

CLIMATE/TERRAIN:	Warrior Any	Elder Any
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Tribe	Tribe
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Average (8-10)	High (13-14)
TREASURE:	Q (I)	W (I)
ALIGNMENT:	Lawful evil	Lawful evil
NO. APPEARING:	10-100	1 per tribe
ARMOR CLASS:	6 (6)	5 (6)
MOVEMENT:	6 (6)	5 (6)
HIT DICE:	2+1	5+1
THACO:	19	15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-8 (pellets)	5-30 (fire seeds)
SPECIAL ATTACKS:	Nil	Spells
SPECIAL DEFENSES:	Nil	see below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	L (8' tall)
MORALE:	Steady (11-12)	Elite (15-16)
XP VALUE:	120	3,000

The aartuk are nomadic vegetables organized into small tribes. One elder leads each tribe. Constantly seeking worthy adversaries, they are religious fanatics that view war as the ultimate form of art.

The warrior and elder aartuk look the same. The aartuk body has the general shape of a star. It is covered with thick, flexible bark, similar to spiked leather. The aartuk moves on its branches, the tips of which end in suction cups that the aartuk uses to hold onto vertical or inverted surfaces. Each suction cup houses a cluster of three retractable pseudopods that can be used to handle small objects. The head of an aartuk stands on a six-foot-tall, snake-like stalk that can coil in and out of the center of the star. The head is oblong in shape, with a hole on one end surrounded by three black lumps. These are the sensory organs of the aartuk, which enable it to detect movement via vibration, smell, and infrared vision. The aartuk cannot see visible light.

Aartuk come in a variety of strains. There are tribes of grey specimens that favor sandy or very dusty environments. Some tribes look more like rough stones, ranging from light brown to dark grey. Other tribes let mosses, mushrooms, and other small plants grow on their limbs; these types generally prefer to live in dense foliage. In all cases, aartuk are capable of concealing themselves in their natural environment (80% chance of success if the viewer is 30 or more feet away).

Combat: Aartuk can spit a secretion through the opening in their heads. The secretion solidifies upon contact with air and forms a rock-hard pellet that causes **1d8** points of damage. The range and other effects of the pellet are identical to those of a regular sling bullet. An aartuk can shoot one such pellet per round of combat, without any penalty for close combat.

Instead of shooting a pellet, an aartuk may choose to shoot forth its gooey tongue to entangle an adversary. The sticky tongue is effective up to a maximum distance of 30 feet. When attacked by the tongue, the victim must roll a successful Dexterity check or become immobilized. An unconscious victim is automatically entangled. A successful Strength check is needed to pull free of the sticky tongue, with a cumulative -1 penalty per round of continuous immobilization.

The goal of the aartuk is to pull the victim to the center of its



body. The head then coils back into the center of the body to hold the victim down, while the branches roll back to crush the victim. The aartuk thus causes **1d8** points of damage per round to an immobilized victim. The aartuk does not use its branches for combat in any other fashion.

An elder aartuk fights as a warrior, with the addition of priest spells and a more potent missile weapon. The elder's pellet has twice the range as that of a warrior. The pellet produces a small spark on impact. In normal space, the spark has no effect other than tipping off opponents to the real nature of the elder—which is not apparent to humans. In the phlogiston however, the spark ignites a fireball that causes **5d6** points of damage. The elder usually does not fight when sailing through phlogiston, in order to avoid accidentally harming itself or other aartuk warriors that could be in the area of effect. By instinct, the elder prudently curls up its front branches just before spitting a pellet.

The elder is capable of casting spells as a **4th-level** priest with a Wisdom of 14 (five **1st-level** spells and two **2nd-level** spells). It must pray to its god (as a normal priest) to regain its spells. Aartuk elders are likely to have the following spells:

If prepared for combat: **Cause fear, curse, command, darkness, magical stone*, chant, and flume blade**

When traveling: **Detect good, detect magic, endure cold/heat, protection from good, sanctuary, charm person or mammal, and know alignment**

*The elder may cast magical **stone** on up to three pellets. Although the affected pellets have not yet been secreted at the time the spell is cast, it nonetheless remains effective until **all** three pellets are actually shot, or until the spell reaches the end of its normal duration. It enables these pellets to hit monsters that only magical weapons can affect. The damage is the same, but the effect vanishes when the pellet hits a target or an obstacle.

Aartuk warriors normally avoid harming opponents they believe to be able to control spelljamming devices. They try to capture and drag such opponents away from the scene of a combat. If a fight went against them, aartuk would retreat, taking their prisoner

Aartuk

with them.

Habitat/Society: Aartuk can be found anywhere in areas of **wild-space** or beyond, in the phlogiston. Tales and legends of their past indicate that their original world was destroyed by the Tyrant Race. Aartuk vow an ancestral hatred toward beholder-kin, and they go to great lengths to cause these creatures any kind of harm in their power.

Several individuals once managed to get aboard spelljamming ships and eventually took them over. There are now many tribes with flotillas of ships captured from fallen enemies. The elder of a tribe is the only aartuk in that tribe capable of piloting a **spelljamming ship**. Slaves are used to control other ships in a flotilla. Once they capture a ship, the aartuk proceed to modify to make it resemble their preferred environment. Depending on the tribes, ships can be made to look like rocky asteroids, suspended gardens, dusty **wrecks**, etc. Aartuk cannot make spelljamming devices of their own.

Aartuk do not value precious metals, other than as lures for potential victims. They appreciate gems (their currency), magical weapons, and art pieces related to the topic of war, which **they** keep as war trophies. Some rare aartuk magical items with various powers are worn as torques at the base of their head stalks, within the cavity at the center of their bodies. These items may improve Armor Class or grant special abilities common to magical **rings** (such as invisibility, mind shielding, regeneration, or telekinesis). These are typically reserved for the aartuk aristocracy and the elders (see the "Elders" description below for both). Humanoids can use aartuk magical torques, wearing them as arm **bracers**. Only one such item can be used at a time (wearing two prevents either from functioning). Aartuk cannot use any other types of magical items.

Aartuk live and die for war, which is linked to their religion and reproductive system (see "Ecology"). Aartuk are known to attack small colonies or isolated warships. When they encounter an obviously weaker opponent, aartuk find it more honorable to take prisoners and question them about the location of a more suitable opponent. They later release all these prisoners (except potential slave pilots) after taking away any gems or war trophies. Different aartuk tribes occasionally ally to attack larger targets, but they generally have no intertribal contact.

Warriors without an elder are likely to seek another tribe of **the same** breed; they will offer great war trophies to be accepted as tribe members by **the new** elder. If warriors do not have a slave pilot, they drift in space, hoping for an unsuspecting vessel to board them. They either attempt to take over that ship-with its pilot alive-or give away part of their treasures to buy themselves safe passage. Aartuk usually are true to their word and will respect a reasonable agreement.

Aartuk are air breathers and are capable of speech. They need their ships to retain sufficient air, food, and water to travel long distances. They also rely on their elder leader, who can filter stale air to produce oxygen sufficient for **50** aartuk. Because of this limitation, aartuk are not known for not keeping prisoners very long. These are either set adrift on a raft, or unceremoniously dispatched to **the** storeroom.

Aartuk speak various dialects specific to their breeds (rustles, snaps, clicks, pops, and whistles). Aristocrats and elders are likely to speak another two or three more tongues among those languages commonly used in their region (or pick at random: **Elven** 01-20, **Human Common** 21-40, **Beholder** **41-70**, **Neogi** **71-80**, **Dracon** 81-90, the **Arcane tongue** 91-95, or **Illithid** 96-00).

Aartuk worship deities of various origins, though all of these

are evil patrons of war. Some tribes have adopted the worship of human deities or those of other monstrous creatures. The elder provides the clerical guidance for one specific deity. Aartuk normally bum their dead and keep the ashes (and magical items, if any) within urns. These urns are taboo and no aartuk dares tamper with these for fear of waking the dead.

Ecology: Aartuk can ingest any kind of nourishment. They normally cook their food and can prepare sophisticated dishes. They absorb their food through an opening underneath their bodies.

An aartuk reproduces by infecting an unconscious victim with a virus that progressively turns the victim's flesh to jelly in a few days. The victim loses 1d6 points of Constitution per day until death occurs or until a cure disease spell destroys the virus (a convalescent recovers 1 point of Constitution per day). A fully grown aartuk warrior-with the memories of the warrior who infected the victim-emerges from **the** jelly in one month.

Aartuk infect victims by leaving their tongues on an open wound for three rounds. Aartuk view the "gift of birth" as a sign of respect and honor toward a victim. The infection of a victim is a religious ritual that must be overseen by the elder of the tribe. There is no gender among the aartuk.

The bodies of aartuk, either dead or alive, provide no useful components for magic, though the slime on their tongues makes an effective glue when boiled to the appropriate concentration. The tongues may be hung and left to dry for several weeks, which produces an average quality rope. When properly fermented, the sap of elders makes a beverage greatly desired by beholders. An elder provides enough sap to brew a small keg of **aartukia**. A shrewd merchant could get several thousand gold pieces for the sale of a single keg.

Elder Aartuk

The elder is a very old, wise aartuk warrior. It is clear when a warrior aartuk is becoming an elder because it "blossoms." This normally happens when a warrior Aartuk reaches 70-90 years of age. Depending on its breed, the aartuk's "flowers" may look like rocky outgrowths, very colorful mushrooms, or sweet-smelling, exuberant orchids.

During that period, the aartuk becomes **the** equivalent of the human "aristocrat." Although the aristocrat is identical to a common warrior (in game terms), it is nevertheless treated with much deference by its fellow warriors, and it does **not have to** undertake menial duties. This increased respect is explained by the fact that an aartuk's blooming signifies either its imminent death or its final transformation to elderhood. The flowers last for about one Earth year, after which they wither and fall off. At that point, the aartuk must roll a successful saving throw vs. death magic or shrivel and die as well.

If it survives, the aartuk sheds its skin and regains a newer, stronger vitality. It is then hailed as a new elder, and it soon leaves with a small group of younger followers to start another tribe. A new elder lives another 40-60 years, after which it dies of old age. A new tribe is traditionally granted one spelljamming ship and, whenever possible, a few slave pilots and some treasure. If the mother tribe has only one ship, the two elders fight a traditional duel that ends in the death of one of them. The survivor takes over the tribe.

Aartuk can tell an elder from common aartuk by its smell. Other races that do not have a keen sense of smell cannot readily tell the difference. Elders are immune to those spells or magical effects that either control the physical movement of plants or alter their physical shapes.

CLIMATE/TERRAIN: Any
 FREQUENCY: Very rare
 ORGANIZATION: Solitary

ACTIVITY CYCLE: Any
 DIET: Omnivore
 INTELLIGENCE: Exceptional (15-16)

TREASURE: Any or nil
 ALIGNMENT: Chaotic neutral

NO. APPEARING: 1
 ARMOR CLASS: 8
 MOVEMENT: 1, F133 (B)

HIT DICE: 6
THACO: 15
 NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-3/1-3 or 1-2/1-3
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 75%
 SIZE: S (3'-4' tall)
 MORALE: Steady (11-12)
 XP VALUE: 4,000

The albari are a race of magical, bird-like creatures that are equally at home in wildspace or the phlogiston. They are dedicated to the cause of chaos and seem to exist for no other reason but to throw other beings' lives into unrest.

An albari possesses a long, almost-human face with a wide beak and slanted, beady eyes. No ears are visible, though an albari's hearing is very keen. The creature's face, like the rest of its body, is covered by short, oily feathers. These range in color from pure white to sooty gray, with the male's coloration tending toward the lighter shades. An albari's wings are impressive, and many specimens have been found with wingspans of up to nine feet. Small, clawed hands can be found on the wings, about half-way along their length. The creature uses these for simple manual tasks, like eating. For more complex activities, the albari uses its feet. Graced with a strong opposable digit, an albari's feet are much like human hands, with the main difference being the number and type of "fingers." Three sharply taloned digits and one thickly clawed opposable thumb rest at the end of both the albari's long, jointed legs. All albari are practiced in balancing on one leg and using the other to manipulate objects.

They speak their own high-pitched, shrieking language, as well as various trade dialects and the languages of many spacefaring races.

Combat: Albari avoid physical combat whenever possible. If forced into a physical confrontation in the air, they attack with their two taloned feet, which cause 1d3 points of damage each. On the ground, they attack first with their beaks, inflicting 1-2 points of damage, then with one foot for 1d3 points.

Magic, specifically illusion, is the preferred weapon of the albari. All albari have the ability to become invisible at will. They can cast *change self*, *ventriloquism*, *blur*, and *misdirection*, each twice per day. They can cast *phantasmal killer*, *dream*, *hallucinatory terrain*, and *mislead*, each once per day. As any albari's motivation can change with alarming speed, it is difficult to state exactly how these spells will be employed. However, it's safe to assume that they will always attempt to confound their enemies with illusions before running away.

Habitat/Society: Though albari revel in chaos, there is often a method to their madness. An albari will decide upon a specific



course of action-say, insuring that a ship gets hopelessly lost in the phlogiston-and stick to it for a short period of time. On average, this period is 1d6 days. At the end of that time, the creature might then change its mind or decide to continue. Albari usually do the former. They can be hard set upon ruining a ship one moment, then try everything in their power to save it the next.

They use their illusionary powers to sow chaos as much as possible. Often, an albari will use a *dream* spell upon the captain of a passing ship, simply to cause him to change course. They sometimes make short-term deals with other creatures in space, such as murderoids, agreeing to lure unwary ships to their doom. On the other hand, albari have also been known to lead ships to vast treasures for little or no reward. Their favorite trick, however, is to trail a ship until it get into a combat situation, then fly to the opposing ship and reveal everything they know. Of course, the albari can lie in this situation, too.

Because albari need air to breathe, they often tag along inside a ship's air pocket in the phlogiston, remaining invisible, but casting an occasional spell to keep things lively aboard the vessel they've adopted. Albari frequently sneak aboard ships, too. Then they are often magically disguised as a halfling, rock hopper, or other small humanoid.

Causing trouble takes up most of the albari's time, though pairs occasionally get together to mate. Young albari spend a few weeks hidden in a haphazardly constructed nest before venturing out on the unsuspecting world. These nests can usually be found almost anywhere secretive, though, true to the albari's nature, nests have been found in the middle of busy ports.

Ecology: The albari is hated by most intelligent races throughout the spheres. Some creatures, like the neogi, slay an albari on sight. Few economic uses have been discovered for the albari, however. Its meat is tough and foul-tasting, and its feathers are far too oily for ornamental use. On a few worlds, heavily treated albari-feather pillows are a status symbol, more for their rarity than their utility.

Alchemy Plant

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Single Plant
ACTIVITY CYCLE:	Any
DIET:	Any
INTELLIGENCE:	Semi- (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	See below
MOVEMENT:	Nil
HIT DICE:	1
THAC0:	Nil
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (1-3' tall)
MORALE:	Nil
XP VALUE:	25

An alchemy plant can change its essence into that of any inorganic matter that touches it. The plant can also convert one material into another, as explained below. Matter that was formerly alive, such as a wooden staff, cotton or wool clothing, or a corpse, also qualifies for transformation purposes. The plant is highly sought by alchemists.

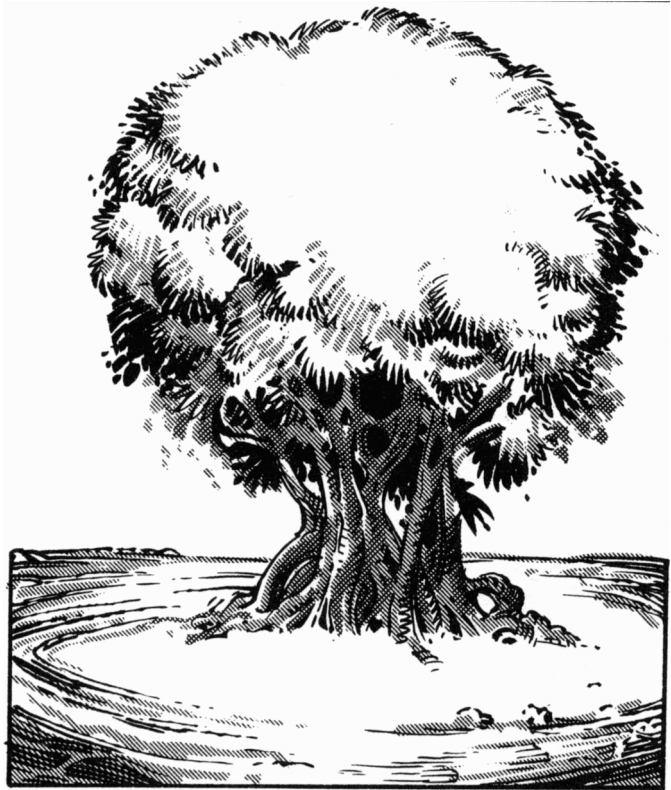
The plant normally looks like an unremarkable bush with serrated green leaves. It grows anywhere, using its transmuting ability to thrive in exotic environments. The only distinguishing characteristic is the lack of other vegetation in a 1' radius around the plant.

Combat: The alchemy plant easily falls victim to a thoughtless swing of an adventurer's sword or the teeth of a hungry herbivore. However, it senses other live plants growing within 20'; when such plants take damage, the alchemy plant recognizes this and instinctively reacts to preserve itself by transforming into some nearby substance.

For this reason, the alchemy plants that survive best grow beside rocks. As a herbivore is about to chomp into the succulent brown stalks, the alchemy plant turns into a plant-shaped rock. The plant can also transform in the split-second after a weapon makes contact and before it cuts through the plant, resulting in a solid steel plant. The plant saves vs. crushing blow, using the column appropriate to the material it has duplicated. Of course, a weapon striking such a plant must also save! The transformation lasts so long as danger still threatens.

Habitat/Society: Alchemy plants grow wild, converting inorganic matter in the soil into food. They do not photosynthesize; thus, they do not require light. Alchemy plants take in carbon dioxide and exhale oxygen, providing an important service to spelljamming vessels.

The alchemy plant can transform substances into other substances. When two objects touch the plant, one is transformed into the other's substance. Roll randomly (an even chance) to determine the object transformed. Thus, to make, the plant create gold, touch the plant with a rock, then a piece of gold-and cross your fingers! An alchemy plant can convert one pound of matter per foot of plant height, to a maximum of three pounds. The transformation works only once per day.



Supposedly smart people have touched gold to an alchemy plant, watched the plant turn to gold, then pulled it out of the ground. The result is a dead green bush: The plant must stay alive to keep its own transformation intact, though this does not apply to other transformed matter.

A **charm plant** spell or a **potion** of plant **control** ensures precisely the transformation the caster desires. Attempts to convince the plant to effect a transformation using **speak with plants** seldom work. The plant cannot be bullied, as it has no concept of its own death or pain. Only a druid can hope to convince the plant to create a transformation; the druid must make an Intelligence check to succeed.

Alchemy plants cannot duplicate magical energy. Thus, for instance, a **candle of invocation** touched against the alchemy plant creates only a small block of wax.

Every month, the alchemy plant has a 5% chance to produce a new seed. The seed is hurled by explosive force to a new spot 10d6 yards away from the parent. (An unfortunate character who intercepts the seed in its flight takes 1 hp damage.) The seed grows from seedling to maturity in two weeks.

Ecology: Alchemy plants are at the bottom of the food chain, giving nutrition to wandering herbivores. Beyond this, only sages, mages, and alchemists have any interest in the plant, since its performance is undependable. Still, the alchemy plant can be found on board human, elvish, and illithid ships, where it freshens the air and possibly provides needed substances.

CLIMATE/TERRAIN:	Anv
FREQUENCY:	Very rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Highly (14)
TREASURE:	W
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-6
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	6+1
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (weapon)
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	20%
SIZE:	M (5')
MORALE:	Elite (14)
XP VALUE:	975

The allura are a race of reptilian monsters who lure spacefaring men to their doom using innate magical abilities. They use their limited shapechanging power to disguise themselves as beautiful females of their victims' race. Spells or devices that pierce illusions cannot detect an allura's true form.

The allura most often resemble beautiful human women, always wearing ornate clothing and flashing exquisite jewelry.

Combat: **Allura** feed on the emotions created by tension, excitement, and fear. To gather these emotions, the allura can cast the following spells at 12th level once per day: **charm person**, **sleep**, **friends**, **suggestion**, **demand**, **clairaudience**, **clairvoyance**, **de-lude**, and **mass suggestion**.

The allura have another innate ability, **detect life**. This ability lets the allura automatically detect the presence of life within 500'.

When a spelljammer appears in their area, the allura quickly **use claimoyance** to locate the spelljamming wizard and **demand** to lure him to them. Once they sight the ship, the allura pretend to be shipwreck survivors or escaped prisoners from a slave ship.

Once they board a ship, the allura quickly and invisibly take over key personnel with their spells. All members of the crew get the usual saving throws against each spell, but if one allura's spell doesn't work, the other allura are ready to cast theirs on the strong-willed crew members. If any can still resist, the allura have no compunction against fighting more conventionally, using all the offensive spells and weapons at their disposal.

Once they control most of the crew, the allura create illusions that evoke strong emotion, such as battles or the dangers of **wild-space**. One tale tells of allura who convinced a dragonship crew to attack a neogi deathspider. Though the dragonship was destroyed, the allura fed well.

After two weeks, the captured survivors become listless and drained from the allura's emotional vampirism. Crew members in this condition have their Constitution, Strength and Intelligence scores temporarily halved. The allura magically incapacitate the now-useless crew and abandon the survivors on the nearest asteroid. The allura end up adrift on an empty ship, unable to **spell-jam**, looking for new victims.



Habitat/Society: Groups of allura stay together for their entire lives. Legends of the spaceways say that they are immortal, always trying to create higher levels of danger for their crews, to gamer stronger emotions to feed on, to find new experiences.

Ecology: If the allura don't feed on new emotions every four months, their appearance degenerates, revealing their true reptilian form. While in this state, they hide when a ship comes into their range and provoke their first victim into fighting a fellow crew member. Using these emotions to regenerate, they regain their beauty in **2d4** rounds.

CLIMATE/TERRAIN:	Deserts of Anadia
FREQUENCY:	Very rare
ORGANIZATION:	Community or family units
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	None
ALIGNMENT:	Lawful neutral

NO. APPEARING:	1-4
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACKS:	1d8/1d8/2d6
SPECIAL ATTACKS:	Bleeding
SPECIAL DEFENSES:	Nil
SIZE:	L (10' tall)
MORALE:	Elite (13-14)
XP VALUE:	2,000

The anadjjin is a vicious predator that originated on the planet Anadia, the first planet in the Realmspace solar system. These creatures appear to be slightly humanoid in shape, but they have very tough reptilian hide which deflects most weapons. The top of the anadjjin head has a spiny crest which looks similar to that of a stegosaurus dinosaur. This crest has an abundance of small capillary blood vessels at the surface which allow the creature to cool off in the hottest of environments. This crest also disables the creature's ability to survive in colder climates.

The anadjjin has two huge insect-like eyes sitting on the side of the head. This positioning allows the creature to see in a 360-degree arc at all times. The brain of the anadjjin is so complex that it is able to assimilate all the information received as well as react to it.

Its mouth is a bit unusual when compared to those of most other creatures. The mouth sits vertically on the face, instead of horizontally. The teeth are aligned vertically as well, and are very sharp. Once the creature has hold of a victim, there is no way to force the anadjjin to release the grasp, short of killing it. Even then, the jaw must be broken before the hold is released. The chin, instead of being under the mouth, is split in two, with a cleft on either side of the mouth.

The anadjjin has a stout tail which it uses to stabilize itself should it ever be pushed, or lose its balance. The tail is never used as a weapon. Each of the anadjjin's hands is layered with six-inch long claws. It prefers to use these claws as slicing weapons, attacking with each hand every round. The claws attack as though they were *blades of sharpness*. Anyone attacked by them suffers an additional hit point of damage per round per wound until the wounds are bound or healed.

Combat: The anadjjin prefers to hunt during the day, because it cannot see in the dark. It therefore hides and sleeps during the night. When it does attack, the anadjjin uses its speed and agility to gain the initial advantage. If the opponent is alone, it attacks with a bite. If the bite attack is successful, it does not release its hold until the opponent is



dead. It flails wildly at the abdomen of prey, hoping to sever the entrails, which quickens the death of its prey.

If there are multiple targets, the anadjjin still uses its bite attack, but it does not hold on. Its genius intelligence knows that stupid fighting like that is the sure way to die. Instead, the anadjjin moves about, attacking mostly one target, usually the weakest, until it falls. At that point, it tries to scare the rest of the targets away, so it can carry its prey back to its lair.

Habitat/Society: The anadjjin is a very caring parent and mate, ready at any time to fight to the death to protect its young. However, in times when food is rare, anadjjin are known to kill and eat their young to keep them from feeling the pain of starvation. Separate family units often work together in order to find food. They never fight among themselves whenever prey is found. Each realizes the amount of effort put forth, and demands a share equal to that. This relationship, which is quite unique to predators, is one reason that the anadjjin is well respected. Besides their own language, it is unknown whether the anadjjin have the capabilities to speak common or any other language known in the spheres. No one has stayed around long enough to find out.

Ecology: When hunting, the anadjjin is careful to preserve the balance of nature. It never hunts or kills any prey that is rare or endangered. The anadjjin feels a strong bond with nature itself, and feels compelled to hunt only that prey which is most abundant. This explains why the anadjjin hunt humans when they are transported to other planets, but do not hunt humans on Anadia. They do, however prey on the half-lings and umber hulks of Anadia whenever possible, because there are so many of both.

Ancient Mariner



CLIMATE/TERRAIN: Phlogiston

FREQUENCY: Very rare

ORGANIZATION: Crew

ACTIVITY CYCLE: Any

DIET: None

INTELLIGENCE: Verv (11-12)

TREASURE: H

ALIGNMENT: Chaotic evil

NO. APPEARING: 1-6

ARMOR CLASS: 4

MOVEMENT: 9

HIT DICE: 5 +3

THACO: 15

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: Energy drain

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil

SIZE: M (5' tall)

MORALE: Elite (14)

XP VALUE: Normal: 2,000

Captain: 3,000

Mariner shadow: 650

An ancient mariner is the undead spirit of a member of a long-lost evil race that once sailed the phlogiston seas.

A true ancient mariner is basically humanoid in appearance. Its neck is a little too long and its torso is somewhat compressed compared to those of a human. The eyes and jaw bulge out from the face. Its voice is **quavery**, as if being heard from a great distance.

An ancient mariner is partially transparent. It is seen wearing the bright, garish clothing normally associated with pirates and buccaneers. It appears as it did on the day it died, causing each to be unique. This may mean an eye patch, scars, or even a wooden peg leg. While the mariner might carry a weapon of virtually any type, this is also ghostly and cannot cause damage.

Combat: The chill touch of the ancient mariner inflicts 1d6 points of cold damage and causes the victim to lose one level. As with other undead that use this attack form, this effect reduces the Hit Dice, class bonuses, spell abilities, etc.

They can be turned as wights by priests. Like most undead, ancient mariners are immune to sleep, charm, **hold**, and cold-based spells. They are immune to any type of mind control spell as well. They can be hit only by magical weapons.

Any creature killed by the energy drain of an ancient mariner becomes an mariner shadow with most of the abilities of a normal shadow. The newly formed undead obeys the ancient mariner completely. (Beings killed by these shadows are merely dead, and do not become shadows or any other form of undead.) A mariner shadow retains its former appearance, though it is now partially transparent. The power of the ancient mariner is such that all of the victim's equipment stays with it, becoming ghostly as well, unable to touch or be touched by living hands. The equipment cannot be used by the mariner shadow.

Habitat/Society: Ancient mariners are found only in phlogiston. They will not enter a crystal sphere under any circumstances. It is thought that they need the phlogiston to power their ghost ships.

If more than one ancient mariner is encountered, one of them is the recognized leader and called "Captain" by its crew. This leader has 6 **+3** Hit Dice and is turned as a wraith. Ancient mari-



ners are always encountered with a crew of **1d20** mariner shadows, culled from any mixture of spacefaring races. Some large ships have been known to have larger crews of mariner shadows. If the captain is turned, he orders the entire ship to break off combat and flee.

The greatest power of the ancient mariner captain is to make any object become as insubstantial as the mariner itself. This power requires the captain to "touch" the object and concentrate for a turn. Once the object is changed, any ancient mariner or mariner shadow can handle it. In this way the treasure hoards of ancient mariners are increased.

A captain can do this to a spelljamming ship as well, which conversion takes a full day of concentration. They prefer human ships, such as galleons, hammerships, and **caravels**. Part of the ancient mariner's undead energy is given to the ship, which makes the vessel insubstantial, partially transparent, and fuels it. It moves as if powered by a **5th-level** spellcaster. The ship becomes immune to all physical or magical attacks. It has no physical substance, passing right through other objects. It holds no air. The ghostly deck hands appear to walk normally upon it, even swarming up the rigging occasionally. A captain can maintain only one ship at a time in this fashion, although he can release a ship from his sway and convert another.

If the ancient mariners on a ship are all killed, the mariner shadows vanish instantly, becoming truly dead. The ghost ship becomes solid and **can** be boarded and searched. There is a 50% chance that the spelljamming helm is still usable. If only the captain is killed, **the** ancient mariner with the highest hit points becomes **the** new captain.

Ecology: Unlike most undead, ancient mariners do not seem to be tied to a place or a person. They can roam freely, at least in phlogiston, and trade ships at will.

The original race of the ancient mariners must be long extinct, since they look like no race in the known crystal spheres.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	E (O, V)
ALIGNMENT:	Chaotic neutral (good)
NO. APPEARING:	5-50
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	1+1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	M (5-6' tall)
MORALE:	Steady (11)
XP VALUE:	175
Sword:	975
Umбра:	975
Clan leader:	3,000

The Aperusa are wildspace gypsies. They are a swarthy, nimble, handsome folk who dress in colorful silks and lots of jewelry. For all intents and purposes, they act like groundling gypsies, though no one knows whether the Aperusa are groundling gypsies who somehow made it into space, or spacefarers who met gypsies and chose to imitate them. Like other gypsies, the Aperusa are silent about their origins, and they resent intrusions into their pasts. This fanatical concealment of their past overrides even their love for money and "stuff."

These fun-loving folk wander wildspace in brightly painted, **slapdash** spelljammers. The Aperusa salvage wrecks, run confidence **games**, **engage** in petty thievery, and tell fortunes. They speak their own secret tongue, **as** well as Thieves' Cant and Common.

Combat: Treat most Aperusa as 1st-level thieves, their thief skills modified by appropriate Dexterity bonuses.

Any Aperusa quickly points out that they are lovers, not fighters. They pursue wealth and fun, not combat and its result, pain. They gladly let others fight their battles for them; in fact, the Aperusa reward their benefactors by selling them healing balms-at bargain prices!

If combat is inevitable, the Aperusa try to delay fighting until they get the advantage. They defend themselves with short swords and main-gauches (40%), daggers and slings (30%), rapiers (20%), or longswords (10%). They wear no armor, trusting their tough skin and high Dexterities. Some (20%) wear **protection** rings and cloaks, or **bracers of defense**.

Every Aperusa can feign death once per day, usually after taking a small flesh wound, or falling and pretending to hit his head. After the foe leaves the fight, the Aperusa plot a rematch, making sure the assailants won't know what hit them.

Aperusa are slightly magic-resistant and 75 % immune to all detection spells. Their minds cannot be read, and they cannot have psionic abilities. Furthermore, due to their hearty nature and constant exposure to wildspace, Aperusa have learned to use very little air. Their bodies retain enough air to let them breathe for 2d10 days.



Habitat/Society: Aperusa, not aggressive overall, give the responsibility of fighting and spying to two groups.

The first, Blades, are accomplished warriors, with saving throws and abilities of **5th-level** fighters, along with the normal Aperusa thieving skills (also **5th-level**). In addition, Blades can cast spells as a **5th-level** bard. Thus Blades can power the helm of a spelljammer. Blades are responsible for strategy and tactics for their clans. Only males can be Blades.

The second group, the Umбра, are spies who infiltrate other races to gather information, scout, and (rarely) assassinate a powerful enemy. Umбра are **5th-level** thieves and have the spell abilities of a **5th-level** bard. Males and females can be Umбра. In rare cases, some races hire Umбра to carry out spy missions. The Umбра usually **cannot** resist pilfering a few things for themselves, and they usually get caught.

Clans: For every 10 Aperusa there are two Blades and one Umбра. (Blades and Umbras look like normal Aperusa.) Twenty or more adult Aperusa make up a familial clan, led by a matriarch or patriarch (or both) of 10th level-the eldest male and his wife. The clan includes 2d6 children who have the skills of 1st-level thieves, the first skills taught to them. Aperusan clan surnames have a distinctly wildspace flavor. The best known clans are the Wildjammers, Phlogestos, and the Astralusians.

Clan leaders, called Beloved Grandfather and Beloved Grandmother, are either Blades or Umbras, with appropriate abilities at 10th level. A leader usually has at least one protective magical item, often a symbol of authority. Clan leaders do not enter combat, though in dire emergencies they can summon a constellate (q.v.) once per year to fight for their clans. The leader permanently loses 1 hp for each summoning.

If the Grandfather dies, his widow rules the clan, but she **may** never remarry. If the Grandmother dies instead, the Grandfather may remarry. Aperusans are monogamous.

Culture: Aperusan culture is thoroughly sexist. Males, considered the brains and brawn of the clan, make all decisions, enjoy the most freedom, and take the best loot found. Females, besides

bearing children, doing domestic duties, and tending the sick and wounded, serve the clan in “glamorous” roles like fortunetellers, bait for scam victims, and dancers.

Truly motivated women can become Umbras, though such women still must obey orders from any adult male. Males view non-Aperusan women no better. They especially enjoy taking advantage of women who think the gypsy life “romantic.”

The Aperusa have no single faith; rather, in an effort not to offend or slight any patron whose good graces may someday be needed, they worship whoever seems most impressive at the moment. If an Aperusa is healed by a cleric of Ptah, for instance, the whole clan will be impressed and undergo a mass conversion. Everyone sings and chants to Ptah, wears Ptah’s symbols, and swears eternal loyalty to Ptah. This lasts until a cleric of another patron performs a similar feat the following week, whereupon the Aperusa undergo mass conversion and swear to follow the new patron until the end of time.

Aperusa clans excel at making loaded dice, decks of cards (normal and marked), and small melee weapons such as daggers, knives, darts, and mains-gauche.

Ecology: The Aperusa help keep wildspace tidy, because they wander space collecting salvage. They are notorious packrats, for they never know what debris may be in demand.

Inquiries about an Aperusan homeworld are usually greeted with, “What’s a homeworld?” Still, some scholars and shamefully optimistic adventurers insist the homeworld exists and is cluttered with treasures that all Aperusa clans give as tribute to the sovereign “Ring and Queen of the Aperusa.”

Proponents of the homeworld theory each point to one solid piece of evidence: star maps that show the location of the Aperusa homeworld. Of course, the maps were bought from the Aperusa. Of course, no two maps are alike. Of course.

Relations With Other Races

Because of the Aperusa’s troublemaking, many other races do not get along with them. The Aperusa act blissfully unaware of this enmity, wonder what all the fuss is about, feign an innocent air, and languidly dismiss tales of Aperusa cunning and trickery. Their most quoted expression is “Who, **us?**”

The dohwar (**q.v.**) hate the Aperusa, for the gypsies are immune to the dohwar’s mind-reading abilities. Even worse, the Aperusa are flooding the market with their own cheap goods and services, offering more competition to the dohwar, who are already exhausted trying to keep up with the Arcane. Thus most dohwar, in sheer frustration, lash out at the Aperusa or run them over with a space swine (**q.v.**).

Aperusa adore the reigar. Though the feelings are not mutual, the reigar do not dislike the Aperusa, preferring to judge them on an individual basis. The Giff tolerate the gypsies, who hire them often. Only the Arcane truly frighten the Aperusa; the Arcane are just too strange for their taste. On the other hand, the Arcane have no qualms about dealing with the Aperusa.

Tinker gnomes and the Aperusa like each other. Lots of trading goes on at their riotous parties, since the gnomes love the **slapdash** Vagabond ships (see below), and the gypsies enjoy gnomish inventions.

Aperusan Characters

Aperusan characteristics are generated as humans, but Dexterity, Constitution, and Charisma must be at least 15.

Adult male Aperusans usually have the Land-riding, Gaming, Appraisal, and Tumbling non-weapon proficiencies. Females usually have Cooking, Dancing, Fortunetelling, and Healing. Blades have Blind-fighting, Endurance, Running, and Weaponsmithing. Umbras have Disguise, Read Lips, Information Gathering, and Observation. Beloved Grandmothers learn Herbalism, Astrology, and Spellcraft.

Clan members are fiercely loyal, first to their nuclear family, then to their clan, and finally to their race. Though not usually literate, the Aperusa have their oral history and traditions. Like true **salvage** experts, they borrow and incorporate and pieces of other cultures.

Though unpredictable, the Aperusa almost never hurt anyone unless they are hurt first. But vendettas against particularly harsh enemies are not unheard of. Aperusa have long memories. Still, the Aperusa are content to wander the stars, collecting the living that they feel that the multiverse owes them. Even so, their thefts and con games are small operations. Since they know what it is to lack things at times, Aperusa do not pull scams on poor, starving folk. Unfortunately, not many sailors of wildspace are poor, so the gypsies have no qualms about robbing or swindling **spelljammers**.

The Aperusa Vagabond

Built by:	Aperusa	Armor Rating:	7
Used primarily by:	Aperusa	Saves as:	Thick wood
Tonnage:	30 tons	Power Type:	Minor helm
Hull Points:	30	Ship’s Rating:	5
Crew:	10/40	Standard Armament:	None
Maneuver. Class:	E	Cargo:	15 tons
Landing-Land:	Yes	Keel Length:	90’
Landing-Water:	No	Beam Length:	20’

The Vagabond is an assorted collection of parts from other vessels, usually attached to a wooden hull. The ships are asymmetrical nightmares, but they work. Vagabonds are painted in bright, clashing colors, with multi-colored banners hanging from masts that seem to have no apparent function. They are unarmed. Each clan has its own ship, though some large clans require two or more ships.

Arcane, The

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Bands
ACTIVE CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	R
ALIGNMENT:	Lawful neutral

NO. APPEARING:	1 (1-6)
ARMOR CLASS:	5 (3)
MOVEMENT:	12
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	1-8 (weapon)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	<i>Invisibility, dimension door</i>
MAGIC RESISTANCE:	40 %
SIZE:	L (12' tall)
MORALE:	Champion (15)
XP VALUE:	3,000

The arcane are the merchants of space, found **anywhere that there are** spaceborne civilizations. They appear as tall, lanky, blue giants with elongated faces and thin fingers **with one** more joint than is common in most humanoid life. The arcane dress in robes, though there are agents of the race who are found in heavier armor. This appears to be a function of personal taste of the various arcane.

The arcane are normally found in **those** locations where there is an awareness and an interest in spelljamming equipment, which is their stock in trade. In those groundling backwaters that do not believe in space travel or life on other worlds, or on those insular worlds that make such travels by dimension-hopping, the Arcane are nonexistent. They speak the common tongue, and are believed to have their own language.

Combat: For creatures of their size, the arcane are noticeably weak and noncombative. They can defend themselves when called upon, but prefer to communicate and/or buy themselves out of dangerous situations. If entering an area that is potentially dangerous (like most human cities), the arcane hires a group of adventurers and/or fighters as his entourage.

The arcane **may become invisible** in order to avoid combat, and can **dimension door** up to three times a day, again with the intention of avoiding combat. An arcane feels no concern about abandoning his entourage in chancy situations, and for this reason, such entourages often take half their payment in advance.

The arcane can also use any magical items, regardless of the limitations of those items, including swords, wands, magical tomes, and similar items restricted to one type of character class. They will use such items if pressed in combat and they cannot escape, but more often use them as bartering tools with others.

Finally, arcane apparently have a type of racial telepathy, such that harming one arcane is immediately noted by the other arcane throughout space. The arcane will not seek vengeance against the one who hurt or killed their fellow arcane. They **will** react negatively to such individuals, and dealing with the arcane will be next to impossible until that individual has done something to get back into their good graces.

Some arcane do wear armor, a combination of chain links with patches of plate that seems to be more for show than for protection. It improves their AC to 3, and is sometimes worn in dangerous situations and in negotiations with unreliable adventurers⁹



Habitat/Society: Not much is known about the arcane's origins; they come and go as they please, and are found throughout known space. When they travel through space, they can do so on other races' ships. Finding such ships with arcane aboard is rare, and it is suspected that the arcane have another way of moving through space.

The arcane tend to be solitary, such that some primitive (and groundling) societies assume them to be avatars of a single greater power. Cults invoking the powers of the arcane are found on half a hundred worlds lacking spelljammer capabilities. It is presumed that the arcane visited such worlds briefly to ascertain their usefulness as potential markets, and left **when** the inhabitants proved uncultured, savage, or backward.

The arcane will gather together in larger groups for large-scale deals, such as opening trading relationships with a groundling nation, or the discovery of a new spacegoing race that is interested in the arcane's magical helms.

Contacting the arcane is no trouble in most civilized areas: a few words spread through **the** local grapevine, through taverns, guilds, and barracks, are enough to bring one of these creatures to the surface. In game terms, there is a base 10% chance per day of such an encounter if the player characters are actively looking for an arcane, with the chance increasing or decreasing depending on their location.

The arcane usually do not contact the seeking party directly, instead operating through middlemen, subordinates, or members of their temporary entourage. They are not violent, but not particularly stupid, either, and the fact that they deal with anyone has made them suspicious of all newcomers.

The arcane's stock in trade is in providing spelljamming helms and other spacefaring equipment. They sell them at the prices listed for the various helms and equipment in the **Concordance of Arcane Space**. Their continual presence, high quality, and uniform prices make them the trusted retailers in space. Cheaper prices can be found in certain areas for goods of questionable quality (such as the gnome helms).

Arcane, The

The down side of this free enterprise is that the arcane will deal with almost anyone. They have provided helms for humans, elves, and mind flayers. They may or may not have developed the **orbi** for the beholder nations, but definitely provide the wide variety of hulls the tyrant ships use, and maintain a registry to make sure that no warring factions have the same ship design.

Those who have a problem with their methods quickly find themselves without a supplier, and other attempts to provide such material have been second-rate or quickly put out of business. The arcane have no dealings with neogi, who apparently have their own methods of building and acquiring spelljamming helms.

It is unknown whether the arcane create the wide variety of spelljamming helms themselves, or secure them from an unknown dealer. Their shipping methods are questionable as well, as they have been able to secure helms in locations where there have previously been no helms to acquire. In some cases, a short journey (to a nearby base or depot) is needed to provide the helm, and in these cases an arcane might be found on another ship.

As far as the politics and rivalries of the various factions in space goes, the arcane have no concern. All that exist for them are customers for their goods.

