

Exotic Ancestries

MINOTAUR



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*Necromancers
of the Northwest*

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Introduction

The *Pathfinder Second Edition Roleplaying Game* presents a wide world of magic and infinite possibilities, and so it should come as no surprise that some players want to explore beyond the boundaries of the game's core rules. The game world described in the game's rules and lore includes a wide variety of creatures, some strange and fantastic, others oddly familiar and human in nature, and it's only natural that some players will want a chance to explore the world as one of these creatures, instead of being limited to the handful of ancestries that already exist.

This book presents an ancestry for one such fantastic creature: the minotaur. Hailing from ancient Greek myths, the minotaur has captured the imaginations of the western world for millennia. In the myth, the half-man half-bull dwells in a labyrinth used to punish the prisoners of the king of Minoan. In fantasy books and games, minotaurs have always held a special connection with mazes, and in the second edition of the *Pathfinder Roleplaying Game*, the creature captures the fear and menace of the minotaur. This book plays up those ideas, allowing you to create minotaur heroes and villains with your own special touch.

Minotaur

The minotaur is a frightening hunter. Accustomed to solitude, these nightmarish brutes are both patient and cruel, frightening their prey before moving in for the kill. Very few of these creatures leave the mazes, caverns, and ruins they call home to seek a life in the greater world, but those that do are great trackers, fierce warriors, and cunning and intimidating speakers.

Minotaurs resemble a tall, well-muscled human with the head of a bull. They are generally solitary creatures who delight in hunting creatures that find their way into their lair. Minotaurs thrive in complex and confusing environments, and often seek out especially elaborate territories to make their homes. Most minotaurs live in labyrinths or underground caverns with maze-like tunnel structures. Though not well known for a great intellect, minotaurs are exceptionally cunning navigators and crafty hunters, able to avoid becoming lost in these great mazes, and instead use this unique terrain to their advantage.

Minotaurs are primarily motivated by the desire to hunt, and this is central to the minotaur's essence. Minotaurs delight in chasing and menacing their prey, going to great lengths to ensure that a hunt is satisfying, even if they could accomplish the act of killing their prey far more efficiently. While most minotaurs are content to await prey in their labyrinthine homes, others seek out new challenging hunts in different lands, often exploring exotic dungeons to slay the beasts and masters of these dangerous places. Though minotaurs have a reputation for cruelty, this is perhaps ill deserved, as minotaurs rarely interact with people outside of the context of hunting them down for food. In truth, minotaurs simply aren't used to the company of other creatures, and it takes time for them to see others outside of a predator-prey relationship. Those that do manage to encounter minotaurs on friendly terms find them to be exceptionally gifted at finding

cleverly simple solutions to normally complex problems, and to be reliable and relentless in the pursuit of their goals.

You Might...

- Be a frightening hunter delighting in the panic of your prey.
- Prefer to be alone and seek out places that easily isolate you from the rest of the world.
- Enjoy mazes, ruins, and caverns, always exploring new places few would dare to tread.
- Surprise people with your patience and clever ideas, demonstrating that you are more than just muscle.

Others Probably...

- Fear you and react to your appearance with awe and terror.
- Assume that you are cursed to dwell in a labyrinth or maze.
- Incorrectly believe you to be part of a herd or other complex social structure.
- Think of you as a noble savage, placing their own ideas of an honorable past on you without knowing you.

Physical Description

Minotaurs are tall, broad, and heavily muscled humanoids with bovine features. Where a man's head would be, a minotaur has the head of a large menacing bull. Additionally, their legs end in cloven hooves, and many sport a short, whip-like tail. Their skin tone ranges by climate, but is usually deep brown, bronze, or olive, and can be covered in thick layers of fur. Minotaurs favor a minimalist approach to fashion, avoiding foot and head gear (even if they can find something to fit properly), favoring their natural physical form; they wear functional armor and very minimal or loose clothing to allow for stealthy and efficient movement.

