

THE LINDOTAUUR



VENTURE
4TH

a playable race for 4e campaigns

THE LINOTAUR

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Proud hunters who freely roam the grasslands.

RACIAL TRAITS

Average Height: 5' 4"–6' 0"

Average Weight: 240–350 lb.

Ability Scores: +2 Dexterity, +2 Wisdom

Size: Medium (but see *feline body*)

Speed: 7 squares

Vision: Low-light

Languages: common

Skill Bonuses: +2 Athletics, +2 Nature

Feline body: You have the lower body of a large cat and the upper body of a humanoid, and have the following traits:

- You take up 1 square by 2 square space
- You are considered to be Large for the purposes of powers of effects that depend on size.
- You must wear custom armor, which costs half again as much as standard.
- You may make a claw attack as a basic attack that deals 1d6 + Strength modifier damage

Danger Sense: You gain a +2 bonus to initiative checks.

Catlike Reflexes: You gain a +1 racial bonus to your Reflex defense.

Ferocious Charge: You can use *ferocious charge* as an encounter power.

FEROCIOUS CHARGE

Linotaur Racial Power

You leap toward the enemy, and, with a roar of defiance, unleash your rage upon your hapless foe

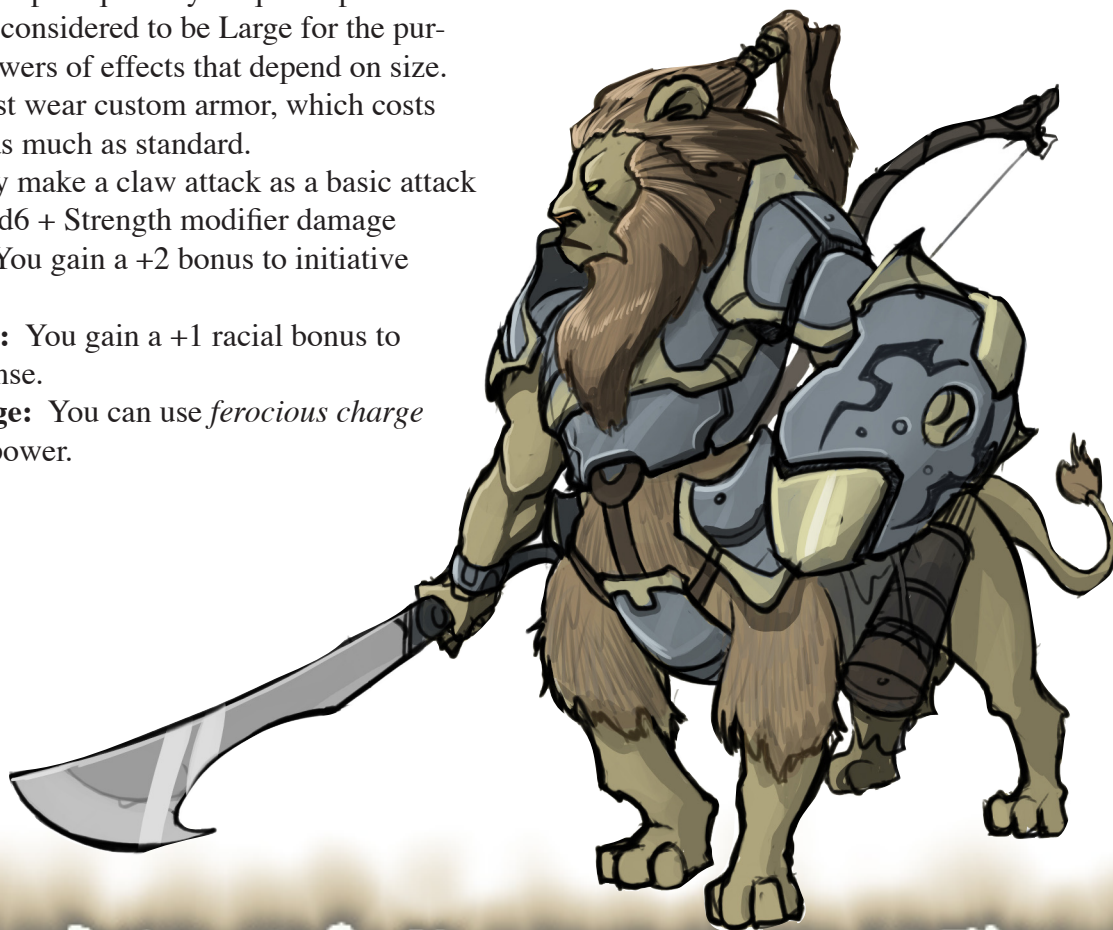
Encounter

Standard Action Personal

Effect: You charge and deal an extra 2 damage on a successful attack. Increase the damage to 4 at 11th level and to 6 at 21st level.

