

**Yakmen (Taurus hominoides Gruniens or Taurus hominoides Mutus )**

Humanoid	Yakmen										
Type	Minotaur										
Climate/Terrain	Mountains/Hills near Gates to Spirit Realm/Fairy Realm/Limbo/Sphere of Death										
Frequency	Very Rare										
Organization	pack										
Activity Cycle	Any										
Diet	Omnivore										
AL	LN, CN, N, CG, LG										
NA	3d4 (3d8)										
Size Female	85"+3d6"(Fitness 1d8)										
Size Male	95"+ 3d6"(Fitness 1d8)										
ST (PR)	3d6+2=5-20										
IN	3d6 = 3-17										
WI	3d6=3-18										
DX	3d6-2=3-16										
CO	3d8=3-24 (often extra hp/HD or Level 18-19=+3, 20-21=+4, 22-23=+5, 24=+6)										
CH	3d4=3-12										
Languages	Ethesh(old Ethengerian), Fairy, Spirit, local Prime Plane language										
Spellcaster Limits;	SH 16 WI 14										
AC	6										
AV	0 or by armor										
Levels	1	2	3	4	5	6	7	8	9	t/m 24	
XP Needed	By Class-20%										
HD	1	2	3	4	5	6	7	8	9	9+	
HP	By class +2										
MV	120'/40'										
MV Mountain rocks	60'/20'										
SW	30'/10'										
THACO	19	11	10	9	8	7	6				
Attacks	1 Gore (horns)										
Damage	1d8										
Attacks	1 Butt (head)										
Damage	2d4										
Attacks	or 1 weapon or 1 arm/leg										
Damage	by weapon or 1d4+3										
Special Attacks;	Move silently 25%+5%/lvel Thief/Rake/Bard +5% to MS ability										
	Invisible at will (as fairies)										
Thief/Rake/Bard	Fade Through Matter at 1/2 speed										
Fighter	Charge (20'minimum run; damage Gore/Butt x4 + smash away target(s) 3d6+ST adj. feet in direction hit=Prone+1d3 breaks										
Cleric/Shaman	Turn Undead & Demon(as undead HD) +2										
Mage/Mystic	Conscious Blink 0-300' and instant act from there.										
Druid	Animate Plants(living and dead) at will in 240'radius										
Special Defenses;	Surprise 1-3 on 6										
	Infravision 60'										
	DL(Drinking Level) +2 / CO over 9										
	Second Sight (as fairies)										
	Northern = Resist Cold										
Weakness	0										
Immune to;	Mental/Psionic attacks, Any Draining or Age attacks										
Primary Skill	Muscle										
Extra Vulnerable to;	0										
AM	0										
Save as Fighter	2	6	7	8	9	10	F/lvl				
ML	12										
XP	calculate by class and level										
TT	D (Px2) +1%/level										
Body Weight Female	Size" x ST / 3,2 LBS										
Body Weight Male	Size" x ST / 2,9 LBS										

A Yakmen is a large man-shaped creature with the head, hide and temperament of a Yak. Yakmen stand roughly 8' tall, weighing over 250 Lbs on average.

Their fur, which covers their entire body, is generally fairly short, to fairly long to the more brutish ones.

The Yakmen (even when they were Minotaurs before) has naturally adapted itself to the cold with a two layer fur –fine-haired thick layer of under-fur, and a thick-flat-haired layer of outer-fur to prevent moisture (snow, rain) seeping in. Also more fat is held under the skin. All these natural ways to fully prevent against normal cold damage (thus not magical-which is only reduced 1point per HD damage). He will sustain normal cold damage from temperatures of -25°F or lower. Likewise is the color of his fur Dark grey, Blackish Grey, grey to pure white, shedding in summer to become light brown and completely losing its undercoat. In short, exactly the kind of fur one would encounter on a common Yak (although one would have to be drunk or stupid, or both, to mention this to a Yakmen).

Both sexes have a short neck with a pronounced hump over the shoulders, although this is larger and more visible in males. They wear furs of their local furred animal prey, Bear, Wolf or Owlbear. They live Temple-like structures on either side of the portals to the Spirit/Fairy Realm, Limbo, or the Sphere of Death. These creatures are as cultivated as local humans.

The have hooves-like feet, with two toed hardened

soles. Not really like hooves but almost, as a cross between feet and cow hooves. They are known to dwell in the Black Sands of World Mountain Ethengar. Like Minotaurs they are not confused in labyrinths or underground, nor in the shrouded darkness of World Mountain which gives them an advantage over their prey. Clothing is minimal, usually a loin cloth or skirt. They have large cow-like eyes, with a large black s-shaped pupil, and yellow, orange, white or light green iris. The iridescent layer giving infravision can be seen in bright light as a reddish reflection.