Both the male and female minotaurs have features of bulls, with the only differences represented in the humanoid portions of their bodies. This has led some to assume, incorrectly, that minotaur females are more masculine than other female humanoids. Both male and female minotaurs are heavily muscled and about the same size, and there is no significant difference in the height and weight of male and female minotaurs, with members of both sexes reaching heights of between 7 and 9 feet and weighing between 400 and 700 lbs. Minotaurs mature at about the same rate as humans, but can live for up to 300 years.

Society

Minotaurs are solitary creatures by nature, and, contrary to some beliefs, they do not form herds like cattle or villages like men. Most minotaurs are unlikely to encounter others of their kind for extended periods of time and are quite content to be masters of their domain. With that in mind, the majority of minotaurs are central figures in the ecology of their chosen lair. Minotaurs love mazes, dungeons, and other large, complex areas, and occasionally share space with other creatures. A minotaur is an apex predator by nature and views the world through the eyes of a hunter. But minotaurs are far smarter than most beasts, and as such, they often cultivate relationships to ensure a stream of entertaining and profitable hunts. To this end, minotaurs occasionally seek alliances with magicians and kings to both provide a more chal-

lenging lair, and a stream of prisoners and magical experiments to torment and hunt down. Other minotaurs serve more powerful denizens of their homes, such as dragons or giants. In such cases, minotaurs serve as guards or trackers in the service of these creatures, often in exchange for a generous supply of food and treasure.

Many minotaurs belong to a tribe or clan, though these affiliations are very loose. A tribe of minotaurs rarely see one another, but have a general agreement not to interfere with one another, to arrange mates, to find lairs for young minotaurs, and to join together to hunt things too powerful to be hunted alone. Even these minotaurs rarely see one another, preferring to remain in their own domains. Instead they keep in infrequent contact via messages that explain their goings on and whether a member of the tribe is needed to perform a task and where. Tribal leadership is based on whichever minotaurs are perceived to be the most successful, and these are expected to look out for the others. Minotaurs mate extremely infrequently, and rarely grow attached to their partners or progeny, though minotaur children do spend their formative years with whichever of their parents can more easily feed the new mouth. Minotaur children are expected to find a new lair and live the life a hunter as soon as they can fend for themselves, usually at about age 10.

Minotaurs fit surprisingly well into other societies, provided they behave in the ways minotaurs are expected to behave. Though extremely frightening, people are quick to accept minotaurs as elite mercenaries, guards, or wardens for the rich and powerful, or as thugs for criminal organizations. Those in the know employ minotaurs as exceptional trackers or rangers.

Alignment and Religion

Minotaurs have a reputation for cruelty, which stems from their hunting style. Most minotaurs enjoy inflicting fear and torment on their prey as part of a hunt, and as such, most minotaurs are evil. Minotaurs live isolated lives and create their own rules, and thus tend towards chaotic alignments. Minotaur adventurers, however, tend to buck these trends; most enjoy exploration, tracking, and the thrill of the hunt, but in the absence of a lair, find less joy making their prey suffer. These minotaurs tend towards neutral alignments along both alignment axes, as their attitudes are mellowed by their lifestyle.

Minotaurs typically revere deities relating to hunting, or to caverns and secret places. They practice ritual hunts with some regularity, and venerate their ancestors by recreating their greatest hunts. Because minotaurs are solitary individuals, they rarely join organized churches, and for them, worship is deeply tied to an individual's values and ideas.

Names

Minotaur names are both given at birth and chosen by the minotaur as they establish themselves. Most minotaurs have what is known as a family name given by their parents and a lair name chosen by a minotaur when they gain their lair. A minotaur without a lair may choose a name reflecting beasts they conquer or dungeons they have visited or mastered, but minotaurs always

Minotaur Stats

Hit Points

8

Size

Large

Speed

30 feet

Ability Boosts

Strength

Constitution

Languages

Common

Jotun

Additional languages equal to your Intelligence modifier (if it's positive). Choose from dwarf list.

