Rite Publishing Presents

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In The Company Hinotaurs



Questhaven

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By Jonathan McAnulty and Steven D. Russell



Rite Publishing Presents:

In The Company of Minotaurs

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Dedication: To Quentin Small

For all your fine works.

"The bull's form disguised the god, Pasiphaë, my mother, a victim of the deluded bull, brought forth in travail her reproach and burden." - Heroidus attributed to Ovid

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In The Company of Minotaurs

"There are many stories told of the birth of our father Astaurian, son of Tayros. In every land there is a different version of the tale. I, Lord Commander Merotes Halfhorn, will sing you the story of my people as we sing it. Many human scholars discount the veracity of this account but Taurians know it to be true. It is the 'Song of the Sacrifice,' or as some modern bards call it, 'The Taurian Tale.' It is a sacred song, one which must be sung with respect and those who do not will feel my wrath and the wrath of my sons. This do I swear by my good horn."

-Lord Commander Merotes Halfhorn, speaking to Qwilion of Questhaven

The Taurian Tale

In ages long past, when men were more virtuous and the gods walked among mortals, Asterion was a great prince, destined to rule in the lands of men. Blessed of Heaven and endowed with strength, he nevertheless fell into folly, for he became enamored of a beautiful maiden named Alleria. Their scandalous affair produced a daughter, Dynateia, a weak woman. Though Asterion took Alleria to be his wife, his sin brought hardship upon the land and Alleria was barren of sons.

Heeding the advice of his friend Doxar, and repentant of his folly Asterion humbled himself before Our Grandfather Ocean and sought counsel, offering many gifts and sacrifices as demonstrations of his penitence. Our god heard Asterion's cries and through signs and portents, he spoke to Rama, the Hagwitch. The curse would be lifted, and when Asterion took his throne, Alleria would have a son.

On the day of Asterion's crowning, Heaven sent the great Bull of Heaven, Tayros to challenge Asterion, allowing him to prove himself once more. The bull killed many, including Doxar, Asterion's castellan and closest friend, but following a mighty battle, Asterion subdued the bull, binding it with many strong chains. Rama declared that the bull should be sacrificed so that Asterion's marriage might be blessed, and Alleria might have a son. Yet Asterion discounted her council and placed Tayros in his fields with his cows, hoping the blood of the noble animal would bless his own herds. In the place of Tayros, Asterion offered up a different bull.

The hagwitch was livid, and in the temple of Our Grandfather Ocean, she spat at the feet of the king and cursed his line. Despite her protests and curses, the old crone was glad, for she had secretly foresworn



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the gods and given herself over to the worship of Their Dark Lord of Fire.

Dynateia, weak woman that she was, saw what was done and was glad, for she harbored dreams of sitting on her father's throne. Conspiring with Rama, Dynateia devised a plan to destroy her father by disgracing her mother. Rama, using her dark arts, transformed the noble Bull of Heaven into the likeness of a man and Dynateia guided him into the chambers of the king. Asterion had been lured away by the servants of Rama and the queen was alone.

None know for sure whether magic was involved in the seduction of Alleria. What is known is that Tayros was smitten by her beauty and she was beguiled by his noble form. Forsaking her marriage vows, betraying her husband, Alleria took Tayros to her bed. When Tayros left the queen in the morning, the hagwitch met her and whispered in her ear, "Thus is heaven avenged upon you. If you betray what you have done, the beast will visit you once more, taking the babe that even now begins to grow in your womb." Believing Rama, Alleria, in fear kept her peace and her babe grew within her.

Alleria could not forever hide her pregnancy from her husband, who was overjoyed at the news. Even

greater was his joy when the oracles confirmed the child was indeed a boy. In the lands of men, celebrations were declared throughout the realm and they increased in fever as the prophesied day of the child's birth approached. In the distant lands where he now dwelt, the mighty Tayros had heard of the queen's condition, and in dreams he was gifted with the knowledge of his soon-to-be-born child. On the day of the child's birth, the entire kingdom was exultant waiting for the future prince Asterion Taurian to be brought before them.

The day came, but it was not to be a day of joy. Within the birthing chambers the midwives began to scream. Fearing for his son, the king and his guards burst into the chambers. Anguished, at what he saw, an infant with the face of a bull, Asterion snatched the babe from the midwife and took him to a nearby tub of water where he submerged the boy. He cursed Heaven, declaring he would offer the child as a sacrifice. Certain guards tried to stop him, but Dynateia, observing all, struck from behind so that her father might finish the deed. In her triumph she never saw the raging Tayros enter the room.

Tayros killed all in the chamber, save the queen. Her he allowed to live, for she was the mother of his child. All the rest perished at his hands. When the deed was done, Tayros collapsed in the middle of the room and cried to heaven. Thus it was that the hagwitch Rama found him and delivered her last true oracle. The child was cursed of Heaven and must die. If not the child, then another in his place. Tayros understood, for he had been brought into the world to be a sacrifice for the gods and it was his life, and the sparing of it, which had begun the tragedy. In exchange for his life, the life of his child would be spared.

Tayros offered the gods his blood and as he died, a messenger of Heaven came to carry both mother and child to a place of safety, removed from the machinations of Rama. Nevertheless, the old witch had one final message for the queen, "Know this Alleria! The line of Tayros is cursed and should his son or his son's sons have daughters, they shall bring ruin upon all their brethren." Fearful and bereaved the queen hid those words away in her heart.

Alleria named her son Astaurian, in memory of both his father and her husband. Today the seed of Tayros flourishes yet, and, in honor of our forefathers, we are called Taurians. Yet the words of Rama influence us still today, by tradition and by order of the Council of Fathers, we do not allow our daughters to live, but drown them as they are born.

Sons of Astaurian

We are Taurians. We are sons of Astaurian the son of Tayros. Delivered from the wrath of Asterion and rescued from the clutches of Rama by a messenger of the Heavens, Astaurian took a wife and settled in a fruitful land called the dark maze. There



he had many sons, and his sons grew strong. When he died, he was entombed, with his faithful wife, and, around his tomb, his children and grandchildren began the construction of a great maze. That maze grew to become the Lightless Labyrinth, stretching hundreds of miles through caverns and caves. It is said that only a true son of Astaurian can find his way to the heart of the tangled catacombs, where the Council of Fathers gather around the tomb of our sire and consult with the gods themselves. Astaurholme, our great city, lies near to the tomb and few not of our blood have ever seen this wondrous place. Yet all taurians feel compelled to visit Astaurholme at least once in their lives that they might gaze upon the great horns of their father. Our race is a proud race, mighty in battle, prone to anger. As sons of Astaurian, we value strength. We scorn weakness, both in others, and most especially in ourselves. Ours is a line borne of the divine seed of Tayros, the great bull who became a man. To be weak is to dishonor that heritage. We must have the strength of arms to defeat our enemies and we must have the strength of will to drown our daughters that our sons may survive. (Curse those too weak to do what is necessary.) A man is measured both by his own strength in battle and the strength of his sons. Moreover, to have many sons makes one stronger for two are better than one and a host of horns is not easily broken. The line of Taur grows stronger with each passing year as mighty sons continue to be born.