Play a linotaur if you want...

- to look like a lion.
- to play a highly mobile, animalistic character
- to be a member of a race that favors the fighter, ranger and cleric classes.



PHYSICAL QUALITIES

Powerfully built leonine centaurs, linotaurs are the masters of the savannah. While nearly as tall as humans on average, linotaurs are much heavier due to their feline hindquarters.

Linotaur fur colors run from a pale gold to a dark brown, with males featuring heavy manes in a darker color than the surrounding fur. Their eyes are irised vertically like a cat, with colors ranging from gold through green to dark brown.

Linotaurs have small, tufted ears, which lie flat against the skull when the linotaur is agitated, whether through fear or anger. Their mouths are filled with sharply pointed teeth, and both their lower motive paws and their upper manipulative paws feature retractable claws, which aid in climbing (or attack).

Linotaurs wear little attire, apart from functional pieces like armor for combat, or harnesses for carrying equipment. They do adorn themselves occasionally with decoration, in the form of beads, jewels and feathers woven through their mane-fur or hung from their harnesses.

Linotaurs have life spans comperable to humans.

PLAYING A LINOTAUR

Linotaurs are a proud race of hunters, who roam the grasslands in nomadic tribes called “prides”. They are decisive and stalwart, but somewhat quick to anger and very territorial. They survive through the strength of their pride, traditionally staying to edges of civilization, and outside of the politics and wars of the other races.



Linotaur prides move from season to season between traditional hunting grounds, where they construct temporary shelters from wood and woven grasses. They do not recognize any royalty as such, with each pride being a collection of extended family groups, under the leadership of the strongest hunter, advised by a council made up of the family elders. They deeply respect their elders, and their religion is a form of ancestor worship, where the spirits of the dead watch over the lives of their decedents.

A young linotaur hunter will set forth from his pride in order to gain a tale -- every hunter's worth is measured by the stories of their deeds that surround them. Linotaurs amass life experiences, and then return to their pride and tell their tale, gaining prestige through the telling.

Linotaurs out in the world away from their prides often adopt a group of companions as a surrogate tribe during their time away. These companions must be proven worthy of the linotaur's loyalty, but once that has occurred, a linotaur is as fierce in his support and defense of his companions as he would be of his pride.

Linotaur Characteristics: Cunning, brave, curious, fierce, intuitive, hardy, proud, territorial, wild.

Male Names: Cethswayo, Dnenga, Mhambi, Nkosa, Siyanda, Thabo, Xothembe.

Female Names: Ayanda, Khethe, Mbali, Nomsa, Silhe, Themba, Yosa.

LINOTAUR ADVENTURERS

Three sample linotaur adventurers are described below.

Nkosa is a linotaur fighter, and the last surviving member of his pride. In his youth, he left his pridelands in order to travel and amass his tale, but while he was away, his pride's territory was invaded by a tribe of gnolls. The linotaurs and gnolls fought savagely for years, until the linotaur pride was slaughtered. Nkosa returned home to discover that he was alone. Now, the sorrow-filled linotaur wanders the world, looking for his place in the world, and killing as many gnolls as he can along the way.

Ayanda is a young linotaur ranger who has only just left her pridelands on her life's journey. She is brash and headstrong, often taking great risks in order to secure what she sees as a true tale of destiny. Ayanda wishes to return home and take over the leadership of her pride from her uncle, Xothembe, who ousted her father after he was wounded on a hunt. She views Xothembe as an evil opportunist, and knows that the only way she will be viewed as a worthy challenger is for her to return with a tale filled with the greatest of deeds.

Cethswayo is a cleric -- a servant of the ancestors. He honors them with prayer and offerings every day, and in return they bestow blessings upon him and his pride. Many months ago, the spirits of the ancestors whispered to Cethswayo that the lives of his people depended upon him travelling to the world outside of the pridelands, and so he left the pride and began to wander the earth. He now survives as an adventurer, keeping his ears keen for further direction from the ancestors, who are moving him inexorably towards some hidden purpose.



NEW FEATS

HEROIC TIER FEATS

Ancestor's Blessing [Linotaur, Divinity]

Prerequisites: Linotaur, Channel Divinity class feature

Benefit: You can invoke the spirits to use *Ancestor's Blessing*

ANCESTOR'S BLESSING **Feat Power**

The Ancestors show favor to the faithful.

