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The minotaur pushed past them and buried his double-bladed battle-axe deep into the dry earth. Elvish Presley noted that Brutus’s shaggy hide was matted with blood. “That map we found down there better be worth it. Nearly lost my one good eye while killing Black Angus...again.”

— From *The Lost Tale of Sir Larpsalot*

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## Brutus the Bullheaded

### MINOTAUR BERZERKER

While he shares the sheer ferocity of his fellow minotaurs, Brutus possesses one thing his clansmen lack: an ambition to do more than sack the same helpless villages over and over again. Equipped with Plan A, the deadliest battleaxe in all Mezzo-Earth and a temper that could make an adult dragon cry, he seeks glory on the battlefield above all else.

A worshipper of Caht-Tel, Goddess of the Stampede, Brutus considers strength a virtue in of itself. He is proud to fight beside brave Sir Larpsalot and begrudgingly respects the spellcasting prowess of Master Prospero. Not a fan of Tom Foolery, who always seems to be underfoot, Brutus has a soft spot for quick-witted Elvish Presley.

Whether Good Company is facing a band of brigands or a small army, Brutus the Bullheaded will always charge into the fray, horns first!

### At the Start of the Adventure (Level 3)

**Background:** Outlander

**Virtues:** Discipline and Fortitude

**Flaw:** Temper

**Proficiency:** +2

**Initiative:** +2

**Equipment:** Backpack, bedroll, clothes (common), dagger, dice set, javelins (4), mess kit, Plan A (greataxe), rations (1 day), rope (hempen, 50 feet), tinderbox, torch, *Tuff Cuff*, waterskin, money (10 gp)

### MINOTAUR TRAITS

**Darkvision:** You can see in darkness (shades of gray) up to 60 ft.

**Labyrinthine Recall:** You can perfectly recall any path you have traveled.

**Menacing:** You have proficiency in the Intimidation skill.

**Relentless Endurance:** When you are reduced to 0 hit points but not killed, you can drop to 1 hit point instead once per long rest.

**Savage Attacks:** When you score a critical hit, roll one of the dice an additional time and add it to the extra damage.

## BERZERKER FEATURES

**Bullseye:** You are always ready for a fight. You have a +4 bonus to initiative and cannot be surprised while you are conscious.

**Fury of the Furry:** You can use this feature 3 times per long rest.

**Skill Proficiencies:** Athletics, Intimidation, Perception, Persuasion, Survival

**Unarmored Defense:** While not wearing armor, your AC equals 10 + Dexterity modifier + Constitution modifier + any shield bonus.

## BRUTUS THE BULLHEADED

*Large monstrosity (minotaur), chaotic neutral*

**Armor Class:** 15

**Hit Points:** 45 (3d12 + 9)

**Speed:** 40 ft.

**STR** 16 (+3) **DEX** 14 (+2) **CON** 16 (+3) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 8 (-1)

**Saving Throws:** Str +5, Dex +2, Con +5, Int +0, Wis +0, Cha -1

**Skills:** Acrobatics +2, Athletics +5, Deception +1, Intimidation +5, Perception +2, Performance -1, Persuasion +1, Sleight of Hand +2, Stealth +2, Survival +2

**Senses:** darkvision 60 ft., passive Perception 12

**Languages:** Common, Minotaur

**Fevered Fury:** You can go into a fevered fury. If you do so, for the duration of your fury, you can make a single melee weapon attack as a bonus action on each of your turns, including this one. When your fury ends, you have disadvantage on all ability checks and saving throws until you take a short rest.

**Foolhardy Attack:** You can attack with brash desperation, heedless of your own defense. When you make your first attack on your turn, you can decide to attack foolhardily. Doing so gives you advantage on melee and ranged weapon attack rolls during this turn, but all attack rolls against you have advantage until your next turn.

**Fury of the Furry:** As a bonus action, you enter a fury for up to 1 minute, gaining advantage on Strength checks and saving throws; +2 melee damage with Strength weapons (such as Plan A); and resistance to bludgeoning, piercing, and slashing damage. Your fury ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your fury as a bonus action.

### ACTIONS

**Plan A (battleaxe):** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

**Javelin:** *Ranged Weapon Attack:* +5 to hit, reach 30 ft. (120 ft.), one target. *Hit:* 6 (1d6 + 3) piercing damage.

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My friend Makayla created Brutus, and she's just as fierce as a minotaur in real life! If you think Good Company has too many guys, go ahead and play Brutus as a female. To keep swearing to a minimum during our games, Mak invented a bunch of minotaur curses, like *ckuphing* and *tchib*, as substitutes for f-bombs and the b-word. If you don't give a *tissh* about tact and would rather think with your fists, Brutus the Bullheaded was built for you!

— A.

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### At Level 4

- Your maximum hit points increase by 9 (or 1d12 + 3).
- You gain the following traits and action:

**Charge:** If you move at least 15 ft. straight toward a target and then hit with your 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.

**Gore:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Hooves of Cah-Tel:** Your speed increases by 10 ft. for a total of 40 ft.

**Mess with the Bull:** As a reaction, you glower menacingly at any enemy making a melee attack against you. The target must succeed on a DC 13 Strength saving throw or their attack roll fails. This reaction can be taken after the attack roll is made but before the damage is revealed. This feature can't be used again until you finish a long rest.

**Rugged Instinct:** Your battle-hardened reflexes warn you when things around you aren't as they should be, allowing you to avoid certain dangers. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded or incapacitated.

**Tuff Cuff Buffs:** While wearing the *Tuff Cuff*, you gain +1 to your AC and +2 to your maximum hit points.

## At Level 5

- Your maximum hit points increase by 9 (or 1d12 + 3).
- Your proficiency bonus increases to +3.
- The capacity of Mess with the Bull increases by 1 for a total of 2 uses per long rest.
- You gain the following traits and actions:

**Hooves of Cah-Tel Times Two:** Your speed increases by another 10 ft. for a total of 60 ft.

**Extra Attack:** You can attack twice when you take the Attack action on your turn.

**Second Sight:** You possess uncanny insight into your enemies' physical condition (despite having only one eye). Once per turn as a free action, you can learn the current number of hit points of any one creature.

**Stampede:** If you move at least 20 ft. straight toward a target and then hit with your gore attack on the same turn, the target takes an extra 13 (3d8) 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.

**Tuff Cuff Buffs:** While wearing the *Tuff Cuff*, you gain +2 to your AC and +4 to your maximum hit points. (This replaces the Tuff Cuff Buffs gained at the prior level; it does not stack)

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