

Taur'fei

	Medium Monstrous Humanoid (Elf)
Hit Dice:	3d8 (17 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	12 (+2 natural), touch 10, flat-footed — (see text)
Base Attack/Grapple:	+3/+5
Attack:	Greataxe +5 melee (1d12+3/x3) or gore +5 melee (1d6+2)
Full Attack:	Greataxe +5 melee (1d12+3/x3) and gore +1 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Powerful charge 1d8+3
Special Qualities:	Natural Cunning, Scent, Taur'fei Traits
Saves:	Fort +1, Ref +3, Will +3
Abilities:	Str 15, Dex 10, Con 11, Int 9, Wis 10, Cha 8
Skills:	Intimidate +0, Jump +3, Listen +4, Search +3, Spot +4
Feats:	Power Attack, Track
Environment:	Underground or Forest
Organization:	Solitary, pair, or gang (3–4)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	By character class
Level Adjustment:	+2

Powerful Charge (Ex): A Taur'fei typically begins a battle by charging at an opponent, lowering its head to bring its horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +5 attack bonus that deals 2d6+3 points of damage.

Natural Cunning (Ex): Although Taur'fei are not especially intelligent, though they are more intelligent than their minotaur parent, they possess the same innate cunning and logical ability as a minotaur. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Taur'fei Traits (Ex): Taur'fei possess the following racial traits.

- Immunity to *sleep* spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.
- Low-light Vision
- Darkvision 60 ft.
- **Elven Blood:** For all effects related to race, a Taur'fei is considered an elf in addition to being a monstrous humanoid.

Skills: Taur'fei have a +3 racial bonus on Search, Spot, and Listen checks.

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Personality: x

Physical Description: The Taur'fei are still generally Minotaur-like in appearance but their face is less bestial, and appears more elven with an elf's pointed ears just in front and below a smaller set of horns that look the same as a minotaur's horns only smaller. They have less body hair than a minotaur, though they are still pretty furry, and have no tail. Their legs appear the same as a minotaur's legs do.

Relations: x

Alignment: x

Taur'fei Lands: x

Religion: x

Language: x

Names: x

Taur'fei Male Names: x

Taur'fei Female Names: x

Clan Names: x

Adventurers: x

In a remote, heavily wooded island an elven house lives in harmony with a minotaurs clan. Both groups act as protectors, and defenders of the island. In recent (for elves) times, a number of pirate and evil humanoid raiding parties have taken to invading the island.

The gods of the island have caused a small collection of beings to come into existence that have a combination of the best traits of their favored children, to act as protectors and warriors for the island.

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Taur'fei F.A.Q.

What are the Taur'fei?

The Taur'fei are a 1/2-Elf and 1/2-Minotaur race.

Does the Taur'fei qualify for all elven prestige classes or just the ones that allow half-elves), and does it qualify for monstrous humanoid prestige classes?

They qualify for any PrC that would allow a race with mixed elven blood (ie. Half-Elves, Taur'fei). Thus the Taur'fei could take levels in the Arcane Archer or Shadowthorne prestige classes. They can also get into any Monstrous

Humanoid prestige class that they meet the qualifications for.

If a ranger gets favored enemy against elves and monstrous humanoid which one counts?

As for a Ranger's Favored Enemy the Taur'fei are considered Monstrous Humanoids, and an Elf, although only the higher of the two bonuses apply.

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Random Starting Ages

	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Adulthood	+4d6	+5d6	+6d6
61			

Aging Effects

Middle Age	Old	Venerable	Maximum Age
125	181	250	+2d%

Random Height & Weight

	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	5' 8"	+2d6	265 lb.	x (2d8) lb.
Female	5' 6"	+2d6	235 lb.	x (2d8) lb.

Random Horn Length

	Base Length	Length Modifier
Male	6"	+1d6
Female	3"	+1d3

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Taur'fei as Characters

Ability Bonuses: +4 Str, -2 Int, -2 Cha

Racial Hit Dice: A Taur'fei begins with 3 levels of monstrous humanoid, which provides 3d8 hit dice, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +3, Will +3

Racial Skills: A Taur'fei's monstrous humanoid levels give it skill points equal to 6 x (2 + Int modifier, minimum 1). Its class skills are Intimidate, Jump, Listen, Search, and Spot. Taur'fei have a +3 racial bonus on Search, Spot, and Listen checks.

Racial Feats: A Taur'fei's monstrous humanoid levels give it two feats.

Natural Armor: +2

Natural Weapons: Gore (1d6)

Weapon Proficiencies: All Simple Weapons & Greataxe.

Special Attacks:

- **Powerful Charge (Ex):** See above text.

Special Qualities:

- Scent
- **Natural Cunning (Ex):** See above text.
- Immunity to *sleep* spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.

- **Low-Light Vision:** A Taur'fei can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- **Elven Blood:** For all effects related to race, a Taur'fei is considered an elf.
- Darkvision 60 ft

Skills: Taur'fei have a +3 racial bonus on Search, Spot, and Listen checks.

Automatic Languages: Common, Elven, Giant. Bonus Languages: Draconic, Gnome, Goblin, Orc, Sylvan, Terran.

Favored Class: Druid. A multiclass Taur'fei's druid class does not count when determining whether she takes an experience point penalty for multiclassing.

Alignment: Usually Chaotic Neutral

Level adjustment +2.

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