**Horns**

They have small ears and a wide forehead, with smooth horns that are generally dark in color. In males (bulls), the horns sweep out from the sides of the head, and then curve forward. They typically range from 19+1d20 inch in length. The horns of females (cows) are smaller, only 10+1d6+1d8 inch in length, and have a more upright shape. Their horns are their pride and joy. The horns never stop growing throughout the life of any Yakmen, although they grow very slowly. Yakmen go to great length to keep their horns shiny and strong. As well, many Yakmen decorate their horns with beaten brass or gold, some counting victories on rings placed on the horn. These are mostly engraved with some sort of pictogram that describes the win.

Occasionally, one will encounter a Yakmen whose horns have been sawed or broken off. Unlike Minotaurs, this does not signify a sort of disgrace or loss of pride. He's not considered an outcast amongst Yakmen, but Minotaurs will minimize the time they spend with such an individual. The loss of horns is just nothing more than the loss of an attack form, bad, maybe due heroic actions, yet nothing more.

### **Combat**

Yakmen are very strong. They can Butt or gore creatures of 5' or taller, or only bite creatures smaller. If more than 20' away they can make a charge maneuver for quadruple Butt and Gore damage. They mostly use large weapons—axes, halberds, flail of somewhat larger size (Dice used to roll weapon 1 up, 1d4 becomes 1d6), bringing massive damage to those hit.

They are more intelligent than one would expect, and are extremely cunning and have excellent senses. They have a surprise bonus of +2, have 60' infravision, and can track prey by scent with 50% accuracy. They'll always pursue a familiar scent. They are immune to confusion and maze spells. They attack any intruder or prey seemingly without fear, and will retreat only if the creature is obviously beyond their ability to defeat. (+3 to morale while in combat—including saves vs. magical fear).

It will attack any undead, demon or foul spirit and will pursue as long as its prey is in sight.

When using weapons, Yakmen gain extra damage equal to their strength adjustment to damage rolls due to their strength. On the round a Yakmen uses a weapon, it cannot gore or bite.

Racial Tolerance: Hakomon, Fairy/ good Spirit 0, Ogre, Minotaur, Goblin, Hobgoblin, Bugbear, Dwarf, Human -1, Kobold, Orc, Giant -2, Troll, Elves (due 1700 disaster history), Spell casters -3, Gnoll -5.

### Skills

Alertness, animal noise, blind-fighting, direction sense, drinking, eating, hunting, intimidation, natural fighting, religion, tracking.

### Classes

**Yakmen can be used as player characters**, although their background makes this difficult, hence NPC's in various levels are advised. They can be Clerics or fighters (each any class), Thief, Rake, Scout. They can also become skilled Mages (no specialist classes), Druids or even Mystics, but seldom pursue those professions, most preferring religious and martial activities. A 70% of a group is Fighter, 15% Mystic, 10% Thief/Rake/Scout, a 3% is Druid, and only 2% is cleric (mostly of Ixion, rarely another non entropic Immortal). A 20% penalty must be applied to their experience tables.

### **Habitat/Society**

Yakmen live in communities of up to eighty members. If the community contains more than 10 members, one will be the leader. This is mostly the eldest, strongest and wisest. He/she remains in the center of the lair, raising the young. Unlike Minotaurs they don't build mazes or labyrinths. They grow their own crops, fairy plants, and occasionally hunt for animals (rabbit, wolf, deer, horse, or other).

### Language

They speak their own language which is the Old Ethengerian tongue called Ethesh, they also speak Fairy and the language of the spirits, and mostly the local tongue (be it human or humanoid). In the case of Ethengar, they speak Dwarven from the old Kairhyeld Fortress.

### Culture

They have a clear and defined culture similar to Mystics. Their culture venerates physical Strength above all else and particularly Giants and Ogres, but also strong Humans have been known to earn their respect. They worship Immortals rarely and have a low number of clerics or Shaman. Normal female Yakmen are slightly (55%) more common than males. Males and females do not live together, and are only searched out by the males for reproduction—which is always in Autumn, so the young are born in late spring/early summer.

The strong (Physical or mental), they believe, should naturally rule. Surrender is viewed as weakness, so Yakmen fight (or argue) to the death. They are extremely cunning and have excellent senses. They will attack without fear and retreat only if the opponent is obviously beyond their ability to defeat. Most seem to be ruthless, harsh, and stubborn, but in fact most are thoughtful and even sophisticated. A few are known for gentleness and kindness. Rarely the initiate the attack, except to evil spirits, undead, demons or similar. In general, however, they make valuable, if unpredictable, allies.

