

Foreword by New York Times best-selling author - Richard A. Knaak

MINOTAUR'S BARGAIN



P.B. PUBLISHING PRESENTS

Enter and defeat the minotaur arena in this adventure
for the world's greatest roleplaying game



FOREWORD

Richard A. Knaak

They are beasts. They are noble warriors. They are monsters roaming a maze. They are the warriors of a mighty empire.

They are the minotaurs, the creatures of myth with the heads of furious bulls and bodies of powerful fighters.

True, the first legend is of a beast hunting victims in a maze, but over the past few decades, the minotaur has gone from mindless to cunning, from base to the epitome of honor. We see them as villains in the Narnia tales, but also with hints of civilization. My first encounter with them in the *Dragonlance* world claimed that they were monsters, but had somehow managed to create an astounding empire rivaling the glory and complexity of Rome. I seized on that contradiction, turned it on its head, and began what would be my own long transformation of the fabled creatures, in the process introducing to *Dragonlance* the unforgettable Kaz and guiding readers through an epic civil war among the minotaurs themselves.

Over the years since, I've seen others follow up on what I began, seeing the nobility in the beast, the contrast between the minotaur visually and what lurks within him.

Which brings me to the adventure you are now holding.

With *Minotaur's Bargain*, P.B. Publishing — already the producer of some excellent adventures — has taken up the reins and given players a challenge that is as much about them discovering their own sense of honor and courage as it is confronting the creature in question. To win this great challenge, they must in the process be judged by the minotaur — no small feat, but a worthy one as players will see. They will have to use their wits as well as their skills in combat, the sign of a true warrior. They will also see that notions such as honor can take many forms while still being true to the overall ideal.

Oh, and having fun in the process.

I'm pleased to know that P.B. Publishing is already considering a sequel to this adventure. These, along with my own minotaur work in the new *REX DRACONIS* setting, should give all those fans of the fabled creature plenty to enjoy! You could say that we are in a bit of a minotaur renaissance!

Now then. Only one last thing remains. A single question.

Are you prepared to take the minotaur's bargain?

– Richard A. Knaak

MINOTAUR'S BARGAIN

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CHAPTER 1: INTRODUCTION

RUNNING THIS ADVENTURE

Minotaur's Bargain is a Dungeons & Dragons 5th Edition tier 2 adventure. This will be a hard adventure for 4th level player groups of 3 to 5 players with some very deadly encounters. However, ideally Minotaur's Bargain is tailored to be a challenging adventure with plenty of excitement and danger for a 5th level party of 4 to 5 players.

This adventure is essentially a dungeon crawl, set within a minotaur training arena. However the aim is not to simply have the players move from room to room, killing creatures. Sure, that is one way to survive the arena, however the aim of the challenges is to do so in an honorable or courageous fashion and to gain the respect of the minotaur leaders. This adventure is not simply about completing the dungeon, it is about *how* the heroes complete it that really matters.

Minotaur's Bargain is split into three chapters; Chapter 1, this chapter, is the introduction. Chapter 2 focuses on the journey to the minotaur settlement, meeting the major NPCs, and the dungeon proper. Chapter 3 contains the resolution options to end this adventure, depending on how the adventurers choose to behave within the arena influences the outcome of the adventure, and provides guidance for further adventuring.

To run this adventure you will need; The Dungeons and Dragons 5th Edition Players Handbook, the Dungeons and Dragons 5th Edition Monster Manual and the content supplied within this adventure.

CHARACTER ADVANCEMENT AND MILESTONE LEVELING

This adventure is designed to utilize the Milestone leveling system, by which it is expected that the characters start at level 5 at the beginning of the adventure. Upon surviving the arena, and obtaining the allegiance of the minotaurs, the heroes are expected to advance directly into level 6. This is only a suggestion, however, and you, as the DM, are in no way forced to use this method. This adventure will run perfectly fine with Experience Points based leveling, and you are encouraged to use XP if it is a better fit for you and your playing group.

BOXED TEXT

This adventure includes boxed text to assist those Dungeon Masters who like to have a description of a scene or location. The use of boxed text is by no means required; many great Dungeon Masters avoid the use of boxed text and instead feel more comfortable describing the action in their own words. You should consider what works best for you and your group. If you choose not to read aloud any of the text provided, you should at least paraphrase the information to keep the players aware of their environment.

SETTING AND LOCATION

Minotaur's Bargain is designed to be a drop and play adventure that can fit into any setting and any campaign.

BACKGROUND & HOOK

The party have been challenged with the task of forging an alliance with a nearby settlement of minotaur. Their hometown's mayor has been alerted of an orc invasion, and fears that the town guard alone will not be enough to fend off the hoard. After weighing up the options, they have decided to send the party as diplomats to the minotaur settlement with the hope of enlisting their assistance. In return for their warriors, the town will pay 500gp and any spoils of war to the minotaur leader.

Although little is known about the minotaur, what can be discovered is that they are short-tempered beast-men with a natural proclivity for violence. Despite this, they are not ravening barbarians, but value honor and courage above all else.



CHAPTER 2: A DESIRABLE ALLY

REACHING THE MINOTAUR

The trek to reach the Minotaur settlement should take several days, and the characters should make sure to prepare accordingly. Random encounters appropriate to the environment will help set the scene for the players. You may wish to have a guide, who is knowledgeable about the minotaur culture, escort the characters. They can be seeded the following information through downtime casual discussion around nightly campfires and such:

- Although the minotaur are brave warriors, they rarely accept coin for their service, instead preferring to fight for an honourable cause.
- The leader of the minotaur is named Astarte, she is a fearsome but just leader, and a warrior of great renown.
- The minotaur have a large arena in the centre of their settlement, designed to train their warriors to peak performance.

THE MINOTAUR SETTLEMENT

After journeying for several days, the party eventually make it to the settlement. The minotaur's home is a hillfort; around two dozen yurts encapsulated by a wooden palisade wall with a square, open-topped stone arena in the center. There are north and south gates into the fort, both of which are guarded by four towering, bovine humanoids. Their appearance is truly savage, wearing little more than bracers, belts, loincloths and scars. Some have rings of precious metal around their horns or through their noses and ears.

If characters are noticed as they approach the hillfort, one of the four minotaur at the gate strides proudly forth;

'What business have you here? It is not often that folk are bold enough to bother the Minotaur.'