Encounter, Divine

Minor Action Ranged 5

Target: You or one ally

Effect: Target gains a +5 power bonus to Will defense until the start of your next turn.

Special: You must take the Ancestor's Blessing feat to use this power.

Razor-Sharp Claws [Linotaur]

Prerequisites: Linotaur

Benefit: Your claw attack damage is increased one die size, to 1d8.

Lion's Charge [Linotaur]

Prerequisites: Linotaur

Benefit: You gain a +3 bonus to speed when you charge or run.

PARAGON TIER FEATS

Savage Charge [Linotaur]

Prerequisites: Linotaur, *Ferocious Charge* racial ability

Benefit: Your *Ferocious Charge* does an extra 1d10 damage.

Running Shot [Linotaur]

Prerequisites: Linotaur

Benefit: You take no attack penalty to ranged attacks while running.

LINOTAURS (AS MONSTERS)

Linotaurs are a race of nomadic leonine centaurs who hunt in the open grasslands. They are few in number, but strongly territorial and will defend their traditional hunting grounds fiercely.

Linotaur Hunter

Large Natural Beast

Level 3 Artillery

XP 150

Initiative: +4

Senses: Perception +4, low-light

HP 38 Bloodied 19

AC 15: Fort 15, Ref 17, Will 15

Speed 7

Spear (standard, at-will) * Weapon

+10 vs AC; 1d8 +3 damage

Longbow (standard, at-will)* Weapon

Ranged 20/40; +10 vs AC; 1d10+4 damage.

Ferocious Charge (standard, encounter)

The linotaur makes a charge attack, with its foreclaws. +8 vs Ref, 3d6+3 damage.

Align: Unaligned

Languages: Common

Skills: Athletics +6, Nature +6

STR 14 (+3) DEX 17 (+4) WIS 17 (+4)

CON 14 (+3) INT 14 (+3) CHA 14 (+3)

Equipment: Leather armor, spear, longbow.



LINOTAUR HUNTER TACTICS

Linotaur hunting parties attack at range with longbows, using their speed to flank opponents when they get in close. Larger threats are brought down with a *Ferocious Charge*.

Linotaur Harrier Level 5 Soldier (Leader) Large Natural Beast XP 200

Initiative: +6 **Senses:** Perception +4, low-light
HP 66 **Bloodied** 33
AC 21: **Fort** 18, **Ref** 17, **Will** 17
Speed 7

Greatsword (standard, at-will) * Weapon
+12 vs AC; 1d10 +4 damage

Longbow (standard, at-will)* Weapon
Ranged 20/40; +12 vs AC; 1d10+6 damage.

Ferocious Charge (standard, encounter)
The linotaur makes a charge attack, with it's foreclaws. +8 vs Ref, 3d6+4 damage.

Spread Out! (minor, recharge 5-6)
Close burst 5; allies in the burst shift 3 squares.

Alpha Hunter
When the linotaur harrier's attack hits an enemy, allies gain a +2 bonus to attack and damage against that enemy until the end of the harrier's next turn.

Align: Unaligned **Languages:** Common
Skills: Athletics +6, Nature +6
STR 18 (+6) **DEX** 15 (+4) **WIS** 15 (+4)
CON 18 (+6) **INT** 15 (+4) **CHA** 15 (+4)
Equipment: Leather armor, greatsword, longbow.

LINOTAUR HARRIER TACTICS

Harriers are the top hunters of the linotaur prides. They pick the target, directing the others to attack on the harrier's signal, and keep the hunting party mobile with their ability to *spread out!*

Linotaur Shaman Level 7 Controller Large Natural Beast XP 300

Initiative: +6 **Senses:** Perception +7, low-light
HP 80 **Bloodied** 40, see also *terrible roar*
AC 21: **Fort** 19, **Ref** 19, **Will** 20
Speed 7

Spear (standard, at-will) * Weapon
+10 vs AC; 1d8 +3 damage

Spirit blast (standard, at-will)* Thunder
Ranged 20; +10 vs Fortitude; 1d6+4 thunder damage, and target is pushed 3 squares.

Ferocious Charge (standard, encounter)
The linotaur makes a charge attack, with it's foreclaws. +8 vs Ref, 3d6+4 damage.

Terrible Roar (standard, recharges when first bloodied)* Thunder
Close blast 5; +8 vs Fortitude; 3d8+5 thunder damage. Miss: Half damage.

