

# Minotaur Skeleton

March 8, 2023



Large undead, lawful evil

**Armor Class** 12 (natural armor)

**Hit Points** 67 (9d10 + 18)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

**Saving Throws**

**Skills**

**Damage Resistances**

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands Abyssal but can't speak

**Challenge** 2 (450 XP)

**Charge.** If the skeleton moves at least 10 feet straight toward a target and then hits it 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.

## Actions

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

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