TAUREN

SPECIES ADJUSTMENTS

+4 Strength, +4 Vitality, -1 Intellect

PHYSICAL DESCRIPTION

Tauren are large, muscular humanoids with bull-like heads. Tauren are mostly muscle, having incredibly developed physiques and brawny frames most suitable for combat. Soft, downy fur (usually quite short) covers the Tauren body, with manes growing along head and neck, the lengths of the arms, and the shins.

Tauren men and women almost always wear their hair long, and the males prefer braids to any other style. Coloration can range from solid black to blond and even to white, or mottled pelts with a range of spots and different colors.

Horns are most prominent on males, although all Tauren have horns. Tauren wear natural clothing — leather or hide, and some cloth. They prize jewelry, designing fine trinkets of ivory, bone and amber. From these materials they make bracelets or necklaces, and sometimes adorn their horns or locks with such beautiful displays of artistry.

CULTURE

The Tauren are a noble race that embrace the natural world. They have shed their nomadic roots and united in their ancestral lands. Their race may be one of spirituality, reverence for nature, and respect for elders, but it also possesses powerful warriors that willingly fight when the situation demands it. The shu'halo people strive to live honorable and dignified lives filled with respect for nature and the Earth Mother. Although strong and capable warriors when roused in battle, most Tauren reserve combat for when all other options are exhausted. They prefer course of wise discussion and careful rumination before embarking on any great endeavor, and they have great respect for the wise, spiritual and elderly among their people. The Tauren are not wrathful by nature, but sometimes a thirst for justice causes them to take up arms in anger.

Though the noble Tauren are peaceful in nature, the rites of the Great Hunt are venerated as the heart of their spiritual culture. Every Tauren, warrior or otherwise, seeks identity as both a hunter and as a child of the Earthmother. Tauren, young or otherwise, seek to prove their bravery by setting themselves against the creatures of the wild. Hunting is a Tauren’s greatest honor; at times they hunt for food, at times for honor, and at times to earn the Earthmother’s teachings. Hunters are a strong part of Tauren tradition and history. Hunters are important to the tribes, and are respected and revered if they serve their people well. Young gazelles quickly learn to flee when they hear the war cries of Tauren hunters on Mulgore. They don’t hear the good hunters, unfortunately. While mighty warriors defend the Tauren’s homes, shamans show the ancestors’ past and druids discover the Earthmother’s will, hunters learn many aspects of those roles and blend them together. They represent the heart of the Tauren people, and are looked to for guidance and protection. Despite killing the animals, the Tauren are taught never to waste anything given to them by nature and to give back what they can. They learn the fine balance that exists in nature and that if they honor the Earthmother, she will bless them in return.

Many tribes claim that it is a gift to be blessed with the aptitude to use magic (Psionics) or to talk to the ancestors, but Tauren warriors are taught that they are just as gifted. They are a special breed also, not unlike the druids and shamans, and are just as important. They are the ones called upon to defend the borders, to hunt the centaur, and to go to war. Every warrior plays a role in their tribe, and they must all go through the same rites.

Despite their enormous size and brute strength, the remarkably peaceful Tauren cultivate a quiet, tribal society. However, when roused by conflict, Tauren are implacable enemies who will use every ounce of their strength to smash their enemies under hoof. They are noble and proud and have never, despite significant adversity in the past, succumbed to their enemies. Like some Klingons, the Tauren now struggle to retain their sense of tradition and noble identity.

The Tauren worship the Earth Mother as their creator. According to the Tauren myth Sorrow of the Earthmother, when the Earth Mother saw her children falling to the corrupting whispers from below the earth, (the work of the Old Gods) she tore out her eyes and set them spinning endlessly across the sky. Her left eye became Mu’sha, the moon, and her right eye became An’she, the sun. Neither of both is better than the other, and together they see with balanced vision – they are the Tauren’s own "Light".

