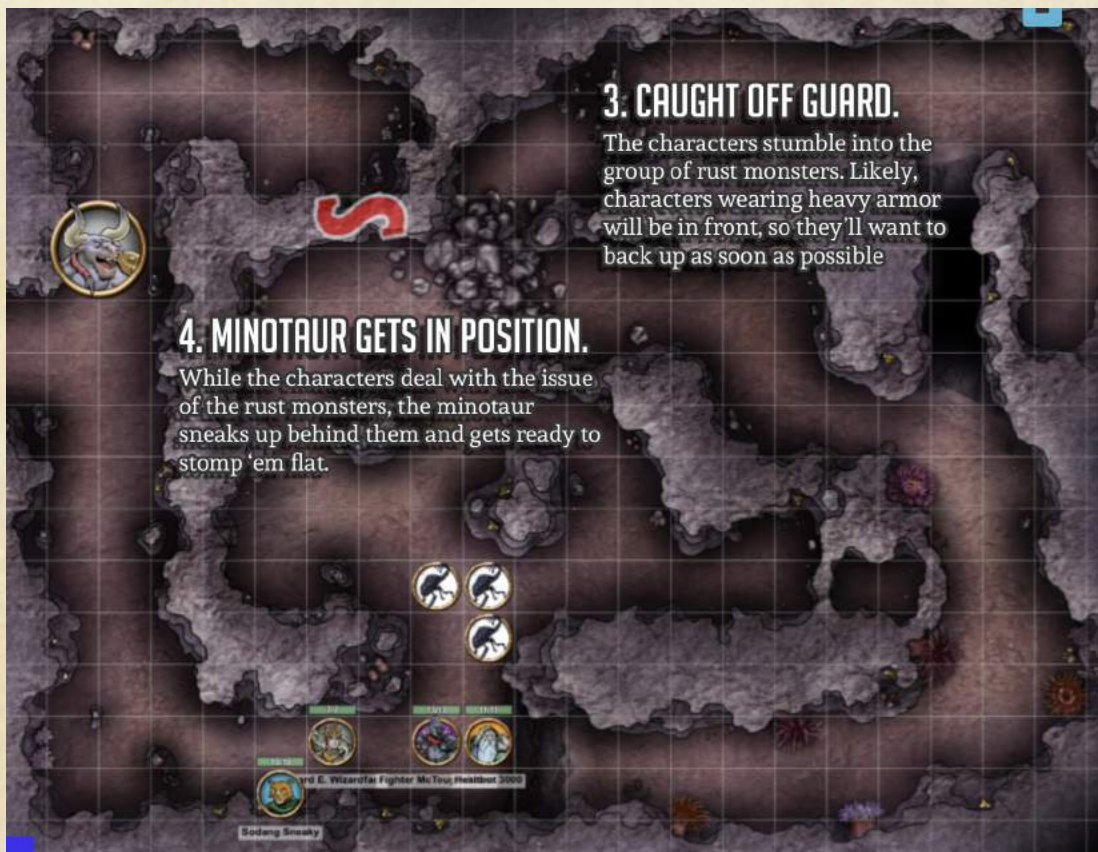
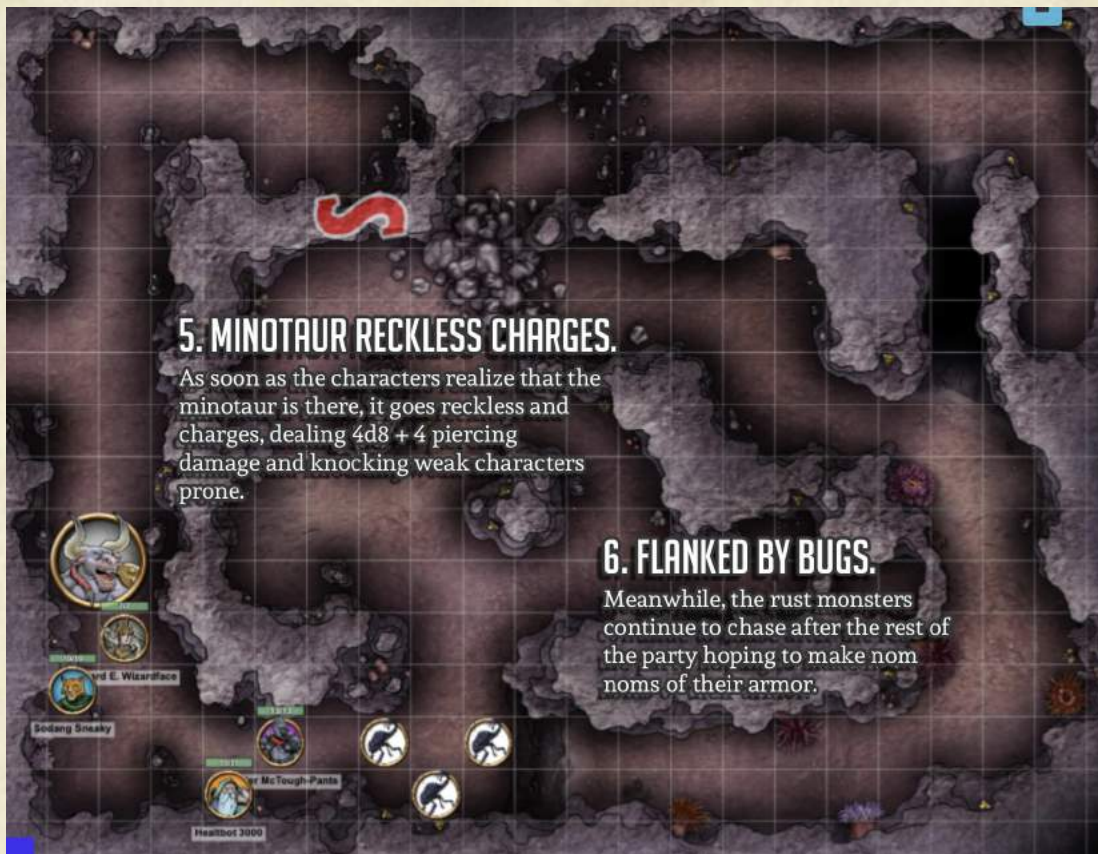