Traits

Humanoid

Darkvision

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is black and white.

have 1 or 2 names. Minotaurs do have a nobility of their own and are uncomfortable with titles except those that denote military rank or special hunting privileges.

Family names always begin with a vowel and are considered by minotaurs to be soft sounding. Lair names meanwhile always start with a consonant and are somewhat harsher sounding. Male and female family names are somewhat differentiated but because lair names describe a place or deed they are not differentiated by gender.

Sample Names

Male Family names: Alhusid, Esuhuud, Inusud, Ossun.

Female Family Names: Alhanna, Ebisna, Oshani, Ubosha.

Lair Names: Chuldalk, Farosides, Hazarkhan, Khazopolid, Laskord, Rosipolides, Zax-Soldnir.

Minotaur Heritages

With their isolated lifestyles, minotaurs often exhibit unique characteristics that set them apart from others of their kind. Choose one of the following minotaur heritages at 1st level.

Great-Horned Minotaur

You have larger, more prominent horns than most minotaurs, allowing you to make devastating charges. If you Stride twice in a round, you can make a horn Strike as an action, which deals 1d8 + your Strength modifier damage. You are considered to be proficient with your horns, and they are treated as unarmed Strikes for the purposes of weapon specialization.

Herd Minotaur

You come from a rare group of minotaurs that knows sticking together is the best way to survive. You gain the Herd Stride reaction.

Herd Stride

Trigger: An adjacent ally uses the Stride action.

Effect: You can use your reaction to take the Stride action.

You must move in the same direction as the triggering creature. You can move up to your Speed in this direction, even if the triggering creature moves less distance than that.

Mage-Grown Minotaur

You were not born in nature, but were rather the creation of a magician. The unique circumstances of your birth have given you an innate resistance to magic. You gain a +1 status bonus to all saving throws against spells. Choose one school of magic; your saving throw bonus against that school of magic increases to +3.

Maze Minotaur

You were born and raised in mazes and labyrinths, and have never seen the sun. While you are unaccustomed to the light of day, you rarely become lost and excel in underground environments. While in areas of bright natural light, you suffer a penalty on Perception checks equal to half your level. Increase your proficiency in Survival by 1 step, to a maximum level of expert. While underground, you can roll Perception and Survival checks twice and take the better result.

Shaggy Minotaur

You are from a tribe that hails from a frozen waste or other cold environment such as high mountains, and your body is covered in thick, shaggy fur. You have cold resistance equal to 5 plus your level. However, your large broad hooves do not allow for alacritous movement, and your base Speed is reduced by 5 feet.

Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a minotaur, you select from among the following ancestry feats.

1st Level

Cavern Sense

Minotaur

Feat 1

You prefer to dwell underground and never lose your way in twisting caverns or forgotten mazes. While in an underground environment, maze, or similar structure (at the GM's discretion), you cannot become lost, remembering the exact details of the layout of such structures you have passed through within the last week. Additionally, you automatically succeed at Survival checks to avoid becoming lost in such areas.

Deep Fear Minotaur

Feat 1

Whenever you successfully use Intimidation to Demoralize, increase the value of the frightened condition by 1.

Dread Hunter Minotaur

Feat 1

In keeping with minotaur culture, you thrive on the fear of your enemies and can easily dispatch foes that you have rendered weak with terror. You deal additional damage with weapon Strikes to creatures suffering from the frightened condition equal to the value of that condition.

Dread Stalker Minotaur

Feat 1

Increase your proficiency with Stealth or Perception by 1 step, to a maximum level of expert. Whenever you make an Intimidation check against a creature that cannot see you, you can roll twice and take the higher result.

Horns Minotaur

Feat 1

You gain a horn unarmed Strike that deals 1d8 piercing damage. Your horns are in the brawling group and have the agile and unarmed traits.

Hunter's Instincts Minotaur

Feat 1

You are a born hunter and never let anyone escape your grasp. You gain a +4 circumstance bonus on Perception and Survival checks made to notice tracks and hidden creatures you have encountered before. When you successfully use the Seek action to find a hidden creature, you can also move up to half your Speed.

