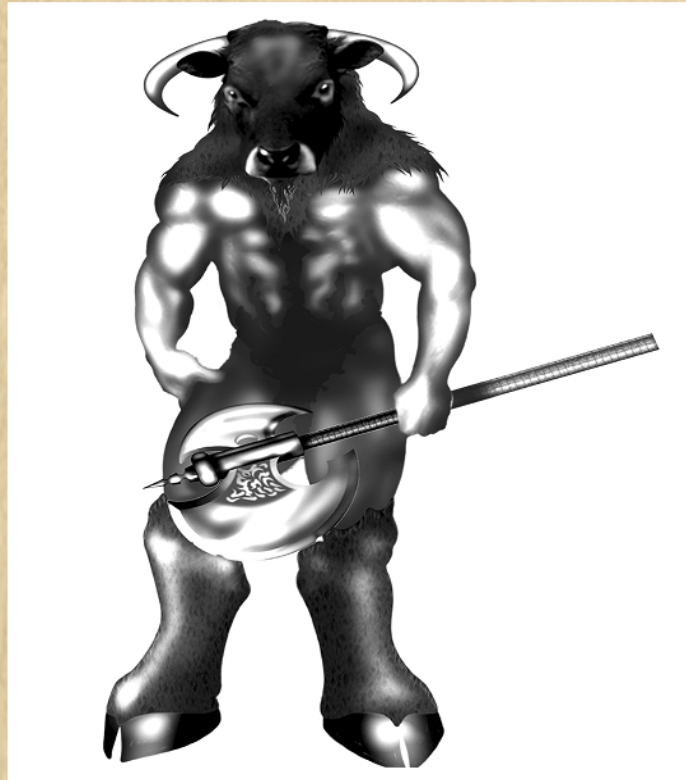


MINOTAUR



**A Player Character Class for Labyrinth Lord
and other old school fantasy role-playing games**

Written by: James M. Spahn

Art by: Joe J. Calkins



Labyrinth Lord
Compatible Product

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Requirements: Str 12, Con 12
Prime Requisite: STR and CON
Hit Dice: 1d8
Maximum Level: 12th

Standing between seven and eight feet tall and often weighing over three hundred pounds, minotaurs are creatures of legend with the body of a man and the head

of a bull. Feared for their strength and brutality, they are regarded by most other races as savages who are mindless combatants. This misconception of stupidity is a terrible underestimation by their foes. Minotaurs are as intelligent as most other races of the world, with a society and culture as well developed as any human, elf or dwarf.

The nature of this culture is secret to other races of the world. Minotaurs speak little of their homeland, only that it is a society of where honor and battle prowess is of key importance to them and that they carry these values with them when the rare minotaur separates from their homeland and takes up a life of travel and adventure.

Minotaurs are fair and true to their word, but merciless with their foes and those who deceive them. They regard most other races of the world as weak, both in character and body. Earning a Minotaur's respect is a difficult thing, but once this privilege is earned, they will defend those they regard as honorable with their blood and their lives. Because of their brutality and war-like nature, Minotaurs are typically Chaotic in alignment in spite of having a strict code of honor.

They are proficient with all weapons, but forgo armor – which they view

as a tool of the weaker races who cannot accept the blows of an enemy. because they have naturally thick hides, they possess a natural Armor Class of 6, instead of the standard 9. They do make use of shields and the occasional *Ring of Protection*. However, *Bracers of Armor* grant them no benefit unless they are *Bracers of Armor* (AC 5) or better, replacing their natural armor value. In addition, they often use their great strength and powerful horns in combat, and are always considered armed. These horns may be used to make an attack which does a 1d8 damage, modified by the Minotaur's Strength modifier. They also possess infravision at a range of 60 and finally, all Minotaurs are immune to the *Maze Magic-User/Elf* spell. Minotaurs uses the Combat Value and Saving Throws of a Dwarf of equal level.

Reaching 9th Level: Upon reaching 9th level a minotaur may build a maze in a secluded location. This winding stronghold will draw several monsters who will make a home in this subterranean lair.

They will protect the lair as if it were their home, but are typically of Chaotic alignment and often attack anyone other than the Minotaur they find within the maze. The nature and number of monsters that make their home here depends on the location of the maze and monsters that typically dwell in the area.

Experience	Level	Hit Dice (1d8)
0	1	1
2501	2	2
5001	3	3
10001	4	4
20001	5	5
40001	6	6
80001	7	7
160001	8	8
310001	9	9
460001	10	+3 hp only *
610001	11	+6 hp only *
760001	12	+9 hp only

*Hit point modifiers from constitution are ignored



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