

MINOTAUR



Proud, honorable, nomadic warriors with a natural connection to their primal nature and a love of physical pursuits and competition.

RACIAL TRAITS

Average Height: 7' 1" - 7' 5"

Average Weight: 320 - 350 lb.

Ability Scores: +2 Strength, +2 Charisma

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Giant, By Background

Skill Bonuses: +2 Athletics, +2 Nature

Goring Charge: You may use *goring charge* as an encounter power.

Minotaur Weapon Proficiency: You gain proficiency with the battleaxe and the greataxe.

Oversized: You can use weapons of your size or one size larger than you as if they were your own size.

Perceptive: You gain training in the Perception skill.

Goring Charge

Minotaur Racial Power

You charge the enemy and gore them with your horns.

Encounter ♦ Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Strength +2 vs. AC

Increase to +4 at 11th level, +6 at 21st level.

Special: You must charge as part of this attack.

Hit: 1d6 + Strength modifier damage, and the target is knocked prone.

Increase damage to 2d6 + Strength modifier at 11th level, 3d6 + Strength modifier at 21st level.

Minotaurs are brawny and tough creatures unafraid of throwing their weight around in a fight. They are highly physical and competitive, and enjoy combat, building, sailing and trading both amongst themselves and with others. Nomadic in culture, Minotaurs wander the world in search of wisdom, challenges and adventure. They are a highly proud and honorable race that are generally peaceful but will fight for the right cause or merely for competition.

Play a minotaur if you want...

- ♦ To be physically powerful
- ♦ To be a proud heir to strong and wise heritage.
- ♦ To be a member of a race that favors the fighter, paladin ranger, and warlord classes (as well as later released Primal classes).

PHYSICAL QUALITIES

Though often confused for lycans, minotaurs are not shapechangers. They are powerfully built humanoids that combine human and bovine features. Males average 7-1/2' tall and often weigh near 400 pounds, while females are usually a bit shorter and more slender. Soft, short, downy fur covers their entire body, with manes growing along the head and neck, the lengths of the arms, and the shins. Minotaur males and females often wear their hair long, often preferring elaborate braids to any other style.

Coloration among minotaurs can range in color from varying shades and mixtures of whites, blonds, browns and even grays and blacks. Many minotaurs even have mottled pelts with a range of spots and different colors. The minotaur has a pronounced bovine head including snout and long, tough, horns (generally shorter in females than males) that come in various shapes, usually pointing upwards or swept forward. Minotaurs also have bovine hooves on double joined legs, instead of humanoid feet.

Their hooves are sturdy and do not require a minotaur to be shod, and they never wear conventional footwear. Minotaurs prefer natural clothing and armor, though many don heavy armor for battle. They prize jewelry, especially bracelets, necklaces and horn adornments designed from ivory, bone, amber, and precious stones.

Young minotaurs age faster than human children do, reaching the size and development of a 10-year-old human child by the age of 5 and reach adulthood by 15. They live about as long as humans do.

PLAYING A MINOTAUR

Due to their powerful physique, minotaurs are best suited to roles that place them on the front lines in the thick of melee. Minotaurs believe strongly in emerging victorious in any struggle or competition. Above all else however, minotaurs value their honor. Without honor, they have no life. Many even live by a rigid code of honor, developed over the years in response to many hardships, and that defines many a minotaur's way of life. Two such primal principles of minotaur honor are: "Might Makes Right" and "A Word Given is a Word Honored." Breaking an oath is the height of dishonor and a commitment made must be carried out. Ultimately, a minotaur takes responsibility for their actions and their consequences. This often leads others to think of minotaurs as arrogant and proud.

Despite their appearance, minotaurs are not slow or dumb. Not all minotaurs are warlike, either. Through exploration and trade, minotaurs are familiar in many coastal areas and often on friendly terms with neighbors. Still, like many tieflings, minotaurs can expect to encounter some amount of suspiciousness and revulsion in other cultures. Minotaurs are competitive

by nature, however, and see these reactions only as another competition to overcome.

Minotaurs seek adventure for the chance to prove themselves to other minotaurs, to seek new challenges and competitions, and to perhaps achieve more wisdom of the world.

Minotaur Characteristics: Brave, competitive, honorable, pragmatic, proud, stoic, strong, stubborn.

