

## MINOTAUR MARAUDER

In a maritime race such as the minotaur, it seems almost inevitable that a certain segment of the population would turn to piracy. These individuals are known as minotaur marauders and use brute force and opportunistic brutality to attack ships. Any ship is a target, regardless of whether or not it hails from minotaur or human ports. Whereas some human pirates have a flair for nimble swordplay and possess a swashbuckling nature, the minotaur marauder uses brute force and cunning, bloodthirsty tactics to efficiently crush any opposition. Although these tactics may make it sound as though a minotaur marauder could only be evil, there are some neutral marauders who resort to such brutality only if resistance is offered.

Naturally, if a minotaur marauder is ever caught by an imperial troop, he is swiftly sentenced to death or slave labor in one of the many mines of the empire's island territories. A minotaur marauder is considered to have forfeited the very honor that his people consider so important, and the rest of his clan may even be penalized for such a great dishonor, depending upon how infamous the particular marauder has become. Because of this, a small number of marauders find land-based banditry on the mainland of Ansalon to be preferable to sea-faring, discovering that most of their brutish tactics fit in well with any other type of outlaw. If word of such a marauder reaches his homeland, he's less likely to fall into disfavor as the minotaurs regard the other people of Ansalon as "lesser races" unworthy of the respect due to a minotaur.

Mariners typically make the best minotaur marauders, although fighters also occasionally become members of this prestige class, having signed-on with a ship's crew for money or adventure. It's these latter types who tend to become land-based bandits.

Hit Dice: d10

### REQUIREMENTS

To qualify to become a minotaur marauder, a character must fulfill all the following criteria.

Race: Minotaur

Alignment: Any non-good

Base Attack Bonus: +4

Feats: Dodge, Improved Sunder, Skill Focus (Intimidate)

Skills: Intimidate 4 ranks, 9 Profession (Sailor) 6 ranks, Swim 8 ranks

Special: Must have served aboard a minotaur pirate ship for at least 6 months.



### CLASS SKILLS

The minotaur marauder's class skills (and the key ability for each skill) are Balance (Dex), Intimidate (Cha), Listen (Wis), Profession (Sailor) (Int), Sense Motive (Wis) and Spot (Wis), Swim (Str), Use Rope (Dex). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

### CLASS FEATURES

All the following are class features of the minotaur marauder prestige class.


**Weapon and Armor Proficiency:** Minotaur marauders gain no additional proficiency in any weapon or armor.

**Dirty Strike (Ex):** The minotaur marauder can deal additional damage to an opponent by using unexpected maneuvers. The opponent makes a Reflex save (DC equal to the marauder's attack roll). Failure means the marauder deals an additional 1d4 points of damage. At 5th level, this damage increases to 2d4. If the minotaur marauder already has the dirty strike ability from another class, this damage stacks. Dirty strike can only be used on an individual per day.

**Seafaring:** Beginning with 1st level, minotaur marauders are most comfortable on the ocean and tend to

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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Dirty strike 1d4, seafaring
2nd	+2	+3	+0	+0	Accurate strike +2
3rd	+3	+3	+1	+1	Bull's wrath
4th	+4	+4	+1	+1	Opportunist
5th	+5	+4	+1	+1	Accurate strike +4, dirty strike 2



spend a great deal of time there. As a result, the marauder gains a competence bonus equal to his class level to all Profession (sailor), Swim, and Use Rope checks. Thus, a 3rd level minotaur marauder would have a +3 bonus when making any of these checks.

**Accurate Strike (Ex):** Starting at 2nd level, the minotaur marauder becomes adept at making vicious and devastating attacks. As such, he gains a +2 bonus to rolls made to confirm critical hits. At 5th level, this bonus increases to +4.

**Bull's Wrath (Ex):** At 3rd level a minotaur marauder can use his sheer ferocious presence to disturb and unsettle his opponents. As a standard action, he can

attempt to make a DC 25 Intimidate check. If successful, all opponents within 10 feet take a –1 penalty to attacks and saves for a number of rounds equal to 3 + minotaur marauder's Charisma modifier. This ability can only be used once per encounter.

**Opportunist (Ex):** Starting at 4th level, once per round the minotaur marauder can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the marauder's attack of opportunity for that round. Even a minotaur marauder with the Combat Reflexes feat can't use the opportunist ability more than once per round.