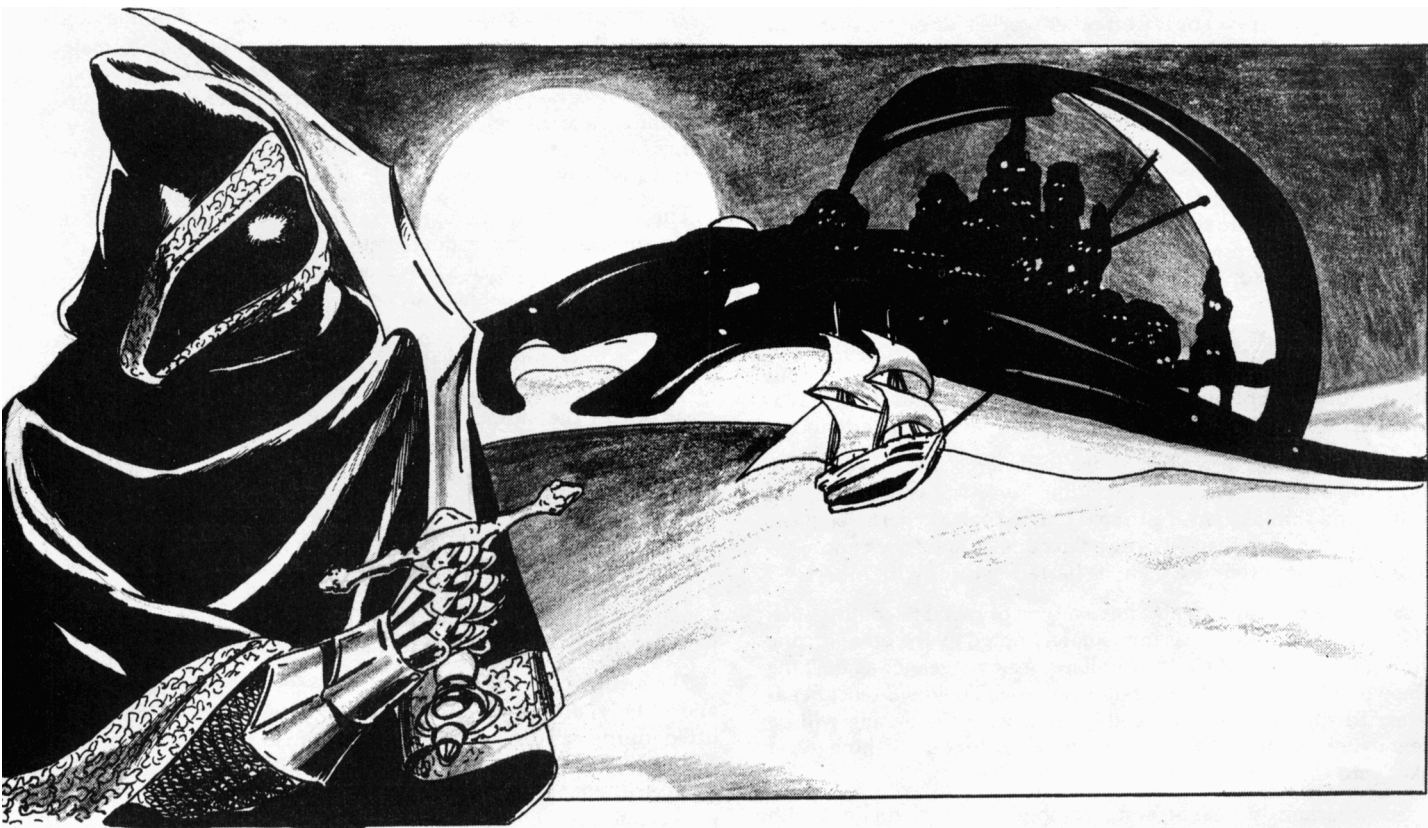
Those dealing with the arcane find them cool, efficient, and most importantly, uncaring. Trying to haggle with an arcane is a chancy operation. Sometimes they will engage in haggling with a bemused smile, but just as often leave the buyer hanging and walk out on the negotiations. They do not appreciate being threatened, insulted, or blackmailed. Those who do so will find it very difficult to purchase reliable equipment. An arcane will not raise his hand in vengeance or anger . . . there are more enjoyable and subtle ways to wreak revenge.

Other races view the arcane with a combination of irritation and recognition of them as a necessary evil. The various gods are silent or misdirecting as far as their origins go, and a number of rumors abound, including their possible links with the *Spelljammer* itself. One tale claims that the arcane traded their **home-world** to an elder god for the *Spelljammer*, only to find that they could not control it, plunging the ship into a nearby sun and destroying their former planet. As a result they are doomed to wander as cosmic traders. The fact that the *Spelljammer* is still sighted indicates that this is only a tale, but the arcane have let the story pass from world to world without correction or comment.

Ecology: The arcane as a race need to eat and breathe as all normal creatures: they cannot breathe the void or survive for long periods without food. They will often make deals with both sides in a conflict, fully aware that the amount of firepower they provide will annihilate all of their potential customers in a sphere. Their market is large enough that such small losses as an entire planet and race do not have a serious impact on their trade.

The arcane seem sexless, or rather members at times seem to act in female or male roles, depending on the situation. No young arcane have been seen, though whether this is due to their reproductive cycle or their society is not known.

It is not known what the arcane do with the gold, gems, and magic they collect. One theory says that it is needed in their reproductive cycle (the basis for a large number of bawdy arcane jokes), while another links it to production of the helms themselves. As in most things, the arcane keep their own counsel on the matter.



CLIMATE/TERRAIN:	Space/Any Earth-based body
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Feed till consume 2xHD then rest 2 hours/HD
DIET:	Omnivore
INTELLIGENCE:	Low to High (5-14)
TREASURE:	U
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9. F13 (B)
HIT DICE:	5-10
THACO:	5-6 HD: 15 7-8 HD: 13 9-10 HD: 11
NO. OF ATTACKS:	3 per victim
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	L-G (2' per HD)
MORALE:	Champion (16)
XP VALUE:	5-6 HD: 2,000 (+1,000 for additional HD)

Argos are found in the same regions of wildspace as the baleful beholder nations. An argos resembles a giant amoeba. It has one large, central eye with a tripartite pupil, and a hundred lashless, inhuman eyes and many sharp-toothed mouths. An argos can extrude several pseudopods, each tipped with a fanged maw that functions as a hand to manipulate various tools.

Argos move by slithering; they can cling to walls and ceilings. Argos can levitate and fly at the very slow rate of 3.

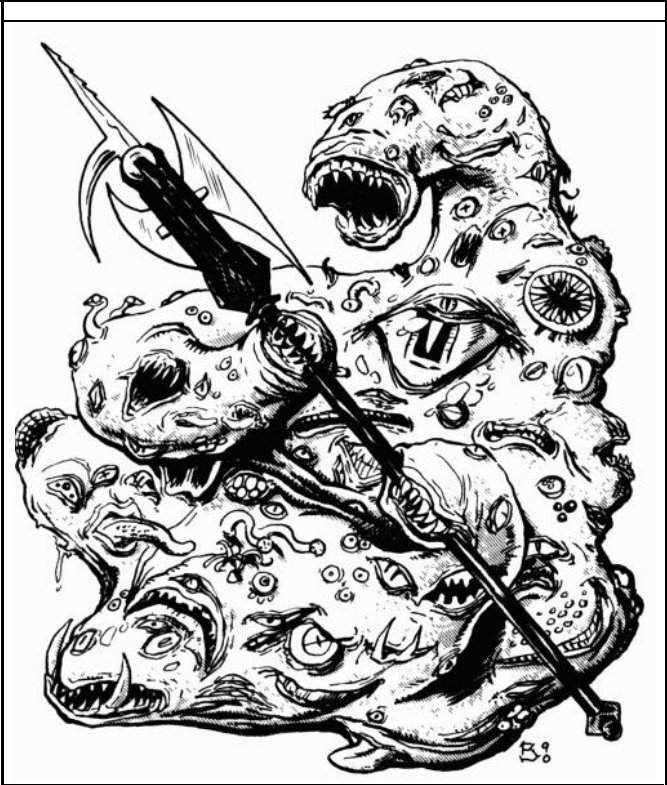
Argos colors tend toward shades of transparent blues and violets; they smell like a bouquet of flowers. They are huge beasts ranging in size from ten to 20 feet in diameter, weighing about 200 pounds per Hit Die. Though they exhibit signs of being intelligent tool users, they do not wear clothes, choosing rather to carry gear stored in temporary cavities within their bodies. However, their digestive juices often ruin devices within two to three weeks (saving throw vs. acid).

Combat: An argos can attack with one to three weapons or items, or it can enfold a victim in a pseudopod and attack with 1d3 mouths for 1d4 points of damage each. It may attack as many foes in this way as it can physically reach.

If an argos rolls a natural 20 on an attack, it envelopes its victim, swallowing him whole. A swallowed victim suffers 2d8 points of damage each round from the creature's digestive juices. The victim may attempt to cut his way free from within, using only short cutting weapons. He must inflict 8 points of damage to break free.

The eyes of an argos, like those of a beholder, have a variety of special powers. An argos can bring 1d10 of its smaller eyes to bear on any target. The large, central eye can focus only on targets that are in front of the creature (within 90 degrees of the "straight-ahead point" of the central eye). Though the creature has nearly 100 eyes, only 20 special powers have been noted; therefore a number of eyes must possess the same power.

Each point of damage inflicted on an argos eliminates one eye; the DM decides which powers are reduced in the process. It is possible to target one particular eye by attacking with a -4 penalty to the attack roll.



Each ability of an argos's eye is treated as a spell effect. Use the argos's Hit Dice as the caster level. Roll 1d20 and check the following table for a particular eye's power.

- | | |
|-------------------------|---------------------------|
| 1. Blindness | 11. Gaze Reflection |
| 2. Burning Eyes (Hands) | 12. Heat Metal |
| 3. Charm Monster | 13. Hold Monster |
| 4. Clairvoyance | 14. Imp. Phantasmal Force |
| 5. Confusion | 15. Irritation |
| 6. Darkness, 15' rad. | 16. Light |
| 7. Dispel Magic | 17. Slow |
| 8. Emotion | 18. Suggestion |
| 9. ESP | 19. Tongues |
| 10. Fumble | 20. Turn Flesh to Stone |

The central eye can use one of three different powers once per round. It can create a personal illusion (an alter self spell), or it can cast a color spray or a ray of enfeeblement spell.

Habitat/Society: Argos are solitary creatures, though it is not unheard of to discover an argos guardian aboard an eye tyrant ship. Argos appear capable of replenishing their own air envelope and thus may be encountered wandering asteroid rings and dust clouds alone.

Despite its relative intelligence, an argos is a ravenous creature driven by its hunger. It tries to lure prey into its grasp, feeding until it has consumed a number of Hit Dice of creatures equal to two times its own Hit Dice. It then slips away to digest its meal for a period equal to two hours per Hit Dice of the argos. If an argos is unable to find food within a week of its last meal, it loses 1 Hit Die per week until it is a 5-Hit Die creature. After that point, it can hibernate for up to a year by crystallizing its outer shell and forming a chrysalis.

Ecology: Argos consume anything that moves and is digestible. Their preference is to use their abilities to lure their prey into traps and then to pick off individuals one at a time. It sorts through the tools and weapons of its victims and keeps the useful items.

Astereater



CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low to average (S-10)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	F13 (B)
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Swallow whole
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (g-12 diameter)
MORALE:	Average (8-10)
XP VALUE:	2,000

In general, beholders and beholder-kin are a very intelligent (and conceited) lot. Which is precisely **why** all of them deny any relation to the astereater. Though technically a beholder-kin, the **as-**tereater has none of the intelligence or magical abilities its cousins possess. In appearance, the astereater resembles a large beholder (minus the eye stalks) with one other major difference: The skin of the creature is virtually identical in appearance and consistency to rock. Like **the** beholder, astereaters have a large, central eye and a large mouth filled with pointed teeth.

Astereaters speak their own language, which consists of very few words. They rarely hold a conversation with anything.

Combat: The rock-like skin of the astereater protects it very well. When its eye and mouth are shut, **the** creature is virtually impervious to any but very powerful or magical attacks.

The astereater's normal method of attack is to hide at the edge of an asteroid field and wait for passers-by to wander too close. It attacks using its huge mouth. A normal hit inflicts **2d4** points of damage, but any attack roll that exceeds the number needed by 5 or more means the astereater has swallowed its prey whole (obviously this doesn't apply if the opponent is larger **than** the **asterea-**ter). For example, if an astereater needs an attack roll of **9** or better to hit, and the roll is **14** or greater, then the victim is swallowed whole.

Anyone inside the belly of an astereater receives 1d6 points of damage per round from the powerful digestive acids found there. The victim may attack the astereater only if he held a small-sized weapon prior to being swallowed. Treat the interior of **the aste-**reter as AC 5. If the trapped person manages to inflict 12 points of damage to the creature's stomach, he is expelled from the monster. The astereater cannot attack if it has someone in its stomach.

With its eye and mouth shut, the astereater is almost identical to an asteroid in appearance. At distances of 30 feet or less, the **as-**tereater is 50% likely to be mistaken for an asteroid. At distances greater than 30 feet, it is indistinguishable from an asteroid.

Since the astereater is too slow to retreat from combat, it chooses its opponents carefully before revealing itself and attacking.

Habitat/Society: Like all beholder-kin, astereaters are hateful and cruel. They cooperate neither with each other or anyone else unless it is of great benefit to themselves.



Astereaters hoard no treasure as they have no need for such trifles. However, in the bellies of these creatures (particularly older ones) there is usually a fair amount of incidental treasure that the creature cannot digest. In older astereaters it is common to find dozens of coins, various weapons, useless metal odds and ends, and possibly some magical items and potions (the astereater **can-**not digest glass or ceramic vials either).

An extremely rare but notable exception to the normal solitude of the astereaters is their occasional association with small groups of giff. It has been observed that astereaters sometimes act as "leaders" of giff platoons. Because of the militaristic nature of the giff and their aversion to serve anyone but their own kind, a giff platoon serving under an astereater is typically no larger than 10 giff; the association is generally little more than enslavement. It has been observed that this usually happens when an astereater encounters a giff mercenary platoon that is weak from battle and low in numbers. In this case, the astereater has little trouble dominating the mercenaries. It is unknown why the creatures choose giff as their slaves. Perhaps it is due to **the** giff's natural penchant for servitude.

As a rule, beholders are a vicious species, holding great wars of extermination among their own kind. Whole communities of beholders are casually destroyed as a matter of course. But the hatred of **the** beholder race is greater still when directed toward astereaters. Beholders see astereaters as large blots against them and they stop at nothing to destroy what they consider to be vile errors of creation.

Ecology: Astereaters are carnivores that readily eat the flesh of any creature. They seem to prefer sentient species, especially humans and elves. Because of their extreme natural protection, they have no natural enemies but intelligent creatures hunt astereaters for the treasure they may hold in their stomachs.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Semi- (4)
TREASURE:	Special
ALIGNMENT:	Neutral good
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	5, Fl 6 (E), Sw 3, Br 4
HIT DICE:	5+5
THACO:	15
NO. OF ATTACKS:	3 or special
DAMAGE/ATTACK:	1d10/1d10 or special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Fearless (19)
XP VALUE:	975

An autognome is a mechanical gnome with gears, pulleys, and bits of magic inside it. The tinker gnomes create the autognome for exploration, rescue, prospecting, and defense in environments hostile to human- and demihumankind. It works just as well as any other gnomish invention.

These automatons resemble gnomes, though no one could ever confuse an autognome with a real gnome. Autognome faces are painted, even down to red circles on their cheeks. They walk with a stiff gait, clanking, wheezing, whirring, and razzing, their arms swinging out of rhythm. Autognomes speak gnomish and Common in a nasal monotone.

Autognomes are either directed, under the gnomes' control; or rogues, which have forgotten their orders and now wander wild-space doing anything except what they were designed for.

Combat: Autognomes obey the following directives: (1) defend gnomes under attack by non-gnomes; (2) defend yourself against attack; and (3) defend babies and children from harm. The last directive arose from the best intentions, but unfortunately, it neglects to specify races: so if, for instance, an autognome sees elves battling young beholders, the autognome blasts away at the elves.

Autognomes attack with two heavy metallic fists, doing 1d10 damage each. Unfortunately, autognomes are slow and always attack last in a round when using their fists.

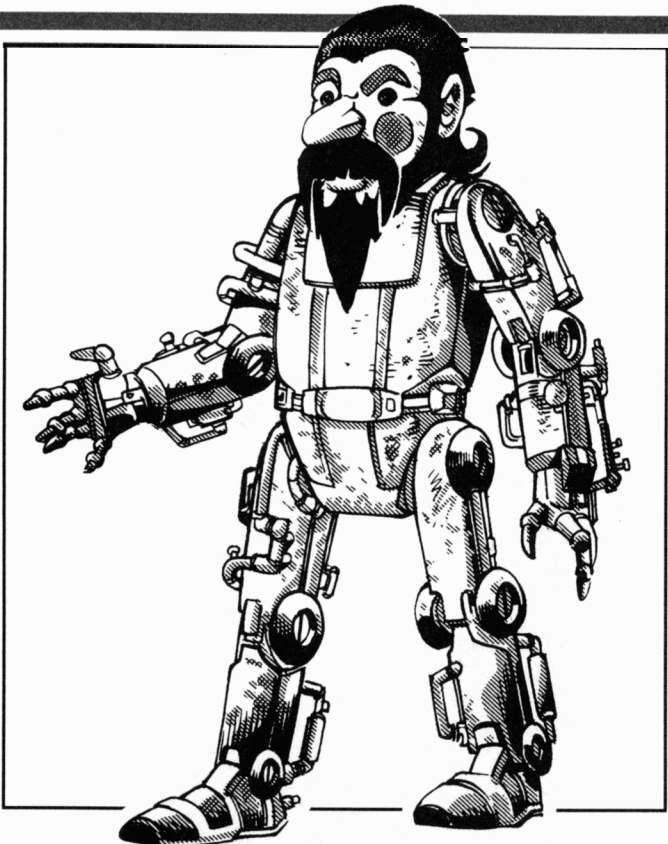
Since one of their functions is to collect soil samples from different planets, most autognomes (90%) have a retractable metal scoop. If the scoop is used as a weapon (only when the autognome malfunctions), it inflicts 1d12 damage.

Some autognomes (33%) are used exclusively for combat, and have a *wand of lightning* set in their chests. These wands have 5d10 charges remaining and are salvageable after the autognome is defeated or (more likely) when it breaks down and collapses into a useless heap.

Whichever attack form the autognome uses, it yells as it fights: "Crush! Kill! Destroy! Exterminate, exterminate! Maim! Hurt! Incapacitate!"

Autognomes save as hard metal. They are immune to poison and all spells except *disintegrate*.

Malfunctions: Every successful hit on an autognome has a 10% chance of causing a malfunction. Any time an autognome rolls a 1 for its attack roll, it has a 25% chance of malfunctioning. Fi-



nally, an autognome has a 5% non-cumulative chance per day to malfunction. Whatever the cause, roll 1d12 and consult the following table:

Autognome Malfunction Table

- 1-2. Autognome becomes a rogue (if already a rogue, use #10)
3. Autognome attacks itself for 1d4 rounds
- 4-5. Head or limb falls off (20% chance for each appendage)
- 6-7. As 4-5, but the autognome spends one round reattaching the lost limb
- 8-9. Autognome attempts to extract a core sample from victim
10. Autognome shuts down for 1d10 hours
11. Autognome explodes (3d10 damage in a 20' radius; save vs. breath weapon for half damage)
12. Autognome's orders change. Roll 1d6:
 - A. Selfdestruct sequence starts. Autognome explodes in 1d4 rounds unless doused with water
 - B. Autognome gives its report
 - C. Autognome asks to record report, and remains stationary until the PC stops talking
 - D. Autognome begins talking backwards
 - E. Nearest PC is recognized as a baby
 - F. Nearest PC is recognized as a gnome; autognome follows PC around

Habitat/Society: Since autognomes are automatons, they have no society or preferred habitat. A gnomish spelljammer has a 10% chance of having 1d4 autognomes on board to explore hostile environments.

Autognomes can follow up to 100 different orders, including what to do in certain situations, or what minerals to look for on a planet. An autognome can memorize and recite everything it sees and hears in a 24-hour period.

An autognome can converse with others, but its thought processes are inflexible, and it does not deviate from its orders. Figures

Autognome

of speech are lost on it. Autognome logic is narrow. For instance, an autognome may be ordered to fetch a rock sample. In its travels, it meets a human warrior named Rok. Therefore, out comes the sample scoop and . . .

There is a $\frac{1}{3}$ chance that an encountered autognome is a rogue. It has forgotten its orders and is now in one of the following conditions (roll **1d4**):

- 1) The autognome believes itself to be a real gnome, and tries to live a normal life, including eating, sleeping, etc.
- 2) The autognome awaits new orders from anyone it meets.
- 3) Same as **#2**, except it does the opposite of what is it told.
- 4) The autognome attacks all living creatures in sight.

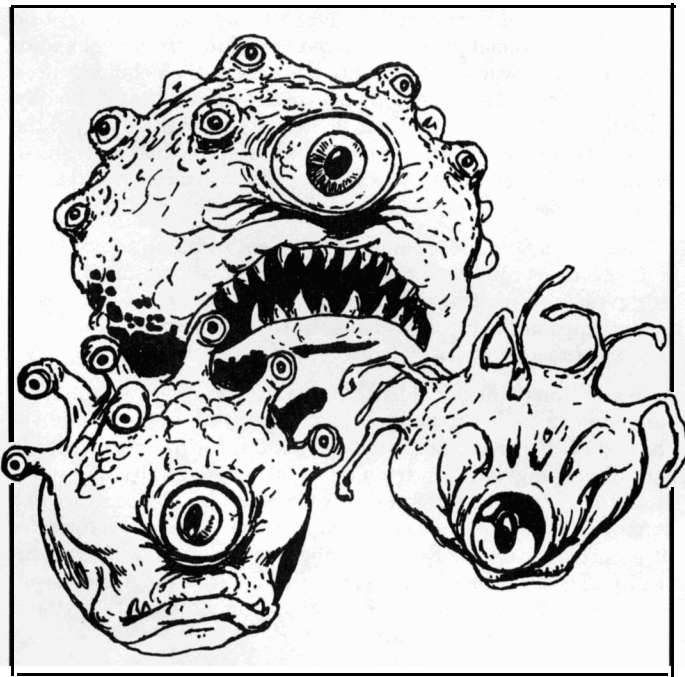
The gnomes guard the secret of building autognomes jealously, though no one but gnomes wants to build the things. It is rumored that it requires many spells such as enchant ***an*** item, animate ***ob***-ject, and ***permanency***, and it costs at least 10,000 gp.

For some reason, the dohwar are interested in purchasing intact, working autognomes. All other intelligent races either flee the things or, if the autognome is unaccompanied by a gnome, blow it up.

Ecology: Autognomes contribute nothing to the ecosystem except for piles of scrap metal when they inevitably break down. Rogue types can be a wildspace hazard.

Beholder

	Beholder	Orbus	Hive, Mother
CLIMATE/TERRAIN:	Any space.	Any space	Any space
FREQUENCY:	Rare	Rare	Very rare
ORGANIZATION:	Tribal/ship	Ship	Solitary/ship
ACTIVE CYCLE:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Exceptional (15-16)	Non- (0)	Genius (17-18)
TREASURE:	I,S,T	Nil	I,S,T
ALIGNMENT:	Lawful evil	Neutral	Lawful evil
NO. APPEARING:	5-20	1-6	1
ARMOR CLASS:	0/2/7	10	0
MOVEMENT:	Fl 3 (B)	Fl 3 (B)	Fl 6 (A)
HIT DICE:	45-49 hp: 11 50-59 hp: 9 60-69 hp: 7 70+ hp: 5	5-10 HD Nil	20 3
THACO:	1	0	1
NO. OF ATTACKS:	2-8	0	5-20
DAMAGE/ATTACKS:	Magic	None	Special
SPECIAL ATTACKS:	Anti-magic ray	Anti-magic ray	Anti-magic ray
SPECIAL DEFENSES:	Special (4-6')	Special	5%
MAGIC RESISTANCE:			
SIZE:	M (4-6')	M (4-6')	L (8' across)
MORALE:	Fanatic (18)	Average (10)	Fanatic (18)
XP VALUE:	14,000	270+	24,000



The beholder is the stuff of nightmares for many a groundling. The creature, also called the **sphere of many eyes** or the **eye tyrant**, appears as a large orb dominated by a central eye and a large toothy maw, with ten smaller eyes on stalks sprouting from the top of the orb. On the Known Worlds, a single beholder is considered a great danger. How would these groundlings react if they knew that in space beholders control their own specially designed ships, and traveled **on** them in large numbers?

The beholder found on the ground is only one of three distinct

types that are found in space. It is the only type that can survive for long periods on its own, and is comfortable in the constant gravity pull and thick atmosphere of most planets. This singleton beholder is crafty in its own right, and a dangerous opponent. Singletons are found in space as well, but most beholders are part of a larger ship, powered by the **orbus** and dominated by the hive mother.

All beholders retain their levitation ability in space, and in the absence of any set gravity, can use it to fly at will. Both the groundling beholders and their spaceborne cousins have their own language, and speak a wide variety of other languages as well, including the common tongue used throughout the Known Worlds.

In space, the common beholder social unit is the nest, which occupies one of their huge tyrant ships. The nest is similar to a hive, in that the ship is commanded and ruled by the hive mother, and powered by the **orbi**. The common beholders serve as scouts, soldiers, and guards for the hive mother.

Combat: The common beholders function in space much the same way they do on the ground. Their bodies are covered with hard shells of AC 0, their ten eyestalks are AC 2, and the small eyes themselves are AC 7. Each of these eyes, and the large central eye, has a different function. Generally, a beholder can use 1-4 of the smaller eyes if attacked from within a **90-degree** angle in front, double that if attacked from within a 180 degree angle, triple if attacked from 270, and quadruple if attacked from all sides. The central eye can only be used against attacks from the front. If attacked from above, the beholder can use all of its smaller eyes. If attacked from below, it can use only **1-4** of its smaller eyes.

In space, then, a beholder that is not in the gravity plane of a larger object (like a ship) can orient itself as it sees fit, and can use all of its eyes simultaneously. Once it falls into a gravity plane, it is restricted to 1-4 eyes as it "rights" itself to the correct direction.

Beholder

For this reason a beholder that drifts into another gravity plane will attempt to come close to the surface to do battle with many attackers.

The standard eyes of a beholder are:

1. Charm **person** (as spell)
2. Charm monster (as spell)
3. **Sleep** (as spell, one target)
4. **Telekinese** 250 lbs. weight
5. **Flesh** to stone (30-yard range)
6. Disintegrate (**20-yard** range)
7. Fear (as wand)
8. Slow (as spell, single target)
9. Cause serious wounds (**50-yard** range)
10. Death ray (single target, 40-yard range)

Central Eye--anti-magic **ray**, **140-yard** range, covers a **90-degree** arc before the creature. All magic within the area (including the effects of the other eyes) will not function within that area. Spells cast in or passing through that area cease to function.

The common beholder can withstand the loss of its eyestalks, each **eyestalk** taking 8-12 points of damage before being lost. This loss of hit points is over and above any damage done to the central body. The body of the beholder can withstand two thirds of the listed hit points in damage, and the central eye one third before it ceases to function. Slaying the body will kill the beholder. For common beholders, there is a 75% chance that any hit strikes the body, 10% chance for the central eye, 10% for the eyestalks, and 5% for the eyes.

The Orbis

The **orbis** is either a genetically bred or a stunted and immature form of the standard beholder. It is only found in space aboard the tyrant ships of the beholder nations. It is chalk-white and lacks functioning smaller eyes. The central eye is huge and vulnerable, occupying most of the upper body above a small, toothless mouth. This eye has the normal anti-magic properties, but is milky white.

Despite their vulnerability, the **orbi** are the means by which the beholders travel through space. It is they that can funnel the magical energies of the other beholders into motive force—they are living spelljammer helms. There are 1-5 of them aboard any tyrant ship, and they are located closest to the hive mother, at the deepest point of the shell.

The **orbi** have their hit points distributed as common beholders: one third for the central eye and two thirds for the body. However, when attacking an **orbis**, 50% of the hits will strike the central eye, the remainder hitting the body. Both eye and body have the same Armor Class.

Hive Mother

The hive mother is also called the ultimate tyrant, or just "Ultimate": a form of greeting that seems to please their pride. They are twice the size of typical beholders, and differ in appearance as well. Their mouths are larger, such that they can gulp down a man-sized target on a natural die roll of 20. Once swallowed, the prey takes 5-20 points of damage (**5d4**) each round until it is dead or escapes. The beholder's mouth is not very deep, so a victim can escape by stating this intention and making a successful attack roll.

The ultimate has no eyestalks, either, but its eyes are protected by a hooded cover in the flesh of the creature's body. The central eye has a similar hood, such that the chance of striking the central eye is reduced to 10%, the remainder striking the body.

The ultimate's true ability is in controlling the actions of its brood, the common beholders that make up its crew. While a hive mother can survive groundside, it is not as effective as when it is linked up in a tyrant ship.

A tyrant ship allows the hive mother to focus the energies of her crew through the structure of the ship's shell itself. The tyrant ship shells are made by the arcane, who thus profit from the beholders despite the fact that the tyrants have their own genetic helms.

Habitat/Society The beholders of space would be the greatest menace of the void, more deadly than the neogi, more sadistic than the mind flayers, were it not for one thing: they are rampant racists.

They are not true xenophobes in that humans and other races are considered subservient—it is not known if the beholders of space consider humanity anything other than one more item in space. Rather, the beholders war against their own species.

Within the basic body-type of beholder (a sphere with a mouth and a central eye, ten eye-tipped tentacles on the top), there is a great variety of beholder subspecies. Some have obvious differences, such as those covered with overlapping **chiton** plates versus those with smooth hides, or those with snakelike eye tentacles versus ones with crustaceanlike joints. But something as small as a change in hide color or size of the central eye can make two groups of beholders sworn enemies. Every beholder nation declares its own unique body-form to be the "true ideal" of beholderhood, the others being nothing but ugly copies, fit only to be eliminated.

The ultimate of a beholder tyrant ship shares the same body-form as its brood. The **orbi**, however, remain a curious exception to this idea of racial purity and remains exempt from the beholders' subspecies warfare. This may be because the beholders need the **orbi** to survive, or they recognize the similarities of the **orbi** over those obvious differences. When beholder ships battle, the victims will take on the **orbi** from the losers for their own ships, while the other beholders and the ultimate will be slain and eaten by the victors.

As a result, the most common recipient of an attack by a beholder ship is another beholder ship. This allows most space-borne races to breathe easier, but there are still enough cases of tyrant ships attacking other races (for reasons real or imagined) that most races stay away from the beholders.

In addition to the beholder ships themselves, there are often beholder outcasts, individuals that have survived the elimination of the rest of their nest, or that were cast out for having some odd mutation (ranging again from different colored hides to an **eyestalk** that functions differently). One beholder whose death ray functions like a **detect lie** spell fled from his fellows and operates as a bartender on the Rock, his alignment slipping toward neutrality. The beholder-barkeeper, named Large Luigi by its patrons, uses its telekinetic eye to mix drinks, and its **sleep** and charm eyes to keep the peace.

Ecology: The reproductive process of the beholder is unknown, and for those who are interested in continued life, probably will remain so. The core racial hatred of the beholder race is likely based in the nature of reproduction, which seems to produce identical (or nearly so) individuals with only slight margin for variation.

Beholder Eater, Thagar ("Grimgobbler") SJR1



CLIMATE/TERRAIN:	Any space
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15-I 6)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1
ARMOR CLASS:	11416
MOVEMENT:	FI 12(B)
HIT DICE:	9+9
THACO:	11
NO. OF ATTACKS:	6-16
DAMAGE/ATTACK:	2-8 per neck
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Magical immunities
MAGIC RESISTANCE:	70%
SIZE:	L (7' diameter, necks to 14' long)
MORALE:	Fanatic (17-18)
X.P. VALUE:	9,000

The seldom-seen, near legendary thagar are fearsome predators, voracious eaters whose favorite meal is beholder flesh. Eye tyrants hate and fear them-for when thagar and beholder meet, it is rare for the beholder to escape, let alone emerge victorious.

Thagar are large, rubbery-skinned, dark-hued spheres from which protrude long, serpentine necks ending in many-toothed jaws.

A thagar's eyes stud its central body amid the twisting necks. Thagar levitate slowly about, cruising space in search of meals or devising elaborate trap-lairs to lure prey.

Combat: Thagar are immune to many spells and spell-like magical attacks with a high natural resistance to other magics.

Thagar are immune to *charm*, *sleep*, *hold*, *fear*, *confusion*, *feeblemind*, and other mind-related magics. They are 96% magic resistant to magical effects that change their body state, including all *polymorph*, *petrification*, and *disintegrate* attacks. They possess 120'-range infravision.

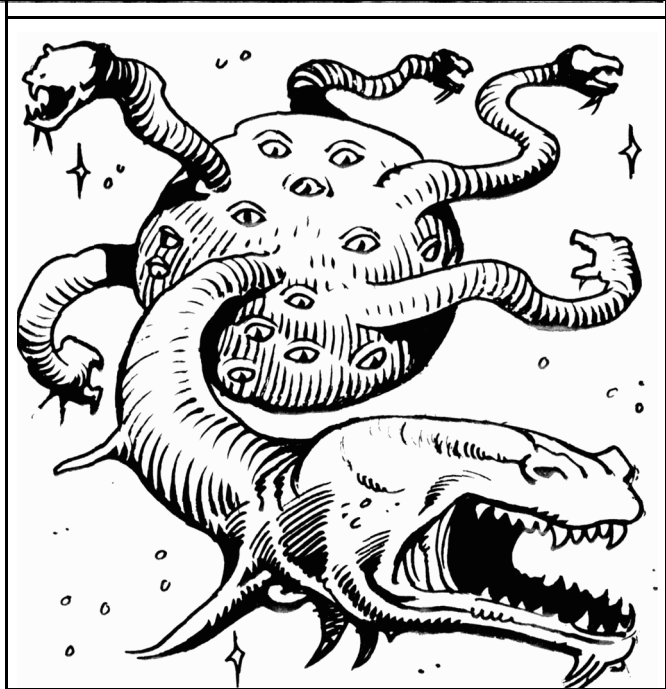
A thagar waits patiently for the right moment to attack, then charges in furiously, seeking to disable as many creatures as it can, concentrating on spellcasters and other obvious menaces, never pausing for parley or to catch a breath.

Thagar instinctively try to devour eyestalks or the eyes and limbs of any opponent. They anticipate traps and attacks, often using their bulk to pin one opponent while battling another, only to spurt aside in haste and let the pinned victim take the brunt of a spell or missile attack.

The body of a thagar is AC 6 and its writhing necks and mouths are AC4. The many eyes of a thagar (a typical specimen has over 20) are small and hard to hit, located between the bases of the coiling necks. Each is a deep purple, flat, glistening orb the size of a human fist, surrounded by a crater-like rim of protective bone, and having an effective AC of 1.

A thagar begins life with 2d6+4 mouths and may lose some over the years (while lost hp heal at the normal rate, lost necks and mouths regenerate slowly, typically only one per year).

Healing necks are usually kept curled close to the body and often glisten with a protective slime exuded by a thagar's



other mouths. A thagar who loses all its mouths will die of starvation.

Habitat/Society: Thagar like to lair in derelict ships, asteroid caverns, and debris fields. Bisexual, they meet with others of their kind only to mate, about every dozen years or so. The young are born live and left to fend for themselves (they are the much smaller thagars sometimes found in desolate areas on worlds).

Thagar are unaffected by cold or lack of air. They take in nutrients from atmospheres around them, but need not do so, and will close their intake pores when they suspect poisonous or harmful substances or when expecting attack.

Thagar often cooperate with servant creatures that they can control completely, using these to aid in setting up traps, for defense, as bait, and as a food supply when times are hard. Thagar will eat carrion if they must, but they prefer the flesh of magic-using creatures, particularly beholders. They can go for long periods without food, but seem to have no limits when food is available: one sage reported seeing a thagar on a battlefield eat literally all day and into the night, devouring almost 1,000 men before it became too dark to see or remain so close.

Ecology: Thagar are one of the few natural predators of beholders, and also control the numbers of other large and powerful creatures that might otherwise rule space. They keep the radiant dragon population low, for instance, by preying on young who have strayed from their elders. Thagar-flesh itself is oily and unpleasant, and eaten by few creatures besides scavvers.

Neogi detest thagar and hunt them on sight-thagar eat umber hulks (another delicacy), depriving neogi of slaves and status.

Thagar float by means of a magical organ which generates the natural ability of *levitation* (a living thagar cannot be robbed of this ability by *dispel magic* or other magical attacks). This organ is valued by alchemists and wizards alike for use in spell ink formulae, and in the making of potions and magical items concerned with levitation.

	Director	Examiner	Lensman	Overseer	Watcher
CLIMATE/TERRAIN:	Any	Any	Any	Any space	Any space
FREQUENCY:	Uncommon	Rare	Uncommon	Very rare	Rare
ORGANIZATION:	Sauad	Sauad	Sauad	Solitarv	Solitarv
ACTIVITY CYCLE:	Day	Night	Day	Any	Any
DIET:	Omnivore	Omnivore	Insectivore	Omniv ore	Scavenger
INTELLIGENCE:	Average (S-10)	Genius (17-18)	Low (5-7)	Supra-genius (19-20)	Semi-(2-4)
TREASURE:	G (1/2 V)	Vx4 (V)	R (L)	(U) Vx2	Nil
ALIGNMENT:	Lawful evil	Lawful neutral	Neutral evil	Lawful evil	Neutral
NO. APPEARING:	S-100	5	2-20	1	1-4
ARMOR CLASS:	2 (4)	Fl 6 (C)	3/7	2/7	7
MOVEMENT:	10 HD: 18, F13 (A) 12 HD: 15, F13 (A) 16 HD: 6, F13 (A)		9	1	Fl 6 (A)
HIT DICE:	10/12/16 (8)	8	2	14	3+3
THACO:	10 HD: 11 12 HD: 9 16 HD: 5	13	19	7	17
NO. OF ATTACKS:	10 HD: 2/2/3 12 HD: 2 16 HD: 3	1	1	1	1
DAMAGE/ATTACK:	10 HD: 1-6/1-6 12 HD: 2-8/2-8 16 HD: 3-12/3-12/1-8	1-6 or wpn	1-8 or wpn	3-12	3-18
SPECIAL ATTACKS:	See below	See below	Nil	See below	See below
SPECIAL DEFENSES:	Nil	See below	See below	See below	See below
MAGIC RESISTANCE:	20 %	25%	Nil	35%	Nil
SIZE:	L (8'-10' diam.) (M)	M (4' diam.)	M (5' tall)	H (15' diam.)	M (6' diam.)
MORALE:	Fanatic (18)	Steadv (11)	Elite (14)	Champion (16)	Average (10)
XP VALUE:	10 HD: 8,000/ 10,000/16,000 12 HD: 10,000 16 HD: 16,000	6,000	175	15,000	420

Recent excursions into realms ravaged by beholder clan wars has opened the eyes of the scholarly world. Where once it was believed that beholders were the chance result of arcane research, reports tell of entire worlds devoted to beholders and their kin.

Directors

Directors are the warrior caste of abominations. Directors breed and ride several specialized mounts. The directors are adapted for riding and mindlinking with these mounts to better control them.

Directors resemble beholders, but their central eye is smaller and set in bare musculature for ease in pivoting, and they possess only six small eyes on retractable eye stalks. Further, directors have a fanged mouth below their central eye and possess three clawed sensory tendrils on their ventral surface. These tendrils are used to cling to the mount and link with its limited mind.

Directors' eyes have different powers than those of beholders (all effects are as the spell of the same name):

1. *Magic Missile* (2/round)
2. *Burning Eye* (as 8th level)
3. *Wall of Ice*
4. *Slow*
5. *Enervation*
6. *Imp. Phantasmal Force*

A director's central eye has the power of deflection-all frontal

attacks upon director suffer a -2 penalty to the attack roll and damage is halved. The director also gains a +2 bonus to all saving throws against spells cast by those in the field of view of the central eye.

Directors have three different mounts to choose from, each with different strengths and weaknesses. All of the mounts seem to have derived from an insect stock, as they are covered in chitin and have simple eye spots and multiple limbs.

Directors normally possess 8 Hit Dice, but when mounted the director and mount are treated as a single creature whose Hit Dice equals the sum of those of the director and mount. After a director/mount suffers half damage, the mount's speed is reduced to half and the director's gets only one physical attack per round. A director may flee and leave his mount to fend for itself (the mount suffers a -4 penalty to its attack rolls). Directors have an AC of 4, but share the AC of their mount when mounted. Directors may use all of their normal powers while mounted, within the restrictions of beholder targeting angles.

Mounts:

Hopper: A hopper is a two legged, two limbed flea. A hopper has 2 Hit Dice. Its two legs are shaped like giant cricket legs; it can make hops of 30 feet in distance and ten feet in height. Its two

Beholder-Kin

arms look like a praying mantis's fighting limbs and can slash for **1d6** points of damage each. Hoppers are herd animals and flock together when not ridden, establishing their own pecking order. They have an instinct to shelter their young beneath their legs. Hoppers are herbivores and have chewing mandibles in front of their arms.

Crawler: A crawler resembles a cross between a centipede and a spider. It has 4 Hit Dice. It has ten legs, two pairs of frontal antennae, and two fighting spider fangs that can be used for separate stabbing attacks causing **2d4** points of damage each. Victims who fail to roll successful saving throws vs. poison are paralyzed for **1d4** rounds. Crawlers are omnivores that prefer to eat smaller creatures. Unmounted, they may roll into a ball to gain an AC of 0. They have cutting mandibles beneath their front fangs.

Crusher: Crushers appear to be derived from monstrous pseudoscorpions. Crushers have **8** Hit Dice, eight legs, two pincers, and a tail. Some have a whip tail while others have a bludgeon tail, but both types have a nasty pair of pincers capable of causing **1d10 +2** points of damage each. The whip-tailed version stings for **1d8** points of damage, plus **1d8** points of poison damage if a saving throw vs. poison fails (no poison damage if the roll succeeds). The bludgeon-tailed crusher causes **1d8** points of damage but attacks all creatures as if their Armor Classes were 2 worse than they really are (this benefit is due to the tail's great weight). Crushers are solitary carnivores that are kept in separate pens. Females tend to kill other females when not controlled, each trying to create a harem of **2d4** males. The male is killed in the mating process. Young cling to a female's back for safety. Crushers have chewing, crushing mandibles between their pincers.

Examiners

Examiners, also called four-eyes, are the tool wielders of the beholder caste. An examiner is a four-foot-diameter sphere with no central eye and only four small eyes, each on the end of an antenna mounted atop the sphere. They have one small, **lamprey**-like mouth on their ventral surface. This is surrounded by four multijointed limbs ending in gripper pads. These limbs can pick up and manipulate tools.

Examiners are the scholars and clerks of the beholders, involved in spell and magical item enhancement, research, and creation. They can use any artifact or tool as well as a human, and they can wield up to four items at a time. Examiners regenerate 1 point of damage each round. The powers of their four eyes are given below (all spell-like effects are cast at 8th level).