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Strength, however, is not our sole value. As sons of Astaurian, we also value Cunning. The maze is the emblem of our people. To overcome an enemy with strength is good. To first weaken him through cunning stratagems is even better. My people have honor but honor does not preclude the proper use of our cunning, skill, and courage. We separate and kill the weaker of our enemies to inspire fear, we attack in the night where our vision gives us an edge, and we use our strength to crush those brave enough to stand against us. A disoriented enemy is a weak enemy and one who knows not how to reach your home for battle can never do your house harm. Wisdom has taught us that war has no rules. We seek to strike in a way and in a manner you neither expect nor can defend against. "The most gain for the least risk" is a favored saying amongst my people. There are many who serve as valiant warriors of Astaurholme, but only the most cunning can ever hope to truly lead. The wisest and cleverest of our warriors, if they prove themselves through their sons and their wise council are chosen to sit on the Council of Fathers so that they may direct and guide us according to the mandate of Heaven.

Finally, know this. As sons of Astaurian, we value honor and fidelity above all else. This may seem strange for a race borne of broken oaths, but we who are children of faithlessness strive to be faithful to our people, our families and our calling. We who are the product of weakness in others strive for strength in ourselves. We cannot forget the sacrifice of Tayros for his son and thus we likewise seek to offer ourselves for our families. A taurian would gladly die to protect his wives and sons. Though all the world hates us. Heaven has smiled upon us. We would sooner cut off our own horns than prove ourselves faithless to the memory of our fathers. That is not to say this is an easy calling for us. The rage burns fiercely in our horns and we must fight it daily. Many fail, the ultimate display of weakness. Yet if it was easy, it would not be of value. And honor cannot be bought, not for any price.

We are Taurians, the sons of Astaurian. By the first horn we bow to none. By the second horn we will survive. And Heaven have mercy on any who seek to do us harm.

Physical Description

All know the stereotypical description of a Taurian. The bipedal body of a humanoid, and the horned head of blessed Tayros. This is the depiction of the purest of our race. Thus it has ever been and thus it will ever be, this despite the fact that we may rightfully claim to have mingled within us the seed of dwarves, orcs, humans and jutan.

The marks of Tayros are three: horn and hoof and tail. Not every child borne to us bears all three marks. Those with only one or two of the marks of Taur are called the mereitaur, or, in the common, "partly of Tayros." Mereitaur are typically smaller than their pure brethren and tend towards shorter, less bullish



faces. Indeed, some might pass for human, orc or sometimes even dwarf. Pure Taurians, the true sons of Astaurian, bear all three marks in our bodies. Our feet are hooved, our horns are fierce and our tails are magnificent. True Taurians stand between six and seven feet tall, though the mightiest among us can grow to a height of up to 12 feet tall, with shoulders easily five feet wide. The horns of such warriors are massive and they strike fear into the hearts of lesser races.

Most of the males born to us are pure taurians, a sign of their strength. Some small percentage are mereitaur and many among our people drown these as they would a girl. Most of our girls have only a few of the marks of Tayros, a sign of their weakness and unworthiness.

The Seed of Taur

Taurians, over the years have mated with humans, orcs, dwarves and giants alike. The Seed of Tayros is dominate, especially among males, and so long as a single parent is descended from Taur, their offspring will be taurian.

Concerning male offspring, approximately, 90% are born pure taurians, the rest are mereitaurs. In female children these numbers are reversed.

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Our skin is most often of a dark, ruddy tone and is frequently quite hairy, even in those places not covered with fur. Our fur and hair tends to be of a shade of brown, though black furs and red furs are not unknown. Some few are born with white fur and this is generally considered to be a sign of a Heavenly calling into the priesthood. Even small patches of white are considered as omens of good fortune. It is a common practice to dye one's fur, either for reasons of aesthitics or to mark one's place in society. Warriors favor black, or striped furs. Often those who dabble in the arcane will mark their fur with runes and such. There is no stigma attached to coloring one's fur, or for that matter, one's horns, except for one taboo. Fur is not to be dyed white and white fur is not to be marred.

Horns and hooves alike are sources of pride. Most taurians have wide hooves, able to well support our massive frames. Smaller hooves are regarded as a sign of weakness. Insulting the hooves of a taurian is a good way to stir up trouble. A worse offense, however, is insulting a taurian's horns. The horn is the ultimate symbol of strength. The larger the horns, the more powerful the man, as the saying goes. Comparisons of horn size is a valid measure of comparative worth among our warriors and more than one bloodfeud has been started by disagreements in this area. Uttering the insult "You have the horns and hooves of your sister" will result in death in the Lightless Labyrinth. Killing one who uses such foul language is considered an act of passion among the Taurians and seldom results in punishment. To lose one's horns in battle is a sign of courage, and such afflicted warriors are highly honored. Far different is the loss of horns as a result punishment. Traitors and cowards are branded by having their horns cut off. Such villains are often fated for execution, but for those to be exiled, it is common to burn out the stumps to prevent swift regrowth.

Though we bear the face of Tayros, we are not herbivores. Indeed, though we can stomach grains, we much prefer the taste of meat. And what else shall we say? Our hearing is keen, our eyes are sharp, even in the dark, and our sense of smell is acute. In all things the seed of Tayros proves itself superior.

Society

Our homeland is the Lightless Labyrinth and the city Astaurholme is its heart. All taurians, wherever they roam, dream of the deep maze and the endless enigma. With each passing year the Labyrinth continues to grow, as our people claim new territory and erect new walls. And even as the Lightless Labyrinth expands, so too does it change with each passing year, for we are never content with what we have but are constant in the maintenance and improvements of our defenses. When the common surface dweller speaks of the Lightless Labyrinth, they describe it as a place of never ending series corridors, filled with deadly traps and puzzles. While it is that, it is much more. It contains within it our villages, our farms, our smithies, our gardens and our homes. Most who visit the Lightless Labyrinth explore just the outermost fringes of the maze. Few not of our race, excepting our slave-concubines and our wives, ever see any of the deep mysteries or have opportunity to experience the wonders we have wrought. Yet that is as it should be. The Labyrinth is more than just a cultural icon. It is that which keeps the world from our door, protecting our young and sheltering our wives. Even when taurians leave the Labyrinth, whether as exiles or as wanderers, we feel most comfortable in surroundings that call to mind our homeland and our families.

Within the Lightless Labyrinth, we are ruled by the Council of Fathers. As Astaurian had twenty six sons, so too are there twenty six upon the council. These are the strongest and most cunning of our race, the fathers of many strong sons and the chief of their generation. We choose a new Councilor only when one of those serving passes into Heaven. Once selected the office is for life. The Council of Fathers speaks with the mandate of Heaven and there are few taurians who will dare to gainsay their decisions. None do so and remain for long in the Lightless Labyrinth. Rebellion against the Council of Fathers is a crime punishable by either death or exile.