Male Names: Azok, Baine, Cairne, Gorath, Hruon, Jeddek, Karaddon, Perith, Turok

Female Names: Arga, Berutha, Halfa, Kamuula, Magatha, Naula, Orthala, Serga, Tuula

MINOTAUR ADVENTURERS

Three sample minotaur adventurers are described below.

Naula is a minotaur paladin devoted to Kord, the lord of battle and patron of athletes. Naula lives for competition of any kind, most especially athletic in nature, though she has a strong gambling streak as well. Good natured and kind in most occasions, she loses herself when it comes to cowardice however and considers even an allied coward no better than the enemy. Naula is the first to take the front lines in defense against any foe, trust in her deity and her own capabilities are the tools she uses to win the day.

Magatha is a minotaur warlord who leads a group of adventurers in search of a challenge to their skills and righteous battles to fight. Inspired by ancient tales of glory and honor, she seeks to land a place in history for herself and her group by someday leading a great war against some great and worthy adversary. Everything else is small competitions leading to her final place of victory.

Turok is a minotaur ranger dedicated to Melora, a privateer sailing under the colors of anyone willing to pay his price. He is valued for his skills as well as his honor, being known to follow a contract to the letter of the law. He is ruthless and merciless outside those bounds however and has earned quite the reputation. He hopes to one day rule the high seas.

MINOTAUR FEATS

HEROIC TIER FEATS

Name	Prerequisites	Benefit
Battle Courage	Minotaur	+5 bonus to saves vs. fear
Bull's Fortitude	Minotaur	Delay the effects of fear forced movement
Direction Sense	Wis 15, Minotaur, Hereditary Senses	Unfailing sense of direction
Fierce Reprisal	Minotaur	Make basic melee attack with a second wind instead of gaining a defense bonus
Gore Proficiency	Minotaur	+2 bonus to unarmed attack rolls
Gore Focus	Minotaur, Gore Proficiency	+1 damage to unarmed attacks
Hereditary Senses	Wis 13, Minotaur	+1 to defenses vs. fear powers, +2 to Perception
Horn Slash	Minotaur, Gore Proficiency, Gore Focus	+2 damage with combat advantage
Mighty Swing	Str 17, Minotaur	Push target 1 square with greataxe attack
Raging Bull	Str 17, Minotaur	When bloodied gain basic melee attack with bonus

PARAGON TIER FEATS

Name	Prerequisites	Benefit
Battle Lust	Str 17, Minotaur	<i>Second wind</i> as a minor action after bloodying foe
Hulking Brute	Minotaur	+1 attack and +2 damage against combat advantage foes
Strong Mind	Wis 15, Minotaur	+1 bonus to Will defense vs. psychic and charm
Thrashing Horns	Str 15, Minotaur, Powerful Charge	Slide foe 2 squares on charge

HEROIC TIER FEATS

These feats are available to any minotaur character who meets the prerequisites. Heroic tier feats are the only feats you can take if you are 10th level or lower.

BATTLE COURAGE [MINOTAUR]

Prerequisites: Minotaur

Benefit: You gain a +5 racial bonus to saving throws against fear effects.

BULL'S FORTITUDE [MINOTAUR]

Prerequisites: Minotaur

Benefit: When you suffer a fear effect that would normally make you move (flee, shift, or so on), you can remain in your current square until the end of your next turn. If you make your saving throw vs. fear at that time, you recover normally; otherwise you suffer the forced movement.

Special: You cannot choose to move while this feat is in effect.

DIRECTION SENSE [MINOTAUR]

Prerequisites: Wis 15, Minotaur, Hereditary Senses

Benefit: You have an innate sense of direction and automatically succeed on all Nature skill checks made to determine direction.

FIERCE REPRISAL [MINOTAUR]

Prerequisites: Minotaur

Benefit: When you use your *second wind* power, you can choose to make a single melee basic attack against a threatened enemy. You heal normally as per *second wind*, but you do not gain the normal defense bonus from using *second wind*.

GORE PROFICIENCY [MINOTAUR]

Prerequisites: Minotaur

Benefit: You gain proficiency with your using your horns as weapons. Treat your unarmed attacks as having a +2 proficiency bonus.

