

SAURIALS

MORE LIZARDKIN FOR *serpent kingdoms*

The new *Serpent Kingdoms* book for use with the *FORGOTTEN REALMS Campaign Setting* provides a wealth of history and game information on several races of serpentfolk and lizardkin. Now designer Darrin Drader updates and expands the information about another lizard race known as the saurials. These creatures were previously described for D&D v.3.0 in an article by Sean K Reynolds in *Dragon Magazine* 292.

overview

Somewhere near the Dalelands, in a hidden place known as the Lost Vale, lies a colony of intelligent reptilian humanoids said to hail from another world. These creatures, known as saurials, were stranded in Faerûn by the actions of an evil deity. More intelligent than lizardfolk and inclined to be peaceful and civilized, the saurials have maintained a thriving community in near-complete isolation for nearly fifteen years. Tales of these so-called dragonfolk pervade many cultures, but few humans have actually seen them.

description

Several saurial subraces exist, although only four—namely bladebacks, finheads, flyers, and hornheads—are known to dwell in the world of Toril. Hornheads are as large as ogres and flyers are as small as halflings, but the other two subraces are similar to humans in height and weight.

All saurials are generally humanoid in shape. Each has two arms that end in clawed hands, two legs, and a lizardlike tail. A member of the flyer subrace also has two “wings”—actually flaps of skin that extend from its wrists to its waist that allow it to fly. The scales that cover a saurial’s body are primarily green, with patterns of yellow on its back. Very rarely, a pure white saurial is hatched, but this coloration carries no stigma, and the event is not considered an omen.

racial history

The saurials of Faerûn are community-minded creatures that were kidnapped from their home on an alternate Material Plane by the imprisoned deity Moander and transported to the Lost Vale. There they worked as slaves, corrupting and destroying the plants and

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creatures of that region to facilitate Moander's return to full deity status. The saurials finally gained their freedom with the aid of a former Harper named Finder Wyvernspur (who slew Moander and absorbed his divine energy, thereby ascending to godhood himself), a saurial paladin known as Dragonbait, and a female adventurer named Alias. Elminster suggested that the saurials remain in the Lost Vale and work to repair the damage they had caused, and they have done so, using this time to recover physically and spiritually from the harsh treatment they endured as slaves.

outlook

Saurials are generally peaceful and contemplative creatures. Although they are trying to expand their numbers to ensure the race's survival, they have no desire to conquer new lands or to influence the world around them. Though they are not particularly xenophobic, they tend strongly toward isolationism. Many young saurials, however, are curious about the world beyond their village, and as those hatched in the Lost Vale reach adulthood, some may choose to explore the world around them. Some of these youngsters are likely to fall in with adventurers, since their strong community ties make traveling alone uncomfortable for them—especially if they haven't honed their language skills enough to communicate easily with other races.

Saurials get along well with other open-minded creatures, particularly those that respect nature. Since they have remained isolated from the other communities in the Dales, visiting saurials are likely to react with surprise at the many shapes and colors of other humanoids. A saurial's initial impression of a stranger is likely to color her perception of the individual's race as a whole.

Saurials are generally good-natured, and each seems to know from a very young age what role she will play in her own community. At the same time, however, all saurials support the right of an individual to seek out and learn whatever she wishes wherever she can. Some sages speculate that this attitude may be a form of rebellion against the slavery that the saurials once endured under Moander.

Whatever their sources, these two factors ensure that as a race, saurials favor good over evil. Lawful saurials tend to be exceedingly protective, while chaotic ones tend to be more aggressive. All, however, favor open discussion of how good aims should be achieved and maintain that personal freedoms should share space with the will of the majority. Saurial leaders are usually wise individuals who employ good judgment to achieve these ideals.

saurial society

The saurials of Faerûn have banded together into a group known as the Lost Vale Tribe, which originally consisted of 110 adult saurials—primarily because Moander made a point of slaying the tribe's young. In the years since their release, the saurials have produced many new hatchlings, and the tribe now numbers 485 individuals, 104 of which are original members. The leader of the Lost Vale Tribe is Grypht (NG hornhead saurial wizard 15), who has three apprentices (NG saurial wizard 3). The spiritual leaders of the community are Sweetleaf (NG bladeback saurial cleric 9 of Chauntea), Copperbloom (CG finhead saurial cleric 5 of Finder Wyvernspur), and their eight acolytes (NG or CG saurial cleric 2 of Chauntea or Finder Wyvernspur).