- | | |
|-----------------------------|--------------------------------------|
| 1. Enlarge or Reduce | 2. Identify or Legend Lore |
| 3. Transmute Form | 4. Spell Reflection as a ring |
- (similar to a **Stone Shape** spell, of **spell turning** but works on all types of nonmagical material)

Examiners are not the bravest of beholder-kin, but they are potentially the most dangerous with their command of artifacts. They are the lackeys of beholders and all greater beholder-kin.

Lensmen

Lensmen are the ultimate lackey caste. Their lack of eyes and their limb configuration relegate them to roles of menial labor and cannon fodder in the great wars. A **lensman** has one eye set in the chest of a five-limbed, starfish-shaped simian body. Beneath the eye is a leering, toothy maw. Four of the five limbs end in three-fingered, two-thumbed clawed hands. The fifth limb, atop the body, is a prehensile, whip-like tentacle. The typical beholder **chitin** is soft and there are many short, fly-like hairs. **Lensmen** are the only kin to wear any sort of garb-a webbing that is used to hold tools and weapons. Their preferred weapons are **double-headed polearms**.

Lensmen are semi-mindless drones that don't question their lot in life. The eye of each **lensman** possesses only one of the following six special powers (all at 6th level of ability).

- | | |
|----------------------------|-----------------------|
| 1. Emotion | 2. Heal |
| 3. Dispel Magic | 4. Tongues |
| 5. Phantasmal Force | 6. Protections |
- (all types, but only one at a time)

Overseers

An overseer is second only to a hive mother in the hierarchy of beholder races. An overseer's duties include the organization of world forces and the cataloging and analysis of information.

Overseers resemble fleshy trees. They have **13** limbs, each of which ends in a bud that conceals an eye; one of these limbs forms the top spine. Three yammering mouths surround this spine. There are also eight thorny, vine-like limbs that are used to grasp tools and to act as a physical defense, inflicting **1d10 +2** points of damage each. Overseers sit on root-like bases that can inch along when movement is required. They cannot levitate.

Overseers do not wear clothes, but rather they grow a strange furry fungus on their trunk. This fungus changes colors as the overseers desire, commonly appearing as a mottled green, gray, and brown.

Overseers may use any physical weapons or artifacts in their eight limbs. The powers of their 13 eyes are as follows (all **spell**-like effects are cast at 14th level).

- | | |
|----------------------------|------------------------------------|
| 1. Cone of Cold | 2. Dispel Magic |
| 3. Paralysis | 4. Chain Lightning |
| 5. Telekinesis | 6. Emotion |
| 7. Mass Charm | 8. Domination |
| 9. Mass Suggestion | 10. Major Creation |
| 11. Spell Turning | 12. Serten's Spell Immunity |
| 13. Temporal Stasis | |

An overseer's AC is 2, but each eye stalk is AC 7 and is severed if it suffers 10 points of damage. Overseers are very protective of their health and always have one or two beholder guards and at least a half dozen directors protecting their welfare.

Watcher

If **lensmen** are the lowest caste of beholder-kin, then watchers are number two from the bottom. These creatures have been relegated the role of information gatherers and are the least brave of all the eye tyrant races. They use their quiet voice, message, and **tongues** powers to whisper in others' ears.

Watchers are six-foot-diameter spheres with three central eyes arranged around the circumference of the sphere. These eyes are huge and unlidged. On the crown of the sphere is a compound eye and a ring of six eye spots that make it difficult to surprise a watcher. A large tentacle with a barbed prehensile pad extends from the ventral surface, right behind the small mouth with its rasp-like tongue. Watchers feed on carrion and stunned prey.

Watchers can attack with their tentacle for **3d6** points of damage. The tentacle also inflicts an electrical shock; victims who fail a system shock roll fall unconscious. Watchers do not wear clothes and do not use tools.

Each of a watcher's main eyes has two powers, and the compound eye on top may draw on three different abilities. The six eye spots have no special powers.

- Eye **#1:** **True Seeing** and **ESP**
Eye **#2:** **Advanced Illusion** and **Demi-Shadow Magic**
Eye **#3:** **Telekinese** 1,000 **lbs** and **Teleport** Compound Eye: **Message**, **Tongues**, and **Suggestion**
Watchers are not aggressive warriors; they prefer misdirection and flight to actual confrontation.

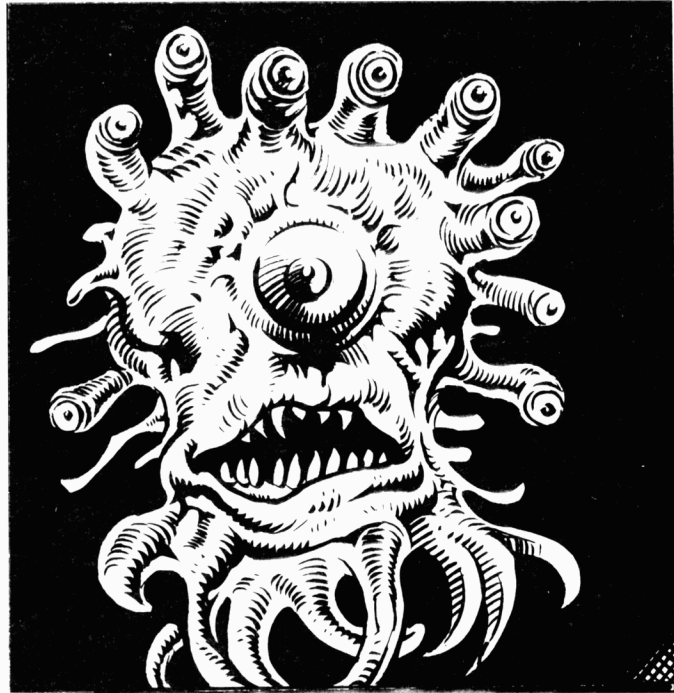
Beholder, Undead "Death. Tyrant"

SJR1



CLIMATE/TERRAIN:	Any space
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or cohort (guardian)
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Special
TREASURE:	Any (guardian)
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-20
ARMOR CLASS:	0/2/7
MOVEMENT:	F 2 (C)
HIT DICE:	As in life: 45-75 hp
THACO:	As in life (11, 9, 7, or 5)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Magic
SPECIAL DEFENSES:	Anti-magic ray
MAGIC RESISTANCE:	Undead immunities
SIZE:	M (4'-6' diameter)
MORALE:	Fanatic (18)
X.P. VALUE:	13,000



A type of beholder almost unknown on worlds is the undead beholder, or death tyrant.

Death tyrants are rotting, mold-encrusted beholders. They may be shrivelled or even have cavities that expose their bony skeletons of platelets attached to spherical networks of circular ribs. All sport wounds, some have eyestalks missing, and a milky film covers their eyes. They move and turn more slowly than living beholders, striking and bringing their eyes to bear last in any combat round.

Combat: An undead beholder can use all powers of surviving eyes just as it did in life. The powers of 2-5 eyes (select randomly, including the central eye) are lost due to injuries death, and the change to undeath. Although a death tyrant 'heals' its motive energies through time, it cannot regenerate lost eyestalks or their powers.

Beholder-eye *charm* powers are lost in undeath. The two eyes that charmed either become useless (60%), or function as weak *hold monster* effects (40%). A being failing to save against such a *hold* remains held as long as the eye's gaze remains steady on them. If the eye is turned on another being, or the victim hooded or forcibly removed, the *hold* lasts another 1-3 rounds.

If not controlled by another creature through magic, a death tyrant hangs motionless until its creator's instructions are fulfilled (e.g., "Attack all humans who enter this chamber until they are destroyed or flee. Do not leave the chamber."). If no instructions are given to a "new" death tyrant, it attacks all living things it perceives.

Death tyrants occur spontaneously in very rare instances. In most cases, they are created through the magic of evil beings-from human mages to illithid villains. Some out-cast, magic-using beholders have even been known to create death tyrants from their unfortunate brethren.

Habitat/Society: Death tyrants have no self-awareness or social interaction. Like *orbi* (see the description of the *orbus* in the SPELLJAMMER boxed set), they are mindless servants of living beholders. They will usually be found either abandoned (for example, in beholder ships or bases left ruined af-

ter a battle) or serving beholder society as guardians or unskilled workers.

'Mindless' is a relative term; the once highly intelligent brains of death tyrants still use their eyes skillfully to perceive and attack nearby foes. They are among the more intelligent undead; only the cunning and strategies they had in life are gone. When a death tyrant is controlled by another being, consider it to have the intelligence of its controller.

Ecology: Death tyrants are created from dying beholders, those condemned as traitors to their race (or sub-race; beholders belong to many warring clans), and captives taken in battle by beholders of another nation. A spell, thought to have been developed by human mages in the remote past, forces a beholder from a living to undead state, and imprints its brain with instructions.

A spell developed by spacefarers enables anyone having 15+ intelligence and natural or magical *charm* abilities (including a living beholder) to command obedience from a death tyrant. If such a spell is successful, the death tyrant will use its powers just as a *charmed* human obeys a wizard who cast the *charm*. Rumors of devices that create these control effects persist-as do tales of humans and liches who command death tyrant guards.

'Rogue' death tyrants also exist: those whose instructions specifically enable them to ignore all controlling attempts. These are immune to the control attempts of all other beings. Beholders often leave them as traps against rivals.

Human spell researchers report that control of a death tyrant is very difficult for humans. A beholder's mind fluctuates wildly in the amount and level of its mental activity, scrambling normal *charm monster* and *control undead* spells and variant magics developed from them. A special spell must be devised by any wizard desiring to command a death tyrant.

Although the eyestalks, brain, and levitation powers of a death tyrant still function, alchemists and wizards report that they disintegrate when the creatures are destroyed.

CLIMATE/TERRAIN:	All
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to Exceptional (8-16)
TREASURE:	Special
ALIGNMENT:	Neutral good
NO. APPEARING:	1
ARMOR CLASS:	- 3
MOVEMENT:	48
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1d8(x2), 1d10(x2), 2d8(x2)
SPECIAL ATTACKS:	Vorpal attacks, energy blast, crush
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (9-11' tall)
MORALE:	Elite (13-14)
XP VALUE:	6,000 each

Bionoids are chitinous, **bipedal** humanoid insects with a glowing circular gem in the center of their forehead. Though their appearance strikes fear in those who view them, their demeanor belies their looks. They originated as "Living Weapons" during the Un-human Wars.

In their combat form, also called their monster form, they are tall, muscular creatures with iridescent exoskeletons. Hard **claw**-like blades protrude from both forearms and the head. In addition to the standard pair of compound eyes, they possess four secondary eyes that can move independently like those of a chameleon. Pebbly, metallic-looking muscle fibers are visible at the joints.

In their humanoid form, bionoids are thin, well-muscled, and fairly tall. They have uniformly calm, even tempers, and are often contemplative. They move with great economy; useless gestures or movements are very rare.

Combat: In battle, the bionoids' true nature becomes apparent. They make two slashing attacks with their forearm blades for **1d10** points of damage apiece, along with spiked fists that strike for **1d8**. Similarly, the bionoid's feet have a heel spur that does **2d8** points of damage in a kick or stomp attack. It can make two kicks per round. The bionoid's chitinous plates and its agility give it AC -3.

Due to their high speed, bionoids usually use their fists, forearms and feet in combination with a leaping attack that brings them immediately into close striking range. In close combat with large opponents, the bionoid also crushes the opponent in its arms for an additional **2d8** points of damage. This damage continues on each round the opponent is crushed.

The bionoids' specialized halberds do **1d12** points of damage (plus strength bonuses of **+6**); only bionoids can wield them. These weapons, pointed with blades at each end, can attack a single target three times per round. The bionoids' speed, agility and expertise with these traditional specialty weapons make them a most feared opponent.

The bionoid's most powerful weapon is a spell-like effect similar to the third level fireball spell. The bionoid opens up the twin dorsal plates on its chest, exposing two highly charged membranes. Opening these chest plates causes **2d4** points of damage to



the bionoid itself, while causing damage as a **6th-level fireball** spell in a 30' cone shape. The damage to the bionoid means this attack is a last resort. The warrior must rest for a full day after such a discharge before using it again.

The crystal eye on its forehead is the bionoid's weak point. The eye remains in the center of the bionoid's forehead when in monster-form, but is hidden inside the skull in human form. Removal of the crystal eye results in the bionoid's immediate decomposition. The crystal eye traps its master's essence to wait for regeneration. If a direct crushing blow shatters the eye, irrevocable death for eye and bionoid ensues.

Habitat/Society: Bionoids were originally tailored as troops in the Unhuman Wars. Volunteer elves gave themselves to be altered into organic fighting machines. After the Wars, they were cast out into the cosmos, to make their own way far from the sight of the elves. Years of ostracism, of living apart from the rest of elvish society like plague victims, has instilled in them a deep distrust of all other elven races.

Although these bionoids were instilled with an instinctive urge for combat without quarter, they are essentially good beings who constantly strive to control the powers of their implanted nature.

Though they travel nearly everywhere in wildspace, bionoids prefer to remain alone. Many work as crew members on **spelljam**-ming ships across the flow, or they reside in country manors or castles. Still others live as hermits on lonely asteroids far from the normal spelljamming trade routes. In some cases, elvish communities sympathetic to the bionoids' situation have taken in individual bionoids.

Though rare, a bionoid family can comprise hundreds of members, always led by the individual who started the unit, either the original bionoid or its full-blooded descendants. Bionoid **symbi**-onts are welcome to join the unit, but must vow to avoid (and avoid infecting) residents of the outside world.

Though engineered for warfare, the family unit sustains itself primarily through farming. They practice battle skills primarily

Bionoid

as a spiritual discipline. Most frontier cities and spelljamming outposts welcome bionoid communities.

Ecology: Even bionoid reproduction is invasive. The eggs of mature bionoids are disc-shaped with a single crystalline “trigger” in the center. This crystal serves a multiple purpose: it is an **attractant** to potential victims since it makes the egg look like a magical item, and it is also the young bionoid’s eye. When a potential host touches the crystal eye, the host’s essence marks the egg. The egg bursts, attaches to the host, and grows as a symbiont, eventually separating and becoming a separate, nymph bionoid.

If an **orc** touches the egg, the egg explodes in a mass of corrosive filaments causing immediate death. A successful saving throw versus spell causes **2d12** hit points of corrosive damage. If half-arcs make their saving throws, the half-arc and the bionoid bind in symbiosis. Evil beings can fuse with the bionoid, but suffer the penalties of radical change to the bionoid’s good alignment.

If elves, humans or other humanoid races touch the egg, it infiltrates the victim, creating another adult bionoid. The new bionoid has the abilities described above, but appears only when danger threatens, whereupon the host “monsters out” into the bionoid monster form. In addition, the symbiosis gives the host a natural AC of 7. But the host should only wear normal, easily replaceable clothing, due to the unpredictable nature of his malady!

The crystal eye’s AC is 0, it has 45 hit points, and it is worth around 10,000 gp-but woe betide the buyer! In the crystal eye is the essence of the original owner. If presented with a living body, the crystal reduces and restructures that body in favor of its stored master, resulting in death (of a sort) for the purchaser.

Blazozoid



CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Any matter
INTELLIGENCE:	Very (11-12)
TREASURE:	None
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	F136 (B) (or Sr 1)
HIT DICE:	15
THACO:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	8d6
SPECIAL ATTACKS:	Firetouch
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	G (30' diam.)
MORALE:	Champion (15)
XP VALUE:	12,000

Blazozoids resemble huge, white elmarin (see the *Lorebook* of the **Void** in the SPELLJAMMER™ boxed set) or small comets of creamy white flame. Their spherical bodies consist entirely of fiery plasma gas, though they often drag a tail of blue fire behind them when traveling at Spelljammer speeds.

Blazozoids are sentient balls of living energy with the ability to communicate telepathically. They are always encountered in wildspace, never on planets or in the phlogiston. Their fiery bodies are so hot that they bum up any matter (including air and water) that they contact (see the explanation of "firetouch" below). In addition, their superheated bodies ignite any phlogiston within a hundred feet of them. Should a blazozoid be foolish enough to expose itself to the phlogiston ocean, the resulting explosion vaporizes everything within a mile, including the blazozoid. (Affected characters must roll successful saving throws vs. dragon breath to survive. Items and beings are thrown **1d10** miles away from the center of the explosion and suffer **1d10** points of damage for each mile thrown.)

Combat: Blazozoids usually ignore passing spelljammer ships unless bothered in some way. However, blazozoids do approach ships when they want one of two things: either a ride through the phlogiston or a meal. If the party refuses to give the blazozoid a ride, or if it is searching for a meal, it attacks.

Blazozoids attack by ramming into their target, whether it is an individual or an entire ship. The initial impact causes **8d6** points of damage. The blazozoid then tries to remain in contact with the target, using its firetouch to consume it. Any living victim touched by a blazozoid must roll a successful saving throw vs. breath weapon or burst into flames, suffering **5d6** points of damage each round he remains in contact with the blazozoid. Those attempting to escape a blazozoid's grasp must roll a successful Dexterity check. Inanimate objects touched by a blazozoid must roll a successful saving throw vs. magical fire or burst into flames, suffering an additional **3d6** points of damage per round until removed from contact with the blazozoid and the fire is extinguished.

Blazozoids are immune to fire damage, whether magical or normal. In addition, any weapon that strikes a blazozoid and fails a saving throw vs. normal fire is destroyed by the heat (although the weapon still inflicts full damage). Weapons with a bo-



nus of **+3** or more are immune to this effect. Cold-and water-based attacks have their normal effects on blazozoids.

Habitat/Society: Blazozoids are the progeny of a huge, living star. Like the blazozoids themselves, this star consists of living energy. Unfortunately, this star, which refers to itself as "I," does not recognize material beings as alive, much less intelligent. Therefore, it believes itself to be the only sentient being in the universe. To determine whether this is true, I has formed millions of emissaries from its own body and dispatched them to the far ends of the universe in search of another living star.

The blazozoids are these emissaries. Although intelligent, they are completely incapable of altering the basic beliefs that I imprinted upon them at their creation. Therefore, they do not believe that material beings, such as the PCs, are truly intelligent. Instead, they view material beings as potential food sources, or, at best, as a means of transport across the phlogiston.

Ecology: Blazozoids cannot reproduce and must be created from I's body. They eat, or refuel, by turning matter into energy. Since their bodies are made entirely of energy, a well-fed blazozoid may be as much as **60** feet across, while one that has not eaten in some time may be less than 10 feet across (a starving blazozoid also has a slightly yellow tinge to its flame).

When encountered in the depths of wildspace (i.e., close to a crystal sphere), a blazozoid is sure to want something from a passing spelljammer ship—either to eat the ship and crew, or to convince the pilots to take it to the next crystal sphere. Often, the blazozoid will agree to perform some service in return for its passage. However, if some provision for feeding the blazozoid during the long journey is not made, it may turn on the crew after reaching the next crystal sphere. To transport a blazozoid across the phlogiston, the blazozoid must be completely encased in some sort of flame-proof container, such as iron, stone, or force. Simply stowing them below decks will have disastrous effects when the ship enters the phlogiston.

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Rare
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Blood
INTELLIGENCE:	Semi- (3)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	3-12
ARMOR CLASS:	6
MOVEMENT:	3, Fl 18 (C)
HIT DICE:	4+4
THACO:	16
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d10
SPECIAL ATTACKS:	surprise
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' diameter)
MORALE:	Very steady (14)
XP VALUE:	420

Bloodsacs (technically known as "haagathga") are blob-like bloodsuckers that silently glide through wildspace looking for blood. This usually means spelljamming ships, with their complements of warm-blooded sailors.

These space-borne horrors are shapeless, pulsating sacks of fluid in a slightly translucent black-blue membrane. This membrane is covered by tiny, razor-rimmed suckers, each with tiny speck of silver or yellow coloring. Bloodsacs resembles a patch of flying night sky. The familiar smell of blood wafts about their bodies.

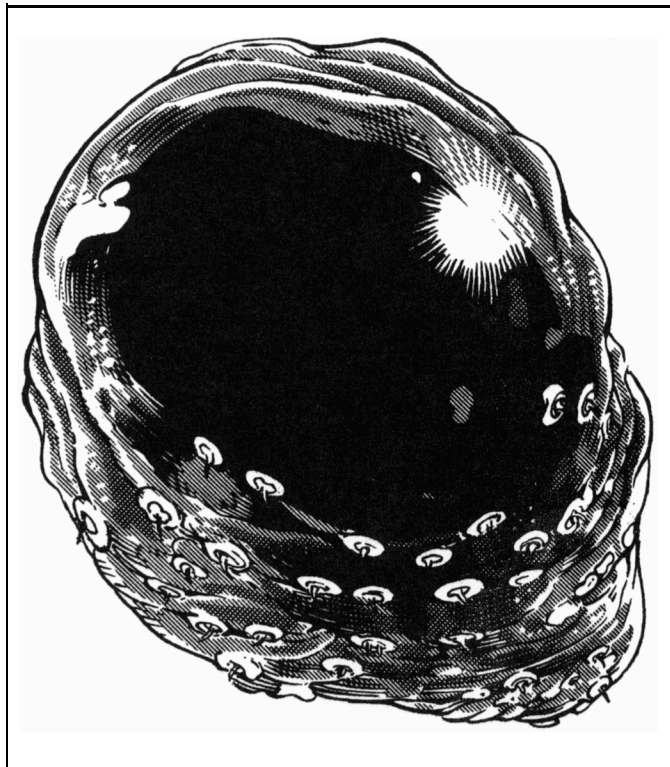
Bloodsacs travel in packs, using their natural camouflage to swoop down on unsuspecting ships, surprising the crews, and draining their blood. The beasts are sometimes called "star vampires." They have no speech.

Combat: Bloodsacs move silently through space using infravision to detect warm-blooded victims. They glide noiselessly onto the deck of a spelljamming vessel, probably one in orbit around a planet, and try to surprise sailors on deck. Due to the creatures' coloration, foes suffer a -2 penalty to surprise rolls. Guards have a 1% chance per point of Intelligence or Wisdom (whichever is higher) to spot the swarm. Guards only get one chance to spot the bloodsacs before the monsters attack.

If at all possible, bloodsacs attack from behind, gaining a +2 to their attack rolls.

Once a victim is hit, the bloodsac's tiny suckers bore into the skin and begin sucking out the blood, causing 2d10 damage. Once attached, a bloodsac does not let go until pulled off, or until it drains the victim completely. Pulling off a bloodsac requires a Strength ability check. If the beast comes off, the victim takes an additional 1d10 points of damage as the blobs suckers tear out of the victim's flesh. If the blob remains attached, it automatically does 2d10 points of damage each round (no attack roll needed). As the bloodsac drains blood from its victim, its color changes from dark blue to a sickly violet.

After draining a victim, the bloodsac sprouts a tube and attaches it to the base of the victim's skull. Through this tube the blob drains out the victim's brain fluids. This process takes one round, after which the bloodsac flies away, sated-for now.



The fluid it collects contains the victim's memories and knowledge. Thus, victims raised from the dead have no memory of their identities and, though they have full hit points, are effectively 0-level characters in skills, THACO, saving throws, and proficiencies. All memories are lost. Victims still retain basic skills needed to take care of everyday needs, as well as the ability to speak one language (most likely Common).

A spell such as **restoration** or a wish can restore lost memory; so can catching the bloodsac who drained the fluid and pouring it over the victim before he is raised from the dead.

Habitat/Society: Bloodsac swarms have no leader. They merely follow whomever has homed in on food. They wander wildspace, never sleeping, never setting up a lair nor landing on a planet. Bloodsacs hate gravity, for their bodies collapse into sluggish heaps of protoplasm.

Ecology: Bloodsacs are parasitic predators, greatly feared by warm-blooded beings of all alignments and races. They reproduce by laying a clutch of 6d6 eggs inside a victim who has been completely drained of blood. For each bloodsac that has killed a victim, there is a 50% chance that it was a female and has laid eggs in the victim's body. The eggs hatch 2d6 days later, bursting the body asunder and releasing the voraciously hungry bloodsac young (1 HD each, 1d8 blood drain damage per round).

Mind flayers take an interest in the bloodsacs, especially with the blobs' ability to drain brain fluids. Some mind flayers keep trained bloodsacs, a particularly deadly combination.

Buzzjewel

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Gems
INTELLIGENCE:	Animal (1)
TREASURE:	Special
ALIGNMENT:	Neutral
NO. APPEARING:	10-60
ARMOR CLASS:	-3
MOVEMENT:	3, Fl 24 (A)
HIT DICE:	1+1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 + poison
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	4.5 %
SIZE:	T (6" long)
MORALE:	Unreliable (2)
XP VALUE:	650

Buzzjewels are inoffensive insects native to wildspace. They travel through space in beautiful multi-colored swarms. They are attracted to light sources, much like moths. Sailors can always tell when a swarm of buzzjewels approaches, due to the loud droning noise from the insects' wings and the cloud of multi-colored light reflected from their bodies.

Buzzjewel bodies are partly gemstones, with opaque coloration ranging from ruby red to emerald green to aquamarine blue. When a buzzjewel dies or is killed, its organic body shrivels away, leaving a small ornamental gemstone of 5 gp value, the remnants of the mineral meals it consumed. One buzzjewel in a thousand produces a fancy, precious, or gem/jewel gemstone.

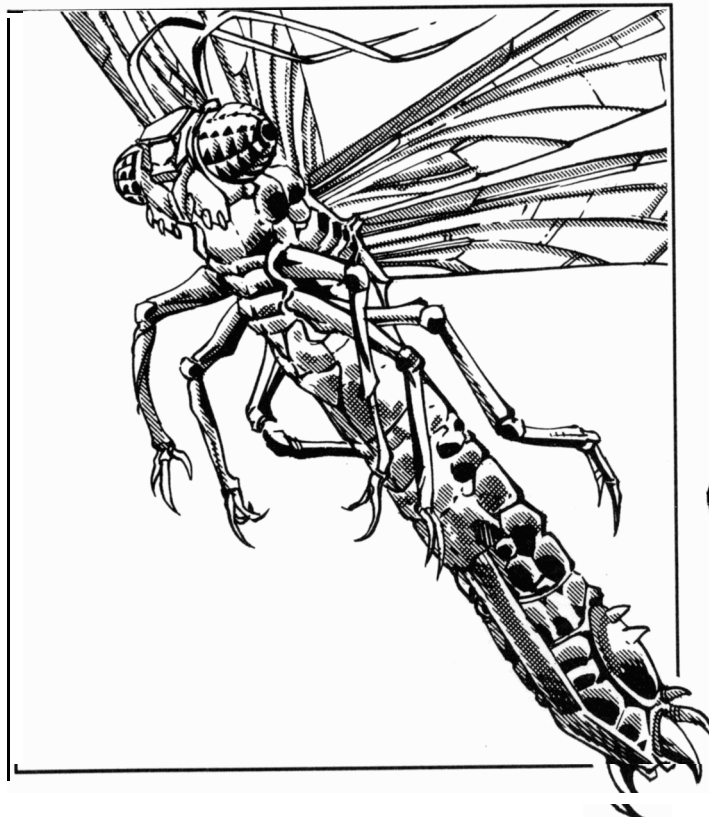
Like other insects, buzzjewel bodies have three segments: the head, thorax, and abdomen. Buzzjewel eyes are multifaceted and quite sensitive to light. Each buzzjewel has two pairs of translucent wings similar to the dragonfly's, and three pairs of legs, which it draws close to its body during flight.

Combat: Though buzzjewels swarm around light sources, they are timid around living creatures. Not easily angered, a swarm of buzzjewels passively tolerates **1d4** rounds of attack. After this the buzzjewel swarm, finally infuriated, attacks the offender and everyone else in sight.

All buzzjewels have tiny sharp teeth. Since buzzjewels have no taste for living flesh, they bite, then quickly let go. They attack in swarms of 10 or 20 against one opponent (10 vs. halflings, dwarves, and other small opponents). A single attack roll determining the swarm's chance to hit. The swarm overwhelms its victims; thus, the defenders get no Dexterity bonus to AC.

Each swarm of 10 buzzjewels causes **1d8** damage. For each point of damage the swarm does, there is a 10% chance that Type N poison is injected into the wound. The poison's onset time is one round. A failed saving throw vs. poison inflicts **4d8** damage; a successful save reduces this to **2d8** damage.

The buzzjewels' magic resistance sometimes reflect spells back at the caster. If the spell fails due to the insects' magic resistance, the spell is reflected back at the caster. If the spell fails because the buzzjewels saved against it, they don't reflect the spell.



Habitat/Society: Buzzjewels live in tiny honeycombed passages just under the surface of asteroids. They instinctively avoid worlds with humanoid populations. Buzzjewels do not require air to survive.

As a rule, buzzjewels live on asteroids high in gemstone content. Gems are their chief source of food, though the insects can eat any mineral or rock if pressed. Interestingly, pearls are poisonous to buzzjewels. A poisoned buzzjewel turns black and does not become a valuable gem.

Buzzjewels communicate by body movements, as bees do. When a buzzjewel swarm finds a new source of gems, it returns to its old lair and does a dance that tells the swarm where the new strike is. Dwarven sages have long tried to decipher the dance so they can obtain the gems, so far to no avail.

Buzzjewels can be called by various insect summoning spells; if summoned, they behave as groundling insects. Note, however, if the insects are summoned to be killed for their gems, the caster loses control over them, and the enraged swarm attacks instantly.

Ecology: Buzzjewels contribute nothing to the ecosystem. In fact, races that mine gemstones strongly dislike the little gem-eaters. The gnomes call buzzjewels "gembane," and the only printable name that dwarves use is "baublebiters."

Due to the unpredictable poisonous bite of the buzzjewels, most wise folk resist the idea of catching the bugs and killing them for their gems in a get-rich-quick scheme. The low value of the dead bodies does not make it worth the risk.

The dohwar actually use live, caged buzzjewels as currency, much to the horror of some of other civilized races. It is rumored that the dohwar are also experimenting with buzzjewels, feeding them fancy gems to see whether, once a buzzjewel dies, it leaves behind a more valuable gem.

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (S-7)
TREASURE:	B
ALIGNMENT:	Chaotic good
NO. APPEARING:	2-24
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	1-1
THACO:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 (or by weapon)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
SIZE:	S (1'-2' tall)
MORALE:	Average (10)
XP VALUE:	15

Chattur are small mammals that exhibit traits of both primates and rodents. They are slender and quick and have very dexterous front paws that are equipped with claw-tipped fingers and an opposable thumb. Their faces are wide and their eyes seem even wider, with an innocent stare that many humans find very appealing. A band of black fur surrounds the eyes of these creatures, much like the "mask" of raccoons. It is for this reason, and not for any inherent sense of maliciousness, that chattur have been dubbed "Space Bandits."

They can be found living on many spacefaring vessels-often without the knowledge of the crew. Usually their presence is tolerated when they are discovered-at least, if the discovery is made by a neutral or good-aligned crew.

Superstitions about chattur abound. Their presence on a vessel is supposed to bring good luck. Ill treatment of a chattur will reportedly rebound against the abuser at some future time. Most significantly, if chattur are seen to be leaving a vessel, that is considered a dire warning about that vessel's immediate fate.

Chattur have their own language, which sounds much like the chirping of excited chipmunks. Many of the adults have learned to speak common from a lifetime of eavesdropping.

Combat: Not a very combative race, chattur fight only in defense of their nests, kin, or friends. The combination of their claws and bite accounts for the 1d4 points of damage. Chattur attempt to trip opponents, wrap them in nets or rope, and otherwise harass them during combat. They are ingenious at making the most of their opportunities.

After some training, large chattur can learn to use short swords, javelins (which they use as thrusting, not thrown, weapons), or tiny crossbows (1d4 points of damage, range 3/6/9, one bolt/round). Generally, about 20% of the chattur in a given den are capable of this armed combat.



Habitat/Society: Chattur do not gather in exceptionally large communities; to find 100 together is very rare. However, their clans and warrens can be found just about everywhere. They center around a patriarch or matriarch. Sex roles are indistinguishable except for childbirth; the females share the ranks of the trained fighters with the males in more or less equal numbers.

They are specialists at sneaking aboard ships and finding places to live where they can remain undiscovered for weeks, months, or years. They arrange very comfortable quarters, scavenging whatever items they can from around the ship.

Though chattur can live on a crowded ship in the midst of great activity, they rarely interfere with the operation of a vessel. This is one reason their presence is tolerated so good-naturedly, though their penchant for scavenging has brought them trouble on more than one occasion.

Chattur often fall victim to the attacks of the malicious wrybacks. While no single chattur is a match for a wryback, the chattur's social structure enables them to band together. Often, a chaotic wryback can be lured into a trap and dealt with by a group of chattur.

Ecology: Chattur can thrive in all climes. They eat a variety of foods and readily adapt to new diets and surroundings. They have the ability to breed enough chattur to comfortably occupy whatever living space they have, without overpopulating.

When a given warren is comfortably populated, pairs of young adult chattur branch out on their own, trying to stow away aboard a spacefaring vessel or find a sheltered den on a world or asteroid.

Clockwork Horror



	Copper	Silver	Electrum	Gold	Platinum	Adamantite
CLIMATE/TERRAIN:			Any	nonaquatic		
FREQUENCY:	Uncommon	Rare	Rare	Very rare	Unique	Unique
ORGANIZATION:	Race	Race	Race	Race	Race	Race
ACTIVITY CYCLE:	Any	Any	Any	Any	Any	Any
DIET:	Nil	Nil	Nil	Nil	Nil	Nil
INTELLIGENCE:	Low (5-7)	Average (8-10)	Very (11-12)	High (13-14)	Exceptional (15-16)	Genius (17-18)
TREASURE:	Nil	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:				Lawful Evil		
NO. APPEARING:	2-20	1-10	1-6	1	1	1
ARMOR CLASS:	4	2	0	-2	-4	-6
MOVEMENT:	9	9	9	9	9	9
HIT DICE:	2	3	4	5	6	7
THACO:	19	17	17	15	15	13
NO. OF ATTACKS:	1	1	1	1	1	1
DAMAGE/ATTACK:	1-4	1-6	1-8	1-10	1-12	1-20
SPECIAL ATTACKS:	Nil	Spring caster	Steam caster	Lightning rod	Lightning rod	Disintegrate
SPECIAL DEFENSES:				See below		
MAGIC RESISTANCE:	10%	20%	30%	50%	70%	90%
SIZE:				S (24" diam.)		
MORALE:				Fearless (20)		
XP VALUE:	6 5	120	175	975	1,400	6,000

If one thinks of the crystal spheres as single cells in the body of the cosmos, then one must certainly think of clockwork horrors as viruses that have come to destroy that body.

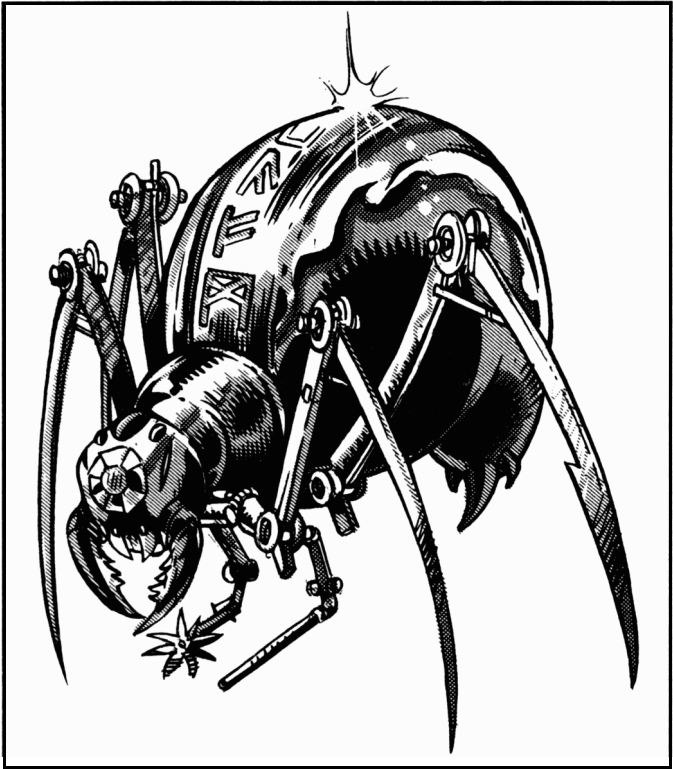
Clockwork horrors are a form of arcane apparatus. They look something like a mechanical spider (though they have only four legs). While the body of the horror is only about two feet in diameter, the legs give the creature an overall diameter of about four feet. In the front of the body is a crystal that enables the horror to see. Two depressions, one on each side of this lens, serve the horror as hearing organs. Two limbs (located roughly below the hearing dishes) serve a number of purposes as described later.

The body of a clockwork horror is always cast as a single piece from some type of metal. The most common type of horror is created from copper, but others may be cast from gold, silver, **electrum**, platinum, or even adamantite. The surface of the body is always highly polished and covered with pulsating runes of mystical power.

Clockwork horrors communicate with each other by means of clicks, whirs, and similar mechanical sounds. The exact nature of their language is unknown. It is believed, however, that the horrors use a type of dot-and-dash code similar to that employed by sailors and spelljammers when they signal each other with lights.

Combat: All clockwork horrors share the same defenses. They are immune to all spells that depend on biological functions for their effects. Examples of such spells include **cause or cure wounds**, **feign death**, **polymorph**, and **cloudkill**. In addition, all mind-affecting spells, such as **charm**, **hypnotize**, or **fear**, have no effect on them. They can be affected only by those spells that would have some power over nonliving objects. A **shatter** spell directed at the horror's seeing crystal will blind it for one round per level of the caster. Similarly, a **dispel magic** paralyzes the horror for a like duration.

In addition, all horrors are immune to the effects of electricity (magical or mundane). Cold and heat affect them normally, as do all other types of spells.



Copper Horrors

The copper horror is the most commonly encountered horror. While all of the other horrors have a built in weapon of some type, the copper horror is not so equipped. Copper horrors serve

Clockwork Horror

as the menial work force of the race. The special appendages that **they use** in their daily labors, however, can often be used in combat with some success. When a copper horror is forced to engage in melee, the mechanism is entitled to one attack that inflicts **1d4** points of damage. It should be noted, however, that the exact nature of **this** attack may vary, depending on the task that the horror was assigned to.

Silver Horrors

The silver horror is somewhat less common than its copper kin, but far more dangerous. The silver horror is the warrior of the race. It is often encountered as a patrol or guard at work sites or in horror-dominated regions.

The right manipulator arm of the silver horror is fashioned to serve a dual purpose. In addition to enabling it to grasp and handle objects in the manner of a human hand, it can present sharp blades for combat. Once extended, these spin at high speed, **turning** the manipulator into a deadly rotating saw that strikes for **1d6** points of damage.

The silver horror has a missile weapon as well. Where **the** copper horrors have a secondary manipulator arm, the silver horrors **have a** hollow black tube. Known as **the** spring caster, this weapon is a clockwork-driven device that can eject a barbed dart at high velocity. The dart has ranges of **1/2/4** and inflicts **1d3** points of damage. The rate of fire is one per round.

Electrum Horrors

The **electrum** horror fills the role of commanding officer or overseer. It is often found heading patrols of silver horrors or directing the operations of a large number of copper horrors.

The **electrum** horror is equipped with the same combination manipulator/razor **saw that** is found on **the** silver horror. However, the **electrum** razor saw is sharper and more dangerous than those cast of silver. Thus, an **electrum** razor saw that strikes in combat inflicts **1d8** points of damage.

Where the silver horror **has** its spring caster, however, the **electrum** horror has the steam caster. The steam caster uses a jet of high pressure steam to fire its missiles. As with the spring caster, the rate of fire is but one per round. The range of the steam caster's darts is **2/4/8** and the damage inflicted by each hit is **2d4** points.

Gold Horrors

The gold horror is a high-ranking member of the horror social structure. As a rule, there is only one gold horror to a planet, and its task is the direction of all horror operations on that world. In addition to its keen intelligence, the gold horror's combat capabilities make it more than able to carry out its mission.

The gold horror's razor saw is one of the sharpest cutting devices known. In combat, it inflicts **1d10** points of damage. The gold's second arm is a black tube known as the lightning rod. Once every other combat round, the rod can unleash a stroke of lightning **that** functions just as the spell of that **name** and inflicts **3d6** points of damage. A saving throw vs. spell is allowed for half damage.

Platinum Horrors

There is hardly ever more than one platinum horror in any given crystal sphere. Where the golds direct the actions of **the** lesser horrors, the platinum directs the golds.

The weapons of the platinum horror are the same as those of the gold horror: the razor saw and lightning rod. However, the platinum razor saw inflicts **1d12** points of damage and the lightning rod causes **4d8** points of damage (and it can fire every round). A saving throw vs. spell is permitted for half damage.

Adamantite Horror

The so-called "father" of **the** clockwork horror race, there is but one adamantite horror known to exist. A cold and calculating entity, **the** adamantite horror is fond of intricate strategies and devious planning.

When drawn into actual combat, a rare occurrence, the **adamantite** horror is far from helpless. As its first line of defense, the adamantite horror has its trusty razor saw. Even more dangerous than that of the platinum horror, the adamantite razor saw inflicts **1d20** points of damage with each successful attack.

The adamantite horror has no lightning rod, but it wields a weapon known as the nightmare stick. Each round, the nightmare stick is able to function as a **disintegrate** spell with a **50-yard** range. A saving throw vs. spell is allowed to avoid the deadly effect of **the** nightmare stick.

Habitat/Society: The wisest sages tell us of an ancient humanoid race known **only as** "the Lost Ones." Records of their origins have long since faded, but frightening tales are still told of their demise.

The lost ones were fond of mechanisms. The more subtle and clever their devices, **the** better **they** liked them. In the end, however, their own love of such toys brought them down. One of their most brilliant artificers built a magnificent adamantite machine with workings so advanced that none but he could fathom its operation. In addition, he wove powerful spells about the contraption, bestowing upon it intelligence and mystical abilities. In gratitude for its creation, the adamantite machine destroyed him.

Over the course of the next few decades, the adamantite horror built an army of mechanical followers, each in its own image but of lesser quality. As the horrors rose to power in their sphere, they eliminated all life in it. In **the** end, they tore apart **the** worlds in their sphere and used the raw materials thus obtained to build more and more horrors.

Centuries passed with the horrors contained in the sphere of the Lost Ones. They would have been forever doomed to remain in their original sphere had they not been visited by a fleet of neogi deathspiders. The neogi had come seeking slaves and "cattle" to feast upon. Instead, they found death. One by one, their ships were taken from them. In the end, the neogi and their slaves found themselves forced into the lifejammers.

Now able to journey between the crystal spheres, the clockwork horrors began to spread. Each crystal sphere they encountered was violated and the worlds within it plundered. For **those** living in **these** doomed spheres, there was no escape.

The society of the clockwork horrors, if one can call it that, is a very rigid, almost military one. Horrors have no individual identities. Rather, they have a mission: the race must survive.

Once the horrors have established a foothold on a world, they see all living things on that world as a threat. Logically, to the horrors, such creatures must be removed-and removal of living creatures is something that clockwork horrors are experts at.

Ecology: Because the clockwork horrors are not natural creatures, they have no place in the ecology of the worlds they visit. However, they make radical changes in those worlds.