Although they lack humility and are fast-tempered, the minotaur are reasonable creatures and will allow access to the hillfort for anyone on legitimate business. If the party are honest and proclaim themselves as diplomats, the guardsman will lead them into the center of the fort;

'Come with me and I shall take you to Astarte, our ruler. She is as honorable as she is fierce, and will no doubt be able to assist you.'

THE HONORABLE ASTARTE

As you move through the settlement, you notice barracks, tanneries and smithies. Squads of minotaur can be seen training throughout, lifting huge logs above their heads, cleaving through wooden dummies with axes or goring bales of straw with their horns. After a few minutes' walk, you arrive at a central yurt, the largest of its kind you have yet seen. The guard accompanying you ushers you in.

Inside, seated upon a wooden throne, is a towering minotaur woman. Her horns curl magnificently atop her head and are adorned with numerous rings of various metals. An engraved bronze pauldron is supported by her muscular right shoulder, and an equally beautiful adamantine axe lies across her lap.

'This is the honorable Astarte, our ruler' proclaims the guard.

Astarte is truly a sight to behold. Her muscular frame bears the scars of war, and her eyes shine with an intelligence unique among her kind. Her pauldron depicts scenes of battle in which minotaur slaughter hideous beasts and perform feats of strength and bravery. Despite her formidable appearance, Astarte is a reasonable woman. She is more than happy to hear out the characters, but as soon as payment for service is mentioned she snorts loudly;

'You would offend the minotaur by offering gold for our blood? Do you have no honor? Do you think our lives can be bought like those of cattle?'

From here, the adventure is likely to take one of two paths; either the characters try to reason with Astarte, or they attempt to leave in a huff. Either way, the result will be the same. Should characters attempt to calm Astarte after their blunder, they must succeed on a **DC 16 Charisma (Persuasion or Performance) check**. If they manage to do so, Astarte will forgive them, but inform them that to acquire the minotaur warriors, they must prove that they are honorable and brave warriors by entering the arena. If the check fails, Astarte will insist they enter the arena to make up for their blundering insult. Should the characters attempt to leave the fort, Astarte commands her six **minotaur veterans (Appendix A)** to seize the party and drag them off to the arena. One way or another, the characters will end up in the arena, but try to give your players the illusion of control by letting them pick their course of action.

THE ARENA

Not far from Astarte's yurt is a large, stone arena. From inside you can hear the sounds of wild animals, combat and the whirring of machinery. Every now and then a cheer rises from the open top, no doubt the merriment is caused by bloodshed. The entrance to the arena looms ahead; a stone archway well over ten feet tall and topped by glaring minotaur bust.

This is the arena in which all aspiring minotaur warriors must prove themselves to be honorable and brave. These two tenets of minotaur society must be shown by all, but ever more so in the warriors. Inside, minotaur recruits are stripped of their belongings and must fight with their wits as much as their brawn to survive the trials the lie within.

Depending on how deadly you want the arena to be, you could have an honor system within the arena like that of a gladiatorial arena. If a character is killed by a living foe (rather than a trap or spell effect) you could have the foe look up to Astarte, who will then give a thumb up or thumb down to determine the fate of the player. Try not to overuse this dramatic device, but do implement it if the challenges seem too tough.

A1. ANTECHAMBER

After being marched through stone corridors, you find yourselves sat on wooden benches in a featureless room. A tension fills the air, and you can just about make out cheers and applause from the arena beyond. There are two doors to this room, the one through which you entered and another, barred from this side.

After a few minutes, a hulking minotaur missing an eye emerges with a scrapper looking minotaur at his heels. He sits the scrappy minotaur down beside you all, then grabs some empty wooden crates from a corner and orders you to leave your belongings in them, *save one*. He then unbars the second door and steps outside yelling 'Emerge when you're done!' as he leaves.

The characters have a few minutes now to doff their armor, remove their weapons, overclothes, spellcasting foci, jewelry and other trinkets before entering the arena. All their belongings save their clothes and one item of their choice should be left here in the antechamber. Sneaky characters might try to smuggle small items, such as magical amulets, daggers, arrows or the like into the arena on their person. A successful **DC 15 Dexterity (Sleight of Hand) check** allows a character to convincingly hide an item. For each subsequent item they attempt to hide, the **DC increases by**

4. If a character fails this check, it is obvious they have not managed to hide the item properly, they may still take it with them, but it will be noticed.

For an extra challenge, you could disallow players from taking magic items, spellcasting foci, component pouches and holy symbols into the arena.

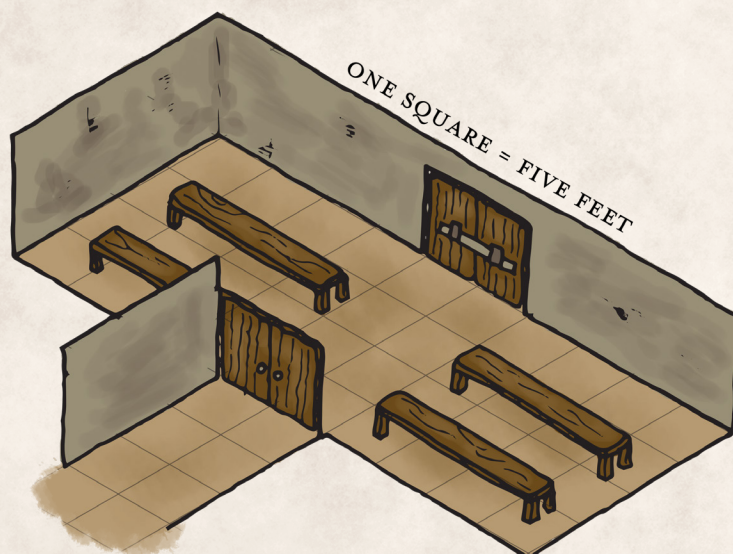
The **Minotaur (MM, p223, with 30 hit points)** in the room with them is rather shy, and will not speak unless spoken to. If the characters do inquire, he introduces himself as **Partheos**. He is a recruit into the minotaur warrior caste but hasn't been performing well. He thinks that he's been thrown into the arena early to weed him out and is panicking about the trials ahead. If the characters begin to question him about the arena, he has an anxiety attack. A **DC 16 Charisma (Persuasion or Intimidation) check** is enough to snap him out of his panic, and the characters can ascertain the following information:

- There are five rooms in the arena. Four outer rooms contain levers which must be pulled to open the fifth, central room where a final battle occurs.
- It is forbidden to take any items save your clothes and your one chosen item into the arena with you. Doing so is dishonorable and will incur the wrath of the crowd.
- Partheos doesn't know the exact challenges ahead, but has seen wild animals being taken into the tunnels beneath the arena, and has heard that many traps lie within.

