

Sauroi

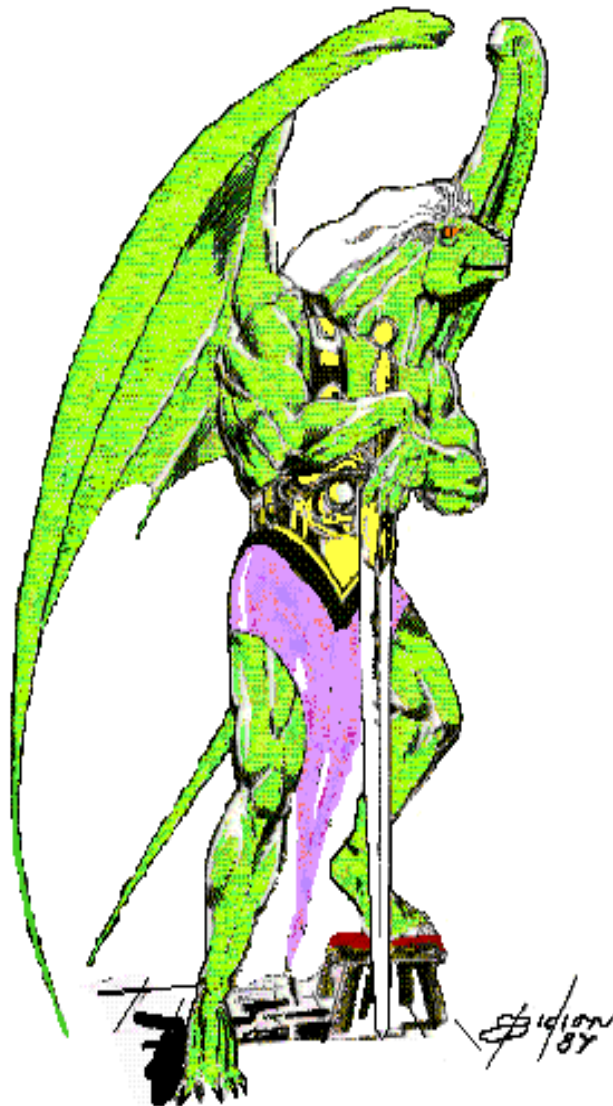
Climate/Terrain:	Any
Frequency:	Very Rare
Organization:	Family/clan
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Average to Genius
Treasure:	Z, H at home

No. Appearing:	1-4 or 100-200
Armor Class:	By color
Movement:	18" / 36"
Hit Dice:	4+4
THACO:	17
No. of Attacks:	1
Damage/Attack:	By weapon
Special Attacks:	Breath
Special Defenses:	Immunity by color
Magic Resistance:	Standard
Size:	L (11 to 14 foot)
Morale:	Elite (14)
XP Value:	
Bronze, Gold	
Red, Silver	5000
Other colors	4000
Sauroi Cleric	+1000 per level
Sauroi Magician	+1000 per level
Sauroi Fighter	+500 per level

Appearance: Sauroi appear as a cross between man and dragon. Their height varies with the color of the Sauroi. They have dragon like heads, are bipedal and have both wings and arms. Their skin is covered with fine scales in the manner of a snake. Their heads are covered in thick hair that can be rooted as far down as the middle of the back. The hair can be any color common to humans. Eyes are usually dragon colors, but blue or brown eyed Sauroi are not unknown.

Sauroi Color	Average Height	AC
Black	11'6"	17
Blue	12'6"	18
Brass	11'6"	18
Bronze	12'6"	20
Copper	12'0"	19
Gold	13'6"	22
Green	12'0"	18
Red	13'0"	21
Silver	13'0"	21
White	11'0"	17

Combat: Sauroi fight with weapons sized to their height. These do two to three times the damage done by man sized weapons of the same type. They also can attack with the breath weapon typical for their color of dragon. The breath weapon does half the Sauroi's total hit points in damage, and has half the area and/or range of the same dragon breath. When pressed they can bite for 1-6 points of damage. However, this is not a typical attack and will only be used when hand to hand. They can wing buffet creatures under 100 pounds causing them to lose balance and forfeit an attack on a successful hit. This attack causes no damage. When Sauroi are fighting any creature using edged weapons Sauroi will be reluctant to put the fragile wing membranes in any danger. They prefer to fight with



their wings fully folded unless airborne. They do not have tails, and have no real claw attacks, but can strike man sized creatures for 1-4 points damage with their fists. Sauroi will fight with breath weapons or spears when airborne. Most have learned to attack ground targets by diving with spears, releasing them to strike and pulling out of the dive. A Sauroi must have at least 500 feet of altitude to use this attack, and possess a spear. The attack will do 4-24 points damage when successful. Sauroi possess a good intelligence. They will not blindly attack, will use good tactics, and avoid targets stronger than themselves. Sauroi have the same visual ability as the Birds of Prey. They will likely see anyone coming before they are spotted themselves. That and their fine sense of smell makes it almost impossible to surprise them in open country. Sauroi will only be surprised on a 1 in 6 when in the open, and only if the other beings are trying to sneak up on them. They never attack an unknown party without parley unless serving as mercenaries, and ordered to do so. Too many orders of this kind will lose you the trust of your Sauroi mercenaries and they will not renew their contract. Treat them badly enough and you may find them working for your enemy, at cut rates.