As a whole, we value our lives and the lives of our people over mere possessions. Those things dearest to us, strength, cunning, and honor: these things cannot be bought for mere gold. What good is gold in battle, or in the depths of the maze? Shall Heaven ask concerning your wealth? Better to have lived well, fought hard, deceived your enemies and sired many sons. Then you may stand proudly with your ancestors. Nevertheless, that is not to say we completely disdain the material. As a practical matter, we recognize the value other races place on gold. Nor do we tolerate being cheated, for to do so would be to display weakness.

With the ability to see well past the light of day, a taurian tends to work sixteen hour days. The taurian work ethic is unsurpassed. My people are great craftsmen, herders, and workers, though we lack affection for what you deem great art. We enjoy the simplicity of the straight line, the hard corner, and perfect curves. What we make, we make to last, but we do not create with the desires of others in mind. We create with intricacies, one geometric shape atop another Our music tends to the rhythmic over the melodic but we are not averse to the sound of the harp, though we write few pieces for it ourselves. Our cuisine tends towards earthy flavors and unseasoned meats. Water and the milk of the asaupi are our primary beverages, though seldom do we turn down a good ale. Indeed it is one of our chief exports as we cannot grow the proper grains in the deep. Aesthetically, as a race, we value clean, simple art, finding joy in straight lines and sharp angles.

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One final truth of our race is that the rage of Taur burns strong in our horns. We are easily angered and slow to forgive. Among ourselves, we keep our rage in check by strict attention to our conduct. Some, upon first meeting us, think us passionless and aloof. This is a gross misunderstanding of our behavior. We must control our rage lest our rage control us. From our youth we are disciplined into such thinking and through meditation and ritual we keep our inner fires at peace.

Relationships with the Other Races

There are those of us who dwell outside the Labyrinth and the society of the Labyrinth and the reasons for this are many. Some are merchants and diplomats, representatives of our culture to the world. Some are criminals and exiles, who having rejected our laws, seek their own way. Some leave, torn by guilt over having killed their daughters; while still others smuggle their daughters out, fleeing to other lands as refugees. Still others are blasphemers who deny the will of Heaven and embrace the doctrines of Hell. These demon worshippers deny that Tayros was divine and they deny that it was a messenger of Heaven who saved Astaurian from the wrath of Rama. Cannibals, rapists, and worse, these abominable brutes do nothing but befoul the name of our noble race. Their destruction and damnation is assured. A number of Taurian clans have chosen to serve as guardians or as builders on the outside. The most noted is the line of Areskar Bleakwarrens who's most famous architecture includes the Hedgemaze of Graspingdeep, The Warworks, The Stoneweb of Olian, and The Deepwarren. The line of Alethaos Bittertrap serves as the personal bodyguard to dozens of lords, the most notable being the Last Warlord, and as minions of Carcea of the Ruins Perilous. The line of Huntseek is well known in the lands of men. Members of this line search among the human kingdoms for candidates to increase the size of our harem.

Above the lands of the Lightless Labyrinth stands the Hedgeweb of Clan Trickview. It is a sprawling pastoral kingdom, filled with mazes grown from crops and hedgerows, in which this powerful clan grazes its herds of sheep. There are many secret entrances into the Lightless Labyrinth from this land, but the Nomadic Clan Trickview patrols these lands well and often. This land is also ruled by one clan and it often runs afoul of The Council of Fathers. If ever there will be a civil war amongst the taurians, it will be led by this more tolerant clan against the paranoid council.

Much goes into choosing a pledge-wife. First, a taurian's mother chooses a suitable girl. She is often guided by the counsel of the Holy-Warriors or other clergy based on her child's horn patterns and the patterns of his fur. If there is a suitable pledge-wife in the harem, the male will be brought in to win her heart. If there is no suitable woman, a contract is placed with the Huntseekers for a suitable girl (there have been many accusations of kidnapping). Life in

the harem is a gilded life of luxury but pales in comparison to the life of a pledge-wife. The male warrior ensures that his mate is well cared for and well protected. A Taurian will not take a bride by force and a pledge-wife must truly love her husband.

Though we expand the borders of the Lightless Labyrinth every year, we do so only in response to our growing numbers. Our drive is not one of military conquest. If we do partake in raids against other races, it is solely for the purpose of taking women. Even then, we are only interested in young maidens of child-bearing age. We do not break apart families, nor do we loot and pillage like common barbarians. Indeed, even when we take concubine-slaves, we treat them well. Those who bear us children are well rewarded and well cared for. Many, not understanding our purpose, label us as rapists and slavers, but such lies will not stand before the truth. And indeed, we have often agreed to leave villages and tribes alone if they will but pay us a tribute every year of women. How they themselves obtain their tribute is of little concern to us.

We have a similar purchase, I must confess, in our mercantile activities. Though we do more trade with the other races with each passing year, it is largely because we have found it easier to buy women than it is to take them by force. That is not to say that concubine-slaves are our only import. I believe I have already mentioned our fondness for ale, and though our artisans are good, the world is full of ideas and we are always looking for better mechanisms to incorporate into the Eternal Maze.

Still, when all is said and done, we do not shirk from battle. Our youths, especially those who are yet unwed, welcome the chance to join in with raids, for blooded warriors get the first pick of any maidens taken. Likewise, as we expand the Labyrinth, there are those who seek to stop us and on several fronts we often face aggression from those who would thwart the will of Heaven. Upon occasion, warriors from other races seek to penetrate the Labyrinth and those who do not drown in flooded passages or perish in the pits are welcomed with sharp axes gripped in sturdy hands.

There is a group with which we war, whenever we encounter them, fighting without quarter to destroy them. As is often the case, our anger is fiercest towards our own brethren. Those taurians who have turned from Heaven to the worship of demons, spreading their lies and blackening the name of our noble sire; for such we have nothing but contempt. Such taurians do indeed rape and pillage wantonly. They neither marry nor give in marriage but plant their seed where they can, with no general regard for the offspring they produce. These great, blasphemous traitors sometimes assemble in great numbers. They keep orcs and goblins as slaves and serve in evil armies. Sadly, many mistake our two cultures and we often find ourselves blamed for their misdeeds.

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Alignment and Religion

My people have a strong sense of tradition and honor but place little to no value on moral question beyond these traditions, as a race they are usually Lawful Evil (PCs can be of any alignment).

We worship the same gods as the other races, offering up praise and sacrifice as is proper. Our worship is made all the more devout by our knowledge of our place in the will of Heaven. We are the sons of Astaurion and we are the chosen of Heaven. Tayros was sent into the world to test it. If he had been offered up as a sacrifice, as was intended, all would have been well. But he was not offered and thus it was ordained that his seed should, in time, have dominion.

We venerate all the pantheon of Heaven as one, knowing their unified will towards us. At times, this priest, or that priest, will choose a specific aspect of Heaven's will, stressing one doctrine over another. Our Grandfather Ocean is favored due to his involvement in our creation. Other popular choices are the ethos of wisdom, war, strength, and family. Often priests will build a shrine within the depths of the Lightless Labyrinth, though seldom far from a village or city, so that their followers may make a pilgrimage to it for worship and prayer.