Minotaur's Tale: Without prompting, **Partheos** speaks up and starts telling a tale, more to himself than to the heroes. He tells about past minotaur champions that have smuggled extra things inside before. He continues to tell about their wits in using parts of the traps within the arena for magical components and makeshift weapons before.

Once the characters have finished removing (or not) their items, they should proceed through the previously barred door to **area A2**.

THE MINOTAUR'S BARGAIN: A1



CROWD BEHAVIOUR

CERTAIN THINGS CHARACTERS DO IN THE ARENA AFFECT THE RESPONSE OF THE CHEERING CROWD.

THESE CAN BE GOOD OR BAD.

HONORABLE OR BRAVE ACTIONS, SUCH AS HELPING PARTHEOS, SPARING THE LIFE OF A BEATEN ADVERSARY, GIVING USEFUL ITEMS TO THOSE MOST IN NEED OR PLUNGING FORTH DESPITE THE ODDS CAUSE THE CROWD TO CHEER, GIVING THE CHARACTER INSPIRATION.

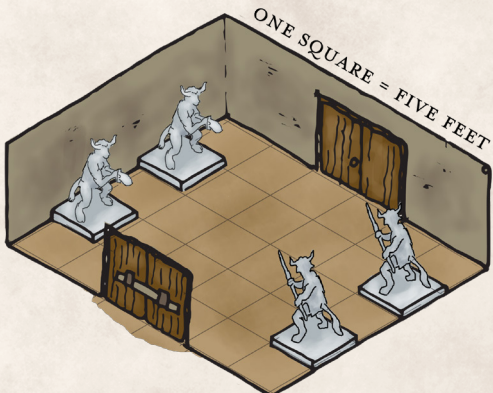
DISHONORABLE OR COWARDLY ACTIONS, SUCH AS HIDING IN THE CORNERS OF ROOMS, USING OTHERS AS A MEAT SHIELD OR USING AN ITEM THAT WAS SMUGGLED IN POORLY (SEE AREA A1) CAUSE THE CROWD TO BOO AND INSULT THE CHARACTERS. WHENEVER A CHARACTER TAKES SUCH AN ACTION, A MEMBER OF THE CROWD HURLS A ROCK TOWARD THEM; +5 TO HIT, 5 (1D8) BLUDGEONING DAMAGE.

WHENEVER A CHARACTER ROLLS A NATURAL 20, THE CROWD GO WILD. ROLL A SECOND D20; ON A ROLL OF 15 OR HIGHER, A USEFUL ITEM, SUCH AS A POTION OF HEALING, A SHIELD, COMPONENT POUCH OR SIMPLE WEAPON IS THROWN DOWN TO THE CHARACTER FROM THE STANDS.

A2. PREPARATION ROOM

As you emerge through the door, you are dazzled by the bright sun from overhead and deafened by the roar of an onlooking crowd. As your eyes adjust to the light you can see standing before you the grizzled minotaur from before surrounded by statues of his kin. He looks you all up and down with his one good eye before gesturing toward the statues and bellowing **'These are the greatest warriors the arena has ever seen. They are true heroes who showed bravery and honor in this place, proving themselves to be the finest of minotaur kind. Think of them in the challenges ahead!'** As he finishes his speech, he kicks open a door, revealing a stone corridor beyond.

THE MINOTAUR'S BARGAIN: A2



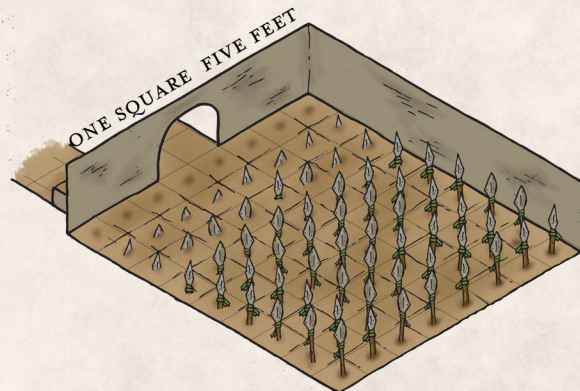
A3. CORRIDORS

After the characters leave **area A2**, they go down a stone corridor which leads beneath the earth. Before long, this becomes a crossroads. Here they can pick which area of the arena they wish to attempt first. Allow **DC 15 Wisdom (Perception) checks** to listen out for clues as to the contents of the rooms. Partheos will follow the characters.

Characters who travel back the way they came find themselves locked in.

A4. BRAWL WITH BEASTS

THE MINOTAUR'S BARGAIN: A4



Through an archway ahead you can see spears thrusting up from holes in the floor. As you look on, you see the flick of a tail beside the entrance.

This arena floor is trapped with a constant thrusting spear mechanism. On initiative 20, one spear thrusts up from each five-foot square, except for the first two rows of 10 feet, and targets any creature occupying that square; +3 to hit, 4 (1d6) piercing damage. Characters can ready an action to grab a spear as it thrusts up and yank it from the ground. This requires a successful **DC 13 Strength or Dexterity check**. Characters can also take an action to stuff a hole with a piece of clothing or similar item. This prevents the spear from thrusting up.

As well as the spear trap, this room contains one or more wild animals, which prowl the first two rows of five-foot squares. Pick or roll on the following table to determine which variety of beast lurks within:

Roll (d6)	Beast
1	2 x brown bears
2	1 x elephant
3	1 x giant scorpion
4	3 x lions
5	2 x tigers
6	1 x rhinoceros

For an additional challenge, you may choose to roll on the following trait table:

Roll (d4)	Trait
1	Bulky. The beasts have an extra 10 hit points.
2	Bloodthirsty. The beasts have advantage to hit creatures who do not have all their hit points.
3	Relentless. The first time a beast drops to 0 hit points, it drops to 1 hit point instead.
4	Armored. The beasts have leather barding which adds 2 to their AC.

Characters need not kill the beasts within, though doing so would be considered a brave action (see **Crowd Behavior**). On the far side of the room is the lever which must be pulled.

A5. ARCANES OBSTACLES

Heat pours forth from the archway before you. Crackling and whooshing sounds can be heard from beyond.

The arena is filled with magical obstacles designed to wear down the characters before they can reach the lever. The first portion of the room is filled with spouts of flame, the second with crackling barriers of lightning and the final with floating islands hovering over a floor of spikes.