Sauroi Breath Weapons

Color	Type Damage*	Area of Effect
Black	acid 6d4+4	stream 2'w 30' l
Blue	lightning 6d4+4	bolt 2'w 50'l
Brass	sleep gas heat 6d4+4	cone 2'-10'w 35'l sleep cloud 25'l 20'w 10'h
Bronze	lightning 6d4+4 repulsion gas repulsion	bolt 2'w 50'l cloud 15'w 10'l 15'h
Copper	slow gas acid 6d6+4	cloud 20'w 30'l 20'h slow steam 2'w 35'l
Gold	fire 6d6+4 chlorine gas 6d6+4	cone 2'-15'w 45'l cloud 20'w 25'l 15'h
Green	chlorine gas 6d6+4	cloud 20'w 25'l 15'h
Red	fire 6d6+4	cone 2'-15'w 45'l
Silver	cold 6d6+4 parayzation gas	cone 2'-15'w 40'l cloud 20'w 25'l 10'h
White	cold 6d4+4	cone 2'-15'w 35'l

* Damage is from Maturity and does not change as the Sauroi ages.

Habitat/Society: Sauroi are a young race. They have lifted most of their social habits from the people around them. Their remaining customs come from their religion. Those Sauroi not engaged in mercenary work live in the main city or the surrounding estates. The general society is like that of any major human city. Their laws are similar to those of the Eyrian Empire. Other races are tolerated, although it is plain that the Sauroi are in charge. Sauroi will eat anything or anyone (other than Orcs) that they kill. They regard this as a matter of respect for the defeated foe. Sauroi include members of their own kind in this custom. A despised foe will be left to rot. Families consist of one male and female, their children and any older relations dependent on the younger adults for support. Old or disabled Sauroi are rare. However, Sauroi respect the wisdom of age and care for their infirm. Children are treasures in Sauroi society. Sauroi live for 200 to 300 years, and are not very fertile. There will seldom be more than one child of sub-adult stature in a house. Children are born live after a gestation of 14 months. Newborns are lucid. They eat adult food, and are almost able to survive on their own. Sauroi mature in 35 years. Mentation advances at the rate of humans. Sexual maturity occurs somewhere between ages 30 and 33. Color follows the same sex parent when the parents are of different colors.

The Sauroi have inherited many traits from both sides of their original lines. From Humans they get the ambition and drive to succeed, their love of family and friends, and a general zest for the new and different. From the Dragons they get strength, power, greed, and a long memory. It has been said that a Sauroi will hold a grudge into the afterlife,

although there is no proof of this. They do possess the Dragon drive to possess, fortunately not to the same degree as their larger kin. They will work for wealth, and have been known to spend it. As a result of these combined traits they do not take orders from non-Sauroi well. While they do serve as mercenaries, they will demand their own officers, and a place on the general staff.

Ecology: Sauroi occupy the same niche as humans or their kin. Due to their large size and flight capacity they require the same amount of food as four to five normal men. They live by farming herding and hunting. The total population of Sauroi is not believed to be over 3000 individuals. The Sauroi will neither confirm nor deny any population figures.

Role-playing the Sauroi: The Sauroi do not produce retiring personalities. They are forceful, willful, and at times demanding. They bask in the limelight and the only time they will tolerate the background is if they perceive an advantage in that position. Only a fool will let ego get in the way of progress, and foolish Sauroi do not live long at home. A Sauroi will not let their desire to lead get in the way of party progress. They will willingly follow a leader they have recognized as better than themselves. This will take some doing as Sauroi ego takes a backseat to none. They do control their dragon-like greed fairly well. While they will not cheat a party member, they also will not take a bent copper less than what they are due. Sauroi are most dangerous when angry. Most of them have a temper, and most will not stop short of eating the cause of their ire. Sauroi do not indulge in the moderate emotions. They will either regard someone as a great friend, or despise the ground on which they walk. This tends to cause them trouble.

Sauroi Religion: Most Sauroi follow the tenets of the god Kirt Hellreaver. This is the god that gave them nationhood and taught them the ways of civilized people. He is revered as the first Sauroi, and the spiritual father of the race. Those few that do not hold to Kirt and his tenets have either rejected them for personal reasons and hate the god, or found personal gods they revere more than Kirt.

The Sauroi as Player Character: Sauroi are a senior player race. They can not be attempted without the Gamemaster's approval.

Players wishing to play a Sauroi character must meet the minimum ability scores for the race as well as the minimum scores for class they wish to play. Sauroi can be Fighters, Magicians, Clerics, or any sub-class of these classes. They can not be Rogues. The Sauroi character starts at first level with 3d8 hit points in addition to the hit die for his class. A note to the DM. The heightened senses of the Sauroi are not a power. They can see about four times as well as a human, but only at a distance. Their sense of smell will allow them to recognize individuals by smell alone, but only insofar as a human could know someone by their voice. Perfume or a recent bath can foil this method of identification. They could train to know a class of substances by smell alone. Treat this as a proficiency, with each class of substance as a slot; e.g., alkaloid poisons, herbs, perfumes, etc.

