



# Reptilians of Legend

Saurians and Serpent Folk

*by Alex Greene*



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# Introduction

## **Cold Blood**

A staple of the fantasy genre, reptilians are enthralling and terrifying at the same time. Ancient and alien, patient and implacable, reptilian antagonists have been used to symbolise the serpent complex at the back of our own brains, the brainstem mind that blinks rarely, lies in wait, strikes with ruthlessness and exists without a conscience.

The allure of reptilians is exotic and undeniable; serpents symbolise the unleashing of sexual power, the uncoiling Kundalini serpent. In mystical terms, serpents are survivors, teachers and guides as much as they are fearsome predators and monsters lurking in the recesses of bad dreams.

## **Skin, Dry and Scaly**

This article presents some ideas for Saurians and Serpentine – those reptilian species derived from lizards and dinosaurs, and those sage sorcerers derived from snakes. As individual species, they are presented as different takes and tropes, different ways of viewing reptilians. Games Masters may choose to use one or many of these different kinds of reptilians, but you are under no obligation to use all of them.

Optionally, the reptilian species are presented in a way that can allow players to create player character reptilians, with the Games Master's permission.

## **Bright, Feathered Splendour**

Current palaeontological research has revealed that some saurian species were actually feathered. Current research indicates that birds evolved from those dinosaurs which evolved feathers initially for display and insulation and, eventually, for flight. Thus, this article thus presents some feathered species of Saurians.

## **Poikilotherms in Play**

The last section of this book details ways in which the Games Master can bring reptilians into his game; either by making them the major threat force, or by using a reptilian as a powerful enemy, or by making them enigmatic and reclusive allies whose advice is not always wholly to be trusted. After all, they do speak with forked tongues ...

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# Strengths and Weaknesses

## Strengths

### Characteristics

Typically reptilians are stronger, more agile and smarter than most humans. This is reflected in the characteristic charts, averages and base chances given below, as well as Hit Locations, Combat Actions and so on.

All reptilians have the Scaly characteristic, which grants them Natural Armour that does not detract from their Strike Ranks.

### Fatigue

Reptilians also Fatigue differently to humans, only accruing Fatigue from Medium Activity as if it were Light Activity, and from Heavy Activity as though it were Medium Activity. They do not acquire Fatigue from Light Activity at all.

### Ageing

All but degenerate reptilians age more slowly than humans, beginning ageing at 70 rather than 40, and suffering a cumulative penalty of -1% per *decade* past 70; otherwise, they use the same tables on p. 74 of the *Legend Core Rulebook* as other Adventurers.

## Weaknesses

### Cold

An unprotected reptilian will suffer from exposure to cold. In addition to suffering damage from exposure, each ten minutes of prolonged exposure afflicts one extra level of fatigue on the reptilian. If the reptilian is not led to warmth, prolonged exposure to cold after it has lost consciousness results in damage and eventual death by exposure.

### Social Stigma

Depending on your setting, reptilians might be frightening to humans and humanoid species. Games Master should consider giving individual reptilians a temporary CHA rating of no more than 2d6 for the first few encounters. After a number of encounters not less than [22 – the human's INT score], humans will have become accustomed to the species, allowing them to see them at their true generated CHA value.

### Cold-Blooded

Again, depending on your setting, reptilians might be unused to the human race, not to mention to other humanoids. Improvement Rolls to increase knowledge of human species (Culture and Lore rolls), and skills such as Seduction, Commerce, Influence and so on, are all doubled both for opening a new skill and for increasing that skill. They *really* do not understand what we find beautiful or funny, or indeed why we laugh at all.

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# Saurians

Former Lords of Earth



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# Saurians

## Former Lords of Earth

The Saurians once considered themselves to be the dominant species on the planet.

Advanced and civilised, they expanded their empire beyond the tropics to colonise the globe, learning sorcery to enable them to adapt to hostile environments such as the cold tundra and steppes, and the polar regions when the planet shifted and the continents froze under massive permanent ice caps.

Their wisest sages, foretelling a time when the surface world would be cleared away through a terrible disaster, concocted a plan to save the best of their race. And so they drilled deep below the surface of the world, burying their race in special chambers kilometres underground, far below the deepest mineshafts drilled by Man, where they would remain in stasis until the crisis was over. And there they slumber to this day ... until a time when the world is once again right for them to rise and reclaim the world they once mastered.

Or perhaps some nests were opened by dwarfs – or orcs or trolls – that dug too deep, and awakened something that should have best been left asleep ...

## Physical Appearance

Taller and more slender than humans, Saurians are a digitigrade species, walking on their toes. Saurians have long, fleshy tails which they use primarily for balance; they are generally impractical for use in combat for the most part, though some Warriors can learn a Tail Bash Combat Style. Saurian skin is tougher than humans', covered with layers of scales which vary in colour from a pale grey through a glossy black.

Most Saurians have a vestigial frill of thin red flesh around the back and sides of their necks. Under duress, the frill expands like a red ruff. A popular Saurian saying is “flaring one's frill,” conveying a similar meaning to “raising goosebumps,” “raising one's hackles” and so on in humans.

Saurian hands have opposable thumbs, like humans. Most human tools and weapons can be grasped quite easily by a Saurian hand. Saurians are capable of carrying human weapons and even wearing human armour, although their natural protective hides reduce the need for a Saurian to have to wear anything more protective than its own skin, which a competent Saurian Warrior would likely enhance through Armourblessing enchantments bestowed by a Builder caste enchanter.

Saurian heads tend to be slightly larger than human heads, but that is mostly due to the heavy ridged skull. Saurian mouths extend forwards to form beaklike structures with minute triangular teeth. Lipless mouths can articulate words of human tongues and the naturally sibilant Saurian tongue, but many Saurians prefer to use Telepathy to communicate with one another and with outsiders.