In a typical saurial village, each member of the tribe learns a skill that suits him, such as blacksmithing, weaving, farming, hunting, carpentry, masonry, or the like. Saurials prefer to build single-family stone dwellings, although they have been known to live in thatched huts if material or time is in short supply.

A saurial village usually incorporates more than one subrace, and its members treat each other as equals and value one another's unique contributions to the community. The different subraces cannot crossbreed, so the members of a given saurial household are normally all the same subrace.

Finheads are the most common saurials. Bladebacks and hornheads require more food than the other subraces, so they deliberately keep their numbers low to avoid depleting the village's resources.

Language

Saurials speak Draconic, punctuating their speech with scents that indicate their emotions. Their voices are pitched too high for humanoids to hear, but those who can detect the scents and understand their meaning can gain a general understanding of a given saurial's mood. The emotions corresponding to the stronger scent cues are given on the following table.

Scent	Emotion
Baked bread	Anger
Brimstone	Confusion
Ham	Nervousness or worry
Honeysuckle	Tenderness
Lemons	Pleasure or joy
Roses	Sadness
Tar	Victory
Violets	Danger or fear
Wood smoke	Devotion or piety

Dragons and fey can hear saurials perfectly (although fey don't necessarily understand Draconic), and they generally understand the scent cues whether or not they can follow the vocal content of the message. Saurials can understand other creatures that speak Draconic, although their speech tends to seem dull and tired without the

proper scent cues. Saurials can learn to speak languages (including Draconic) normally with study, although few bother to do so. Because of the difficulty of speaking the “deep tongues,” saurials can understand the bonus languages they select but cannot actually speak them unless they devote skill points to learning them.

Saurials make written records by carving lines on sticks. Normally, however, written communication is used only for magical writing or to record important events.

Relationships

Saurials mate for life, and the bond between mates is far stronger than it is in most humanoid pairings. Siblings likewise share particularly strong bonds and do their best to protect one another from harm. Saurials make friends quickly and enemies slowly, though they do not hesitate to protect their loved ones from obvious harm.

Life cycle

Assuming favorable conditions for nesting, a mated pair of saurials can produce one or two eggs per year. The parents share the duties of protecting the eggs and rearing and training the young.

Hatchlings grow to adult size within five years, but they require another ten to fifteen years to reach the mental and emotional maturity level of adults. Saurials have the same life expectancy and use the same age categories as dwarves.

Saurial characters

Bladebacks, finheads, flyers, and hornheads are the only four saurial subraces known to live in Faerûn, although others might come through a *portal* now that a connection has been made to their home world. All four subraces are suitable for use as player characters.

Saurial traits

All of the saurial subraces share the following traits. For other information specific to each subrace, see the monster statistics in the Appendix.

Cold Torpor (Ex): Saurials are warm-blooded creatures, but they retain heat poorly in cold environments. Thus, a saurial takes a -5 penalty on Fortitude saving throws made to avoid nonlethal damage from cold environments, and it takes double the normal amount of nonlethal damage for failing such a saving throw.

In cooler climates, saurials can easily die from exposure in an environment that a human would find merely uncomfortable. Thus, they usually bundle up to keep warm.

Protection from Sonic Attacks (Ex): Because a saurial’s earholes are well protected, it gains a +4 circumstance bonus on saving throws against sonic effects and attacks.

Scent (Ex): Saurials have the scent special quality, as described in the *Monster Manual*.

Vulnerability to Gas Attacks (Ex): A saurial’s metabolism and reliance on scent make it vulnerable to attacks conveyed through gas, including *stinking cloud*, *cloudkill*, and poisonous gas. It thus takes a -4 penalty on saving throws against gas-based effects and attacks.

Magic of the saurials

Saurials are quick to adapt to their surroundings, and since their arrival on Toril, they have become interested in magic of all kinds. Bladebacks and finheads have a natural aptitude for divine magic, and hornheads make excellent wizards.

