



Image © Wizards of the Coast, by Jim Nelson, accessed at the Stormwrack Art Gallery [here](#)

[The hadozee originally appeared in Spelljammer, as [a monster](#), not a playable race. In fact, the Stormwrack Art Gallery refers to them as “hazaru”, suggesting that they were originally a separate creature before getting combined with the Spelljammer version. I think that was a good choice. As a monster, the hadozee would have to compete with a variety of riffs on flying monkeys. As a PC, they stand out.

Speaking of, a hadozee scout named Falth was one of my PCs in the Age of Worms game I run as an undergraduate. He was both the stealthiest and most perceptive member of the party, which made for hilarity. For example, he learned that a major NPC was an [avolakia](#) with his keen hearing, and then didn't tell the party because it would be awkward, and then forgot about it. Later, when he got briefly turned into a [scion of Kyuss](#), the party couldn't actually see him between sniping runs, so wasn't sure if he was dead or not for several rounds after the party took him out with AoE spells.]

Hadozee

CR ½ N Humanoid

This humanoid is shaggy and ape-like, with a short muzzle and long arms. Aside from armor, they wear little clothing except for bandoleers and belts—perhaps to allow the large leathery flaps that grow along its arms and legs ample room to move.

Hadozees are pongid humanoids, sometimes dismissively referred to as “deck apes” by the ignorant or prejudiced. They are not mere beasts, but have their own wayfaring culture and a keen work ethic. The vast majority of hadozees are filled with wanderlust, and most of them take to the seas. Their nimble hands and feet make them excellent at navigating cramped ships, climbing rigging and tying sails. On the rare chance that they fall, they can glide safely to a landing and climb again. The hadozee homelands are on tropical islands, but most hadozees remain there only long enough to raise children, or to retire as illness or age take their toll.

Most hadozees have little concern for moral debates, and few are strongly religious. Those that find faith typically favor gods of labor and travel. Hadozees are concerned, however, that their work is treated with respect, and they will strike or abandon ship if they have a callous captain. The

hadozee attitude is usually optimistic and cheerful, and they are loyal to their friends and families. Hadozees are used to thinking in three dimensions, giving them a perspective that other adventurers may lack. Most hadozees feel emotions brashly and boldly, and their displays can be off-putting to those not used to their volume. They also have a fondness for elves that borders on obsequious fawning. Many elves find such attention distasteful.

Hadozees range in height as humans do, but stand slightly shorter due to their stooped postures. They are considered adults by 10 years of age and elderly by 60. Their fur may be of a variety of brown, gray, black, blonde and orange hues, and their skin tone can be contrasting or complementary to their fur color.

Hadozees as Player Characters

Hadozees do not have racial Hit Dice, and advance by character class. A hadozee character has the following traits

+2 Str, +2 Dex, -2 Cha Hadozees are strong and nimble, but lack emotional intelligence

Climb speed A hadozee has a movement speed of 30 feet and a climb speed of 20 feet

Agile A hadozee gains a +2 racial bonus on Acrobatics and Escape Artist checks

Glide A hadozee can use their patagia to glide from any height, and does not take falling damage unless stunned or helpless. They can travel 20 feet horizontally for every 5 feet of vertical descent, and are treated as having a fly speed of 40 feet and poor maneuverability when falling. A hadozee cannot use its fly speed to hover or gain altitude at greater than a 45 degree angle.

Dodge as a bonus feat

Languages Hadozee speak Common. A hadozee with an Intelligence bonus may select from the following bonus languages: Aquan, Draconic, Elven, Goblin, Sasquatch, Sylvan

Hadozee slayer 1 CR ½

XP 200

N Medium humanoid (hadozee)

Init +2; **Senses** Perception +4

Defense

AC 17, touch 13, flat-footed 14 (+2 Dex, +4 armor, +1 dodge)

hp 12 (1d10+2)

Fort +4, **Ref** +4, **Will** +2

Offense

Speed 30 ft., climb 20 ft., glide

Melee falchion +4 (2d4+4/18-20)

Ranged light crossbow +3 (1d8/19-20)

Special Attacks studied target (1 target, move action, +1)

Statistics

Str 16, **Dex** 15, **Con** 15, **Int** 12, **Wis** 10, **Cha** 6

Base Atk +1; **CMB** +4; **CMD** 17

Feats Dodge (B), Iron Will

Skills Acrobatics +4, Climb +9, Escape Artist +1, Fly -4, Knowledge (geography) +5, Perception +4, Profession (sailor) +4, Sense Motive +4, Survival +4 (+5 following tracks), Swim +5; **Racial**

Modifiers +2 Acrobatics, +2 Escape Artist

Languages Common, Elven

SQ track +1

Ecology

Environment warm forests or coastal

Organization solitary, pair, crew (3-16 plus 1 3rd level mate per 5 individuals) or colony (4-40 plus 1 3rd level mate per 5 individuals, 1 5th level captain and 50% noncombatants)

Treasure NPC gear (chain shirt, falchion, light crossbow with 20 bolts, other treasure)

Special Abilities

Glide (Ex) A hadozee can use their patagia to glide from any height, and does not take falling damage unless stunned or helpless. They can travel 20 feet horizontally for every 5 feet of vertical descent, and are treated as having a fly speed of 40 feet and poor maneuverability when falling. A hadozee cannot use its fly speed to hover or gain altitude at greater than a 45 degree angle.