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## Senses

Generally Saurians do not have visible pinnae (the external fleshy structures of human ears) although this does not impair their hearing; their eyes can perceive in colour as well as possessing Darksense, and they have a superior sense of smell. Saurians can also sense the heat given off by living bodies.

## Castes and Ranks

Saurians have a caste system. The caste of the Saurian depends on the temperature of the eggs during incubation. With the exception of male and female Sport caste Saurians which can become Ministers and Queens respectively, caste identities remain fixed.

The castes are:-

*Warrior* – responsible for matters concerning defence of the colony, tactics and strategy

*Builder* – responsible for designing and building Saurian structures, equipment and systems; experts in enchantment

*Minister* – responsible for research and investigation of all kinds; experts in sorcery

*Preceptor* – provides spiritual guidance for the whole colony; fertile male

*Queen* – fertile female, egg-layer, mother for the whole colony

*Sport* – Ambassadors to other species, including humans; Sports are fertile males and females that have yet to set up their own colonies. Sports are unique among Saurians, since as mating is one of their duties, in addition to having particularly glossy scales and pronounced ridges, both males and females typically have dark, iridescent display feathers on the tops of their heads, along their upper arms and shoulders and the backs of their necks. Males sport long, colourful tail feathers during the two month-long mating seasons during the year, shedding them when the mating seasons are over.

## Communities

Saurian communities tend to be smaller than humans. Saurians tend to build underground structures in geologically stable regions, protected from earthquakes and rock slides through powerful sorcery and Divine spells such as Propitiate. Saurian communities tend to be slightly warmer than is comfortable for humans, though not tropical. Because of their natural Telepathy, Darksense and heat sense, many Saurian communities dispense with light except where absolutely necessary. Corridors and rooms are typically dark. Visitors are given glowglobes, glass bottles containing specially-bred insect grubs which produce a light effect similar to a perpetual 2 Magnitude Common Magic Glow spell.

The heart of any Saurian community is the Queen's Chambers; the central chamber housing the Queen, and sets of egg chambers radiating away from this chamber along long corridors. Each egg chamber is kept at a specific temperature, that temperature determining whether the eggs they contain will hatch into Warrior, Preceptor, Minister, Builder or Sport castes. These chambers are heavily guarded by Warriors, and only the most experienced and conditioned Warriors, Ministers and Preceptors are allowed in to tend to the Queen.

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## Rituals and Customs

Saurian customs are strange, and to some human visitors barbaric. One such ritual, The Consuming, is shared among the entire community. If the colony has to relocate, the community members all gather in the Queen's chamber. Those Saurians deemed fit to travel are spared; those too old and weak to travel are ritually slaughtered and consumed in a mass act of Avulsion. This includes eggs in the breeding chambers which would otherwise have to be abandoned.

Saurian families seem strange. They do not have a concept of “fathers,” only a single Mother – the Queen who laid the soft, leathery eggs they hatched from. Every Saurian from the same colony is a Brother or a Sister, a Nephew or a Niece, an Uncle or Aunt.

Another ritual, The Transfer, allows a Minister or Preceptor near the end of his or her life to give one last gift to the colony. Letting his or her blood into a container, the dying Minister or Preceptor offers up his or her life to the Queen, who consumes the whole blood of the Saurian. The next 1d6 eggs she lays, if cultivated in a Minister or Preceptor caste egg chamber, will emerge as Ministers or Preceptors already possessing the ancestral knowledge of their predecessors.

Sports are blessed with their own rites. When they are mature enough to leave the colony, Sports are marked with blood taken from the Queen. This scent marks them as belonging to the specific community they come from, and ensures that no Sport castes from the same colony will mate.

## Magic

Most Saurians are at least familiar with sorcery. All Saurian sorcerers draw their spells from the same Grimoire, Saurian Sorcery. Sorcery, to Saurians, is as Common Magic to humans and other races.

Saurians can form Pacts with Saurian deities, dedicate their POW and use Lore (Saurian Deity) to cast Divine spells. No examples of this are given in the descriptions below. However, Ministers and Preceptors are the castes which typically form Pacts, though any Saurian of any caste can form a Pact and gain access to Divine Magic. Saurian Gods are alien, ancient entities, and no non-reptilian can form Pacts with them (though Serpentine priests can happily form Pacts with Saurian Gods, and vice versa).

### Available Divine Miracles

A pious Saurian can learn any of the Divine spells from the following list:-

Beast Form (any reptilian species from the Dinosaurs and Reptiles chapter of *Monsters of Legend*, but Allosaurus is a favourite), Consecrate, Cure Disease/Poison, Dismiss Magic, Fear, Heal Body, Heal Mind, Heal Wound, Illusion, Madness, Meditate, Mindblast, Regenerate Limb, Shield, Soul Sight, and the Bloody Miracles Accursed Aura, Bless Sacrifice, Propitiate, Purify Blood, Sense Blood, Substitute Victim, Transfer Injury, Vampiric Touch and Ward spells from *Arcania of Legend: Blood Magic*. They can also learn a unique Divine Spell, Queening, which allows a Saurian of any caste to turn into a fertilised female Sport, who can locate a new spot for a colony and become a Queen.