MINOTAUR AND RUST MONSTERS TACTICS





MINOTAURS AND RUST MONSTERS

This might seem like an unlikely combination, but it's best to consider the rust monsters less of a "monster" and more of a hazard utilized by the minotaur. Here is how it works.

1. **Place the rust monsters in a tight spot.** Rust monsters and other "dumb" or "slow" creatures work best when they're in a place that will naturally surprise the party.
2. **The minotaur waits for the party to encounter the danger.** When the party first enters the section of the maze, the minotaur hangs back and waits for them to run into the trap. They're wise enough to bide their time and their labyrinthine recall lets them remember every little detail about the maze..
3. **Heavily-armored fighters retreat.** Rust monsters are one of the few monsters in the game that will make melee fighters back up. The minotaur uses this to its advantage, hoping that the front-line folks will ask the back-line to back up.
4. **The minotaur strikes.** With the frontline distracted by the rust monsters, the minotaur goes Reckless and then Charges, targeting weak back-line characters.
5. **To run or not to run?** If the front line fighters move over to assist the back line, the minotaur slips away, using the corridors and secret doors to move throughout the maze undetected. If the front line defenders stay focused on the rust monsters, the minotaur works on the back line.

CREDITS

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Pogs: [Fat Goblin Games](#) and [Paper Forge](#)

YOUR OVERCONFIDENT FRONT LINE PLAYERS FACING THIS COMBO:



GARGOYLE TACTICS

The Gamemaster's Survival Guide by @dungeonmasterdave

Gargoyles are natives to the elemental plane of earth who benefit from looking exactly like the statues that sit atop gothic churches. Here are some tactics for them.

