The Minotaur

Born into the mortal realm by demonic rites, minotaurs are savage conquerors and carnivores that live for the hunt. Most minotaurs are solitary carnivores that roam labyrinthine dungeons, twisting caves, primeval woods and the maze-like streets and passages of desolate ruins. Apart from ambushing creatures that wander into its labyrinth, a minotaur cares little for strategy or tactics.

Minotaurs are the dark descendants of humanoids transformed by the rituals of cults that reject the oppression of authority by returning to nature. Unknown to all but their highest ranking leaders, these cults are creations of the demon lord Baphomet, the Horned King, whose layers of the abyss is a gigantic labyrinth. Although they begin as creations of the Horned King, minotaurs can breed true with one another, giving rise to an independent race of Baphomet's savage children in the world. (D&D 5e Monster Manual)

Minotaur Traits

**Ability Score Increase** - The minotaur gains one Strength, one Constitution and one Wisdom.

**Age** - The Minotaur can live up to one hundred years of age.

**Average Height** - The minotaur's average height is seven to seven and a half foot tall.

**Average Weight** - The average weight for a minotaur is three hundred to three hundred fifty pounds.

**Size** - Medium

**Speed** - Base walking speed is thirty feet.

**Alignment** - The minotaur is primarily evil and worships the Horned King, Baphomet.

**Languages** - The minotaur can speak both Common and Abyssal.

**Darkvision** - The minotaur can see in darkness as if it were daylight up to sixty feet.

**Labyrinthine Recall** - The minotaur can perfectly recall any path it has traveled in its lair or while traveling underground. The minotaur also gains a bonus of plus one to all nature and perception checks while underground or in its lair as well.

**Minotaur Proficiency** - The minotaur is proficient with any axe.

**Recklessness** - At the start of your turn, the minotaur can gain advantage on all melee attack rolls it makes during that turn, however, all attack rolls against the minotaur also have advantage until the start of its next turn. This feature is to be only used with a two-handed weapon and cannot be used with the Disengage feature.