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## Warrior Caste

The fighters and strategists of the Saurian race, these are the first and last line of defence when it comes to threats to the colony. Built to be tough and smart, their brains give them a far greater advantage than their muscle mass, because the key philosophy of Saurian combat is to outthink the enemy rather than match brawn against brawn.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+9	16	1–2	Right Leg	2/3
CON	3D6+6	17	3–4	Left Leg	2/3
SIZ	2D6+6	13	5–6	Tail	2/3
INT	3D6+6	17	7–9	Abdomen	2/5
POW	3D6+6	17	10–12	Chest	2/5
DEX	3D6+6	17	13–15	Right Arm	2/5
CHA	3D6+3	14	16–18	Left Arm	2/5
			19–20	Head	2/3

Combat Actions 3

Natural Armour: AP 2

Damage Modifier: +1d2

Magic Points 17

Traits: Heat Sense, Darksense, Telepathy

Movement 10m base

Strike Rank +17

### Saurian Warrior Caste Skills (Base Chances)

Skills (base chances): Athletics 33%, Brawn 29%, Culture (Own) 34%, Culture (Human) 34%, Evade 34%, Insight 34%, Perception 34%, Persistence 34%, Resilience 34%, Stealth 34%, Unarmed 33%

Magical Skills (base chances): Grimoire 34%, Manipulation 34%:

Combat Styles (base chances):

Longbow 33%, Spear 34%, Tail Bash 34%.

### Experienced Saurian Warrior Caste

Skills: Athletics 70%, Brawn 70%, Culture (Own) 85%, Culture (Human) 45%, Evade 90%, Insight 75%, Perception 60%, Persistence 80%, Resilience 80%, Stealth 65%, Unarmed 60%

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Magical Skills: Grimoire 65%, Manipulation 75%:

Combat Styles:

Longbow 85%, One Handed Sword 75%, Spear 60%, Sword and Shield 75%, Spear and Shield 55%, Tail Bash 65%.

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Longbow	H	—	1d8	4/7	175m
Longspear	L	VL	1d10+1	4/10	—
Longsword	M	L	1d8	6/12	—
Scimitar	L	L	1d8	6/10	—
Tail Bash	L	L	1d6	As for Tail	—

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## Builder Caste

Architects, planners and builders, this is the caste of those who construct the buildings and maintain the essential services which keep the colony running, from maintaining appropriate temperatures in the different egg incubation chambers to maintaining airflow systems to building the colony complexes themselves.

Builders are expert enchanters, and among the items they produce Builders make the Adaptation Collars which allow Saurians to wander about in environments which would kill them, such as the tops of mountains above the snowline or the frozen polar regions.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+12	19	1–2	Right Leg	2/3
CON	3D6+6	17	3–4	Left Leg	2/3
SIZ	2D6+6	13	5–6	Tail	2/3
INT	3D6+6	17	7–9	Abdomen	2/5
POW	3D6+6	17	10–12	Chest	2/5
DEX	3D6+6	17	13–15	Right Arm	2/5
CHA	3D6	11	16–18	Left Arm	2/5
			19–20	Head	2/3

Combat Actions 3

Natural Armour: AP 2

Damage Modifier: +1d4

Magic Points 17

Traits: Heat Sense, Darksense, Telepathy

Movement 10m base

Strike Rank +17

### Saurian Builder Caste Skills (Base Chances)

Skills (base chances): Athletics 36%, Brawn 32%, Culture (Own) 34%, Culture (Human) 34%, Evade 34%, Evaluate 28%, Insight 34%, Perception 34%, Persistence 34%, Resilience 34%, Stealth 34%, Unarmed 36%, Art 28%, Craft 34%, Engineering 34%, Mechanisms 34%

Magical Skills (base chances): Grimoire 34%, Manipulation 34%, Enchant 34%: Any four sorcery spells, one of which must be Form/Set Stone.

Combat Styles (base chances):

One Handed Club 34%

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## Experienced Saurian Builder Caste

Skills: Athletics 70%, Brawn 80%, Culture (Own) 55%, Culture (Human) 45%, Evade 60%, Insight 75%, Perception 60%, Persistence 80%, Resilience 80%, Stealth 55%, Unarmed 60%, Athletics 36%, Brawn 32%, Culture (Own) 34%, Culture (Human) 34%, Evade 34%, Evaluate 28%, Insight 34%, Perception 34%, Persistence 34%, Resilience 34%, Stealth 34%, Unarmed 36%, Art 28%, Craft 34%, Engineering 34%, Mechanisms 34%

Magical Skills: Grimoire 65%, Manipulation 75%, Enchant 80%. Any seven sorcery spells, one of which must be Form/Set Stone, and one other Form/Set spell.

Combat Styles:

One Handed Club 75%, Two Handed Club 65%, Two Clubs 55%, Tail Bash 50%.

## Weapons

Type	Size	Reach	Damage	AP/HP
Club	M	S	1d6	8/6
Great Club	H	L	2d6	4/10
Tail Bash	L	L	1d6	As for Tail

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## Minister Caste

The researchers, medics, thinkers, investigators and sorcerers of the Saurian race, Ministers' primary strength is their intelligence. Bred smarter than almost every other caste apart from the Queens, Ministers are responsible for the long-term planning and strategies for, and involving, the whole Saurian race. Most (80%) Ministers are males; all are infertile.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1–2	Right Leg	2/3
CON	3D6+6	17	3–4	Left Leg	2/3
SIZ	2D6+6	13	5–6	Tail	2/3
INT	4D6+6	20	7–9	Abdomen	2/5
POW	3D6+6	17	10–12	Chest	2/5
DEX	3D6+6	17	13–15	Right Arm	2/5
CHA	3D6+6	17	16–18	Left Arm	2/5
			19–20	Head	2/3

Combat Actions 4

Natural Armour: AP 2

Damage Modifier: +1d2

Magic Points 17

Traits: Heat Sense, Darksense, Telepathy

Movement 10m base

Strike Rank +19

### Saurian Minister Caste Skills (Base Chances)

Skills (base chances): Culture (Own) 34%, Culture (Human) 34%, Evade 34%, Evaluate 37%, First Aid 37%, Insight 37%, Perception 37%, Persistence 34%, Resilience 34%, Stealth 34%, Unarmed 33%, Courtesy 37%, Healing 37%, Lore 40%, two Languages 37%, Meditation 34%, Oratory 34%, Teaching 37%

Magical Skills (base chances): Grimoire 37%, Manipulation 34%: any five sorcery spells including Mystic Vision and Sense Life.