1. **Surprise, it's a gargoyle!** Gargoyles benefit from the False Appearance feature, which basically means they get the drop on characters so long as they stand still. Of course, there isn't a player in the world who won't run across a "devil-like statue" who won't think it's a gargoyle. You might allow DC 15 Wisdom (Insight or Perception) checks to avoid getting surprised by these buggers.
2. **Fly, my pretties!** Gargoyles can fly twice as fast as they walk. There's no reason they should ever set foot on the ground. And with their natural resistances and crazy-high hit points (they're almost as tough as ogres) they can hit-and-run without too much worry.
3. **Grapple weak/slow opponents.** With a terrific 60 ft. of flight, this means they can also grapple and carry off opponents that are both weak and slow, like spellcasters with lousy Strength and/or Dexterity scores. Even flying at half their speed (because they're carrying Wizard E. Wizardson's happy ass) they can get up to 30 feet in a round and drop the sucker for 3d6 bludgeoning or more.
4. **No fear of death.** Elementals outside of their home plane don't die when they're reduced to 0 hit points, but instead "pop" and return to their plane of existence.

MINOTAUR TACTICS

The Gamemaster's Survival Guide by @dungeonmasterdave

Masters of the maze, minotaurs make for malicious marauders. They don't necessarily have a lot of brains for tactics, but they are pretty darn wise. Here are some tactics for these bullies. Get it? Bull-ies?

1. **Put 'em in a maze.** Minotaurs have labyrinthine recall. Characters don't. Minotaurs keep their distance, relying on their exceptional Perception to track foes lost in their homes. Then, when the moment is right—like when the party is about to start a long rest—they attack!
2. **Reckless charge.** Minotaurs have both the Charge and Reckless features. This means they can start combat with a charge attack made at advantage capable of dealing 4d8 + 4 piercing damage that could even knock a target prone. If there's a second minotaur or other ally present, have it attack the downed target and cover the other minotaur's escape.
3. **Hit-and-run.** Minotaurs have a great speed of 40 ft. and enough hit points to suck up at least a couple of hits. After a minotaur zooms in and knocks someone flat on their ass they vanish back into the maze—preferably using a secret door or some other hidden corridor that the characters won't immediately find.
4. **Wear them down.** Continuing the tactics above, minotaurs (multiple, ideally) continue to show up, strike, then bounce. Characters who try to chase them find themselves running into the mazes traps and hazards, all of which the minotaurs know about beforehand.

RUST MONSTER TACTICS

The Gamemaster's Survival Guide by @dungeonmasterdave

The bane of all low-level parties, rust monsters are an early Gygax invention designed specifically to keep characters in their place. Here are some tactics for these sword-eating bugs.

1. **Yummy metal!** Rust monsters can smell ferrous metals from 30 feet away. That paladin clanking about in his shiny new platemail is about to have a rude awakening.
2. **Rust monsters go after the biggest nonmagical metal source first.** The rust monster first targets anyone wearing a full suit of armor. From there, it's big weapons and shields, and then the small stuff. Ironically, those who tend to wear the biggest suits of armor rarely have good Dex to avoid such attacks and often carry metal weapons, too.
3. **Rust monsters have enough wisdom to flee.** Rust monsters aren't smart, but they do have Wisdom scores of 13, which means they will take care of themselves, even if they're hungry. A rust monster that drops to half its hit points or fewer scurries away at a rate of 40 feet per round. No dinner is worth getting squished.

SPECTER TACTICS

The Gamemaster's Survival Guide by @dungeonmasterdave

Specters are eternally pissed-off apparitions who are cursed to exist until they are destroyed. Fair warning: pitting these against low-level parties might result in a few deaths since their Life Drain attack is brutal. Also, these tactics are specifically for specters. I'll do poltergeists in another post, who are so different they might as well be another creature altogether.

1. **Specters are fast as hell.** A party doesn't have too long to prepare itself when a specter appears. And because they can phase through walls, chances are they grab surprise and even flank the party.
2. **They love the dark.** Specters hate sunlight and have darkvision out to 60 feet. Even though normal light doesn't hurt them, I suspect that they don't really care much for it, and prefer the dark corners of the world.
3. **Specters want to eat your life.** Specters *hate* living creatures and will target those that seem to be the most full of life. Likely it targets creatures that have the "most life to live", especially young elves or dwarves who could potentially live for hundreds of years.
4. **Only sunlight scares specters away.** Specters are pretty aggressive and are so driven by hatred, very little can abate their desire to destroy. However, they do loathe sunlight, which pains them. Only the sun, radiant damage, and a cleric doin' its thang will force a specter to leave combat early.