

Races

Minotaurs

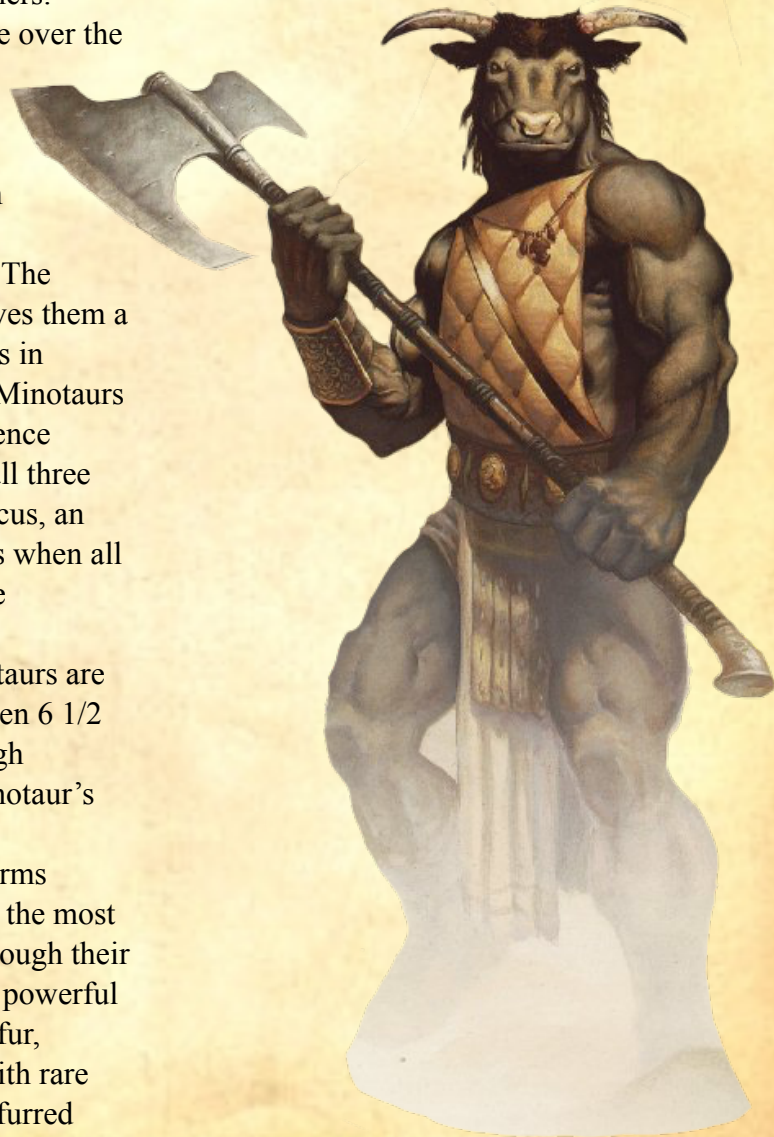
A people with no nation, the minotaurs are a nomadic people. They live in an honor-based society not unlike the elves, that holds strength and martial combat over all things. The warrior class is the largest in their society, and most minotaurs seek fame and glory both in combat and the gladiatorial arena.

Personality: Minotaurs believe in the superiority of their race above all others. They believe it is their destiny to rule over the Known World and are biding their time for when they are to make their strike against the other races. From youth, minotaurs are trained in martial combat and warfare and are instilled with a strict code of honor. The militaristic view of the minotaurs gives them a rigid view of the world, seeing things in clearly delineated black and white. Minotaurs value strength, cunning, and intelligence above all else. The ultimate test of all three virtues is conducted in the Great Circus, an annual contest held every three years when all the tribes come together in a massive gathering.

Physical Description: Minotaurs are physically imposing, standing between 6 1/2 feet and 7 1/2 feet in height and weigh between 300 and 500 pounds. A minotaur's upper body is humanoid, with broad shoulders, a deep chest, and strong arms ending in fully articulate hands. For the most part, their legs are also humanoid, though their feet end in thick cleft hooves. Their powerful bodies are covered with short, thick fur, ranging in hue from red to brown, with rare occurrences of black, tan and white-furred

individuals. Minotaur heads are completely bovine in features. They have large, deep-set eyes in shades of dark brown and black. Minotaurs have short, yellow-white horns that grow from their temples, 6 to 12 inches long for females, and anywhere from 1 to 2 feet long for males. Minotaur manes are a shade or two darker than their fur.

To non-minotaurs the physical differences between males and females may not be immediately apparent because both sexes are equally powerfully built and there is



no role distinction between the sexes. Minotaur dress tends to be austere and simple, nothing more than a harness and a leather skirt, although those of noble rank tend to wear loose fitting robes as a badge of their station. The harness carries weapons as well as providing a place for the minotaur to display trophies. Minotaurs are considered adults around the age of 17 and live to be over 150 years old.

Relations: To minotaurs, all the other races of the Known World are weak and inferior. Hobbits and gnomes are considered weak and inferior with no sense of courage or honor. The lifestyle of the dwarfs is too secluded for a minotaur's taste. Orcs are a plague on the land, and men and women spread their kind out too much. Of all the races, the minotaurs respect the elves most for their martial prowess and strong code of honor. Unbelievably, minotaurs find the most common threads with the elven clans.

Alignment: Minotaurs are lawful, raised to believe in a strict code of honor. They are loyal to the death to their family, tribe, and friends and implacable adversaries to their enemies. Minotaurs tend towards evil, due to their worship of Bael.

Minotaur Lands: Minotaurs have no lands to call their own. Legends persist that they once held dominion over a great, nearly world-spanning empire, but no proof of this has ever been found. Now, groups of minotaurs scatter the land and they travel from country to county, land to land, seeking fulfillment in their lives. Minotaurs rarely establish themselves in one location for longer than a year or two. At the end of those two years they travel to the land designated for the Great Circus where all the tribes gather for two weeks of gladiatorial games.

Minotaur cities are light and mobile, each family in a tribe is responsible for their own property and possessions. Minotaurs live in sturdy tent dwellings that can range from simple, one-room, plain tan canvas dwellings, to massive, multi-room, garnished with elaborate decorations and rich vibrant colors.