The saurials make and use the same kinds of magic items that humanoids do, though they have a slight preference for defensive items. No unique spells have thus far emerged from the saurial culture.



deities of the saurials

Even on their homeworld, saurials were a spiritual people. The majority of those brought to Faerûn as slaves now worship Finder Wyvernsbur because of his role in freeing them from Moander's rule. Others have converted to the worship of Faerûnian deities equivalent to those of their ancestors (predominantly Tyr and Tymora).

relations with other races

Though they are generally friendly and good-natured, saurials have little interest in interacting with other races. Few visitors are permitted within their village in the Lost Vale, and the saurials leave only to protect their homes or to acquire needed goods that they cannot make themselves. This policy of isolation might change in the next year however, when the first generation of saurials hatched in Faerûn reaches maturity and becomes curious about the rest of the world.

Saurial elders have long cautioned the young ones against reckless wandering, knowing that the people of the outside world often fear the unfamiliar and are inclined to take offense at perfectly innocent actions. But the saurials are not a timid people, and such cautions cannot dim the spark of independence and the innate curiosity that has allowed them to survive and thrive despite their previous enslavement.

saurial equipment

Saurials favor the same kinds of weapons and armor as lizardfolk do, though their equipment tends to be of higher quality. Most saurials utilize their natural attacks in conjunction with their weaponry where possible.

saurial encounters

Few saurials go adventuring, so most encounters with them occur in or near the Lost Vale. However, exceptions do exist, and one of these is the saurial paladin known as Dragonbait.

Dragonbait

On his homeworld, the saurial paladin called Champion served the god of justice. While on an extraplanar quest, he was captured by the demon Phalse, but the actions of a luck goddess freed him and brought him to Faerûn. Shortly thereafter, he was captured by the minions of a sorceress named Cassana, who planned to sacrifice him and use his soul to power an artificial being that she was creating. But somehow this creature, known only as Alias, became alive on her own, before Cassana could sacrifice Champion. With the help of

Finder Wyvernsbur (who at the time was still a mortal), Champion and Alias escaped from Cassana's clutches and began traveling together.

Alias distrusted Champion at first and said that if he made one wrong move, he would be dragonbait. Since he didn't understand any language that Alias could speak, Champion accepted this term as his name in this world. The two were captured again, but together they finally eliminated their captors and won true freedom.

Some time thereafter, this strange couple began investigating rumors about the return of Moander, an evil god of rot and corruption who had been imprisoned for some time. With the aid of a Harper, Dragonbait and Alias discovered that Moander had brought some saurials to Faerûn, placed them in the Lost Vale, and enslaved them. At his bidding, they were performing tasks that would facilitate Moander's full return to the world. Delving deeper with the aid of magic, they realized that Finder Wyvernsbur was the key to freeing the saurials and foiling Moander's evil plot.

When Dragonbait and Alias teleported to Finder's refuge, they found him and a halfling ally battling one of Moander's beholder minions and a cadre of orc troops. The two heroes immediately joined the battle and helped the embattled Finder emerge victorious. Afterward, the group went to the Lost Vale, where the enslaved saurials were working. Using cold magic to make the saurials sluggish, the heroes defeated them without serious harm on either side. Finder and an allied mage then traveled to another plane and permanently destroyed Moander. The slain deity's divine power settled on Finder, and he became a god in his own right.

Elminster encouraged the saurials to remain in the Lost Vale, and Dragonbait and Alias also stayed there for some time. But they could not refuse when adventure called, and they quested together throughout Faerûn for many years.

During one of their later adventures, Dragonbait and Alias traveled to Westgate to acquire a powerful magic item that would help the saurials watch their borders more easily. When they arrived, the leaders of Westgate solicited their aid in breaking the back of the Night Masks—a secret society that controlled crime in the city. After unraveling a complex web of payoffs, intrigue, and false identities, the two heroes defeated the leader of the Night Masks, a mysterious being known only as the Faceless. This action opened the way for one of Manshoon's clones to take over the organization a year later.

Eventually, Dragonbait and Alias returned to the Lost Vale and settled down. Dragonbait learned how to speak Common and took a mate named Copperbloom. He now spends most of his time protecting his people and raising his children, but he is always ready to defend his homeland against threats. Although he still serves his original deity (known as Faerûnians only as "the god of justice"), Dragonbait acknowledges the Faerûnian deities and receives his divine spells from Tyr.

Dragonbait might be encountered almost anywhere in the Dalelands. He is often accompanied by Alias or by saurial warriors and is usually on a quest for information, resources, or aid for the saurials of the Lost Vale.

