

# Guardian of the Minotaur

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# Overview

- This guy hits like a truck. Mostly physical, some lightning.
- Two types of arena hazards to manage too.
- Mino has two attacks capable of oneshotting many players. You'll have to dodge these.
- Mino also loves to pollute the arena with rockfalls.
- Mino also attacks SUPER slow and commits to the location he is attacking at the start of each swing. You have time to dodge everything (not dodge as in % chance to dodge attacks, but just not be where he is swinging when the animation finishes)

# Base Stats

- Map mods can scale these a lot
- Immune to knockback and stun
- Cannot be slowed below 70% base action speed
- ~4400 to 5500 base physical damage (some attacks modify this). Crit chance 5%, crit multi 130%. This means serious phys mitigation is needed otherwise some of his hits can and will oneshot.
- 33 million HP (Ailment effect treats HP as 12.8 million)
- 50/50/50/30 resist profile
- 66% curse mitigation

# Recommended Player Stats

- These are minimums for comfortably killing Mino in softcore on a scoured map. Experienced players can do it with less. More is always better.
- 400k DPS against Minotaur's resist profile. 600k recommended if you can only DPS at specific ranges.
- The ability to survive a non-crit burrow (~8800 phys damage worst case). Level 19/20 Steelskin eats 1946/2209 damage, you need the rest from endurance charges, other sources of physical damage reduction, raw life/ES, Wind Dancer and Mind Over Matter. Chaos Golem helps.
- An instant moveskill.
- Enough life recovery, evasion, block, dodge etc to endure his autoattacks. Blind helps a lot here.



# Arena Hazards

- This slide does NOT apply to the Minotaur when you fight him outside his base arena (Metamorph, Rituals, Guardian's Aid or Maven's Invitation: The Formed)
- At 80%, 60%, 40% and 20% hp, Mino's arena partially electrifies. Clockwise from north.
- These electric beams deal moderate damage but are much more dangerous than the raw HP loss.
- They inflict a devastating slow and a severe (40%) shock.
- Avoid these at almost all costs. If desperate dashing into them better than being hit by burrow or slam.
- Video shows me deliberately being hit. Note how long the slow lasts and how severe it is.

## Skills - Burrow

- This is the most powerful skill. 60% more damage, so ~8000 base phys damage non-crit, 10400 crit. Before map mods.
- Never used if the player is close to the Minotaur. 5 sec cooldown.
- Minotaur locks in the player's position then goes underground. 1755 ms later, he emerges dealing tremendous damage in a small radius.
- Solution – treat this like the Shaper slam. Once he burrows, GTFO. He is targetting your old location, and you have 1.755 seconds to move or you (might) die. It's slower and more survivable than the Shaper's similar move, but much harder to see.
- The big danger – Mino is offscreen or you are slowed. There's an audio tell for this move but it's hard to hear.

# Skills - Slam

- Two part attack with a 10 second cooldown.
- A powerful frontal attack with a windup that leaves enduring 'crap on the ground' in the form of a large area where rocks fall. Each rock deals moderate damage.
- This slam also takes 1.755 seconds baseline.
- Crap on the ground lasts 35 seconds! It's also scaled by AOE mods.
- Best way to handle the first one – walk behind the Minotaur after it going off.
- The second one is harder to counter. Doing so often requires repositioning to another part of the arena.

## Other moves

- Default attack and sweep – base damage, also 1.755 seconds
- These have one difference – they convert 30% of the damage to lightning. As most players will have much more lightning resistance than physical mitigation, this generally reduces the damage those attacks do. However, they can shock as a result.
- Small elementals will spawn. These grant flask charges on death and aren't very dangerous.

# Strategies

- You might recognise similarities with Sirius if familiar with that fight.
- You don't want Mino off screen from you, in case he burrows.
- The most dangerous time is re-engaging after being far from the boss, especially when crossing electric beams. Bait him to you if necessary. Listen for the burrow audio cue, which is not overly clear.
- Stand close, even if playing a long range build.
- When inside rockfall, zip behind him, unless that is rockfall too. In that case I suggest leaving that quadrant of the arena and baiting Mino to you.
- Decoy Totem is great for baiting.



# Aggravating Factors

- Minotaur scales a lot with some map mods.
- Worst mods Overlord's, Titan's, Fleet and 'of Giants'. These modify one or two of boss action speed, damage and AOE.
- Minotaur is very scary in tighter terrain (Guardian's Aid). He is at his worst in the Phoenix's arena because the rockfalls take up a larger % of the ground.
- Guardian of the Hydra is also very scary alongside Minotaur (Guardian's Aid and Maven's Invitation: The Formed). This is due to the Hydra having a 'get behind me or take devastating damage' move while the Minotaur makes moving there dangerous.