Prodigious Leap (move: encounter)
The linotaur shaman can teleport 10 squares.

Align: Unaligned **Languages:** Common
Skills: Athletics +6, Nature +6
STR 16 (+6) **DEX** 16 (+6) **WIS** 19 (+7)
CON 16 (+6) **INT** 16 (+6) **CHA** 19 (+7)
Equipment: Leather armor, spear.

LINOTAUR SHAMAN TACTICS

The shaman are the defenders of the pride's well-being, and as such are brought into conflicts where the very existence of the pride is on the line.

The shaman uses his *spirit blast* at range, primarily to push targets, rather than depending on the relatively minor damage. If the shaman is threatened with close combat, he will rely on his *terrible roar*, and again when he is bloodied.

ADVENTURE HOOKS

HUNTING GROUND

A group of humans have founded a village on a parcel of land that lies within the traditional hunting grounds of a linotaur pride. The linotaurs have come into conflict with the humans on a number of occasions, and now the human village has decided to hire a party of adventurers to drive the creatures away.

Do the PCs fight the linotaurs, or try to negotiate an agreement between the two races?

THE LION KING

The linotaur recognize no royalty, instead keeping within their individual extended-family prides, led by the top hunter and a council of elders. That appears to be changing.

Jhaka, a self-styled “king” has been conquering other prides and drawing them into his own, creating a massive linotaur nation. Armed linotaur patrols roam the savannah, while Jhaka sends emissaries to the bordering civilizations to make demands of resources and territory.

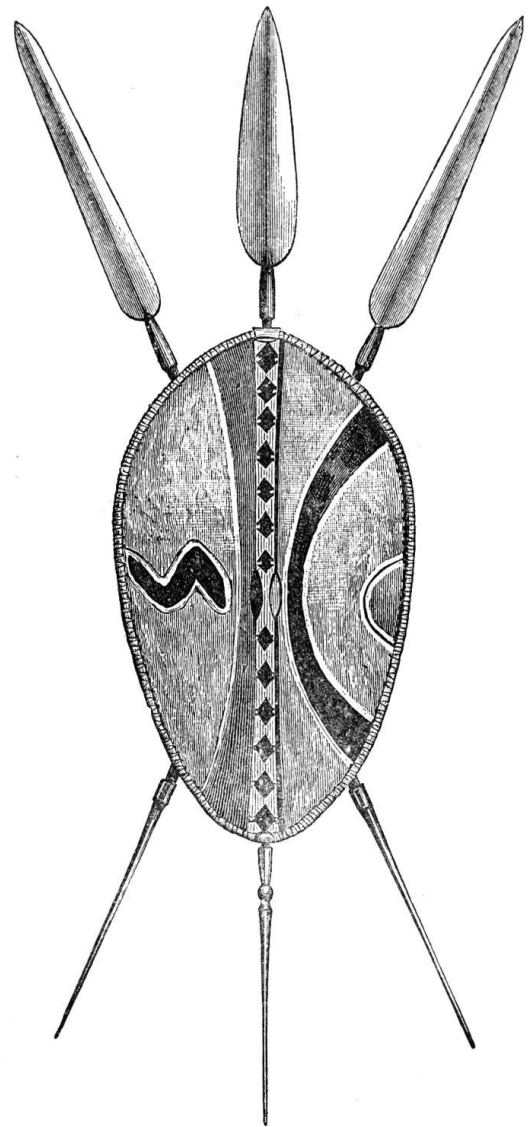
The PCs are hired to journey to Jhaka’s kingdom with a diplomatic envoy, and keep the envoy safe. While there, however, they discover that King Jhaka is actually under the thrall of a greater evil....

THE WOUNDED LION

The linotaurs are unknown in the campaign world, until a wounded linotaur stumbles into the PC’s home base and collapses.

The linotaur is Pende, a ranger, who warns of a massive evil army approaching from the distant lands to the west. He was tasked by his pride to run as far as he could, to find the nearest outpost of civilization, and raise the alarm.

The evil army is an opportunity to introduce a new enemy into your campaign world, and perhaps an entirely new race as well.



LIONHEART

Cethswayo, the linotaur cleric written up in the sample adventurers, arrives on day and tells the PCs that the ancestor spirits of his pride say that one of the PCs is the reincarnation of a great linotaur warrior.

This legendary warrior is the savior of the linotaur people, destined to slay a god -- the demon lord of the hated gnoll race.

The PCs, naturally, will have a hard time taking any of this seriously....

... until gnolls start showing up and trying to kill the PC, warned by their god.