➤ **Dragonbait (Champion):** Male finhead saurial paladin 10 of Tyr; CR 11; Medium humanoid (reptilian); HD 2d8+6 plus 10d10+30; hp 100; Init +1; Spd 30 ft.; AC 21, touch 13, flat-footed 20; Base Atk +11; Grp +16; Atk +16 melee (1d4+5, claw) or +19 melee (1d8+9 plus 1d6 fire/19–20 plus 1d10 fire, +2 *flaming burst longsword*); Full Atk +16 melee (1d4+5, 2 claws) and +11 melee (1d3+2, tail) or +19/+14/+9 melee (1d8+9 plus 1d6 fire/19–20 plus 1d10 fire, +2 *flaming burst longsword*) and +11 melee (1d3+2, tail); SA smite evil 3/day, turn undead 7/day; SQ aura of courage, aura of good, cold torpor, *detect evil*, divine grace, divine health, lay on hands, low-light vision, protection from sonic attacks, *remove disease* 2/week, scent, vulnerability to gas attacks; AL LG; SV Fort +17, Ref +14, Will +13; Str 20, Dex 13, Con 17, Int 14, Wis 16, Cha 18.

Skills and Feats: Balance +4, Craft (weaponsmithing) +11, Diplomacy +14, Heal +13, Jump +8, Knowledge (geography) +5, Knowledge (religion) +8, Listen +8, Ride +5, Speak Language (Common), Spot +8, Alertness, Cleave, Endurance, Power Attack, Weapon Focus (longsword).

Smite Evil (Su): Three times per day, Dragonbait may attempt to smite evil with one normal melee attack. He adds +4 to his attack roll and deals 10 points of additional damage. If he accidentally smites a creature that is not evil, the smite has no effect, but the attempt still uses up one daily use of the ability.

Remove Disease (Sp): Dragonbait can use *remove disease*, as the spell, twice per week.

Aura of Courage (Su): Dragonbait is immune to fear, magical or otherwise. Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects.

Aura of Good (Ex): Dragonbait's aura of good is strong.

Cold Torpor (Ex): Dragonbait is a warm-blooded creature, but he retains heat poorly in cold environments. Thus, he takes a -5 penalty on Fortitude saving throws made to avoid nonlethal damage from cold environments, and he takes double the normal amount of nonlethal damage for failing such a saving throw.

Detect Evil (Sp): Dragonbait can use *detect evil* at will as the spell (caster level 10th).

Divine Grace (Su): Dragonbait applies his Charisma bonus to all saving throws. (This modifier is already figured into the statistics given above.)

Divine Health (Ex): Dragonbait is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Lay on Hands (Su): Dragonbait can heal wounds (his own or those of others) by touch. Each day, he can heal 40 points of damage. He may choose to divide his healing among multiple recipients, and he doesn't have to use it all at once. Alternatively, he can use any or all of this healing to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity.

Protection from Sonic Attacks (Ex): Because Dragonbait's ear-holes are well protected, it gains a +4 circumstance bonus on saving throws against sonic effects and attacks.

Vulnerability to Gas Attacks (Ex): Dragonbait's metabolism and reliance on scent make him vulnerable to attacks conveyed through gas, including *stinking cloud*, *cloudkill*, and poisonous gas. He thus takes a -4 penalty on saving throws against gas-based effects and attacks.

Paladin Spells Prepared (2/2): 1st—*bless*, *bless water*; 2nd—*delay poison*, *remove paralysis*.

Possessions: +2 *flaming burst longsword*, *cloak of resistance* +3, *belt of giant strength* +4, *bracers of armor* +4, *ring of protection* +2, *Keoghtom's ointment*.

Appendix: saurials as monsters

The following section gives the monster statistics for each kind of saurial, as well as information for creating saurial PCs.

Bladeback

Medium Humanoid (Reptilian)

Hit Dice: 2d8 (9 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 14 (+4 natural), touch 10, flat-footed 14

Base Attack/Grapple: +1/+2

Attack: Claw +2 melee (1d4+1)

Full Attack: 2 claws +2 melee (1d4+1) and tail -3 melee (1d3)

Space/Reach: 5 ft./5 ft.

Special Qualities: Cold torpor, low-light vision, protection from sonic attacks, scent, vulnerability to gas attacks

Saves: Fort +0, Ref +3, Will +2

Abilities: Str 13, Dex 11, Con 10, Int 10, Wis 11, Cha 12

Skills: Craft (any) +4, Diplomacy +4, Jump +4

Feats: Iron Will

Environment: Temperate and warm forest

Organization: Solitary, pair, pack (3-5), or tribe (6-30)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral good

Advancement: By character class

Level Adjustment: +2

This bipedal lizard looks taller and stockier than a human; in fact, it's built much like a half-orc. A line of sharp scales runs down its spine from its head to the tip of its tail, which is about as long as its body.

