

Minotaur Skeleton

Large, Undead, Lawful Evil

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ARMOR CLASS

12

HIT POINTS

67 (9d10 + 18)

CHALLENGE

2 | 450 XP

PROFICIENCY

+2

Speed	Walk 40 ft.
Initiative	+0
Saving Throws	N/A
Skills	N/A
Damage Vulnerabilities	Bludgeoning
Damage Immunities	Poison
Condition Immunities	Exhaustion, Poisoned
Senses	Darkvision 60 ft.; Passive Perception 9
Passive Perception	9
Languages	Understands Abyssal but can't speak

STR

18
+4

DEX

11
+0

CON

15
+2

INT

6
-2

WIS

8
-1

CHA

5
-3

Traits

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with Gore on the same turn, the target takes extra damage and may fall Prone.

Actions

Greataxe. Melee Attack Roll: +6, reach 5 ft. Hit: 17 (2d12 + 4) Slashing damage.

Gore. Melee Attack Roll: +6, reach 5 ft. Hit: 13 (2d8 + 4) Piercing damage.

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