A clockwork horror fleet (which almost always consists of **10d10** captured neogi ships) leaves the worlds it visits stripped of all their natural resources. Metals are strip-mined, living things are removed as useless and troublesome, and everything that can be exploited is drained away. This process takes only two or three centuries.

The powerful weapons of the clockwork horrors are highly prized by most artificers. While they do not retain their powers after removal from **the** horror, they are interesting to study.

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Low to average (5-10)
TREASURE:	Nil
ALIGNMENT:	Any chaotic
NO. APPEARING:	1 or 1-6
ARMOR CLASS:	10
MOVEMENT:	48, F124 (E)
HIT DICE:	35
THACO:	5
NO. OF ATTACKS:	1 every 2 rounds
DAMAGE/ATTACK:	50-100 (or 5-10 hull points)
SPECIAL ATTACKS:	Stunning clap, throw boulders
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (60' tall)
MORALE:	Unsteady (6)
XP VALUE:	27,000

These dim-witted giants are 60 feet tall and weigh 70 tons. Although not related to the giants of the known worlds, they are basically humanoid.

Compared to human proportions, their heads are too small and their legs are too short. Their features tend to be thick and bulbous. Their foreheads slope back sharply and their noses are round blobs of flesh. Their teeth are rarely straight and always have jagged edges. Their fingers are stubby and thick, completely unsuited for delicate manipulations. A colossus can have any color eyes and hair, but black is the most common. Their voices are like rolling thunder, understandable but slow and deep.

Colossi wear heavy, coarse clothes—usually a tunic, breeches, and sandals. Crude though it is, the tailoring is much too fine for any colossus to have stitched it. The clothes can be almost any color, with no regard to fashion sense. It is not uncommon to find large patches covering rips and tears. Colossi never carry weapons or armor, though they could if they wanted to.

Combat: Compared to a human, a colossus moves slowly and ponderously. As a result, its great movement rate is only a third of what its 30-foot stride would normally indicate.

Its THACO is much worse than one would expect because of its slow movement. In fact, it can attack only once every other round with either a fist punch or a foot stomp. In addition, creatures under 25 feet tall get a -2 Armor Class bonus and those under 10 feet tall get a -4 Armor Class bonus.

But when a colossus manages to hit, the victim must roll a saving throw vs. death magic (failure means death), in addition to the damage done (see pg. 75 in the *DMG*). Any blow can cause structural damage. Smashing and blunt weapons have no effect whatsoever.

A colossus can clap its hands together with great force and cause a stunning vibration. This is akin to being right next to an explosion. The clap has a range of 60 feet and causes anyone within that range to roll a saving throw vs. paralysis; failure means the victim is stunned for 1d3 rounds. All characters in the radius of effect are automatically deaf for 1d6 turns.

A colossus can throw boulders up to 500 yards for 5d10 points of damage, but its aim is so poor that it rarely hits what it aims at.

In wildspace, a colossus is big enough to be its own ship. Indeed, it has the same air volume as a 15-ton ship. It consumes as



much air as a full crew of 10. The colossus can coast through space for months without running out of air.

Food and water can be a problem, though. A colossus cannot propel itself through wildspace except by making a leap from a solid surface, which means it is very slow moving under its own power. It would be possible to fix a spelljamming helm to it and make it into a spelljamming speed “ship” of maneuverability class E. Its plane of gravity makes its back or stomach the walking surface.

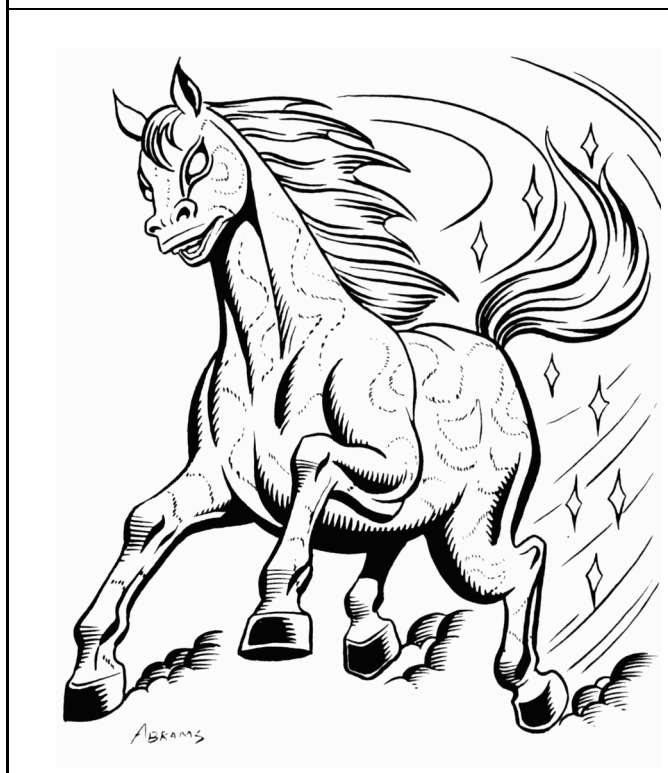
Habitat/Society: In wildspace these simple creatures are encountered singly. They are usually lost wanderers. They talk about a home called Arhoad, assumed to be a planet. This mythical place has never been found, and the colossi are never able to describe how to find it or how they became lost. It is one of the great mysteries of wildspace.

They speak of close families on Arhoad, so it is assumed that they have a clan society. Since they could not possibly have made their own clothing, many scholars assume that they are the worker or slave class of yet another race, although there is no evidence to support this theory. The **reigarEcology** accept responsibility for the colossi’s plight.

The good colossi are quite friendly and helpful to travelers. The evil ones are marauders and killers, destroying property for the sheer joy of it. Neither variety is considered to be very smart. The only long-term goal they have is to find Arhoad. However, they never seem to know how to go about doing it.

Ecology: No one has ever seen a sick colossus or seen one die from anything other than injuries. While they are known to have two sexes, children have never been seen. They do not seem to age, at least not in the few hundred years they have been in known space. They can eat virtually any type of plant. The evil ones eat meat, but they do not seem to need it in their diets. It is assumed that they do it only for the terrorizing effect.

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Semi (2-4)
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	24, Fl special
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/1-6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSE:	Stardust
MAGIC RESISTANCE:	25%
SIZE:	L (10')
MORALE:	Average (8- 10)
XP VALUE:	650



In appearance, the comet steed is much like a large, healthy warhorse, always with a pure white coat. The similarity to planet-bound horses stops there, however. Comet steeds are natives of space and can travel freely in wildspace and the phlogiston. They are constantly surrounded by a fine, gleaming mist which is actually a cloud of stardust. When the comet steed flies through space, the dust cloud trails behind it, hence its name.

Combat: Comet steeds are not warlike and tend to avoid combat whenever possible. Considering the great speeds at which they can travel, the beasts can avoid combat as they choose. The steed has the amazing natural ability to travel at spelljamming speeds (in combat, consider the horse to have a SR of 7!), making the rare creatures a highly prized mount.

Comet steeds attack with their front hooves and bite, inflicting 1-6 hit points per successful hit. Attacking in this manner, however, is extremely rare for a comet steed. Like standard equines, they tend to flee at any sign of danger. Only spelljamming ships with SR 7 or higher are able to keep up with these animals.

The stardust that a comet steed emits is functional in combat. Most important, this dust imparts magic resistance upon the animal. As a secondary function, when the steed is in combat, the dust will gather in the area and blind the steed's opponents. Anyone involved in melee with a comet steed suffers -4 to hit because of blindness. A successful saving throw versus breath weapon will allow retention of partial vision and attacks will be made at -2. The blindness will clear 1 turn after exposure to the dust has ceased.

Habitat/Society: Comet steeds are very solitary animals. They will never be seen with other creatures or other comet steeds. Their life span is approximately 200 years.

Comet steeds mate once in their lives in a ritual that lasts only a few days. During the mating ritual, a male and female

comet steed will breed, with the female bearing only a single foal.

There are only two ways to obtain a comet steed as a mount. One is to capture a young comet steed and raise it as a mount. Since young steeds are without the ability to travel at spelljamming speeds for the first year of their lives, it is relatively easy to capture a young foal. The difficult task is finding a foal, considering the great rarity of comet steeds.

The other way to obtain a comet steed as a mount is to use a *ring of the comet*. This enchanted ring is used for summoning comet steeds for use as temporary mounts. The description of this magic item appears in the appendix of this adventure.

Ecology: Comet steeds are herbivores, so they often will land on planets to graze for periods of time lasting no more than a few days. They will then wander back into space and travel until they encounter another planet. The beasts eat only two or three times per month, so they can travel great distances in space without feeding.

The stardust of a comet steed is of great value to alchemists since it can be used to generate powerful *potions of magic resistance*. The stardust can be collected after a comet steed has passed through an area. However, the dust scatters and disappears after 1 turn.

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Common
ORGANIZATION:	Constellation
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Low (5-7)
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	5 (-10)
MOVEMENT:	Variable
HIT DICE:	N/A
THAC0:	2
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (1 to 100 million square miles)
MORALE:	Fearless (19-20)
XP VALUE:	N/A

The peaceful constellates are made of small motes of light gathered in constellations, groupings of stars that suggest various objects and life forms. Surrounding each constellation is the ghostly image of the thing it represents—the constellate proper. These ghostly images depict wolves, swords, warriors, and the like.

Individual stars' colors vary, but most are bluish-white. Their color may relate to their age. No single star has ever separated from its constellate group.

Combat: Constellates choose to avoid battle when possible. Generally they *fly* away from danger (playing hob with astronomers in the process!). After the danger has passed, the constellate returns to its position.

When an Aperusa (**q.v.**) clan leader summons a constellate, its nature changes radically. Witnesses see an immense shadowy figure shaped like the constellation drop down from the heavens. The stars diffuse and move randomly within the constellate's body. It can change size at will, usually to maintain its size relative to the viewers; for instance, the Panther constellate seems to remain panther-sized whether in the sky or on a ship's deck.

The constellate gains the special abilities of the character or object it portrays: e.g., the Swan could use wing buffets, and the Krynnspace constellation Raistlin-Fistandantilus could use *time-stop*.

If it wishes, the constellate can melee at up to its full size—often millions of square miles! The full-size constellate can crush with its enormous bulk, causing **2d20** points of damage per 1,000 square miles of area. The range of this attack is the constellate's size. It can use this attack form once every other round. It can also throw bolts of energy (called *sunbolts*) with unerring accuracy. *Sunbolts* cause **2d12** points of damage for every 1,000 square miles of the constellate's area. The range of the *sunbolts* is believed to be 500,000 miles. Damage does not decrease over distance; however, accuracy does decrease. At short range (1-125,000 miles) there is no penalty to the attack roll; medium range (125,001-250,000 miles) takes a -2 penalty; and long range (250,001-500,000 miles) takes a -5 penalty. The constellate can use this attack once per round, even while it uses its crushing blow.



The *sunbolt* is a cone-shaped area 1,000 miles in diameter. When this area of effect is added to the strength of the *sunbolt*, the constellate can literally crush planets at its whim. Some believe that the Grinder asteroid belt within the heavens of *Grey-space* is actually the residue of a summoned constellate's attack. Legends speak of constellates who inflicted great harm against a planet within that crystal sphere. The gods retaliated against these constellates, thereby banning them from the crystal sphere. The constellates' whereabouts are unknown.

A constellate's attack lasts only five rounds. There are no reports of an attack lasting longer than this. It then resumes its place in the sky and its former nature. A given constellate can only be *summoned* once a year.

Habitat/Society: Each constellation in a sphere's night sky is a constellate. They occupy their assigned positions, swapping choice information about the goings-on of the groundling races or lamenting their eternal celestial imprisonment. The advent of spelljamming ships has created new gossip for these beings, and their overall morale has risen.

Although they converse freely among themselves through telepathy, they never speak to corporeal life forms. Attempts to imprison and interrogate constellates fail, for they simply change size to escape from their prison.

Ecology: Sages dispute the true genesis of the constellates. Some postulate that they have existed as long as the stars in the sky. Others point to Krynnspace, where new constellations appeared and old ones disappeared in the War of the Lance. Still others talk of the influence of divine entities.

Why the Aperusa have an affinity with the constellates is an equally tantalizing mystery. They have never divulged their spells of summoning, and with the constellates as allies, it is unlikely that anyone will wrest the secret from the wildspace gypsies.

Contemplator

CLIMATE/TERRAIN:	Asteroid
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Godlike (21)
TREASURE:	H
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	24
HIT DICE:	13 +1
THACO:	7
NO. OF ATTACKS:	3 (5)
DAMAGE/ATTACK:	2d10/2d10/2d10 (2d8/2d8)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Spell
MAGIC RESISTANCE:	50%
SIZE:	L (12')
MORALE:	Fanatic (18)
XP VALUE:	13000

Contemplators live on barren asteroids, pondering the questions of the universe. Some say that when one discovers all the answers to all the questions, the universe will end.

A contemplator is found most often seated in the classical thinker pose on a large stone outcropping. A gray humanoid, 12' tall, he often wears a gray toga. Consequently, unwary adventurers may easily mistake him for a statue.

Combat: A contemplator yearns for all knowledge and has deduced that the best way to gather it is directly from the minds of other beings. To gather information, he captures any intelligent being who lands on or comes near his asteroid.

The contemplator creates three arms out of the asteroid's surface to capture his specimens. Each arm can extend 50' and has 25 hit points. If an arm is destroyed, the contemplator can create another after 24 hours have passed.

If forced into a fight personally, the contemplator punches with his own two arms (inflicting **2d8** points of damage with each) as well as with his three extra appendages.

When a contemplator captures a victim with one of the three large arms, he encases its body in a thin ($\frac{1}{4}$ " thick) layer of stone and drains its Intelligence, one point a day. This requires the contemplator's uninterrupted concentration. If he is disturbed at any time, that day's point of Intelligence remains with the captured character (at least for one more day). Each day, the entombed victim can attempt a Bend Bars/Lift Gates role to escape the stone prison. When the victim's Intelligence is reduced to 3, the contemplator's stone arm flings the now-useless simpleton into space.

If a **wish** or similar magic restores a character's Intelligence, the knowledge restored vanishes from the contemplator who stole it. If this restored character ever comes within 50 miles of the contemplator who lost the knowledge, the contemplator immediately detects, intercepts, and attacks the character. A contemplator cannot tolerate knowing something and then having it taken away!



A contemplator who drains a wizard gains all the wizard's memorized spells. He casts these acquired spells only once, for he won't waste the time necessary to write them down. He can only use wizard spells, not those of priests. A contemplator still must use material components for spells that require them.

Habitat/Society: The contemplator spends all of his time on his asteroid sifting through his acquired knowledge, searching for any clue to the origin and end of the universe. He is totally devoid of emotion, but he is usually willing to negotiate for a captive's life. The price is often a quest for information, such as the answer to a question. The contemplator always sets a time limit on the quest and, once the deal is made, never reneges or renegotiates.

A contemplator can move his asteroid through space using a mysterious form of locomotion. He is usually content to drift through space, but when the need arises, he can move quickly in any direction.

A contemplator knows of any change on the surface of his asteroid, as though it were an extension of his body. This makes stealthy approach impossible except by flight.

Ecology: Strewn about the contemplator's asteroid are the material remains of his past conflicts. When he tosses his victims into wildspace, the contemplator keeps their possessions, primarily for his experiments with newfound spells. He still needs the components to make them work correctly.

Death Shade

Climate/Terrain: Any (space or terrestrial)
Frequency: Very rare
Organization: Solitary
Active Cycle: Any
Diet: Special; see below
Intelligence: Semi-intelligent (2-4)
Treasure: Nil
Alignment: Chaotic Evil

Number Appearing: 1
Armor Class: -8/as host
Movement: 9/as host
Hit Dice: 7/host's hp
THACO: Special
No. of Attacks: Special
Damage per Attack: Special; Infestation
Special Attacks: See below
Special Defenses: See below
Magic Resistance: 75%/as host
Size: nla
Morale: Fearless (20)
X P Value: 2000

The death shade is an energy parasite that feeds on the life energy of dying creatures (any creature reduced to zero hp). To generate this "food," the death shade infests a host and periodically drives its host into a berserker rage.

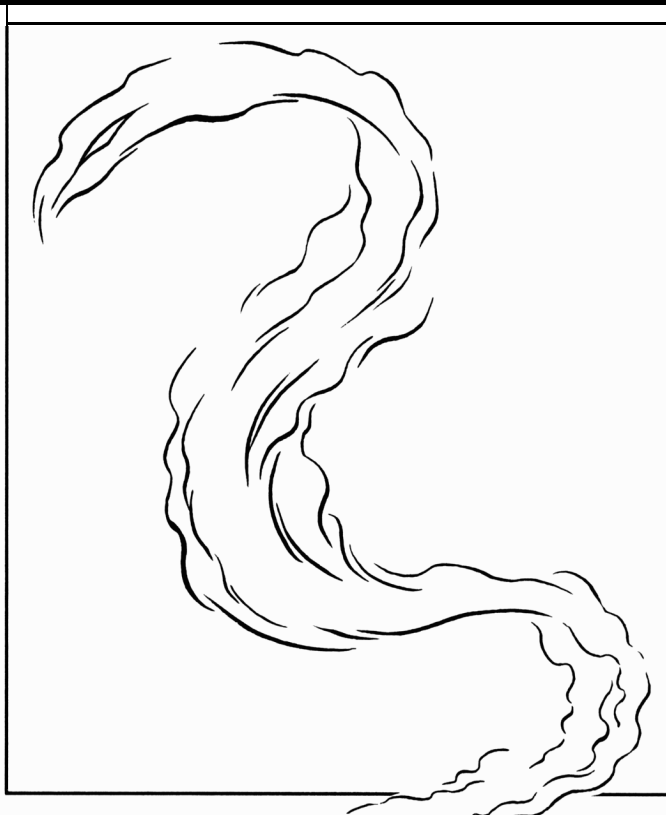
Death shades, when encountered outside their hosts, appear as small, shifting wisps of smoke with vague outlines of avian eyes. When infesting a host, the death shade is invisible, having entered another body. Persons and objects capable of viewing invisible creatures see the death shade as a gray mist which centers on the host's eyes. Under alignment detection, the death shade appears as a black "blight" on the host's alignment.

Combat: The death shade absorbs 1 energy level for every hit die of an opponent killed within a 10' radius, and can store up to 40 energy levels at one time. The death shade consumes these energy levels at a rate of 1 per day. For every stored energy level less than 40, there is a 3% cumulative chance per day that the death shade will cause its host to go berserk, killing the first available target. If numerous targets are presented, the death shade directs its host to pursue and attack the target which offers the least potential harm to its host. The host's rage ends after 40 energy levels have been absorbed by the death shade or no victims remain.

Death shades are rarely encountered without a host. Death shades prefer hosts which provide the greatest amount of food for it, i.e. a strong host like a fighter or a large carnivore, but will accept any host for its own survival. Death shades do not leave a host unless the host has been killed. If a PC becomes infested with a death shade, only a *wish* or *limited wish* can remove it from the PC's body. *Amulets of Life Protection* are the only items which prevent death shade infestation.

If the creature's current host is killed, it transfers out of the host body, infesting the strongest creature within 20 feet, and this creature becomes its new host. If it's unable to make such a transfer within 5 rounds of its host's death, the death shade dies. During this time of transfer, it can be attacked with normal weapons or spells.

The death shade and its host become catatonic when stored energy levels are at zero. The host and shade may remain catatonic for as many days as the host has Con points;



after that, both host and shade die. If a lifeform comes within 10 feet of a catatonic host, the death shade rouses the host in 1d3 rounds in a berserk rage to kill the creature for its energy. After the rage subsides, the host must make a save vs. paralyzation or have permanent brain damage (subtract 1d3 points from the host's Intelligence).

Habitat/Society: Death shades can infest any corporeal, carbon-based life form, from small rodents to humans or demihumans, all the way up to celestial dragons. Creatures based of another elemental structure (storopiers or magmen, for example) are immune to death shade infestation. Death shades can generate berserker rage no matter what the species of their host (therefore they can turn even the most timid creature into a raging killer).

Ecology: The death shade prefers to dwell where there are large concentrations of potential hosts and victims: among large herds of animals, or in the crowds of a city. Some sages believe that many of the senseless murders endemic to the inner city are caused by death shades.

Death shades reproduce as a by-product of feeding. After a death shade has absorbed life force from the death of 40 hit dice or levels of creatures within a 24-hour period, it splits into two death shades with 20 energy levels each. The second shade immediately transfers to any creature within 20'. If it can't make the transfer within 5 rounds, the second death shade dies.

Death shades have a basic telepathy which can only identify the presence of one death shade to another. Thus, death shades can detect each other's presence in a 20 foot radius and, if given a choice of targets during "feeding," will attack an uninfested creature before an infested host body.

Delphinid



CLIMATE/TERRAIN:	Phlogiston flow
FREQUENCY:	Uncommon
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic good

NO. APPEARING:	2-12
ARMOR CLASS:	6
MOVEMENT:	21

HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	1

DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

MAGIC RESISTANCE:	Nil
SIZE:	L (9' long)
MORALE:	Average (9)
XP VALUE:	120

These friendly beasts swim harmlessly through the phlogiston. They have on occasion been known to help stranded travelers. A delphinid has a fish-shaped body with trilateral symmetry, with everything found in triplicate. The head tapers to a blunt nose. There are three eyes placed equidistantly around the head. The mouth has three jaws, all of which are hinged. There are three large dorsal fins equidistantly around the large, central part of the body. The tail has three fins as well.

Delphinids can change color to match the swirling phlogiston. They can make multi-colored swirls and streamers across their hide. A dead delphinid is a pale grey color. They have been known to intentionally turn grey, black, or white in order to be seen by passing sailors.

Combat: A delphinid can attack only by ramming (its teeth are too small to be used effectively as weapons). A delphinid can ram every other round. Each ram inflicts **1d6** points of damage. Any creature that weighs less than the delphinid must roll a successful Dexterity check or be knocked down (or off, or over, or whatever).

Delphinids rarely initiate combat. They attack only to protect themselves or their friends. They are smart enough to be creative in their strategies and tactics. They can be taught tricks or maneuvers quite easily.

Habitat/Society: Delphinids are found only in the phlogiston currents. They are usually found swimming with the current, not against it. Since they cannot travel at spelljamming speeds, they are encountered only by ships that are at rest or traveling at tactical speeds.

Delphinids are quite friendly. They will play and cavort with sailors. They are dexterous enough that they can dive into a ship's gravity, keep control of their trajectory, and make it back out.



Any aggressive behavior or attempt to hurt or dominate a delphinid causes the entire school to vanish into the flow.

If a sailor falls off a deck, delphinids have been known to carry him back to the ship. If they are feeling particularly frisky, they may even give a sailor a joy ride. The sight of a school of delphinids can do wonders for the morale of a crew that has been in space too long.

Each delphinid has its own personality. While they travel together in a school, there does not appear to be a leader. Each delphinid does as it pleases. The group tends to follow the one with the idea of the moment. They like elves, humans, gnomes, halflings, kender, and other fun-loving races. They avoid beholders, mind flayers, neogi, lizard men, and other aggressive races. They are neutral toward dwarves, the arcane, giff, **dacon**, and such.

Ecology: Delphinids somehow get their nourishment from phlogiston. They like various treats that sailors are fond of throwing to them. In particular they like fruit of any sort. Unfortunately for them, fruit is a rare commodity aboard a spelljamming ship.

Delphinid young are born live, with a single calf per birth. Both parents raise the calf until it is old enough to defend itself. Once the calf has left its parents, they part ways as well. Delphinids do not mate for life.

Delphinid flesh is sweet and tender. The neogi consider it a delicacy. Most good or neutrally aligned human sailors consider it bad luck to kill a delphinid.

Dizantar



CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Unknown
INTELLIGENCE:	Exceptional (X5-16)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	15
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	7-16 (halberd)
SPECIAL ATTACKS:	Spiked armor
SPECIAL DEFENSES:	Dimension door
MAGIC RESISTANCE:	20%
SIZE:	L (8' tall)
MORALE:	Fearless (20)
XP VALUE:	5,000

Dizantar are tall, armored humanoids that spend most of their time hunting down and killing arcane.

These creatures are always encountered in silvery, heavy plate mail of special construction with smooth, tightly fitting joints. The rest of the armor is covered with spikes and razor-sharp edges. No part of the body is left visible. Even the eye slits show only black, like the depths of wildspace. Despite the weight of this armor, dizantar move quickly, silently, and with great agility. Their voices are soft and whispery. They speak common, but must have their own language as well.

There is no recorded account of what a dizantar's body looks like. When the armor is opened, all that is found is smoking black ashes. Their extreme height and three fingered gauntlets lead most sages to the conclusion that they are not human.

Combat: The only weapon dizantar have ever been seen with is a ten-foot-long halberd with an unusually ornate head and a metal shaft. They wield it with a Strength of **18/00**, giving them a **+3** bonus to the attack roll and **+6** damage bonus. This weapon can harm creatures that can be hit only by **+1** magical weapons or better. Both the halberd and the armor glow when subjected to a detect magic spell.

If need be, a dizantar can use the spikes and edges on its armor to cause damage. Any punch inflicts 1d6 points of damage from the spikes and edges. Anyone attempting to wrestle or grapple with a dizantar suffers 1d6 points of damage. Ropes and other bindings cast about a dizantar are severed in a single round. The armor also provides a **20%** resistance to all forms of magic.

A dizantar can use the halberd to cast a glowing, magical line. The motion is similar to that of a fly-casting fisherman. If the attack roll is successful, the line is magically fixed to the victim. Only a wish spell can remove it. No damage is caused by the line, but the dizantar can follow the line to the victim anywhere within a crystal sphere. The line is severed by passing through the sphere wall or by any form of planar travel.



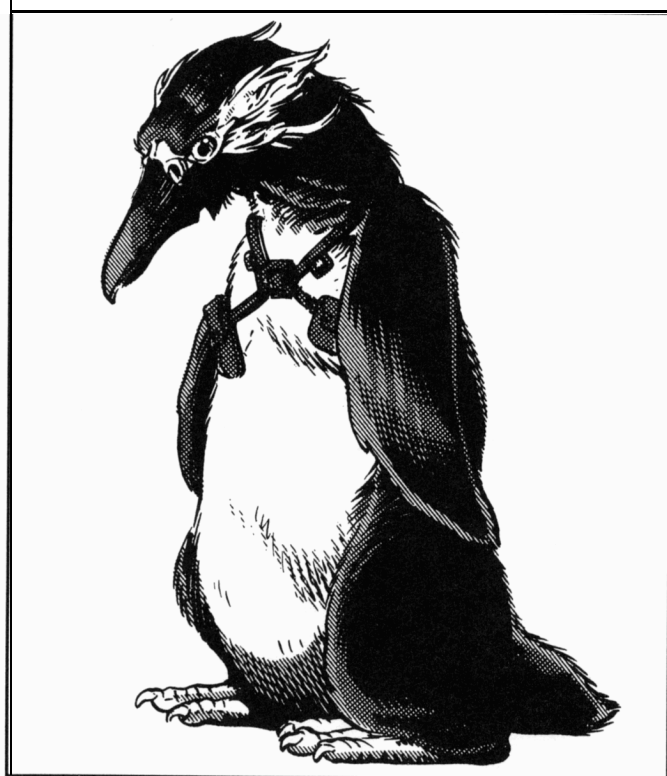
A dizantar can use only those miscellaneous magical items not specific to a player character class. It can do so only if the item is specifically needed for its quest. The item is discarded carelessly as soon as it is no longer useful. A dizantar can **use a dimension door** spell up to three times a day, but only in wildspace. It can detect invisible and see through illusions at all times.

Habitat/Society: Dizantar can be found anywhere in space or on any planet. The location and nature of their native crystal sphere is a mystery. They are at home in space for short periods of time, apparently protected by their armor. A dizantar will frequently commandeer a spelljamming ship to search out its victim. They do not build their own ships.

Dizantar are always found alone. They deal with weaker beings only if this serves their purposes. More often they take what they need, unaffected by the resulting death or destruction. They may work with more powerful creatures toward a common goal, but they prefer not to. Dizantar are cold, calculating, fearless, and not bothered by morals or ethics. Only two things motivate dizantar—revenge and hunting arcane. Dizantar kill arcane on sight. They spend most of their time hunting down members of this race and killing them. Fortunately, dizantar are far less numerous than the masters of the spelljamming helms. Occasionally dizantar are encountered on missions of vengeance against other creatures.

Ecology: If dizantar eat, they always make sure to do it out of sight of "lesser" creatures. The arcane fear them greatly. Strangely, the arcane refuse to talk much about dizantar. Any rumor of a dizantar in the area is cause for an arcane to vanish or immediately hire a squad of bodyguards.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Cartel
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (10)
TREASURE:	H (Z)
ALIGNMENT:	Chaotic Neutral
NO. APPEARING:	4-40 (90-180)
ARMOR CLASS:	5
MOVEMENT:	3, Sw 9
HIT DICE:	3
THACO:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' tall)
MORALE:	Irregular (7)
XP VALUE:	
3 HD Salesman:	65
4 HD Merchant:	120
5 HD Protector:	175
6 HD Manager:	270
7 HD Executive Board Member:	420
9 HD President:	1400



The dohwar are short, pudgy, flightless avians bearing a passing resemblance to penguins. They are shameless merchants, always looking for an opportunity to turn a profit. Since the Arcane (otherwise known as "Our Competitors") are considered the greatest merchants of wildspace, the dohwar try harder to displace them.

The average dohwar stands 4' tall. Black feathers cover most of its body, except for its chest, covered in white feathers. The dohwar has two wings that are useless for flight but have limited prehensile action, allowing it to grasp objects. Dohwar do not walk, they waddle. Their mode of dress is a garish mishmash of clashing clothes that would make an Aperusa blush. Amazingly, the dohwar have figured out that groundling civilizations may be disconcerted by their avian appearance. On these planets, the dohwar wear heavy hoods and cloaks and try to pass for short people.

Though the dohwar speak Common and their own tongue, they rely heavily on telepathic powers for communication among themselves. In fact, dohwar have pairings called "mergers," wherein two dohwar stay in mental rapport, even to the point of finishing each other's sentences. This drives other races crazy.

Combat: As a race, the dohwar are not fighters. They rely on others to do their fighting for them. Their philosophy towards combat is to tell their hired muscle, "Here's 500 more gold pieces. Keep attacking." Dohwar often hire Giff mercenaries.

The dohwar, with amazing foresight and awareness of harsh reality, know they cannot always depend on handy mercenaries. Thus they have Protectors, dohwars that are actually trained to fight. Protectors wield the "weega," a sword blade that fits over the dohwar's beak. This turns an otherwise ineffectual peck into a powerful sword thrust doing 1d6 damage to small and man-sized targets and 1d8 to larger victims.

Some Protectors ride space swine (q.v.), the winged pigs of the dohwar. The dohwar have even organized an elite air cavalry called the Deathsquealers. This cavalry is organized into squads

of four Deathsquealer riders each. Besides the weega, riders carry light lances. Deathsquealers have the non-weapon proficiencies of land-based Riding, aerial Riding, Blindfighting, and Tumbling.

Only Protectors wear armor. They prefer bulky plate armor but carry no shields. The only drawback of the armor is its clumsiness; armored dohwar attack last in a combat round. Against all logic, even Deathsquealers wear this heavy, unwieldy armor. Fortunately, no similar suit exists for the space swine.

All dohwar have fangs, which they developed over the centuries to eat tough, exotic plants found on the many worlds of wildspace. These fangs, a last desperate defensive measure, do 1d2 damage.

The fangs are the only weapon that all non-Protector dohwar have. Non-Protector dohwar do not carry weapons nor wear armor.

Habitat/Society: Manager dohwar have either wizard or priest spells (50% chance each) and have reached 6th level. Managers cannot be specialist mages. Managers act as the spelljammers on merchant ships.

Executive Board members and Presidents have a similar spell arrangement. Use the dohwar's Hit Dice to determine its spellcasting level (e.g., a President casts spells as a 9th-level spellcaster). Spellcasters choose few combat spells and prefer defensive, divinatory, negotiation-enhancing, concealing, and especially healing spells. Dohwar hate pain.

There is one Merchant for every four dohwar encountered, one Manager for every 20, and one Executive Board member for every 40. For every five conventional dohwar encountered, there is one Protector. Rarely (5%) groups are composed entirely of Protectors. If more than eight Protectors are encountered, they are all Deathsquealers.

A "cartel" consists of 10d10 + 80 dohwar, plus 10d4 x10 children. A cartel is run by a President, who is the final arbiter of all matters.

Life-style: Though the dohwar can live anywhere, they prefer

Dohwar

arctic or sub-arctic climes near large bodies of water. They are monogamous and mate for life in a union called a “merger.” The female lays **1d4** eggs (“new wares”) annually. These mergers are telepathic; mates are in constant mental communication to an effective range of 10 miles. If one partner is slain, the other goes berserk, trying to kill everything in its path. The mental link takes one turn to forge and one round to break.

The dohwar’s other mental power is **ESP** usable at will. A dohwar must rest one turn for every round that the power is used. Thus, if a dohwar activates its **ESP** for five turns of negotiations, it must spend five hours resting, using no mental ability. A dohwar can use mental powers for a maximum of two hours.

Dohwar eat fish, vegetables, and plankton. They are fond of strong drink, and alcohol does not intoxicate them. Sweets, on the other hand, are highly intoxicating; to a dohwar, one apple has the effect of strong beer, and a few tablespoons of honey or maple syrup get it blind drunk.

The dohwar worship powers associated with commerce, profit, and wealth. The power’s race or alignment is unimportant. Dohwar variously venerate Abbathor, the dwarven god of greed; the Realms’ Waukeen, goddess of commerce; Krynn’s **Shinare**, goddess of commerce; and **Zilchus**, Greyhawk’s god of business and money. Though they love money, the dohwar are generous with religious contributions. Some speculate that they see such tithes as “cosmic investments,” with the powers in return giving the dohwar a divine advantage in bargaining sessions.

Personality: Though the dohwar are chaotic neutral, this best describes their behavior to other races. Among themselves, they are surprisingly well organized and helpful. They feel (incorrectly) that the multiverse is out to get them, that everyone wants to see them go broke. Thus, despite their lust for wealth, they stick together and try not to sell each other short—at least not often.

The dohwar know few social skills, nor have they any interest in learning. They are obnoxious, brash, persistent, **money-grubbing** merchants. Their standard way to do business is by pairing up against prospective customers and talking them into submission. Clients face a pair of **fanged** penguins who talk non-stop and finish each other’s sentences. The merger recites a fast, lengthy list of goods for sale, interspersed with offers to purchase various objects on the client’s person.

Dohwar wares are many and varied. Anything from the *Player’s Handbook* may show up in a dohwar ship’s hold, even things like wagons and small boats, as well as magical items, magical weapons, spell components, books, scrolls, and potions. **Gnomish** inventions also clutter many a dohwar ship. There is an 80% chance to find any specific non-magical product on a dohwar ship. For magical items, consult the Treasure Type stats.

Relations With Other Races

The rest of the multiverse consider the dohwar to be a major irritant and wish the dohwar would leave them alone. There is no malice in this, just a fervent desire to be far removed from this obnoxious race.

The Arcane refuse even to acknowledge the existence of the dohwar, let alone consider them serious competition. If illithids or beholders have any interest in dohwar, it is probably a clinical interest involving vivisection. The neogi welcome relations with the dohwar, since Great Old Masters need all the food they can get, and dohwar have such juicy, tender flesh. Pirates of Gith enjoy encountering the dohwar, since the ships are lightly armed and laden with loot.

Elves and reigar avoid the dohwar and find them intolerable. The reigar believe the birds “dress to make one ill,” and consider their waddling “an insult to the idea of graceful movement.”

The Aperusa and the Monitors are wary of the dohwar, the former because the dohwar can out-talk them, the latter for the chance to catch the dohwar at illegal business practices.

Tinker gnomes welcome the dohwar, who have many nice gadgets to sell that the gnomes love to take apart and put back together. The gnomes also like the dohwar’s vast stock of spare parts and knickknacks, all perfect for incorporating in gnomish inventions. The dohwar also buy gnomish inventions and try to sell them to others.

The Dohwar Uspo

Built by:	Dohwar	Armor Rating:	6
Used Primarily by:	Dohwar	Saves as:	Thick wood
Tonnage:	40 tons	Power Type:	Minor Helm
Hull Points:	40	Ship’s Rating:	2
Crew:	20/60	Standard Armament:	None
Maneuver. Class:	E	Cargo:	20 tons
Landing-Land:	75% likely	Keel Length:	200’
Landing-Sea:	Yes	Beam Length:	90’

The Uspo is shaped like a huge penguin lying on its stomach. Its massive wings are movable, and they are deployed perpendicular to the body during planet landings. The wings are supposed to make the ship more maneuverable. This does not work.

Although the ship has no defenses, there is a 5% chance that the Uspo is carrying **4d12** Deathsquealers, who fly out of the Uspo’s main hatch (its “beak”) and engage any belligerents.

There is a 50% chance that the ship has **4d12** Giff mercenaries on board as security.

Ecology: The dohwar do not contribute to nor disrupt the ecological balance of wildspace.

There is a dohwar homeworld in the far reaches of wildspace, an arctic planet teeming with millions of dohwar, all wheeling and dealing. Thus far, no one has shown an interest in visiting or even learning its location.

Dracon

CLIMATE/TERRAIN:	Any space, prairie
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVE CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	High (14)
TREASURE:	M, Q
ALIGNMENT:	Lawful good

NO. APPEARING:	3-18
ARMOR CLASS:	5 (3)
MOVEMENT:	18
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACKS:	1-4/1-4 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10-12' long)
MORALE:	Average (10)
XP VALUE:	270

The dracons are a sentient race of dragon-centaurs that have recently appeared on the fringe of the Known Spheres. Dracon exploration ships have been spotted in the phlogiston and at the edges of known space. They are just beginning to appear at the smaller communities of space.

Adracon is centaurlike in appearance, with the body of a **brontosaurus**, the torso and arms of a human, and the head of a dragon. Its feet are flat, like those of an elephant, and it has a long, **snake**-like tail. Its hands have six digits (five fingers and a thumb) and end in claws.

Dracons speak their own language and that of dragons. They speak **the** common tongue haltingly and with a thick accent. Their speech is often formal and ornately ceremonial.

Combat: Dracons found in space will be found on ships with spelljamming helms. These are usually modified galleons, but there have been cases of hammerships appearing among the **dra**cons.

The dracons consider themselves civilized, and have among themselves a stylized dueling code. Under this code, one challenges another, the challenged getting choice of weapons (swords, bare hands, etc.). The challenger then names the terms of the battle (to the death, to first blood, to half hit points, or to three falls, for example). Finally, the challenged names the place and time (within reason, though a dracon rhyme speaks of the Battle Eternal, in which heroes return each year to fight a single round of combat).

The dracons use these codes among themselves, but do **not** offer them to non-dracons. Should an individual outside the race offer such terms, the dracon would be honor-bound to adhere to them, within reason. (A single dracon will not accept a challenge from a mind flayer, unless said mind flayer pledges not to use its psionic blast.)

Dracons usually use thin-bladed long swords in combat, but are just as adept at holds and wrestling. Their long thumb-claws make them particularly dangerous; they use these to inflict 1-4 points of damage in hand-to-hand combat.

In addition to their swords, dracons carry large darts (1-6 points of damage, thrown 1/round, range of 20/40/60 yards) and halberds. The last is useful in space as a grappling hook, but is not



used in most common combat. It is most often used in formal duels and as a ceremonial tool.

Dracons are adequate metalsmiths, the equal of elves but less skilled than dwarves. They carry armor on board, to be ritualistically donned before entering battle. This improves their Armor Class to AC 3, if **they** have sufficient time to prepare.

Habitat/Society: The vegetarian dracons follow a strong herd instinct among their people, which carries through into space. A **lone** dracon is a rarity and a freak among its people, and the **dra**cons prefer to travel in familial units, headed by the eldest **dra**con, male or female. Dracons separated from their family will take ill unless they find a method of recreating a familial unit, and individuals have been known to adopt non-dracons as **psuedo**-family members.

Sages assume **that** the most adventurous of the dracon species have traveled in the newest ships to new planets, but even so the dracons seem stuffy and passive, more content to retreat than fight. There are exceptions, in particular **those** dracons who have adopted humanoids into their family units.

The leader of a dracon herd is called a kaba. The choosing of a kaba is determined not by the strongest, nor the swiftest, but by means of a system of kinship relations that borders **on** the mystical. Dracons have a flair for genealogy, and through a **long** series of questions and answers can trace one dracon to another in a fashion that determines who rules the dracon herd. Cynical **non**-dracons believe that the dracons make up such relationships on the spur of the moment, relating old slights and favors in their attempts to determine precedence. If such is the case, this method of dealing with leadership shows that the quick-thinking and the crafty will tend to survive.

The kaba of the herd is assisted by the **shalla**, or high priest. Each herd, no matter **how** small, has a **shalla**, usually with clerical powers. The **shalla** is **the** keeper of ritual, the advisor of the kaba, and the healer of the people, if they have such. The **shalla** is a cleric of level 3-12, with the more powerful **shalla** usually found with larger herds. An additional **shalla** will be present for every 30 dracons. Dracon **shalla** draw their spells from the following

Dracon

spheres: Animal, Combat, Creation, Divination, Guardian, Healing, Necromantic, Protection, and Sun.

The dracon'ss' faith is a pantheistic religion that worships dracon equivalents of human, dwarven, and elven gods. They have gods of war, fertility, storms, and the sea. Unlike most human gods, the dracon gods are always pictured together in a huge herd, moving together and led by the Ub-Kalla, or Full Leader. The Ub-Kalla is a god of leadership and wisdom, and knows the correct course in every situation. To be called Ub-Kalla by a dracon is considered to be a high honor, for your decision-making is compared favorably with dracon thoughts.

When dracon herds meet, the first order of business is to determine who is the kaba of the entire group, empowered to make decisions. This is done in the odd fashion of relationships and favors exchanged between groups. There is no shame for a deposed kaba taken from his post by a new kaba that outranks him—the position is a duty, and the reward for such duty is that someone more powerful will come along and give you a rest.