We also worship Tayros, who we believe was taken back into Heaven after his death. Nor is our faith in this without evidence, for those priests who call upon his name have their prayers answered. His dominions are Strength, Earth, and the Fertile Family.

There is a strong druidic element to our faith and we venerate the earth and fire as servants of Heaven. Fire is the wrath of Heaven and Earth is the embrace of Heaven. Unlike other races, we seldom differentiate between those priests who tend to the more naturalistic elements of the faith and those who tend to the more spiritualistic elements. Heaven's will is manifested in many ways and we are all servants playing different roles.

Janguages

Our stories say that Astaurian's wife was a jotun, a giantess. Astaurian himself, it is assumed, used the common tongue of men. Thus it perhaps natural that our own tongue is clearly a combination of the two languages. Most taurians can speak our own tongue fluently, as well as the common tongue and the giant tongue. Indeed, we have something of a gift with tongues and, when we put our minds to it, can learn most any language with ease.

Though we rely on oral traditions more than written records, we are not necessarily an illiterate people. We long ago took the dwarven alphabet and perfected it for our own use. Not all of us can read and write, naturally, but neither is the skill alien to us.

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Jaurian Adventurers

As Taurians grow older, we most often become rather settled, comfortable where we are at and set in our ways. Not so our young bulls. They are filled with a need to prove themselves, claim their mates and sire children. Prowess in battle is a sure way to rise in the esteem of their peers and a comely lass is more likely to choose one whose courage and cunning have been tested.

For this reason, young taurians often venture to the edges of the Labyrinth and beyond, seeking adventure and battle. It is not unknown for a warrior, just come of age, to take leave of his father and journey to the sunlit lands. There they learn of the world and of the truth of our teachings. Some of our greatest leaders and warriors have made such journeys. Indeed I myself in my youth, for a time did wander amid strange lands and strange people, far from the chambers of my birth.



That is not to say that all opportunity for battle is found far from the Labyrinth. Indeed, as we claim new tunnels and chambers, it is necessary first for our warriors to explore, map and conquer. Every year, as the borders of our domain expands, we discover new adversaries and new challenges.

Names

Our children are named by their fathers, who often, but not always, name their offspring after a great taurian hero of old. Sometimes the firstborn will be named after the father himself, with the prefix "As," or "Ast," being affixed to the front of the name to signify the lineage. Likwise, any child can adopt the name of his father as a surname or secondary name and we frequently do so, as a sign of respect to the abilities and accomplishments of our fathers. Thus my father was Graum. He named his oldest son Astgraum. Though I am his second son, I proudly announce myself Mertos Astgraum Halfhorn of the line of Stonecall and the Bleakwarren clan.

Astaurian had twenty-six sons and we trace our lineage to one of these sons, through our fathers. There are those among us who do not know their lineage, but one may only serve on the Council of Fathers if the line is known and proven. Each seat on the Council must be filled by a Father of the appropriate lineage so all the lines have a full say in our laws. It has happened upon occasion that no father can be found and the seat stays empty until a suitable candidate arises. Here are the names of thirteen of the sons of Astaurian: Dalos Whitestar,

Xitros Stonecall, Graum Ironhoof, Jeror Darkhair, Ameron Goldring, Kopapros Longtail, Cirios Axbane, Tedeum Mazewright, Oksatros Redhorn, Tarlaum *Jutanson, Goros Steelear, Portaum Pitseeker, and Prazar Bittertrap.

Common male names also include Byblarmos, Darros, Darmaum, Farsion, Gyromos, Rhonelaum, Vymnion, and Zyrlos

Jaurian Characters

Taurian characters can be either pure taurians or mereitaurs. Most female taurians are mereitaurs. Female taurians are generally hated by their race and will be attacked on sight, especially within the realm of the Lightless Labyrinth.

Pure Jaurian Racial Traits

Pure taurians have horns, wide hooves and a long, bovine tail. They share "the face of divine Tayros," meaning their head resembles that of a bull.

+2 Strength, +2 Constitution, +2 Wisdom, -2 Dexterity, -2 Charisma: Taurians are typically big and strong, with an innate cunning. Their size often makes them slightly slow and ungainly. Emotionally, they tend towards either a reserved aloofness or a hot temper.

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- Medium: Taurians are Medium creatures and have no bonus or penalty due to their size.
- Normal Speed: Taurians have a base speed of 30 feet.
- Darkvision: Taurians can see up to 60 feet in the dark.
- Direction Sense: Taurians always know which way is north.
- Keen Senses: Taurians receive a +2 racial bonus on perception skill checks
- Intimidating: Taurians receive a +2 racial bonus on Intimidate skills due to their size and fearsome nature.
- Taurian Immunities: Taurians are immune to magical confusion, including daze and the maze spell.
- Horn Attack: Taurians have a natural gore attack which deals 1d4 points of damage. If the taurian is wielding a weapon, this is considered a secondary attack.
- Weapon Familiarity: Taurians are proficient with battle-axes and great-axes. They treat any weapons with the word "taurian," in their name as martial weapons.
- Languages: Taurians begin play speaking taurian, giant and common. Taurians with high intelligence scores can choose any language they want, except secret languages (such as druidic).

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Mereitaurs have only one or two of the marks of Taur: horns, hooves and tail. Each mereitaur is different in their exact form. Facially, while about half of all mereitaur's share the "face of Taur," their bullish features are often less pronounced and some could almost pass for human.

- +2 Constitution, +2 Wisdom, -2 Charisma: Mereitaurs are often less bulky than their pure taurian brethren. They are still physically tough and possess their races innate cunning, and stereotypical attitudes.
- **Medium:** Mereitaurs are Medium creatures and have no bonus or penalty due to their size.
- **Normal Speed:** Mereitaurs have a base speed of 30 feet.
- **Darkvision:** Mereitaurs can see up to 60 feet in the dark.
- **Direction Sense:** Meritaurs always know which way is north.
- **Methodical:** Mereitaurs receive a +2 racial bonus to Craft and Profession skill checks. They receive a +2 racial bonus to knowledge skill checks which represent at least an hour spent in researching through books.
- **Taurian heritage:** Mereitaurs may choose two of the following traits: A natural gore attack which deals 1d4 points of damage and counts as a secondary attack, +5 feet to their base speed, or +2 to perception skill checks.
- **Taurian Immunities:** Mereitaurs are immune to magical *confusion*, including *daze* and the *maze* spell.
- Weapon Familiarity: Mereitaurs are proficient with battle-axes and great-axes. They treat any weapons with the word "taurian," in their name as martial weapons.
- Languages: Mereitaurs begin play speaking taurian, giant and common. Taurians with high intelligence scores can choose any language they want, except secret languages (such as druidic).

Alternate Racial Traits

These alternate racial traits follow the rules presented in the *Pathfinder*® *Roleplaying Game: Advanced Player's Guide.*

At home in the Wild (Taurian and Mereitaur): Some Taurians interact better with nature than they do with other people. Taurians who receive a +2 racial bonus to Perception may exchange this for a +2 racial bonus to Survival.