GORE FOCUS [MINOTAUR]

Prerequisites: Minotaur, Gore Proficiency

Benefit: You gain a +1 feat bonus to damage rolls with your unarmed attacks. At 11th level this bonus increases to +2. At 21st level it increases to +3.

HEREDITARY SENSES [MINOTAUR]

Prerequisites: Wis 13, Minotaur

Benefit: You gain a +1 bonus to all defenses against powers with the Fear keyword.

You gain a +2 bonus to Perception checks.

HORN SLASH [MINOTAUR]

Prerequisites: Minotaur, Gore Proficiency, Gore Focus

Benefit: You have trained to use your horns more effectively in close combat. If you get a melee hit on an opponent against whom you have combat advantage, you deal +2 points of gore damage.

Special: At 11th level you deal +4 points of damage, and at 21st level you deal +6 points of damage.

MIGHTY SWING [MINOTAUR]

Prerequisites: Str 17, Minotaur

Benefit: When you hit with an attack when using a greataxe, you can push the target 1 square in addition to any damage you deal.

RAGING BULL [MINOTAUR]

Prerequisites: Str 17, Minotaur

Benefit: When you are first bloodied in an encounter you may make a free melee basic attack with a +4 bonus to the attack roll and deals an extra 1d6 damage on a hit.

PARAGON TIER FEATS

These feats are available to any minotaur character of 11th level or higher who meets the prerequisites.

BATTLE LUST [MINOTAUR]

Prerequisites: Strength 17, Minotaur

Benefit: When you bloody an opponent, you can use your *second wind* as a minor action rather than a standard action.

HULKING BRUTE [MINOTAUR]

Prerequisites: Minotaur

Benefit: Whenever your enemy provides combat advantage, you gain a +1 bonus to melee attack rolls and a +2 bonus to melee damage rolls.

STRONG MIND [MINOTAUR]

Prerequisites: Wis 15, Minotaur

Benefit: You gain a +1 racial bonus to your Will defense against powers with the charm or psychic keywords.

THRASHING HORNS [MINOTAUR]

Prerequisites: Str 15, Minotaur, Powerful Charge

Benefit: When you successfully hit with a charge attack, you slide the target 2 squares.

PARAGON PATHS

Although not restricted from other paragon paths, minotaur can choose paths unique to their kind.

MINOTAUR JUGGERNAUT

"No one stops me. There won't be enough of you left to bury!"

Prerequisites: Minotaur, Str 13, Powerful Charge

You have dedicated yourself to your primal nature, preferring your races natural form of attack, the charge, over any other tactic. In doing so you have made yourself an unstoppable war machine, relishing in the headlong rush to slam into a foe with brutal force and driving your foes before you.

MINOTAUR JUGGERNAUT PATH FEATURES

Charging Strike (11th level): When you use the charge standard action, you deal +1d6 damage on a hit and push your enemy 1 square. You can then move into the space vacated by your enemy. This bonus damage increases to +2d6 at 21st level. This ability also affects your Goring Charge racial power.

Charging Action (11th level): If you charge on the action you gain from an action point, you receive a +2 bonus to speed and all defenses until the end of your next turn. In addition, your charge does not end your turn. You can still use other actions.

Trample (16th level): When you push a creature or knock a creature prone, it takes damage equal to your Strength modifier.

MINOTAUR JUGGERNAUT POWERS

Charging Onslaught Minotaur Juggernaut Attack 11

You end a charge with a brutal weapon attack that throws your opponent backwards.

Encounter ♦ Weapon

Standard Action

Melee weapon

Targets: One creature

Attack: Strength vs. AC

Special: You must charge as part of this attack.

Hit: 2[W] + Strength modifier damage and the target is pushed 1 square and is knocked prone, and you can shift 1 square closer to the target you push.

Inexorable Charge Minotaur Juggernaut Utility 12

You hurl yourself into an unstoppable charge.

Encounter

Minor Action

Personal

Effect: Until the end of your next turn, you ignore difficult terrain, you can move through enemy spaces, and you gain a +2 power bonus to AC against opportunity attacks. You must end your move in an unoccupied space. You gain these benefits only when you charge.

Furious Strength

Minotaur Juggernaut Attack 20

A mighty blow sends your opponent flying and gives you a moment to regain your composure.