Minotaur cities are centered around the arena. The construction of the area varies from tribe to tribe and even from location to location. Some arenas are great pits dug into the ground, others are constructed of wood and easily dismantled when the tribe moves on. Some are built of stone and when the tribe moves on, the arena is left behind as a monument to the minotaurs' greatness.

Groups of minotaurs moving together are called "Houses," and are lead by the strongest, most glorious family of the group. The house is also named for that family. Each house is led by a single individual known as a caesar. Caesars wear the most ornate robes of the house as well as a wreath of laurels on their heads. They have the most money, live in the grandest tents (so are elevated to sit higher than the others), and have the most slaves and servants.

Slavery is a fact of life among the minotaurs. Most slaves are of other races, most notably men, dwarfs, and goblinoids. Slavery is so common among the minotaurs that not just the rich own slaves, there are commoners that have slaves that attend to them as well. The minotaur open mind to slavery is just another sign that they feel themselves superior to all races of the Known World. One of the greatest, most dishonorable punishments a minotaur can endure is being made to be a slave to other minotaurs.

Religion: All minotaurs revere, or at least acknowledge, the patron deity of the minotaurs, Bael, Duke of Hell. As general to

the Arch-Devil, Great Mammon, Bael is a general, and it is from him that the minotaurs draw their militaristic lifestyle. Minotaurs who drift from their tribe often worship Hextor. Minotaurs of good alignment will easily fall into the service of Heironeous and Kord. Psychotic minotaurs follow the bloodletting path of Erythnul.

Language: Minotaurs speak their own language called mantin and it uses the common script for the written language. Although any minotaur will tell you that the common tongue uses mantin script. The mantin language is like the minotaurs themselves; controlled, precise, and harsh. Minotaurs rarely both to learn the tongues of other races, but when they do it is often the languages of the slave races, common, dwarven, and goblin.

Names: Minotaur family names originate with some great hero. His or her descendants take on the name as their own, doing their best to live up to the ideals of their ancestor. Family names are always preceded by the diminutive “de-“, meaning “of.” For example, De’Kaz, or De’Galdar, etc.

The diminutive “es-“ is a more noble and higher form of “de-“, and is used to precede the name of a ruling family such as the caesars. For example, instead of De’Kaz, if the family was a noble family they would be Es’Kaz. Minotaur houses are always named for the ruling family of the caesar that leads them. In this instance it would be House Es’Kaz, or the House of Kaz.

Male Names: Beliminorgath, Cinmac, Dastrun, Edder, Galdar, Ganthirogani, Hecariverani, Kaz, Kyris, Tosher, Zurgas.

Female Names: Ayasha, Calina, Fliara, Helati, Keeli, Kyri, Mogara, Sekra, Tariki, Telia.

Adventurers: Minotaurs glory in strength, honor, and bravery, so adventuring comes naturally to them. Minotaur adventurers tend to be more independent than others of their kind, for they have severed ties with their family to seek fortune in the world, though most still seek to attend the Great Circus whenever possible. During the various wars and conflicts that have arisen in the Known World, minotaur mercenaries have joined whichever side they believe to be the strongest. When a minotaur finds a cause in which he truly believes, he will dedicate himself completely to that cause. Although minotaurs typically despise other races, they are not adverse to taking their gold.

Minotaur Racial Traits

- +4 Strength, -2 Dexterity, -2 Intelligence, -2 Charisma: Minotaurs are large and powerful, but very agile. From youth, minotaurs focus on developing their muscles over their minds. Minotaur arrogance can be offensive to other races.
- Medium: As Medium creatures, minotaurs have no special bonuses or penalties.
- Minotaur base land speed is 30 feet
- Natural Cunning: Minotaurs possess innate cunning and logical ability. This makes them immune to *maze* spells and prevents them from ever becoming lost, and enables them to track enemies (+4 to Wilderness Lore checks when checking direction and tracking).
- Natural Attack: A minotaur may use their horns as natural weapons to make a gore attack, dealing 1d6 points of damage (plus the minotaur’s Strength modifier). If the minotaur charges, his gore attack deals 2d6 points of damage, plus 1 1/2 times his Strength modifier. A minotaur can attack with a weapon at his normal attack bonus

and make a gore attack roll as a secondary attack (-5 penalty on the attack roll, and half Strength bonus on the damage roll).

- +2 racial bonus on Intimidate checks.
- Minotaurs may take the Scent special quality as a feat (see the Glossary in the *Monster Manuel*).
- Automatic Languages: Mantin and Common. Bonus Languages: Dwarven, Elven, Goblin, and Orc. Minotaurs learn the languages of their slaves (dwarfs and goblins), the language of their greatest enemies (orcs), and the language of the race they most respect (elves).
- Favored Class: Fighter. A multiclass minotaur's fighter class does not count when determining whether he suffers an XP penalty for multiclassing.

Centurion Prestige Class

Each house has an armed force, a military, that almost every member of the house has served at one point or another. These militaries are known as "legions" among the minotaurs. Each legion is comprised of large amounts of foot soldiers called centuries. Centuries come from all manner of classes but are mostly fighters, barbarians, rangers, and cavaliers. Very few are paladins. Leading these centuries are military officers called centurions.

A centurion is an officer in the legion, but more than that, he is a beacon of courage and strength to the centuries of the legion.

The centurion answers directly to the caesar and the praetorians.

Centurions are unique from other military officers in that they actually fight in the battle alongside their command. It is not unknown to see a centurion leading the charge of his legion forces into the thick of battle, acting as an example to the foot soldiers, whereas military leaders of other races often hang back to direct the battle.

Minotaurs see no honor in this. But also for this reason, centurions suffer heavy casualties among the legion.

Minotaur houses treat those centurions that reach retirement very

well. They hold important social status and powerful positions in society.

Hit Die: d10

Requirements

To qualify to become a centurion, a character must fulfill all the following criteria.