Bladebacks are the most straightforward and trusting of the saurial subraces. Highly social, they mix well with all kinds of saurials, and even with creatures from outside the Lost Vale. Slow to anger, bladebacks work hard to understand the motives of others, but they are passionate once they have been pushed to the point of aggression. Bladebacks often become village leaders or advisors to those in power.

Like most saurials, bladeback adventurers are usually motivated by curiosity about the world around them. However, their trusting and open nature sometimes gets them into trouble that they can escape only through the use of force.

Bladebacks speak Draconic. They understand (but do not speak) Common, Elven, Sylvan, and Celestial.

COMBAT

Bladebacks seldom initiate battle because they would much rather learn about the creatures they meet. If attacked, however, they can employ their claws and tails with deadly efficiency.

Cold Torpor (Ex): Bladebacks are warm-blooded creatures, but they retain heat poorly in cold environments. Thus, a bladeback takes a -5 penalty on Fortitude saving throws made to avoid nonlethal damage from cold environments, and it takes double the normal amount of nonlethal damage for failing such a saving throw.

Protection from Sonic Attacks (Ex): Because a bladeback's ear-holes are well protected, it gains a +4 circumstance bonus on saving throws against sonic effects and attacks.

Scent (Ex): Bladebacks have the scent special quality, as described in the *Monster Manual*.

Vulnerability to Gas Attacks (Ex): A bladeback's metabolism and reliance on scent make it vulnerable to attacks conveyed through gas, including *stinking cloud*, *cloudkill*, and poisonous gas. It thus takes a -4 penalty on saving throws against gas-based effects and attacks.

BLADEBACKS AS CHARACTERS

Bladebacks have the following racial traits.

- +2 Strength, +2 Charisma: Bladebacks are naturally strong and outgoing.
- Medium: As Medium creatures, bladebacks have no special bonuses or penalties due to their size.
- Speed: Bladeback base speed is 30 feet.
- Base Hit Dice: A bladeback has 2d8 Hit Dice in addition to Hit Dice from its character levels. These racial Hit Dice give it a starting base attack bonus of +1 and base saving throw bonuses of Fort +0, Ref +3, and Will +0.
- Racial Skills: A bladeback gets 10 skill points for its racial Hit Dice. The class skills for these skill points are Craft, Diplomacy, and Jump.
- Feats: A bladeback may choose one feat for its racial HD. (Most choose Iron Will.)
- Natural Armor Bonus: A bladeback has a +4 natural armor bonus.
- Natural Attacks: A bladeback can make two claw attacks and one tail attack. Each claw attack deals 1d4 points of damage plus Strength modifier, and the tail attack deals 1d3 points of damage plus Strength penalty or one-half Strength bonus.
- Special Qualities: A bladeback has cold torpor, protection from sonic attacks, scent, and vulnerability to gas attacks, as described in the Combat section above.
- Automatic Languages: Draconic. Bonus Languages: Common, Elven, Sylvan, and Celestial. Bladebacks have difficulty with other languages. Although they can understand and read all the bonus languages they know, they cannot speak them without spending skill points.
- Favored Class: Cleric.
- Level Adjustment: +2.

finhead

Medium Humanoid (Reptilian)

Hit Dice: 2d8 (9 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

AC: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

Base Attack/Grapple: +1/+1

Attack: Claw +1 melee (1d4)

Full Attack: 2 claws +1 melee (1d4) and tail -4 melee (1d3)

Space/Reach: 5 ft./5 ft.

Special Qualities: Cold torpor, low-light vision, protection from sonic attacks, scent, vulnerability to gas attacks

Saves: Fort +0, Ref +4, Will +1

Abilities: Str 11, Dex 13, Con 10, Int 11, Wis 12, Cha 10

Skills: Balance +4, Craft (any) +4, Jump +3, Listen +3, Spot +3

Feats: Alertness

Environment: Temperate and warm forest

Organization: Solitary, pair, pack (3-5) or tribe (6-30)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral good

Advancement: By character class

Level Adjustment: +2

This reptilian creature stands slightly shorter than a typical human and has roughly human shape and proportions. Its tail measures slightly more than half its body length, and a pronounced fin crowns its head.