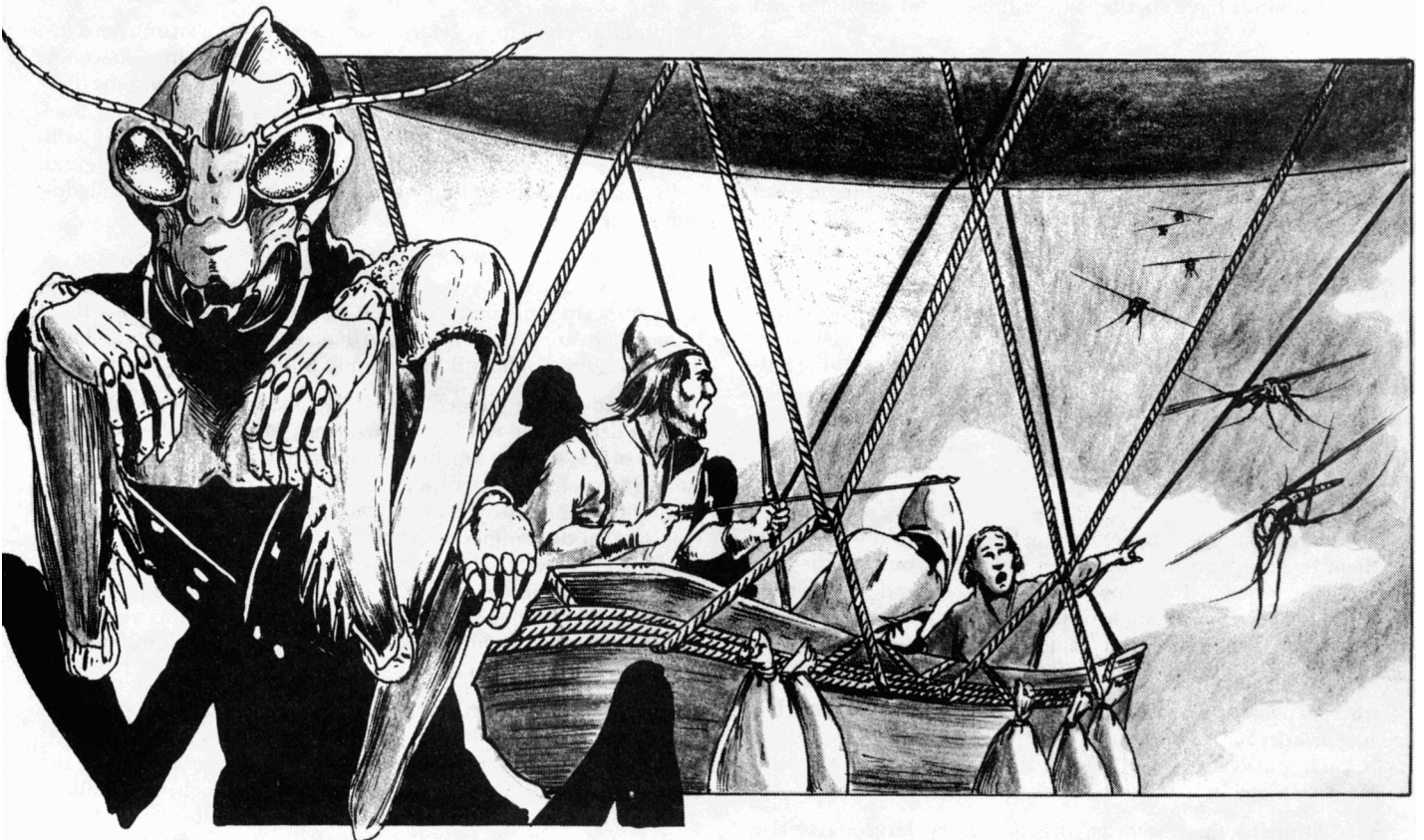
Ecology: The familial relationships of dracons suggests that **they** are all natives of the same planet, and only recently have made the first steps out into the stars. This is confirmed by the fact that most dracon ships resemble old seabome **clunkers** favored by **groundlings**, with higher ceilings to accommodate **the** taller beings.

According to the dracons, their homeworld is a dry, arid orb with two types of terrain, fast-growing grass and desert. The climate is in continual flux, such that the herds are forced to move and cooperate in order to survive. There seem to be no natural enemies on their homeworld, but there are tales of a spiderlike Dark God that lies beneath the sand and pops up to trap the youngsters that stray too far from their parents. This boogeyman may be a

real creature, or the product of the herd mentality. The dracon faith makes heavy use of imagery of the Dark God as an enemy and a tempter. The semblance between this Dark God and the **spiderlike** neogi may be a coincidence or the result of real encounters with the slaving race. Whatever the cause, the dracons hate spiders in general and the neogi in particular.

The dracon world has large, shallow seas, and at least one large **moon**. Beyond **that**, the dracons are reluctant to share more information about their homeworld, perhaps in fear of other races finding them. One suggestion has been made that the dracon ships encountered so far are lost, and do not know how to get back to their home. Another is that the dracons are cautious about strangers. Given a lack of known predators, it may be that there are few other creatures on their planet, and they are unwilling to encourage other visitors until they are ready.

Dracon relationships with humans, mind flayers, elves, and dwarves are cordial and curious: all these races are lumped under a word for "the deformed," and the dracons, usually very good at sorting out their own differences, often ascribe human traits to elves, and elven abilities to dwarves (they can never figure out who operates the big rock-ships). Lizard men get along very well with the dracons, and are often adopted into larger families as disabled smaller relatives. Centaurs and other similar races are considered long-lost allies as well. They hate **the** neogi, putting dracons in good stead with other races, but consider the beholders comical. Beholder jokes make the rounds among dracons, comparing them to large kickballs used in ritual games on their **home** world. How long this situation lasts remains to be seen. The race of dracons holds dragons in awe. The **shalla** have declared dragons to be messengers of their gods, and their actions are watched carefully for signs of the gods' wants or intentions.



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Family
ACTIVE CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	Nil
ALIGNMENT:	Any Lawful and non-evil
NO. APPEARING:	1d2
ARMOR CLASS:	- 8 (Base)
MOVEMENT:	80
HIT DICE:	20 (Base)
THACO:	-3 (Base)
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Spell Use and wind Control
SPECIAL DEFENSES:	Spell use and wind control
MAGIC RESISTANCE:	80% (Base)
SIZE:	G (50')
MORALE:	Fearless (20)
XP VALUE:	20,000 + 1,000 per additional Hit Die

The air dragon looks very much like a shimmerless diamond suspended in mid air. The rippling of pseudo-muscles, teeth, claws and bone make up the diamond-like cuts. It still possesses the wings, feet and toes of its former dragon self, but it now is nothing more than the *Shape Air* creation of its powerful mind. They are truly beautiful to see, but they still possess the dragon-fear aura that so many adventurers feel when they are near. The eyes of the dragon often resemble the color of its scales before the body died during transformation into an Air Dragon.

Combat: When the Air Dragon feels that it has no choice but to fight, it has several attacks abilities at its disposal. It cannot cause physical damage through bites, claws or tail buffeting, but it has several magical and magic-like abilities. It can cause items within range to be sucked towards it at the incredible velocity of 100 miles per hour using its Control *Air* abilities. The speed and the amount of mass that can be moved diminishes with the range, and increases with the Hit Dice of the Air Dragon. For every Hit Dice the Air Dragon possesses, it can move ten pounds of matter at distance of five feet. With every additional foot distance, the amount of weight effected decreases by one pound. Therefore a 20 Hit Dice Air dragon can move 200 pound objects at five feet, but can only move objects weighing 1 pound at 205 feet away. It can use this ability once per turn. However, it can push objects with the same parameters as its pull ability the very next round following the pull. This is its favorite tactic. It prefers not to combat through spell use, but luckily, most opponents do not wish to fight after experiencing such a powerful buffet.

The Air dragon also has all of the spell like abilities and immunities of its former self. In other words, a Gold Dragon who becomes an Air Dragon, is able to Detect *Lies*, *Detect Gems*, *Luck Bonus*, *Sleep*, *Slow*, and the dozens of other abilities it possessed before its transformation. The dragon still has use of the breath weapon of its former body.

Habitat/Society: Since the rarity of the Air Dragon far exceeds that of other dragons on Coliar, they are often looked

after and cared for. This deep caring and affection is what keep them alive. This symbiotic feeding is why an Air Dragon cannot be evil. The emotional emanations they feed on come only from affection, adoration or love. This also explains why the dragon of other worlds cannot become an Air Dragon. All these non-Coliar dragons are solitary, and have no emotions to feed upon.

The Coliar Dragons are often looked to when a problem arises. Their incredible Intelligence and Wisdom makes them the perfect ambassador to another family if a feud is dangerously approaching a war.

Each dragon family unit on Coliar has an Air Dragon, or two as its leader. They make all the decisions that may have serious implications. Even the non-dragon races look to them for their insight and ingenuity.

Ecology: The Air Dragon is the transformation of a standard dragon who has passed through the Great Wyrms stage of its life. When the dragon's body becomes too weak and decrepid, its mind actually leaves the confines of its body, and the body withers. When this transformation occurs, it looks as though a large non-corporeal diamond perfectly shaped after the dragon's former body pulls away from the dying husk.

At this point the dragon can choose to allow the body to die, or it can keep it alive by sheer mental strength. There are advantages to both. If the Air Dragon chooses to keep the body alive, his Air Dragon form cannot be completely destroyed. No matter how much damage it may take, it can still reform elsewhere within 1d4 turns. However, the Air Dragon body can never get farther than 15,000 miles from its living real-body husk. As long as the body is not slain, the dragon lives forever.

If the Air Dragon chooses to allow the physical body to die, the dragon has no limitations in where they can choose to go. These Coliar Air Dragons have been seen on other planets and even in other crystal spheres. They do, however run the risk of dying should their air dragon body be destroyed.

The chart below depicts the age categories, and their assumed ability improvements. The oldest reported Air Dragon is Similion Longlife. At the time of his demise, he was 4,230 years old. No one knows if there is a limit to an Air Dragon's life, but it is likely that one does exist. The likelihood that a dragon older than Similion is in existence is slim, the possibilities do exist.

Air Dragon Table:

Age Category	AC & HD Modifier	Combat Modifier	Fear Modifier	Save Radius	Save Modifier
13	1200-1600	+0	+1	50 Yds	-4
14	1601-2000	+1	+2	60 Yds	-5
15	2001-2400	+2	+3	80 Yds	-6
16	2401-2800	+3	+4	100 Yds	-7
17	2801-3200	+4	+5	120 Yds	-8
18	3201-3600	+5	+6	140 Yds	-9
19	3601-4000	+6	+7	180 Yds	-10
20	4001-4400	+7	+8	220 Yds	-11
21	4401-4800	+8	+9	280 Yds	-12
22	4801-5200	+9	+10	320 Yds	-13
23	5201-5600	+10	+11	360 Yds	-14
24	5601-6000	+11	+12	400 Yds	-15

Dragon, Mithril (Rado|e)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Special
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1 (2-3)
ARMOR CLASS:	0 (base)
MOVEMENT:	9, Fl 36' (B)
HIT DICE:	12 (base)
THACO:	9
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-6/1-6/3-12
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (40' base)
MORALE:	Fanatic (17 base)
XP VALUE:	Variable



Mithril dragons are graceful, slender creatures with long necks -which accounts for much of their relatively great body length - and comparatively small heads. They have tiny eyes, which are protected from the extreme sunlight by semi-reflectant silver corneas. Their scales are highly reflectant, presumably to minimize heat absorption. Their color, from hatching to old age, remains a fine burnished silver, similar to the metal which gives them their name.

Mithril dragons have all of the standard dragon characteristics as described in the *Monstrous Compendium*. Unlike other dragons, however, they seem to have no interest in treasure as such. Their sole goal in life seems to be to enjoy themselves by soaring in the great thermals that rise from the semi-molten surface of Radole. In personality, they seem more akin to the faerie dragon than to any other draconic species.

Combat: Mithril dragons never seek out combat, unless it looks as though an enemy is going to harm their eggs or their mates. Normally, they use their incredible speed and maneuverability to stay well out of harm's way. (They're not above taunting or teasing a prospective enemy, however.) If forced into combat, though, they are formidable opponents. They use their magic and innate abilities to maximum effect, and their breath weapon is absolutely lethal. Their favorite tactic is to swoop down on an enemy from out of the sun, make their most effective attack, then soar off again before the enemy can respond. A mithril dragon's greatest fear is of losing the ability to fly. For this reason, they are most likely to break off combat if they believe their opponent is able to strip them of this facility.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Wizard Spells	MR	XP
2	3'-6'	2'-7'	3	2d8+1	nil	nil	1,400
	6'-14'	7'-16'	2	4d8+2	nil	nil	2,000
3	14'-22'	16'-25'	1	6d8+3	nil	5%	4,000
4	22'-31'	25'-34'	0	8d8+4	1	10%	7,000
5	31'-41'	34'-43'	-1	10d8+5	2	15%	9,000
6	41'-52'	43'-52'	-2	12d8+6	3	20%	10,000
7	52'-64'	52'-61'	-3	14d8+7	3/1	25%	11,000
8	64'-77'	61'-70'	-4	16d8+8	3/2	30%	12,000
9	77'-91'	70'-79'	-5	18d8+9	3/2/1	35%	14,000
10	91'-105'	79'-90'	-6	20d8+10	3/3/1	45%	15,000
11	105'-121'	90'-99'	-7	22d8+11	3/3/2	55%	17,000
12	121'-138'	99'-108'	-8	24d8+12	3/3/3	70%	19,000

Dragon, Mithril (Radole)

Breath Weapon/Special Abilities: A mithril dragon's breath weapon is a beam of blinding silver light, 100' long and 10' in diameter. This inflicts damage through a combination of heat and other forms of radiation. There is no known form of immunity that protects against this weapon. Targets receive a saving throw for half damage. Whether or not they succeed in this saving throw, targets must make a second save vs. breath weapon or be blinded for 1d6 hours.

Mithril dragons cast their spells and use their magical abilities at 8th level, plus their combat modifier.

At birth, mithril dragons are immune to fire and heat. As they age, they gain the following additional powers: **Very young: tongues**, continuous duration; **Young:** forget three times per day; **Juvenile: blink** twice per day; **Adult: conjure (fire) elemental** once per day; **Old: telekinesis** three times per day; **Very old: disintegrate** once per day; **Venerable: power word stun** twice per day.

Habitat/Society: No one has ever seen an unwounded mithril dragon on the ground, and some sages believe that the creatures spend their entire lives soaring through the blistering air. If this is so, how they mate and produce offspring is a mystery. There are some who believe that mating takes place on the wing, and that the male carries the single egg on his back until it hatches. This theory is totally unsubstantiated, however.

Mithril dragons are usually solitary creatures, soaring alone in the fierce thermals. The dragons do sometimes gather into small groups, however, and play intricate games involving aerobatics and speed runs, combined with intricate wordplay and pun-making. The creatures have a well-developed sense of humor, and the best way to get on the good side of a mithril dragon is to tell it a joke it hasn't heard before.

Some mithril dragons have a mild curiosity about the inhabitants of the Ribbon on Radole. They never actually encroach on the temperate band – there are no thermals and updrafts to play in there, after all – but sometimes come close enough to watch the comings and goings of spelljamming vessels. The creatures have no knowledge of or interest in Darkside, and consider it a nasty place not worth visiting.

The dragons have no interest in treasure, and so collect none.

Ecology: Mithril dragons are the top of the food chain, feeding mainly on the great beetles, such as the steelback. Sometimes groups of younger mithril dragons will cooperate in frying a steelback with their breath weapons, then swooping down on the carcass and tearing off bite-sized chunks until their hunger is satiated. The dragons eat surprisingly little for such massive creatures, giving some sages to think that the mithrils supplement their metabolic economy with solar energy they absorb through their skin.

CLIMATE/TERRAIN:	Moons
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	Special
ALIGNMENT:	Variable
NO. APPEARING:	1 (1-3)
ARMOR CLASS:	4 (base)
MOVEMENT:	12, Fl 18 (C)
HIT DICE:	9 (base)
THACO:	12 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d4/1d4/2d10
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (25' base)
MORALE:	Elite (15)

Moon dragons are evil dragons that exclusively inhabit caves on moons. Like most dragons, they prize wealth and power. The coloration of moon dragons changes every 30 days, starting out as brilliant white. Slowly, what appears to be a large black shadow forms on the dragon's left side, and gradually moves across the beast until it is all black. This process takes 15 days, whereupon a small sliver of white appears on the left side and moves across the dragon until, 15 days later, it is all white again. The dragon's strength and alignment vary with its coloration. Each "phase" lasts seven days. When the dragon is all black, it is at full strength and chaotic evil. When either black-white or white-black, its powers and combat modifiers are half the dragon's age category, its alignment neutral evil. When all white, it is lawful evil and its power is one quarter of its age category (e.g., an old dragon during the all-white phase fights as a very young dragon). Size and Intelligence do not change.

When the moon dragon is all white, lycanthropes immediately change into were-form and, unless they save vs. magic, obey the moon dragon's commands as though *charmed*.

Moon dragons speak the tongue common to all evil dragons, and 20% of all hatchlings can speak with any living being, this chance increasing 5 % per age category.

Combat: The moon dragon dislikes lowering itself to mere combat. If provoked, it leads with its breath weapon and hopes this attack panics the enemy. If the dragon's opponents dare not flee, the dragon breathes again, sometimes casting a spell or two "for variety's sake." Moon dragons dislike using their claws and bite (each 1d4), considering such brawling beneath them.

Moon dragons breathe a cone of black frost 160' long, 40' wide at the base, and 10' wide at the dragon's mouth. Besides causing



2d10 damage, the black frost hardens rapidly. Those who fail to save vs. breath weapon are encased in a tomb of black ice, with only enough air for 1d4 + 1 rounds. After that time, the victim suffocates. Breaking the ice from the inside requires the victim to make a Strength ability check at -2 (allowed once per round).

Breaking the ice from outside requires 1d6 rounds of uninterrupted chipping. Magical fire melts the ice in 1d4 - 1 rounds. Excess magical fire damages the victim.

Moon dragons are immune to cold. They have superior vision and are not affected by either *light* or *darkness* spells. As they age, moon dragons gain the following spell abilities, each usable three times a day: *young—light*; *juvenile—darkness*, 15' radius; *adult—continual light*; *old—Melf's minute meteors*; *very old—repulsion*; *venerable—reverse gravity*.

Habitat/Society: Moon dragons have a strong feeling of superiority. Arrogant and elitist, moon dragons are obsessed with the moon motif and the dichotomy of light and darkness. Their treasure consists mainly of white or black pearls and diamonds, moonstones, and any coin called a "moon" by its society.

Ecology: The average moon dragon brood holds 1d4 eggs.

Moon dragons eat almost anything, and they keep a well-stocked larder of frozen victims. Only rarely do they range about their moon for food. Moon dragons are the mortal enemies of sun dragons and attack them *on sight*.

Age	Body Lgt(')	Tail Lgt(')	AC	Breath Weapon
1	1-12	2-12	7	2d6 + 1
2	13-24	13-20	6	3d6 + 2
3	25-36	21-28	5	4d6 + 3
4	37-48	29-36	4	5d6 + 4
5	49-60	37-44	3	6d6 + 5
6	61-72	45-52	2	7d6 + 6
7	73-84	53-60	1	8d6 + 7
8	85-96	61-68	0	9d6 + 8
9	97-108	69-76	- 1	10d6 + 9
10	109-120	77-84	- 2	11d6 + 10
11	121-132	85-92	- 3	12d6 + 11
12	133-144	93-100	- 4	13d6 + 12

Wizard Spells	MR	Treas. Type	XP
Nil	Nil	Nil	1,400
Nil	Nil	Nil	2,000
Nil	Nil	Nil	4,000
1	Nil	F	6,000
2	Nil	F	8,000
3	15%	F	11,000
3/1	20%	F	14,000
3/2	25%	DF	16,000
3/2/1	30%	DF	18,000
3/3/2	35%	ADF	20,000
3/3/2/1	40%	ADF	22,000
4/3/2/1	50%	ADFZ	25,000

Dragon, Radiant (Celestial)

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVE CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15)
TREASURE:	Special
ALIGNMENT:	Any

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	1
MOVEMENT:	12 F148 (B)
HIT DICE:	15'
THACO:	5 base
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACKS:	2-20/2-20/4-40
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (100' base)
MORALE:	Fanatic (18)
XI' VALUE:	Special



Age	Body Lgt(')	Tail Lgt(')	AC	Breath Weapon	Priest Spells	MR	Treas. Type	XP Value
1	1-20	2-20	4	2d12 + 1	2	Nil	Nil	4,000
2	21-60	21-60	3	4d12 + 2	2/2	20 %	Nil	7,000
3	61-80	61-80	2	6d12 + 3	2/2/2	25%	Nil	12,000
4	81-110	81-120	1	8d12 + 4	4/2/2/2	30%	E,R,T	14,000
5	111-140	121-150	0	10d12 + 5	4/4/2/2/2	35%	H,R,T	18,000
6	141-200	151-220	-1	12d12 + 6	4/4/4/2/2/2	40 %	H,R,T	19,000
7	201-250	221-270	-2	14d12 + 7	6/4/4/4/2/2/2	45%	H,R,T × 2	20,000
8	251-300	271-350	-3	16d12 + 8	6/6/4/4/4/2/2	50%	H,R,T × 2	21,000
9	301-350	351-425	-4	18d12 + 9	6/6/6/4/4/4/2	55%	H,R,T × 2	22,000
10	351-400	426-500	-5	20d12 + 10	8/6/6/6/4/4/4/4	60%	H,R,T × 3	23,000
11	401-500	501-600	-6	22d12 + 11	8/8/6/6/6/4/4/4	65%	H,R,T × 3	24,000
12	501-600	601-800	-7	22d14 + 12	8/8/8/6/6/4/4/4	70 %	H,R,T × 4	25,000

The radiant dragon, also called the **star dragon** or the **celestial dragon** (though not to be confused with the oriental dragon of the same name), is a sinuous, serpentine dragon with graceful, translucent wings. Its scales are a collection of glittering pearl-like shards of mica and gypsum, which cause the dragon's scales to shimmer in the starlight, giving the creature its name.

Radiant dragons can be of any alignment, unlike the tendencies toward good and evil of the chromatic and metallic dragons. There exist radiant dragons who terrorize the spaceways, those who act in a beneficial fashion, and those who prefer to set themselves up as whimsical king-gods on small, distant worlds. As a class, the radiant dragons are proud, haughty, and feel they are the ultimate in draconian development: they are, after all, the largest of their type.

Radiant dragons speak their own language and the common tongue. They are quick with languages and fond of mimicry, so they tend to speak in a number of accents matching those of the individuals they talk with. There is a 10% chance that even a hatchling will understand any given tongue, with an increase of 5% for every age.

All common dragon attributes outlined in **the Monstrous Compendium** apply to radiant dragons as well. Modifications to the general description that apply specifically to fantasy space are listed below.

Combat: Actions of a radiant dragon depend on the situation and the individual. They rarely flee from a fight, however, depending on their huge size to keep them safe from opponents.

A radiant dragon will concentrate on the ship itself first, seeking to first destroy or eliminate any serious threats (such as ballistas and catapults). Of equal importance is elimination of the mages and any with magical powers. If the radiant dragon is aligned toward good, he will seek to neutralize them with **silence**, **15' radius** spells (if available). If less concerned about killing, he will merely slay hostile wizards as he finds them.

The wing buffet used by young adult and older dragons is particularly potent in the small space of a ship, and has the effect of a "Ship Shaken" critical hit, and in addition inflicts 2-20 points of damage to all within the range of the attack (about 200 feet to either side).

In addition to the tail slap used by the radiant dragon against groups of creatures, the radiant dragon may grip a ship in the coils of its tail and inflict damage per round by squeezing it. The damage is 1-6 hull points against lighter materials such as wood or ceramic, but particularly heavy materials, such as stone and metal, suffer only 1-4 hull points damage. The dragon can make other attacks, and even attack other ships, while squeezing a ship.

As a general rule, radiant dragons will give a ship and crew the opportunity to leave, parley, or generally bow and scrape and beg

Dragon, Radiant (Celestial)

for its kindness and mercy. Even the smallest of these creatures has an overweening sense of pride.

Breath Weapon/Special Abilities: The radiant dragon breathes glowing pulses of force that in some ways resemble magic *missiles*. They can breathe a single pulse of the listed damage, or any number of smaller pulses in the same round, provided that no pulse inflicts less than $2d12 + 1$ points of damage. A juvenile radiant dragon (age 4) can breathe a single pulse of $8d12 + 4$ points, or four pulses of $2d12 + 1$ points, or two pulses of $4d12 + 2$ points. Each pulse can strike a separate target. These pulses are unerring in their attacks, and will hit unless the victim makes a saving throw vs. breath weapon. If the victim fails its saving throw, it will be struck for the listed damage. If the victim makes its saving throw, it has dodged that pulse, which then evaporates.

The radiant dragon can use its breath weapon on physical objects (such as a ship) as well, inflicting 1 hull point of damage for every 10 hit points of damage its breath weapon causes. Other physical objects must save vs. spell to survive being hit by a pulse.

As radiant dragons age, they gain a number of innate abilities. Juvenile dragons can restore or *corrupt air* as per the spell. A young adult they may use the *Bigby's interposing hand** spell, while adults can use the *Bigby's grasping hand** spell. A mature adult can *shapechange* three times in a standard day, gaining the abilities of the creature that it mimics, even to the point of spells and magical ability. Venerable radiant dragons can create a wall of force (as the wand), and a wyrm can use *forcecage* (as the spell). A great wyrm can create a prismatic *sphere* large enough to encapsulate itself and up to 4 other creatures of similar size, and to maintain it indefinitely.

*The radiant dragons refer to these as the *interposing* claw and *grasping* claw spells, and will declare loudly that this *Bigby* is an interloper who obviously stole their spells and gave them his name. A careful check by the sages indicate that the reverse is true: These spells did not appear commonly among the radiants until *Bigby* developed them. However, given the size and temperament of those dragons making the claim, few have chosen to argue the point with them.

Habitat/Society: Radiant dragons are totally spaceborne-indeed, their huge size would make them ungainly creatures on most worlds. Mature adults do mingle among mere mortals, often taking the face and the role of an adventurer or hero as the dragon passes through the asteroid citadels. A character who is faced with unpaid bills for services from places he has never visited may guess that his renown is great enough to earn him the mimicry of a radiant dragon. In some regions this is considered a great honor (once it is confirmed by *detect lie* and other divination spells). In other areas of space it is considered a blasted nuisance.

The radiant dragons are normally solitary and very territorial about their "turf," which can include up to the space surrounding a planet or moon. When they are found in numbers, they are usu-

ally a family group, and make their lair in an asteroid hollowed out by the parents. Some hollow asteroids that are used by certain human civilizations were created by these dragons.

When in family groups, radiant dragons are very protective, and slaying the young is a sure way of earning a radiant dragon's enmity. It will hunt down the individual responsible, devising nasty methods of revenge as it goes. There is a giff saying: "Better to be slain by a star dragon quickly, before it has a chance to think about it."

Ecology: Radiant dragons can survive long periods in space. They are sometimes seen near fire bodies with their wings spread, gliding on the heat, and it is surmised that they can take the energy from such celestial bodies and store it in their bodies, much like the kindori. However, a selfish and hungry radiant dragon can just as easily descend on an asteroid citadel and clean out all other living things (particularly if it considers the asteroid its "own" from an earlier stage of life).

The clerical spell ability of the radiant dragons may make **them** the only living creatures of such great bulk to be natural spell-jammers. They move in this fashion as a cleric with as many levels as the dragon's age when piloting a major helm, and the dragons can do so at will without tiring. On occasion they have used this ability to rescue or tow wrecked ships (in return for a promise of reward, or a statue in their name at least). Radiant dragon hatchlings stay close to their lairs and the protection of the parents, but sometimes they also sneak out and do some spell-jamming.

It is unknown if the radiant dragons have spelljamming ability naturally or as the result of some deal with the arcane. One school of thought indicates that the radiant dragons are the only natural spelljamming creatures, and the arcane use them to make their helms. A second school believes that the radiants gained this ability from the **arcanes** in exchange for transportation or other favors. The truth has yet to be revealed. The arcane and the radiant dragons, when brought into contact, have little to say to each other.

The radiant dragons are friendly with **dracons** and lizard men, whom they encourage to worship them at every chance. They are haughty toward men, elves, halflings, and most mammal-based races. They consider mind flayers, beholders, and neogis to be genetic failures that have not had the sense to die off. This opinion is reciprocated by those races, which hunt the radiants whenever they have a chance and think they can beat them. In addition, radiant dragons are occasionally attacked by the largest krajen.

Radiant dragons can be encountered in any wildspace area and in the phlogiston. Their great size gives them their own atmospheric envelope, but unlike the similarly huge kindori, they do not encourage riders, and will often preen their scales to remove krajen spores and other hitchhikers. Their clerical abilities operate in any sphere that has dragons as a native life form. In those rare spheres without dragons, they still retain first and second level spells and their spelljamming ability.

Dragon, Stellar



MC9

CLIMATE/TERRAIN:	Wildspace/phlogiston
FREQUENCY:	Very rare
ORGANIZATION:	Solitary/tribal
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Godlike (21+)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	12, Fl 48 (A)
HIT DICE:	50
THACO:	5
NO. OF ATTACKS:	Special
DAMAGE/ATTACK:	Variable
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (1,200' base)
MORALE:	Fearless (19-20)
XP VALUE:	54,000



Age	Body Lgt(')	Tail Lgt(')	AC	Wizard Spells	MR	Treas. Type
1	10-100	20-100	2	Nil	Nil	Any
2	101-200	101-200	1	1	10%	Any
3	201-600	201-600	0	2	20%	Any
4	601-1,200	601-1,400	-1	2/1	30%	Any
5	1,201-2,000	1,401-2,200	-2	3/2	35%	Any
6	2,001-3,000	2,201-3,200	-3	4/2/1	40%	Any
7	3,001-4,000	3,201-4,300	-4	4/2/2	45%	Any
8	4,001-5,000	4,301-5,300	-5	4/3/2/1	50%	Any
9	5,001-6,000	5,301-6,300	-6	4/3/3/1	55%	Any
10	6,001-8,000	6,301-8,400	-7	4/3/3/2	60%	Any
11	8,001-10,000	8,401-11,000	-8	4/3/3/3	65%	Any
12	10,000-1 million	11,001-2 million	-9	4/4/3/3/1	70%	Any

Big, peaceful and highly intelligent, these enormous philosophers of the phlogiston wander the flow seeking discourse with the keepers of the crystal spheres.

The scales of stellar dragons are iridescent deep purple, with a chrome drop at the tip of each scale. Gems of myriad colors and sizes adorn the scales in random patterns, giving the stellar dragon its name. Two main fins, like the fins of a lionfish, adorn either side of the central torso, and four enormous lace-like wings provide guidance and stability. Numerous other fins of various sizes cover the rest of the dragon's body. They have no visible arms or legs.

Stellar dragons, unlike their smaller kin, the radiants, are neutral. They consider stooping to meddle in the affairs of smaller beings to be loutish and in bad taste. When they encounter humanoids, stellar dragons prefer to watch rather than involve themselves. Only rarely do they speak with lesser beings.

However, if one has information previously unknown to the dragon, this may gain its interest and even useful knowledge in trade. Information is the stellar dragon's food and drink if anything is, and it is willing to trade in kind. (One rumor has it that the Greyhawk wizard Bigby learned his *interposing hand* and

grasping *hand* spells from a stellar dragon in exchange for a juicy tidbit of information.)

Stellar dragons literally consume their knowledge, **transforming** it into clear or milky gems of varying size. These gems of wisdom and **pearls of knowledge** push their way outward to rest embedded in the dragon's scales. The number of gems and pearls studding its scales mark its status among other dragons. The encrustation also roughly indicates its age; younger dragons have few gems, whereas venerable stellars are literally covered in jewels. The chief, or mikado, is another case entirely (see below).

Combat: Though not normally aggressive, the stellar dragon can easily defend itself. Its unique "breath weapon" is gravitic: rather than emitting breath, it **draws things into** the dragon's internally generated **sphere of annihilation**. The mouth, a focus for the **sphere**, confines its gravitic attraction to a cone 1200 yards long, 50' wide at the dragon's mouth and 600' wide at the base. A successful save vs. breath weapon negates the effect.

The stellar dragon has three other innate attacks. First, it can randomly teleport an attacker 500-6000 yards (1d12 hexes) in any direction.

Dragon, Stellar

Second, its titanic intellect lets it use any wizards spell in the *Player's Handbook* without error. It can also modify or create spells to suit its needs; for example, it could merge *darkness*, *50' radius* and *fireball* to create a *shadow flare* spell. It can repeat spells as often as needed.

Third, it can summon one denizen of another plane once per round for up to seven rounds (**DM's** choice of any monster up to half the dragon's own HD in strength). Summoned individuals serve the dragon slavishly, remaining for **2d6** rounds before they "snap" back to their home continuum.

Habitat/Society: The stellar dragons' range covers the entire cosmos, so their exact numbers are unknown; parties encounter them only rarely. However, once every 500 years, the stellar dragons convene for their mating ceremony. In this ceremony, the most worthy stellar dragons are selected by their tribal head, called the mikado. There is only one mikado at any time. The mikado is distinguished by the single crystal horn on his forehead.

Those dragons that the mikado selects as mates each produce a single offspring. This dragon, born fully sentient, leaves to make its own way among the stars.

Stellar dragon territories are vast, extending into other planes and dimensions. Individuals negotiate boundaries to prevent intrusion on each other's space. However, **they** haggle endlessly to obtain dynamic civilizations to monitor.

The dragons deal with attackers handily. However, if a party approaches the dragon with respect and choice information, chances are **even that the** dragon deigns to talk. Chances are equally good that **the** dragon is thinking (that is, digesting) and dismisses the interlopers.

The stellar dragon's ultimate goal is truth. It abhors dishonesty and misinformation. Though its information may be cryptic, it is never false. A lesser being's misinterpretation is that being's own fault. Misinformation causes a stellar dragon severe, painful indigestion. And as with its smaller kin, a dragon in pain is **dangerous**.

Ecology: The stellar dragon understands the underpinnings of the multiverse. These primeval watchers have seen the rise and fall of many civilizations. Such is the power of this knowledge that according to some texts, the power of artifacts and relics comes from the gems that encrust them. The crystallized everlasting knowledge of thousands of beings, say these legends, provides the power that runs these wonderful objects. How these gems were wrested from the stellar dragons remains unsaid.

Gems **of wisdom** and pearls **of knowledge** are valuable almost beyond calculation. The information they contain can be liberated and used to gain enormous profit. Sages and wizards do nearly anything to gain one.

CLIMATE/TERRAIN:	Stars
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Special
ALIGNMENT.:	Any good
NO. APPEARING:	1 (2-5)
ARMOR CLASS:	1 (base)
MOVEMENT:	12, F136 (C)
HIT DICE:	10 (base)
THACO:	11 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d10/1d10/3d8
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G
MORALE:	Elite (16)
XP VALUE:	Variable

The benevolent sun dragons live and cavort on **the** surface of suns. Though majestic and intelligent, they love life and freedom, showing this love in a playful attitude.

The sun dragon's coloration changes as it ages, matching stellar evolution. At hatching, they are fiery red; as juveniles, burnt orange; as mature adults, brilliant yellow; when venerable, bluish white. Finally, when a sun dragon becomes a Great Wyrm, it shrinks back to almost **hatchling** size and turns a flat white color. Some people confuse these sun dragons for very young moon dragons, at much risk to their health.

Sun dragons speak their own language, as well as the language of all good dragons and Common. Though a happy race, they hate moon dragons, their mortal enemies.

Combat: Sun dragons have little interest in combat. Since they lair on the hot surfaces of suns, few opponents get close enough to invade their homes. When necessary, the sun dragon uses its breath weapon to soften up opponents (**3d8** damage), then pauses so that enemies can reconsider and retreat. If the enemy does not, the dragon breathes again and charges, teeth and claws flashing (**1d10** each).

Sometimes it acts like a big cat, picking up its enemies, batting **them** around, and swatting them into **the** air. In this case, the victims avoid claw damage but take **1d10** damage from the buffet-ing. Victims lose initiative and must make an ability check against half their Dexterity to take action in the following round.

Breath Weapon/Special **Abilities**: Sun dragons "spit" **fireballs** with a range of 240' and an explosion radius of 5' per age category of the sun dragon. The dragon can also coat the fiery wad with its



special saliva, delaying the blast for up to ten rounds. The dragon can control the detonation time exactly.

Certain innate spell abilities manifest themselves at different ages. A dragon can use each spell ability three times a day. **Juvenile** dragons gain **heat metal**; adults, **fire shield**; and very old dragons, **prismatic spray**. Whenever a sun dragon takes flight, its entire body is suffused by **continual light**. Sun dragons are immune to all forms of fire; they save at -2 vs. cold-based attacks. Finally, a sun dragon can innately sense the presence of a moon dragon in its crystal sphere.

Habitat/Society: Sun dragons scoop out the fiery matter **on a** sun's surface and hollow out good-sized caverns for their needs. When a sun dragon lays its clutch of **1d4** + 1 fire-resistant eggs, it causes a solar flare to erupt on the sun's surface.

When a sun dragon dies of old age, the body collapses in on itself, creating a **sphere of annihilation** (95% probability) or a **well** of many **worlds** (5%). These creations are unstable, with a **1%** per day (cumulative) chance to dissipate unless a **permanency** spell is cast upon them.

Sun dragon treasure is coated with the beast's saliva to keep it from melting into nothingness. When the items are removed from **the** heat of the sun, the saliva freezes into a kind of sleet that can be easily removed.

Ecology: Sun dragons eat anything, but they are careful not to eat intelligent creatures, for they respect life.

Age	Body Lgt(')	Tail Lgt(')	AC	Breath Weapon	Wizard Spells	MR	Treas. Type	XP
1	10-19	5-10	4	2d8 + 1	Nil	Nil	Nil	1, 400
2	20-29	11-16	3	3d8 + 2	Nil	Nil	Nil	2, 000
3	30-39	17-22	2	4d8 + 3	Nil	Nil	Nil	3, 000
4	40-49	23-28	1	5d8 + 4	1	25 %	Nil	6, 000
5	50-59	29-34	0	6d8 + 5	2	30 %	Nil	8, 000
6	60-69	35-40	- 1	7d8 + 6	2/1	35 %	Nil	9, 000
7	70-79	41-46	- 2	8d8 + 7	2/2	40 %	Nil	10, 000
8	80-89	47-52	- 3	9d8 + 8	3/2/1	45 %	Nil	11, 000
9	90-99	53-58	- 4	10d8 + 9	3/3/1	50 %	H	12, 000
10	100-109	59-64	- 5	11d8 + 10	3/3/2	55 %	H	13, 000
11	110-119	65-70	- 6	12d8 + 11	3/3/2/1	60 %	H ,Z	14, 000
12	20-29	11-16	- 7	13d8 + 12	4/3/2/1	65 %	B,H ,Z	15, 000

CLIMATE/TERRAIN:	Wildspace/Astral plane
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Exceptional (15)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	12, F124 (B), SR 5
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	90%
SIZE:	M (7' tall)
MORALE:	Fanatic (18)
XP VALUE:	10,000

The realm of dreams is a dark, mysterious place in the mind of every dreamer. Something in the nature of wildspace lets certain beings use dreams as a portal, allowing them the chance to depart the immaterial world and walk in the real world. The dreamslayer looks for sleeping spelljammers and attacks them through their dreams.

When seen in a dream, the dreamslayer's most common form is a black-shrouded humanoid figure. Its covered face is the face of the dreamer, though its eyes are glowing white sockets, and the facial features are twisted into a look of pure evil.

A dreamslayer can also appear as the living thing the dreamer fears most, or in its true form: a **7'-tall bipedal** lizard torso, glistening black, with a 3'-long tail, talons, and a pair of draconian wings. The face is a glowing, featureless white oval.

Combat: When the dreamslayer encounters a sleeping victim in wildspace, the beast attempts to enter the victim's dreams. The circumstances of a character's dreams are up to the DM.

The dreamslayer always seeks a dream featuring other people, such as family or friends that the dreamer misses. A typical dream features **1d6** of these "dreamfolk." The dreamer sees the dreamslayer enter the dream. To weaken the dreamer's will, the dreamslayer takes control of the dream and "slays" the dreamfolk in gruesome ways. With each slaying, the dreamer (who can only watch, not act) saves vs. spell; a roll of 20 means the dreamer awakens, driving the dreamslayer back into the Astral Plane. A normal save means that the dreamer neither weakens nor awakens. Failure to save drains 2 points of Intelligence from the dreamer.

After all the dreamfolk are "killed," the dream scenery vanishes, replaced by a barren gray plain. The dreamslayer advances to kill the dreamer. If the dreamer saved successfully, he can conjure one weapon or possession for every 3 points of Intelligence remaining; if the dreamer is a spellcaster, he selects one spell per 2 points of Intelligence left. If the dreamer failed to save, he has nothing but a nightshirt. In either case, use the dreamer's normal statistics for combat. Spells and items must be chosen before the battle is joined.

The dreamslayer attacks once per round, making a normal attack roll. If the dreamslayer hits, the victim loses 2 points of Intelligence. When the victim reaches zero, see below.

Each round that the dreamslayer hits, the victim must save vs. spell, with a cumulative -1 die roll penalty for each hit the



dreamslayer has already made (including those on the **dream-folk**). A victim who saves can try to awaken instead of attacking, using the saving throw and Intelligence check procedure described above. A victim who wakes up recovers the lost Intelligence at a rate of 1 point per 10 minutes of rest.

A dreamslayer can only be attacked inside a dream, and then only by the dreamer. It cannot attack physically.

Habitat/Society: Dreamslayers have no society or organization. Dreamslayers are not found on planets nor in the phlogiston. They wander the Astral Plane, looking only for dreamers to inhabit.

If a dreamslayer reduces its victim to zero Intelligence, it takes over the body for one day per point of the victim's original Intelligence. During this time, the dreamslayer does everything denied to insubstantial forms. It eats and drink to excess and tries to experience anger, love, thrills, fear, and joy. Detect **evil** cast on the host shows strong evil. **ESP** reveals an alien mind. Know alignment shows a chaotic evil entity.

When its time is up, the dreamslayer is hurled back to the Astral Plane, and the body collapses, dead. But if **exorcise** or dispel **evil** is cast on the victim before that time, the dreamslayer leaves the body, screaming. The victim falls into a deep sleep lasting **1d6** hours and awakens with **no** memory of the ordeal.

Though they roam the Astral Plane, dreamslayers cannot be seen, heard, or felt. Dreamslayers only see sleeping beings; waking life is invisible to them.

Ecology: Dreamslayers contribute nothing to the ecosystem. They are the vultures of dreams, parasites of the night. Their method of reproduction, if any, is unknown.

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Magic
INTELLIGENCE:	Very (12)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	- 4
MOVEMENT:	6 + special
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d12/1d12
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	+2 or better weapon to hit
MAGIC RESISTANCE:	Special
SIZE:	L (8' tall)
MORALE:	Fanatic (17)
XP VALUE:	9,000

Matter and energy are seldom annihilated. The magical energy used to propel spelljamming ships produces its own "exhaust" trail, invisible to the eye but detectable by detect magic. This energy sometimes forms into a sentient monster called a **dweomerborn**. These bizarre creatures wander the spacelanes of wildspace feeding on magical energy. They look especially for spelljamming ships.

Dweomerborn appear as warped, distorted humanoid phantoms, 8' tall, with long, delicate fingers. Each finger is tipped with a long talon-like fingernail. They cannot speak.

Combat: When a dweomerborn finds a spelljammer, it tries to "hitch a ride" by diving to the ship's stem and riding its exhaust trail. The dweomerborn can work its way up this exhaust, like a rope, to the stem of the ship. To do so, it must make a Dexterity check. Most dweomerborn have a Dexterity of 12 + 1d6.

Consider a ship's stream to be **60 + 6d20** feet in length. The dweomerborn clings to the end of the stream and begins working its way up. To an observer at the ship's stem, it appears that a small patch of fog is following the ship, closing with it at 60' per round. Once within arm's length of the ship, its claws grip the hull, and it climbs aboard.

