Minotaur

written by CresthavenRPG Guru | January 3, 2020

Rare | Large | Chaotic evil | Humanoid

With the body of a powerfully built man and the head of a snarling bull, this creature stomps its hooves as if preparing to charge.

Armor Class	Hit Points	Move
14	28 *(7 Hit Dice)*	walk 50 ft

Appearing	1
Habitat	Forest,Hills,Plains
Negotiation	no
Morale DC	7
Challenge	17.6 (5,280 XP per monster)

Ability Scores

STR	DEX	CON	INT	WIS	CHA
3	2	2	0	-1	-2

Combat

Has 2 attacks. Hit Bonus +9. Damage Great Axe. 3d6 +6. Gore. 1d6 +2 damage

Special Attacks

Grapple. Minotaur may choose to grapple an opponent.

Special Defense

Natural Cunning: Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells and prevents them from ever becoming lost.

Treasure

Individual: None

Lair: 1d12 cp, 1d4 sp, 1d4 gems, 1d4 jewelry, 1d2 magic items (25%)