

NEW AND CONVERTED RACES FOR DUNGEONS AND DRAGONS

<i>Race</i>	<i>Ability Adjustments</i>	<i>Preferred Class</i>
Dwarf, Arimigor	+2 Constitution, -2 Charisma	Ranger
Dwarf, Barsaive	+2 Intelligence, -2 Dexterity	Expert
Elf, Barsaive	+2 Dexterity, -2 Constitution	Bard
Elf, Blood	+2 Dexterity, +2 Intelligence, -2 Constitution, -2 Charisma	Wizard
Elf, Burghal	+2 Dexterity, -2 Constitution	Rogue
Elf, Deep (Sluagh)	+4 Dexterity, +2 Intelligence, +2 Wisdom, -2 Strength, -2 Constitution, -4 Charisma	Wizard
Elf, Twilight	+2 Dexterity, +2 Wisdom, -2 Strength, -2 Constitution	Cleric
Elf, Weald	+2 Wisdom, -2 Constitution	Druid
Gnome, Arimigor or Barsaive	+2 Strength, -2 Wisdom, -2 Charisma	Fighter
Gren	+2 Constitution, -2 Dexterity	Ranger
Half-Ogre	+4 Strength, +2 Constitution, -2 Dexterity, -2 Intelligence, -2 Wisdom, -2 Charisma	None
Jackalman	+4 Strength, -2 Charisma, -2 Dexterity, -2 Intelligence	Barbarian
Jubruq	+2 Intelligence, +2 Wisdom, -2 Strength, -2 Constitution	Sorcerer
K'stulaami	+2 Dexterity, -2 Wisdom	Channeler
Leafer	+2 Constitution, -2 Dexterity	Druid
Lost	Varies (see text)	Barbarian
Obsidiman	+6 Strength, +4 Constitution, +2 Wisdom, -4 Dexterity, -2 Charisma	Monk
Ork, Barsaive	+2 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma	Fighter OR Barbarian
Quickling	+4 Dexterity, -2 Strength, -2 Constitution	Sorcerer
Troll, Barsaive	+4 Strength, +2 Constitution, -2 Dexterity, -2 Intelligence, -2 Wisdom, -2 Charisma	Barbarian
T'skrang	+2 Charisma, -2 Wisdom	Bard
Ulk-man	+4 Strength, -2 Intelligence, -2 Wisdom, -4 Charisma	Barbarian
Windling	+4 Dexterity, +2 Intelligence, -4 Strength, -2 Constitution	Wizard
Wolfen	+4 Strength, -2 Charisma, -2 Dexterity, -2 Intelligence	Fighter

Table 1: Racial Ability Adjustments

Dwarf, Arimigor

Personality:
Physical Description:
Relations:
Alignment:
Arimigor Dwarven Lands:
Religion:
Language:
Names:
Adventurers:

Racial Traits:

- +2 Con, -2 Cha
- Preferred Class: Ranger

Regional Feats:
Equipment:

Dwarf, Barsaive

Personality:
Physical Description:
Relations:
Alignment:
Barsaive Dwarven Lands:
Religion:
Language:
Names:
Adventurers:

Racial Traits:

- +2 Int, -2 Dex
- Preferred Class: Expert

Regional Feats:
Equipment:

Elf, Barsaive

Personality:
Physical Description:
Relations:
Alignment:
Barsaive Elven Lands:
Religion:
Language:
Names:
Adventurers:

Racial Traits:

- +2 Dex, -2 Con
- Preferred Class: Bard

Regional Feats:
Equipment:

Elf, Blood

Personality:
Physical Description:
Relations:
Alignment:
Blood Elven Lands:
Religion:
Language:
Names:
Adventurers:

Racial Traits:

- +2 Dex, +2 Int, -2 Con, -2 Cha
- Preferred Class: Wizard

Regional Feats:
Equipment:

Elf, Burghal

Personality:
Physical Description:
Relations:
Alignment:
Burghal Elven Lands:
Religion:
Language:
Names:
Adventurers:

Racial Traits:

- +2 Dex, -2 Con
- Preferred Class: Rogue

Regional Feats:
Equipment:

Elf, Deep (Sluagh)

Personality:
Physical Description:
Relations:
Alignment:
Sluagh Lands:
Religion:
Language:
Names:
Adventurers:

Racial Traits:

- +4 Dex, +2 Int, +2 Wis, -2 Str, -2 Con, -4 Cha
- Preferred Class: Wizard

Regional Feats:
Equipment:

Elf, Twilight

Personality:
Physical Description:
Relations:
Alignment:
Twilight Elven Lands:
Religion:
Language:
Names:
Adventurers:

Racial Traits:

- +2 Dex, -2 Con
- Medium-Size: As medium sized creatures, twilight elves have no special bonuses or penalties due to size.
- Twilight elf base speed is 30 feet.
- Immunity to magic *sleep* spells and effects.
- Darkvision: Twilight elves can see in the dark up to 60 feet. Darkvision is black and white only, but otherwise like normal sight.
- Low Light Vision: Twilight elves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colors and detail under these conditions. Note: only one type of vision can be in place at a given time. It takes a partial action to switch between modes.
- +2 to Listen, Search, and Spot checks. A twilight elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as

if she were actively looking for the door.

- Exotic and Martial Proficiencies in the bastard sword.
- +1 racial bonus to all Will Saves vs. spells and spell-like abilities.
- Automatic Languages: Common and Elven. Bonus Languages: Chondathan, Drow Sign Language, Goblin, Illuskan, Sylvan, and Undercommon
- Preferred Class: Cleric

Regional Feats: Stealthy, Survivor, Forester, Mind Over Body, Strong Soul.

Equipment:

- (A) Bastard sword*
- (B) Studded leather armor* and 3 *cure light wounds* potions
- (C) Scrolls of *cat's grace* and *daylight*

Elf, Weald

Personality:

Physical Description:

Relations:

Alignment:

Weald Elven Lands:

Religion:

Language:

Names:

Adventurers:

Racial Traits:

- +2 Wis, -2 Con
- Preferred Class: Druid

Regional Feats:

Equipment:

Gnome, Arimigor

Personality:

Physical Description:

Relations:

Alignment:

Arimigor Gnomish Lands:

Religion:

Language:

Names:

Adventurers:

Racial Traits:

- +2 Str, -2 Wis, -2 Cha
- Preferred Class: Fighter

Regional Feats:

Equipment:

Gnome, Barsaive

Personality:

Physical Description:

Relations:

Alignment:

Barsaive Gnomish Lands:

Religion:

Language:

Names:

Adventurers:

Racial Traits:

- +2 Str, -2 Wis, -2 Cha
- Preferred Class: Fighter

Regional Feats:

Equipment:

Gren

Personality:

Physical Description:

Relations:

Alignment:

Gren Lands:

Religion:

Language:

Names:

Adventurers:

Racial Traits:

- +2 Con, -2 Dex
- Medium-Size: As medium sized creatures, gren have no special bonuses or penalties due to size.
- Gren base speed is 30 feet.
- +2 to Knowledge (Herbalism), Heal, and Wilderness Lore skill checks.
- Gren receive a +2 to save vs. mind-influencing spells and poison.
- Gren receive a -2 penalty to all Bluff, Diplomacy, Perform, and Sense Motive skill checks against non-gren.
- Immunity to sleep effects.
- Changeling: Gren can change their shape into any humanoid being between 4 and 8 feet tall. This ability lasts for 10+Con modifier hours at a time and is usable Con modifier times per day (minimum of once per day). The shape assumed will always have a greenish tint.
- Photosynthetic: Gren have no need to eat. They just need water and sunlight to thrive. A gren that is out of sunlight for more than 8 hours takes 2 temporary

Con damage per hour until death or until they are subjected to direct sunlight at which point they regain 1 Con per 10 minutes exposure.