Note: Take a tally of each time a player takes elemental damage in this room.

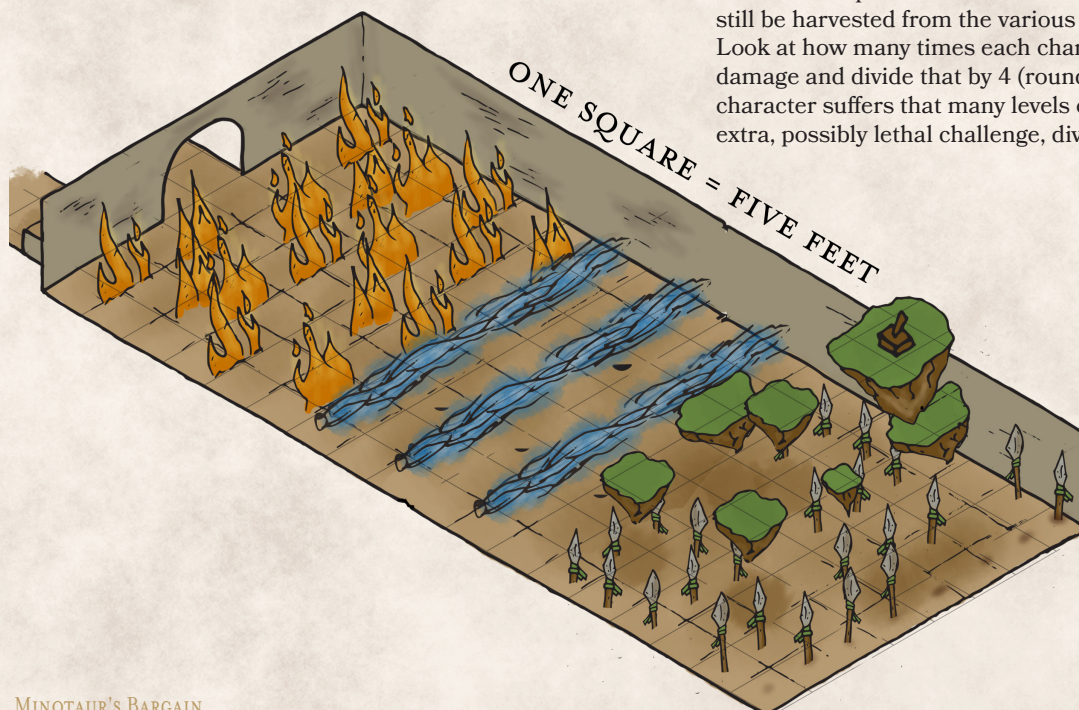
Creatures within the first thirty feet of the room must succeed on **DC 12 Dexterity saving throws** at the start of their turn, taking 6 (2d6) fire damage on a failed save or half as much on a success. The flame spouts are ten feet high. Characters who succeed on **DC 14 Dexterity (Sleight of Hand) checks** can pinch some bat guano, sulphur or brimstone from the spout holes.

There are three, four-foot-tall lightning barriers in the second thirty feet of the room. Touching one of these barriers inflicts 6 (2d6) lightning damage. Characters can attempt to hurdle or deftly jump over these barriers with successful **DC 15 Dexterity (Acrobatics) or Strength (Athletics) checks**. Failing one of these checks allows characters to get over the barrier, but inflicts the barrier's damage upon them. Alternatively, each barrier can be disarmed with a successful **DC 15 Intelligence (Arcana) check**, a failure does not disarm the barrier, and the character attempting the check takes the barrier's damage. If the barriers are disarmed, characters can salvage amber rods and powdered iron from the walls where the barriers connected.

Characters in the final thirty feet must leap from floating rock to rock to reach the lever high up on the back wall. For each ten feet across the rocks a character moves, they ascend ten feet. When hopping between islands for the first time on their turn, a character must succeed on a **DC 14 Dexterity check**. Failure on one of these checks sends the character plummeting to the spiked ground below, taking falling damage plus an extra 2 (1d4) piercing damage. The spikes can be pulled up and used as daggers or darts by succeeding on a **DC 10 Strength check**. Failure still yields the spike but the character takes 2 (1d4) piercing damage.

After characters pull the lever, all the magical effects in the room slowly stop; the rocks come to rest on the ground, the barriers dissipate and the flames stop spouting. Items can still be harvested from the various elements of the room. Look at how many times each character took elemental damage and divide that by 4 (rounding down). Each character suffers that many levels of exhaustion. For an extra, possibly lethal challenge, divide by 2.