The dweomerborn also uses its claws to defend itself if pressed, doing **1d12** damage per hand. When the dweomerborn uses its claws for combat, it lets go of the ship's deck.

All dweomerborn have the following innate spell-like abilities, each usable seven times a day: **detect magic**, **identify**, **invisibility**, **know school**, and gaseous **form**, all cast at 10th level.

The dweomerborn drains spellcaster, magical item, and other sources of magic (except artifacts, relics, and helms). Magical items must save vs. electricity. Failure means the item loses its magic permanently. A dweomerborn's successful wrestling attack on a spellcaster inflicts normal wrestling damage, and the victim also loses one spell! (Choose the spell randomly, levels notwithstanding.)

Once a dweomerborn gets **20** spell levels of energy, it jumps off the ship, sated for the next 24 hours. Magical items supply spell levels equal to the item's **XP** value divided by 100 (minimum 1).

If a dweomerborn touches a rod of **cancellation** or **wand of negation**, the monster must save vs. death at -2 or die. A successful save means it takes **2d10** damage.

Only magical weapons of **+2** or greater enchantment can harm



the monster. If a weapon scores a hit, the weapon must save vs. electricity or become non-magical.

Due to its magical makeup, a dweomerborn is unaffected by most spells. In fact, it devours magic aimed at it, except illusion spells. The dweomerborn are affected normally by all illusions, including phantasms. Sages speculate that this happens because illusions are insubstantial and leave nothing behind. (Even a **divination** spell leaves something behind—the knowledge it imparts.)

Habitat/Society: Dweomerborn care nothing for treasure. They simply wander wildspace, singlemindedly seeking new sources of magic. Their bodies are living sponges, absorbing magical energy without conscious effort. They have no society or organization; each dweomerborn looks out for itself. They have no lairs, for they require no sleep.

Ecology: Dweomerborn have no function. If they do not eat the magical exhaust of spelljamming vessels, the trails simply dissipate in about a weeks time with no effects. They cannot reproduce.

All spelljamming ships except those powered by **orbi**, forges, furnaces, and non-magical engines can supply the energy to bring a dweomerborn into existence. The chance of giving "birth" to a dweomerborn is 1% for every two levels of the spelljammer; roll the chance once per month of game time. The spellcaster is not solely responsible for the dweomerborn's creation; rather, the ship's magical exhaust provides the last bit necessary for a birth.

Some speculate that since most spellcasters are humanoid and since most spells are stored in human brains, there is a sort of "racial memory" that causes the dweomerborn to take humanoid form.

Elmarin

CLIMATE/TERRAIN:	Wildspace only
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVE CYCLE:	Any
DIET:	Warmth
INTELLIGENCE:	Animal (1)
TREASURE:	None
ALIGNMENT:	Neutral

NO. APPEARING:	1-10
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	5, 7, or 9
THACO:	5 HD: 15 7 HD: 13 9 HD: 11
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	1-8
SPECIAL ATTACKS:	Burns
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' across)
MORALE:	Unreliable (3)
XP VALUE:	5 HD: 175 7 HD: 420 9 HD: 975

The creatures called elmarin resemble living St. Elmo's fire. They are semisentient fire beings that live in wildspace, usually in close proximity to fire-based celestial bodies. They appear as naturally glowing balls of fire in a number of colors, ranging from deep red to light violet. Two darker spots toward the front of the orb resemble eyes.

Combat: The elmarin are drawn by warmth and energy. The activity of a spelljamming ship is such to attract a pack of them to investigate. They are often more curious than harmful, zipping about the rigging and through open hatchways, bouncing off the walls and leaving large scorch marks.

Once in contact with flammables, however, they start inflicting damage. Each round, an elmarin can cause flammables within 5 feet of it to burst into flame, starting fires throughout the ship. This is unintentional on the elmarin's part, but no less damaging. If attacked, the elmarin will attempt to escape, burning through decks and walls as it can. The elmarin's fire has no effect on stone or metal.

If trapped, the elmarin will turn on its attacker and try to bum it. It will inflict 1-8 points of damage per round, and cause all burnable items (cloaks, scrolls, etc.) on the body to make a saving throw vs. fire or be destroyed.

If reduced to 0 hit points, the elmarin fades into nothingness and dies. There is a 1 in 20 chance that the death of an elmarin will leave behind an *ioun* stone.

Habitat/Society: Elmarin are elemental creatures of fire, with little intelligence above the animal level. They enjoy the relative coolness of space above the surface of fire-based celestial bodies (such as suns) and can often be found here dancing, bobbing, and weaving about. Ships that are attacked and damaged by the elmarin are usually the victims of the creatures' curiosity rather than maliciousness.



The size and color of an elmarin seems unrelated to its power or whether an *ioun* stone will be found after its death. Profiteering gnomes in their steel ships sometimes cruise the upper reaches of stars looking for elmarin, willing to slay many to gain a few *ioun* stones. The sudden appearance of elmarin is a good sign to sailors trapped with a furnace drive and no magic to feed into it.

Ecology: The elmarin are natives of the elemental plane of fire, and as such will not leave the wildspace that they are in. Attempts to take them into the phlogiston will result in their immediate detonation, unless they are in a completely sealed box or extra-dimensional space. Such detonation will result in 1d8 fire damage for each hit die of the elmarin to all within 20 feet of the creature, and all flammable items in that area immediately catch fire (subject to saving throws), causing more detonations in the Flow.

Elmarin produce by fission and are sexless. They lack the ability to move at the high speeds generated by spelljamming craft, but will drop into the air envelopes and tag a ride with passing craft.

Attempts to domesticate the elmarin have failed, save for certain mages, who use special variations of spells that conjure and command elemental creatures. They are generally useless minions, and are feared even by the explosion-loving giff, who at least recognize their potential for causing damage.

A legend involving elmarin goes as follows: A mage thought he had discovered a method to domesticate the elmarin and fit them into a special harness they would not burn through. He hooked the harness to a sled and commanded the elmarin to fly. This they did, on a direct course for the surface of the sun. Whether the tale is true or intended as a cautionary legend is unknown.

Ephemeral

CLIMATE/TERRAIN: Phlogiston only
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVE CYCLE: **Any**
DIET: Living beings
INTELLIGENCE: **Very (11)**
TREASURE: Nil
ALIGNMENT: Neutral evil

NO. APPEARING: 1-8
ARMOR **CLASS**: 2
MOVEMENT: 18
HIT DICE: 5
THACO: 15
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: 1-4
SPECIAL ATTACKS: Drain Intelligence
SPECIAL DEFENSES: Hit by **+1** or better magical weapons, regeneration
MAGIC RESISTANCE: Nil
SIZE: **M (6')**
MORALE: Average (9)
XP VALUE: 975

Ephemerals are noncorporeal undead believed to be the spirits of individuals who have died in the phlogiston. They appear as dusty gray humanoids, and it is thought that their forms are not only linked to the negative material plane, but also impregnated with **the** essence of the phlogiston itself. This makes them vulnerable to fire, but also gives them the ability to regenerate their **un**-living status. Ephemerals are attracted by use of magical energy, and a passing spelljammer helm might attract a group of them.

Combat: The touch of the ephemeral inflicts 1-4 points of damage and reduces the victim's Intelligence by **1-2** points. Should the damage inflicted by an ephemeral kill a sentient humanoid, the latter will become an ephemeral in 2-8 days. Should an ephemeral drain all the Intelligence from a sentient humanoid, the body will then become the host of the ephemeral (see below).

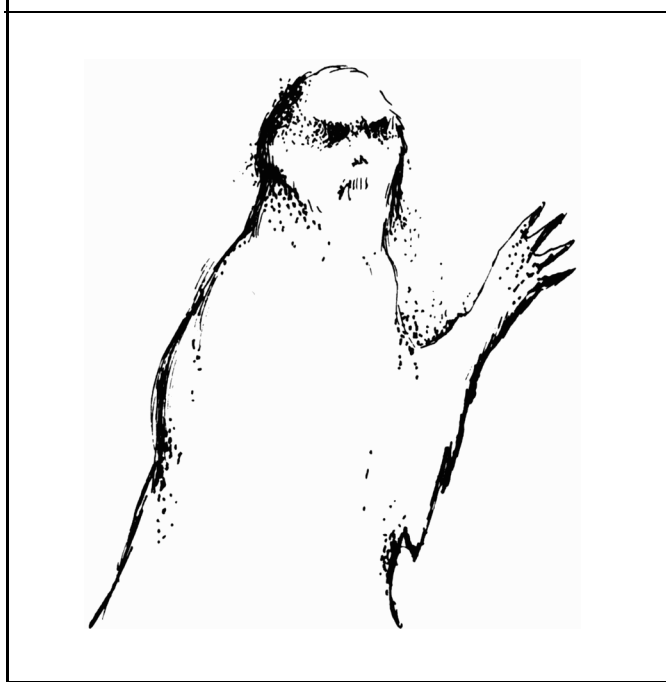
In hand-to-hand combat, only magical weapons have any effect on ephemerals. As **undead**, they are immune to sleep, charm, and **hold** spells, as well as cold-based attacks. They are vulnerable to fire, and always take maximum possible damage from a fire-based attack. However, since ephemerals are only found in the Flow, this type of attack is very risky.

Ephemerals can regenerate 1 hit point every melee round by pulling the surrounding phlogiston into their bodies. If sealed off in some fashion from the Flow, they will be unable to regenerate. **When an** ephemeral reaches 0 hit points, it dissipates permanently.

Generally, ephemerals cannot be turned, but this is the result of the inability of clerics in the Flow to contact their patron's powers. If a priest has some form of contact with his or her power, an attempt to turn ephemerals can be made, and in this case ephemerals can be turned as spectres.

Ephemerals will attack as a pack, if possible, seeking to drain as many humanoids as possible to use as bodies. The others will be slain and cast overboard. If seriously damaged, they will break off, trailing behind the ship, and attack again **when they have** regained their hit points.

Habitat/Society: Ephemeral packs wander the phlogiston, the disembodied spirits of the dead or cursed who have perished in the Flow. Unable to reach their home spheres and the rewards (or



punishments) of their afterlife, **they** tend to be mean, petty spirits **who** exist only to eventually return to a final resting place.

The living are their vessels of return, and an ephemeral will attempt to drain the mind of a single character in order to provide itself with passage to a safe sphere. Ephemerals cannot enter the crystal spheres except when controlling a living body and, if forced to do so, they will be randomly teleported deeper into the Flow.

Ecology: The origin of the ephemerals is a **mystery**. They might be the remains of a race of beings who managed to crack their crystal shell, letting the phlogiston into their sphere. Whatever their origin, they have propagated by preying on intelligent creatures that pass through the Flow. Men, mind flayers, and neogi have all had to battle ephemerals in their transit between the spheres.

Ephemeral Host

The physical characteristics of an ephemeral host are those of the host body. Thus, a host body vulnerable to normal weapons remains so while the ephemeral is present, and does not acquire **the** ephemeral's special vulnerability to fire or its ability to regenerate using phlogiston. If the host body is killed, the ephemeral can't use it. Magic that counters the magic **jar** spell is also effective against ephemeral occupation.

An ephemeral within its **host** immediately sets about returning to a crystal sphere. This often, but not necessarily, involves slaying anyone who would stop it, including former allies. The ephemeral will use the physical abilities of the individual it takes over, but cannot use any magical or special abilities. An ephemeral could take over a mind flayer, but could **not** use its mental blast.

When the host enters a crystal sphere, the ephemeral will immediately flee **the** body, leaving it a living, mindless shell of 0 Intelligence. The body can be restored to normal Intelligence by a full **wish** spell, but in the meantime, it may be inhabited by other bodiless spirits unless protected by **means of a protection from evil (good)** spell or similar wards.

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary (symbiont with reigar)
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	None (symbiont)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	Fl 50 (B)
HIT DICE:	20-100 hull points
THACO:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	<i>Jammerscream</i> , grappling
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Nil
SIZE:	G
MORALE:	Elite (13-14)
XI' VALUE:	10,000 max

An esthetic is a biological, symbiotic creation of the reigar; it is used for transportation. It is essentially a living craft, capable of self-sustenance for unlimited time. It has no intelligence of its own, being totally reliant on its host, the reigar who created it.

Each esthetic is different from all the others—a direct result of the personality of the creator. The only common thread is the extremely ornate nature of the vessels. Esthetics may be bilaterally symmetrical (two halves matching, like a human body divided from head to feet), radially symmetrical (like a starfish), or they may have no discernible symmetry.

Combat: Tactics vary because of the individual nature of each esthetic, but the basic attack is to immobilize the prey, generally using a *jammerscream* attack (a spell-like ability innate to each esthetic). The creature then closes with the victim, grapples, and then drives a hollow boarding spike (6d10 points of damage due to size) into the hapless victim. In the case of animal victims, the spike can be used to inject a digestive enzyme (full damage 2d12 per pound, successful saving throw vs. breath weapon for half damage) that breaks down the opponent's tissues for use by the esthetic. This attack can also be used against ships, in which case the spike opens to disgorge boarding parties of *helots* and *lakshu* attack troops. (See entry on *Lakshu* for more detail.)

A *jammerscream* attack has a range of 2,500 yards; it affects one spelljammer. This attack form seeks out and neutralizes the energy flow necessary for spelljamming. In the case of space-going animals and humanoid spelljammers, the effects range from a temporary cessation of spelljamming ability (similar to a migraine, spelljamming ability lost for 3d6 turns) to cerebral hemorrhage (the latter in the case of a failed saving throw vs. spell) leading to death or at least permanent brain damage. In the case of dwarven forges, a successful strike causes forge flames to expire and shovellers to writhe on the floor, grasping their heads in pain. (Note that the *jammerscream* is not a spell and is not available to characters.)

Habitat/Society: Esthetics have been the reigar's homes since the destruction of the reigar's planet in the Master Stroke. When the loss of their homeworld necessitated a new habitat, the reigar leaped at the opportunity to combine their pursuits of artistic perfection, their desire for ultimate personal expression, and their



need for new homes. Centuries of experimentation led eventually to the birth of the esthetics.

The esthetic protects itself from boarding action by not making obvious doors or hatches. Entry is granted by means of permeable membranes in and around the esthetic's body. Since the reigar and its creation are in a symbiotic relationship, the reigar can always enter or leave at will. However, non-reigar accompanying the creator may not be allowed this freedom, unless the reigar specifically grants it. If the reigar is off-ship for long periods, the esthetic operates according to a set of instructions given to it by its creator. Normal instructions include things like "Don't let in any strangers" and "Stay within 100 yards of this dock."

Should a reigar die, go insane, sink into a depression, or otherwise lose its normal mental acuity, the esthetic reflects this change in mental state by physically altering its appearance (e.g., rotting, developing spiked flanges, blades, etc.) and quite often acquiring a stronger personality of its own.

An esthetic can travel as fast as the fastest vessel known in space (SR 7)—some say even faster. The motive force is unknown, but it is thought to be at least partially provided by the conscious actions of the esthetic itself.

Ecology: Esthetics neither take from nor contribute to their surroundings, being totally self-sufficient creations. One theory states that esthetics absorb energy via photosynthesis. Another proposes that they are able to absorb particles from the atmosphere surrounding them and convert these into nutrients.

Esthetics cannot move into the phlogiston, thereby effectively stranding the reigar inside a crystal sphere (and providing a reason for that reigar to approach a likely party for aid). How, then, do they get from one crystal sphere to another? Again, the legends take over. It is said that there are bases-giant, floating, and ornate, geometric in an alien sense (i.e., completely asymmetrical)—that can hold groups of reigar and their esthetics. These are purported to be able to teleport from sphere to sphere, carrying their contents with them.

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Supra-genius (19)
TREASURE:	F,T
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	9, F13 (E), Br 6
HIT DICE:	15
THACO:	6
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4d8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (50 + ' long)
MORALE:	Elite (15)
XP VALUE:	6,000

The Falmadaraatha (or "Fal" for short) are huge, slug-like creatures that dwell inside hollow, lifeless asteroids. They are among several races that share the title "scholars of wildspace."

The Fal have large, soft, pulpy bodies that change from light tan at birth to jet black at the end of life. At the fore end of their bodies, they have a pair of small sensory antennae, bulbous eyes, a massive mouth filled with sharp teeth ideal for burrowing, and a smaller mouth above it, used for speech.

These gentle, brilliant, inoffensive giants burrow through small planets that contain no sentient life and make their lairs inside. They speak their own tongue, as well as Common and most human, demi-human and humanoid languages.

Combat: Although the Fal find combat offensive, considering it the final refuge of the incompetent, they are perfectly capable of defending themselves with a ferocious bite that inflicts **4d8** damage.

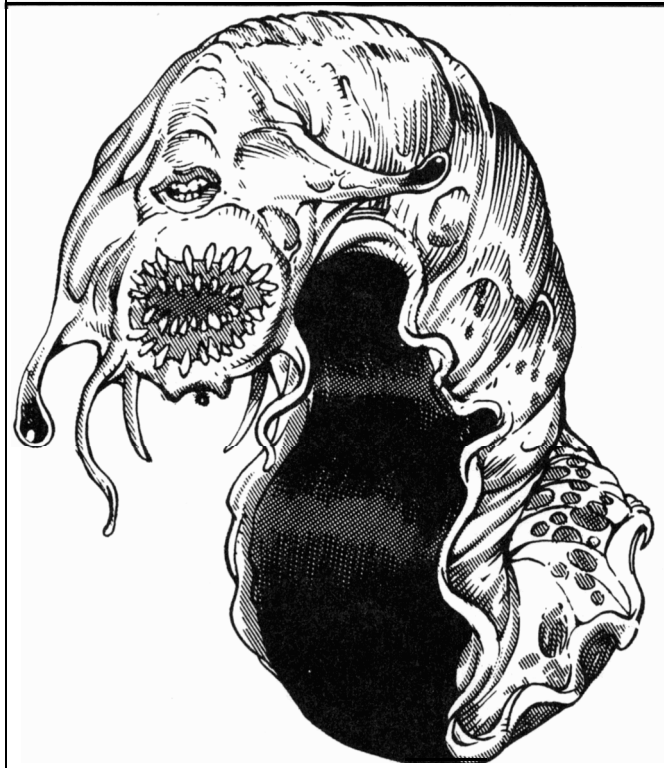
On an unmodified to-hit roll of **20**, the Fal catches its opponent in its mouth. The Fal does not swallow, until it tries to persuade the foe to surrender in a peaceful manner. Should the foe agree to surrender, then renege on its word, the Fal attacks with no quarter. To the Fal, a promise is sacred.

All Fal are telekinetic. A Fal can lift 1,000 pounds in this way and, if it acts first, tries to neutralize an opponent by simply lifting and holding it about 30' off the floor until the opponent stops fighting. A successful hit on the Fal breaks its concentration, and the victim falls hard.

Habitat/Society: The Fal are solitary, though there is a 5% chance of encountering **1d3** of these massive beings inside one asteroid, chatting away about philosophy, metaphysics, or the state of the multiverse. As a rule, the Fal are peaceful, honest, hospitable geniuses.

Despite this solitude, the Fal enjoy polite company, provided it does not visit often. (To a Fal, more than once a year is "often.") Any alignment may visit, though the Fal are wary around chaotic evil and lawful good beings. The Fal consider these two alignments too extreme in their philosophies.

The Fal have a well-deserved reputation as some of the best sages in the multiverse. They answer questions in exchange for gifts worth more than 100 gp, anything from a bottle of fine wine to a book or a painting. Unlike normal sages, however, the Fal do



not limit themselves to one or two subjects. This, they say, denies the opportunity to learn all the multiverse has to offer. Hence, any question asked of a Fal may be answered immediately (30% chance), within **1d10** days (30% chance), in **1d10** months (30%), or **1d10** years (10%)—but, if answerable, it **will** be answered.

The Fal lair (called a *tcha*) is surprisingly comfortable. Most Fal decorate the tcha with accurate maps of planets and regions of space, massive bookshelves, and little trinkets that grateful visitors exchange for the answer to a question. Two types of plants usually grow inside a tcha: a phosphorescent fungus for illumination, and hardy greens that make up the Fal's diet. Many Fal also enjoy fine wine and keep a well-stocked "cellar." Predominant in the tcha are books—lots of books, old and new, in different languages.

The Fal live at least **2000** years. To them, a year is like a day, so they take things slowly. Many people mistakenly think the Fal stupid, since the slugs talk so slowly. They believe hasty words bring bad results.

The Fal often associate with the Gonn (q.v.) for discourse and the Arcane for research material and books. The Fal are suspicious of Aperusa (q.v.), but they delight in tinker gnomes.

The Fal venerate three gods above all others: Deneir, Thoth, and Oghma.

Ecology: There is no romance in the Fal society. The Fal are hermaphroditic, each Fal responsible for creating a "pupil" at some point, tutoring it, and sending it on its way. No one has ever seen a Fal pupil, however. It is possible that the Fal do not take questions when they are training a pupil.

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Common
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	6-48
ARMOR CLASS:	7
MOVEMENT:	3, Fl 12 (C)
HIT DICE:	2+2
THACO:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1 hp
SPECIAL ATTACKS:	Air deprivation
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2' long)
MORALE:	Unreliable (3) + special
XP VALUE:	270

Feesu are large, space-going moths that travel in swarms that are a great nuisance to space travellers. Many spelljamming sailors consider them bad luck, with good reason.

A flock of feesu appear as a mass of giant moths bathed in a sphere of soft phosphorescent green light. Individual feesu look like groundling moths. Like all moths, feesu are attracted to light.

Combat: Feesu are not known for combat, though as explained below, combat seems to follow them! However, if provoked by repeated attacks against the swarm, a moth attacks with tiny jaws that cause 1 hp damage. Since the feesu's bodily fluids are phosphorescent, the wound glows eerie green for **2d12** hours.

Feesu save at -2 vs. fire attacks. Due to their soft bodies, blunt weapons are ineffective against them, but edged weapons do +1 hp damage.

The feesu's most insidious attack is unconscious. Since they require air to survive, their wings trap and store air. Thus, when feesu leave a spelljamming ship, they inadvertently pull away one day's worth of air per feesu that escapes.

Habitat/Society: The feesu travel in tight swarms that hold a thick globe of air, enough to allow survival for **1d10** weeks. They refresh this air by swooping down on spelljamming ships and flying off.

The feesu instinctively seek sources of bright light, perhaps to recharge the phosphorescent glow in their bodily fluids. Hence they fly headlong toward any major light source, including blazing suns. After one turn within **5'** of a bright light source such as any form of *light* spell, lantern, or light-producing magical item, the feesu is "recharged" for 24 hours.

During this recharging period, the feesu swarm, the air around them in a 10' radius glowing with the intensity of bright sunlight. If a character tries to drive off the swarm by waving a weapon or shouting, the swarm makes a single morale check. Failure makes the swarm take wing, but they hover within 120' of the light with the patience of the single-minded, lingering for days until recharging.



The problem with the feesu swarm is that its glowing cloud near the ship creates a signal beacon for monsters and raiders. The likelihood of an encounter in this situation increases to 10%. For this reason, Pirates of Gith (see the first SPELLJAMMER™ Monstrous Compendium) and other raiders find the feesu useful, since their tell-tale recharging glow often means a ship is nearby. This may contribute to the superstition that feesu bring bad luck. Curiously, the Aperusa (q.v.) consider the feesu good luck.

After 24 hours, the feesu's glow slowly fades to a dim flicker inside its translucent, sickly-green body. Feesu do not suffer if they cannot get recharged. But in this condition, the swarm insists on getting light, and their morale increases to Fanatic (18).

Feesu cannot be trained, though communication is possible via magical spells. From there, the caster's negotiating skills determine whether the feesu cooperate.

Ecology: Feesu lair in the shattered hulks of space wrecks. The gravity of planets makes them uncomfortable, for it inhibits their flight. Feesu do not collect treasure.

Feesu lay **10d10** eggs every three months. Though most of these egg-laying activities occur in the safety of their lairs, feesu are not particular, occasionally laying eggs in out-of-the-way corners of spelljamming ships.

The feesu's bodily fluids are sometimes used to create a phosphorescent pigment. When exposed to a strong light source, the paint glows with the strength of a normal *light* spell for one hour. Spelljammers find this useful for travel in the phlogiston. Tinker gnomes, never known for doing things the easy way, trap feesu in elaborate cages and use the moths themselves for light while in the phlogiston.

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Special (magic items only)
ALIGNMENT:	Neutral
NO. APPEARING:	1-20
ARMOR CLASS:	4
MOVEMENT:	Fl 24 (SR 10)
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d8/2d6
SPECIAL ATTACKS:	Flame lance (1d4 hull points)
SPECIAL DEFENSES:	Flame sheath (12d6, 10' radius)
MAGIC RESISTANCE:	Nil
SIZE:	L (20' wingspan)
MORALE:	Elite (15)
XP VALUE:	2000

Firebirds match the description of giant eagles-10-20' wingspan, large claws, sharp hooked beak-but they are not as intelligent, and a beautiful orange-yellow flame envelops them. Their eyes glow a painfully bright blue-white.

Combat: Like its terrestrial cousins the giant eagles, the firebird uses its claws and beak as primary weapons. In a diving attack, its normal **1d8/1d8** damage is doubled, and it adds **+6** to its attack roll. A successful hit also inflicts **12d6** burning damage. These giant birds swoop down on unfortunate ships, snatching sailors off decks and igniting the ships' sails. They are particularly fond of gnomish vessels; they use a blowtorch-like tongue of fire to cut their way into the hulls in search of both giant space hamsters and their gnomish handlers.

The envelope of fire that gives the firebird its name creates a zone of blast-furnace heat in a 10' radius, making melee combat impossible without magical protection. This **flame** sheath also renders firebirds impervious to normal missiles, since their intense heat instantly vaporizes the objects. Large missile weapons do only half damage to the firebird. Only magical weapons of +1 or better can damage a firebird. These weapons must make a saving throw vs. magical fire or be destroyed. The firebird's fire, generated internally, serves as propulsion (SR 10).

In addition to its flame abilities, the firebird also possesses keen eyesight. Adventurers have only a 5 % chance of surprising a firebird. Even in its lair this is true, since mated pairs of firebirds roost in shifts, one keeping watch while the other sleeps.

Habitat/Society: Firebirds prefer to nest in asteroids, but are equally at home in the hulks of gnomish spaceships. Using their flame tongue ability, they hollow out the stone or metal, blowing the molten liquid with rapid beats of their wings into fantastic



free-form nests. The nests are then lined with the shed feathers of the parents. These feathers glow like burning embers, providing heat for the firebird eggs and hatchlings. In each nest there is a 50% chance that 1-4 eggs are present, and a 25% chance of 1-4 young.

Like eagles, they continually add to their nests until they die. Occasionally, firebirds link their nests into rookeries for mutual defense and care, generally in the vicinity of liveworlds or asteroid reefs where potential prey is plentiful. Any treasure in a firebird nest is magical, since only magical items or devices can stand the birds' extreme heat. There is a 10% chance that **1d4** random magic items have melted into the nest's structure. Due to the magical nature of the firebird's flame, the magic in the items transfers to the structure of the nest. For instance, a ring of protection melted into the nest makes it more resistant to damage.

Ecology: Firebirds fill an ecological niche similar to that of a hawk or eagle, feeding on small pests. Unfortunately for star travelers, the firebird considers the crews of spelljammers "small pests." The advent of spelljamming humans and demihumans has provided firebirds with tender pre-packaged meals that are fairly easy to catch.

One other firebird attribute attracts adventurers: Their feathers are ingredients of **elixirs** of **life**. Shed feathers can fetch up to 1,000 gp apiece. An adult firebird has **1d3x10** usable feathers.

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Genius (17 +)
TREASURE:	Nil
ALIGNMENT:	Anv evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	F136 (D). SR 4
HIT DICE:	16 +
THACO:	4
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	16d6
SPECIAL ATTACKS:	Fear
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	40%
SIZE:	L (18' long)
MORALE:	Fearless (19)
XP VALUE:	10,000

Firelichs are high-level evil mages whose bodies were prepared for lichdom upon their death. Such mages, either through ignorance (such as in casting fire spells) or spell failure, exploded in the phlogiston. The lich-preparation spells in their bodies turned them into living fireballs of undeath, racing through wildspace, screaming in eternal pain and looking for something to collide with, as a way to extinguish the flames.

A firelich resembles a comet of yellow, orange, and red flames. The "head" of the comet has a skull-like face with a mouth that appears locked in a perpetual scream. The "head" measures 6' in diameter, with a fiery tail 18' long trailing behind it. It has no limbs.

Combat: Unlike its groundling brethren, a firelich goes out of its way to find confrontation. Its blazing eyes always seek spelljamming ships, in the same way that a person on fire would look for water or a blanket.

The first sign that a firelich is in the area is its luminous, fiery appearance, followed by an ear-splitting shriek of pain. Viewers must save vs. spell at -2 (wisdom bonuses allowed). Those who fail are frightened as though by fear. Those who succeed still take -2 to their attacks for the rest of the encounter.

The firelich attacks by plunging headlong into the ship in a screaming dive. It makes an attack roll to hit. Treat the initial impact as a greek fire attack (*Concordance of Arcane Space*, p. 57).

After the initial damage, the ship's deck must make an item saving throw vs. magical fire. If the deck succeeds, see below. If the deck fails, the firelich has crashed below deck, creating a hole 2d6 +6 feet in diameter. The firelich flies downward, striking the ship's inner hull. If this hull fails another saving throw vs. spells, the firelich has made another hole and flown clear through the ship, its fire still burning strongly. In frustration, the firelich shrieks and flies off.

Any time a natural 1 is rolled on the ship's saving throw, a wall of fire (as the 4th-level wizard spell, cast at 16th level) has sprung up on the affected deck, surrounding the hole made by the firelich. The ship also suffers a Critical Hit (*Concordance of Arcane Space*, p.59).



If a deck's save succeeds, the firelich fails to penetrate and explodes as a **fireball** cast at 16th level. On the round after the explosion, the firelich's life-force recreates its comet-like body outside the ship, and the entity flees frantically through space, screaming in renewed frustration.

Since a firelich is undead, it can be turned. It is considered a Special undead.

Although it is a lich, the firelich cannot cast spells known in its previous existence. It has no limbs for the somatic components of a spell, and it cannot mouth words for the verbal portion.

Habitat/Society It is unknown how the wizard gets from the phlogiston to wildspace. Since the only wizards that can become fireliches are the ones that had made previous preparations for lichdom, some guess that the arcane lich ceremonies tear a temporary hole into wildspace. The energy to create this tear may come from the explosion that created the firelich. If this is true, the hole certainly closes immediately after the firelich enters wildspace.

Fireliches are solitary, shunning even those who share their suffering. Due to their pain and probable madness, fireliches are not communicative, though some observers have managed to coax a few fireliches to reveal their identities.

Ecology: Fireliches are an aberration in any healthy ecosystem. If it perishes, only wisps of smoke remain. Its spelljamming ability is innate and cannot be harnessed.

A story has circulated through wildspace about a group of pirates that captured a firelich and tried to connect it to their spelljammer helm. The firelich overloaded and exploded. As the ship burned, the bits of firelich reincorporated and flew off, screaming.

Fish, Chandos

SJR2

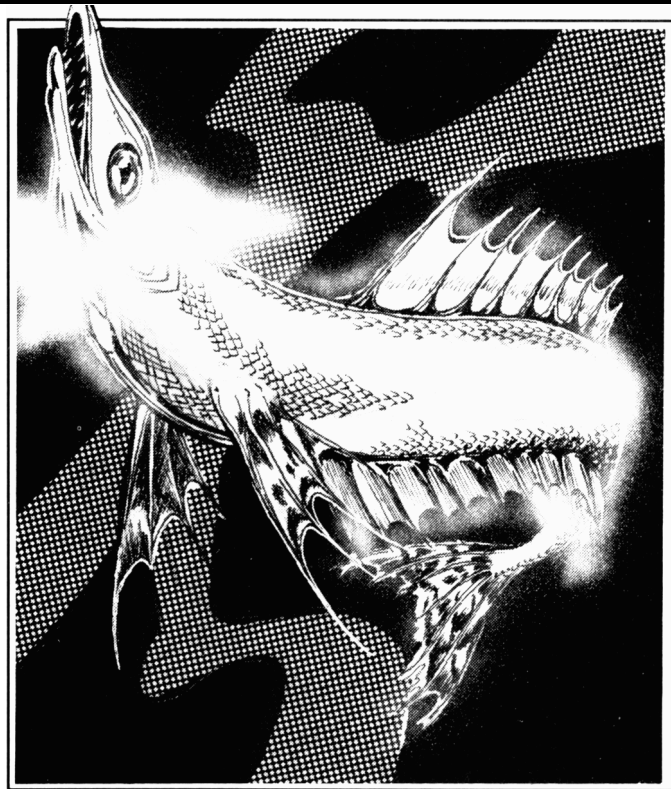
CLIMATE/TERRAIN:	Chandos oceans
FREQUENCY:	Common
ORGANIZATION:	Solitary
ACTIVE CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2d4
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	1-1 to 4-1
THACO:	1-1 HD: 20 2-1 HD: 19 3-1 HD: 18 4-1 HD: 17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-1 HD: 1d4 2-1 HD: 1d6 3-1 HD: 1d8 4-1 HD: 1d10
SPECIAL ATTACKS:	Teeth cause excessive bleeding
SPECIAL DEFENSES:	Dexterity and environment
MAGIC RESISTANCE:	Nil
SIZE:	S-M (2'-5')
MORALE:	Average (10)
XP VALUE:	1-1 HD: 35 2-1 HD: 65 3-1 HD: 120 4-1 HD: 175

These omnivorous fish tend to be long and thin, with a thick spiny ridge down their vertebrae. Their scales are usually dark blonde or white in color. They possess the ability to create their own light by the use of bioluminescence.

These fish are unique to the Chandos oceans, although the deepest oceans of other worlds contain fish similar to these. Continually hungry, the Chandos fish are on a never ending search to fill their bellies. They are not picky eaters, although they do prefer a fresh kill over stagnant meat, and they prefer old meat over the fungus, algae, sponges and other plant life that inhabit the Chandos oceans.

Combat: Whenever Chandos fish find a possible dietary intake of freshly killed meat, they immediately attack it. They do not wait to eat once the prey is killed, they instead bite with full intent on removing and swallowing that bitten section of flesh. This attack form is why additional damage is inflicted on opponents whenever a feeding frenzy ensues. This added damage equates to 1 point per bite per round, until the wounds are bound.

Whenever the fish smell or taste blood, they immediately go into a frenzy similar to those of barracuda or piranha. They swarm to where the blood is the thickest and attack all



open wounds. Often, these fish attack their own kind during this frenzied attacking. When someone is first attacked by these fish, there are 2d4 fish nearby. Every six rounds thereafter, the number of fish increases by 2d10.

Habitat/Society: Chandos fish usually school together when they are young. This assures their survival and their mutual training in survival. Once they are large enough to fend for themselves, which happens at 1-1 HD, they turn solitary until it is time to breed.

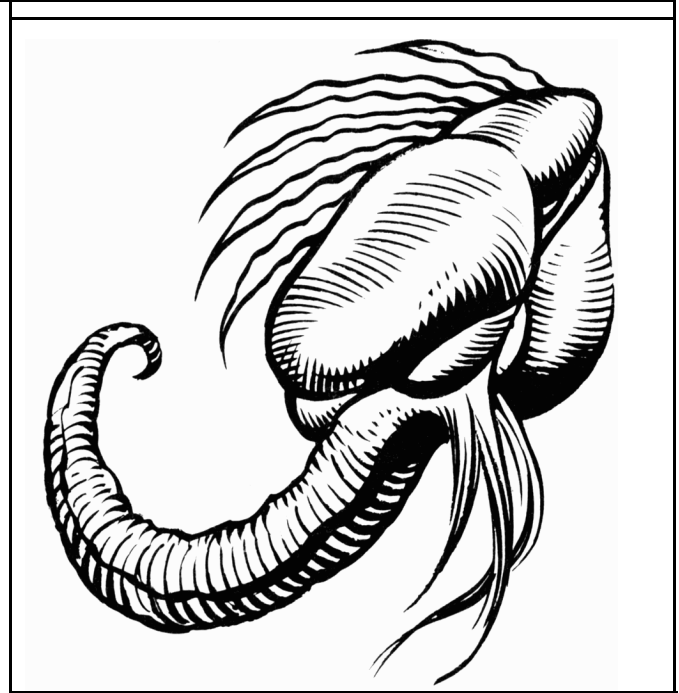
Chandos fish do not have the territorial instincts that many animals have. They protect their food if the target is too small for more than one fish to consume in one meal.

The eggs of these fish are laid in the holes and cracks of rocks, in strings extending as long as 50 feet, with over 1,000 eggs in a string. Not all eggs hatch, and not all newborn fish make it to adulthood. Out of the 1,000 eggs laid by one adult, only about 12 survive long enough to breed themselves. The current life expectancy of these fish is about three years, with the breeding age being six to eight months.

These fish are very protective of their impregnated mates. Until the female lays her eggs, the male swims by her side to protect her from all danger, real or imagined. Once the eggs are laid, they separate forever. They do not mate together again, each finding another when the time comes.

CLIMATE/TERRAIN:	Phlogiston, wildspace, drifting, or on ships and other solid bodies
FREQUENCY:	Uncommon (rare in wildspace)
ORGANIZATION:	Clumps
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Nil

NO. APPEARING:	2-40 (2d20)
ARMOR CLASS:	4
MOVEMENT:	Fl 16 (D)
HIT DICE:	1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	6
SPECIAL ATTACKS:	Grip, 1 hp/round nutrient drain
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (8"-2' overall length)
MORALE:	Nil (treat as "Fearless" = 20)
X.P. VALUE:	35



So named because they are primarily encountered in phlogiston, these hard-shelled, unintelligent creatures fasten themselves limpet-like to the surface of any object they encounter—be it ship, rogue planetoid, or drifting being, and slowly eat into it.

Flow barnacles look very much like immature krajen (detailed in the *SPELLJAMMER* boxed set), but the two are not related. They also resemble planetbound, aquatic limpets and barnacles, but are usually at least the size of a human head. Spacefarers who see bone-colored triangular points protruding from their ship's hull where there was nothing before are warned that they have a flow barnacle—or 40—aboard. Flow barnacles are ivory or orange, often pinkish when young or wounded. When near death, they turn brown or black.

Combat: Flow barnacles will eat metal and organic matter alike—a menace to ships, valuables stored in chests, drifting characters encased in softwood, and to a lesser extent all spacefaring beings. They are neither agile nor cunning, but simply drift into characters, or convulse their bodies to expel a jet of captured atmosphere or moisture, and 'spurt' their way (at the listed movement rate) toward the nearest living thing.

If they hit, they will adhere with an almost-unbreakable grip and extend three parrot-like beaklets, which bite for 2 hp of damage each. They will then suck a further 1 hp of nutrients (e.g., bloodborne) each, per round until the prey's body is exhausted or the barnacle is detached.

A flow barnacle can be readily detached when dead. Removing a live barnacle requires a total strength application of 33 (i.e., several beings working together) for 1 round, and causes 2-5 points of damage to the barnacle's victim as it tears free.

Habitat/Society: Flow barnacles drift mindlessly in space and attach themselves to anything solid they encounter. They exist only to eat, straining all passing organic matter

with their sticky feelers and absorbing available moisture and starlight.

When sufficiently nourished, flow barnacles develop an internal egg-sac of miniature, soft-shelled young. In conditions of warmth, moisture, and starlight, these are released into space.

Flow barnacles dislike excessive heat, light, or air (only excessive heat harms them in the same manner as humans are harmed) and tend to avoid all types of worlds.

Ecology: Some spacefaring creatures (including starving adventurers) eat flow barnacles, shattering their shells to get at the meaty, muscled body and foot underneath. Flow barnacles are said to be rubbery, and somewhat like poultry or squid in taste. Some humans are violently allergic to the flesh of flow barnacles (treat effects as a mild poison).

One in four flow barnacles form large, perfectly-shaped blue-white pearls ("moonpearls") within their glistening black, slimy amorphous inner bodies. They do this when an irritant piece of debris enters through their feeler hole. Each barnacle forms only a single pearl in its lifetime. The pearls take 2-8 years to form, and range in size from about the size of a man's thumb to about the size of a man's closed fist. They are very valuable (1,000 - 5,000 gp, depending on size, shape, and hue).

The hard, protective body-plates of flow barnacles are usable as shields and bucklers. The feeler-hole in the center is ideal for use as a mounting for a dagger-point, or as a firing-port for an wheel-lock barrel (the plates are often permanently fixed to such weapons by giff and human pirates).

Magical *sovereign* glue is partially derived from distilled flow barnacle essence.

CLIMATE/TERRAIN:	Phlogiston
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Highly (13)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2-8
ARMOR CLASS:	0
MOVEMENT:	9, Fl 18 (D)
HIT DICE:	7+7
THACO:	13
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d12/1d12/1d12/1d12/2d10
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+ 1 or better weapon to hit
MAGIC RESISTANCE:	10%
SIZE:	Varies
MORALE:	Very steady (14)
XI' VALUE:	5,000

Sometimes travellers between crystal spheres fall (or are thrown) into the phlogiston flow. Most simply calcify. Some evil folk are spared this fate; a shadowy presence of great power and evil "rescues" the castaways by transforming them into smaller versions of itself. Thus the flowfiends are born.

Flowfiends vary in height, depending on the race of the original victim; as a rule, a victim grows between a quarter and a third of its original height. Flowfiends have four muscular arms, each with a powerful hand with overgrown fingernails. The flowfiend's mouth is filled with razor-sharp teeth. The creature walks upright, its body bulging with exaggerated, twisted muscles rippling under sickly yellow skin. Sometimes, the victim's previous features are still recognizable. It has its own language, a form of Common as ugly and transformed as it is.

The flowfiend "swims" through the flow in search of food or other victims to convert. The beasts know the flow offers many spelljamming vessels travelling between the crystal spheres.

Combat: Flowfiends relish combat and waylay as many ships as possible. Their bite does **2d10** damage, but the fiends rely on their four sets of claws, each set doing **1d12** damage.

One of the flowfiend's favorite tactics is to use two arms to pin a victim, then use its other two arms and its bite to reduce the victim to a bloody pulp. If the flowfiend gets two arm hits on one victim, the victim is pinned. A pinned character is hit automatically by the flowfiend's jaws and other arms. A pinned foe may attempt to break the beast's hold once per round, using the punching and wrestling rules in the *Player's Handbook*. The flowfiend has Strength **18/50**.

Note that the pin and claw/bite attacks are for victims who are ineligible for "conversion" into more flowfiends. To gain new recruits for transformation, all flowfiends can cast detect evil, detect good, **detect** magic, and know alignment at 7th level, though only one at a time. Only evil or chaotic neutral characters are eligible. Flowfiends attempt to pin evil victims harmlessly and carry them away. If a victim fights, the flowfiend strikes it, doing non-lethal damage.

Flowfiends sometimes use their powerful claws and jaws to grab a spelljammer hull and climb on deck. If more than three flowfiends are encountered, they attack at different parts of the ship to surround their victims. Sometimes they just toss sailors overboard to other flowfiends waiting in the flow.