Bestial (Taurian and Mereitaur): Some taurians, especially those from more savage tribes, are especially bestial. These taurians add an additional +2 to their initial Strength score in exchange for -2 to Intelligence. *Designer's note:* This option is provided to better enable GMs to mirror the minotaur monster in the

bestiary, with little work. Players should ask their GM before assuming they can use it for their taurian PC.]

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Divine Life (Taurian and Mereitaur): Some

Taurians possess an inner spiritual strength and a strong connection to the positive energy of life. These taurians receive a +2 on all saving throws made against necromantic spells. This ability replaces Taurian Immunities.

Dwarven Heritage (Taurian and Mereitaur): Some families of taurians emphasize their dwarvish heritage when it comes to weapon training. Instead of treating "taurian" weapons as martial weapons, such taurians treat any weapon with the word "dwarven" in its name as a martial weapon.

Orc Heritage (Taurian and Mereitaur): Some families of taurians emphasize their orchish heritage when it comes to weapon training. Instead of treating "taurian" weapons as martial weapons, such taurians treat any weapon with the word "orc" in its name as a martial weapon. アベルシリアクマスマベ

Quickfooted (Mereitaur): Some mereitaurs are extremely agile. Their base speed is 40 feet and they have a +4 to any acrobatic skill check when jumping or leaping. This trait replaces Taurian heritage.

Surefooted (Taurian): Perhaps due to their dwarvish blood, some taurians, when standing still, receive a +2 racial bonus to CMD against trips and bull rush attempts. Such taurians have a base speed of 25 feet.

Age, Height and Weight

Taurians live to be much older than humans, though they are not nearly as long lived as some other races. Players may pick any starting age for their characters or they can use the following table. Taurians suffer the effects of aging as normal.

Jaurian Random Starting Ages

<u> </u>	0		
Adulthood	Brb, Brd, Clr,	Rog- kalem, Ftr, Drd,	Rog, Pal, Mnk, Sor, Rgr, Wiz
18	+1d4	+2d4	+4d4

Jaurian Age Jable

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Middle Old		Venerable	Maximum	
Aged			Age	
60 years	90 years	120 years	120 + 4d20	
			years	

Taurians are naturally larger and stockier than humans and those who follow the rog-kalem class long enough become giants, standing as tall as twelve feet. The following table provides a random starting height for taurians. All taurians continue to grow until they reach middle age, adding approximately half an

Jaurian Initial Height and Weight Jable

0		Base		5	
Race,	ace, Base		Modifier	Wt	
Gender	Ht	Wt		Multiplier	
Taurian, male	5 ft. 8 inches	180 lbs	2d10	x10	
Taurian, female	5 ft. 3 inches	150 lbs	2d10	X7	
Mereitaur, male	5 ft. 3 inches	150 lbs	2d10	х7	
Mereitaur, female	4 ft 10 inches	110 lbs	2d10	x5	

Jaurian Adventurers

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Taurians seek to prove their strength in battle and their cunning in overcoming challenges. Moreover, taurians, as a whole, are given to inner rages and adventuring and constant mayhem gives this rage an acceptable outlet. Most male taurians are seeking to impress future mates. Though they have a reputation for being mindless brutes, they understand they can't get married if they are dead and that sound tactics are as important to victory as a sharp ax. Most female taurians have no place in the world, being rejected by their own people, and they adventure to find their place in the world.

Alchemist: Taurians respect mechanical and chemical know-how alike, and while alchemists are not common among taurians, those that do exists are considered to be valuable members of society and are expected to contribute to the defense of communities.

Barbarian: All taurians possess an inner rage and barbarians are common among the warriors of the labyrinth, especially in the smaller thorpes and hamlets near the borders of the endless maze.

Bard: Taurians have a rich heritage of oral traditions and though bards are not necessarily common, those that follow such a calling are highly esteemed. Adventuring taurian bards are normally seeking to enrich their knowledge of the world.

Cavalier: There are almost no taurian cavaliers. Those few who do exist are almost all from families who have migrated to human lands.

Cleric: Culturally, clerics are highly respected as servants of Heaven and can expect to be housed and fed in any taurian community. Most clerics serve a single region or community, but sometimes one will seek adventure to prove themselves as divine warriors and worthy mates.



Druid: Taurians make little or no distinction between druids and clerics, treating both as servants of Heaven. Taurian druids tend to be of the elemental traditions, focusing on earth and fire magics.

Fighter: Taurians excel as fighters and those who give themselves over to the necessary discipline make fearsome opponents.

Inquisitor: Most taurian inquisitors are natives of Astaurholme, the great city of the Lightless Labyrinth. From Astaurholme, they travel forth to enforce the will of the Council and the will of Heaven. Sometimes their vocation takes them to the sunlit world chasing a bounty or seeking to punish a heretic.

Monk: Taurians do not have many monastic schools of their own: within the whole of the Lightless Labyrinth there is only one (The Red Horn Monastery) and it does not accept many students. Upon occasion this monastery will send some of its students out into the world, either on a quest, or to obtain knowledge.

Oracle: Taurians make little distinction between the oracle and the cleric in their communities. There are a number of oracles in the Lightless Labyrinth, and almost every village supports at least one with food

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and gifts. Taurian oracles who adventure normally do so in response to some vision or calling.

Paladin: There are few paladins among the taurian people, but those taurians who follow the will of Heaven regard these divinely led warriors quite highly. Much honor is given to paladins, however much is expected of them as well. Most taurians expect paladins to protect them for little or no pay, making any sacrifice necessary for the good of the race.

Ranger: Rangers are quite common among those warriors who help spread the borders of the Lightless Labyrinth. Combining skillful stealth with cunning strength, taurian rangers epitomize the taurian ideal of martial valor.

Rogue: While rogues are not as common as fighters, barbarians and rangers, there are a number of taurians, especially mereitaurs, who enjoy testing their wits against the traps of others. Taurian rogues often adventure to discover new traps so that when they return home, they can more effectively trap their own corridors and mazes.

Sorcerer: There are many more sorcerers than wizards in the taurian race. Taurians view sorcerers as divine servants, and part of the priestly caste.

Summoner: There are not many taurian summoners, as relying on the strength of another runs counter to the taurian mentality.

Witch: While witches are more common among the taurians who live outside the Lightless Labyrinth, there are few of them within the Endless Maze itself. Wizard: There are few wizards in the Lightless Labyrinth. Taurians with a penchant for wizardry are generally forced to seek for teachers outside their own culture.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, taurians have the option of choosing from a number of other bonuses, depending upon their favored class. The following options are available to all taurians who have the listed favored class, and the bonus applies each time you select the listed favored class reward. Any fractional bonuses need to be taken multiple times to have an effect.

- Barbarian: Add 1 to the taurian's total number of rage rounds each day.
- Barbarian: Add 1 to the barbarian's base speed. In combat this has no effect until this option has been chosen five times.
- Bard: Add +1.5 to any Performance (Oratory) skill check made when performing in front of Taurians (Maximum +15). A half bonus has no effect until taken twice.