THE MINOTAUR'S BARGAIN: A5



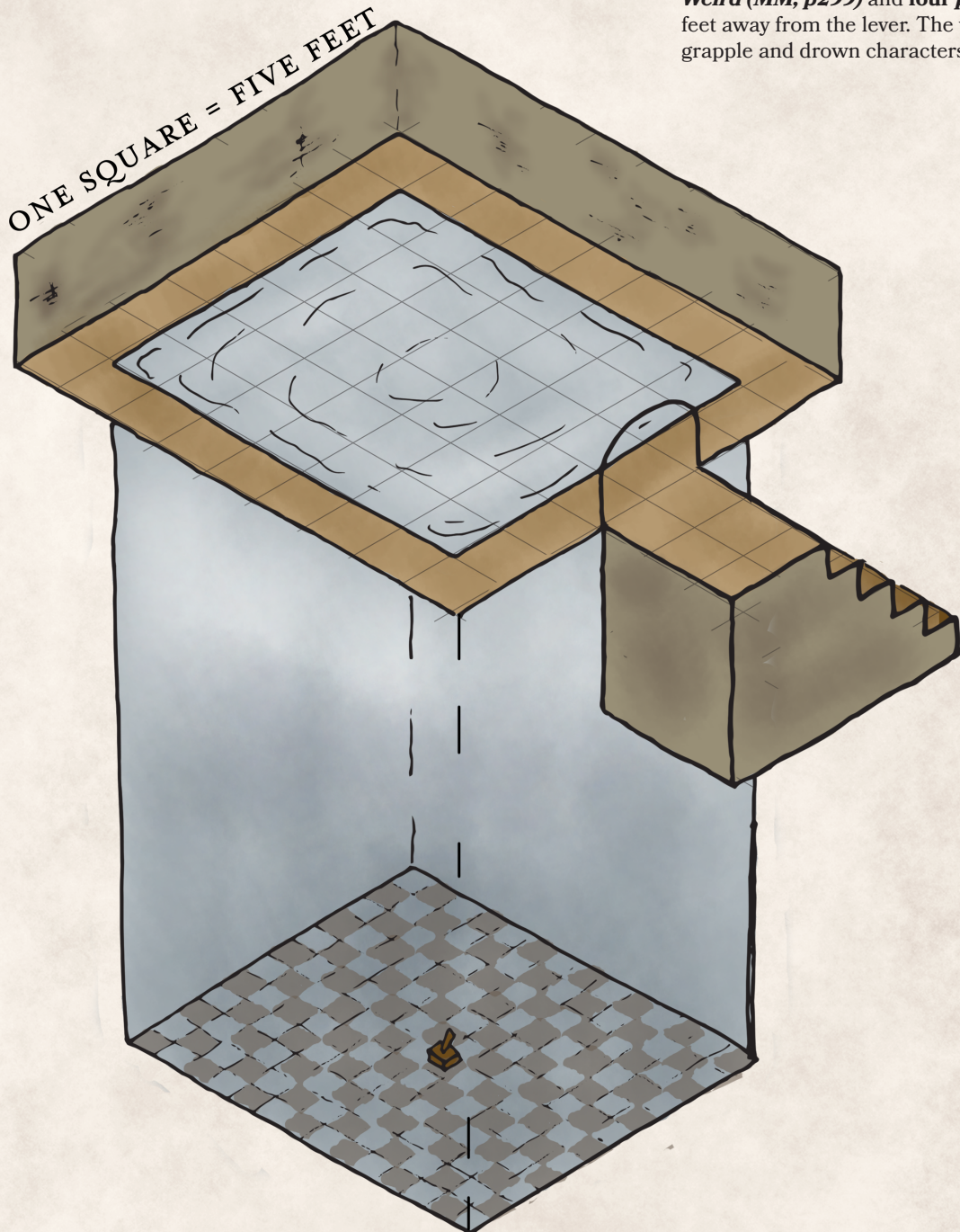
A6. DEEP DIVE

Sunlight glints off rippling water beyond the archway ahead.

This room is cut down into the earth and tiled to keep in the water which fills it. There is no sign of the lever from the surface, but it should be obvious that it is at the bottom of the pool. The pool is sixty feet deep, but the bottom is masked with the darkness spell. Make sure to take account of the rules for holding breath and suffocating.

To pull the lever, characters must roll a d20, successfully finding and pulling the lever on a 15 or more. As soon as the lever is pulled, the darkness disappears, revealing a **Water Weird (MM, p299)** and **four potions of healing**, each ten feet away from the lever. The water weird will attempt to grapple and drown characters using its *Constrict* ability.

THE MINOTAUR'S BARGAIN: A6



A7. TRIAL BY COMBAT

Humanoid figures stand on guard in the room ahead.

In this room is one **Orc Gladiator** (*Appendix A*). There are also various traps around the room. The lever is on the far wall.

Shield Dummy: In the center of the room is a spinning wooden dummy with four shields attached to it. On initiative 20, any creature within 5 feet of the dummy must succeed on a **DC 14 Dexterity saving throw**, taking 6 (1d10) bludgeoning damage on a failed save or half as much on a success. Characters can attempt to stop the dummy with a successful **DC 15 Strength check**. Alternatively, they can rip off a shield with a **DC 14 Strength check**. For each shield lost in this way, the DC for the saving throw decreases by 2.

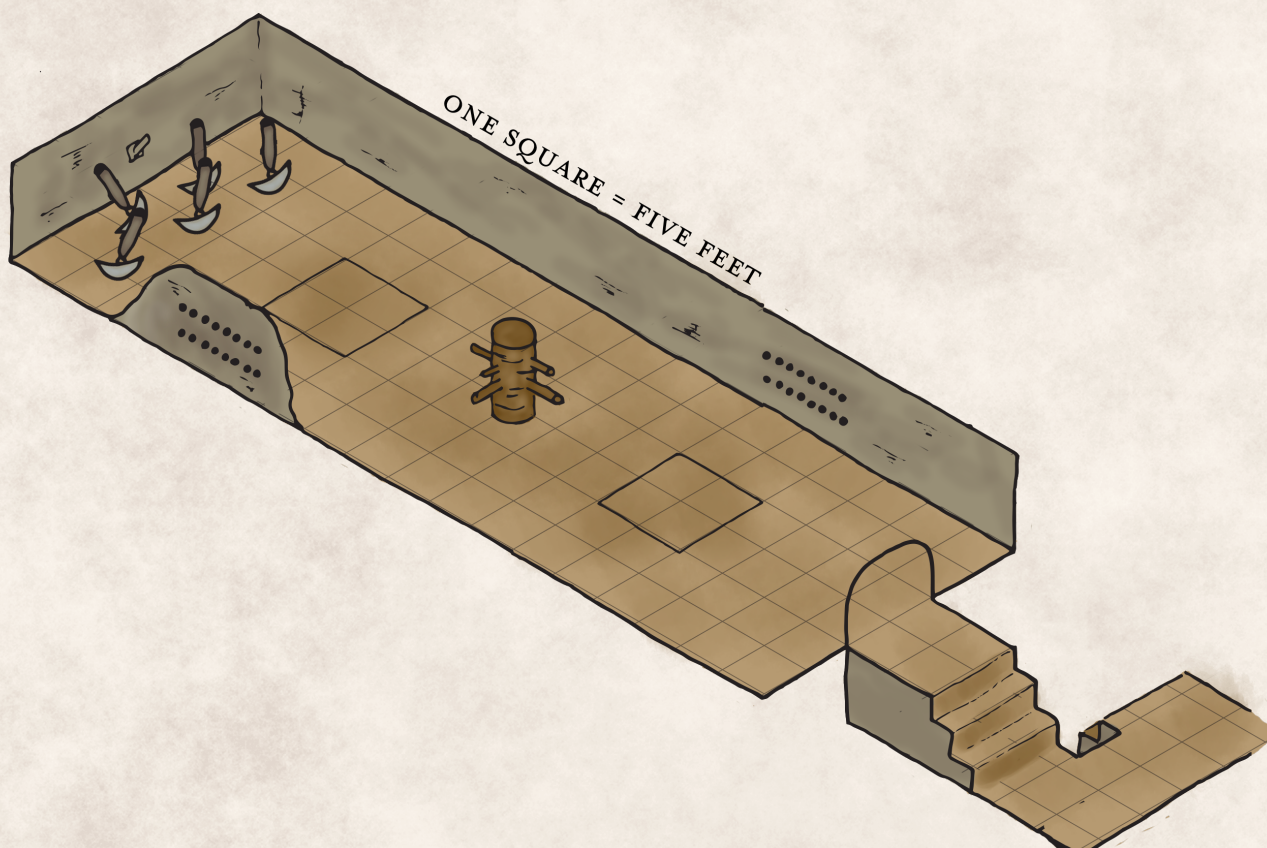
Dart Traps: For any creature that enters the pressure plates, dozens of darts fly across the room. Trace along each row of five-foot-squares. The first creature in the row takes an attack; +4 to hit, 3 (1d4) piercing damage plus 4 (1d6) poison damage on a hit. Any fired dart can be recovered and used.