Minotaur Weapon Familiarity Minotaur

Feat 1

You are practiced in using large, intimidating melee weapons ideal to instill fear in your prey. You become trained in the use of battle axes, great axes, halberds, and all spears. At the GM's discretion, you gain access to uncommon weapons which are similar in design to these types of weapons. For the purposes of proficiency, treat these uncommon weapons as simple weapons if they were martial weapons, or as martial weapons if they were advanced weapons.

5th Level

Axe Swipe

Minotaur

Feat 5

You make a Strike against 2 adjacent creatures. If you use a battle axe or great axe for these Strikes, the multiple attack penalty does not increase until both attacks are resolved.



Hunted Fear ♦

Minotaur

Prerequisites trained in Intimidation

You can snort and clomp as you hunt your prey, inspiring terror. Make an Intimidation check to Demoralize all living creatures within 60 feet that can hear you, but not see you. Roll once and apply the result to all creatures. If the targets are in a maze or similarly difficult to navigate structure, you gain a +4 circumstance bonus to this check. Creatures that become frightened as a result also take a -2 circumstance penalty to Survival checks to avoid getting lost for 1 minute. This use of Demoralize doesn't have the visual trait. Each target is temporarily immune for 1 minute.

Powerful Charge ♦♦

Minotaur

Prerequisites Horns

You Stride twice and make a horn Strike. If you moved at least 20 feet, increase the damage from the horns to 2d8 + 1.5 times your Strength modifier.

9th Level

Impaling Horns

Minotaur

Prerequisites Powerful Charge or great-horned minotaur heritage

Whenever you succeed on a critical hit using your horn Strike after moving at least 20 feet in a round, you can impale your enemy, causing them to suffer 2d8 + your level bleed damage, and giving them the stunned 2 condition.

Mighty Swing ♦♦♦

Attack

Feat 5

Prerequisites Axe Swipe

You can make a Strike against 3 separate targets, each of which must be adjacent to at least one of the other targets and must be within your threat range using the same weapon. If a Strike is successful, then it does not count towards your multiple attack penalty. If you make these Strikes using a battle axe or a great axe, then if you miss an attack, your multiple attack penalty is reduced to -2.

Minotaur Weapon Mastery

Feat 9

Minotaur

Prerequisites Minotaur Weapon Familiarity

You increase your proficiency level with weapons associated with minotaur weapon familiarity by 1 step, and can apply the effects of weapon specialization to these weapons.

13th Level

Hunted Terror ♦♦

Feat 13

Minotaur

Prerequisites Hunted Fear

You can cause terrifying fear in those that hear your approach but cannot clearly see you. Make an Intimidation check with a +4 circumstance bonus to demoralize each creature within 60 feet that can hear you but not see you. If you critically succeed on the check, the target's frightened value does not decrease at the end of each round until 1d6 rounds have passed.

Magical Horns

Feat 13

Minotaur, Attack, Primal

Prerequisite Horns

Your horns become imbued with primal energy, making them magical weapons. Your horns are treated as +1 striking weapons.

Feat 9

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DON'T MESS WITH THE BULL!

In the *Pathfinder Second Edition* roleplaying game, a character's ancestry matters more than ever before, and because ancestries allow characters to choose from a variety of options and abilities as they continue to increase in level, there are more opportunities for ancestries that represent more exotic and exciting creatures that have normally not been suitable for player characters.

This book presents an exciting new ancestry, allowing players to take on the role of minotaurs. Powerful humanoids with the heads of bulls, minotaurs are known for their strength and their cunning, cutting down all that stand in their way. In this book, you'll find:

- Background information on minotaur characters, including an overview of their physical features, society, alignment and religion, and naming conventions.
- Basic stats for minotaur characters.
- Six minotaur heritages, including great-horned minotaur, maze minotaur, and shaggy minotaur.
- Sixteen ancestry feats for minotaur characters, including Cavern Sense, Powerful Charge, and Mighty Swing.



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