



SAURIAN

Like their behemoth kin the Saurian are relics of an ancient time and unknown to nearly all inhabitants of the worlds of D&D. Saurian struggle to uphold time honored traditions while they maintain the ruins of their once decadent city states.

THE END OF AN ERA

The reign of the Saurian was long but now so distant in the past that none but their own scholars even recall the details of it. In the modern age, Saurian remain in ancient gilded cities deep in the forgotten places of the world. Hidden away in these lands lost to time the Saurian remain committed to the culture and traditions of their ancestors. Even as their numbers grow fewer with each passing decade, the Saurian still look to the past rather than embrace the future.

In that bygone age the Saurian ruled sprawling empires from capitols littered with gold and precious gems, enlightened by the doctrine of their religious philosophy, and discovered the vast majority of the mundane and mystical arts practiced today. At least, that's what the Saurian claim. With their numbers shrinking since before recording time some Saurian embrace a fatalistic stance that their race was born dying.

KIN TO BEHEMOTHS

Saurian tower above other humanoid races. The size of the Saurian race is proof, they say, of their inherent capacity for rulership over the younger races and their connection to the primordial origins of the world. When their foot falls shake the earth and echo off the hills even the skeptical are inclined to give it consideration.

Their appearance is further proof of their ancient and titanic origins. All Saurian resemble the behemoths commonly assumed to have ruled the world in prehistoric times. Different Saurian subraces resemble different species of dinosaurs but all are covered with a scaled or feathered hide, possess large black eyes, and have a tail.

SAURIAN TRAITS

Your Saurian shares an inheritance of common traits and abilities with other Saurian passed down by their ancestors since time immemorial.

Ability Score Increase. Your Strength score increases by 2.

Age. Saurian mature slightly slower than humans do and can live up to a thousand years.

Alignment. Saurian are creatures of habit and custom and as such are almost always lawful. Saurian have an even temperament and a dislike for trouble making them disinclined to be good or evil.

Size. Saurian are between 6 to 8 feet tall and weigh between 350 and 450 lbs. Saurian size varies by subrace with Pteradas being the smallest and lightest, Plesios being the tallest, and Ankylos being the heaviest. Your size is medium.

Speed. Your basic walking speed is 30.

Behemoth Kin. Your size counts as large for the purposes of determining carrying capacity and grappling.

Intimidating Size. When you make an Intimidation ability check against a creature your size or smaller you gain advantage.

Long Memory. You have proficiency in the History skill.

Languages. You can speak, read, and write Common and Draconic. The Saurian dialect of Draconic is obvious to other speakers of the language and unless you learn Draconic again from another source, your speech in Draconic will always be notable for its Saurian idiosyncrasies.

Subrace. Saurian society is divided into castes that fall largely along the lines of their various subraces. Ankylos are expected to become a member of the military or city guards. Plesios are depended on as the farmers and explorers of saurian society. Pteradas are known for their creativity and expertise as artisans. Tricerats are encouraged to become scholars and bureaucrats. Tyrannos are the leaders of Saurian society, as likely to be feared as they are admired.

ANKYLOS

By tradition, the Ankylos are the military caste of Saurian society. Ankylos are introduced to fighting in small groups as a competitive team combat for sport and the entertainment of other Saurian. Ankylos age into roles in the city guard, in militaries, or as hired body guards.

These combat roles well suit the Ankylos as they are the heaviest among Saurian kind and possess both naturally weapons and a natural defense. Along their back the Ankylos have contiguous bone plates that create shell and their tail ends in a club formed from the more of the same bone plates.

Ability Score Increase. Your Constitution increases by 1.

Club Tail. Ankylos have a club tail they can use in combat. Your unarmed attacks with your tail deal 1d6 + your strength modifier bludgeoning damage.

Heavy. You have advantage on saving throws against being moved and knocked prone.

Natural Armor. Ankylos have a bone plated back they can use to intercept attacks if they have no better shield on hand. While you are not using a shield you gain a +1 to your AC.

Slow. Your base movement speed decreases to 25 feet.