Combat Styles: Normally Ministers do not engage in combat. They usually retain a cadre of Warrior Caste bodyguards to protect them.

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## Experienced Saurian Minister Caste

Skills (base chances): Culture (Own) 80%, Culture (Human) 50%, Evade 45%, Evaluate 70%, First Aid 65%, Insight 70%, Perception 75%, Persistence 50%, Resilience 50%, Stealth 40%, Unarmed 40%, Courtesy 70%, Healing 80%, Lore 60%, two Languages 55%, Meditation 60%, Oratory 70%, Teaching 65%

Magical Skills (base chances): Grimoire 80%, Manipulation 75%: any eight sorcery spells including Mystic Vision and Sense Life.

Combat Styles: Normally Ministers do not engage in combat. They usually retain a cadre of Warrior Caste bodyguards to protect them.

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## Preceptor Caste

The spiritual leaders and advisors of the Saurian race, Preceptors take on the role of teachers, priests, confessors and team coaches. Their Charisma is their defining characteristic: their voices are modulated to soothe Saurians, and have a similar effect on most humanoid species. Most (85%) Preceptors are females. All are infertile.

	<b>Dice</b>	<b>Average</b>	<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	2D6+6	13	1–2	Right Leg	2/3
CON	3D6+6	17	3–4	Left Leg	2/3
SIZ	2D6+6	13	5–6	Tail	2/3
INT	3D6+6	17	7–9	Abdomen	2/5
POW	3D6+6	17	10–12	Chest	2/5
DEX	3D6+6	17	13–15	Right Arm	2/5
CHA	4D6+6	20	16–18	Left Arm	2/5
			19–20	Head	2/3

Combat Actions 3

Natural Armour: AP 2

Damage Modifier: +1d2

Magic Points 17

Traits: Heat Sense, Darksense, Telepathy

Movement 10m base

Strike Rank +17

### Saurian Preceptor Caste Skills (Base Chances)

Skills (base chances): Culture (Own) 34%, Culture (Human) 34%, Evade 34%, Evaluate 37%, First Aid 37%, Insight 37%, Perception 37%, Persistence 34%, Resilience 34%, Stealth 34%, Unarmed 33%, Courtesy 37%, Healing 37%, Lore 40%, two Languages 37%, Meditation 34%, Oratory 34%, Teaching 37%

Magical Skills (base chances): Grimoire 37%, Manipulation 34%: any five sorcery spells including Mystic Vision and Sense Life.

Combat Styles: Normally Preceptors do not engage in combat. They usually retain a cadre of Warrior Caste bodyguards to protect them.

### Experienced Saurian Preceptor Caste

Skills (base chances): Culture (Own) 80%, Culture (Human) 50%, Evade 45%, Evaluate

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70%, First Aid 65%, Insight 70%, Perception 75%, Persistence 50%, Resilience 50%, Stealth 40%, Unarmed 40%, Courtesy 70%, Healing 80%, Lore 60%, two Languages 55%, Meditation 60%, Oratory 70%, Teaching 65%

Magical Skills (base chances): Grimoire 80%, Manipulation 75%: any eight sorcery spells including Mystic Vision and Sense Life.

Combat Styles: Normally Preceptors do not engage in combat. They usually retain a cadre of Warrior Caste bodyguards to protect them.

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## Queen Caste

The Mothers of the Saurian race, as well as being the biggest Saurians the Queens are also the smartest, next to the Minister caste. Only one Queen can exist in one colony; Queens produce male and female Sports when they want to spawn a new colony.

Most of the time a Queen will remain sequestered in the heart of her colony, fertilising her eggs with seed left inside her by multiple matings from her suitors and handing them over to Builders to place in incubation chambers. However, if the colony faces a threat the Queen can and will move, along with as many Saurians of the colony as she can summon to her side. And she can move *fast*.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+12	23	1–2	Right Leg	4/5
CON	4D6+12	26	3–4	Left Leg	4/5
SIZ	5D6+6	24	5–6	Tail	4/5
INT	4D6+9	23	7–9	Abdomen	4/8
POW	4D6+12	26	10–12	Chest	4/8
DEX	3D6+6	17	13–15	Right Arm	4/8
CHA	3D6+6	17	16–18	Left Arm	4/8
			19–20	Head	4/5

Combat Actions 7

Natural Armour: AP 4

Damage Modifier: +1d10

Magic Points 26

Traits: Heat Sense, Darksense, Telepathy

Movement 12m base

Strike Rank +20

### Saurian Queen Caste Skills (Base Chances)

Skills (base chances): Culture (Own) 34%, Culture (Human) 34%, Evade 34%, Insight 37%, Perception 37%, Persistence 34%, Resilience 52%, Unarmed 40%, Courtesy 40%, Lore 52%, two Languages 40%, Meditation 52%, Oratory 43%

Magical Skills (base chances): Grimoire 37%, Manipulation 34%: any six sorcery spells, one of which must be Dominate (Saurian).

Combat Styles: Normally Queens do not engage in combat. They usually retain a cadre of Warrior Caste bodyguards to protect them.

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## Experienced Saurian Queen Caste

Skills (base chances): Culture (Own) 80%, Culture (Human) 50%, Evade 45%, Evaluate 70%, First Aid 65%, Insight 70%, Perception 75%, Persistence 50%, Resilience 50%, Stealth 40%, Unarmed 40%, Courtesy 70%, Healing 80%, Lore 60%, two Languages 55%, Meditation 60%, Oratory 70%, Teaching 65%

Magical Skills (base chances): Grimoire 80%, Manipulation 75%: any nine sorcery spells, one of which must be Dominate (Saurian).

