

Kagrath of the Iron Horn

Class: Fighter 12 **Race:** Minotaur (Mythic Odysseys of Theros) **Background:** Soldier **Alignment:** Lawful Neutral
Age: 51 **Gender:** Male **Height:** 7'4 **Weight:** 620 lbs

18 Armor Class	152 Hit Points	40 ft Speed	+1 Initiative	+4 Prof. Bonus	16 Passive Perc.
STR 22 +6	DEX 12 +1	CON 20 +5	INT 16 +3	WIS 14 +2	CHA 14 +2

Saving Throws

- **+10** Strength
- **+1** Dexterity
- **+9** Constitution
- **+3** Intelligence
- **+2** Wisdom
- **+2** Charisma

Skills

- **+1** Acrobatics (DEX)
- **+2** Animal Handling (WIS)
- **+3** Arcana (INT)
- **+10** Athletics (STR)
- **+2** Deception (CHA)
- **+7** History (INT)
- **+2** Insight (WIS)
- **+6** Intimidation (CHA)
- **+3** Investigation (INT)
- **+2** Medicine (WIS)
- **+3** Nature (INT)
- **+6** Perception (WIS)
- **+2** Performance (CHA)
- **+2** Persuasion (CHA)
- **+3** Religion (INT)
- **+1** Sleight of Hand (DEX)
- **+1** Stealth (DEX)
- **+2** Survival (WIS)

Features & Traits

Extra Attack (x3)

Can attack three times whenever taking the Attack action.

Action Surge (1/short rest)

Take one additional action on your turn.

Second Wind (1/short rest)

Bonus action: regain 1d10 + 12 HP.

Indomitable (2/long rest)

Reroll a failed saving throw, using the new roll.

Superiority Dice (7d8)

7 superiority dice (d8s), recovered on short or long rest.

Maneuver: Precision Attack

Spend 1 superiority die to add the result to an attack roll.

Maneuver: Trip Attack

On a hit, spend 1 superiority die to add damage and force a STR save (DC 18) or knock prone.

Maneuver: Menacing Attack

On a hit, spend 1 superiority die to add damage and force a WIS save (DC 18) or become frightened until end of Kagrath's next turn.

Maneuver: Commander's Strike

Forgo one attack to direct an ally to make one attack as a reaction.

Maneuver: Goading Attack

On a hit, spend 1 superiority die to add damage and force a WIS save (DC 18) or have disadvantage on attacks against creatures other than Kagrath until end of his next turn.

Know Your Enemy

After 1 minute observing a creature, learn how two of its ability scores compare to Kagrath's.

Relentless

If no superiority dice remain when initiative is rolled, regain 1 superiority die.

Horns

Gore attack: +10 to hit, 1d6+6 piercing. After using the Dash action, can make a gore attack as a bonus action.

Hammering Horns

After hitting with a melee attack on his turn, can use a bonus action to attempt to shove the target (STR Athletics contest).

Imposing Presence

Proficiency in Intimidation (expertise applied via background).

Labyrinthine Recall

Perfect memory for any path traveled. Cannot become lost.

Equipment

Item	Qty	Notes
Greataxe	1	+1, called the Iron Answer. Carried for nineteen years.
Half Plate	1	
Javelin	4	
Travel Cloak	1	Weathered
Journal	1	Written in Minotaur script. No one else in the band can read it.

Personality

Personality Traits	Ideals
Speaks less than people expect. Watches more than people notice.	Strength is a responsibility, not a privilege.
Bonds	Flaws
The Iron Horn Band exists because I built it. It will outlast me.	He has not seriously considered the possibility of being wrong about something, because he has not been wrong in a long time.

Languages & Proficiencies

Languages: Common (fluent, no accent -- does not advertise), Minotaur

Tool Proficiencies: Vehicles (land)

Distinguishing Features: Iron-capped horn tip replacing a broken section -- the origin of the band name. Speaks fluent, unaccented Common. Does not advertise this.

Backstory

Kagrath has led the Iron Horn Band for nineteen years. The Eastern Tribesmen neighboring his territory have started treating him as a fixed geographic feature rather than an individual -- the way you might treat a mountain. He intends to lead the Band until something more capable than him comes along. In nineteen years, nothing has qualified. He speaks Common. Fluently. Without an accent. He does not advertise this.