- Automatic Languages: Common and Sylvan. Bonus Languages: Chondathan, Druid, Elven, Gnome, Halfling, and Terran.
- Preferred Class: Ranger

Regional Feats: Discipline, Foe Hunter, Forester, Militia, Strong Soul

Equipment:

- (A) Shortbow*, longbow*, or halfspear*
- (B) Healer's kit, 2 antitoxins, and 20 arrows*
- (C) Scrolls of *barkskin* and *cure moderate wounds*

Half-Ogre

Personality:

Physical Description:

Relations:

Alignment:

Half-Ogre Lands:

Religion:

Language:

Names:

Adventurers:

Racial Traits:

- +4 Str, +2 Con, -2 Dex, -2 Int, -2 Wis, -2 Cha
- Medium-Size: As medium sized (barely) creatures, half-ogres have no special bonuses or penalties due to size.
- Half-ogre base speed is 30 feet.
- Brutish Stamina: Half-ogres receive their choice of the Endurance, Great Fortitude, or Toughness feat for free at 1st level.
- +2 to all Intimidate, Listen, and Spot checks.
- -2 penalty to Hide and Move Silently checks.
- Half-ogres can use a bastard sword or dwarven waraxe in one hand without buying the Exotic Proficiencies.
- Due to the broadness of half-ogres, they must pay for armor, shields, and clothing as if they were large creatures (x2 price).
- Giant: Half-ogres are considered giants for purposes of magic items, spells, feats, ranger abilities, etc. Note: Due to the diluted nature of their blood, half-

ogres are considered humanoids as well as giants and as such are affected normally by all spells that specifically target humanoids.

- Automatic Languages: Common and Giant. Bonus Languages: Damaran, Dwarf, Gnome, Gnoll, Goblin, Illuskan, and Orc.
- Preferred Class: None. Half-ogres lack the focus necessary to practice more than one class at a time, thus they always suffer xp penalties when multiclassing.

Regional Feats: Big Brute, Blooded, Bullheaded, Resist Poison, Survivor, Thug

Equipment:

- (A) Bastard sword*, dwarven waraxe*, or greatsword*
- (B) Banded mail with armor spikes
- (C) Breastplate*

Jackalman

Personality:

Physical Description:

Relations:

Alignment:

Jackalman Lands:

Religion:

Language:

Names:

Adventurers:

Racial Traits:

- +4 Str, -2 Int, -2 Dex, -2 Cha
- Preferred Class: Barbarian

Regional Feats:

Equipment:

Jubruq

Personality:

Physical Description:

Relations:

Alignment:

Jubruq Lands:

Religion:

Language:

Names:

Adventurers:

Racial Traits:

- +2 Int, +2 Wis, -2 Str, -2 Con
- Medium-sized: As medium sized creatures, jubruq have no special bonuses or penalties due to size.

- Jubruq base movement is 30 feet.
- Darkvision to 60 feet.
- +2 to Spellcraft and Concentration skill checks.
- +1 racial bonus to attack rolls against orcs and ogres. Jubruq are adept at striking against their brutish cousins.
- +2 dodge bonus vs. orcs and ogres. Jubruq are adept at protecting themselves from their brutish cousins.
- Jubruq with an Intelligence of 10+ can cast the cantrips *Detect Magic*, *Read Magic*, and *Resistance* each once per day.
- Elf Blood: For all special abilities and effects, a Jubruq is considered an elf.
- Orc Blood: For all special abilities and effects, a Jubruq is considered an orc.
- Automatic Languages: Common and Orc. Bonus Languages: Draconic, Dwarf, Elf, Giant, Gnome, Gnoll, Goblin, Mulhorandi, and Tuigan.
- Preferred Class: Sorcerer

Regional Feats: Discipline, Horse Nomad, Magical Training, Saddleback, Survivor

Equipment:

- (A) Composite shortbow*
- (B) Light warhorse, bit and bridle, military saddle, and studded leather barding.
- (C) Saber* or scimitar*

K'stulaami (T'skrang Variant)

Personality:

Physical Description:

Relations:

Alignment:

K'stulaami Lands:

Religion:

Language:

Names:

Adventurers:

Racial Traits:

- +2 Dex, -2 Wis
- Movement 30. Glide 30 (Average).
- Preferred Class: Channeler

Regional Feats:

Equipment:

Leafer

Personality:

Physical Description:

Relations:

Alignment:

Leafer Lands:

Religion:

Language:

Names:

Adventurers:

Racial Traits:

- +2 Con, -2 Dex
- Small-sized: As small creatures, leafers gain a +1 to AC and attack rolls and a +4 to Hide checks.
- +8 to Hide skill checks in woodland areas.
- Leafers receive a +4 to save vs. mind-influencing spells and poison.
- Immunity to sleep and paralysis effects.
- Spores (Ex): Leafers have 2-4 pods that, when broken, release a cloud of spores in a 10-foot radius. Any breathing creatures in this area must make a Fortitude save (DC 13) or suffer 1d4 Str initial and secondary damage. Pods have a hardness of 3 and 5 hp.
- If a leafer meets one of its own species, both leafers must make a Will save (DC 30) or attack the other in a fight to the death.
- Plant: Leafers are considered plants for purposes of magic items, spells, feats, ranger abilities, etc.
- Automatic Languages: Common and Sylvan. (Leafers do speak a smattering of most languages...usually just enough to get them in trouble. Curses and insults are about the limit of the vocabulary of a leafer's limited language.) Bonus Languages: Druid, Elven, Gnome, and Terran.
- Preferred Class: Druid

Regional Feats:

Equipment:

The Lost

Personality:

Physical Description:

Relations:

Alignment:

Lands of the Lost:

Religion:

Language:

Names:

Adventurers:

Racial Traits:

- Preferred Class: Barbarian

Regional Feats:

Equipment:

Obsidiman

Personality:

Physical Description:

Relations:

Alignment:

Obsidiman Lands:

Religion:

Language:

Names:

Adventurers:

Racial Traits:

- +6 Str, +4 Con, +2 Wis, -4 Dex, -2 Cha. Being creatures of stone, obsidimen are exceptionally strong and tough. However, the flip side is that they are also exceptionally slow in every way. This lack of urgency and speed in everything they do tends to grate on others' nerves.
- Large-size: As Large creatures, obsidimen suffer a -1 penalty to AC and attack rolls. Also, due to their size, obsidimen can carry twice what their Strength would otherwise indicate.
- Base Movement 20.
- Damage reduction 3/--.
- +8 to Hide in rocky surroundings.
- -20 to Swim (in other words...don't try it!).
- -4 to Balance, Hide, and Move Silently checks.
- Due to their size and weight, obsidimen must have all equipment and household items (chairs, beds, etc.) specially made at three times normal price.
- Automatic Languages: Common and Terran. Bonus Languages: Draconic, Dwarf, Giant, Gnome, Orc, and Undercommon.
- Preferred Class: Monk.
- Obsidimen are an ECL +4 race.

Regional Feats:

Equipment:

Ork, Barsaive

Personality:

Physical Description:

Relations:

Alignment:

Barsaive Orkish Lands:

Religion:

Language:

Names:

Adventurers:

Racial Traits:

- +2 Str, +2 Con, -2 Int, -2 Wis, -2 Cha
- Preferred Class: Barbarian OR Fighter

Regional Feats:

Equipment:

Quickling (Windling Variant)

Personality:

Physical Description:

Relations:

Alignment:

Quickling Lands:

Religion:

Language:

Names:

Adventurers:

Racial Traits:

- +4Dex, -2 Str, -2 Con. Quicklings, like their windling cousins, are highly dexterous. They are weak and fragile due to their small size.
- Tiny-Sized. As Tiny creatures, quicklings have a +2 bonus to AC and attack rolls and a +8 bonus to Hide checks. Also, due to their size, quicklings can carry _ as much as their Strength would normally indicate and suffer a -8 penalty to Grapple checks.
- Quickling base movement is 40 feet. Quicklings have amazing speed that has been bestowed upon them through the use of forbidden magics.
- Runner: Quicklings are adept runners and receive the Run feat for free. Additionally, quicklings receive a +2 to any Constitution checks made to keep running.
- Madness: All quicklings have gone slightly mad due to the loss of their wings. See the Madness rules that follow. In addition, this madness

