

TALRUUM CHAMPION

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 102 (12d10+36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Athletics, +8, Perception +7

Senses Darkvision 60 ft., Passive Perception 17

Languages Abyssal, Talruum

Challenge 8 (3,900 XP)

Proficiency Bonus +3

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

Charge. If the minotaur 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 11 (2d10) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and knocked prone.

First Strike. The minotaur has advantage on initiative checks and can't be surprised while conscious.

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

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon 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 three scimitar attacks and a gore attack.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Legendary Actions

The minotaur can take 3 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 spent legendary actions at the start of its turn.

Bullheaded. The minotaur gains temporary hit points equal to its Constitution modifier.

Shove. The minotaur attempts to shove a target in reach. If the target loses the contest, they are shoved 10 feet away from the minotaur. The minotaur can choose to follow the target.

Sudden Entrance (Costs 2 Actions). The minotaur moves up to 40 feet in a straight line. If the minotaur moves at least 10 feet and comes into contact with a solid surface, such as a wall, it can make a DC 14 Strength check to burst through a wooden barrier up to 5 feet thick, a stone barrier up to 1 foot thick, or a metal barrier up to an inch thick. Any creature within 30 feet of a barrier the minotaur breaks down must make a DC 11 Wisdom saving throw or be frightened of the minotaur until the end of its next turn.

TALRUUM MINOTAURS

The Talruum Minotaurs are a surface dwelling tribe who make their home in the harsh environs of the Anauroch Desert. Their thick, leathery hides have been blasted by the sun and sands for centuries. These minotaurs are known as great warriors, hunters, and trackers. They range far and wide in pursuit of sustenance for their clan.

Those who have crossed paths with the Talruum know them to be territorial and aggressive. They view the entirety of the vast range they cover to belong to the tribe. Woe to the traveler or hunter who mistakenly crosses over into Talruum lands.

Despite this aggressive posture, the Talruum are an honorable kind. They prefer to settle disputes through one-on-one combat instead of risking all out war. This is where their champions come in. A Talruum Champion is an impressive and terrifying opponent. The mix of strength, agility, and instincts make the champion a most formidable foe.

Each tribe has but one champion at a time, with potential replacements training in hopes that glory might one day be bestowed upon them. A champion is groomed from a young age to be a devastating force of honor, justice, and might.



In the Talruum language, there is no word for "surprised."