The earliest history of the Tauren is recorded in a series of myths. These chronicle the period of time from the creation of the world to the appearance of the centaur, speaking of the creation of the Tauren by the Earthmother, their meeting with...
The Tauren and their shamanistic understanding of winter, of dawn. — spirits who aid An’she in announcing the coming of the ancestors, and cremated shu’halo are said to become one with both the Earth Mother and Sky Father. Deceased Tauren ancestors are welcomed at the “hearth of the ancestors”, and cremated shu’halo are said to become one with both the Earth Mother and Sky Father, who welcome the dead. Once the proper rites have been performed, the spirits of the deceased join the Earth Mother to find peace. Deceased Tauren ancestors are welcomed at the “hearth of the ancestors”, and cremated shu’halo are said to become one with both the Earth Mother and Sky Father, who welcome the dead. The Dawnchaser tribe believes that honored ancestors who gave their own lives to save, or create, other lives become yeena’e (“those who herald the dawn” in Taur-ahe) — spirits who aid An’she in announcing the coming of dawn.

The Tauren and their shamanistic understanding of winter, along with their recent emergence into druidic endeavors, fit in well with the legend of Winter Veil. They focus almost entirely on the renewing aspects of the lore however, leaving legend worship to those races (as they view it) less in tune with the nature of things. Many Tauren choose this time as the right time to give thanks for the blessings of their home on Mulgore.

Some Tauren disapprove of the modern Winter Veil celebrations, claiming that the goblins have “polluted” the true meaning of the holiday.

The totem poles of the Tauren people represent a link to their past. The carvings a focus for shamanic arts or illustrate stories of famous events or heroic tales.

Tauren villages use smoke signals to coordinate hunts over great distances, or, occasionally, to signal distress. One respectful greeting gesture of the Tauren is to touch one’s heart, then forehead.

Young Tauren perform the Rites of the Earthmother in order to become braves and gain the respect of elders in Thunder Bluff.

These Rites consist of the following:

- **Rite of Wisdom:** to honor one’s ancestors.
- **Rite of Vision:** willingness to seek the unknown.
- **Rite of the Winds:** willingness to follow the guidance of the spirits.
- **Rite of Honor:** to uphold the honor of your people.
- **Rite of Courage:** to prove bravery in the face of the enemy.
- **Rite of Strength:** the first ceremony, proving physical strength.

After completing the Rites, the brave must continue proving their worth in order to retain their status. One ceremony apparently involves a Tauren presenting themselves before the High Chieftain whilst wearing a special feathered headdress. At least one of their siblings is required to witness the ceremony.

It is likely that each tribe has their own unique traditions, as the Dawnchaser tribe is known to have customs rarely found in other tribes.

The shu’halo use pine nuts in most dishes: meat, fish, vegetables, even baked into breads or sprinkled over sweet pastries. The very best pine nuts come from the trees upon the very mesas of Thunder Bluff. The fine and noble spice bread of Thunder Bluff is traded in countless settlements in the most far-away lands, even by the Tauren’s staunchest foes. One of Thunder Bluff’s most important staples is cornmeal; bowls of corn may be found in nearly every home. One of the great delicacies of Mulgore is the crayfish that dwell in lakes and streams. They are particularly popular during weddings or the celebration of a birth.

**LANGUAGES**

Taur-ahe (also known as Taurâhe or Taur’ahe) is the language of the Tauren. It is pronounced “taur-AH-heh”. Many Tauren also speak Klingon, Ferengi, or the language of the Orions of the

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**SPEAKING THE LANGUAGE**

taur_Ahe: The Tauren. It is pronounced “taur-AH-heh”. Many Tauren also speak Klingon, Ferengi, or the language of the Orions of the
The green, verdant plains of Mulgore are home to the noble Tauren. Mulgore is dotted with foothills that become the Stonetalon Mountains to the north on the main continent of the planet; protected by a natural wall of mountains on all sides. The only pass through these mountains is currently closed off by the Great Gate, which leads into the Southern Barrens to the east.

Mulgore provides bounty for the hunt, as a diversity of wild beasts roam the rolling plains and climb the foothills of the surrounding range. In the northern section of Mulgore, the new Camp Sungraze sits in the shadows of their capital of Thunder Bluff, while further south on Red Cloud Mesa, Camp Narache stands as the principal training camp for all young Tauren.