Swirling Scythes: On the far side of the room is the lever guarded by a wall of swirling scythes. In order to pull the lever in this room without being hit by a scythe, a character must succeed on a **DC 15 Dexterity check**. On failure the character takes 4 (1d6) slashing damage, but still succeeds in pulling the lever.

To introduce more interest into the combat, consider rolling of the following table of gladiator equipment to equip the two *Orc Gladiators* with:

Roll (d6)	Equipment
1	Dimachaerus. Two shortswords, studded leather armor.
2	Hoplomachus. Standard equipment.
3	Murmillo. Shortsword and shield, leather armor.
4	Retarius. Net, trident and dagger, leather armor.
5	Thraex. Sickle, shield, studded leather armor.
6	Velites. Five javelins, shield, scale armor.

THE MINOTAUR'S BARGAIN: A7



A8. THE FINAL TEST

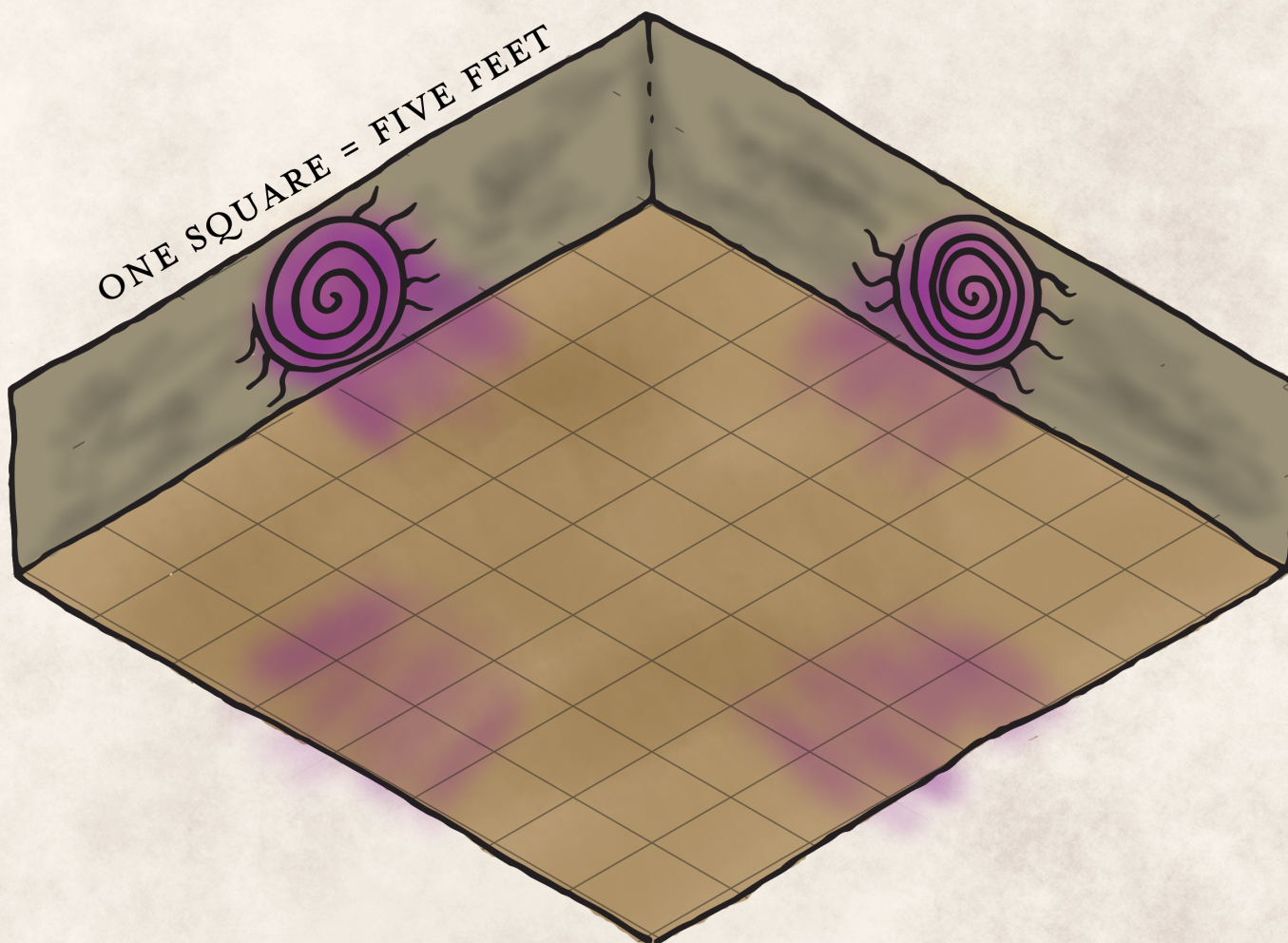
This room is only accessible once all four levers have been pulled. Portals open and stepping through one of these will bring a character into this area.

Once the final lever has been pulled, read or paraphrase the following:

As you pull the final lever, a portal appears beside the entrance to the room, shimmering with a throbbing purple light. Staring into the ether, you can just make out the form of a towering minotaur.

In the center is a **Minotaur Rudiarius (Appendix A)**. Only by defeating this minotaur will the characters finally prove themselves worthy of the trust and respect of the Minotaur. Characters who spare the minotaur will be highly praised (see **Resolutions**).

THE MINOTAUR'S BARGAIN: A8



RESOLUTIONS

Depending on how the characters perform in the arena, they may emerge victoriously or not at all. Even if the characters make it out the other side, their behavior in the arena might land them on the bad side of Astarte and the Minotaur.