Base Attack Bonus: +4

Race: Minotaur



Skills: Diplomacy 6 ranks, Knowledge (nobility & royalty) 4 ranks, Ride 6 ranks

Feats: Armor Proficiency (heavy), Cleave, Drive, Great Cleave, Mounted Combat, Power Attack, Shield Proficiency (tower)

Alignment: Any lawful

Class Skills

The centurion's class skills (and the key ability for each skill) are Diplomacy (Cha), Intimidate (Cha), Knowledge (Int), Perception (Wis), and Ride (Dex).

Skill Points at Each Level: 2 + Int Mod

Class Features

Weapon and Armor Proficiency: Centurions are proficient with all simple and martial weapons, and all armors and shields.

Defense Blow (Ex): Whenever the centurion is engaged in melee combat situations where the centurion seeks to protect a creature who is weaker than the centurion (fewer HD or total levels) or who is helpless, the centurion gains the listed moral bonus to his attack and damage rolls.

Shining Beacon (Su): The centurion is the physical and spiritual embodiment of high ideals. All his allies gain a +4 morale bonus on saves versus fear effects when they stand within 10 feet of the centurion. If the centurion is *held*, unconscious, or otherwise rendered helpless, his allies lose this bonus.

Best Effort (Ex): The daunting nature of the centurion's goals often requires special focus or effort. Beginning at 2nd-level, a centurion gains a bonus to any one skill check he makes, once per day. You must declare that you are using this ability before you make the skill check.

Iron Will: At 2nd-level the centurion gains the feat Iron Will.

Supreme Cleave (Ex): Beginning at 3rd-level, the centurion can take a 5-foot step between attacks when using the Cleave or Great Cleave feat.

No Mercy (Ex): At 6th-level, the centurion gains the ability to make extra attacks of opportunity against opponents equal to the number of the bonus listed and uses the centurion's full attack bonus. This bonus stacks with any gained via the Combat Reflexes feat.

Gladiator Prestige Class

Among the ranks of warriors within the minotaur culture, there is one word that brings a fire to the eyes of any minotaur, one word that inspires courage in them and bring them visions of greatness and glory. That word is gladiator.

Among those outside the minotaur culture it is believed that all gladiators are slaves. And while it is true that a great many of them are unwilling participants in the arena games, it is not unheard of for a minotaur to willingly enter the bloodsport and step into the arena for the soul purpose of honor and glory.

Most gladiators were once figures or barbarians, but rogues and monks sometimes find their way to the arena floor (much to the chagrin of their surprised opponents). Becoming a gladiator is a simple matter, say the veterans of the pits. "Survive your first match, and you can call yourself gladiator. Lot of good it will do you..."

Hit Die: d12

Requirements

To qualify to become a gladiator, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Defensive Blow +2, Shining Beacon
2nd	+2	+3	+0	+0	Best Effort +2, Iron Will
3rd	+3	+3	+1	+1	Supreme Cleave
4th	+4	+4	+1	+1	Defensive Blow +3
5th	+5	+4	+1	+1	Best Effort +3
6th	+6	+5	+2	+2	No Mercy +1
7th	+7	+5	+2	+2	Defensive Blow +4
8th	+8	+6	+2	+2	Best Effort +4
9th	+9	+6	+3	+3	No Mercy +2
10th	+10	+7	+3	+3	Best Effort +5, Defensive Blow +5

Skills: Bluff 4 ranks, Perform 4 ranks, Intimidate 4 ranks

Feats: Weapon Focus with either the javelin, scimitar, short bow, shortspear, short sword, spiked gauntlet, or trident.

Improved Critical with the weapon you have used your Weapon Focus feat on.

Must have at least two feats from the list of fighter bonus feats. You do not have to earn them as a fighter, but they must appear on that list.

Class Skills

The gladiator's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Perform (Cha), Ride (Dex), and Tumble (Dex).

Skill Points At Each Level: 4 + Int Mod

Class Features

Weapon and Armor Proficiency: Gladiators are proficient with all simple and martial

weapons, as well as the net, and are proficient with gladiator armor (see below) and shields.

Armor Optimization (Ex): When wearing gladiator armor (and only gladiator armor), the gladiator receives an armor optimization bonus as listed. This bonus reflects the gladiator's expertise at using his armor in the most effective manner. This bonus does not apply if the gladiator is caught flat-footed or is otherwise denied his Dexterity bonus to AC.

Weapon Specialization: Starting at 1st-level the gladiator is able to take the Weapon Specialization feat as a fighter can, as many times as he wants to.

Improved Feint (Ex): The gladiator has learned sneaky tactics such as kicking dirt in a foe's face, pretending to be badly wounded, or forcing an opponent to stare into the sun. You can use the feinting in combat Bluff technique on page 64 of the *Player's Handbook* as a move-equivalent action.

Study Opponent (Ex): You are adept at spotting weaknesses in your foes' fighting styles. If you take an all-out defense action, you gain a dodge bonus to your AC against

any opponent who attacks you in melee combat that round. The dodge bonus begins the round after that opponent attacks you and lasts for the duration of the fight.

Exhaust Opponent (Ex): As combat continues, you can tire out your foe. You must attack the same opponent for at least 3 consecutive rounds. After your third set of attacks, your opponent must make a Fortitude save to avoid taking 1d6 subdual damage from exhaustion. The DC for this save starts at 15 and increases by 1 for every round beyond the third you continue to attack the same foe. Many gladiators fight defensively while employing this attack. If you do not attack for one round, the count resets to zero.

Roar of the Crowd (Ex): You can appeal to spectators with flourishes, trash-talking, and fancy moves. As a move-equivalent action, make a Performance check (DC 15). If you succeed, you get a +1 morale bonus to attacks and damage for the duration of the fight. Spectators must be noncombatants, and there must be at least half-a-dozen of them. This can only be used while wearing gladiator armor, or no armor at all. Normal armor is too protective to get the crowd whipped up into a frenzy.

Improved Coup de Grace (Ex): You dispatch fallen foes quickly, or with great flair. You may use a melee weapon to deliver a coup de grace attack as an attack action. If you are being showy, you take a full-round action to deliver the coup de grace attack, but gains a +2 morale bonus to attack for the rest of the combat. You can only perform this while wearing gladiator armor, or no armor at all. You require the freedom of movement this armor provides.