Alert, bright, active, curious, and emotional, finheads are good with their hands and willing to perform almost any sort of hard labor. Most see the world in black-and-white terms and believe in absolute concepts such as good, evil, and truth.

Finheads are enthusiastic about new tasks and adventures, and they often leap into dangerous situations before fully understanding them. Even so, their ability to think quickly on their feet allows them to assess situations within moments.

Finheads speak Draconic. They understand (but do not speak) Common, Elven, Sylvan, and Celestial.

COMBAT

Finheads are apt to attack at the drop of a hat if they perceive their foes to be dangerous or particularly loathsome in some way. They seldom let obviously evil creatures pass without a fight. Like bladebacks, finheads prefer to fight with their claws and tails.

Cold Torpor (Ex): Finheads are warm-blooded creatures, but they retain heat poorly in cold environments. Thus, a finhead takes a -5 penalty on Fortitude saving throws made to avoid nonlethal damage from cold environments, and it takes double the normal amount of nonlethal damage for failing such a saving throw.

Protection from Sonic Attacks (Ex): Because a finhead's earholes are well protected, it gains a +4 circumstance bonus on saving throws against sonic effects and attacks.

Scent (Ex): Finheads have the scent special quality, as described in the *Monster Manual*.

Vulnerability to Gas Attacks (Ex): A finhead's metabolism and reliance on scent make it vulnerable to attacks conveyed through gas, including *stinking cloud*, *cloudkill*, and poisonous gas. It thus takes a -4 penalty on saving throws against gas-based effects and attacks.

FINHEADS AS CHARACTERS

Finheads have the following racial traits.

- +2 Dexterity, +2 Wisdom: Finheads have good reflexes and exceptional insight.
- Medium: As Medium creatures, finheads have no special bonuses or penalties due to their size.
- Speed: Finhead base speed is 30 feet.
- Base Hit Dice: A finhead has 2d8 Hit Dice in addition to Hit Dice from its character levels. These racial Hit Dice give it a starting base attack bonus of +1 and base saving throw bonuses of Fort +0, Ref +3, and Will +0.
- Racial Skills: A finhead gets 10 skill points for its racial Hit Dice. The class skills for these skill points are Balance, Craft (any), and Jump.
- Feats: A finhead may choose one feat for its racial HD. (Most choose Alertness.)
- Natural Armor Bonus: A finhead has a +4 natural armor bonus.
- Natural Attacks: A finhead can make two claw attacks and one tail attack. Each claw attack deals 1d4 points of damage plus Strength modifier, and the tail attack deals 1d3 points of damage plus Strength penalty or one-half Strength bonus.

- **Special Qualities:** A finhead has cold torpor, protection from sonic attacks, scent, and vulnerability to gas attacks, as described in the Combat section above.
- **Automatic Languages:** Draconic. **Bonus Languages:** Common, Elven, Sylvan, and Celestial. Finheads have difficulty with other languages. Although they can understand and read all the bonus languages they know, they cannot speak them without spending skill points.
- **Favored Class:** Paladin.
- **Level Adjustment:** +2.

flyer

Small Humanoid (Reptilian)

Hit Dice: 2d8-2 (7 hp)

Initiative: +2

Speed: 20 ft. (4 squares), fly 50 ft. (average)

AC: 17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15

Base Attack/Grapple: +1/-3

Attack: Claw +2 melee (1d3)

Full Attack: 2 claws +2 melee (1d3) and tail -3 melee (1d2)

Space/Reach: 5 ft./5 ft.

Special Qualities: Cold torpor, low-light vision, protection from sonic attacks, scent, vulnerability to gas attacks

Saves: Fort -1, Ref +5, Will +0

Abilities: Str 11, Dex 15, Con 8, Int 11, Wis 10, Cha 8

Skills: Balance +5, Craft (any) +4, Gather Information +2, Hide +6, Jump -6

Feats: Flyby Attack

Environment: Temperate and warm forest

Organization: Solitary, pair, pack (3-5) or tribe (6-30)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral good

Advancement Range: By character class

Level Adjustment: +3

This reptile is about the size of a halfling and has similar proportions. It has a short tail and a flap of scaly skin beneath each of its arms. These primitive wings stretch from its wrists to its waist.