- provides a +2 to all Will saves versus mind-affecting spells.
- Ethereal Sight (Ex). Quicklings can visually perceive Ethereal beings within 40 feet with a successful Spot check (DC 15).
 - Fey: Quicklings are considered fey for purposes of magic items, spells, feats, ranger abilities, etc.
 - Frailty: A quickling's base Hit Die drops to the next smaller die (i.e. d12 to d10, d10 to d8, etc...d4 drops to a d3).
 - Automatic Languages: Common and Sylvan. Bonus Languages: Aquan, Auran, Chondathan, Draconic, Elven, Gnome, Illuskan, and Infernal.
 - Preferred Class: Sorcerer

Regional Feats: Mind Over Body, Resist Poison, Survivor, Treetopper, Twin Sword Style

Equipment:

- (A) Any windling weapon*
- (B) 2 doses of medium-size spider venom
- (C) Arcane scrolls (1 2nd-level and 6 1st-level)

Troll, Barsaive

Personality:

Physical Description:

Relations:

Alignment:

Barsaive Trollish Lands:

Religion:

Language:

Names:

Adventurers:

Racial Traits:

- +4 Str, +2 Con, -2 Dex, -2 Int, -2 Wis, -2 Cha
- Large-Size: As Large creatures, Barsaivian trolls suffer a -1 penalty to AC and attack rolls. Also, due to their size, trolls can carry twice what their Strength would otherwise indicate.
- Base Movement: 30
- Feat: Toughness
- Giant: Barsaivian Trolls are considered giants for purposes of magic items, spells, feats, ranger abilities, etc.
- Preferred Class: Fighter

Regional Feats:

Equipment:

T'skrang

Personality:

Physical Description: T'skrang are a race of lizard people. They average 5'9" in height and weigh approximately 190 pounds, 40 of which are tail.

Relations: T'skrang get along with most races, although they have a special kinship with windlings. Elves are looked upon with distrust, due to the Elf-T'skrang Wars in the past.

Alignment: Though

T'skrang Lands: T'skrang tend to live on the edges of waterways or large bodies of water. Their society is a loose matriarchy.

Religion: T'skrang usually worship deities of Water, Luck, Travel, or Music.

Language:

Names:

Adventurers: T'skrang adventurers are hardly a rare breed. The natural bravado that t'skrang have makes them extremely suited for adventuring. Bards, rogues, and

Racial Traits:

- +2 Cha, -2 Wis. T'skrang are renowned for their easy manner and daring bravado. However, these traits, which seem to endear them to others, also tend to get in their way of thinking before acting.
- Medium-sized: As medium sized creatures, t'skrang have no special bonuses or penalties due to size.
- T'skrang base movement is 30 feet.
- +4 to Swim skill checks.
- +2 to Balance and Profession (Sailor) skill checks.
- +1 natural armor bonus to AC.
- Hold breath for 10+Con modifier minutes before suffering adverse effects from oxygen deprivation.
- Automatic Languages: Common and Draconic. Bonus Languages: Aquan, Chultan, Dwarven, Elven, Goblin, Serusan, and Sylvan.
- Preferred Class: Bard.

Regional Feats: Artist, Luck of Heroes, Mercantile Background, Silver Palm, Smooth Talk

Equipment:

- (A) Tail weapon*, rapier*, or dagger*
- (B) Pistol, powderhorn, and 10 bullets*
- (C) Musical instrument*, hand crossbow, and 10 bolts*

Ulk-man

Personality:

Physical Description:

Relations:

Alignment:

Ulk-man Lands:

Religion:

Language:

Names:

Adventurers:

Racial Traits:

- +4 Str, -2 Dex, -4 Cha
- Preferred Class: Barbarian

Regional Feats:

Equipment:

- Medium or heavier armor, if they are fatigued, or if their wings become wet.
- +1 to attack and damage rolls versus Ethereal beings of all types.
 - +2 to Balance, Escape Artist, and Move Silently checks.
 - Ethereal Sight (Ex). Windlings can visually perceive Ethereal beings within 40 feet with a successful Spot check (DC 15).
 - Fey: Windlings are considered fey for purposes of magic items, spells, feats, ranger abilities, etc.
 - Frailty: A windling's base Hit Die drops to the next smaller die (i.e. d12 to d10, d10 to d8, etc...d4 drops to a d3).
 - Automatic Languages: Common and Sylvan. Bonus Languages: Aquan, Auran, Chondathan, Draconic, Elven, Gnome, and Illuskan.
 - Preferred class: Wizard.