Combat Styles: Normally Queens do not engage in combat. They usually retain a cadre of Warrior Caste bodyguards to protect them.

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## Sport Caste

The fastest caste of Saurians, Sports are Ambassadors to the Saurian race, dealing with outsider cultures, most of whom are mammalians such as Orcs, Elves and of course Humans. The likeliest caste to be encountered by Humans, Sports are also the most charismatic – they are the only feathered caste, their heads, shoulders, upper backs and arms decorated with dark, iridescent display feathers.

When a female Sport mates and settles down, she undergoes a period of dormancy of 1d6 weeks before becoming a Queen caste. Only 30% of female Sports ever get to become Queens.

A male Sport which mates can either stay and continue to fertilise his Queen as a Sport, or lose his fertility and become a Minister caste.

	<b>Dice</b>	<b>Average</b>	<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	2D6+6	13	1–2	Right Leg	2/3
CON	3D6+6	17	3–4	Left Leg	2/3
SIZ	2D6+6	13	5–6	Tail	2/3
INT	4D6+3	17	7–9	Abdomen	2/5
POW	3D6+6	17	10–12	Chest	2/5
DEX	3D6+9	20	13–15	Right Arm	2/5
CHA	4D6+6	17	16–18	Left Arm	2/5
			19–20	Head	2/3

Combat Actions 4

Natural Armour: AP 2

Damage Modifier: +1d2

Magic Points 17

Traits: Heat Sense, Darksense, Telepathy, Alluring

Movement 15m base

Strike Rank +19

### Saurian Sport Caste Skills (Base Chances)

Skills (base chances): Athletics 34%, Evade 34%, Influence 34%, Insight 34%, Perception 34%, Persistence 34%, Resilience 34%, Stealth 34%, Unarmed 33%, Courtesy 40%, Culture (Own) 34%, Culture (Human) 34%, Lore 34%, two Languages 40%, Meditation 52%, Oratory 43%

Magical Skills (base chances): Grimoire 34%, Manipulation 34%: any four sorcery spells including Mystic Vision and Dominate Human.

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Combat Styles: Two Handed Blade 33%.

## Experienced Saurian Sport Caste

Skills (base chances): Athletics 65%, Culture (Own) 80%, Culture (Human) 50%, Evade 45%, Evaluate 70%, First Aid 65%, Insight 75%, Perception 75%, Persistence 50%, Resilience 50%, Stealth 40%, Unarmed 40%, Courtesy 75%, Healing 60%, Lore 60%, two Languages 55%, Meditation 60%, Oratory 70%

Magical Skills (base chances): Grimoire 80%, Manipulation 75%: any six sorcery spells, one of which must be Dominate Human.

Combat Styles: Typically Two Handed Blade 75%, One Handed Blade 70%.

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Longbow	H	—	1d8	4/7	175m
Longspear	L	VL	1d10+1	4/10	—
Longsword	M	L	1d8	6/12	—
Scimitar	L	L	1d8	6/10	—

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## Lizard Person

A degenerate lizard species, this race does not caste. Males and females mate, the females laying large, soft eggs which are looked after by all members of the community.

This species' skin has chromatophores enabling members of the species to change skin colour to blend into the background and shadows, and they are able to climb sheer surfaces with incredible agility.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+9	16	1–2	Right Leg	2/3
CON	3D6+6	17	3–4	Left Leg	2/3
SIZ	2D6+6	13	5–6	Tail	2/3
INT	3D6+6	17	7–9	Abdomen	2/5
POW	3D6+6	17	10–12	Chest	2/5
DEX	3D6+6	17	13–15	Right Arm	2/5
CHA	3D6+3	14	16–18	Left Arm	2/5
			19–20	Head	2/3

Combat Actions 3

Natural Armour: AP 2

Damage Modifier: +1d2

Magic Points 17

Traits: Heat Sense, Chameleon, Climbing

Movement 10m base

Strike Rank +17

### Lizard Person

Skills: Athletics 70%, Brawn 70%, Culture (Own) 85%, Culture (Human) 45%, Evade 90%, Insight 75%, Perception 60%, Persistence 80%, Resilience 80%, Stealth 65%, Unarmed 60%

Magical Skills: Common Magic 55%, any three Common Magic spells

Combat Styles:

Longbow 55%, One Handed Sword 55%, Spear 60%, Sword and Shield 50%, Spear and Shield 50%, Tail Bash 55%.

### Lizard Person Shaman

Skills: Athletics 70%, Culture (Own) 85%, Culture (Human) 55%, Evade 90%, Insight

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75%, Perception 65%, Persistence 80%, Resilience 80%, Stealth 75%, Unarmed 65%

Magical Skills: Common Magic 55%, any six Common Magic spells. Spirit Walking 65%, Spirit Binding 60%.

Combat Styles:

One Handed Short Blade 50%, Tail Bash 60%.

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Dagger	S	S	1D4	4/6	—
Longbow	H	—	1d8	4/7	175m
Longspear	L	VL	1d10+1	4/10	—
Longsword	M	L	1d8	6/12	—
Scimitar	L	L	1d8	6/10	—
Tail Bash	L	L	1d6	As for Tail	—

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# Serpentines

Snakes In Long Grass



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## Snake Eyes

Snake People do not exist.

That is the final word. The Village Elders have spoken. Anyone who tells stories of snake-headed beings, with their strange lithe flexible bodies, the sheer sensual allure of a dancing snake girl, the horror of seeing an interloper die of a Snake Person bite or blinded by a toxic spray of spit from an offended temple girl, must be making stories up, or he's been at the jagweed and it's addled his head.

There are no such things as Snake People.