Flowfiends are immune to the calcifying processes of the flow and to all hold, flesh to stone, paralyzation, or **petrification** spells. They regenerate 2 hp each round, starting three rounds after they first take damage. A dead flowfiend's body must be burned to ashes, or it regenerates.

Habitat/Society: The flowfiends have forgotten everything about their former lives and now exist as a hunting pack eager to please their master. All flowfiends obey the mysterious entity they call "Great Father." Scholars speculate that this is a double-strength flowfiend, probably a native of the Outer Planes. The flowfiends' greatest goal in life is to please the Great Father by bringing victims for conversion and capturing meat.

Flowfiends take candidates for conversion to a remote spot in the flow resembling a rocky island. This is a platform built of thousands of calcified victims of the flow. The victims even make up decorative columns, a dais, and a 6' x 6' altar.

When victims are placed on the altar, all flowfiends in attendance begin a shrill whistling. In **1d10** hours, the Great Father appears and transforms the victim, which takes **1d4** turns. The victim makes a system shock roll; success means the birth of a new flowfiend. Failure means the victim dies. The Great Father returns to his secret lair, and the ceremony ends.

Chaotic neutral victims turn chaotic evil. All memories of the victims' past lives give way to a new purpose: Kill and capture for the glory of the Great Father!

Ecology: Flowfiends have no gender. They add to their numbers only by getting more victims from spelljamming ships. Flowfiends require no sleep, just food.

No one knows why the Great Father is creating flowfiends. Some speculate that the monster plans to conquer wildspace.

CLIMATE/TERRAIN:	Deep space, near bright stars
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Constant
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Q
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	24
HIT DICE:	6 + 3
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-12/1-12/1-12
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	Partial invisibility
MAGIC RESISTANCE:	Nil
SIZE:	L (9') long
MORALE:	Steady (11-12)
XP VALUE:	1,400

Focoids are a severe navigational hazard near the brighter stars of the Known Sphere. They manipulate their gelatinous bodies into lenses, focusing intense light on any object they **choose**, thus roasting enemies and lighting rigging and decks on fire almost at will. In many ports, adventurers can receive bounties, up to **500 gp**, for every focoid carcass they bring in.

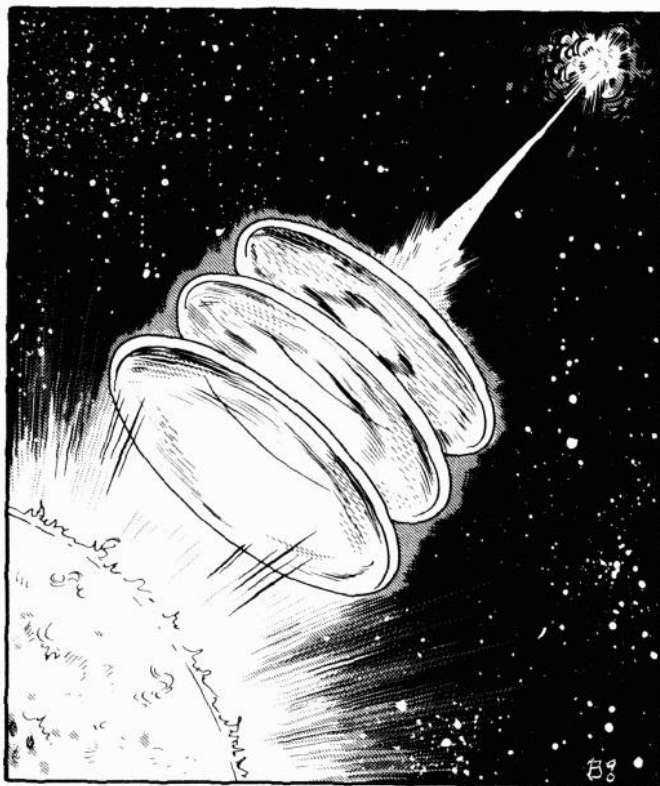
Focoids consist of three clear gelatin spheres that are joined into a short chain. They are so close to transparent that they are difficult to see unless they are moving against the star field behind them, in which case the refraction of starlight gives the observer a vague notion of where they are. They are especially difficult to see when between the observer and a bright star, not surprisingly the focoid's favorite position of attack.

There is a small mouth at one end of a focoid. Until its last meal is completely digested, the food can be seen through the creature, temporarily rendering it visible.

Each spherical section of a focoid's body can be manipulated into various shapes. In its combat posture, the spheres are flattened into lenses. At other times the body sections may be elongated, squashed, or left as spheres. These shape variations may indicate some kind of communication or mood changes.

Combat: A focoid's mouth is completely unsuited for combat. The creature's only means of attack is by focusing Light through its lens-shaped body sections. Obviously, a focoid must have a bright source of light in order to attack. It **is** therefore seldom found away from fire bodies. On the rare occasions that a focoid does **travel** in deep space, it cannot attack and therefore most likely goes unnoticed.

Each of the focoid's three body sections **can** become a lens and can fire at a separate target. Each has five hexes (2,500 yards) range, and inflicts **1d12** points (1-2 hull points) of damage. **Each** section can fire once per round.



Neither a focoid nor the focused beams of light it fires are easily seen. A typical encounter with a focoid opens as the creature attacks for one or more rounds while the confused targets attempt to get a handle on its position. All missile attacks against a focoid suffer a -3 penalty to the attack roll. Melee attacks are not affected, since a focoid is relatively easy to see close up.

A focoid can use its light-focusing weapon only when it is between a star and the target. If it is maneuvered out of position, it cannot fire. The focoid then usually evaluates the situation, moving off if the odds are against it, pressing the attack if it thinks it can get a meal. In either case, a focoid out of position is not firing and is, therefore, impossible to locate visually.

Habitat/Society: Focoids are **creatures of space-living**, breeding and dying there. They are never encountered in groups. Focoids **have** apparently not discovered the advantages of cooperative hunting. They attack only to acquire food—they have no animosity toward any particular race. However, most other **space-faring** races have tremendous animosity toward focoids, since these creatures are a menace to navigation.

Ecology: A focoid is unisexual, though reproduction requires the **union** of three adults. Each grows a new gelatin sphere and the three are joined to create a **new** individual. Once the new focoid is born, all participating focoids disperse. They eat meat and attack **only** to obtain food.

Fractine



CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Always
DIET:	Light and magic
INTELLIGENCE:	Unknown
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	-1
MOVEMENT:	Fl 1 to 24 (A)
HIT DICE:	6-13
THACO:	6 HD: 15 7-8 HD: 13 9-10 HD: 11 11-12 HD: 9 13 HD: 7
NO. OF ATTACKS:	Area of effect (1 sq. ft. per HD)
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	H (1 sq. ft. per HD)
MORALE:	Fearless (20)
XP VALUE:	6 HD: 2,000 (+1,000 per additional HD)

Fractines appear as two-dimensional, mirrored, trapezoidal planes. When at rest, fractines resemble vast mirrors and can be manipulated to function as excellent **scrying** mirrors. To do so, a spelljamming scholar must focus his willpower on the subject he wishes to view, while touching a fractine. A Wisdom check (modified by a DM-selected difficulty penalty of -1 to -10) must succeed to view the subject. Failure results in **1d10** turns of exhaustion and a 10% chance that the fractine is stirred into motion. One can examine a subject's past, future, and weaknesses using the right techniques. However, the fractine's distorted surface may blur the results, obscuring crucial information.

Fractines are most commonly encountered in space in an active state, tumbling or folding and refolding like a piece of origami. They react to a variety of stimuli. They are attracted to motion, loud sounds, and magical energy. However, large bursts of energy (such as a fireball or lightning bolt) repulse fractines for **1d4** rounds. Spells affecting air can be used to control fractines. (The caster must roll a successful saving throw vs. spell each round or lose control.)

Combat: A fractine causes a variety of harmful, distortional effects. Physical attacks may be used to destroy or alter its course, but only silver or magical weapons or spells cause any damage. Furthermore, a fractine must be struck on one of its two faces to cause any damage.

Any physical damage to a fractine causes damage to the attacker. The attacker suffers **1d4x25%** of the inflicted damage (round fractions up), though he receives a saving throw vs. petrification to suffer only half damage.

Once per round there is a 1% chance per point of damage inflicted that a fractine shatter into **1d4** independent fragments, each with one-third of the remaining HD and hp (shattering releases any held creatures).

A fractine receives a saving throw vs. any magical effect, if the effect gets past its magic resistance. If the saving throw is successful, the magical effect is redirected at random.



A fractine attacks by falling on its targets. The fractine passes through its victims, causing **2d4** points of damage and forcing a saving throw vs. breath weapon to avoid a special effect. If the saving throw fails, roll **1d20** for the effect.

- 1-3 = Blink (random direction and orientation)
- 4-5 = Teleport (**1d4x10** feet into air)
- 6-7 = Deport* (Character's mind views his body from another plane; must roll Wisdom checks each round to control)
- 8-9 = Turn Ethereal* (Able to cast magic only, intangible)
- 10-12 = Distortion* (Character's form suffers a distortion, DM's choice-Effects may shorten or lengthen limbs, make fat or thin, flatten, stretch, etc. A Dexterity check must succeed each round to perform an desired actions.
- 13 = Transpose* (Part of body is exchanged with that of another victim, or it vanishes. Roll an Intelligence check to control body part.)
- 14 = Reversed* (Any action the character takes becomes reversed)
- 15 = Duplication** (Creates a duplicate of character; duplicate attacks)
- 16-20 = Trap (As a *mirror of life trapping*; there is a 25 % chance that another creature is released at the same time)

* Effect lasts **1d4** rounds.

Effect lasts **2d4+2 rounds.

Habitat/Society: It is not known whether fractines are intelligent creatures or merely spatial phenomena. Shattered fragments either follow divergent paths or merge once again.

Ecology: Fractines consume life, light, and darkness magical energy. Each level, Hit Dice, spell level, and bonus provides 1 point of food. When a fractine has consumed a number of points equal to its total hit points, it leaves. Its movement rate is increased by 1 per point of light consumed and decreased by 1 per point of darkness (maximum of 24 and minimum of 1).

CLIMATE/TERRAIN:	Wildspace, shipboard
FREQUENCY:	Rare
ORGANIZATION:	None
ACTIVITY CYCLE:	Any
DIET:	Photosynthetic
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	36
HIT DICE:	2
THACO:	N/A
NO. OF ATTACKS:	N/A
DAMAGE/ATTACK:	N/A
SPECIAL ATTACKS:	N/A
SPECIAL DEFENSES:	N/A
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' wide)
MORALE:	N/A
XP VALUE:	Nil

Spacefaring elves use this small winged plant as personal conveyance for short-distance travel outside a spelljammer's air envelope, such as boarding actions between ships, or as emergency life-support.

The gadabout reflexively wraps its branches around the wearer, spreads its butterfly-like "wings" and allows its wearer to fly through space in a continually refreshed air bubble. This bubble is generated when the plant takes in carbon dioxide and gives off oxygen. The photosynthetic properties of the colorful wing-leaves even provide a nourishing syrup, which the user can drink from a flexible stalk near his or her head.

This closed environment persists as long as the wings remain intact and there is sufficient sunlight. In the phlogiston, a continual *light* spell can substitute for sunlight.

Habitat/Society: As these plants remain under the elves' control, information about their growth and development is sketchy at best. The elves have only recently sanctioned gadabouts for sale to non-elves races.

Gadabouts do not generate seeds. Therefore, each gadabout is a rare commodity. Since the plants are expensive (2500 gp each), owners jealously guard them; no one has yet dissected one.



Ecology: Easily cared for, the gadabout requires only sunlight and occasional waters. Adventurers of any class can use the gadabout, controlling it by thought as a wizard or priest controls a helm. Scholars do not know how the elves achieved this crucial modification.

Though gadabouts are hardy, they do not tolerate abuse well. When punctured, the entire plant undergoes rapid decomposition, turning to an evil-smelling mess within two hours.

Gadabouts, as well as flitters, men-o-war, and armadas, are modified fruit from the **starfly** plant (q.v.). The gadabout is arrested in the motile fruit stage, and modified further to be seedless as well as responsive to commands.

Gadabouts live about 25 years. The central part of the plant remains the same size; the only parts that grow are the wings. As with the other elven spacefaring plants, owners must trim the wings occasionally. The central plant is flexible enough to accommodate various humanoid body types. Ogres as well as gnomes have used them.

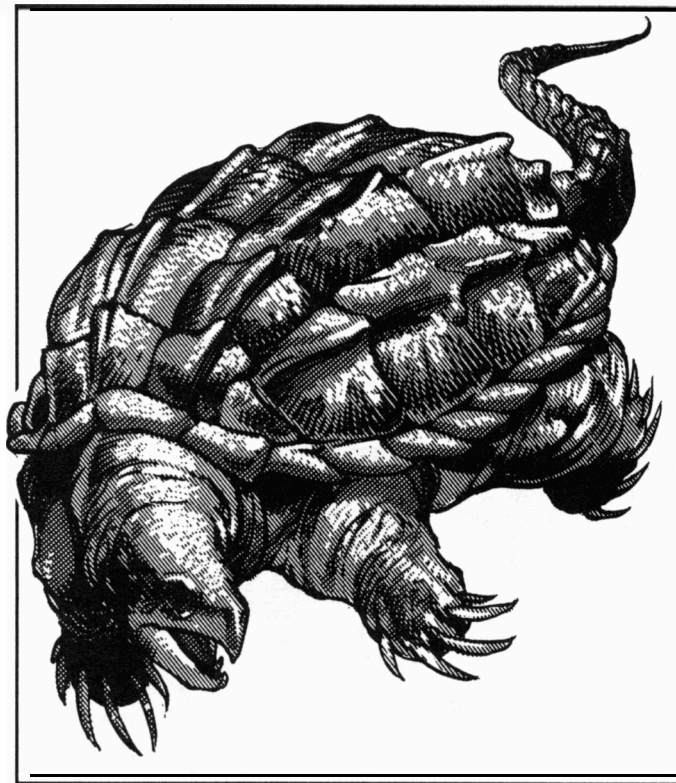
CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	None
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Various
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	-2/-10
MOVEMENT:	9, SR9
HIT DICE:	100
THACO:	5
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	10d6/10d6/60d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Hide limbs, flame sheath
MAGIC RESISTANCE:	Nil
SIZE:	G (2500' diameter)
MORALE:	Fearless (19-20)
XP VALUE:	125,000

The gammaroid is a gargantuan variety of the giant snapping turtle. Like its terrestrial cousin, it has a voracious appetite and rules any territory it occupies. Its unique breeding habits have made it the source of monster legends and religious rites on many worlds.

Combat: On land or in space, the gammaroid is a fearsome opponent. In space, the gammaroid masquerades as an asteroid, allowing smaller rocks to adhere to its body by gravitic attraction. When prey happens by, its enormous head shoots forth, smashing victims with **6d4** hull points of damage from its powerful jaws. This attack can swallow small vessels whole. The bony ridges of the gammaroid's beak are sharp enough to rip through ship hulls, and its claws do **1d6** hull points of rending damage on impact (or **10d6** to a living target).

The gammaroid can also pursue fleeing prey by retracting its legs and head, rotating on its central axis, and flying at **spelljamming** speeds (**SR 9**, maneuverability **F**). When this deadly missile hits a ship, the target suffers an automatic "Ship shaken" critical hit; the whirling serrated edge of the gammaroid's shell may (30% chance) cut in half or utterly destroy the ship. In atmosphere, atmospheric friction from its rapid rotation creates an enveloping fireball that causes an additional **12d6** damage. The gammaroid uses this whirling attack primarily against its favorite prey, the gossamer noble (q.v.).

Habitat/Society: Gammaroids spawn on planetary bodies larger than size A. They land near geologically unstable regions, homing in on areas where the heat is near the surface (up to ten miles



deep). The female digs until she reaches magma, then lays 2-8 eggs in the lava pit. When the egg laying is complete, she crawls from the hole, allowing it to collapse behind her. Within 50 years, the young gammaroids hatch and tunnel upward, usually surfacing far away from the hatchery. This spawning causes great destruction to surface dwellings, and even the largest underground monsters are easy prey to the hungry hatchlings.

Ecology: The gammaroid is the undisputed master of any ecosystem it inhabits. Its only natural enemy is the gossamer noble, which it disables by cutting off the tentacles, then attacking with claws and enormous jaws. Though the gammaroid prefers the gossamer noble, it may attack spelljamming ships during times of great hunger to get at the soft, tiny morsels inside. However, the metal-and-wood canisters that hold these small feasts do not settle well with the gammaroid's palate.

The lifespans of gammaroids are very long. Specimens with shell growth patterns indicating millennia of molts have been recorded. The shells of dead gammaroids are quite useful as **spelljammer** hulls, as the lightness and toughness of the shell combine to make a highly maneuverable armored vessel. They can fetch a king's ransom.

CLIMATE/TERRAIN:	Bogs, marshes
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Plants
INTELLIGENCE:	Low (5-7)
TREASURE:	M, Q × 10
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1-3
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	14+3
THACO:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8+8 or by weapon 1d12+8
SPECIAL ATTACKS:	Spit
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (19' tall)
MORALE:	Elite (13-14)
XP VALUE:	
Infant: -4 HD	2,000
Juvenile: -2 HD	3,000
Adult:	5,000

Bosk giants are selfish, greedy, and territorial. They are quick to attack any creature that encroaches upon what they consider their land—even if those creatures appear more powerful and deadly.

Bosk giants make decisions quickly, never dwelling upon problems or situations. Considered stupid by their relatives the swamp giants, bosk giants have never been known to analyze a predicament or spend any amount of time thinking about anything.

Despite that, the giants seem to possess a natural cunning that is terrible and ruthless.

Bosk giants are the tallest giants on Chislev. Their features are handsome, almost as if they were sculpted by a fine craftsman, and their skin is thick, giving them a natural armor class of 4. They are muscular and have amazingly broad shoulders, and their long athletic legs carry them quickly over the terrain. The most striking features of bosk giants are their skin and hair. Their skin is green, ranging in color from a pale olive to almost black, and their green hair grows in clumps like grass. They wear little clothing, usually animal hides sewn together. Their coloration makes it easy for them to blend in with their surroundings. They gain a bonus of +3 to surprise, and in return they have a -3 to be surprised.

Combat: Unlike other giants, bosks do not hurl weapons. They simply charge into melee, swinging either their great fists or large clubs fashioned from tree limbs. The more intelligent of the giants shave the limbs so they have sharp points and deliver an additional 2 points of damage. They have no combat strategy.

The giants have a special attack. Bosks can swallow great amounts of swamp water, which they can spit at their targets in a stream 12' long by 6" wide. The fetid water is combined with the gastric juices of the giant, causing 1d8 points of damage. Further, all those struck by bosk spit must save vs. paralyzation or be dazed for 1d6 rounds. Bosk giants who have swallowed swamp water can spit twice before needing to fill up again.



Habitat/Society: Bosks live in simple villages of crudely constructed huts made of rotted trees. Most of the villages are located in a bog—with standing water everywhere. Each village has a loose form of government. The strongest giant is the leader and his orders, which tend to be few, are followed without question.

When encountered in their lair, there are 4d4 + 10 giants, and half of these are adults. The remainder are infants and juveniles. An infant has 10 HD and has only a +4 damage bonus. A juvenile at 12 HD has a +6 damage bonus. If a village is threatened, infants and juveniles fight side by side with their parents.

Ecology: Bosk giants live where there is heat, vegetation, and lots of water. They prefer fetid water, as they enjoy its taste and smell, but they settle for pure water if nothing else is available.

Bosk giants eat only plants, preferring sodden roots and overripe fruits. Nuts are a delicacy and a potential bribe.

The giants have been known to raid nearby human tribes for fun, to acquire human servants, and to keep other human tribes in fear of them.

Giant, Spacesea



CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Rare
ORGANIZATION:	Tribal/ship
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	W (F)
ALIGNMENT:	Neutral good
NO. APPEARING:	11-20
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	14 + 1d4
THAC0:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10 or by weapon (10-20)
SPECIAL ATTACKS:	Hurling rocks for 3-30, or 1-3 hull points
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (18' tall)
MORALE:	Champion (16)
XP VALUE:	8,000

Spacesea giants, or rover giants, are an offshoot of the groundling stone giant race that has found its way into arcane space. The ancestors of these giants were brought to space as neogi slaves, but they eventually managed to escape.

Spacesea giants have hair, unlike their land-locked brethren. They exult in this, often growing their hair (and the males' beards) to resemble that of their god, Ptah.

Combat: When battling from aboard their stone ships (see below), the giants prefer to engage in missile combat. Their ships' ballistae and their own rock-hurling abilities give them a potent missile attack. They can hurl their boulders with a range of 500 yards (1 hex), causing 3d10 points of damage or 1d3 points of hull damage per hit. All giant ships have a store of boulders for hurling and ship repair (see below).

When engaged in melee, spacesea giants use either great stone clubs or maces (2d6 + 8) or strike with a fist for 1d10 points of damage or 1 point of hull damage per hit.

Habitat/Society: The first giants that escaped the neogi embraced the god Ptah, and they pleaded to him for aid. Ptah responded, granting them heightened intelligence, curiosity, and wisdom. In return for his aid, Ptah asked that the giants roam arcane space, to learn of its immensity and to appreciate its creator, their benefactor. The giants agreed, and they now rove far and wide throughout the spheres, learning and worshiping. As their intelligence has increased, so has their appreciation of art, as seen on the hulls and sails of their ships.

Almost all spacesea giants worship Ptah and devote their lives to the exploration of arcane space, with particular attention to wildspace. Many giants capitalize on this drive by hiring out as explorers, escorts, or scouts for other, non-evil races. Some giants make their living as merchants. Their large, sturdy ships excel in this capacity. Also, most pirates hesitate (to say the least) to attack a giant ship.

Giants can use, at least temporarily, any ship that can be modified to accept their bulk, but they prefer to use ships of their own construction. These resemble huge groundling galleons, made of solid stone. The ship's statistics are as follows:



Spacesea Giant Galleon

Built by:	Spacesea Giants	Saves As:	Thick stone
Used by:	Spacesea Giants	Power Type:	Major or Minor helm
Tonnage:	60 tons	Ship's Rating:	As for helmsman
crew:	11-20 Giants	Standard:	
Maneuver Class:	E	Armament:	Various ballistae
Landing-Land:	No	Cargo:	30 tons
Landing-Water:	Yes (it floats!)	Keel Length:	200'
Armor Rating:	3	Beam Length:	50'

These ships are larger than a normal galleon to allow for the giants' greater size. Like their groundling ancestors, spacesea giants feel more comfortable with a large mass of stone surrounding them. With the above exceptions, spacesea galleons are not much different from others of their type.

Along with their intelligence increase, the frequency of elders and magic-using giants has gone up. For every ten giants, one is an elder who is able to use stone shape, stone tell, and transmute rock to mud spells, once per day, as a 7th-level mage. Of these elders, 50% can cast wizard or priest spells as 5th-level spellcasters. It is these elders who man the helm; the oldest is most often the ship's captain. They can also use their magical abilities, and the ever-present boulders, to repair hull damage to their ships. Each boulder yields enough material to repair 1d4 points of hull or mast (but not rigging) damage. None of these magical powers are usable in the phlogiston.

Ecology: The main weakness of the spacesea giants is their need for air, and this is the reason the giants seldom venture into the phlogiston. To this end, most giant ships carry a garden of green plants to help replenish the air supply. These plants also serve as food for the giants and the 1d4 giant goats each ship carries for dairy products (the goats also serve as convenient garbage disposals).

CLIMATE/TERRAIN:	Swamps, tropical forests
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Average (8-10)
TREASURE:	D
ALIGNMENT:	Neutral
NO. APPEARING:	1-3
ARMOR CLASS:	4 or 0
MOVEMENT:	12
HIT DICE:	15+5
THACO:	5
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	1d8+9/1d8+9 or by weapon 2d6+9
SPECIAL ATTACKS:	Hurl spears (1 d10+9), spells
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (16' tall)
MORALE:	Champion (15-16)
XP VALUE:	
Infant: -5 HD	2,000
Juvenile: -2 HD	6,000
Adult:	9,000-10,000
Shaman:	10,000-11,000

Swamp giants are believed to have evolved ages ago from bosk giants. These smaller, stockier giants are more intelligent than the nearby bosk and have learned the rudiments of civilization.

Swamp giants have green skin and hair like the bosk, and therefore are quickly mistaken for their slow-witted cousins. However, there are differences. Swamp giants tend to wear their hair long, usually braided and festooned with ornaments collected from battle. Further, they have facial hair, which most of them keep trimmed.

A swamp giant's natural armor class is 4. However, many of the adult males wear the skin of young green dragons. This skin, cured in a manner known only to these giants, lowers their armor class to 0. Their coloration gives them a +3 chance to surprise opponents and a -3 chance to be surprised. Giants in green dragon armor have a +2 surprise bonus and -2 AC bonus. All swamp giants regenerate 5 hit points of damage per round.

Combat: Swamp giants fight only when they believe their territory is in danger. They prefer to reason with a foe first (with the exception of dragons). They often choose a leader when going into battle and follow his directions. They prefer to circle their quarry, using their coloration to blend into the foliage.

They begin their assaults with spells. Because swamp giants are so tuned to their environment, from birth they are able to cast *entangle* three times a day and *plant growth* once a day. A favorite tactic is to trap prey in a tangle of vegetation, then slaughter it with a volley of spears. Each giant can throw two spears per round.

Habitat/Society: Swamp giants prefer to live in trees, in simple homes constructed of wood and reeds. Of course, the trees they choose for homes are immense, usually at least 10 to 20 feet in diameter and 100 feet or more tall.

They generally live peaceful lives, staying to themselves and interacting with the bosk only when their cousins wish to trade. The swamp giants are known for crafting wooden bowls, dishes, and other objects that the bosk covet.



When more than four swamp giants are encountered, they are a mated pair and infants or juveniles.

When encountered in their lair, there are 4d4+6 giants, one half of these adults. The remainder are infants and juveniles. An infant has 10 HD and has only a +5 damage bonus. A juvenile at 13 HD has a +7 damage bonus. If a village is threatened, the adults protect the infants and juveniles.

For every 10 giants encountered, there is a 30% chance one is a shaman, a giant who is the equivalent of a 1st-6th level druid. These shamans are respected in swamp giant communities and are often sought as advisors by the village leader.

All the villages recognize a king. He is considered the strongest and wisest of the swamp giants and other giants look to him to appoint village leaders.

Ecology: Swamp giants live off the land, hunting and foraging for food. Many of them grow a large, ricelike crop. They do not keep animals for food. Their favorite meat is the flesh of young green dragons. In turn, older green dragons like to hunt the swamp giants.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Platoon
ACTIVE CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low (7)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral

NO. APPEARING:	10-20
ARMOR CLASS:	6 (2)
MOVEMENT:	6 base
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACKS:	1-6 + 7 or by weapon +7
SPECIAL ATTACKS:	Head butt
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	10%
SIZE:	L (9' tall)
MORALE:	Elite (14)
XP VALUE:	270

The giff are a race of powerfully muscled, hippopotami mercenaries. They are civilized in that **they** understand the basics of spelljamming, though they lack mages among their own race. Instead, **they** hire on with various groups throughout the universe as mercenaries, bodyguards, enforcers, and general leg-breakers. They are pretty good at it, too.

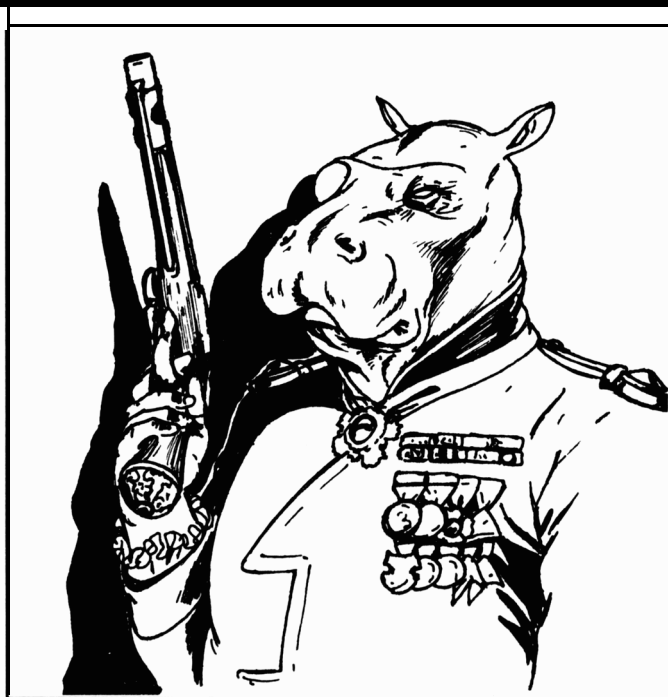
The basic form of the giff is humanoid, with stocky, flat, cylindrical legs and a humanoid torso, arms, and fingers. The chest is broad and supports a **neckless** head that looks like a **hippopotamus's**. Giff come in colors ranging from black to gray to a rich gold, but **many** have colorful tattoos that leave their bodies a patchwork record of past jobs and victories. Griiffs speak their own language and the common tongue.

Combat: The giff are military-minded, and organize themselves into squads, platoons, companies, corps, and larger groups. The number of giff in a platoon varies according to the season, situation, and level of danger involved. A giff "platoon" hired to protect a gambling operation may number two, while a platoon hired to invade an illithid stronghold may number well over a hundred.

The giff pride themselves on their weapon skills, and **any** giff will have a number of swords, daggers, maces, and similar tools on hand to deal with troublemakers. In giff terms, **a** troublemaker is any non-giff one's boss tells him is a troublemaker. Giff will collect weapons as well, accumulating pole arms from half a hundred worlds and being able to tell the origin and purpose of said arms, and what they killed most recently.

But the giff's true love in weaponry is guns. Their love of explosives serves as a good warning to other races. Any giff will have a 20% chance for an arquebus (or, rarely, a wheel lock) and sufficient smoke powder for 2-8 shots. A misfiring weapon is of little matter to the giff (occasional fatalities are expected&-the **flash**, noise, and damage is what most impresses them).

Even unarmed, the giff are powerful customers, as strong as a hill giant (+7 on damage for Strength benefit). They will wade into a brawl just for the pure fun of it, tossing various combatants on both sides around to prove itself the victor. A brawler should only pull a weapon on a giff in the most dire circumstances. Once a weapon is bared, the giff consider all restrictions off-the-challenge is to the death.



The unarmed giff also uses a head butt in attacking. The top of the giff's head and snout are plated with thick, chitinous plates, flexible enough to permit motion, but giving the creature a natural helmet. The giff can charge using the head butt, inflicting 2-12 points of damage on his foe.

The giff prize themselves as mercenaries, and to **that** end **have** made elaborate suits of armor **that** improve their Armor Class to 2. These include full helms with other monsters on their crests, and inlaid ivory and bone along the large plates. Armor repair is a major hobby among the giff.

Finally, giff are somewhat magic resistant. They are deeply suspicious of magic and magical devices, and only accept **spell-jammer** helms with deep misgivings, since they are needed to bring the giff into battle.

Habitat/Society: The giff are happiest among their own **race**—they consider larger races such as giants threatening and complain about the fragility of the smaller races. Unlike the **dracons**, they suffer no penalties for being apart from their fellows, but merely prefer the company of their **own** species. Outside their own platoons, the giff are happiest among military organizations with a strong chain of command.

Every giff, male, female, and giffing, **has** a rank within society, which can only be changed by **someone** of higher rank. Within this rank are **subranks** and within those **subranks** are color markings and badges. The highest-ranking giff gives the orders, the others obey. It does not **matter** if the orders are foolish or even suicidal-following them is the purpose of the giff in **the** universe. A quasi-mystical faith among the giff mercenaries confirm that **all** things **have** their place, and the giff's is to follow orders. This makes **the** giff very happy.

Giff platoons can be hired by **those** looking for their muscle. The arcane do a small business in giff mercenaries, but usually local contractors perform the task. These contractors review prospective employers according to ability to pay, then make a recommendation to the giff leaders. The leaders, in turn, consider the danger of the job, and whether taking it will enhance their giffdom.

Giff

Giff jobs are usually paid in smoke powder, though they often will accept other weapons and armor. It is purely a barter system, but to hire one giff for one standard week requires seven charges of smoke **powder** (one/day). In areas where smoke powder is more common, the price will rise.

On board ship, the giff have their own quarters, and will often request to bring on their own large weapons. They favor greek fire projectors and bombards for ground work, and will happily blaze away at opponents, regardless of the tactical situation.

The giff require the ships of others because they have no **spell**-casting abilities among them-they are magically inert in such a way that even the serial helms of the mind flayers have no effect on them. Lifejammers are considered to be a "wizard's way to die" (a giff insult). Giff trade their services for transport and for weapons-especially smoke powder.

Giff of both sexes serve in their platoons, and both fight equally well. Giff young are raised tenderly until they are old enough to survive an exploding arquebus, then are inducted fully into the platoon.

Giff are fierce fighters, despite their somewhat comical appearance and mania for weapons. They will not, however, willingly fight other giff. If forced into such a situation on a battlefield, both groups will retire for at least a day of drinking and sorting out ranks. There is a 10% chance that one platoon will join an-

other in this case, but most likely both will quit their current hirings and look for work elsewhere.

Ecology: Like the **dracon**, the giff are surmised to have evolved from one world, which was not blessed with a wide variety of intelligent species such as elves, men, dwarves, and beholders. Sages point to the giff as an example of what happens when only one sentient species is found on a planet.

The giff homeland is the stuff of legend; as no living giff has seen it. Some tales say that the homeland was destroyed by the giff, who were rescued by the arcane. Others say that the giff sold their planet and their lives to the arcane in exchange for **spelljam**-ming helms they could not use. Still others say that the giff **home**-world is just beyond the range of one's ship, in a land where such warrior races are common, and the losers are exiled to the known worlds.

Whatever the truth, the giff describe their homeland in legendary terms-a thick, verdant jungle, covered with swamps, mangrove trees, and fruit plants. The few mountains are rich in metals, caches of weapons, and smoke powder.

The giff practice equality among the sexes in battle and in child-rearing. They live about 70 years, but do not take aging gracefully. As a giff grows older and begins to slow down, he is possessed with the idea of proving himself still young and vital, usually in battle. As a result, there are very, very few old giff.



Golem, Furnace



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Verv (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	6 (see below when soelliammine)
HIT DICE:	20 (90 hp)
THACo:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil (but see below)
SIZE:	L (12' tall)
MORALE:	Fearless (19-20)
XP VALUE:	18,000

The furnace golem is a specialized form of iron golem that weighs 6,000 lbs. It is otherwise like its cousin in appearance. Furnace golems are created without weapons, but they can pick up and use any giant-size device that they can grasp.

Furnace golems are intelligent, speaking in slow, measured, booming voices that lack all inflection and tone. Their mouths open and close, having hinged jaws, and when they speak on-lookers can see a fiery glow within their mouths. Furnace golems are warm to the touch but give off no odor. Their eyes give off a dull red glow, as if heated from within. Furnace golems move with ponderous gaits that can crush floors and shake whole buildings, except when they are on thick rock foundations.

Furthermore, furnace golems are capable of spelljamming by consuming magical items, which they place in their mouths to be destroyed by the magical, molten material within them. For every 1,008 XP that a consumed magical item is worth, the golem can **spelljam** for one week (tonnage = $\frac{1}{10}$ ton; SR 2; MC B). Only one item is consumed at a time, avoiding any chance of an internal explosion as might occur in normal furnaces. Furnace golems do not leave the crystal spheres in which **they** are found; they explode should they enter the phlogiston (300'-radius fireball causing 36d6 points of damage to all within the radius). A human carried along by a furnace golem into wildspace has enough air for 2d6 + 7 days, thanks to the golem's size.

Combat: Because of their intelligence, furnace golems are more versatile than iron golems in combat. A furnace golem may pick up a large, solid weapon (anything from a tree trunk to a giant's axe) and swing it at an opponent, gaining normal initiative and causing triple the damage that a human would do with a similar (man-sized) weapon, plus the damage bonus for having storm giant strength (+12 points). A blow from its fist causes 2d6 + 12 points of damage. The furnace golem may pick up and hurl boulders or similar objects up to 300 yards, inflicting 3d10 points of damage per rock; however, it can catch rocks and similar hurled objects only 10% of the time.

A furnace golem can also grasp a man-size or smaller opponent and crush him in its mighty fingers. The opponent suffers 6d6 points of damage per round, and the golem need make no further attack rolls after the first round. The golem cannot crush an opponent and fight other foes in the same round, but it can hold an



opponent tightly, preventing his escape, and either fight with its free hand or catch a second victim and crush them both at the same time. The golem releases crushed victims when they stop struggling and appear to be dead.

Because of its size and strength, a furnace golem may crush and batter furniture, walls, carts, fences, buildings, etc. A blow from this golem's fist is as effective against structures as a ram with a +1 bonus, as given on Table 52 in the 2nd Edition *Dungeon Master's Guide*, page 76. The golem is equally effective if it can grasp the object and exert force against it, tearing it apart or crushing it. In any situation, consider the golem's mass and strength when lifting, throwing, resisting, or breaking objects.

A furnace golem is immune to all weapons but those of +3 or greater enchantment. Magical cold attacks slow it for three rounds, and magical fire attacks repair 2 points of damage per hit die of damage the attack would have caused. All other spells are ineffective. Rust monster attacks affect a furnace golem, but complete destruction of the golem releases the magical molten iron within it, creating a 60-foot-diameter pool that causes 6d10 points of damage per round to all within it and lasts for 1d4 + 4 turns.

Habitat/Society: These creatures are animated by powerful, intelligent spirits conjured up by their creators and bound to the material form of the golems. They are servitors of their creators, having no true society or habitat. The creator of a furnace golem may hold a conversation with it, learning what the golem has seen and heard recently (these being its only two senses). The golem can even offer minor speculations on events of which it is aware. Such conversation is not profound and lacks imagination, but the golem never lies and always tries to use logic. It may even converse with others who encounter it, though this does **not** hamper its attacks if such seem warranted. Furnace golems can carry out fairly complex instructions as could normal, willing human servants of good intelligence. They never rebel against their masters.

Ecology: Furnace golems play no part in any living ecology. Furnace golems neither eat nor sleep.

Golem, Radiant



CLIMATE/TERRAIN:	Any
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral (good)

NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	6
HIT DICE:	20 (90 hp)
THACO:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	6-60
SPECIAL ATTACKS:	Death aura
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	L (15' tall)
MORALE:	Fearless (19-20)
XP VALUE:	Special

The radiant golem is a unique creature that some claim is as old as the races of elves, gnomes, and dwarves.

In physical appearance, the radiant golem looks much like an iron golem. It stands somewhat taller, reaching a height of 15 feet and weighing roughly 6,000 pounds. It has been formed in the image of a powerfully built man with eyes that burn with a cool, blue light. The black body of the creature scintillates with an azure aura that fills the area around the creature with a smell of summer lightning.

The radiant golem is able to speak with almost any creature it meets via an innate telepathic power. This ability transcends linguistic barriers and falters only when the golem is attempting to communicate with truly unusual creatures, such as **cloakers** or clockwork horrors.

Combat: The radiant golem is even more deadly than its iron cousins. Were it not for the fact that the creature abhors violence in any form, it would certainly be among the most deadly monsters known in any crystal sphere.

In melee, a single blow from its mighty fist inflicts **6d10** points of damage. For the purposes of lifting and breaking objects, the radiant golem has a Strength of 25. The creature is immune to all weapons of less than + 4 enchantment.

In addition, this golem radiates a magical death **aura**. All beings who spend at least one hour of any **24-hour** period within ten yards of the golem must roll a saving throw vs. death magic. If they fail, they suffer a permanent loss of 1d6 hit points. No magic short of a wish can restore these lost hit points. The saving throw (and hit point reduction) occur at the end of the **24-hour** period in question. The golem cannot turn this power off.

Magical attacks that are based on electricity **cause** no damage to the radiant golem, but they do slow it for one or two rounds. All other magical attacks are ignored, save for those of a fire- or heat-based nature, which restore 1 hit point to the creature for every die of damage they would normally inflict.

Whenever the radiant golem takes damage from an attack, it tries to flee the area. If retreat is impossible, it turns and attacks. While engaged in melee, it repeatedly offers its foes the chance to break off hostilities.

The radiant golem automatically regenerates **1d10** lost hit points at the end of any round.



Habitat/Society: One can best understand the radiant golem if one thinks of it as an orphan. Long ago, an unknown race created the mysterious creature in an attempt to improve upon the existing iron golems. They used a unique ore found on a lifeless asteroid to fashion the thing's body and wove magical spells never before crafted to breathe life into it.

Unlike iron golems, the radiant golem has intelligence. While it is certainly not an intellectual giant, it is fully self-aware and able to reason and imagine. Its creators found that the creature was not useful as a guardian or warrior, because it would never take action to harm another creature. By the time they had learned about the golem's gentle and friendly nature, however, they had fallen victim to another unexpected power—the death aura.

Since that time, the radiant golem has drifted from crystal sphere to crystal sphere in an attempt to find friends. It longs to have companions who do not flee from it or succumb to its deadly presence. As such, it often latches onto parties of adventurers and tries to join their ranks. The golem is helpful to such companions, offering advice, lifting heavy weights, and doing everything a servant might do to make their lives easier (but shorter).

The golem does not know about its death aura, and it will not understand or believe in the aura if told of its existence. Aware that it is almost immortal, the golem simply assumes that living things die very quickly. In fact, the golem often bemoans the fact the fate has made mortals so fragile. All it wants, as it will tell adventurers, is a friend.

Ecology: The radiant golem's death aura affects not only animal life, but plant life as well. In cases where the golem has set up a home for itself and spent a good deal of time in one area, the entire region is likely to become barren and lifeless. The aura does not affect unliving material, like stone and metal, or once living matter (like a wooden cart) in any way.

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Scale
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (18)
TREASURE:	U
ALIGNMENT:	Lawful good
NO. APPEARING:	8
ARMOR CLASS:	-4
MOVEMENT:	Fl 48 (A)
HIT DICE:	18
THACO:	3
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	H to G (25' to 1,000')
MORALE:	Fearless (20)
XP VALUE:	25,000

Though wildspace is fraught with mind-blasting perils, it also holds great beauty. The musical, pacifistic race known as the Gonnlingdaah (or the Gonn for short) brings much beauty to wildspace. These good beings float through wildspace creating hauntingly beautiful music and preserving life. Though blessed with brilliant intellect, they live a simple but extremely long life. Instead of speaking, **they** sing. The Gonn can sing in their own mysterious language and in Common.

The Gonn resemble gas giants: perfect spheres with bands of different colors decorating their bodies. To the novice sailor, **the** Gonn appear by a trick of perspective as far-off planets.

Combat: Though the Gonn do not consider combat their first option, they wisely realize that sometimes one must fight to preserve good. Before any combat, however, the Gonn attempt to negotiate with all but the most violent, life-hating beings. The Gonn offer to help foes change their violent ways. If the opponent rejects their offers of help and peace, the Gonn bring their full powers to bear with no hesitation.

