

Lizardfolk

Related to the [Cranium Rats](#), Lizardfolk are a race of lizards who intentionally open their heads to expose their brain in worship of the organ with a secondary purpose of allowing them to grow. Naturally psychic, they are able to share information between one another very rapidly. However they are in general not as psychically strong as the [Ratfolk](#), and thus do not form a strict hivemind, though one can be approximated. While they are integrated into the ratfolk society, they are often missed while in public. Their psychic signature is slightly different, though still compatible, from that of a rat's, and as such it goes unnoticed when there are many rats around. A Cranium Rat might never see a lizard unless they intentionally looked for one.

Appearance

Typically green, standing at 4-5' tall, exposed brain. Their brains bulge slightly out of their skulls, preventing a cap from being placed. Most commonly seen wearing full body robes with their heads covered in a hood, making them difficult to identify from a distance.

Behavior

Reclusive, shy, tending to avoid the spotlight and will very easily fade into crowds. They tend to avoid lowering their hood in unfamiliar company, choosing to cover up their brains not out of embarrassment but because those in the room are not trusted. Sex is not taboo amongst the lizards, whatever the brain enjoys they also enjoy. Lizards view brains in high regard, they are their most prized possessions. If more brains are needed, particularly for experimentation, the lizards will resort to "raids" on nearby villages, or simply steal a rat's off the street. With these brains they may experiment to create raptors or mind slaves, or for a number of other purposes.

Religion

While not every lizard practices, the major religion amongst the lizards is neurophilia, worshiping the brain as a nearly perfect organ. Their temples are usually adorned with unique samples from various creatures defeated, stolen, or otherwise. Their temples often revolve around a Caretaker, a large lizard brain situated on an altar in the center of the temple that has dedicated itself to the temple and as such has given up having its own body to instead command several bodies for the

benefit of the temple. These bodies are often used for janitorial purposes but often participate in rituals or other events in the temple.

Structure

Monarchy The Lizard King has a very large brain, though it is still able to stay in his head. He may not look physically different from others of his species, but his psychic power is much greater.

Types

Mind Slave

A lizard whose brain, typically as a form of punishment for a crime, has been clasped with a gold collar, squeezing certain lobes to limit their function. These lizards can be anything from non-psychic, to unintelligent, to completely without free will, depending on where the collar has been placed and tightened.

Average

Low-level psychic abilities, able to communicate from a distance. Simple robes. The most common lizard type, they are found nearly everywhere in the rat city. Capabilities are limited, usually to telepathy.

Priest

Mid-level psychic abilities. Ornate robes. These lizards have gained some additional psychic power and have dedicated themselves to their religion. Their brains are removed from their heads and placed at the head of a staff which grips the brain and holds it but otherwise leaves it exposed from all sides. The priest opts to control their own body psychically through the use of a psionic gem that is tuned to their thoughts during the process of becoming a priest. Capable of long-range telepathy, subtle mental influence, telekinesis, and approximating basic spells.

Caretaker

High-level psychic abilities. Just a brain, this lizard has become dedicated to a temple. Appearing most often as a large brain situated in the center of the temple, they control multiple bodies psychically. Often these bodies appear blank or of low intelligence, however, unless the Caretaker is particularly interested in whatever one of them is doing. Capable of directly influencing and/or controlling minds within its range, inducing hallucinations, and approximating advanced spells.

Caretaker Body

Brainless body, its head contains a small gem used to link it with a Caretaker. It is unable to leave the temple without breaking its link. If it's necessary to leave, one or more will carry the Caretaker out of the temple with the bodies. Often blank and unintelligent in appearance. Not necessarily a lizard, as sometimes rats or other species are used.

Mind Sculptor/Engineer

The more technological side of Lizardfolk, Mind Sculptors are the only lizards that employ domes to shield their brains. They conduct the various experiments Lizardfolk perform on stolen minds, leading to the development of Raptors and the Priests' brain staves.

Raptor

A special creature crafted from lizard experimentation, the raptor is literally a Velociraptor with an exposed or domed brain. The brain is often psychic, supplied from raids or more often "donated" rat brains, though regular lizards may also be used. Used as soldiers or labor, they stand taller than lizards and are psychically and physically enslaved. A gold collar is typically used to suppress the frontal lobes of the brain piloting the raptor.



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