Except ...

The rumours persist of those sensual, alluring, incredibly flexible snake girls in the forbidden temple on the other side of the mountain, in that lush valley where no human dares to go, and in that dangerous ruin on top of an ancient cliff overlooking a sea of primal forest unconquered by any human hand.

The things Serpent People are supposed to know are terrifying, ancient. Keepers of great and dark secrets, they are as knowledgeable in the ways of the human body as they are aware of their own bodies. They know of human mating, too, and the basest rumour persist of the pleasures they know and can share: pleasures as arcane and dangerous as they are forbidden and taboo.

So every year, Adventurers gird their lions, pack their kit, and go wandering off on an Adventure, hoping to meet the Serpent People. Hoping to prove the rumours right, and the Elders wrong. Hoping to learn from them. Forbidden or not, knowledge is power, and as many Adventurers are in it for power as for anything tangible like loot, treasure or plain money.

Some would say that it is the unlucky ones which come back from an Adventure, having wasted their time and never met a single Snake Person, nor any trace of their existence. They would be incorrect. Those Adventurers who come back are generally considered the lucky ones; the unlucky ones are those which meet Serpent People.

And of those, by far the unluckiest of all are those Adventurers which meet Serpent People and live to come back, not necessarily to tell the tale.

Judging by the thousand yard stares such Adventurers always have, perhaps it is a blessing that they do not tell of what they learned ...

### Serpent People

Serpent People can be presented in any number of ways. Here are three possibilities.

#### An Eternal Hunger

Serpent People are like vampires. Their Bite attack injects a poison which slowly converts the victim into another Serpent Person. The change is slow, but subtle, and ultimately – no more than one's current POW x 5 months – the bitten person gives in to

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the urge to return to his new people, abandoning his old life and disappearing into the wilderness, only to turn up much later as a Serpent Person with barely any recollection nor recognition of his former player character teammates.

## **A Forbidden Knowledge**

Serpent People *know* things..Things they couldn't. Things they shouldn't. Knowledge taught to human Adventurers could include access to Common Magic spells such as Disruption and Hand of Death, spells not known anywhere else, and which only Serpent People can know.

Likewise Serpent People could teach forbidden Sorcery skills to impertinent humans, giving them access to lethal and forbidden Sorcery spells such as Dominate Human, Animate Blood (a cruel spell which can turn a living creature into an unwitting marionette at the whim of the sorcerer) and Transmute Blood to Serpent Venom, an instantly lethal spell.

In your setting Serpentine could be the only race which practices Sorcery; the only way a human Adventurer can learn Sorcery is through being trained in the Grimoire of Serpentine Sorcery and the Manipulation skill by a Serpent Person willing to teach it. Games Masters can also allow Serpentine shamans to use the Spirit Walking and Spirit Binding magical skills from the Spirit Magic *Legend* supplement to trap spirits and bind them in fetishes.

The cruellest Serpent People could even let foolish Adventurers pledge Pacts to their alien, reptilian gods, dedicating their POW to an unseen presence that haunts the acolyte's mind, an unblinking eye constantly staring into the Adventurer's very soul; or they could grant them a fetish containing a spirit as alien and malign as they, giving the bearer of the fetish a strange and terrible power that is not worth the price he must pay. Unlike Saurian Gods, Snake Person Gods are happy to accept Pacts from humans; the human brainstem, and the attendant human predilection to committing evil and committing crimes in cold blood, appeal greatly to the Snake Gods' sense of humour.

Not all their activities may be malign, however. Serpents are symbols of profound teachings. Serpent is a teacher; a benign preceptor leading those who follow her to knowledge. Serpent People's knowledge of magic might be forbidden because it is healing magic, benevolent magic, magic which grants strength to the weak and downtrodden. Magic and knowledge mocked and suppressed by an unkind world.

## **They Walk Among Us**

Serpent People are generally benign. They disguise themselves with powerful, yet subtle sorceries allowing them to walk among human beings, observing them and learning from them. Only by observing their shadows, which look obviously Serpentine, can you see them for what they are.

Once in a while, they come openly to Adventurers as patrons and sponsors. The knowledge they can impart, the teachings they can bestow, make them very much worth whatever hazards the Adventurers have to face to fulfil their end of the contract with these enigmas.

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## Serpent People

Also known as Ophidians, Snake People and Serpentes, Serpent People resemble tall, slender humanoids with scaly skin and snakelike heads. The skin markings vary and permit individual identification. Serpent People are bipedal, walking digitigrade on their toes; they have long, slender, flexible hands, able to use any human tools.

Once every CON years, a Serpent Person sheds its old skin. During that time it renews its body. Combined with their knowledge of Abjure Ageing, Serpentes are effectively immortal and unaging.

Serpentes have all of the advantages and disadvantages of reptilians as described in the Strengths and Weaknesses chapter above.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+9	16	1–2	Right Leg	2/3
CON	3D6+6	17	3–4	Left Leg	2/3
SIZ	2D6+6	13	5–6	Tail	2/3
INT	3D6+6	17	7–9	Abdomen	2/5
POW	3D6+6	17	10–12	Chest	2/5
DEX	3D6+6	17	13–15	Right Arm	2/5
CHA	3D6+3	14	16–18	Left Arm	2/5
			19–20	Head	2/3

Combat Actions 3

Natural Armour: AP 2

Damage Modifier: +1d2

Magic Points 17

Traits: Heat Sense, Alluring, Patterned, Poisonous

Movement 10m base

Strike Rank +17

### Serpentine

Skills: Athletics 70%, Brawn 70%, Culture (Own) 60%, Culture (Human) 50%, Evade 70%, Insight 65%, Perception 65%, Persistence 60%, Resilience 70%, Stealth 85%, Unarmed 60%

Magical Skills: Common Magic 60%, any four Common Magic spells

Combat Styles:

One Handed Sword 55%, Spear 60%, Sword and Shield 50%, Spear and Shield 50%, Bite/Spit 65%.

