

MINOTAUR

In the world of Asera, minotaurs live in an honor-based society where strength determines power in both the gladiatorial arenas and in daily life. At home on both land and sea, the minotaurs from the Isles of Minos are ferocious sea raiders who rank as the most capable and dangerous sailors in the world.

PHYSICAL DESCRIPTION

Minotaurs are hulking humanoids with the head and feet of wild bulls. They grow large horns on their heads and enjoy using them in fights. Despite their bovine features, minotaurs love to eat meat as much as any human.

ARROGANT CONQUERORS

Minotaurs embrace the notion that the weak should perish and that the strong must rule - and that they themselves are the strongest and most powerful race on Asera. They believe their destiny is to rule the world, and that their dominion will be one of conquest and military might. To that end, all minotaurs are trained in weapons, armor, and tactics from a young age.

The minotaurs' arrogance stems from a combination of strength, cunning, and intellect - three virtues they hold dear, and which they deem the foundation of their greatness. They believe that this combination of traits is what sets them apart from their rivals.



TRIAL BY COMBAT

Minotaur society is built on the principle that might makes right, and that considerations of justice are unnecessary. The minotaurs are led by a king served by a council of eight minotaurs called the Supreme Circle. All posts within the government, including the king's, are won by the strongest and cleverest minotaurs, as proved by combat in the Circus.

The Circus is the only means by which a minotaur can rise in society. It is a grand, annual display of single combat in which minotaurs battle each other for supremacy. Minotaur youths must prove themselves in the Circus to earn their passage to adulthood.

To the minotaurs, death and glory in battle are a natural process. Combat is the key to ensuring that the strong survive, and that the weak are set aside before they can undermine their superiors' grand schemes of conquest.

MINOTAUR TRAITS

Your Minotaur has the following traits.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Minotaurs enter adulthood at around the age of 17 and can live up to 150 years.

Alignment. Minotaurs believe in a strict code of honor, and thus tend toward law even as their brutal culture and disdain for weakness push them toward evil.

Size. Minotaurs typically stand well over 6 feet tall and weigh an average of 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Horns. Your horns are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Goring Rush. Immediately after you use the Dash action on your turn and move at least 20 feet, you can make one melee attack with your horns as a bonus action.

Hammering Horns. Immediately after you hit a creature with a melee attack as a part of the Attack action on your turn, you can use a bonus action to attempt to shove that target with your horns. The target must be within 5 feet of you and no more than one size larger than you. Unless it succeeds on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier, you push it up to 10 feet away from you.

Imposing Presence. You have proficiency in one of the following skills of your choice: Intimidation or Persuasion.

Sea Reaver. You gain proficiency with navigator's tools and vehicles (water).

Languages. You can speak, read, and write Common.



SEA REAVERS

In the world of Asera, the minotaurs rule a chain of islands called the Isles of Minos. Bound by the sea on all sides, the minotaurs focused their tenacity, strength, and cunning to become some of the most skilled and ferocious mariners in the world. They range across the water in their ships, raiding and pillaging as they wish. Minotaurs sometimes engage in trade, but they much prefer to take what they want by force. After all as the strongest of all folk, they deserve the treasures and goods that lesser creatures have gathered.

Those that do engage in trade, do so at the human settlements to the south such as Matasar and Port Kar. Some Minotaurs leave the company of their own kind and venture into the world of men, serving as bodyguards, thugs or shipmates to humans and other races. It is not uncommon to see Minotaurs aboard slave vessels in the Grey Seas taking their wares city to city across the Dominion.

The only honorable death to a Minotaur, is either at the hands of an enemy in combat or drowned in the waters of the wide seas.

HONOR ABOVE ALL

For all their cruelty, minotaurs are bound by a powerful sense of honor. Each victory brings greater honor to both individual minotaurs and their families. Defeat invokes a stain that only death can fully wash away.

Honor demands that minotaurs keep their word once it is offered, and each minotaur remains faithful to friends and clan above all else. Minotaurs rarely befriend folk of other races, as they all too often encounter them only in battle. If a minotaur does strike up a friendship, it is typically with other creatures that display the minotaurs' virtues and love of battle. To such friends, a minotaur becomes an ally whose support will never waver.

MINOTAUR BONDS

When creating a minotaur character rooted in Asera, you can use the following table of bonds to help flesh out your character. Use this table in addition to or in place of your background's bond or a bond of your creation.

d6	Bond
1	My opponent in the Circus for my trial of adulthood was chosen years ago, before we fell in love. Rather than fight my beloved to the death, I fled from home and have been branded a coward.
2	I'm the last of my clan. If I die without achieving great deeds, the hero who is my clan's patron will be forgotten.
3	I was part of a raiding party that was defeated and enslaved. I've escaped and sworn revenge.
4	I never shared my people's love of violence. I'm part of a conspiracy to topple the king's violent regime.
5	I claim that I am an exile from my people, but in truth I have been sent to serve as a spy. I'm expected to leave secret messages telling my folk of villages and towns that are ripe targets for conquest.
6	I'm the last survivor of a ship wrecked in a storm.



MINOTAUR NAMES

Minotaur clan names originate with a great hero whose descendants take on that name as their own, doing their best to live up to the ideals of their ancestor. On Asera, clan names are always preceded by the prefix "ty-" for minotaurs from the isles of Minos, or "py-" for minotaurs from areas outside Minos. This prefix will change as a Minotaur choose to represent himself from a different home.

Male Names: Bosk, Cinmac, Dastrun, Edder, Galdar, Kyris, Tosher, Zurgas, Kevnar, Brohn, Thauron,

Female Names: Ayasha, Calina, Fliara, Helati, Keeli, Kyri, Mogara, Sekra, Tariki, Telia, Esta, Remna, Krissfa, Adonel, Quobil

Clan Names: Blacktongue, Cleavemare, Plainhoof, Thornskull, Brittlehide, Smoothfur, Nimblebane, Boldhand, Stronghoof, Ruggedvigor, Orcslash, Brighthorn



My name is Bosk py-Blacktongue, for I live on the sea. But I was born Bosk ty-Blacktongue, for I was once from the city of Pellonia, on the isles of Minos.