Daily ♦ Martial, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and you push the target 1 square and it is knocked prone. In addition, the target is dazed until the end of your next turn.

Miss: Half damage.

Effect: You can spend a healing surge.



ECOLOGY

HISTORY

The world of Karrakys has long been a home to these large nomadic warriors, native the lands of Milvaska. The minotaur are a proud race with a complex culture including a long and complex tradition oral tradition passed down from generation to generation. Since almost no written record exists of minotaur history, the accuracy of their tales is unknown. Regardless, many of their stories provide the only known account for several events in history, and so these stories must be regarded as having at least some believability.

The minotaur race is old and its earliest history is lost to the annals of history. Little to nothing is known of the birth of the race and minotaur seem content to believe they are simply a part of the birth of the world and part of its natural order, being children of what they refer to as The Great Spirit. It is said that in the beginning there was simply a great mound and one day the Great Spirit collected swirls of astral dust from the four directions and the power of the primal forces in order to create the first minotaurs, formed from the earth and with the strength of the elements.

Minotaur oral tradition dates them as old as, if not older than, the dwarves. Unlike dwarves, however, minotaurs have a closer attunement to the natural environment around them, again feeding their belief that they are simply a part of the Great Spirit's creation, much in the same way as mountains, rivers, trees and other aspects of nature.

The chronicles tell of how minotaur families formed large social networks and came together in tribes unified by their local geographic proximity and similar social outlooks and temperaments. The chronicles also tell of how these early tribes served the giants in the great giant kingdom of Milvaska often willingly and others as slaves, similar to the dwarven enslavement. Few tribes were truly independent of giant rule, and often lived harsh lives in even harsher environments.

Minotaur tribes retain their independent nature, never having formed a more unified or centralized form of culture beyond the tribe. Each tribe is an autonomous unit, often differing drastically in cultural and social norms from other tribes.

The history of the minotaurs is drastically different for each tribe, as each tribe keeps its own stories beyond the original mythic chronicles. In the modern day, minotaurs are nomadic, and travel the world. Tribes often remain in a general geographic area, but many individual minotaurs travel outside their tribe to see more of the world and most present-day minotaurs are integrated into mixed societies and are living in lands they cannot claim as their own. A few tribes, as well as many individuals, roam in search of worthy causes, or simple wealth and personal glory. All continue to

venerate the Great Spirit and the social models set forth in their tribe's past, making their way according to a high personal standard.

PHYSIOLOGY

Minotaurs are imposingly large, strong and appear bestial to most humanoids, much like dragonborn. An average minotaur is much taller compared to the normal human and toweringly tall over smaller races like goblins and kobolds. Even their shape is different from most humanoids. While basically the same, in that they have a head, humanoid torso and four limbs, that is often as far as the similarity goes. Their distinction comes in their bull-like heads, fur, horns and double-jointed legs ending in cloven hooves. Their fur is generally fairly short though some areas can be longer or more tufted, especially in the more primal feral minotaurs. A minotaur's horns are generally 6-12 inches long for females and one to two feet long on males. These horns never stop growing through the lifespan of the minotaur, though they grow slowly.

Despite their close resemblance to bulls and similar animals, they are not shapechanging anthropomorphs like lycanthropes. They are warm-blooded beings similar to most humanoids. Their thick fur and skin however makes them more adaptable in colder climates than many humans.

Minotaurs mate in the same manner as any other warm-blooded humanoid, typically having only a single child per birthing. Minotaur young develop more quickly than human young, however, being quickly capable of standing and walking, but they still nurse for the first few months of their lives. Their development is similar to a human's but at about twice as fast, with a young adult minotaur reaching the development of a 10 year old human child by the age of 5. By the age of 10 they have achieved the equivalent of a teenage human's physical development, coming to full physical maturity by the age of 15.

Their bestial traits give them physical strength and their connection to the Great Spirit gives them a natural affinity to the primal energies of the world. Being such physical creatures, minotaurs often develop advanced techniques to take advantage of their primal nature and great physical stature and features, including their infamous goring charge attack.