### **Ecology**

#### History

The Eshu-Winged-Minotaurs were created when a herald of Idu, Gildesh, rendered a great service to his patron. As a reward, Idu—also known as Ixion elsewhere—created a race of followers with some of Gildesh's features, which he could rule in Idu's name. Gildesh was a Shedui, a winged-bull with a Human head. For practical reasons, Idu decided to create Gildesh's followers with a winged-Humanoid body and the head of bull. Thus was born the first winged-Minotaur. These were creatures of exalted goodness who lived to serve Gildesh—the defender in their language—and further the ideals of Idu—the sun.

Centuries later, Gildesh had enough followers to found Nimmur—the homeland. Over the centuries, envoys of chaotic Immortals quietly influenced some of Gildesh's followers. They introduced greed and violence to the Nimmurians. One of those who listened to the Entropic envoys, a Warrior called Minoides, eventually betrayed Gildesh over some holy treasure and "killed" him. In his death, Gildesh cursed his heretical murderer, Minoides, and his treacherous lackeys who then fled Nimmur. The curse caused the chaotic ones eventually to lose their wings.

They became the evil degenerative Minotaurs more commonly found elsewhere in the Mystara. Aided by their Entropic supporters, however, they became physically stronger and better able to spread their kind compared with the peaceful Nimmurians. So far, these chaotic Minotaurs have been incapable of establishing a great nation. They now remain scattered in darkness, among the ruins and dungeons of the world. Only a single group has managed to become a culture to be reckoned with. They have betrayed their Entropic Immortals before the Great Rain of Fire, survived the cold of the new world, adapted and build a society on the hills later to become World Mountain. They lived of the local plants and wildlife, and tried to live in relative peace with the local Dwarves and humans until in 1700BC the disaster in the southwest came to be.

Some Minotaurs are either cursed humans or the offspring of Minotaurs and humans. Nithian priests (before 1500BC) did this to venerate their Immortal. Several of these 'human' Minotaurs had discovered the peaceful Minotaurs on the Plains of Ethesh, and were welcomed into their midst.

The Spirit and Fairy Realm, already brought closer to the Prime Plane by the Blackmoor disaster in 3000BC came in contact with the Prime Plane. Within its shape the passing Plane of Limbo was hidden, and through these a shard of the Sphere of Entropy pierced through its moebius shape. This shard was placed there in an attempt to take over Limbo and gain an unlimited amount of souls to make into undead or demons. The Spirit Realm and the Sphere of Entropy breached open on the reactivated World Mountain. Within this turmoil the Minotaurs battled the sudden onslaught of undead, and it was due their skill and strength they succeeded to drive the Entropics from the Spirit Realm, Limbo and World Mountain, into the gate hence they came. The Spirits and Fairies convened, and grouped the Minotaurs together, giving them the choice to return to the World of Mystara to live as Minotaurs or become the guardians of the Gate to both Realms and the Portal to the Sphere of Entropy...to protect the Prime Plane, The Fairy Realm, the Spirit Realm and eve Limbo from Entropic attacks. Almost all agreed and became altered into Yakmen, an even more formidable opponent than Minotaurs. The ones who denied were scars, thoughts and memories of the events erased and released with a hefty bonus in food and wealth on the Isles of Cathos and Vacros where more Minotaurs lived in relative peace.

The new Yakmen (both species) created with spiritual help large temple-like fortresses in the Spirit Realm and on World Mountain. The Yakmen, who were originally humans transformed into Minotaurs do resemble normal Yakmen in most ways. These **Taurus hominoides Mutus** today are still recognizable as another breed of Yakmen having a shorter, lighter colored fur, having no natural cold immunities, and a less pronounced hump on their shoulders/neck. Further they have no differences, other that these might be able to be granted a human form if requested and the right magic is at hand. They can mate only with humans or Yakmen of the other breed to produce offspring (males become Yakmen of the human-breed, females become like the mother).

Yakmen can go ten times over the normal starvation limits, as long as they drink enough, and have minor vermin as digestive. They will then however always be hungry. Gnolls and Undead are their natural enemies. They attack them on sight.

Some components of Yakmen can be used in spells, potions or wands involving Strength, location, and misdirectional powers. These are often the horns, eyes, blood, heart, hooves, teeth or such.

