

SECRETS OF GIANT DRAGONS

The Minotaur



Giant
Dragons

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Secrets of Giant Dragons

The Minotaur

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The minotaur are a proud, hardworking race living between three different worlds—the Xanxy Desert to the south, the Nathari Plains to the East and North, and the Tempest Sea to the West. Living near the shoreline is not what enabled the minotaur to be such great sailors, though. Instead, it was being such great sailors that enabled them to find their home. Know this: they will defend that home with their dying breath.

Long ago, the minotaur were but an experiment. A powerful conclave of wizards had wanted to leave the world of their lessers behind and start anew. They captured many during a period of strike and turmoil, enslaving man, woman and child. Worse yet, they not only treated their slaves poorly, they would experiment on them. Knowing that they needed a race that was both strong and subservient, they began experimenting with magically stealing the traits of beasts of burden and mixing them with those they had enslaved. Finally, they had come across what appeared the perfect combination. From man and bull, the minotaur was born. They were strong and they were fierce, fearless, but able to be controlled through the wizards' powerful magic. The minotaur became the laborers of the conclave. They built their ships and sailed them across the sea to a lifeless island. It was then that they took their chance. The minotaur and the ogrun, both subject to the cruelty of their masters rose up against them.

The wizards fell one by one. Many minotaur sacrificed themselves during the battles. Still more after the war was over, because there was so little food and no one else to trade with. The minotaur looked back to the ship. Depending on who you hear the story from, some say the ogrun told the minotaur they were mad to travel back across the sea with so little supplies and without the wizards' to help guide the wind and the waves. Others will tell you how the minotaur stole away in the middle of the night, carrying all the supplies they could, and leaving the ogrun to perish. That is why, to this day, the Ogrun and the minotaur have an uneasy truth. No one who was there is alive today. There are but rumors and stories. But, both managed to survive. The minotaur have become great traders and sailors, and often work with trading with the ogrun, because they will not despoil the sacred island, it still carries a stench for the minotaur. They want to go and then leave—mostly leave.



Besides sailing, the minotaur have proven to be fierce warriors, carving out their piece of the land from surrounding and nomadic tribes. They have also managed to prove to be quite capable farmers. Mostly, they are self-sufficient, untrusting of outsiders who may decide that they too can outsmart or overpower the minotaur. That was a long time ago, but some scars never heal.

Physical Description: Minotaur are tall and broad. They typically stand 18 to 24 inches taller than most humans. Their shoulders are often twice as wide as a full grown, muscular human male. Their skin is an almost leathery hide, ranging in hue from deep red to dark brown. They have the head of a bull with the horns to match. They also have hooves at the end of their muscular legs. They grow tufts of hair on top of the head and the males grow facial hair.

Society: Somewhat isolationist, fearful they one might try to take advantage of them again, the minotaur tend to keep mainly to themselves. That is, unless they are on one of their sailing vessels. They feel free on the sea. Few are better than their sailors, although not all minotaur are sailors. Their world is deeply rooted in honor, hard work, and personal responsibility. They live mainly in the open, under thatched huts amid bountiful farmland.

Relations: The minotaur have ongoing trade relationships with the ogrun as well as a number of kingdoms who are willing to pay their fees. There is an uneasiness between the minotaur and the Stragosian Empire, because the minotaur have refused to swear fealty to the throne. That makes Stragos nervous, considering the strength of the minotaur navy. There is also tension between the minotaur and the desert dwellers and the Natharian Plainsmen who believe they stole ancestral land when they landed here.

Alignment and Religion: The minotaur live by the word and their deeds. They may seem harsh, but really they are matter of fact and busy. They will always honor their commitments. Most are Neutral Good.

Adventurers: There are plenty of opportunities for a young minotaur to go adventuring, but they usually stay close to home. They work on the family farm. Those who want a sense of adventure will often sign up to serve on one of the merchant ships where they know they will always be back home soon. There are those, however, who seek for something more—maybe a piece of their forgotten past, to earn the respect of their neighbors, or to simply make their way away from home (which typically only happens after a devious act gets them exiled).

Male Names: Barak, Drog, Kazan, Trogor

Female Names: Axun, Galt, Nitka, Welryn

Standard Racial Traits

Ability Scores: The minotaur are strong and sturdy, but tend to be a bit gruff and curt. They gain +2 Strength, +2 Constitution, and -2 Charisma.

Size: Minotaur are Medium creatures, receiving no bonuses or penalties due to their size.

Type: The Minotaur are monstrous humanoids with the minotaur subtype.

Base Speed: 30 feet.

Languages: By default, minotaur start out knowing Common and Tauron. Minotaur with high Intelligence scores can choose from the following list for their bonus languages: Ogrun, Nathari, Desert Speak, Elven, Aquon, and Dwarven.

Solid Shape: Minotaur are immune to Polymorph spell effects and grants a +2 bonus to save versus harmful transmutation spells and effects.

Fearless: Minotaur gain a +2 racial bonus on all saving throws against fear effect.

Lifebound: Minotaur gain a +2 racial bonus on all saving throws made to resist death effects, saving throws against negative energy effects, Fortitude saves made to remove negative levels, and Constitution checks made to stabilize if reduced to negative hit points.

Of the Sea: Minotaur spend so much time near the sea and sailing, all members of the race get Profession: Sailor and Swim as class skills.

Relentless: Minotaur gain a +2 bonus on combat maneuver checks made to bull rush or overrun an opponent. This bonus only applies while both the member of this race and its opponent are standing on the ground.

Natural Attack: The minotaur had both a gore and hoof natural attack. The gore is a primary natural attack while the hooves are a secondary natural attack. Gore does 1d6 damage while the hooves do 1d4 damage.