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- Bard: Add +1.5 to any Performance (Percussion) skill check made when performing in front of Taurians A half bonus has no effect until taken twice. (Maximum +15)
- Druid: Gain energy resistance 1 (maximum 10) to either fire or acid.
- Fighter: Add +1 to the taurian's CMD when resisting a bull rush or trip.
- Inquisitor: Add +1.5 to intimidate skill checks made against taurians. A half bonus has no effect until taken twice.
- Inquisitor: Add +1.5 to intimidate skill checks made against non-taurians. A half bonus has no effect until taken twice. (Maximum +15)
- **Paladin:** Add $+\frac{1}{2}$ hp to the paladins lay on hands ability. This bonus has no effect on dice rolls until chosen twice.
- **Ranger:** Choose one axe the taurian is proficient with. Add a +1/2 circumstance bonus on critical hit confirmation rolls with this weapon. This bonus has no effect on dice rolls unless it is chosen twice (Maximum +4 bonus).
- Rogue: Add a +1/2 bonus on Disable Device and Perception skill checks. These bonuses have no effect on dice rolls until chosen twice.
- Sorcerer: Add +1/2 to acid spell damage. This bonus has no effect on dice rolls until chosen twice.
- **Sorcerer:** Add +1/2 to fire spell damage. This bonus has no effect on dice rolls until chosen twice.

These alternate class options follow the rules presented in the *Pathfinder*® *Roleplaying Game: Advanced Player's Guide.*

Barbarian (Horned Rager)

Many taurian barbarians follow the path of the horned rager, honing their natural rage and abilities. Mereitaurs may only follow this path if they have a natural gore attack. Taurian barbarians who adopt this archtype have the following class features:

Modified Fast Movement: The barbarian's base speed increases by 5 feet. This replaces the normal 10 feet increase but otherwise operates exactly the same.

Horn Damage: The barbarian's gore damage increases to 1d6.

Natural Armor Class: The barbarian has a natural AC equal to half her barbarian level. This natural armor stacks with natural AC modifiers from other sources. This replaces the uncanny dodge and improved uncanny dodge abilities.

Rage Powers: The following rage powers are available to taurian barbarians.

Horn Toss: When raging, the barbarian may attempt to toss any opponent his size or smaller whom he successfully strikes with his gore attack. Upon striking an opponent with his gore attack, the barbarian can attempt a free CMB manuever which does not provoke an attack of opportunity. If he succeeds he can toss an opponent 5 feet in any direction the barbarian chooses. Those so tossed must make a reflex save where the DC is equal to $10 + \frac{1}{2}$ HD + strength modifier or be knocked prone as they land. This power can be taken more than once. Each time it is taken the distance the barbarian can toss an opponent is increased by 5 feet. A barbarian who has taken this power twice can toss an opponent 10 feet, etc.

Improved Horn Damage: When raging, the barbarian's gore attacks damage increases by one step. This power can be taken more than once, and its effects stack. A barbarian who has taken this power twice would increase their gore damage by two steps, etc.

Monk (Disciple of the Red Horn)

There is only one school of monks within the Lightless Labyrinth. The focus of the discipline is on physical strength and the use of the Minotaur's natural gore attack. Mereitaurs are only allowed into the school if they possess horns. Taurian monks from this school have the following class features:

Weapon and Armor Proficiency

Disciples of the Red Horn are proficient with the hand-ax only, which they treat as a monk weapon for the purpose of flurry of blows.

Horn Proficiency

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Disciples of the Red Horn treat their gore attack as a primary natural attack. The damage caused by the monk's gore attack is equal to the monk's unarmed damage.

Fearsome Bellow

Monks of the Red Horn learn to focus their energies vocally and loudly. As a full round action, they can make a challenging war-bellow, targeting a single opponent. The opponent must succeed at a Will save where the DC is equal to 10 + 1/2 the monk's HD + the monk's wisdom modifier or be shaken for 1d4 rounds. If the monk has ki points, for every 1 ki point he spends (maximum 2) he may increase the DC by +5. This ability replaces the bonus feat he would otherwise receive at 1st level.

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Incredibly Tough (optional)

Some followers of the Red Horn eschew quick reflexes for stalwart defenses. At 2nd level, these Disciples of the Red Horn can choose to gain a +4 class bonus to all Fortitude saves. This bonus increases to +8 at 9th level. This ability, if chosen, replaces the Evasion and Improved Evasion abilities.

Critical Gore

At 10th level, the critical range of the monk's gore attack improves to 19-20, as if he had gained the Improved Critical feat. The critical range increases again at 14th level to 17-20. This ability replaces the bonus feats he would otherwise receive at 10th and 14th levels.

Sorcerer (Jaurian Bloodline)

The divine power of Tayros flows in the blood of every taurian, filling them with strength and cunning. In some taurians, this power manifests as sorcerous abilities. Any descendant of Astaurian may possess the taurian sorcerer's bloodline.

Class Skill: Knowledge (Dungeoneering) **Bonus Spells:** *bless* (3rd), *bull's strength* (5th), *tongues* (7th), *shout* (9th), *wall of stone* (11th), *true seeing* (13th), *vision* (15th), maze (17th), *power word: kill* (19th)

Bonus Feats: Combat Casting, Diehard, Endurance, Great Fortitude, Iron Will, Power Attack, Skill Focus (knowledge [dungeoneering]), Toughness **Bloodline Arcana:** Whenever you cast a spell from the divination school of magic, you gain a dodge bonus to your AC equal to 1 + ¹/₄ your HD (minimum 1). This bonus lasts for a number of rounds equal to your charisma modifier.

Bloodline Powers: The divine power of Taur makes you stronger and more insightful. It toughens your body

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Strength of Taur: Beginning at 1st level, your Strength score increases as you gain in power. It increases by 1 at 1st level, and then by an additional 1 point at 5th, 10th, 15th, and 20th levels. Additionally, you may touch a target and temporarily increase their strength by an amount equal to the amount this power has increased your own strength. This is a sacred bonus to strength which lasts for 1 round. You may target yourself with this ability. You may use this ability a number of time per day equal to 3 + your charisma modifier.

Hide of Taur: Beginning at 3rd level, your Natural Armor increases by +2. At 9th level your Natural Armor increases by an additional +2 and you gain Acid Resist 5. At 15th level your Natural Armor increases another +2 and you gain Fire Resist 5. At 20th level your resistance against Acid and Fire increase to 10 and your Natural Armor increases by another +2.

Senses of Taur: At 9th level you gain a +4 racial bonus on saves versus illusion spells and you gain the scent ability. Your racial bonus against illusions increases by another +2 at 15th level and your darkvision increases to 90 feet. At 20th level this bonus against illusions increases by another +2 and you can now see perfectly in any sort of darkness up to 60 feet.

Grace of Taur: at 15th level, your base speed increases by 10 feet and you gain a +4 racial bonus to CMD to resist bullrush and trip attacks. Once a day you may reroll a failed skill check when the action being attempted is based on a purely physical effort (acrobatic, climb, swim, etc.). At 20th level, you have another +10 to your base speed, your bonus to CMD increases by another +4 and you may now reroll twice a day.

