



# KINOSIAN MINOTAUR

## ANCIENT GUARDIANS

In Arkadia, minotaur — like all creatures exhibiting traits of both humans and beasts — are considered fae, though they are the most bestial among their kind. However, legend tells of the isle of Kinos, where minotaur lived in harmony with an ancient and prosperous civilization of dwarves. The dwarves of this isle claimed their god Ptol gave the minotaur of Kinos the flame of knowledge, awakening their minds beyond that of savage beasts to serve as guardians to his people. Others say that once all minotaur were as those of Kinos, and over the ages those in Arkadia, not sheltered by the sacred island, forgot speech and honor and turned into the mindless beasts they are today.

Though Kinos has long crumbled and the dwarves of its ancient halls are dust and bone, the Kinosian minotaur remain. For generations, they have lived in the ancient maze-like ruins of Kinos, guarding forgotten treasures. In the labyrinthine palaces and temples, slowly buried by sand and time, they endured. Some venture forth to Arkadia, drawn across the sea by a desire to test their strength against the world. They are often feared or misunderstood, mistaken for their savage kin, and must prove themselves among other mortals.

## TERRIBLE STRENGTH

Minotaur are a monstrous race, their size and strength unsurpassed by other mortals. A minotaur's most marked feature apart from their colossal size is their bull-like head and horns. They also have cloven hooves and thick mane-like hair. Minotaurs' coats range from red through shades of brown to black. Their eyes are invariably dark, though sometimes flecked with gold.

## MINOTAUR NAMES

The minotaur of Kinos take on the names they find carved on the walls of the ancient ruins they inhabit. Their names do not have gender and they have no family names, but distinguish themselves by notable features, often scars from battle.

**Example names:** Cronos One-eye, Knoss Blackhoof, Oxylus Broken-horn

## MINOTAUR TRAITS

Your minotaur character poses traits inherent to their powerful build.

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

**Age.** Minotaur mature at the same rate as humans. They are unnaturally long lived, and can endure for several centuries, their manes and pelts shot with white hair.

**Alignment.** Shunned by society for their monstrous appearance and unbridled strength, minotaur are chaotic. Though often driven to violence, they are not inherently more good or evil than strength itself.

**Size.** You tower over 7 feet tall from hoof to horn. Your size is medium.

**Speed.** Your base walking speed is 30 feet.

**Colossal Build.** Your carrying capacity and the amount of weight you can push, pull, drag, or lift is doubled, as if you were one size category larger.

**Monstrous Strength.** Your first weapon attack using Strength each turn deals 1d4 extra damage of that weapon's type.

**Bull's Horns.** Your horns are a natural weapon that you have proficiency with. When you hit with an attack using your horns you inflict 1d4 + Strength modifier piercing damage. This damage is further increased by Monstrous Strength.

If you move at least 20 feet straight toward a creature no more than one size larger than you and then immediately hit it with an attack using your horns, it must succeed on a Strength or Dexterity saving throw against a DC equal to 8 + your Strength modifier + your proficiency bonus or be shoved 10 feet away and knocked prone. On a successful save, the creature is not shoved or knocked prone.

**Languages.** You can speak and read Common and Dwarvish.



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