Despite the serene landscape and the pine-scented breeze, Mulgore is fraught with trouble. Brambleblade Ravine and the sacred Red Rocks are overrun by quilboars, and they continue to spread into the rest of Red Cloud Mesa. The Ferengi-run Venture Company infests the Venture Co. Mine in the eastern mountain face, while the Grimtotem tribe try to take vengeance against the other Tauren by poisoning their water wells.

This rich plain was once used by the night elves as prime hunting grounds. When the Great Sundering shattered the world, mountains pierced the earth and the night elves fled north. The mighty Tauren made their home upon the low valleys and high plateaus. The main cultivated district of Mulgore is a landlocked region, with Desolace to the west, the Barrens to the east, the Stonetalon Mountains to the north, and the Thousand Needles to the south. Mulgore is the ancient homeworld of the Tauren, who live on the windswept mesas and roam the grassy valleys. Below the mesa's ridgeline are the vast emerald plains, which hold an abundance of life including prairie wolves, young kodo beasts, and tallstriders.

Toward the eastern border, quilboar displaced from Durotar have started creating dens with thorned hedgerow barriers. For now, it is a small concern for the Tauren, but if the bristly "boar men" encroach too far, there will be a price to pay. At present, the Tauren are far more interested in what the centaur are up to. Mulgore is filled with a variety of antelopes, rabbits, and wild boar, making it the ideal place for game hunting. A Tauren pastime involves hunting these animals to improve one's combat skills. The Tauren rarely eat their prey, preferring to graze on wheat and grass that grow wild in the valley.

A land of windswept mesas and grassy plains, Mulgore is the Tauren's ancestral homeland. Tauren are naturally a nomadic people, and their tent cities are scattered across the landscape and change with the seasons and the weather. Now that they are members of the Horde, the Tauren have constructed several permanent settlements, including fortified Dalsh-Beran and their capital of Thunder Bluff.

Mulgore is temperate with hills, plains (grassland), and some rugged mountains.

Mulgore major regions are sheltered and pastoral valleys dotted with mesas and surrounded by mountains on all sides.

Resembling a huge pasture, the area is covered with verdant green grass and few trees. An oddity of the landscape, the tall cliffs of Thunder Bluff tower over the fields in the center of the zone.

**FAVORED PROFESSION**

*Soldier* – The Tauren are the consummate warriors, even more so than Klingons. They co reserve a violent conflict unless there is no other recourse. But, when it is inevitable, the Tauren can easily be the most formidable fighters in the galaxy.

*Mystic* – Many Tauren who follow the ways of the Earthmother teach these ways to other, younger Tauren. They are the religious leaders of their people, and they are both beloved and revered.

**SPECIES ABILITIES**

The Tauren are an unbelievably strong and powerful species. Some even say indestructible. Of course, not true, but it often seems so. However, as a rule, the Tauren are not the most intellectual of people. They do well with the technology they are comfortable with. But, beyond that, they are not no very talented or easily taught.

The Tauren enjoy a +4 species-bonus to their *Strength* and *Vitality* attributes, but suffer a -1 penalty to their *Intellect* scores.

Tauren also have the following species-based traits:
War Stomp: The stomp of a Tauren hoof can shake the ground, quite literally. Anyone within the range of the stomp (roughly 4 – 6 meters) must make a Stamina test (TN12) or be stunned for 5 minutes.

Endurance: The Tauren are a very tough, resistant people. They gain an automatic +2 Stamina bonus, as well as the effects of the Sherpa edge. See p. 137 of the PG for more on the effects of this edge.

Brawn: Tauren receive a +1 bonus to their overall Health. They also receive a +2 to damage during an Armed or Unarmed attack, for a Superior Success, and a +3 for an Extraordinary Success.

Cultivation: The Tauren are expert farmers. And they can know the properties and effects of an herb, just by smelling it. A Tauren will have a +1 bonus to all First Aid (Herbalist) tests, and all Life Science (Botany) tests.

Nature Resistance: The Tauren are immune to most naturally derived poisons, and most diseases. They enjoy a species-based +4 bonus to Stamina reactions made to resist the effects of disease or poison.