Poison Use (Ex): Gladiators are trained in the use of poisons and never risk accidentally

poisoning themselves when applying poison to a blade.

Make Them Bleed (Ex): You are skilled at dealing wounds that cause extra blood loss. When you deal damage with a slashing weapon, the would bleeds for one point of damage per round thereafter until a Heal check (DC 15) is made, any *cure* spell is applied, or 10 rounds minus the opponents Constitution modifier elapse. Multiple wounds are cumulative, but creatures without discernible anatomies such as constructs, undead, and plants are immune to this effect.

The Crowd Goes Wild (Ex): With each blow you strike, the spectators cheer more loudly. If you have already engaged the spectators with roar of the crowd, you gain a +2 morale bonus to damage on your first successful blow. This bonus increases by +2 for each successive consecutive blow that deals damage to your opponent. The bonus resets to +2 if you miss. This can only be used while wearing gladiator armor, or no armor at all. Normal armor is too protective to get the crowd whipped up into a frenzy.

Gladiator Amor

To properly draw a crowd into the lethality of arena combat, gladiators wear scant armor that only covers certain portions of their body. This exposure and vulnerability properly visualizes the mortal danger gladiators are in and plays well to the mob. These are not conventional armors that fall under the normal armor proficiencies, they are the armor equivalent of exotic weapons and they require their own unique proficiency to wear.

Gladiator armor, like samurai armor, is piecemeal armor and can be purchased in pieces and mixed and matched to create three basic types, or suits, of armor; the thracian armor, the gallic armor, and the samite armor.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Armor Optimization Bonus	Special
1st	+1	+2	+2	+0	+1	Improved Feint, Weapon Specialization
2nd	+2	+3	+3	+0	+1	Study Opponent +1
3rd	+3	+3	+3	+1	+2	Exhaust Opponent
4th	+4	+4	+4	+1	+2	Roar of the Crowd
5th	+5	+4	+4	+1	+3	Study Opponent +2
6th	+6	+5	+5	+2	+3	Improved Coup de Grace
7th	+7	+5	+5	+2	+4	Poison Use
8th	+8	+6	+6	+2	+4	Study Opponent +3
9th	+9	+6	+6	+3	+5	Make Them Bleed
10th	+10	+7	+7	+3	+5	The Crowd Goes Wild

It is not uncommon for gladiators to have their armor customized, both in functionality and appearance, using their armor to immediately identify them to the crowds. This customization is basically cosmetic only and does not affect its use in game play at all.

Gladiator armor is all made up of basic pieces that are easily manufactured, cheaply replaced, and light both in weight and protection.

Belt: The belt is just as it sounds, a thick, heavy, protective belt manufactured of either heavy leather or metal. The belt itself does not provide much (if any) protection, but does hold the armor together and gives the gladiator somewhere to hang weapons.

Cuirass: The cuirass is the most protective piece of armor available to gladiators and covers the torso of the wearer. More commonly referred to as a breastplate, the cuirass is only found with the samite armor.

Fasciae: The fasciae are worn in pairs and cover the wearer's shins from the top of his

foot up to his knee. Some fasciae have built in kneel protectors. The armor pieces are worn over heavy cloth leggings that allow the armor to be strapped tightly into place. Not that the fasciae protects the front of the lower leg/shin, but does not protect the back of the leg. Because the fasciae are simple metal guards, they are easily fitted to different races. The fasciae are found in all types of gladiator armor.

Galea: The galea is a simple visored helm that gladiators typically wear in combat. Some visors are hinged and can be lifted out of the wearer's face, but most are locked into position and can only be removed when the helm is taken off. The galea is worn with either the gallic or samnite armor.

Galerus: The galerus is another simple piece of armor that is easily traded between members of different races. It is a strap on armor shield that fits over the wearer's shoulder. Unlike the fasciae, the galerus is typically not worn in pairs and it strapped on to just the shoulder of the wearer's weapon

arm. The galerus is a more uncommon piece of armor for gladiators, and is typically only worn with the samnite armor.

Manicae: The manicae is an armored sleeve that the wearer typically wears on his weapon arm, sometimes in conjunction with the galerus. Worn with gallic and samnite armor.

Myrrmillo: The myrrmillo is another type of visored helm that can be interchanged with the galea. The myrrmillo is a crested helm that resembles a fish in shape. The visor is featureless and only has a series of holes in the upper section of the visor for the wearer to see through.

Parma: The parma is a shield that is usually round or oval, but can be found in square

types as well. Statistically speaking, it is the same as a small steel shield.

Scutum: The scutum is an oblong shield that curves back slightly so the user can step into it. Statistics are the same as the large steel shield.

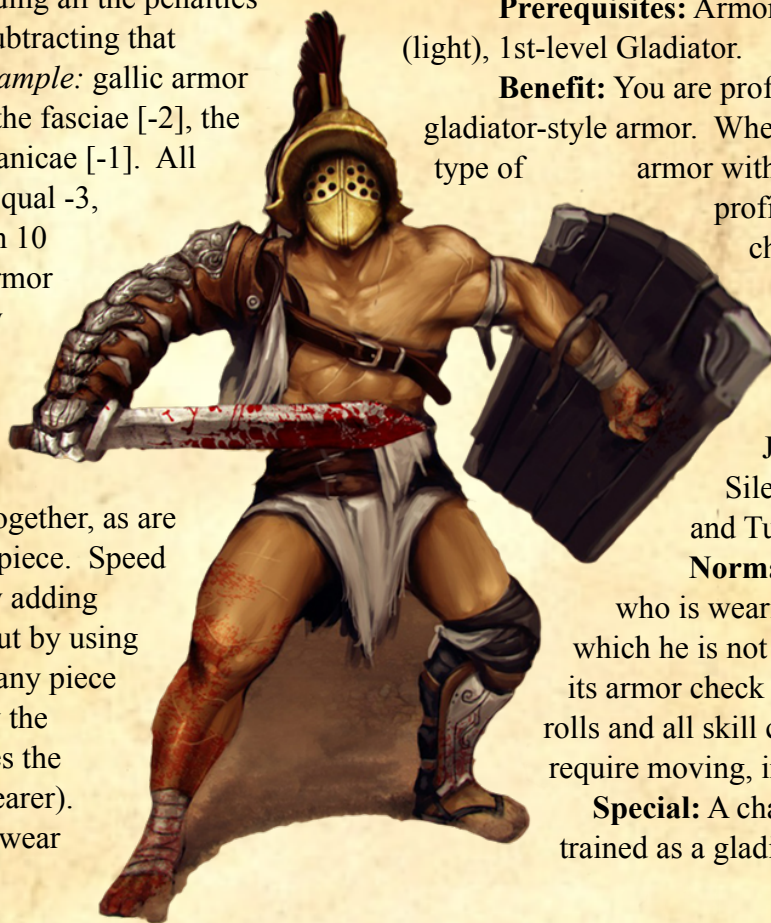
Gladiator armor is sold and worn piecemeal, with each piece adding to the wear's armor bonus, Dexterity modifier, armor check penalty, arcane spell failure, speed, and weight. The three main types of gladiator armor (gallic, samnite, and thracian) are listed below as well as an example of how they all come together. Stats are for completely metal armors.