PSYCHOLOGY

Minotaur psychology centers around the ideals of the tribe, strength, honor and a cultural connection to the Great Spirit. Minotaurs are fiercely independent with a strong sense of self, but are just as fiercely loyal to their tribe. These factors form a desire to be one with whatever it is they dedicate themselves to, seeking to make themselves a natural extension or part of anything they choose to do, which can often make them highly competitive.

Minotaurs are fierce and proud with a strong sense of self that gives them a force of personality that few can ignore. They face life as a gift and a responsibility, which shows itself in the passion with which minotaurs embrace life and their drive to be one with the world around them shows itself in the minotaurs' dedication and devotion to any task they set themselves to. However, this passion is often hidden beneath the contemplativeness that most minotaur exude. However, strong emotions such as anger or joy are freely expressed, as is the passion felt when becoming one with a chosen task, such as a warriors battle fury.

The minotaurs' innate pride and primal force of will means that there are few timid minotaurs., though many seemed reserved when in the presence of non-minotaurs due to their stoic nature and their wish to show respect and wisdom. Like dragonborn, minotaur are driven by a personal code of morals and look out for themselves, their tribe and any other item or creature they hold in high esteem or value. One cannot achieve oneness with the Great Spirit if one does not practice and strive to achieve greater accomplishments.

This view leads many minotaurs to see the tribe, or any group to which they feel a strong bond, as merely an extension of themselves. As a minotaur achieves oneness with those around them, so too do they achieve oneness with the Great Spirit. This also means that a minotaur strives to compel their personal standards on those around them as well as pushing those around them to seek achievement and success. They strive to show others that through their own achievement, that those around them can achieve success as well. To a minotaur, it is their responsibility to help those around them achieve oneness, just as it is their own responsibility to achieve oneness.

Minotaurs are stoic, embodying the strong silent type. They often seem lost in quiet contemplation. This introspective air combined with their size can lead others to underestimate the danger of this race. Minotaurs rarely speak unless there is a true need to, preferring action over words. When they do speak, they speak one at a time, deliberately and with many motions, then fall silent again, listening.

However, since minotaurs warm to non-minotaurs slowly, they are usually silent and may sometimes appear brooding and aloof. Upon meeting a stranger, they may shake their hand silently while looking off toward the horizon, securing their own independence and they never bow to another creature.

HONOR

There is nothing of more paramount to a minotaur than their honor. They adhere rigidly and fanatically to their moral code, for if they do not, they fear they could fall back into the ways of their more feral cousins. This code extends beyond simple superficial levels, giving then a guide by which to adhere to, with tribal honor, then family honor, and finally personal honor, as the pecking

order for adherence. A minotaur is considered the sum total of all three of these.

The reasoning goes like this: if a minotaur's tribe is dishonored, then their family has not been playing its part in upholding the tribe and thus they themselves have not been exemplary in their behavior, for they have allowed the honor of their family to slacken. Thus, each minotaur carries a heavy burden, for not only do they have to worry about their own honor, but they also must carry the responsibility for their family, and for the honor of the tribe.

Most minotaurs are very protective of their honor, and will harshly dissuade other races attempting to tarnish it. There is the occasional minotaur who only feigns honor, who will manipulate all who come across his path. Woe to the those who commit themselves to a deal with one of these, for the dishonest minotaur will hold the character to the word of the deal, while completely disregarding their obligations in the matter. It is fortunate that minotaurs such as these are usually spotted speedily and forcibly relieved of their lives.

THE MINOTAUR CODE

- Honor unto death. Life without honor is not life
- Duty above all. Without Duty life has no purpose.
- Courage is your honor. To die a good death with one's honor intact is the ultimate death.
- Loyalty is your honor.
- Your word is your honor and bond.
- Your actions are your honor. Be and give your best in anything you do.

CULTURE

Minotaur culture is ancient and rich. They are formal and have distinct social rules. Minotaurs trace their cultural heritage by their tribe, which can differ from tribe to tribe. Even those minotaurs away from their tribe strive to live by the code and morals of their tribe.

TRIBE

Tribal and family bloodlines are very important to minotaurs. Family is one's actual bloodline, relatives as far back as tales relate. The tribe is a federation of families, unified over the many years of history into a single culturally distinct group of minotaurs.