#### Live

Yakmen could normally live to be about 90 years old, although most Yakmen don't get the opportunity to die of old age. Their way of life decreases one's expected lifespan phenomenally. It's an exceptional Yakmen who can make it to his hundred fiftieths year. Despite their fairly long lifespans, they initially mature at the same rate as humans (even looking similar up to an enlarged head), although their metabolic system slows dramatically after reaching adolescence. When they reach Seniority, age begins to show, and vitality begins to ebb. Fur begins to mottle, making it somewhat piebald, first evidence itself manifests around the snout. From that point, the mottling manifests itself uniformly over the entire body.

Age	Minotaur
<b>Youth</b>	
0-5	Baby
6-10	Youngster
11-23	Teenager
<b>Adulthood</b>	
24-39	Young Adult
<b>Seniority</b>	
40-50	Adult
<b>Veneration</b>	
51-69	Mature
70+	Elder
80+2d12	<b>Death</b>

#### Death

Yakmen hold death in no special regard. They neither fear nor sanctify it. When it comes for them, as, indeed, it must come for everyone, they desire only to greet it a way to honor them. They have no respect for those who whine and bleat when they sense the approach of their demise. On the other hand, someone who goes to a certain death calmly and with fortitude deserves a great measure of respect, even though he might be an enemy, and will honored after death. They can't be affected by Undead attack forms as Draining, fear and paralysis due their fairy and spiritual magic coursing through their veins. This magic is a permanent fixture, and can't be suppressed, dispelled or becomes affected by the Day of Dread.

Since they know that death is inevitable, they often try to make their deaths affairs of high drama. Even unto the end, they want themselves and their families to be venerated, and so wish to be remembered for a particular good death. Thus, they laugh in the face of death, and try to die standing on their feet. This is not to say that they actively seek out death. To the contrary, the love life very much, and try living each day to the fullest.

Only the Barghda disease is a way to commit suicide in a Yakmen thought pattern, or when severely humiliated in its honor. Death, incarnate, Thanatos, the most powerful Entropic Immortal, is the main enemy of any Minotaur race, and leaves no stone unturned in a way to try to defeat them utterly. In one of these attempts he created the Barghda disease, and with it the Barghda, the Minotaur Zombies, and Skeletons (see M2-TSR9060-D&D-Mystara-Maze Of The Riddling Minotaur). Minotaurs and Yakmen utterly despise the undead, Demons and those creating or summoning them.

#### Philosophy

Honor, family, Wisdom and Strength, without these the Minotaurs would be useless. Honor informs their lives and gives structure to their society. It enables them to resist chaos and enslavement. Family taught them the virtues, the ideals that makes them Yakmen. Is sharpens the horns or it cracks them. Wisdom taught them how to survive the countless attacks of the Undead and other forces of Entropy, Finally, Strength is that by which they triumph. It's the raw power of life. Individually, each of these ideals is valuable—but not strong enough. They forge them together...and when this is done, they're well-nigh unbeatable.

These ideals are pervasive throughout Yakmen culture, followed almost slavishly by the Yakmen. Accordingly, Yakmen hold these ideals in high regard, and will suffer to uphold them. Due to the influence of these ideals, they instinctively bind themselves according to their family units, so that they as a whole might stand where an individual might fail.

A Yakmen will put his family and friends (Fairies/Spirits) above all else, even the good of the state. They learned that, to trust one another, they first must be trustworthy. Thus, the Yakmen word is their bond. This is shown in the Dragonlord Chronicles approximately 500AC) where Thelvyn Foxeyes meets these formidable opponents, and gain their trust.

#### Mental Immunity

In recent years (1000 Ac and 1007 AC—the crash of the meteor in Darokin/Glantri) a new race appeared on Mystara, the Mindflayers or Illithids. The first humanoid species they encounter after being released from their solid bubbles of time, were the Minotaurs. With the use of their mental powers they tried to defeat the Minotaurs, but soon noticed, to their dismay, that the strength of the Minotaurs mind was not easily overcome, and they were defeated. It was the first time Mindflayers learned to know fear. Since then it stayed with them. The Minotaurs responsible for the victory, were Cathodian Minotaurs, which rapidly relayed the information worldwide among their kin and those interested. It seems that all Minotaurs, including Yakmen, are resistant to the mental (Psionic) powers of the Mindflayers (and similar creature), and this seems to reflected in an increased saving throw (+8) against these forms of magic, and a greatly decreased duration of effect if they failed the save. Any duration is maximum 8 rounds minus the Minotaurs intelligence and wisdom adjustments. They also don't suffer any damage from these mental attacks.