Consider the four following possibilities:

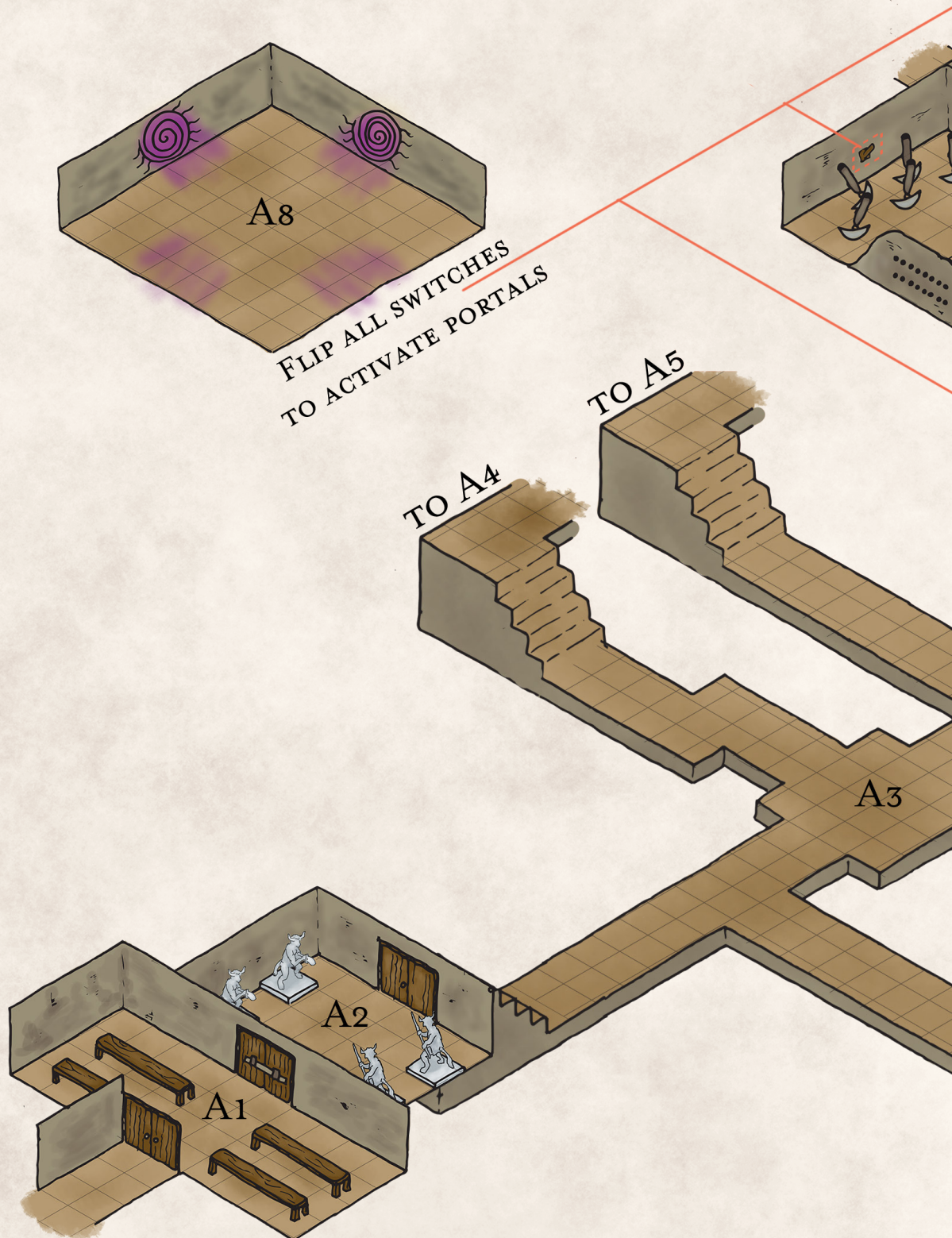
- If the party have defeated the arena and fought honorably during the trials, Astarte will pledge all her available minotaur mercenaries to the characters for use in the defense of their hometown against the orcs. They should prove to be pivotal in the battle to come.
- If the party succeed in the arena but have dishonored themselves within, roleplay the discussion with Astarte. She will be angry with their behavior in the arena, and unless the characters can convince her otherwise with a successful DC 20 Charisma (Persuasion) check, she will refuse to send minotaur mercenaries, or perhaps send fewer than she could.
- If a TPK (Total Party Kill) has occurred in the arena, but the characters fought honorably, you could have them wake up several days later after extensive treatment from the field medics and clerics of the Minotaur. Although they were defeated, they fought honorably and deserve the assistance of the Minotaur.
- If any members of the party behaved in a particularly honorable or brave fashion in the arena, Astarte could bestow upon them a single magic item such as a potion of hill giant strength, mithril armor or a +1 weapon.