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed (30ft)	(20ft)	Weight
Belt	5gp	—	—	0	—	30ft	20ft	5lbs
Cuirass (leather)	20gp	+2	-2	-2	5%	30ft	20ft	10lbs
Cuirass (metal)	100gp	+3	-4	-3	10%	20ft	15ft	20lbs
Fasciae (leather)	5gp	+1	—	0	5%	30ft	20ft	5lbs
Fasciae (metal)	40gp	+2	-2	-1	5%	30ft	20ft	5lbs
Galea	70gp	+1	—	-1	5%	30ft	20ft	5lbs
Galerus	20gp	+1	—	-1	5%	30ft	20ft	5lbs
Manicae (leather)	5gp	+1	-1	0	5%	30ft	20ft	3lbs
Manicae (metal)	30gp	+2	-1	-1	10%	30ft	20ft	5lbs
Myrrmillo	80gp	+2	-2	-2	15%	30ft	20ft	5lbs
Parma (shield)	9gp	+1	—	-1	5%	—	—	6lbs
Scutum (shield)	20gp	+2	—	-2	15%	—	—	15lbs
Gallic Armor	145gp	+5	+7	-3	20%	30ft	20ft	20lbs
Samnite Armor	245gp	+8	+3	-6	35%	20ft	15ft	40lbs
Thracian	45gp	+2	+8	0	5%	30ft	20ft	5lbs

their Armor Bonuses are added together to determine the full AC bonus wearing each piece gives. The Maximum Dexterity bonus is determined by adding all the penalties together, and then subtracting that number from 10 (*example*: gallic armor is made of the belt, the fasciae [-2], the galea [0], and the manicae [-1]. All the penalties listed equal -3, subtracting this from 10 gets 7. The gallic armor Maximum Dexterity Bonus is +7.) Likewise all armor check penalties and Arcane Spell Failures are added together, as are the weights of each piece. Speed is determined not by adding anything together, but by using the lowest speed of any piece worn (note that only the metal cuirass reduces the base speed of the wearer).

Anyone can wear gladiator armor, as long as they have the proper feat, however the availability of such armor is rare outside of minotaur society.

Armor and shield spikes can be added to any gladiator armor, and is encouraged. Gladiator armor cannot make use of the locked gauntlet.



A human gladiator wearing a belt, fasciae, manicae, and myrmillo, and carrying a parma.

ARMOR PROFICIENCY (Gladiator) [General]

You are proficient with gladiator style armor.

Prerequisites: Armor Proficiency (light), 1st-level Gladiator.

Benefit: You are proficient with gladiator-style armor. When you wear a type of armor with which you are proficient, the armor check penalties apply only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Normal: A character who is wearing armor with which he is not proficient suffers its armor check penalty on attack rolls and all skill checks that require moving, including Ride.

Special: A character must be trained as a gladiator to gain this feat (*i.e.* at least one level of the gladiator prestige class).

Praetorian Guard Prestige Class

The praetorian guard are an elite force of military guards that are typically plucked from the ranks of the centurions. The most common, and well-known, task for the praetorian is to serve as escort and bodyguard for important members of a minotaur house; this includes magistrates and caesars and their families. Indeed the presence of praetorians around the nobles is so well known that most believe this is all the praetorians do.

In addition to their duties as guard, the praetorians act as a police force within the minotaur tent cities, and as enforcers of the caesar's laws. Additionally it is not uncommon for the praetorians to ride with the legion into battle and taking command of centuries, acting as military leaders over the centurions.

The final duty of the praetorian is something not everyone knows about, and that is to keep close observation on the caesar and ensure that he or she is performing their duty on behalf of the people, and the decisions and actions they take are what is best for the house. If it is deemed the caesar is good for the people, then he continues to rule the house. If, however, the praetorians — lead by the Praetorian Prefect, the highest ranking praetorian — find that the caesar is no longer working for the people then they will remove the caesar from power, in any way possible.

Hit Die: d10

Requirements

To qualify to become a praetorian, a character must fulfill all the following criteria.

Base Attack Bonus: +6

Skills: Diplomacy 5 ranks, Knowledge (minotaur law) 5 ranks, Sense Motive 4 ranks

Feats: Alertness, Weapon Focus (melee weapon)

Alignment: Any lawful

Special: Must have the Defensive Blow class skill. Must be recruited into the praetorian ranks by another praetorian.

Class Skills

The praetorian's class skills (and the key ability for each skill) are Climb (Str), Diplomacy (Cha), Intimidate (Cha), Innuendo (Wis), Jump (Str), Knowledge (Int),

Perception (Wis), Profession (Int), Ride (Dex), and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int Mod

Class Features

Weapons and Armor Proficiency:

Praetorians are proficient in all simple and martial weapons, as well as all armors and shields.

Spells: At 1st-level, praetorians are capable of casting a small number of divine spells. To cast a spell, the praetorian must have a Wisdom score of at least 10 + the spell's level, so a praetorian with a Wisdom of 10 or lower cannot cast these spells. Praetorian bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + the spell level + the praetorian's Wisdom modifier. When a praetorian gains 0 spells of a given level, such as 0 1st-level spells at 1st-level, she gets only bonus spells. (A praetorian without a bonus spell for that level cannot yet cast a spell of that level). A praetorian prepares and casts spells just as a cleric does (though the praetorian cannot use spontaneous casting to substitute a *cure* or *inflict* spell in place of a prepared spell).