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## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite/Spit	S	T	1D3	As for Head	STR in metres
Longbow	H	—	1d8	4/7	175m
Longspear	L	VL	1d10+1	4/10	—
Longsword	M	L	1d8	6/12	—
Scimitar	L	L	1d8	6/10	—

## Combat Notes: Snake Person Venom

The venom of the Serpentes has the following characteristics.

**Application:** Injection/Smeared.

**Onset time:** Nausea after 1D2 minutes, Paralysis after 2D6 minutes, Asphyxiation at conclusion.

**Duration:** 30 minutes.

**Resistance Time:** The victim must make a Resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect.

**Potency:** Snake Person's CON x 6.

**Resistance:** Resilience.

**Conditions:** Nausea, Paralysis, Asphyxiation. The venom initially causes the victim to start feeling nauseous if the first Resistance roll is failed. The location bitten then suffers paralysis if the second Resistance roll is failed. At the end of the Duration the victim must succeed in a final resistance roll or suffer respiratory failure.

**Antidote/Cure:** Anti-venom. The Snake People have perfected anti-venom remedies which have a Potency of 1D20+10. The anti-venom must be introduced with a successful First Aid or Healing roll and add their Potency as a bonus to the victim's Resilience roll to fight the venom throughout its duration.

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# Reptilians In The Game

Game Mastering Reptilians



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# Using Reptilians In Your *Legend* Game

## Using Saurians and Lizard Folk

Games Masters can use the Saurians as presented, as a race of colonising lizard folk, former Masters of the Earth now rising again to reclaim the world they once called theirs from the upstart ape squatters, or the primitive and degenerate chameleonlike Lizard Folk presented later in the Saurians chapter.

Your setting could vary – not every Games Master may like the image of Saurian colonies that caste like insects, or feathered Lizard Men. The beauty of this article is that it presents enough material to allow a Games Master to mix and match his poikilotherm antagonists to suit his game. Being Open Content, Games Masters are encouraged to use and discard whatsoever they please from this article in their game.

Do you want to pit your characters against Warrior types which climb walls and blend into the background? Give the Warrior caste the Chameleon and Climbing attributes given to the Lizard Folk type. Do you want all your Saurians to be the same – powerful sorcerers with deadly genius level intelligence? Give them all the Warrior Caste's characteristics but the INT scores of the Minister caste. Do you want them to have a venomous bite? Give them the Snake People's Bite/Spit attack and venom. Games Masters, it's your game. Have fun.

## Types of Saurians

Plenty of inspirations here, ranging from Marvel Comics' *Spider-Man* to *Doctor Who*'s Silurians and Sea Devils, from *Aliens* to the *2000AD* Judge Dredd continuity. The article presents many different kinds of lizard person: strong, fast lizard brutes like the Gorn in the TV show *Star Trek* and the Jekyll-and-Hyde transformations of Spider-Man's reptilian adversary Dr Connors, aka The Lizard.

The archetype of ancient Saurians reclaiming the Earth has been inspired by the Silurians and Sea Devils of *Doctor Who*, and by an episode of *Star Trek: Voyager*.

Lizard people as monstrous creatures are inspired by the Alien Queen from the movie *Aliens*; and the lethal Gila-Munja and Gila-Bruja from the Judge Dredd comic strip.

The seemingly benign, thoughtful Ministers and Preceptors are inspired by the Voth species from the *Star Trek: Voyager* episode “Distant Origin.”

Finally, the idea of castes has been poached unashamedly from the Droyne alien species of Marc W Miller's *Traveller* roleplaying game.

## Saurian Player Characters

Saurians can be run as player characters. It is recommended to Games Masters that they allow the players to run Warrior or Sport types, whether they use the setting outlined above or not. These types grant players access to combat skills, and Sports can typically learn Sorcery and Divine Magic, particularly if they are going to become Minister caste later in their careers.

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## **Born Yesterday**

The Saurians are an ancient species. The player characters don't have to be.

Instead of having access to the vast libraries of knowledge of the ancient Saurians, the player characters could easily be the first, second or third generation of Saurians born in the modern era. They are born already adapted to this world, aware of the existence of humans, driven by their own sense of natural curiosity to go out and explore.

This allows Games Masters to give the characters only some of the advantages of the ancient Saurians, and leave the Tyrannosaur Form Divine spells to the colony's monstrous NPC Queen.

## **The Saurian Campaign**

The entire campaign can be set in and around the Saurian community which houses the player characters. All the activities of the player characters are centered around the colony; the various Aunts and Uncles can provide the characters with all the impetus for adventure that the Games Masters need.

## **Humanoid - Saurian Encounters**

This also includes meetings of Saurians with Orcs, Goblins, Ogres, Elves and so on. Players of humanoid characters encountering Saurian colonies can either be simple combat encounters, or they can provide a source of abiding mystery and drama.

Are humans willing to allow Saurians to live among them? What about factions within the different species who would rather the world cleansed of all but their own kind? Will the open arrival of the Saurians usher in a new Golden Age for both kinds, or will it lead to a dreadful war and a Dark Age for both species?

## **Learning from Saurians**

Perhaps the player characters need to learn something, and only the Saurians know what that thing is. How do the player characters gain the Saurians' attention? And once they have it, how do they stop them and get them to listen before ending up as the Saurians' next meal?

Assuming they aren't turned into lizard chow, what do the player characters have that the ancient, advanced Saurians could possibly want?

