

Species, Breed: Minotaur, Labyrinth

Type: Not applicable.

Class: Monster (mammal).

Align: Evil.

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

Level: 30 + 1-D30

Number encountered: 1

Experience points: 500 x level.

Characteristics:

Awareness: 50

Charisma: 5

Constitution: 70

Coordination: 45

Dexterity: 45

Intelligence: 10

Mental-strength: 70

Strength: 200

Wisdom: 9

Movement:

Flying: Can't

Grounded: 24

Swimming: 8

Luck: 300

Oxygen-points: 210

Blood-points: 210

Attack descriptions:

Huge Battle Axe: 2

Damage: 1-D12 x12

Range: 3 spaces (15')

Attack type: Sharp

Special: The Huge Battle Axe this creature wields can harm gaseous and spiritual creatures, and is considered as enchanted.

and:

Horn-strikes: 2

Damage: 1-D12 x11

Range: 2 spaces (10')

Attack type: Sharp

or:

Hoof trample: 2

Damage: 1-D12 x12

Range: 2 spaces (10')

Attack type: Blunt

Defense: 45 / 75 if 32nd + level

Offense: 45 / 75 if 32nd + level

Damage-Points: Roll 6-D12 +36 x level

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x12

Bronze: 10+ to have 1-D100 x11

Silver: 16+ to have 1-D100 x10

Electrum: 26+ to have 1-D100 x9

White-gold: 36+ to have 1-D100 x8

Yellow-gold: 46+ to have 1-D100 x7

Black-gold: 56+ to have 1-D100 x6

Treasure item(s):

Common: 10+ to have 1-D12

UnCommon: 30+ to have 1-D10

Rare: 50+ to have 1-D8

Legendary: 59+ to have 1-D6

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 giant half bull, half humanoid, with cloven hooves.

Eye color: Black

Eye shape: Large and oval

Fur color: Black

Fur texture: Fur (corse and rigid)

Hair color: Black

Height: 16'-0"

Skin color: Black

Skin texture: Like the texture of a bull.

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

Weight: 2,200 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. It will instantly hunt any down who enter into the labyrinth it dwells within.

Fears: Immune.

Habitat: Labyrinths

Immunities: Fear, Fire, Mental-attack, Pain and Shock.

Life-span: 9 ages (9,000 years)

Likes: Slaughter.

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 2-D100 +50 black-gold

Special Abilities: Axe Mastery: The Minotaur will cause an additional 8-D12 damage with a Huge 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.

Resistances: This creature has the following resistances:

Charm: 30%
Consciousness: 90%
Disease: 99%
Enchantment: 30%
Fall: 50%
Gases: 90%
Illusion: 40%
Magic: 50%
Manipulation (spiritual): 90%
Petrification: 70%
Poison: 50%
Sickness: 99%
Sleep: 50%
Spiritual-attack: 50%
Stun: 50%

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-D20 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: None.

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