All minotaurs honor the Great Spirit which also comprises all of the spirits of ancestors past, present and future. Honoring one's family and one's tribe honors the Great Spirit. Every aspect of a minotaur's life speaks to their heritage and to the heritage of future members of their family and tribe. Families and tribes have reputations, good or ill, that may have little to do with living members, but all are held responsible for the actions of those before them. The desire to live up to a reputation or clear a family's poor reputation can define a minotaur's life. Many minotaur spend their lives

focusing on impressing one view or another on the tribal elders.

The elders of a tribe solve most minotaur issues, though two minotaurs may resolve a conflict with a ritual challenge of single combat (rarely to the death). They are the source of most minotaurs when seeking advice or guidance and they are the ruling power of the tribe, after a tribal chieftain. Most minotaur strive all their lives in the hope of becoming the best in their tribe and ascending to become the chieftain of their tribe. The chieftain must continue to prove their worth, often facing many challenges over their time of leadership. The chieftain is responsible for the choice of where the nomad tribe will settle next, their food supply, as well as the safety of the tribe.

Tribal relations are as varied as among human cultures. Many tribes form coalitions of allied tribes, coming to one another's aid in times of need, arranging marriages, etcetera. When in the world abroad, a tribes allies and enemies are staunchly adhered to even among single individuals. A tribal ally is always an ally and a tribal enemy is always an enemy.

FAMILY

All of the focus on tribal affiliation is due to the relatively small size of the minotaur family unit. A minotaur family can trace its heritage back dozens, scores or even hundreds of years back, but each generation is fairly small, comprised of a mated pair of minotaurs and their children. Most minotaur families birth an average of three children in their lifetime.

Minotaur wed most often to procreate and occasionally as political alliance between families or tribes. Some wed for love but, arranged marriages are the more common. Mating rituals themselves often involve aspects of domination and combative attitudes as the competitive nature of minotaurs even shows itself in this aspect of life. Broken bones on a wedding night is considered good luck. Wedlocks are considered a mating for life, though some exceptions have been known, and in most tribes relations outside of wedlock are common. One's responsibility to tribe and family does not preclude one's own happiness and wellbeing. However, offspring from such relations are often frowned upon and often reluctantly accepted into the mother's family. Such bastards often carry the weight of their status in minotaur culture. Throughout history, more than one new tribe has been created from a gathering of such outcasts.

Honor demands that a parent teach their offspring well, even those of questionable birth. They are taught the ways of the people, family and tribe. They are also often trained in the basics of the profession they show the most aptitude toward, being tested often by the tribal elders as they grow. The teaching process itself is done through storytelling, tutoring and repetitive practice with testing taking the form of competitions where young minotaurs are set against one another to compete at their new skills. Although this process serves to

educate, it also gives the young minotaur's primal spirit a focus. Without such direction, the fierce nature of a minotaur comes to the fore, resulting in feral and often evil savagery.

When trained in the ways of the tribe, a juvenile minotaur learns that honor requires respect for the tribal chieftain, the tribal elders and other worthies. They are trained that focus and sincere effort, reliability and fulfillment of oaths, and integrity are paths to oneness with the Great Spirit. At an early age, they are taught that their actions can bring direct grace or disgrace to themselves, their family and their tribe. They are also taught that the actions of one minotaur can even effect the reputation of all minotaurs.

ADULTHOOD

Minotaurs reach maturity around the age of 15 and go through a rite of passage to adulthood. The youth is taken to a shrine where they are presented with their first adult clothing and they have their manes braided into warrior braids and their horns adorned. Many also receive piercings such as nose rings and ear loops, tattoos or other ritual scarifications. The youth is also given their adult name. This rite often involves a test of the minotaur's integration of minotaur and tribal ideals as well as physical tests of survival.

A well trained minotaur has learned honor, responsibility, focus, respect, reliability and integrity. They are independent but understand the need for family and tribe. They also understand to respect capable individuals regardless of race, and strive to bring themselves and others to a oneness with the Great Spirit. An adult minotaur seeks a place in the world that allows them to be individuals yet also maintains the ideals of organization, such as taking to the adventuring life, or the life of a seafaring captain, or merchant caravan master.

Regardless of what they do, they are acutely aware of how their actions carry consequences and that they are responsible for whatever they do. Minotaurs never look for scapegoats.