The Sauroi have the following advantages:

- > Height gives a better than normal damage base.
- > Dragon breath weapon.
- > Low armor class.
- > A Sauroi can fly.
- > Avian visual acuity and heightened sense of smell.
- > Greater than normal hit dice.

They have the following disadvantages:

- > Great height means they cannot ride horses or other mounts. They will also have trouble with buildings made for humans and like sized races.
- > They will spook horses or cattle not used to their presence.
- > Monstrous appearance.
- > Dragon-like greed.
- > A large appetite

Due to the advantages given the Sauroi character the following experience rider is added to the experience needed for each level.

LEVEL	EXTRA EXPERIENCE
2	1,300
3	2,600
4	5,200
5	13,000
6	26,000
7	52,000
8	97,500
9	182,000
10+	195,000

Height and Weight

Females run 05% heavier than males for height. Average height and range varies per color. Build runs from slight to medium. Wingspan is three times height.

Black Sauroi; average 11'6", range 11'2"-11'10"

BlueSauroi; average 12'6", range 12'2"-12'10"

Brass Sauroi: average 11'6", range 11'2"-11'10"

Bronze Sauroi; average 12'6", range 12'2"-12'10"

Copper Sauroi; average 12'0", range 11'8"-12'4"

Gold Sauroi; average 13'6", range 13'2"-13'10"

Green Sauroi' average 12'0", range 11'8"-12'4"

RedSauroi; average 13'0", range 12'8"-13'4"

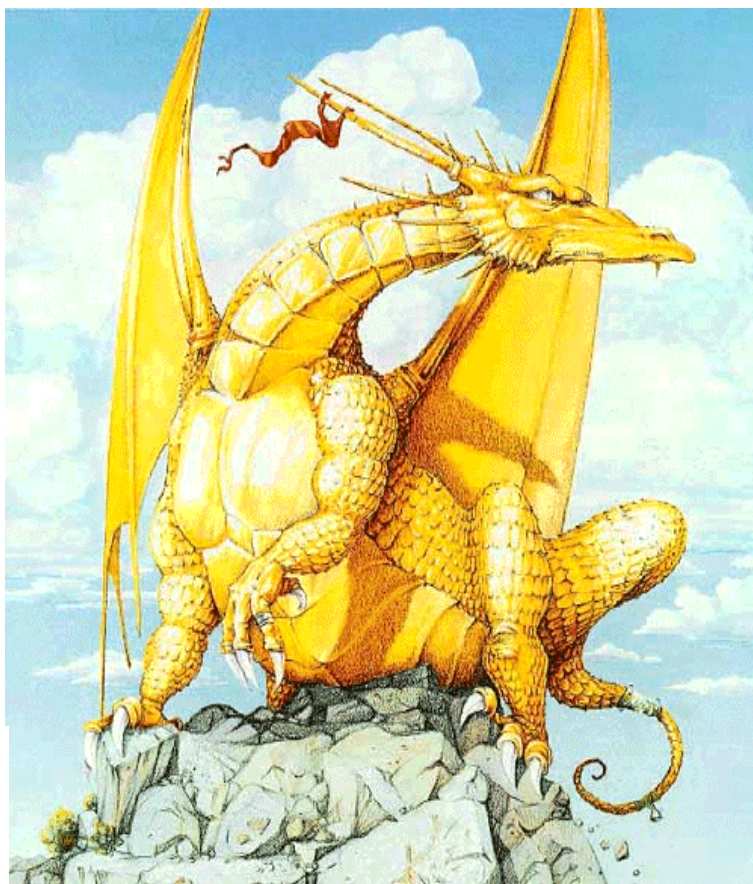
Silver Sauroi; average 13'0", range 12'8"-13'4"

White Sauroi; average 11'0", range 10'8"-11'4"

Sauroi add the following weight for each strength point over 14, by build;

Height	Slight	Slender	Medium
	4	6	10
10'8"	172-188	184-196	192-214
10'10"	180-196	192-208	202-226
11'0"	118-208	204-220	214-238
11'2"	212-228	224-240	236-258
11'4"	216-238	236-252	248-272
11'6"	230-250	248-266	260-286
11'8"	246-266	264-282	276-304
11'10"	268-282	280-300	292-320
12'0"	276-300	296-316	308-340
12'2"	298-314	312-334	324-360
12'4"	316-332	328-350	344-380
12'6"	336-364	360-380	368-390
12'8"	368-388	386-406	392-420
12'10"	376-404	398-420	408-448
13'0"	396-436	432-456	442-474
13'2"	424-464	460-490	470-500
13'4"	446-486	482-520	492-520
13'6"	464-504	500-530	520-550
13'8"	456-512	508-534	518-544
13'10"	486-548	544-568	556-586

Note; Sauroi can lift twice the given amount due to their bone structure. Double all weights for Max. Carry and Encumbrance.



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