

Schi-hil (Lizardfolk)

They grow a seriously hallucinogenic vine that can be used to make various “stimulants” when different parts of it are isolated. They use these stimulants to stave off hunger and sleep on long ship rides. Very hardy immune systems, but still disease ridden, as they are generally pretty dirty. Usually very greed focused. Fairly hostile, as it benefits them financially to be. Vane creatures that adorn themselves with anything they believe is expensive or rare. they worship a giant snake god named hakkar. If they are able to find a shaman with sufficient power to consume a ton of concentrated vine juice then they believe they'll be able to bring hakkar back from a prison he was trapped in. Every time they attempt this ritual with a less experienced shaman they are sent completely insane by their visions and speaking with hakkar. The lizard people build their ships with ancient knowledge passed down from generations. Parts of the build they don't understand the purpose of. When utilized properly they would become weapons hakkar would be capable of using to subjugate the world.

Language: German

Level: Nascent

Alignment: Chaotic Neutral

Point of Origin: Southwest most peninsula of the continent. In the jungles

Wicked ship builders. Usually the boats they make are so grand and spacious that a crew might decide to simply live on the ship permanently.