A praetorian's caster level is equal to the character's praetorian class level.

Harm's Way (Ex): Beginning at 1st-level, the praetorian may elect to place herself in the path of danger in order to protect her single charge. Any time that you are within 5 feet of your charge, and your charge suffers an attack, you may switch places with your charge and receive the attack in his place. You must declare this before the attack roll is made. You select your charge when you roll initiative, and it is a free action to do so. You may not change your charge for the duration of that combat.

Defensive Strike (Ex): You can make an attack of opportunity against any adjacent opponent who attacks your charge in melee. You gain a +1 bonus to this attack for every two levels after 2nd.

Deflect Attack (Ex): Beginning at 3rd-level, the praetorian can attempt to parry a melee attack against her charge. She must be within 5 feet of her charge to attempt to do this and holding a melee weapon or shield to deflect the attack. Once per round when your charge would normally be hit with a melee weapon, you may make a Reflex saving throw against DC 20. (If the melee weapon has a magic bonus to attack, the DC increases by that amount.) You gain a competence bonus to your Reflex save as indicated on the table. If you succeed, you deflect the blow as a free action. You must be aware of the attack before-hand and not flat-footed.

Praetorian Spell List

The praetorians choose their spells from the following list:

1st-level — *bane, bless, command, cure light wounds, detect chaos/evil/good/law, inflict light wounds, protection from chaos/evil/good/law, sanctuary, shield of faith.*

2nd-level — *aid, bull's strength, cure moderate wounds, hold person, inflict light wounds, shield other, spiritual weapon, zone of truth.*

3rd-level — *continual flame, cure serious wounds, glyph of warding, inflict serious wounds, magic circle against chaos/evil/good/law, magic vestment.*

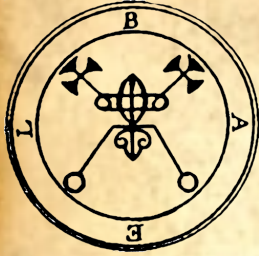
4th-level — *cure critical wounds, discern lies, freedom of movement, inflict critical wounds, status.*

— — Spells per Day — —

Class Level	Base Attack Bonus	Fort Save	Ref Save	Wis Save	Special	1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Harm's Way	0	—	—	—
2nd	+2	+3	+0	+3	Defensive Strike	1	—	—	—
3rd	+3	+3	+1	+3	Deflect Attack +1	1	0	—	—
4th	+4	+4	+1	+4	Defensive Strike +1	1	1	—	—
5th	+5	+4	+1	+4	Deflect Attack +2	1	1	0	—
6th	+6	+5	+2	+5	Defensive Strike +2	1	1	1	—
7th	+7	+5	+2	+5	Deflect Attack +3	2	1	1	0
8th	+8	+6	+2	+6	Defensive Strike +3	2	1	1	1
9th	+9	+6	+3	+6	Deflect Attack +4	2	2	1	1
10th	+10	+7	+3	+7	Defensive Strike +4	2	2	2	1

Bael

Duke of Hell, Commander of the 66 Legions



Demigod

Symbol: The Seal of Bael

Home Plane: The Nine Hells (Minauros)

Alignment: Lawful Evil

Portfolio: Minotaurs, battle, glory

Worshippers: Minotaurs

Cleric Alignment: Any non-chaotic, non-good

Domains: Evil, Law, and War

Favored Weapon: Morning Star

Bael was once a member of the highest choir of angels, the solar, and was worshipped as a god of healing by the early peoples of the Known World. Who they were and where they lived are lost to time, but Bael is no longer that being, so the point is moot. Bael fell and descended into Hell with many of his kind when they rebelled in the Heavens with the likes of Asmodeus and Lucifer.

Perhaps as part of his punishment, Bael was cast into servitude and acts as general to Great Mammon, and this is not a position that Bael is content with. Great Mammon is the epitome of scheming, greed, and lust. He prefers to plot and scheme and backstab his enemies, he does not strike an enemy face-to-face, he plots like a goblin. All these things repulse Bael to the very core of his being. Bael prefers open combat, martial proficiency, and glory in battle. Bael commands the 66 legions of the Iron Legion which consists entirely of hamtulas, the entire military force of Minauros.

Bael advised against Great Mammon rebelling against Asmodeus during the

reckoning, but when his lord threw his lot in with Mephistopheles during the Reckoning, he obediently led the Iron Legion in battle against the ruler of Hell. Asmodeus won, as Bael predicted he would, Bael suffers his punishment along with Great Mammon — though admittedly Mammon's punishment is much greater than Bael's own was. Bael suspects that Asmodeus was lenient on Bael because he knew the Duke was only following orders. Asmodeus rewards loyalty. Bael follows Great Mammon's orders without question, as is his duty, but he secretly plans one day soon to wrest the throne of Minauros from his master. For now, though, he waits.

Dogma

Though he is nothing more than a powerful devil, a Duke of the Nine Hells, Bael is the patron god of the minotaurs. Unlike other patron gods, such as Guumsh and Kurulmak, Bael has never claimed to create the minotaur race, he is just worshipped by them. It is from Bael that the minotaurs draw their militaristic lifestyle and their desire for honor and glory in martial combat.

Bael dwells in the City of Minauros, gathering his strength and awaiting the perfect opportunity to strike against his master, Mammon. In the meantime, he bides his time and waits. And in many ways, the minotaur race mirrors this tactic. Leading very strict, martial lives, the minotaurs bide their time on the Known World, gathering their strength until the time to strike against the other races of the world presents itself. And as Bael will take the land of Minauros as his own and overthrow Great Mammon, so too will the minotaurs rise up and overthrow the men, elves, and dwarfs and rebuild their great empire, thus claiming the Known World as their own.