Flyers are the noisiest and most nervous of the saurials, and members of other races often find them somewhat irritating. They love gossip and enjoy spending time with people who are interested in listening to them.

Because of its wings, a flyer has difficulty wearing normal clothing, armor, or even a backpack. Thus, their accoutrements are typically custom-made.

Flyers usually act as scouts and messengers in a saurial community, although several important saurial heroes have been flyers. Those that become adventurers often do so by accident or out of necessity, since their roles in saurial society often put them in harm's way.

Flyers speak Draconic. They understand (but do not speak) Common, Elven, Sylvan, and Celestial.

COMBAT

If threatened, flyers are more likely to flee than fight. When they do decide to enter combat, they usually stay in the air, making flyby attacks whenever possible to catch their foes by surprise. Otherwise, they attack by alternately diving and withdrawing.

Cold Torpor (Ex): Flyers are warm-blooded creatures, but they retain heat poorly in cold environments. Thus, a flyer takes a -5 penalty on Fortitude saving throws made to avoid nonlethal damage from cold environments, and it takes double the normal amount of nonlethal damage for failing such a saving throw.

Protection from Sonic Attacks (Ex): Because a flyer's earholes are well protected, it gains a +4 circumstance bonus on saving throws against sonic effects and attacks.

Scent (Ex): Flyers have the scent special quality, as described in the *Monster Manual*.

Vulnerability to Gas Attacks (Ex): A flyer's metabolism and reliance on scent make it vulnerable to attacks conveyed through gas, including *stinking cloud*, *cloudkill*, and poisonous gas. It thus takes a -4 penalty on saving throws against gas-based effects and attacks.

FLYERS AS CHARACTERS

Flyers have the following racial traits.

- +4 Dexterity, -2 Constitution, -2 Charisma: Flyers can soar through the air with exceptional grace, but they are physically weak and often irritating to others.
- **Small:** As a Small creature, a flyer gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. However, it must use smaller weapons than humans use, and its lifting and carrying limits are three-quarters of those of Medium characters.
- **Speed:** Flyer base speed is 20 feet, and the creature can fly at a speed of 50 feet with average maneuverability.
- **Base Hit Dice:** A flyer has 2d8 Hit Dice in addition to Hit Dice from its character levels. These racial Hit Dice give it a starting base attack bonus of +1 and base saving throw bonuses of Fort +0, Ref +3, and Will +0.
- **Racial Skills:** A flyer gets 10 skill points for its racial Hit Dice. The class skills for these skill points are Balance, Craft (any), and Jump.
- **Feats:** A flyer may choose one feat for its racial HD. (Most choose Alertness.)
- **Natural Armor Bonus:** A flyer has a +4 natural armor bonus.
- **Natural Attacks:** A flyer can make two claw attacks and one tail attack. Each claw attack deals 1d3 points of damage plus Strength modifier, and the tail attack deals 1d2 points of damage plus Strength penalty or one-half Strength bonus.
- **Special Qualities:** A flyer has cold torpor, protection from sonic attacks, scent, and vulnerability to gas attacks, as described in the Combat section above.
- **Automatic Languages:** Draconic. **Bonus Languages:** Common, Elven, Sylvan, and Celestial. Flyers have difficulty with other languages. Although they can understand and read all the bonus languages they know, they cannot speak them without spending skill points.
- **Favored Class:** Rogue.
- **Level Adjustment:** +3.

Hornhead

Large Humanoid (Reptilian)

Hit Dice: 2d8 (9 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

AC: 14 (-1 size, +5 natural), touch 9, flat-footed 14

Base Attack/Grapple: +1/+6

Attack: Claw +1 melee (1d4+1)

Full Attack: 2 claws +1 melee (1d4+1) and tail -4 melee (1d4)

Space/Reach: 5 ft./5 ft. (10 ft. with tail)

Special Qualities: Cold torpor, low-light vision, protection from sonic attacks, scent, vulnerability to gas attacks

Saves: Fort +0, Ref +3, Will +0

Abilities: Str 13, Dex 10, Con 11, Int 12, Wis 11, Cha 10

Skills: Craft (blacksmithing or weaponsmithing) +6, Hide -4, Jump +6, Knowledge (architecture and engineering) +6

Feats: Power Attack

Environment: Temperate and warm forest

Organization: Solitary, pair, pack (3-5) or tribe (6-30)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral good

Advancement Range: By character class

Level Adjustment: +2

This bipedal lizard is as big as an ogre and has a tail longer than its own body. Sharp horns protrude from its head, and a bony plate protects its neck.

