thik have thick, leathery tan skin that lets them blend in with arid terrain. Their nostrils can seal out dust, and a transparent third eyelid allows them to see in sandstorms. Females are of greater and Stronger Physique than males, and also have greater Intelligence. They're a very other form of Lizardmen to the desert, severely adapted form of the ancient Malpoggi Lizardmen, and slowly spread after 1750 BC when land destructions forced them to flee further into the Sind Desert.



Language

Many of the sounds used in Lizardkin expression are difficult to reproduce with a Human's vocal cords. In general, names are very short, one or two syllables at most. Gatorman use anything that sounds like chewing, ripping, rumbling, and other throat noises along with deep voices. Lizardman prefer clicks, rattles, snaps, and generally raspy near-Human voices. Cay-men hiss, wheeze, sneeze, whistle, hum, purr, or use a weak, lispy voice when communicating with Humans. Body language is used in conjunction with spoken words. For example, all of the Squamous ones use slight movements of their tails as punctuation or signs of courtesy and respect. Greater movements of their tails express deeper emotions. Lizardman also use quick motions of their forked tongues when thinking or when suspicious of something.



Combat

Female Sis'thik use scimitars in combat and sometimes employ shields. These females boast great Strength. Males, if forced, attack with claw and bite attacks.



Immunity

Normal fire and heat does not affect these creatures, and they only suffer 1 point per die of magical damage.

Young Lizardkin (i.e., player characters when they are first rolled up) each start with a relatively low Intelligence score, as shown on the Intelligence table below. Don't forget to reward good role-playing of truly "primitive" characters! Each time one of these PCs gains a level, an Intelligence check should be rolled on 1d20. If the check is failed, the PC gains a point of Intelligence, up to the racial limits given in the Intelligence table. In other words, PCs gain in Intelligence as they gain levels, but the gain becomes increasingly harder to achieve.

Hiding

These lizards can hide themselves in desert areas at 30% chance.

Age	Sis'thik
Youth	
0-4	Baby
5-9	Youngster
10-15	Teenager
Adulthood	
16-25	Young Adult
Seniority	
26-55	Adult
Veneration	
56-80	Mature
90+	Elder
90+2d8	Death



Charisma

Charisma applies only between creatures of the same race; penalize Charisma -2 when dealing with Humanoids, and -5 when dealing with Demihumans or Humans.

Habitat/Society

Sis'thik tribes have 30 to 180 adult members, and 4 to 24 noncombatant children. The males seem slow and stupid, existing only for mating and drudge work. Females don't reproduce often, considering how much other work they have to do. Most lay a clutch of 2 to 8 eggs every other year.

Each tribe follows a queen, who's often the strongest of the females (+3 to THAC0 and Damage), mostly the highest HD/level (8 minimal). She's accompanied at all times by 2 to 8 bodyguards, mostly of 4HD. Each tribe also includes 1 to 4 Shaman of 1st to 8th level.

Each Sis'thik tribe has its own territory. Any who wish to cross it must debase themselves before the queen and shower the tribe with gifts of wine, food, and metal items. Sis'thik sometimes build shelters of mud brick, usually near oasis and other resting places. They don't appreciate others using these structures without their permission.

Ecology

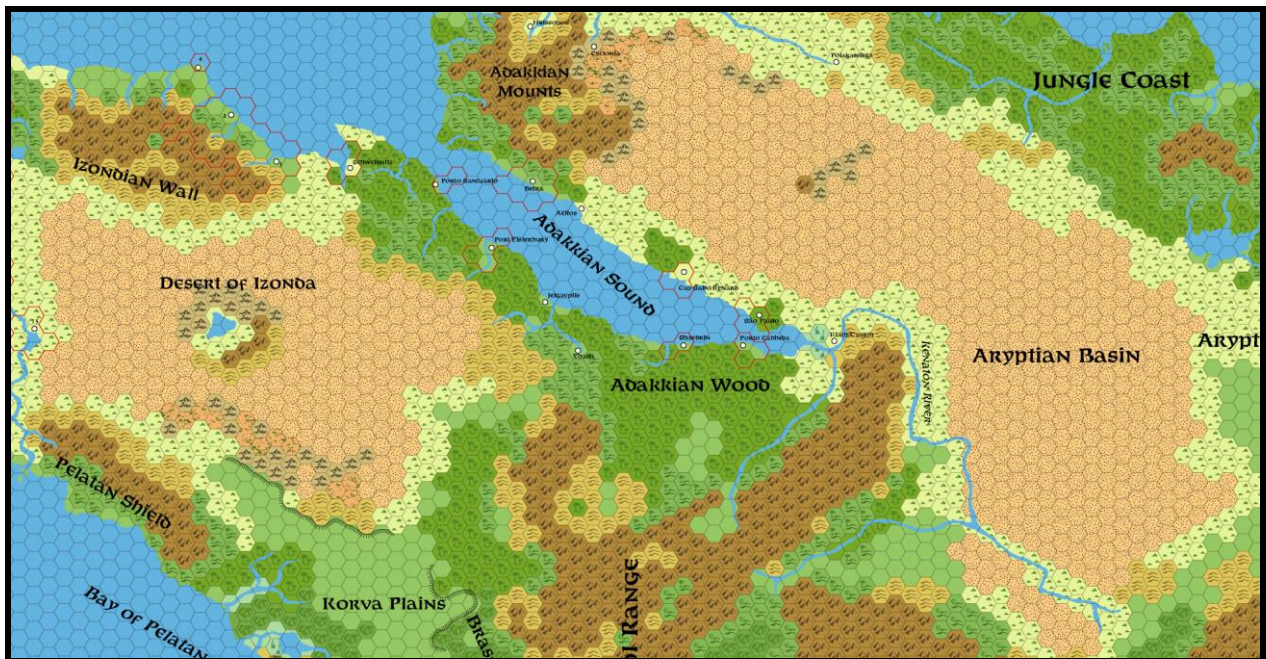
Some Sis'thik tribes breed Xytar lizards as mounts, two Sis'thik can ride a single Xytar. In addition, these lizard-kin have been known to cooperate with Blue and Sapphire Dragons. They prey on creatures such as ant lions, camels, jackals, and wyverns. They favor the flesh of Gnolls, which has resulted in enmity between the two races. These lizard-kin also enjoy eating figs, dates, and edible cacti. They're basically neutral Evil, and therefore preferably NPC class only.

Shamans & Wokani:

Should the character decide to become a Spellcaster, he needs more experience points per level to achieve a higher character and thus casting level. The indicated XP have to be gained before actually acquiring the corresponding spellcasting level. This means that one can't start with a spell-casting character when the PC is created. For example, if a 3rd level Cay-man wanted to become a 1st level spell-caster upon reaching his next level, he would need to reach a total of 16,000 XP instead of 15,000. In order to cast spells, a Shaman must have a Wisdom of 9 or better. A Wokani needs an Intelligence of 9 or better. All spell-casters must be at least 1st level in their race to be able to cast spells.

Level	Extra XP
1	1000
2	2000
3	4000
4	8000
5	16.000
6	32.000
7	64.000
8	128.000

Their greatest number can be found in the Davanian Deserts, but they can also be found in the Great Desert of Sind. None are found in the desert of Ylaruam, however, as these are too populous.



The two great Davanian Deserts; Desert of Izonda and the Aryptian Basin