## **Saurians As Threats**

What if the Saurians are indeed an implacable foe – indeed, the primary threat to the campaign? Games Masters can use the above descriptions as inspiration to create vast armies of strong, fast, alien reptilians which can either invade openly, slashing and burning swathes of human – owned countryside in their implacable march upon the Capital, or invade subtly, bringing with them wonders, healing the sick and gathering loyal human dupes to their side Pacting Magic Points to them which they can use in their sorcery: an approach inspired by the Visitor aliens from the series *V*.

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## Saurians Extinct

Suppose there are only a handful of Saurians left in the world. Something happened, and the player characters woke up from stasis to discover that they are the last ones.

All the other Saurians are long gone.

What do they do now? Do they propagate the species through the Queening Divine Spell? Or do they adapt their Sorcery to create a new spell which allows them to spread their blood throughout the human interlopers' species, ensuring that at least something will survive that can call itself Saurian, even if superficially it still looks human – until it mates: a storyline inspired by the movie *Species*.

Or perhaps they encounter humans which already show signs of tampering, long in the past – leading to the conclusion that the humans are the Saurians now, a storyline inspired by *Quatermass and the Pit*.

## Using The Serpent People

Serpent People are a different kind of reptilian threat. Saurians and degenerate Lizard Folk exist in colonies, but Serpent People generally live alone, coming together only to mate. Only the females raise offspring, and Serpent People children tend to mature very quickly meaning that females' responsibility to their young tends to end when the young emerge from their soft, leathery eggs and crawl away.

Consequently, Serpent People don't have attachments to families. The concept of “family” may be alien to them, as may other concepts such as “mercy” or “ethics.” This can colour the encounters between Snake People and humanoids.

## Snake Person Player Characters

Unlike Saurians and Lizard Folk, it is assumed that Snake People have grown and lived beside people for millennia, and that humanoids have always worshipped them, feared them or even desired them. It is possible to run Serpent People player characters, but it is recommended that Games Masters only allow them to run very young Serpent People. They would be somewhat naïve in the ways of both humans and their own kind, not having had sufficient exposure to the world even to understand what they are capable of, or how fragile humanoids are next to them.

Games Masters could rule that the first time a Serpent Person moults is when they come of age as adults; the second moulting, at age 40 or so, is the time at which their adventuring careers stop and they begin new careers doing something else. This gives the players a definite window of time between the beginning of their characters' lives as Adventurers and the end of their Adventuring careers that offers them plenty of time for their characters to develop and learn to use their unique abilities.

One option to consider is to make Serpent People non-poisonous; the temptation of players to use their characters' poison Bite/Spit attack on every creature they meet in combat may be too great a temptation for some.

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## The Serpentine Campaign

The idea of a Snake People campaign, one centered about a group of Serpentine player characters, is a problematic one. Ophidians do not play well with others, and even a single Ophidian in a group of non-Ophidians can be troublesome, unless the players are mature enough to handle running in such groups.

The best recommendation is to run a group of Serpent People of no larger than three. This allows for complex character dynamics to develop, and it allows for effective troupe play even if the group is very small.

## Humanoid - Ophidian Encounters

Humanoids would seek out Serpentes for a number of reasons.

*Advice:* Serpent is a teacher, and Serpentes can be cast in the role of Mentors, teaching player characters the exact Sorcery spell they need to defeat whatever for they are facing. Of course this may require that the players have to learn Ophidian Sorcery skill, knowledge of which may carry dangers all of their own – risks to one's health and sanity, the cultural danger of being caught in possession of forbidden knowledge, and even the possible peril to the character's own soul posed by that knowledge.

*Adventure:* Serpent People can be patrons and sponsors, sending the player characters out of Adventures, outfitting them with top quality equipment and funding all their Down Time training. But what are they asking in return?

*Enemies:* Straightforward, this option – the Serpent Person is the main villain of the entire campaign, a lethal cobra-hooded monster with an appetite for human flesh, whether as source of forbidden carnal pleasures or simply as food. The source of all evil, scourge of the player characters, his bizarre experiments have turned the people he has captured and tortured into sick, twisted, degenerate Lizard Folk, Minotaurs, Ogres, Orcs and other humanoid monsters. Perhaps he has taken the player characters' Significant Others from right under their noses, and they have to rescue them before he has his wicked way with all of them – or simply makes them over into ravishing, amoral Snake Women in his own image – a retelling of the vampire myth made famous by Bram Stoker's *Dracula*.

*A Living God:* The Serpent Person is the head of a Divine cult. Followers pact 1 POW to him, little realising that their dedicated Magic Points fuel his sorcery without him ever needing to spend his own Magic Points. He has thousands of followers; more than enough free floating Magic Points for his more devout followers to cast minor Divine Magic effects to defend themselves while in proximity (POW x 20 m) to his temples (actually the Ophidian casts them, through the link of the follower's Pact).

The villain has some form of an agenda, and the player characters have to stop him before his plans turn to conquest of all the kingdoms in all of the known lands and beyond. But how can they kill a monster who knows some of the most powerful sorcery of all – magic which allows his body to dissolve into mist upon its death, only to reform and come back again and again? If that sounds like an echo of the age-old conflict between R E Howard's Conan the Cimmerian and his foe Thulsa Doom ... it is.

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## Inspirational Reading

Inspirations for playing Saurians, Lizard Folk and Ophidians have been liberally scattered throughout this article. However, I must include some additional sources of inspirational reading for Games Masters and players alike.

*Ophiolatrea*, by Anonymous, available online at Project Gutenberg:-

<http://www.gutenberg.org/ebooks/39015>

Tree and Serpent Worship in India [PDF document]:-

<http://www.jstor.org/stable/pdfplus/3025152.pdf?acceptTC=true>

The Lair of the White Worm, by Bram Stoker [PDF]:-

[www.feedbooks.com/book/459.pdf](http://www.feedbooks.com/book/459.pdf)

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