PLESIOS

Plesios form the bulk of the agricultural caste of Saurian society. Plesios are naturally gifted at tending the land and the sea and are taught horticulture and herbalism from a young age. Many Plesios become farmers but some rare few serve their communities as druids or rangers instead.

Plesios are the tallest of the Saurian owing in no small part to their sizeable neck. Plesios stand nearly 8 feet tall on average and about 2 feet of that height is their neck. Despite lacking any external gills Plesios are equally at home above and below water and their skin produces a sheen when they remain out of water for extended periods of time.

Ability Score Increase. Your Wisdom score increases by 1.

Aquatic. You have a swimming speed equivalent to your base walking speed and you can breathe air and water.

Catch of the Day. When you are near a body of water you can spend 10 minutes catching fish. You catch 10 fish which function identically to the berries created by the spell, goodberry. You can use this feature again after you complete a long rest.

Darkvision. Accustomed to darkened waters, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.



PTERADAS

In Saurian society, Pteradas are seen as inherent innovators and artists and thus make up the artisan caste. In a culture that changes as slowly as Saurian society does, Pteradas are given the a limited freedom to innovate and experiment with new forms of art and thinking. In practical roles, Pteradas become artists, philosophers, and inventors.

Physically the Pteradas are the smallest and lightest of all Saurian. Their relatively spry stature allows them to use their wings, a membrane between the bottom of their palms and their top of their hips, to fly. Their heads are notable for its shape which is quite long due to their beaks.

Ability Score Increase. Your Dexterity score increases by 2.

Flight. You have a fly speed of 30 feet. You cannot fly using this feature when you are carrying more than half of your encumbrance rating in weight. While flying in this way you cannot make attack rolls, cast spells, or maintain concentration on spells you had previously cast.

Tool Proficiency. Choose and gain proficiency with any one tool kit.

TRICERAS

Triceras are regarded as being exceptionally gifted scribes and ritualists and make up the majority of the scholar caste in Saurian society. As members of the scholar caste, Triceras are called on to remember the customs and traditions of the past as well as interpret and mediate the application of historical laws. Triceras fulfill their function as members of the scholar caste by serving Saurian society as judges, priests, and lorekeepers.

The most striking physical characteristic of the Triceras is their forehead which forms a ridge separating the front of their skull from the back. On the front facing side of that ridge are three horns with one shorter horn sitting directly above the Triceras short beak and the other two longer horns above and to either side of central horn.

Ability Score Increase. Your Intelligence score increases by 2.

Living Fossil. If you are proficient in the History skill, your proficiency bonus is doubled for any History ability check you make.

Trihorn Headbutt. You have three horns on your head that you can use to attack in a pinch. Your unarmed attacks with your horns deal 1d4 + your strength modifier piercing damage.

Ritualist. Choose any two 1st-level spells with the ritual tag. You can cast these spells as rituals. Intelligence is your spellcasting ability for these spells.

TYRANNOS

With the blood of the mythical Tyrant King the Tyrannos inherit the birthright of leadership and ruler caste of the Saurian society. With Saurian society having long since retreated from attempts at military expansion traditional Tyrannos do little today but rule over the decaying ruins of their once great society while enterprising Tyrannos may attempt to start trade with the wider world. Tyrannos are given a wide berth in terms of the functional roles they play in society but most often act as politicians, rulers, and merchants.

The Tyrannos are easily identified by their large heads, which they claim is a result of their superior intellect and political prowess, and their short arms, which everyone else should be careful never to make note of.

Ability Score Increase. Your Charisma score increases by 1.

Carnivorous Bite. You have rows on rows of sharp teeth and you can use them to rend your foes. Your unarmed attacks with your bite deal 1d4 + your strength modifier slashing damage.

Tyrant King. You have proficiency in the Intimidation skill.

Terrifying Roar. You can use your action to roar with rage, shocking your inferiors into submission. When you do, all creatures within 30 feet must pass a Wisdom saving throw or be frightened until the end of your next round. The DC for this saving throw is equivalent to 8 + your Charisma modifier + your proficiency modifier. After you use your terrifying roar, you can't use it again until you complete a short or long rest.

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