Hornheads tend to be careful, rational planners. They choose their words carefully and avoid taking action without prior contemplation. Most are interested in alchemy, engineering, and other mental pursuits, and many also enjoy physical tasks requiring discipline, such as blacksmithing and weaponsmithing.

Most adventuring hornheads are consumed by a desire to understand the particulars of the world around them. Some choose to study the laws of other cultures, some the philosophical underpinnings of a religion, and some the arcane secrets of new spells. A hornhead's favored class is wizard, although some choose to develop an innate talent for sorcery instead.

Hornheads speak Draconic. They understand (but do not speak) Common, Elven, Sylvan, and Celestial.

COMBAT

Hornheads seldom fight without first considering all their options—including nonviolent ones. If pressed into combat, they don't hesitate to use their size and strength to advantage.

Cold Torpor (Ex): Hornheads are warm-blooded creatures, but they retain heat poorly in cold environments. Thus, a hornhead takes a -5 penalty on Fortitude saving throws made to avoid nonlethal damage from cold environments, and it takes double the normal amount of nonlethal damage for failing such a saving throw.

Protection from Sonic Attacks (Ex): Because a hornhead's earholes are well protected, it gains a +4 circumstance bonus on saving throws against sonic effects and attacks.

Scent (Ex): Hornheads have the scent special quality, as described in the *Monster Manual*.

Vulnerability to Gas Attacks (Ex): A hornhead's metabolism and reliance on scent make it vulnerable to attacks conveyed through gas, including *stinking cloud*, *cloudkill*, and poisonous gas. It thus takes a -4 penalty on saving throws against gas-based effects and attacks.

HORNHEADS AS CHARACTERS

Hornheads have the following racial traits.

- +2 Strength, +2 Intelligence: Hornheads are strong and have sharp minds.
- Large: As a Large creature, a hornhead has a -1 size modifier to Armor Class, a -1 size modifier on attack rolls, and a -4 size modifier on Hide checks. However, it can use larger weapons than humans can, and its lifting and carrying limits are double those of Medium characters.
- Speed: Hornhead base speed is 30 feet.
- Base Hit Dice: A hornhead has 2d8 Hit Dice in addition to Hit Dice from its character levels. These racial Hit Dice give it a starting base attack bonus of +1 and base saving throw bonuses of Fort +0, Ref +3, and Will +0.
- Racial Skills: A hornhead gets 15 skill points for its racial Hit Dice. The class skills for these skill points are Craft (blacksmithing or weaponsmithing), Jump, and Knowledge (architecture and engineering).
- Feats: A hornhead may choose one feat for its racial HD. (Most choose Power Attack.)
- Natural Armor Bonus: A hornhead has a +5 natural armor bonus.
- Natural Attacks: A hornhead can make two claw attacks and one tail attack. Each claw attack deals 1d4 points of damage plus Strength modifier, and the tail attack deals 1d3 points of damage plus Strength penalty or one-half Strength bonus. Hornheads have 10-foot reach with their tail attacks.
- Special Qualities: A hornhead has cold torpor, protection from sonic attacks, scent, and vulnerability to gas attacks, as described in the Combat section above.
- Automatic Languages: Draconic. Bonus Languages: Common, Elven, Sylvan, and Celestial. Hornheads have difficulty with other languages. Although they can understand and read all the bonus languages they know, they cannot speak them without spending skill points.
- Favored Class: Wizard.
- Level Adjustment: +2.

About the Authors

Darrin Drader was born in Pullman, Washington in 1973, and he attended Washington State University there. He has lived in western Washington for the past eight years and is thrilled to be an employee of Wizards of the Coast, Inc. Darrin has done design work for *Asgard Online Magazine*, *D20 Weekly Online Magazine*, *Dragon Magazine*, *Star Wars Gamer Magazine*, Bastion Press, and of course, Wizards of the Coast, Inc. His most recent credits include the *Book of Exalted Deeds* and *Serpent Kingdoms*.

Sean K Reynolds spends a remarkable amount of time on trains, where he defeats bandits, solves complex mathematical equations, and shushes noisy children. Then he wakes up. Check out his website at <<http://www.seankreynolds.com>>.