Son of Taur: At 20th level you gain the outsider type and may cast *commune* once a week as a spell like ability.

Racial Paragon Class

In most campaigns, the ideas of class and race are separate concepts. But, with racial paragon classes, the line between the two becomes blurred. Racial paragons are, as the name suggests, nearly ideal examples of the strengths and abilities of the character's race. Unlike members of other classes, however, racial paragons are more than merely powerful individuals. They are strong in all the ways that their race is strong, while still vulnerable in the ways that their race is vulnerable. Beyond that, they possess powers and capabilities that supersede those of normal members of their race.

Racial paragons rarely undergo the rigorous training or study that members of other classes commonly undertake between levels. Their experience, wisdom, and heroic abilities simply manifest in the form of superior innate racial abilities. Despite this strong association with race, racial paragons need not have specific views or special dedication to their race's beliefs or typical attitudes (although many do). Obviously, a character can only take levels in the racial paragon class associated with his race. Like the fighter, wizard, and other standard character classes, racial paragon classes have no prerequisites (other than being a member of the appropriate race). Levels in racial paragon classes are always considered to be advancing in a favored class.

Rog-kalem (Scion of the Horn)

Rog-kalems are those taurians who allow the divine blood of Tayros to fill them with power and divine insight. As they focus on their natural talents, their body increases in size, their senses become keener, and their horns become ever more deadly.

A human (or elf, dwarf, etc.) cannot take levels in the rog-kalem paragon class. It is a class reserved for the descendants of Astaurian. Mereitaurs may take the class so long as they possess horns. A rog-kalem can multiclass freely between standard character classes, prestige classes for which he or she qualifies, and the paragon class unless the other class has restrictions that prevent multiclassing.

Role: Rog-kalem's are heavy hitters. They are most at home defending a labyrinth, but their strength and size makes them a good companion in any toe to toe battle. They do have some ability with traps, but they are better in building them than in disabling them.

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Alignment: Any

Hit Die: d10

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Class Skills:

The rog-kalem's class skills are Climb, Craft, Disable Device, Intimidate, Knowledge (dungeoneering), Perception, Profession and Survival. **Skill Ranks per Level:** 2 + Int modifier

Class Features:

Weapon and Armor Proficiency: Rog-kalems are proficient with all simple and martial weapons and with all light armors. They are also proficient with their natural gore attack.

Gore (Ex): At 1st level, the rog-kalem's natural gore attack is considered a primary attack which receives a full strength bonus. As the rog-kalem increases in level, the damage done by the gore attack increases as well. If the rog-kalem's has an improvement to their horns from another class, go with the best damage, the damage increases do not stack.

Powerful Charge (Ex): At 1st level, the Rog-kalem gains the Powerful Charge special ability with his gore attack. When using the gore attack during a charge, the rog-kalem does double damage on a successful charge. Apply the strength bonus, if any, before

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Rog-Kalem Class Jable

Lvl	BAB	Fort	Ref	Will	Nat Arm	Gore	Special
1	+1	+0	+2	+2	+0	1d4	Gore, Powerful Charge
2	+2	+0	+3	+3	+1	1d4	Strength +1
3	+3	+1	+3	+3	+1	1d6	Consitution +1, Toughness
4	+4	+1	+4	+4	+2	1d6	Natural Hunter (I)
5	+5	+1	+4	+4	+2	1d6	Large Size
6	+6/+1	+2	+5	+5	+3	1d6	Deadly Horns (I) Strength +1
7	+7/+2	+2	+5	+5	+3	1d8	Evasion, Constitution +1
8	+8/+3	+2	+6	+6	+4	1d8	Fast Movement, Natural Trapper (I)
9	+9/+4	+3	+6	+6	+4	1d8	Native of the Maze
10	+10/+5	+3	+7	+7	+5	1d8	Strength +1
11	+11/+6/+1	+3	+7	+7	+5	1d10	Deadly Horns (II) Constitution +1
12	+12/+7/+2	+4	+8	+8	+6	1d10	Focused Strength
13	+13/+8/+3	+4	+8	+8	+6	1d10	Natural Hunter (II)
14	+14/+9/+4	+4	+9	+9	+7	1d10	Strength +1
15	+15/+10/+5	+5	+9	+9	+7	2d6	Improved Evasion, Constitution +1
16	+16/+11/+6/+1	+5	+10	+10	+8	2d6	Deadly Horns (III)
17	+17/+12/+7/+2	+5	+10	+10	+8	2d6	Natural Trapper (II)
18	+18/+13/+8/+3	+6	+11	+11	+11	2d6	Strength +1
19	+19/+14/+9/+4	+6	+11	+11	+9	2d8	Massive Build, Constitution +1
20	+20/+15/+10/+5	+6	+12	+12	+10	3d6	Master of the Eternal Maze

doubling for a critical (or tripling after 6th level).Criticals double this damage yet again. **Example:** A 1st level rog-kalem with a 16th strength would normally do 1d4+3 points of damage with his gore attack. If this same rog-kalem used his gore during a charge, he would do 2d4+6 points of damage. A critical would do 4d4+12 points of damage.

Ability Increase (Ex): At 2nd level, the rog-kalem's strength increases by 1. The rog-kalem's strength increases again at the 6th, 10th, 14th, and 18th levels. The rog-kalem's constitution increases by 1 at 3rd level and again at the 7th, 11th, 15th and 19th levels.

Toughness (Ex): At 3rd level, the rog-kalem receives the toughness feat as a bonus class feat. If the rog-kalem already possesses this feat, he may take either diehard or great fortitude instead.

Natural Hunter (Ex): At 4th level, the rog-kalem receives a +3 class bonus to any survival skill checks. This bonus increases to +6 at 13th level. At 13th level the rog-kalem is considered to have the scent ability.

Large Size (Ex): At 5th level, the rog-kalem increases from medium to large size, receiving all the benefits and penalties associated with being large (-1 AC, Attack, +1 CMB, CMD). His space increases to 10 feet and his reach increases to 10 feet as well. This is a natural increase in size and equipment, weapons and armor do not change in size with the rog-kalem. The rog-kalem's ability scores do not change as a result of this growth

Deadly Horns (Ex): As the rog-kalem increases in level, his horns become harder, longer and sharper. At 6th level, the critical multiplier of the rog-kalem's

horns increases to x3. At 11th level, the rog-kalem has a +3 class bonus to critical confirmation rolls. At 16th level this bonus increases to +6 and the horns receive a 1 $\frac{1}{2}$ x strength bonus modifier to damage.

Evasion (Ex): At 7th level, the rog-kalem gains evasion. If a successful reflex save would reduce the damage of an effect by half, the rog-kalem instead takes no damage. A helpless rog-kalem does not receive the benefits of evasion. The set survey a set of the set o

Fast Movement (Ex): At 8th level the rog-kalem's base speed increases by 10 feet.

