

# Species, Breed: Minotaur, Brown, Common

Type: Not applicable.

Class: Monster (mammal).

Align: 01-70: Evil, 71-00: Good.

Gender: 01-50: Female, 51-00: Male.

Level: 2 + 1-D30

Number encountered: 3-D6

The number encountered will be outside a Minotaur dwelling place. If within the boundaries of their homeland, the number encountered will be 1-D100 x3. To see if a Minotaur dwelling has been discovered roll a 90+

Experience points: 50 x level.

## Characteristics:

Awareness: 28

Charisma: 7

Constitution: 30

Coordination: 25

Dexterity: 25

Intelligence: 14

Mental-strength: 30

Strength: 45

Wisdom: 13

## Movement:

Flying: Can't

Grounded: 12

Swimming: 4

Luck: 80

Oxygen-points: 90

Blood-points: 90

### Attack descriptions:

Large Battle Axe: 1  
Damage: 1-D12 x3 +5  
Range: 2 spaces (10')  
Attack type: Sharp

and:  
Horn-strikes: 2  
Damage: 1-D12 x2 +5  
Range: 1 space (5')  
Attack type: Sharp

or:  
Hoof trample: 2  
Damage: 1-D12 x2 +5  
Range: 1 space (5')  
Attack type: Blunt

**Defense:** 25 / 55 if 32nd

**Offense:** 25 / 55 if 32nd

Damage-Points: Roll 2-D12 +5 x level.

## Treasure: %Roll needed to have money and treasure:

Copper: 26+ to have 6-D6

Bronze: 36+ to have 5-D6

Silver: 46+ to have 4-D6

Electrum: 56+ to have 3-D6

White-gold: 66+ to have 2-D6

Yellow-gold: 76+ to have 1-D6

Black-gold: 86+ to have 1

Treasure item(s):

Common: 50+ to have 1-D4

UnCommon: 70+ to have 1

Rare: 90+ to have 1

Legendary: 99+ to have 1

Note:

Each creature may have treasure. Check for treasure and money on each creature encountered.

# Description:

**Annihilation Strike?:** Yes.

**Description:** This creature appears as a half bull, half humanoid, with cloven hooves.

**Eye color:** Black

**Eye shape:** Large and oval

**Fur color:** Brown

**Fur texture:** Fur (course and rigid)

**Hair color:** Brown

**Height:** 7'-0"

**Skin color:** Brown.

**Skin texture:** Like the texture of a bull.

**Posture:** Biped (like an animal with two feet).

**Weight:** 330 lbs.



**Dislikes:** All but its own kind (and certain creatures that are related to it).

**Disposition:** The Minotaur, half man, half bull, is a dark creature of ancient legend. Its mind is quickly filled with suspicion and hatred for any other than its own kind.

Its distrust for mankind is very strong, though once trust is gained by this creature, it is never broken willingly.

**Fears:** Immune.

**Habitat:** All.

**Immunities:** Fear.

**Life-span:** 300 years.

**Likes:** Battle. There is honor and glory in battle, rewarded by Goroath, this creature's Jahtha.

**Needs:** Unknown.

**Note:** The horns of this creature are sought after by Bards, who make horns to enhance their abilities. The going price for each horn is usually 5-D6 yellow-gold.

**Special Abilities: Axe Mastery:** The Minotaur will cause an additional 1-D12 damage with a Large Battle Axe. This creature can also use a two-handed large battle axe one handed. This only applies to large battle axes.

**Minotaur's Luck:** Minotaur do not lose their next physical offensive turn if they use luck. Luck used will regenerate at a rate of 1-D4 points per turn.

**Special Defenses: Natural Parry:** The horns of the Minotaur are never harmed by the normal attacks of a normal weapon-strike. The Minotaur can parry a weapon as adeptly as a well trained warrior can parry with a blade. Parrying a weapon will not damage the horn (like a shield that loses the integrity of its damage-points when struck), but if the parried weapon-strike deals out damage equal to, or greater, than the damage-points of the Minotaur's horn, it will break.

**Special Offenses: Charge:** If this creature inflicts more than 50% damage on a charge strike (with its horns) its opponent must pit its strength against it and win or be stunned for 1-D4 turns. Stun effects: -3-D6 to defense and offense for the duration of the stun effect.

Charge must begin at least 2 spaces (10') from the minotaur. If a creature is moving and the minotaur must turn during the charge, if it hits, the charge effect will still be in effect. In other words, charge does not have to be in a straight line.

**Rage:** If the damage of the minotaur's axe-strike causes maximum damage, the minotaur will break into a battle fury rage, gaining +2 attacks per turn (only with a large battle axe) for 1-D4 turns. While Rage is in effect, damage will be at x2 and the Minotaur's offense will double. Rage stacks with itself.

**Susceptibilities:** The Minotaur will have a -10 to avoid magic and mental-attacks.

**Weapon susceptibility:** Rank-0 (or better) weapon to harm.