Windling

Personality:

Physical Description:

Relations:

Alignment:

Windling Lands:

Religion:

Language:

Names:

Adventurers:

Racial Traits:

- +4 Dex, +2 Int, -4 Str, -2 Con. Windlings, as creatures of the air, are highly dexterous. Their keen intellect is a direct result of their curiosity about the world. They are weak and fragile due to their small size.
- Tiny-Sized. As Tiny creatures windlings have a +2 bonus to AC and attack rolls and a +8 bonus to Hide checks. Also, due to their size, windlings can carry _ as much as their Strength would normally indicate and suffer a -8 penalty to Grapple checks.
- Windling base movement is 10. They can also fly at a rate of 40 (Good, +4 on Fly skill checks). Windlings cannot fly if they are Encumbered or wearing

Regional Feats: Arcane Schooling, Forester, Luck of Heroes, Magical Training, Mind Over Body

Equipment:

- (A) Any windling weapon*
- (B) 3 doses of blue whinnis poison
- (C) Arcane scrolls (1 2nd-level and 6 1st-level)

Wolfen

Personality:

Physical Description:

Relations:

Alignment:

Wolfen Lands:

Religion:

Language:

Names:

Adventurers:

Racial Traits:

- +4 Str, -2 Dex, -2 Int, -2 Cha
- Preferred Class: Fighter

Regional Feats:

Equipment:

Table 2: Quickling Madness

<i>Madness</i>	<i>Effects</i>
<i>Addiction</i>	The quickling craves an item that he can consume. The quickling must consume the item of his addiction once per day or be at a -2 to all checks, saves, and attack rolls until he gets his fix.
<i>Delusion</i>	The quickling believes he is something he is not, be it an ogre, a beholder, or a dragon. When he is faced with absolute evidence to the contrary, he flies into a rage, attacking the bearer of the evidence, or the evidence itself. In this rage, he has a +2 to all attack rolls, but a -2 to all Will and Reflex saves.
<i>Depression</i>	The quickling is constantly, annoyingly depressed. The quickling whines about everything no matter how minor. A -4 to the quickling's Charisma score characterizes this madness.
<i>Fascination</i>	The quickling is easily fascinated by something. Shiny objects, elves, or other things have the effect of distracting the quickling. When in the presence of his fascination, a quickling is at a -1 to all checks, saves, and attack rolls.
<i>Hallucinations</i>	The quickling sees things that are not there. In periods of stress, the quickling must make a Will save at a DC of 18. On a failure, he acts as though the figments of his imagination are real.
<i>Paranoia</i>	The quickling is absolutely convinced that someone or some group is out to get him. When anyone mentions the object of his paranoia, the quickling must make a Will save (DC 18) or become shaken. When face to face with his paranoia, he must make a Will save (DC 22) or become frightened.
<i>Phobia</i>	The quickling has an unreasonable fear of something. When faced with the object of his fear, the quickling must make a Will save (DC 20) each round or become (at first) shaken. Any further failures result in the character's fear escalating 1 step.

