

The Minotaur (combination of Wraith, Oni, Mastermind and Blight)

Terror Radius: 32m

Speed: 4.4 m/s (slower)

Height: Tall

Default Weapon: Great Axe

Power: Ancient Rage

The Minotaur shoulders his axe and prepares to sprint, ramping up speed over time to increase the strength of the rush. The faster he goes, the harder it is to turn.

Press and hold the ability button to prepare Bull Rush. After 2 seconds, The Minotaur will automatically begin sprinting. Ending a charge will stun the Minotaur and put this ability on a 10 second cooldown.

Charge Speed: The longer you Bull Rush, the faster you go. At Charge Speed I, you move at 6 m/s with no decrease in turning rate. Hitting survivors will knock them out of the way and you will slide off any obstacles. After travelling for 12 meters (2s) at this speed, you **can** press the attack button to progress to Charge Speed II. (You can't speed up by charging into a wall. You can remain in Charge Speed I for as long as you want. It takes 1.5 seconds to stop at speed I, you can't attack until you end Bull Rush)

At Charge Speed II, you move at 7.6 m/s with a slight decrease in turning rate. The first survivor hit will be grabbed, other survivors will be knocked out of the way, hitting breakable objects (walls and pallets) will break them, drop any held survivors, stun the Minotaur and end Bull Rush. Hitting a solid obstacle will drop any held survivors and end the Bull Rush. After travelling for 22.8 meters (3s) at this speed, you automatically progress to Charge Speed III.

At Charge Speed III, you move at 9.2 m/s with a major decrease in turning rate, the first survivor hit will be grabbed, other survivors will be knocked out of the way, hitting breakable objects (walls and pallets) will break them and revert Charge Speed to Charge Speed II (this will not drop held survivors and will automatically resume speeding up). Hitting a non-breakable obstacle with a held survivor will slam them into the obstacle causing one health state of damage, stun the Minotaur and end the Bull Rush.

Special Ability: Slow Down

Releasing the active ability button while **not** carrying a survivor will cause The Minotaur to start slowing down. He will lose 1 level of Charge Speed every 1.5 seconds that the active ability button is not held. During this time, **you regain full turning control** and can either hold the active ability button again to resume speeding up or press the attack button to stop immediately (this will still stun him). Releasing the active ability button while carrying a survivor will cause the Minotaur to slide to a stop and throw the survivor, putting Bull Rush on cooldown, stunning the Minotaur and causing damage if they are thrown into a solid object at Charge Speed III. You cannot grab survivors while slowing down. (It will take 4.5 seconds to fully stop from speed III normally) Waiting for the full Slow Down duration **will not** stun the Minotaur after stopping Bull Rush.

Special Attack: Rage Blitz

Hitting obstacles with Bull Rush grants Rage Blitz charge depending on Charge Speed. At full charge, press the alternate ability button to initiate a Rage Blitz dash. After a 2 second **stationary** charge up period, The Minotaur instantly rushes at Charge Speed III with no decrease in turning rate, sliding off solid obstacles and not slowing down while breaking pallets or walls. The Minotaur can fast-vault while in a Rage Blitz dash. Hitting a survivor will grab them, end the dash, slam them into the ground and instantly down them. The Rage Blitz dash lasts for 10 seconds. You cannot stop or slow down during a Rage Blitz dash. (You can hold a full Rage Blitz charge indefinitely and can still use regular Bull Rush)



Figure 1: Minotaur with great axe. (I did not make this, but it is a good representation of what I imagine he would look like)

Perks:

Scourge Hook: Labyrinth

At the start of the trial, up to 4 random hooks are turned into scourge hooks.

When a survivor is saved from a scourge hook, the rescuer will suffer from the Blindness and Oblivious status effects for 5/10/15 seconds, or until they lose a health state. If a survivor saves themselves, this effect does not apply.

Basement hooks count as scourge hooks.

Blindness: Survivors can't see auras

Oblivious: Survivors get no benefits from being inside the terror radius

Abiding Fear

After a survivor leaves chase, Abiding Fear activates for 10/15/20 seconds.

If the survivor performs any interaction (healing, being healed, repairing, hiding, opening, vaulting etc.), they will scream, revealing their aura for 2 seconds and giving you a loud noise notification. If the survivor's aura is revealed by any means, this perk deactivates and enters cooldown. If the survivor's aura is not revealed, this perk does not enter cooldown.

Abiding Fear has a cooldown of 60 seconds.

Abiding Fear can only be applied to 1 survivor at a time.

Hex: Focus Unbroken

Each time a survivor stops repairing a generator or fails a repairing skill check, Focus Unbroken gains a token up to a maximum of 10 tokens. After collecting 5 tokens, the next generator you damage will be blocked by the entity for 15 seconds. The blocked generator will begin regressing and explode losing 7/11/15 percent repair progress and will continue to regress after becoming unblocked. You see the blocked generator's aura in white. When Focus Unbroken blocks a generator, it loses 5 tokens.

Focus Unbroken will remain active as long as its corresponding hex totem is standing.

If BHVR devs read this, please let me know at scottkimball01@gmail.com and if you decide to use it or not.

I would be very happy to see this in the game, I don't want compensation or credit. I just ask that I am updated on development, thanks.