Clergy and Temples

Temples and holy sites to Bael are rare, however every house, every tent city of the minotaurs, have a location dedicated to worship of Bael. His presence is strong in the minotaur society, where even the smallest, poorest family has a shrine to Bael in their tent.

Clerics of Bael are highly revered and often occupy places of importance in minotaur society. Sometimes so high they have praetorian guards protecting them, but this is more a show for the populace since Bael's clerics are capable warriors in their own right.

Bael

Large Outsider

Divine Rank: 3

Hit Dice: 19d8+95 (outsider)

Initiative: +8, always first (+4 Dex, +4 Improved Initiative, Supreme Initiative)

Speed: 40ft

AC: 47 (-1 size, +4 Dex, +8 chainmail, +26 natural)

Attacks/Damage: +32/+27/+22/+17 melee (1d8+11, x2, +3 *telescoping unholy morningstar*)

Face/Reach: 5ft by 5ft/10ft

Special Attacks: Domain Powers, Salient Divine Abilities, Spell-like abilities, fear aura, summon devils (see page 96 of the *Tome of Horrors*)

Special Qualities: DR 38/+4, SR 35, Divine Immunities, regeneration 10, devil qualities, see in darkness, telepathy, understand, speak, and read all languages and speak directly to all beings within 11 miles, remote communication, godly realm, *teleport without error* at will, divine aura (30ft, DC 18)

Saves*: Fort +16, Ref +15, Will +18

Abilities: Str 27, Dex 19, Con 21, Int 22, Wis 24, Cha 21

Skills*: Bluff +25, Concentration +26, Gather Information +26, Intimidate +26, Jump +25, Knowledge (arcana) +20, Knowledge (minotaurs) +25, Knowledge (the planes) +25, Perception +26, Scry +25, Sense Motive +27, Spellcraft +26, Use Rope +21, Wilderness Lore +25

Feats: Cleave, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (morningstar)

Divine Immunities: Ability Damage, Ability Drain, Acid, Cold, Death Effects, Disease, Disintegration, Electricity, Energy Drain, Mind-Affecting Effects, Paralysis, Poison, Sleep, Stunning, Transmutation

Salient Divine Abilities: Battlesense, Divine Inspiration (courage), Divine Weapon Focus (morningstar), Supreme Initiative

Domain Powers: Cast evil and law spells at +1 caster level.

Spell-Like Abilities: Bael uses these abilities as a 21st-level caster. The save DCs are 18 + spell level. *Animate dead, blade barrier, blasphemy, calm emotions, charm person, comprehend languages, create undead, desecrate, detect good, detect magic, dictum, dispel chaos/good, dispel magic, divine power, flame strike, hold monster, hold person, improved invisibility, inflict serious wounds, magic circle against chaos/good, magic weapon, magic vestment, major image, order's wrath, polymorph self, power word, blind, power word, kill, power word, stun, produce flame, protection from chaos/good, pyrotechnics, see invisibility, shield of law, spiritual weapon, suggestion, summon monster IX* (calls outsiders only, cast as evil or law spell), *teleport without error* (self plus 50 lbs, of objects only), *unholy aura, unholy blight, unhallow, and wind walk*;

2/day — *shapechange*; 1/day — *meteor swarm* (any), *symbol* (any), and *wish*.

Possessions: Bael weilds a +3 *telescoping unholy morningstar* named simply, *Pain*. As a free action, the handle of *Pain* can extend 10 feet, thus increasing Bael's reach with the weapon. It deals +2d6 points of damage to good-aligned creatures and any good-aligned creature that attempts to wield it receives one negative level. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Bael also wears a battered and bronzed suite of +3 *chainmail* armor.

Other Divine Powers

As a demigod, Bael treats a 1 on an attack roll or saving throw normally, and not as an automatic failure. He is immortal. Bael appears as an 8-foot tall golden skinned minotaur. His bovine head features large round eyes of black, a large nose, wolf-like upright ears, and a large mouth lined with razor-sharp teeth. Heavy, black, forward protruding horns curl from his forehead above his eyes.

Senses: Bael can see, hear, touch, and smell at a distance of three miles. As a move equivalent action, he can perceive anything within three miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses up to two locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for 3 hours.

Portfolio Sense: Bael senses anything that affects minotaur welfare three weeks before it

happens and retains the sensation for three weeks after the event occurs. He is similarly aware whenever minotaurs engage in gladiatorial games, cast spells, or engage in war.

Automatic Actions: Bael can use any Strength-based skill as a free action if the DC for the task is 13 or lower. To use the skill as a free action Bael must have ranks in the skill or it must be able to be used untrained. Likewise, Bael can make any Strength-based check as a free action as well. He can perform up to three of these free actions per round.

Create Magic Items: Bael can create any type of magical morningstar or suite of chainmail armor as long as the cost does not exceed 45,000gp market cost.

Warpriest Prestige Class

Bael's war priests are fierce clerics who pray for the welfare and safety of the minotaur race, but prepare for war at the same time. Their strong wills, powerful personalities, and devotion to Bael makes them fierce combatants.

Warpreists are as just as likely to be found patrolling the borders of a minotaur settlement as they are to be giving morning blessings to their congregation. It is not unheard of for warpriests to ride into battle with the legion and even take charge should a centurion fall in battle.

Hit Die: d8

Requirements

To qualify as a warpriest, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Skills: Diplomacy 5 ranks, Sense Motive 5 ranks, Knowledge (religion) 5 ranks

Feats: Combat Casting, Leadership

Alignment: Any non-chaotic, non-good

Spells: Must be a follower of Bael and have chosen the War domain as one of his cleric domains.

Class Skills

The warpriest class skills (and the key ability for each skill) are Concentrate (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

Class Features

All of the following are class features of the warpriest prestige class.

Weapon and Armor Proficiency: Warpriests have proficiency with all simple and martial weapons, all types and armors, and all shields.

Spells per Day: A warpriest continues advancing in divine spell casting ability. When a warpriest gains a new even-numbered level, the character gains new divine spells per day as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent remove disease, etc.).

For example, an 8th-level cleric/2nd-level warpriest gains divine spells per day as if he had risen to 9th-level cleric. When he next gains a level as a warpriest, his number of divine spells per day does not change; but when he improves his warpriest level to 4th, he gains divine spells per day as if he had risen to 10th-level as a cleric.