Natural Trapper (Ex): At 8th level, the rog-kalem recieves a +3 class bonus on any craft (traps) skill checks. This bonus increases to +6 at 17th level.

Native of the Maze (Ex): At 9th level, the rog-kalem may adopt a particular maze or labyrinth as his own by spending a week within its depths, exploring it. This area cannot be more than a quarter of a mile on a side and it must contain multiple passages, walls, and chambers (It cannot be a featureless plain or cavern). Whether the area properly constitutes a maze is subject to GM approval. While within this maze, the rog-kalem enjoys a +2 morale bonus to all skill checks and saving throws. The rog-kalem may, at any time, adopt a new maze or labyrinth, so long as he spends a week in this new area. When he adopts a new area, he loses all bonuses in his old area.

Focused Strength (Ex): At 12th level the rog-kalem learns to better focus himself physically. He may double his strength modifier on any skill checks made using strength as a full round action. Furthermore, he can choose to use his strength modifier in place of his dexterity modifier when making an acrobatic skill check for jumping.

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Improved Evasion (Ex): At 15th level, the rogkalem's evasion improves. While he still takes no damage from a successful reflex save, he now takes 1/2 damage from a failed save. Like evasion, this ability does not work if the rog-kalem is helpless.

Massive Build (Ex): At 19th level, the rog-kalem has increased in size enough to gain some further benefits. Though still considered large, the rog-kalem may use weapons one size larger without penalty. Furthermore, he enjoys another +1 size bonus to CMB and CMD.

Master of the Eternal Maze (Su): At 20th level the rog-kalem's type changes to Outsider (native). He gains resist acid 10 and resist fire 10. His bonus to skill checks and saving throws when within his own maze increases to +4. Anytime he is within a maze, labyrinth or similar structure besides his own, he enjoys a +2 morale bonus to skill checks and saving throws.

Taurian Feats

Axe Thrower (Combat)

You have learned to throw axes further and harder. **Prerequisite:** Weapon focus (throwing axe) Benefit: You add 10 feet to the range of any throwing axe and have a +2 circumstance bonus to confirm any criticals for a thrown axe.

Bloodlust (Combat)

You have learned to focus your racial rage when you charge, allowing it to empower you. **Prerequisites:** taurian, power attack Benefits: When charging a foe, and only when charging, your base speed increases by 5 feet and you gain an extra +2 to your attack roll. When using this feat, you take a an additional -2 penalty to your AC for 1 round above what you would normally take when

Horned Charge (Combat)

charging.

You can use your forceful charge and powerful horns to knock an opponent back and to the ground. Prerequisites: Gore attack, Improved Bull Rush, Power Attack

Benefit: If you charge as a full round action, using your gore attack, those struck by your attack are knocked back as if bull rushed (use the attack roll as the CMB check). Those knocked back must succeed at a Reflex save where the DC is equal to $10 + \frac{1}{2}$ your HD + your strength modifier + your CMB size modifier or be knocked prone. This feat can be combined with a Powerful Charge.

Horned Trip (Combat)

You can, in combat, use your horns to knock the legs out from under an opponent or otherwise knock them to the ground.

Prerequisite: Gore attack, Improved Trip Benefit: When you successfully strike an opponent with your gore attack, you may make a trip attempt as a free action which does not provoke an attack of opportunity. If your trip attack fails, you are not yourself subject to being tripped as a result.

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Improved Natural Armor

Your hide is tougher, your bones are thicker and you absorb blows easier

Prerequisite: Natural Armor Bonus

Benefit: Your Natural Armor Bonus increases by +1. Special: You may take this feat more than once and its effects stack. Taurians can take the Iron Hide feat (Advanced Players Guide) to grant themselves an initial Natural Armor Bonus if necessary.

Taurian Follow-through (Combat)

You may redirect missed axe swings without losing momentum

Prerequisites: Cleave, Power Attack, Taurian Benefit: Once a round, when using an axe in melee against a foe within reach, if you miss your opponent, you may immediately make an attack against an opponent adjacent to the first who is also within reach using the same attack modifier as was used in the missed attack. When you use this feat you take a -2 penalty to your AC until your next turn. Special: This feat may not be combined with cleave or greater cleave in the same round.



Trapworker (General)

You are skilled at working with traps **Benefit:** You gain a +3 competence bonus to Perception skill checks made to find traps and a +1 competence bonus to skill checks to either craft or disable traps.

Jaurian Weapons

Taurian Labrys: This double headed axe may be used as a two handed weapon by anyone with martial weapon training. Those specifically trained to use it may use it as a one handed weapon. Originally designed as a sacrificial instrument used to chop the heads off of animals, the labrys, when used to deliver a coup-de-gras, has a critical multiplier of x4. **Taurian Greataxe:** These massive great-axes are almost too large to use effectively. Taurians, especially those of the barbarian class, love them and train to use them in charges, often dropping them after the initial charge in favor of the more traditional Labrys. Those not trained in their use suffer a -6 penalty to attack rolls when attacking with them. Even those proficient in their use suffer a -2 penalty to all attacks after the first when wielding them.

Taurian Hornblades: By attaching blades to a metallic horn-sheath, taurians can change the damage type of their gore attack from piercing to slashing. Furthermore, such blades can be enchanted or fashioned from alternate materials such as cold iron or silvered steel. The weight of each set of blades is equal to the maximum damage the gore attack can inflict. If a taurian's horns grow substantially (represented by an increase in damage), new hornblades must be purchased.

Taurian Spike Axe: Instead of the traditional rounded axe-blade, the spike axe utilizes a large triangular blade, well suited for punching through armor. When wielded by a warrior proficient in its use, this two handed weapon reduces an opponent's armor class bonus or natural armor class bonus by 1.

Taurian Throwing Axe: The taurian throwing axe is a solid metal weapon with two axeheads, one at either end of the metal shaft facing opposite each other so that when thrown true, one axehead will always strike the target.

Jaurian Equipment

Dark Chalk: This chalk is an alchemical creation (craft DC 22). When used to mark a surface, the mark can only be seen through the use of darkvision. **Cost** 1 gp per piece

Taurian Gas Bomb: This smoke bomb is an alchemical creation (craft DC 26). 1 round after being ignited, it produces a cloud of gray foul smelling smoke which blankets the area within a 20 foot radius. The smoke provides partial cover for those within it and lasts for 6 rounds, unless blown away by a wind. The smoke produced is highly flammable and

Exotic Weapons	Cost	Dmg (M)	Dmg (L)	Critical	Туре	Weight	Special
One handed							
Taurian Labrys	35 gp	1d10	2d8	x3*	S	10 lbs	*coup-de-gras x4
Two handed							
Taurian Greataxe	45 gp	2d8	3d8	x3	S	19 lbs	attack penalty
Taurian Spike Axe	25 gp	1d10	2d8	X4	P or S	12 lbs	armor piercing
Ranged							
Taurian Throwing Axe	10 gp	1d6	1d8	x3	S	4	15 ft range.
Special						and the second se	
Taurian Hornblades	4 gp/lb.	as gore	as gore	x2 or as gore	S	varies	-

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