Table 3: Quickling/Windling Weapon Equivalents

<i>Original Weapon</i>	<i>Quickling/Windling Equivalent</i>
Dagger	Quickling/Windling Long Sword
Handaxe	Quickling/Windling Greataxe
Hand Crossbow	Quickling/Windling Light Crossbow
Light Mace	Quickling/Windling Greatmace
Light Crossbow	Quickling/Windling Heavy Crossbow
Light Hammer	Quickling/Windling Maul
Short Sword	Quickling/Windling Greatsword

Table 4: New Quickling/Windling Weapons

<i>Weapon</i>	<i>Size</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range Increment</i>	<i>Weight</i>	<i>Type</i>
Unarmed Attack	--	--	1(s)	x2	--	--	Bludgeoning
Windling Dagger	Fine	1 gp	1d2	19-20/x2	5 ft.	.1 lb.	Piercing
Quickling Hand Crossbow	Fine	50 gp	1d2	19-20/x2	15 ft.	.5 lb.	Piercing
Windling Handaxe	Diminutive	2 gp	1d3	x3	5 ft.	.25 lb.	Slashing
Windling Short Sword	Diminutive	5 gp	1d3	19-20/x2	--	.125 lb.	Piercing
Windling Axe	Tiny	3 gp	1d4	x3	--	.25 lb.	Slashing
Windling Hammer	Tiny	5 sp	1d3	x2	10 ft.	.125 lb.	Bludgeoning
Windling Mace	Tiny	2 gp	1d3	x2	--	.25 lb.	Bludgeoning
Windling Pick	Tiny	2 gp.	1d3	x4	--	.125 lb.	Piercing
Windling Spear	Tiny	5 sp	1d3	x3	10 ft.	.25 lb.	Piercing
Windling Bow	Small	15 gp	1d4	x3	30 ft.	.125 lb.	Piercing
Windling Longspear	Small	2 gp	1d4	x3	--	1 lb.	Piercing

Table 5: T'skrang Tail Weapons

<i>Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range Increment</i>	<i>Weight</i>	<i>Type</i>
Dagger	2 gp	1d4	19-20/x2	--	1 lb.	Slashing
Mace	5 gp	1d6	x2	--	4 lb.	Bludgeoning
Shuriken Flinger	10 gp	1d6	x3	20 ft.	2 lb.	Piercing
Spikes	20 gp	1d10	x2	--	6 lb.	Bludgeoning and Piercing

Table 6: Windling Monk Damage and Speed

<i>Level</i>	<i>Damage</i>	<i>Speed</i>
1-2	1d3	10/30 ft.
3	1d3	15/40 ft.
4-5	1d4	15/40 ft.
6-7	1d4	25/50 ft.
8	1d6	25/50 ft.
9-11	1d6	30/60 ft.
12-14	1d8	35/70 ft.
15	1d8	45/80 ft.
16-17	1d10	45/80 ft.
18-20	1d10	50/90 ft.

Table 7: Quickling Monk Damage and Speed

<i>Level</i>	<i>Damage</i>	<i>Speed</i>
1-2	1d3	40 ft.
3	1d3	50 ft.
4-5	1d4	50 ft.
6-7	1d4	60 ft.
8	1d6	60 ft.
9-11	1d6	70 ft.
12-14	1d8	80 ft.
15	1d8	90 ft.
16-17	1d10	90 ft.
18-20	1d10	100 ft.

New Skills:

Fly (Dex; Trained Only; Must be able to fly or glide)

Creatures and races with the ability of flight or gliding use the Fly skill. This skill is used when doing tricky maneuvers. The maneuverability class of the creature modifies the skill as follows:

<i>Maneuverability</i>	<i>Modifier</i>
Perfect	+8
Good	+4
Average	0
Poor	-4
Clumsy	-8

The DM may add other modifiers for exceptionally tricky stunts. This skill can also be used to glide. Finding thermal updrafts, prolonging a glide, and catching oneself after a fall are all examples of situations where the Fly skill is pertinent.

New Feat:

Big Brute (Special)

You are over 8 feet tall and/or over 500 lbs.

Prerequisite: Str 18+, Con 18+, member of a medium-sized race that has an average height of 7ft+ (i.e.- bugbear, half-ogre, or gnoll), must be taken at 1st level.

Benefit: You are a Large creature. -1 to AC and attack rolls and a -4 to Hide checks. Carry twice what your Strength would normally indicate, 1d4 unarmed damage, +4 to Grapple, 10-foot reach, and the ability to use Large weapons one handed and Huge weapons two handed.