If a character had more than one divine spellcasting class before he became a warpriest, the player must decide which class to assign each even-numbered level of

warpriest for the purpose of determining divine spells per day.

Prestige Domain: Upon adopting the warpriest class, the character gains access to the domain of Strength or Domination (see below).

At 4th-level the character gains access to the Divination domain (see below).

Turn or Rebuke Undead (Su): Levels of warpriest count towards cleric levels when turning or rebuking undead.

Rally (Ex): At 1st-level, a warpriest who currently is not suffering from a fear effect can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and who can hear the warpriest are allowed an immediate Will saving throw at the DC of the fear effect, with a +1 morale bonus per warpriest level.

Inflame (Ex): At 2nd-level by giving a stirring speech for at least 5 minutes prior to battle, the warpriest provides those who listen a morale bonus on saving throws against any charm or fear effect. This recipients gain the bonus listed on the table below.

Healing Circle (Sp): At 3rd-level, once per day, the warpriest may use *healing circle* (as the spell).

Heroes' Feast (Sp): At 5th-level, once per day, the warpriest may use *Heroes' Feast* (as the spell).

Fear Aura (Su): At 6th-level, once per day the warpriest can project a fear aura to a radius of 20 feet for 1 round per warpriest level. Foes must make a Will save (DC 10 + warpriest level + Cha bonus) or be affected as if by a *fear* spell.

Mass Haste (Sp): At 7th-level, once per day, the warpriest can use *mass haste* (as the spell).

Mass Healing (Sp): At 8th-level, once per day, the warpriest can use *mass healing* (as the spell).

Implacable Foe (Sp): At 10th-level, the warpriest can channel enough positive energy to allies within a 100-foot radius that they will continue to fight even after suffering mortal wounds. Using this ability is a standard action and requires concentration. While in use, allies within the radius who take enough damage to become disabled or dying ignore the effects of that damage and continue fighting. Death occurs instantly at -20 hit points. When the ability ends, either because the warpriest stops or concentrating, fails a Concentration check, or becomes disabled or worse, then the full effects of all damage take effect immediately.

Multiclass Note: The warpriest is unique among prestige classes in that it requires total devotion. Warpriest characters who gain levels outside the warpriest class must make an act of *atonement* (see the *atonement* spell description, page 176 of the *Player's Handbook*) before they can gain further levels as a warpriest.

Divination Domain

Granted Power: You cast divination spells at +2 caster levels.

Divination Domain Spells

1. **Identify.** Determines single feature of magic item.
2. **Augury.** Learns whether an action will be good or bad.
3. **Divination.** Provides useful advice for specific, proposed action.
4. **Scrying.** Spies on subject from a distance.
5. **Commune.** Deity answers one yes-or-no question/level
6. **Legend Lore.** Learn tales about a person, place, or thing.
7. **Greater Scrying.** As *scrying*, but faster and longer.
8. **Discern Location.** Exact location of creature or object.
9. **Foresight.** "Sixth sense" warns of impending danger.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+2	Prestige Domain, Rally	—
2nd	+2	+3	+0	+3	Inflame +2	+1 level of existing class
3rd	+3	+3	+1	+3	<i>Healing Circle</i>	—
4th	+4	+4	+1	+4	Prestige Domain: Divination, Inflame +4	+1 level of existing class
5th	+5	+4	+1	+4	<i>Heroes' Feast</i>	—
6th	+6	+5	+2	+5	Fear Aura, Inflame +6	+1 level of existing class
7th	+7	+5	+2	+5	<i>Mass Haste</i>	—
8th	+8	+6	+2	+6	<i>Mass Healing</i> , Inflame +8	+1 level of existing class
9th	+9	+6	+3	+6	Fear Aura x2	—
10th	+10	+7	+3	+7	<i>Implacable Foe</i> , Inflame +10	+1 level of existing class

Domination Domain

Granted Power: You gain the Spell Focus (Enchantment) feat.

Domination Domain Spells

1. **Command.** One subject obeys one-word command for 1 round.
2. **Enthrall.** Captivates all within 100ft +10ft/level.
3. **Suggestion.** Compels subject to follow stated course of action.
4. **Dominate Person.** Controls humanoid telepathically.
5. **Greater Command.** As *command*, but affects one subject/level.
6. **Geas/Quest.** As *lesser geas*, but affects any creature.
7. **Mass Suggestion.** As *suggestion*, plus one/level subjects.
8. **True Domination.** As *dominate person*, but save a -4
9. **Monstrous Thrall.** As *dominate person*, but permanent and affects any creature.

Monstrous Thrall

Enchantment (Compulsion) [Mind-Affecting]

Level: Domination 9

Components: V, S, XP

Casting Time: 1 full-round action

Range: Medium (100ft +10ft/level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

As *true domination*, except the subject can be any creature and is permanently dominated if it fails its initial Will saving throw. A subject ordered to take an action against its nature receives a saving throw with a -4 penalty to resist taking that particular action. If the save succeeds, the subject remains in your thrall despite its minor immunity. Once a subject of

the thrall makes a successful saving throw to resist a specific order, it makes all future saving throws to resist taking that specific action without a penalty.

XP Cost: 500 XP per Hit Die or level of the subject.

True Domination

Enchantment (Compulsion) [Mind-Affecting]

Level: Domination 8

Components: V, S

Casting Time: 1 full-round action

Range: Medium (100ft +10ft/level)

Target: One humanoid of Medium-size or smaller

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

You can control the actions of any humanoid that is Medium-size or smaller. You establish a telepathic link with the subject's mind. If a common language is shared, you can generally force the subject to perform as you desire, within the limits of his abilities. If no common language is shared, you can communicate only basic commands such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from him.

Subjects have a chance of resisting this control (Will save to avoid the effects when the spell is cast). Those affected by the spell and then force to take actions against their nature receive a new saving throw with a penalty of -4. Obviously self-destructive orders may be carried out, unless the subject can make a saving throw with the -4 penalty. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane.

You need not see the subject to control it.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of domination or dispel it.



Bael, Lord of the Minotaurs