GIANTS

Many minotaur still serve the giants, but many are also independent and seek a life elsewhere in the world. Some tribes remember their days under the yoke of the giants, while others did not mind their role. Some minotaurs despise any giant and seek to do all they can to bring an end to their reign. Others still hold the giants in great esteem and willing serve them. These minotaur, however, tend to be more primal, feral and barbaric than those minotaur who live among tribes of their own or with other races.

MAGIC

When compared to other races, minotaurs may not seem to be masters of magic. They have their share of magical practitioners, but they lean strongly to the ways of the

warlock, mysticism and primal nature magic. Wizardry is more rare among minotaurs but not unheard of. They path of the bard is an honored tradition among minotaurs however. Magic is not as important in minotaur life as in many other cultures, but those who wield it are respected as they have mastered a more rare aspect of the gifts given by the Great Spirit.

RELIGION

Faith among minotaurs is different than among many races. They do not generally believe in individual deities, rather believing that all deities are but a part of the Great Spirit, the source of everything in the world. Some minotaurs follow particular religions but it is the exception rather than the rule. Naturism is the primary faith of the minotaur. The minotaurs consider water, the sun and fire to be the three most holy gifts of the Great Spirit.

Due to their belief in the Great Spirit and their quest for oneness, minotaurs have no fear of death. Death is simply another state of being that brings them closer to the Great Spirit and makes them even more integrated into the world around them. Life and death are a natural cycle in the world for all things. As such, minotaur death rites barely pass for what others would call a ritual. Minotaurs care little for the body that remains once the spirit has left, considering it nothing but an empty shell and something to left to the natural order.

What passes for a death ritual among minotaurs involves making sure the dying minotaurs eyes are open so that they may see their destination, and at the time of passing a short period of silence is observed as the spirit leaves the body. Some minotaur then cremate the body and use the ashes to fertilize the soil, while others simply leave the body to the animals as part of the natural cycle of life and death.

ART

Minotaurs consider art and craft a passion and an expression of the Great Spirit. Utility and beauty are one and the same. A useful but plain item is valued for its utility, as beauty can be found in simplicity. Yet an item that is beautiful but with no practical purpose is seen as a waste of effort and not something natural to the Great Spirit. The one exception to this is jewelry, which all minotaur see as useful, as decoration by jewelry is often seen as a form of status among them.

Minotaur art tends to entail the aspects of nature and prefer the natural colors and tones of the world around them, browns, vibrant blues, reds, oranges and yellows of the sun and fire, various shades of green, and all the other colors found in nature. Minotaur crafts and art often depict scenes of nature or have nature motifs such as leaves, vines, flowers, and the elements.

LEISURE

The minotaur idea of leisure often centers around single competition, whether in the form of athletics, mock

combat, even gambling games of chance. Unlike dragonborn they do not often participate in group competition unless it is a form of tribal competition where a single minotaur can win fame for his tribe. Minotaurs do not restrict themselves to tame competitions of known skills either. Like dragonborn, minotaurs prefer to expand their horizon and test themselves in new areas as often as they can.

Minotaurs also take great pleasure in things such as food, drink, song and storytelling. In fact, heavy drinking is often an essential part of minotaur society and a test of a minotaur's stamina.

dragon rulers of Taluria and their servants, especially the dragonborn and kobolds.

Minotaurs mostly prefer to remain independent and self-sufficient, taking care of their own troubles and fighting their own battles. This doesn't, however, mean that they do not rely on allies and friends when necessary and will always be there for an ally or trusted friend when called upon.



ENEMIES AND ALLIES

Minotaurs have few racial allies, but often many racial enemies. Their history is rife with wars with other races, and with other races singling out minotaur tribes out of fear. Those races and individuals considered to be allies of a tribe are trusted friends and are often treated more like family or tribesmen than outsiders.

Despite centuries of wars between minotaurs and various other races, few modern minotaurs hate any particular race. Minotaurs prefer to weigh others based solely on individual merit rather than on their race. However, there are always exceptions to this generality. Some minotaur tribes, especially those who have descended into barbarism or those who still serve giants, still bear old grudges. Those who serve the giants even hold a grudge against free minotaurs, as they are seen as traitors. They also especially harbor ill will towards the