

Minotaur

The Minotaur are very tall and muscular (6'1/2 to 7'1/2 tall and 300 to 450 pounds), and their body is covered with a thick fur. Large horns protrude from the sides of their head. They have excellent senses and very rarely get lost as they often grew up within a maze or labyrinth of a wizard's creation. They either escaped or were released due to the wizard's decision or death. These released Minotaur give up on the feasting of humans and attempt to join a group to one day have their own labyrinth fortress.

The prime requisites to be a Minotaur is strength, where having a 13 or greater will give a bonus on earned experience points. They begin speaking common, Minotaur, and ogre. The Minotaur uses the same attack tables as a fighter.

RESTRICTIONS: The Minotaur use eight-sided dice (d8) to determine their hit points. They may advance to a maximum of 12th level of experience. They may use any type of armor or weapon. A Minotaur character must have a minimum Constitution score of 9. They are unable to wear any helms or hats. Due to their feet being hooves, they cannot wear anything on their feet.

SPECIAL ABILITIES: They can hear noise on a 1-2 due to their honed senses and others attempting to surprise them suffer +1 to such rolls. Any rolls made to check if the Minotaur becomes lost grant a +1 to rolls made by the Dungeon Master. They are immune to **Maze** spells and may attack with their horns doing 1d4 damage. They cannot use a weapon that round when doing such an attack. Their thick fur grants them an armor class of 8.

LEVEL PROGRESSION TABLE

Level	Title	XP	Hit Dice
1	Minotaur Veteran	0	1d8
2	Minotaur Warrior	2,200	2d8
3	Minotaur Blademaster	4,400	3d8
4	Minotaur Defender	8,800	4d8
5	Minotaur Guardian	17,000	5d8
6	Minotaur Champion	35,000	6d8
7	Minotaur Master	70,000	7d8
8	Minotaur Grandmaster	140,000	8d8
9	Minotaur Lord/Lady	270,000	9d8
10	Minotaur Lord/Lady	400,000	9d8+2
11	Minotaur Lord/Lady	530,000	9d8+4
12	Minotaur Lord/Lady	660,000	9d8+6

At 9th level (Minotaur Lord), a Minotaur may begin building a dungeon stronghold usually within a mountain but sometimes underground. This will usually be a labyrinth of tricks and traps used to store the riches obtained by the Minotaur's adventures. They will often get kobold, goblin and orc slaves to dig the tunnels and hallways, releasing them from service when the maze is complete. They will then attempt to seek the service of a master thief to construct the traps needed to protect the fortress from intruders. Once complete, the Minotaur will live within and only leave when in need of supplies or to defend the stronghold from threats both immediate and forthcoming.

SAVING THROWS TABLE

Level	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rods, Staves, or Spells
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10

The table below is if you use the optional weapon damage rule on page A27.