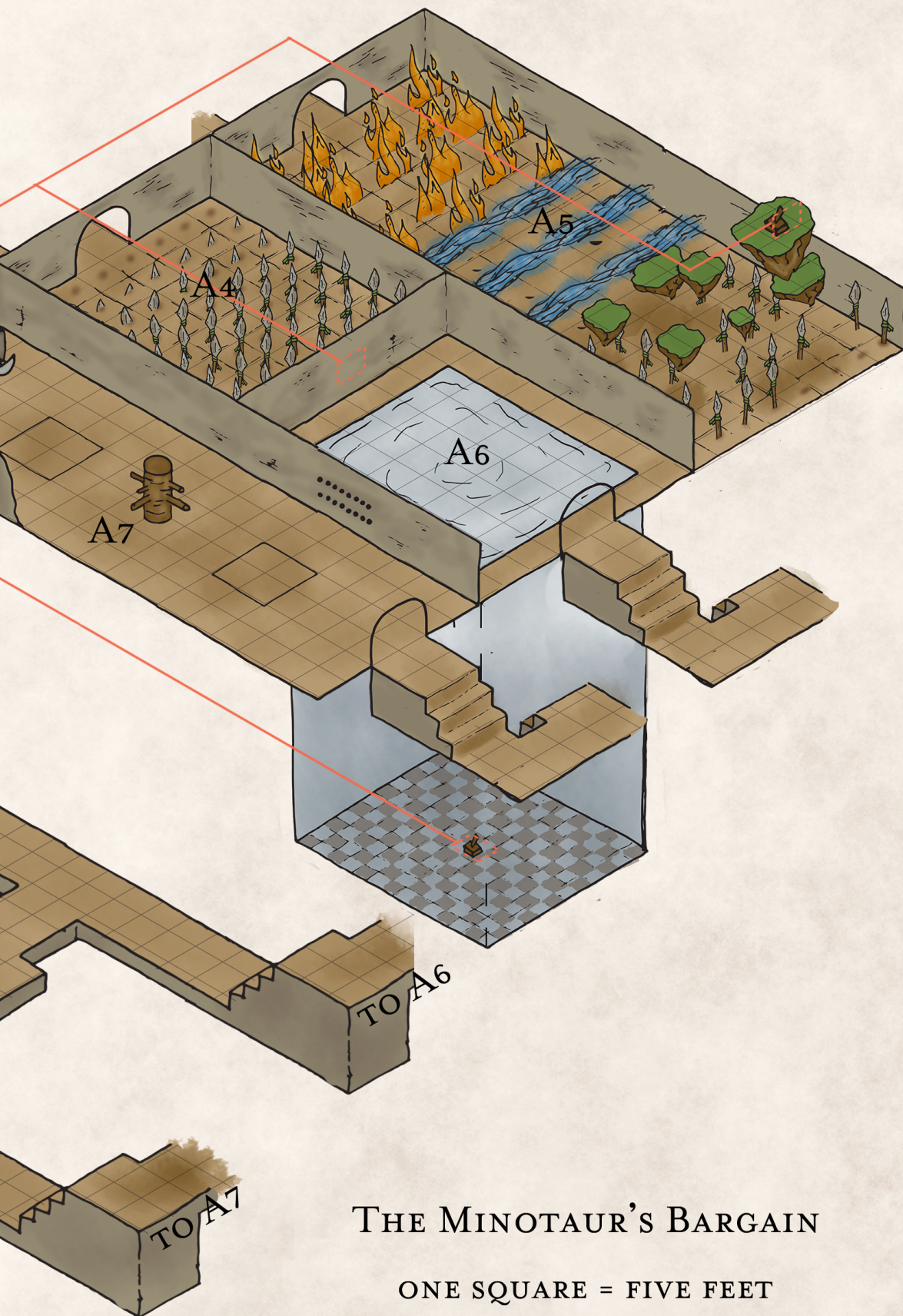
If you liked this adventure and wish to follow up with the assault of the orcs, keep your eyes peeled for the upcoming sequel entitled **'Minotaur's Betrayal'**!





APPENDIX A: DUNGEON MASTER'S MAP





THE MINOTAUR'S BARGAIN

ONE SQUARE = FIVE FEET

APPENDIX B: NPCs & MONSTERS

MINOTAUR VETERAN

Large monstrosity, lawful neutral

Armor Class 17 (splint)

Hit Points 78 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Athletics +8, Perception +7

Senses darkvision 60ft., passive Perception 17

Languages Abyssal, Common

Challenge 4 (1,100 XP)

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has travelled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The minotaur makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

ORC GLADIATOR

Medium humanoid (orc), neutral evil

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	8 (-1)	12 (+1)	15 (+2)

Saving Throws Str +8, Dex +5, Con +6

Skills Athletics +11, Intimidation +5

Senses darkvision 60ft., passive Perception 11

Languages Common, Orc

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature it can see.

Brave. The orc has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra dice of its damage when the orc hits with it (included in the attack).

ACTIONS

Multiattack. The orc makes two melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5ft. and range 20/60ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5ft., one creature. *Hit:* 10 (2d4 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The orc adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

MINOTAUR RUDIARIUS

Large monstrosity, lawful neutral

Armor Class 16 (breastplate)

Hit Points 153 (18d10 + 54)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Str +8, Dex +5, Con +6

Skills Athletics +11, Intimidation +4, Perception +7

Senses darkvision 60ft., passive Perception 17

Languages Abyssal, Common

Challenge 8 (3,900 XP)

Brave. The minotaur has advantage on saving throws against being frightened.

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has travelled.

ACTIONS

Multiattack. The minotaur makes two attacks with its wooden greataxe.

Wooden Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 17 (2d12 + 4) bludgeoning damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

REACTIONS

Parry. The minotaur adds 3 to its AC against one melee attack that would hit it. To do so, the minotaur must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

The minotaur can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The minotaur regains all spend legendary actions at the start of its turn.

Gore. The minotaur makes a gore attack.

Cleave (Costs 2 Actions). The minotaur swings its greataxe around in a wide arc. Two creatures within 5 feet of the minotaur and 10 feet of each other must succeed on a DC 14 Dexterity saving throw or take 11 (1d12 + 4) bludgeoning damage.

Thunderous Smash (Costs 2 Actions). The minotaur raises its greataxe over its head, slamming it down onto the ground and sending shockwaves through the earth. Each creature within 15 feet of the minotaur must succeed on a DC 14 Strength saving throw or be pushed 5 feet away from the minotaur and knocked prone.

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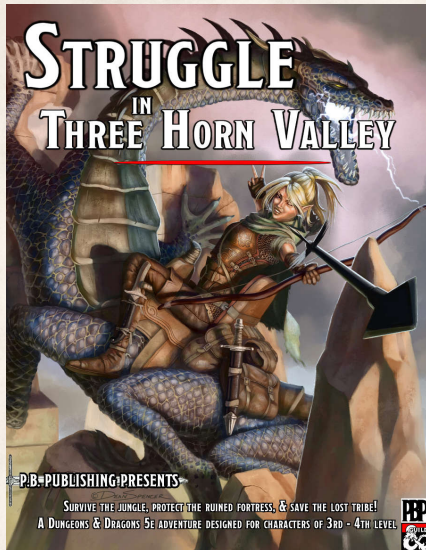
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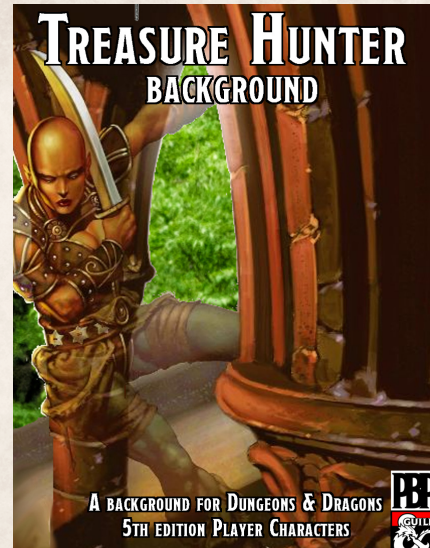
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