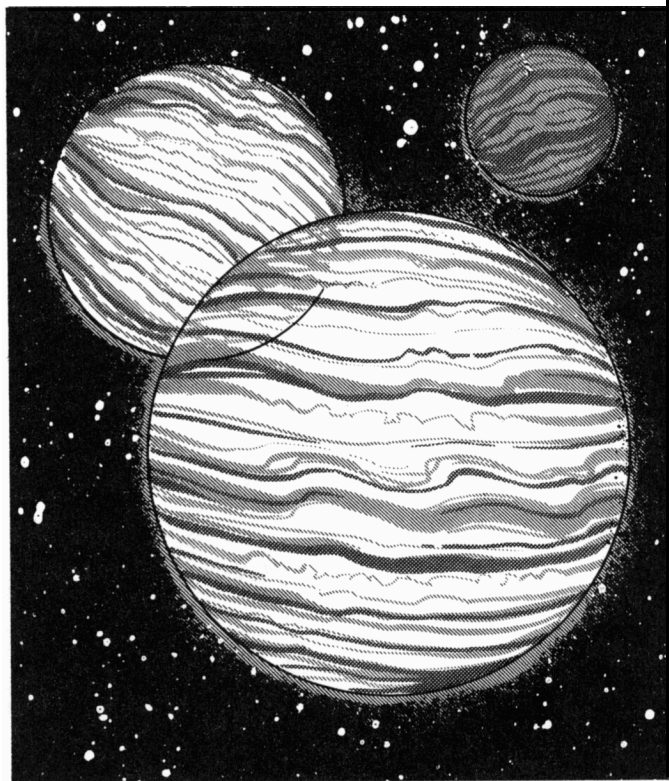
The Gonn's power is music, and their songs can accomplish amazing feats. Their most powerful song is a high-pitched keening that affects all enemies of the **Gonn's** choice within 240'. All targets take 10d10 sonic damage (save vs. breath weapon at a -2 penalty for half damage). Targets that fail to save must roll saving throws for their equipment vs. crushing blow, also at a -2 penalty. Due to the enormous power of this song, the Gonn are loathe to use it except against the most destructive foes.

Another destructive musical attack is a single shrill note. All non-living matter in 240' must save vs. disintegration or shatter. Living beings of the Gonn's choice are deafened for 1d4 rounds.

The Gonn prefer a gentle, soothing song of pacification. All targets of **the** Gonn's choice must save vs. spell at a -1 penalty or immediately cease combat and relax, listening to the sweet music. In addition, 30% of victims fall asleep for 2d10 turns. Those who save are confused and can take no action for one round.

Gonn can cause magical spells within 240' to cease functioning by singing a lilting ditty that acts as dispel magic at 9th level.

A Gonn can sing each of these songs three times a day. Gonn prefer to sing in groups of eight, called "scales." All Gonn in a scale must sing the same song. A **Gonn** sings solo only if it has **no** other choice. Such a song is diminished in power; saves are made without penalty.



Since Gonn music comes from their every pore, **silence** spells are useless against them. However, enemies in the circle of silence are immune to Gonn songs. Bard songs cannot counteract Gonn songs, since the behemoths sing so powerfully **that** they drown out any other sound.

Habitat/Society: In every scale, one Gonn is the leader, called the "conductor." The scale moves in formation, each Gonn singing one note.

Gonn live for up to six millennia, wandering wildspace, collecting songs and tales. Each Gonn's name is a long song that would take 1d20 hours to sing. Among shorter-lived races **they** adopt shorter melodies as temporary names.

Though the Gonn love to answer questions, the asker had best be ready for a long answer. They ramble on and on, singing instead of talking. Typically, one who seeks information from one of these singing sages must listen through 1d8 days of non-stop singing. Each day, there is a cumulative 10% chance the Gonn gives the information. The price of an answer is a song or story (make a non-weapon proficiency check to produce a successful song). Failing this, the Gonn accepts gems worth 500 gp instead.

Besides their attack spells, Gonn can also sing the following spells: **heal**, restoration, **raise dead**, identify, and **legend lore**. Costs for these spells are 1,000 gp in gems per level of the spell cast, plus a song or story. However, Gonn defend, rescue, and heal anyone that they see hurt by evil, without charge.

The Gonn wander often, and like the Fal (q.v.), they dislike intrusions by **the** same visitors more than once a year. It is practically impossible to find the same scale of Gonn one met before.

Ecology: Once a century, a scale of Gonn engages in a song of perpetuity, which takes 1d12 months and results in the birth of 2d4 immature Gonn. The young cannot sing for five years, when **they** reach maturity. Until then, they hum.

The Gonn try to preserve life any way they can. Some speculate that either Oghma or Apollo created them to bring beauty to the universe.

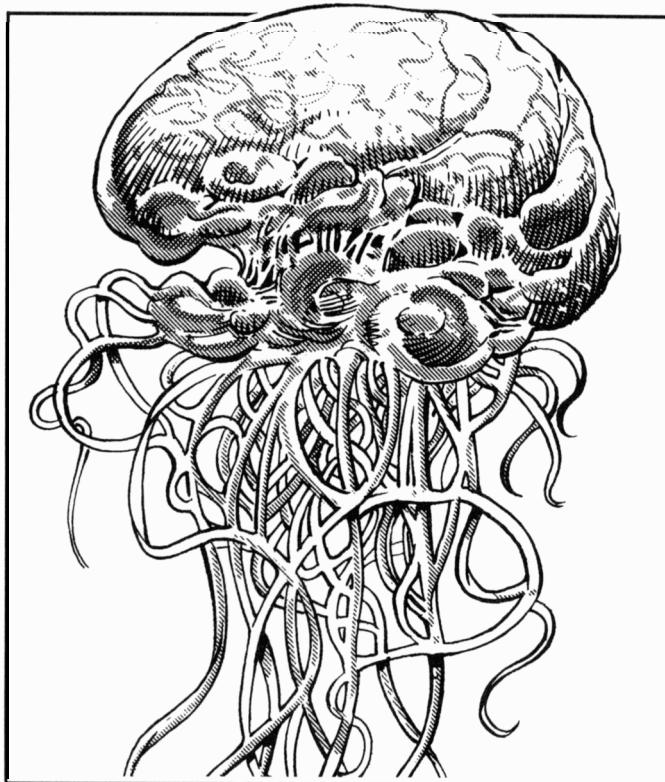
CLIMATE/TERRAIN:	Standard	Noble
FREQUENCY:	Space	Wildspace/phlogiston
ORGANIZATION:	Uncommon	Rare
	Shoal	Flotilla
ACTIVITY CYCLE:	Any	Any
DIET:	Scavenger	Carnivore
INTELLIGENCE:	Non- (0)	Animal (2-4)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	20-200	1-8
ARMOR CLASS:	10	4
MOVEMENT:	Fl 12 (D)	SR4
HIT DICE:	1 hit point	58
THACO:	19	8
NO. OF ATTACKS:	1	20
DAMAGE/ATTACK:	1d3	1d6(x20)
SPECIAL ATTACKS:	Poison stinger	Poison stinger
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (6" diameter)	G (120' to 250' diameter)
MORALE:	Unreliable (2-4)	Champion (15-16)
XP VALUE:	7	49,000

Gossamers are the spacefaring cousins of the jellyfish. They travel in groups known as shoals. Gossamers usually drift among the rocks of asteroid fields and the junk of space sargassos, though they occasionally venture into open space. They scavenge leftover prey, cleaning areas of organic junk.

Gossamer shoals offer beautiful color displays that communicate their moods. Contented gossamers are awash with waves of cool colors-green, blue and purple punctuated with bright flecks of yellow and orange. When danger threatens, waves of red and amber wash over the shoal from the point of contact. These displays lead some sages to theorize a group-mind among gossamer shoals.

Combat: Like the jellyfish, the standard gossamer grows stinging tentacles. These tentacles secrete a nauseating paralytic poison. A saving throw versus poison offsets the allergic reaction. Gossamers only attack prey smaller than themselves. If the offending object is larger than 1', the shoal immediately changes direction away from the offending critter. The gossamer may accidentally collide with and sting larger creatures, or foolish crewmen may touch a dead gossamer that has landed on a ship deck.

Ecology: Most of the gossamer's body consists of empty space, and depends on weightlessness to maintain its structural integrity. If introduced to a gravity plane, the gossamer collapses under its own weight and dies. Air also renders the gossamer's body liquid. Dead gossamers collapse in 1d3 minutes into viscous pools of evil-smelling liquid. The liquid is a solution of the enzymes that cause the gossamers to sting, and remains dangerous until it evaporates (one turn).



Gossamer Noble

Actually a colony of specialized life forms, the gossamer noble is 10d10' in diameter, with enormous sacs that act as sails, allowing it to navigate at spelljamming speeds. Cloudy currents and colorful lightning-like flashes fill its pearly, translucent body.

Hundreds of tentacles trail from the noble's base. These are long (50-500'), supple hawsers with wicked spikes that inflict 1d2 points each on exposed flesh. The gossamer noble uses 1d20 of these tentacles in battle. Victims must save at -4 vs. paralyzation, and the spikes' digestive enzymes inflict an additional 1d6 points of damage per round. These solitary predators live on spacefaring life forms (including smaller spelljamming ships) and are highly dangerous. They are the prey and natural enemy of gammaroids (q.v.).

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon (Elite: Rare)
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (6) (Elite: High (13))
TREASURE:	J (Elite: R (E))
ALIGNMENT:	Lawful neutral
NO. APPEARING:	6-60 (Elite: 1 per 30 miners)
ARMOR CLASS:	10 (Elite: 6 (10))
MOVEMENT:	9
HIT DICE:	3+1 (Elite: 5+1)
THACO:	17 (Elite: 15)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (weapon)
SPECIAL ATTACKS:	Gravity reduction
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Nil
SIZE:	S (3')
MORALE:	Steady (13) (Elite: Elite (14))
XP VALUE:	270 (Elite: 650)

Gravs are short, stocky humanoids who manipulate gravity. They mine ore and gems from unclaimed asteroids and moons.

A grav is short, squat and square, with a small head in comparison to the rest of its body. Gravs are as tall as dwarves but are wider at the shoulders. Miners wear dingy gray clothes and mining gear such as helmets, gloves, and belts.

The Elite are thinner than their worker minions but are still squat. They wear refined, foppish clothing and seldom sully their hands with manual labor. Some Elite wear leather protection under their showy clothing-hence the lower Armor Class.

All gravs are dense, with three times the mass of a being of a similar size. This increases their air envelope, allowing them more time to search wildspace for potential mining sites.

Combat: Gravs are a peaceful race, intent on their mining and leaving other races alone. If provoked, however, gravs retaliate by reducing gravity beneath a target (and thus its weight). A grav can only affect one target at a time, with a range of 60'. However, the target can contain many objects; for instance, after mining gems, the gravs move them into large crates and then float the crates aboard ship.

The grav can reduce the target's weight by 25% per round. After four rounds, the target begins to float. The grav can make the target hover or float away. When the target floats beyond the grav's range, it plummets to the nearest gravity plane.

The grav can just drop the target or gently lower it to the ground. If a grav's concentration is disrupted, as by a blow, the target drops immediately, taking normal falling damage.

Gravs use this power to intimidate and scare their opponents away. If confronted, a grav first demonstrates its power on an inanimate object. If this intimidation doesn't work, the grav suspends the opponent in the air, incapacitating it.

Though peaceful by nature, gravs hate silatics (q.v.), which eat metal. Even the Elite attack silatics on sight.

Habitat/Society: In the strictly heirarchical grav society, the Elite order the Miners (workers), who obey almost without thinking. Miners who question this centuries-old structure are promptly "brought in for questioning" and "moved to a position better fitting their talents"-servitude to some minor Elite on the **home-world**. This is ultimate shame.

If characters try to subvert Miners against their overseers, the



Elite politely ask the characters to leave the area. If they persist, the gravs remove them without harm.

Elite gravs can use spells and advance to 9th level. These wizards power the Argosy, the grav's standard ship.

Argosy

Built by: Gravs

Used primarily by: Gravs

Tonnage: 150

Hull Points: 150

Crew: 55/200

Maneuver Class: D

Landing-Land: Yes

Landing-Water: No

Armor Rating: 0

Ship's Rating: As for helmsman

Standard Armament:

2 heavy ballistae

Crew: 4 each

2 medium ballistae

Crew: 2 each

Cargo: 100 tons

Keel Length: 175'

Beam Length: 175'

Saves as: Stone

Power Type: Major helm

An Argosy resembles a small dwarven Citadel. The ship's stone surface is pitted like a moon; some craters are concealed port-holes. One part is flattened, allowing it to land and take on precious cargo. (Most of the ship's interior is cargo space for ore and gems. Both Miners and their Elite overseers sleep in the cargo bays.) The Argosy's armaments are strictly for defense.

Ecology: The name and location of the grav homeworld are unknown. Conversations with Elite gravs reveal that their **home-world** is divided into fiefdoms, each ruled by one Elite family. Family prestige depends on wealth.

Some say the scarcity of information about their homeworld represents the Elite's attempt to foil potential thieves. However, thievery is totally alien to the grav race. Any thought or **suggestion** of stealing merely puzzles a grav. The Elite may maintain secrecy to prevent outsiders from disrupting the social system that keeps them in power.

Gravislayer



CLIMATE/TERRAIN:	Wildspace, asteroid fields
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Constant
DIET:	Nil
INTELLIGENCE:	Semi-(2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	24
HIT DICE:	8+1
THACO:	13
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Gravity slam
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	None
SIZE:	M (6' diam.)
MORALE:	Steady (11-12)
XI' VALUE:	3,000

The gravislayer is a navigational hazard hated by spelljammers throughout the Known Sphere. Its unremarkable body hides one of the most destructive forces known.

The gravislayer's body is a sphere of flesh roughly six feet in diameter, scarred and pitted from the rigors of deep space patrolling. There are no eyes, ears, or other features readily visible on its grayish surface; there is a large mouth that opens up only during feeding. A gravislayer feeds on the crushed flesh and bone of unsuspecting spacefarers that are smashed to bits by the creature's deadly command of gravity.

Combat: The gravislayer's weapon is its ability to change gravity. It can turn any single object within 150 yards into a powerful gravity source. That object may be a living being, an asteroid, or even a character. The object remains a gravity source for as long as the gravislayer concentrates.

The gravislayer's weapon relies on two things: the availability of objects to fall onto new gravity sources and how far those objects fall before impact:

Availability of Objects: Anything that falls for a period of time picks up great momentum and causes vast damage upon impact. A gravislayer usually turns its victims into gravity sources, hoping that asteroids will fall upon them to destroy them.

For purposes of gravislayer combat, asteroids are divided into three categories. Pebbles are stones weighing less than one pound. Boulders weigh in the neighborhood of 100-1,000 pounds. Finally, planetoids weigh more than 10,000 pounds. Note: Every object, be it an asteroid, piece of a spaceship, or a chest of gold, should be placed into one of these categories.

The numbers and sizes of asteroids available to a gravislayer depend upon its immediate surroundings.

Asteroid Availability-Numbers and Sizes

	Surroundings			Asteroid Field
	Deep Space	Orbit	Rings	
Pebble	1d4-2	1d4-1	2d6	2d6
Boulder	1d4-3	0	1d6	2d6
Planetoid	0	0	0	1d4-2

Falling **Time:** Each asteroid, regardless of size, takes 1d6 rounds to fall onto the target (roll for each asteroid). The damage



caused depends on the asteroid size and on the number of rounds it fell. A successful saving throw vs. breath weapon negates all damage inflicted by pebbles and boulders and half damage from planetoids.

Hit Points of Damage, By Rounds Fallen

	Rounds Fallen					
	1	2	3	4	5	6
Pellet	1d4	3d4	6d4	10d4	15d4	21d4
Boulder	1d6	3d6	6d6	10d6	15d6	21d6
Planetoid	1d12	3d12	6d12	10d12	15d12	21d12

Hull Damage, By Rounds Fallen

	Rounds Fallen					
	1	2	3	4	5	6
Pellet	1d4	2d4	3d4	4d4	5d4	6d4
Boulder	1d6	2d6	3d6	4d6	5d6	6d6
Planetoid	1d12	2d12	3d12	4d12	5d12	6d12

If the gravislayer is destroyed before the asteroids strike the target, those asteroids are then much easier to avoid (roll a saving throw vs. breath weapon against each, with a bonus of 5, plus 2 for every round until impact). Common tactics for ship crews is to immediately locate gravislayers and destroy them as quickly as possible, then deal with the falling asteroids.

Habitat/Society: Gravislayers have no known planet of origin or societal inclinations. Shipboard tales speak of a cult of nebulords, wizards of tremendous power, who were enemies of the reigar. The nebulords created gravislayers for their own purposes, turning them loose throughout space.

Ecology: No gravislayers have ever been captured for examination, so their means of reproduction is uncertain. They may have none. A gravislayer is immune to the gravity that it creates. It is not, however, immune to naturally occurring gravity.

Great Dreamer



MC9

CLIMATE/TERRAIN:	Wildspace, oceans
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Godlike (21 +)
TREASURE:	See below
ALIGNMENT:	Lawful
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	Sw 18, Fl 30(F), SR 18
HIT DICE:	72-144
THACO:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (10-20 miles)
MORALE:	Fearless (19-20)
XP VALUE:	61,000-133,000

These enormous spacegoing cetaceans are apparently responsible for the occurrence of whales and other cetaceans, both in space and on worlds with plentiful water. They travel through space in a spherical envelope of airy water, so large that weather patterns occur on its surface, creating the image of an immense elemental whale swimming through the cosmos. Within it swims the Dreamer's "entourage": 1-3 leviathans, their attendants, and 2-12 intelligent delphinid "knights" of 9-12 HD each. Statistics for entourage members are in the **GREYHAWK®** Monstrous Compendium (see "Whale") and the first **SPELLJAMMER** Monstrous Compendium (see "Delphinid").

Like the delphinid, the Great Dreamer is bilaterally symmetrical. Its three eyes, equidistant around the head, shine with reflected starlight.

Communication with the Great Dreamers is not difficult; their broad-band **telepathy** makes conversation easy within a range of 1,000 miles. Their "speech" can be circular, seemingly wandering from topic to topic in a stream of consciousness, but they invariably return to the subject at hand.

Combat: The Great Dreamers do not normally engage in combat; their great power speaks for itself. The aura given off by these beings is so powerful, opponents must save vs. spell at -4 or be caught up in the beauty of the Dreamers' existence.

Against those who do save and still have warlike intentions, a Great Dreamer can also contact the Elemental Planes of Water and Air, **summoning** 1d8 elementals of 12-16 HD to do its bidding. The elementals either wash or destroy an offending **spelljammer**; only when its entourage takes severe injury does a Dreamer order its elementals to kill an opponent.

If nothing dissuades an attacker, then he faces the onslaught of the Dreamer's entourage.

In addition to the listed abilities, the entourage members have a **sound** lance than can stun opponents within a 10-mile range. Targets must save vs. breath weapon or be stunned for 1d4 turns. The delphinids direct their sound lances against one opponent at a time. Larger whales aim at entire vessels, and can also change tones to resonate with a ship's hull, causing a ship to rattle itself to pieces (2d6 hull points of damage per round).

If necessary, the Great Dreamer uses its magical ability to project a giant waterspout from its water envelope. The waterspout has a range of 20 miles. The ship must save vs. crushing blow or



be destroyed by the rushing wall of water. Ships that save take 2d10 hull points of damage.

A Great Dreamer's bite can inflict damage according to its Hit Dice. Dreamers of 72-83 HD inflict 3d4 x 2 hull points, those of 84-95 HD inflict 3d4 x 3 hull points, and those of 96-144 HD inflict 3d4 x 4 hull points.

If a Dreamer's attack roll is 2 more than needed to hit, it can swallow its opponent. It can either digest a victim or send him to a destination of its choice. A Dreamer's tail can deliver a crushing blow with damage equal to half its HD. (For example, a 72 HD Great Dreamer does 36d8 damage, or 36-288 hp.)

Habitat/Society: It is unknown whether the Great Dreamer generates its spherical envelope of water and air or opens a gateway to the Elemental Plane of Water. The envelope instantly responds to the Great Dreamer's commands.

These beings remain in the flow, traveling from sphere to sphere, attending to cetacean affairs on many worlds. Every 1000 years, the leviathans of each world receive an audience with the Great Dreamers to report on the events of the previous millennium. They remain for a year before returning to their homeworlds.

Ecology: Though they feel neutral toward humanoids, the Dreamers are always lawful in alignment. They preserve the abundance of life both in the seas and in the endless ocean of the flow. They perceive existence to be a continuous song, an endless paean to life itself. All members of a Great Dreamer's entourage continuously sing this hypnotic song.

Perhaps as a function of this guardianship of life, the Great Dreamers have one final ability: the power to grant immortality to one being, once per year. Usually the champion who receives this honor is a cetacean. Rarely, however, a humanoid who has greatly aided the Dreamers' subjects may receive this gift.

CLIMATE/TERRAIN:	Elven lands, wildspace
FREQUENCY:	Uncommon
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Any
DIET:	Herbivore, insectivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT?	Chaotic good
NO. APPEARING:	1-6
ARMOR CLASS:	5
MOVEMENT:	6, F136 (B), (C) when mounted, Sw 18
HIT DICE:	3+3
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6/2d6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10' long, 28' wingspan)
MORALE:	Very steady (14)
XP VALUE:	420

Greatswans are massive swans raised and trained by elves to act as guards and war mounts. Like normal groundling swans, greatswans are ferocious fighters, and many have a nasty temper.

As a rule, greatswans are found with any race of elves in wildspace. Greatswans sometimes ride aboard elven men-o-war (25% chance) and armadas (50%). Normally, there are **2d6** greatswans on the former and **4d6** on the latter. Each vessel also has a like number of elven swanrider cavalry. A greatswan can carry up to two elf-sized riders (the equivalent of about 240 pounds).

Greatswans are beautiful, graceful birds with characteristic long necks and snow-white plumage. The swans have no language.

Like their mundane counterparts, greatswan males are called "cobs," and the females are called "pens." Young greatswans are called "cygnets."

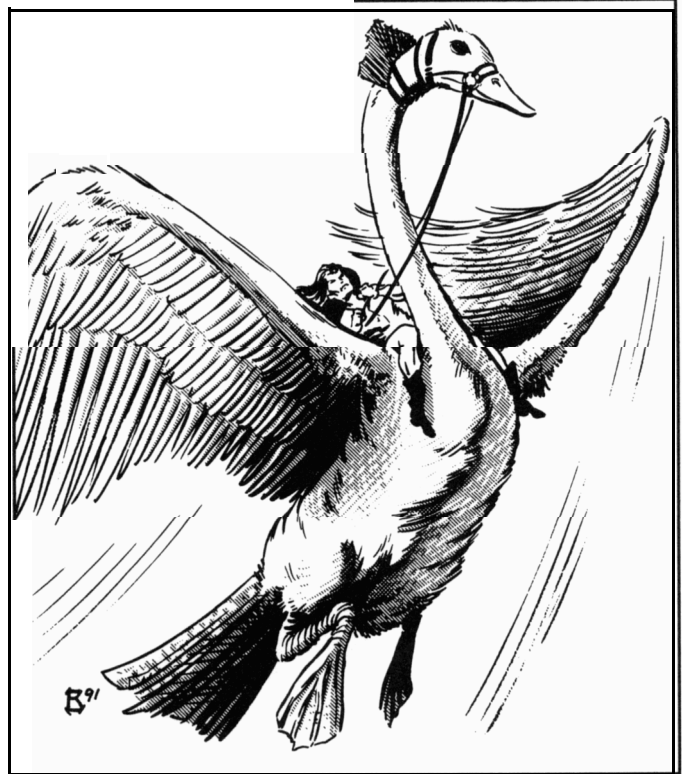
Combat: Though greatswans are gentle birds, they nevertheless fight with a strong strike of their beak (**1d6** damage) and wing buffeting (**2d6** damage). The wing buffet has a 50% chance of blinding and confusing the opponent for one round. There is a 25% chance that the sheer force of the wings knocks a man-sized or smaller foe backwards **2d10** feet.

If a greatswan is used as a mount, it cannot perform the wing buffet while in flight. However, an elven swanrider can urge his mount into what amounts to a power dive against an enemy; the elf's weapon and the greatswan's beak each gain a **+2** bonus to THACO and do double damage. Elves use mostly medium lances for such attacks.

Greatswans have excellent senses, and have a 75% chance of detecting an intruder, even an invisible one. This makes them well suited for guard duties. Swans that spot an intruder raise a raucous call and close with the enemy, wings flailing madly.

Greatswans are immune to all forms of poison.

Habitat/Society: Greatswans wander exclusively in elven lands. The elves fear that introducing such large birds to normal environments may alter the balance of nature. Thus they keep the birds close at hand and watch their movements closely.



Greatswans are aquatic birds, and are excellent swimmers. This comes in handy when the elves are exploring water worlds in wildspace.

Unlike groundling swans, greatswans are not territorial. They become hostile only if intruders approach within 30' of either their nests or guardposts. Greatswans recognize the names their trainers give them and can learn command phrases, one command per point of Intelligence.

Greatswans are bred to require little air. A lungful of air lasts the bird 24 hours. A greatswan's personal gravity drags along enough air for two elf-sized riders to breathe for **5d10** turns.

Elves found with greatswans have the Airborne Riding **non-**weapon proficiency. Such elves are always at least **3rd-level** fighters, armed with some sort of charging weapon (such as a spear, pike, lance) and a bow (long or short) in addition to their normal melee weapon. A great swan never carries any rider but an elf.

Encountered without elves in attendance, an even number of greatswans are mated pairs. There are **1d2** cygnets and **1d4** eggs per pair.

Ecology: As mentioned earlier, the elves confine the greatswans to their own sylvan lands and cities, fearful that the birds' large appetites will upset the balance of nature. Greatswans eat green plants, especially water plants, and they eat large numbers of insects, digesting even the most poisonous insect without harm. Greatswans consider feesu (**q.v.**), space moths, a delicacy. Elves use feesu as a reward during a cygnet's training.

Some elven mages use greatswan feathers to create *Quaal's* feather **tokens**, **wings of flying**, and **winged boots**.

	Soldier/ Worker	Philosopher	Patriarch
CLIMATE/TERRAIN: A	n y	Any	Shipboard
FREQUENCY:	Rare	Very Rare	Very Rare
ORGANIZATION:	Hive	Hive	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Exceptional (15-16)	Supra-Genius (19)
TREASURE:	U(see below)	W	H
ALIGNMENT:	Neutral evil		
NO. APPEARING:	1-10	1-2	1
ARMOR CLASS:	5	5 (0)	- 10 (10)
MOVEMENT:	Fl12 (D)	Fl12 (D)	SR 9
HIT DICE:	5	7	9
THACO:	15	13	11
NO. OF ALACKS:	11	11	1
DAMAGE/ATTACK:	by weapon type		1d8 hull pts
SPECIAL ATTACKS:	Nil		
SPECIAL DEFENSES:	Nil		
MAGIC RESISTANCE:	Nil		
SIZE:	M	M	L
MORALE:	Very Steady (13-14)	Elite (15-16)	Fanatic (17)
XP VALUE:	2000	5000	9000

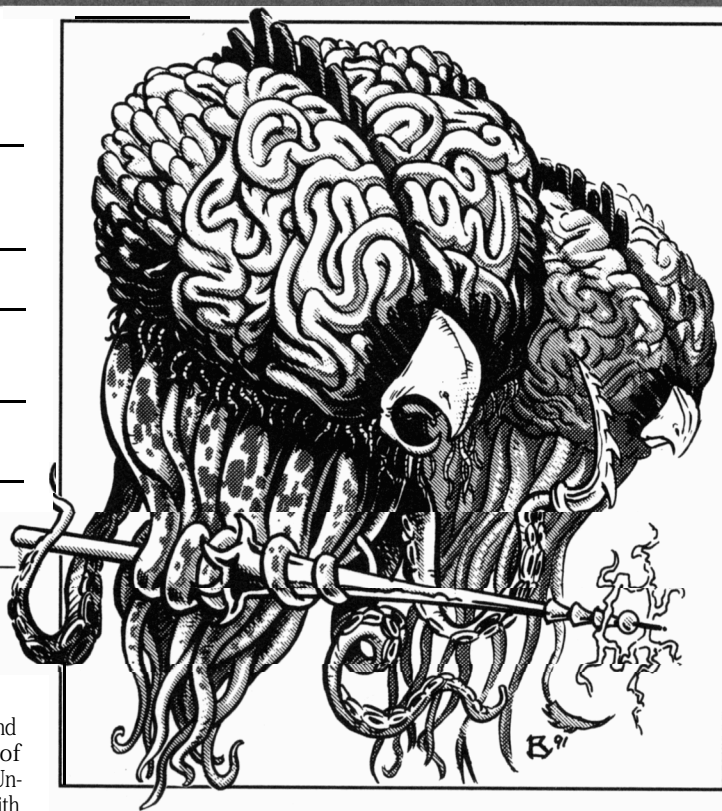
The "civilized" grell is a colonial (as the term is used for ants and other colony animals) version of the underground ravager of Oerth. It is similar in size and appearance to terrestrial grells. Unlike its solitary kin, however, it can speak via **telepathic link** with both grell philosophers and the highly intelligent grell patriarch. The grell's arrogance surpasses all other intelligent beings. Spacegoing grells acknowledge no equals, regarding even terrestrial grells as lesser beings. "Lesser being," in the grell language, means the same thing as "food."

Combat: Grell battle tactics resemble those of their lesser kin; they use **levitation** ability to hide in the upper reaches of large chambers. However, their ability to function in groups lets them mount vicious assaults, wielding tip-spears and **lightning lances**. Tip-spears are edged metallic heads that fit by suction over the tips of a soldier-grell's tentacles. The grell can make slashing attacks doing 1-6 points of damage, or stab doing double damage. Victims impaled on tip-spears are considered **paralyzed**, and subject to the same fate as those who are grappled, i.e., automatically hit by subsequent tentacles, etc. (See "Grell" in the **GREYHAWK®** Monstrous Compendium for full information on grappling.) Anyone captured faces imprisonment and later consumption as part of the grell raiders' food supply.

The grell lightning lances deliver **3d6** electrical damage (save vs. spell for half damage). Each lance has **36** charges and can fire once per round.

In wildspace, grell ships do not **spelljam** so much as submerge and surface in space, travelling "underneath" space using some bizarre dimensional passage that the grell patriarch generates. When out in the flow, the front end of the ship opens, exposing a hollow tube that runs the length of the vessel. The grell ship then ignites the intruding phlogiston, ejecting the exhaust gases from the rear in a motion similar to that of a squid. The spelljamming patriarch controls the size of the phlogiston bum.

In a hopeless situation, the grell patriarch can transform the ship into a vaguely humanoid form via **telekinesis**. The giant armored fighter strikes with an oversized halberd for **1d10** hull points of damage. The halberd can loose an electric arc for **3d6** hull points, but takes one round to recharge. The giant's fists can strike for **1d3** hull points each.



Habitat/Society: Grell have a distinct pyramidal hierarchy. The patriarch stands at the top, and a secondary caste, the philosophers, handles the lower castes. Each grell "family" occupies a ship.

The Patriarch: Each grell ship has a solitary patriarch who handles the workings and navigation of the ship. He is a sessile mass of flesh approximately 30' in diameter whose tentacles have grafted themselves to the floor of his chamber. The patriarchs enormous brain controls the higher functions of all the shipboard family. All other castes serve the patriarch.

Philosophers: These grell serve as intermediaries between the patriarch and the workers. They have limited authority to lead the worker/soldier grell in organized combat. A grell philosopher may (20% chance) wear a **ring of protection** (AC 0). Some philosophers can use magic as **2nd-level** wizards. There is one philosopher for every 10 worker/soldier grell.

Workers/Soldiers: This common garden-variety grell, limited in intelligence, performs minor maintenance aboard ship. They make up most of a grell family or raiding party.

Imperator: Above all families stands the Imperator, who holds absolute sway over all grell families and can unite them as a single fighting force. Known as the Legion of Gold, due to the uniform golden color of their spaceships, this horde sweeps over space like locusts, leaving nothing but debris in its wake.

Ecology: Grell are the true wastrels of wildspace races. Arrogant and vicious, they hunt an area to exhaustion, then move on to more fertile regions. Their (re)discovery of human space means only a rich storehouse of meat to these monsters.

Grommam



CLIMATE/TERRAIN:	Temperate and tropical/Forests
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	50% chance each of J, K, M (D in community)
ALIGNMENT:	Lawful good
NO. APPEARING:	10-120
ARMOR CLASS:	5 (10)
MOVEMENT:	9, 15 in trees
HIT DICE:	2 + 1 (males), 1 + 1 (females), or by class/level
THACo:	By Hit Dice or class/level
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	By weapon or spell type
SPECIAL ATTACKS:	Spells, missiles, and magical devices possible
SPECIAL DEFENSES:	Spells, missiles, and magical devices possible
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall; see below)
MORALE:	Elite (13-14)
XP VALUE:	Varies



Grommams are gorilla-like apes with heavy upper-body musculature. Their legs are short and their feet are roughly soled and their toes have a limited ability to grasp objects. Grommams have short, rough, copper-red fur all over their bodies except on their faces, the palms of their hands, and the soles of their feet. Their skin is a rich chocolate brown. Most grommams are five feet tall and have arm spans up to nine feet wide. Males weigh 350-500 lbs., while females weigh half as much.

Grommams use a gestural and finger-sign language. Body postures, facial expressions, and a variety of vocal hoots, screams, grunts, and calls add to the basic language, called "grommish" by other races.

Grommams prefer to wear loose, brightly colored clothing, particularly short-sleeved kimonos. They are fond of belts, arm straps, and leg straps, to which they attach weapons and tools that are tied down.

Combat: Grommams prefer to use weapons when attacking, though some enjoy wrestling and similar martial arts. Almost any melee weapon that a human can use can also be used by a grommam without change. Chain mail is used almost exclusively for its light weight and flexibility. Shields can be used, but most grommams take advantage of their ambidexterity and use a weapon in either hand.

Habitat/Society: Grommams are a close-knit people. Grommams make their homes in forests, but they enjoy the same sorts of climates as humans. They climb extremely well and some build treehouses, but most grommams are ground dwellers. A grommam family usually consists of one adult male, 1-2 adult females, and 1d4 children. One female generally cooks, cleans, and manages the children, while the other directs all household affairs such as finances, purchases, and dealings with other grommam families. The male performs heavy labor either for the family or for a local guild or business. Several dozen related families form a clan, the basic social unit, and 2d4 clans form a house, which is led by a demigod (see below). In most clans, only the "director"

female is allowed to vote on political issues. Unmarried males form the backbone of the military forces, and more than a few become adventurers.

Like other **races**, grommams have gods-but their gods (of demigod level) openly live among the grommams themselves as their rulers and advisors. (Typical statistics for a demigod: AC 2; MV 12 (15 in trees); **F15/T15/C12**; hp 100; THACO 5; #AT 1 or 2; Dmg by spell or weapon type; abilities near maximum levels; ML 18; AL LG.) These statistics vary widely by sex and among individuals. Grommams are highly religious and organized, and most are lawful good.

Though most adult grommams have a standard 2 + 1 Hit Dice, one in eight is able to adopt a character class. A fairly young race, grommams have limited options. Males may become fighters or thieves (up to 20th level), and both sexes may become clerics (up to 10th level); they cannot be multiclassed. All grommams can climb walls at 85 %, + 1% per class level to 99%. Being very **anti-magical**, grommams have a 40% chance for magical-item malfunction, as per dwarves (2nd Edition **Player's Handbook**, page 21). Their characteristics are generated as for humans, though with modifications: Males have Strengths of **2d4 + 10 (18/00 maximum)** and suffer a - 2 penalty to all rolls for Intelligence and Wisdom; females have Strengths of **2d6 + 4** and gain a +2 bonus to all rolls for Intelligence and Wisdom (18 maximum). All grommams have their Charisma scores lowered by two when dealing with any races but their own and other ape-like species.

Grommam spelljammer ships (usually purchased from humans) are altered to appear powerful and dramatic, with bright colors and wild designs, but they work just like any other ships. Because grommams are so adept at climbing, they make heavy use of ropes, riggings, and swing bars.

Ecology Grommams are omnivorous, eating almost any sort of fruits, vegetables, nuts, roots, and small game animals. They have no trouble eating the food of any human or demihuman race. Grommams have little effect on the affairs of other races.

CLIMATE/TERRAIN:	Planet/Around ships
FREQUENCY:	Common
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	10-100
ARMOR CLASS:	10 (6 in flight)
MOVEMENT:	10, Fl12
HIT DICE:	1
THACO:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d2
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Nil
SIZE:	S (3')
MORALE:	Irregular (5)
XP VALUE:	7

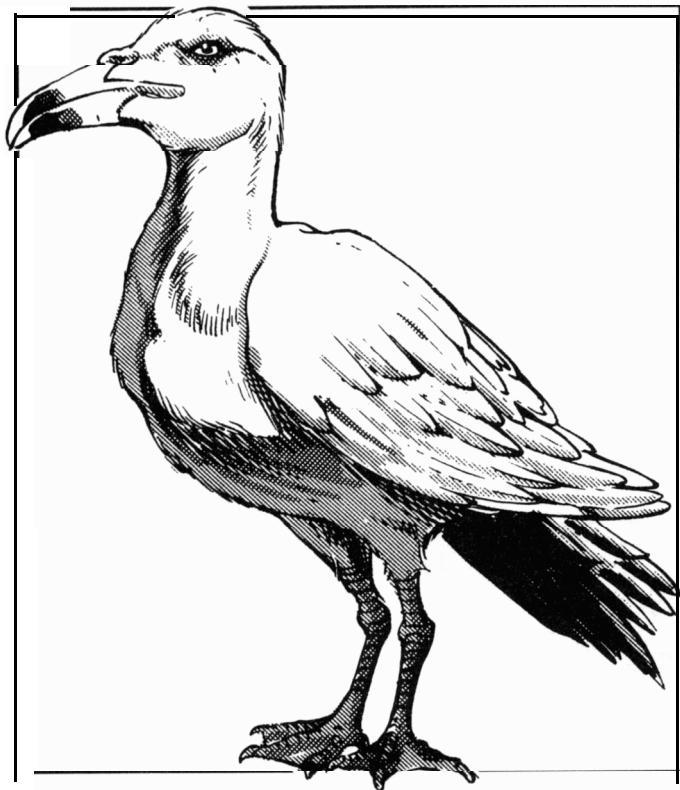
Gullions are related to terrestrial seagulls but have adapted to life in space. Spelljamming crews despise them, because they waste precious air and demand a good deal of food.

Due to exposure to many different **magics** and climes, the **gullions** vary widely in color, from purple to orange to normal gull colorings, but all are shaped like large seagulls.

Combat: **Gullions** try to steal food. For birds with animal intelligence, they are incredibly sneaky; they sometimes stage diversions in order to get their beaks on someone's dinner.

Gullions only attack in numbers and only when extremely hungry. If a large group of gulls haven't eaten in days, they attack the nearest food-usually crew members on a ship. They flock together and attack with their beaks, trying to knock foes unconscious. Once a crew member has been knocked out, the **gullions** search for food on the body. If there isn't enough food to satisfy them, they start eating the victim.

Many green crews plagued with **gullions** try to kill as many as possible as soon as they enter wildspace. This is difficult, for the gulls have adapted to the air envelope around ships and use the gravity line to fly erratically. This gives them a low Armor Class. More experienced crews tolerate the colorful birds, and usually cast food out into the air envelope to keep the scavengers satisfied.



Habitat/Society: **Gullions** can survive in almost any environment. They hitch rides with ships from one world to another. The gulls stay in the travelling ship's air envelope, as they have no spelljamming ability. These gulls have also grown accustomed to the gravity plane and actually sleep while floating along the plane.

Upon landfall, **gullions** jump spelljammers and may inhabit port towns their whole lives. Planet-bound natives often wonder how these colorful gulls suddenly appeared.

Ecology: As scavengers, **gullions** aren't picky about what they eat: Rats, garbage, and leftovers all form part of their diet. Some innkeepers encourage **gullions** to stay around, primarily to eat the remains of last night's dinners.

Nesting areas for flocks of **gullions** with exceptionally bright colors can become tourist attractions. This can lead to nasty infighting between bar owners about which establishment owns a particular flock. The **gullions** don't care, as long as they get fed.

Hadozee



CLIMATE/TERRAIN:	Any space
FREQUENCY:	Uncommon
ORGANIZATION:	Company
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	G
ALIGNMENT:	Neutral
NO. APPEARING	3-18
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 (weapon)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (7' tall)
MORALE:	Elite (13)
XP VALUE:	120

Called “deck apes,” hadozee are indeed ape-like. Though taller and more slender than the typical ape, hadozee have brown hair covering their bodies, with a shaggy mane surrounding all of the head except for the face. The mouth is a protruding muzzle with several long fangs.

The most unusual feature of a hadozee is the membrane of skin that normally hangs loosely from the creature’s arms and legs. When a hadozee raises its hands over its head, this membrane is stretched taut and the creature has a limited gliding ability, as explained below.

Hadozee are very nimble. They can climb trees, ropes, poles, and sheer surfaces as **10th-level** thieves. Their feet are fully as dexterous as their hands, even to the extent of having opposable thumbs. Hadozee are tailless.

Hadozee are often hired as mercenary crews by spacefaring races, though they have no space travel capabilities of their own. Also, the race has a well-known capability for hard work, so they are most commonly encountered as hired crewmen on the vessels of others. They are especially popular with elves, both as crewmen and hired warriors.

Combat: Hadozee are born warriors, thoroughly at home in melee combat. They can use all weapons that humans can. Indeed, hadozee can wield a weapon in each hand-or in a hand and a foot-without penalty for two-handed combat. Their preferred weapons include long swords, spears, and halberds.

A hadozee can glide through the air by spreading the membranes on its wings, traveling one foot forward for every foot of height it loses.

In addition, hadozee have learned to exploit the gravity plane in their attacks against space vessels. Hadozee dive toward the enemy deck or hull, seeking a place to land and wield their weapons. If no place presents itself, they dive past the vessel and



through the gravity plane. They then soar up a distance equal to three-quarters that from which they originally descended, and can maneuver around to dive back at the vessel from the other side of the gravity plane.

Habitat/Society: Hadozee of both sexes are eager to be accepted into the companies of sailors and mercenaries that sail among the stars. A group of young adults trains together, forming a company of up to 20 or 30 individuals. They then seek work for the master of a spacefaring vessel. The highest honor for a hadozee is to hire on as crew or warrior for elves.

Only when they grow too old for the life of activity and adventure do hadozee return to a world, where they mate and raise the next generation.

The hadozee relationship with elves goes back to the time of the Unhuman Wars, when the deck apes first showed a level of conscience and culture greater than the **orcs** and their kin, with which they had previously been grouped. The hadozee aided the elves in that war, and they have been allied ever since. The elves have willingly employed the talents of the hadozee, and have in return paid them well. The elves in no way consider the hadozee to be an equal race, however.

Ecology: Hadozee have the same sustenance and protection needs as humans. Their diets are a little more adaptable-they will eat grubs and insects, for example-and they like their climate warm to tropical. But they can dress for cold weather and eat human food without complaining.

CLIMATE/TERRAIN:	Anadian polar regions
FREQUENCY:	Common
ORGANIZATION:	Family
ACTIVE CYCLE:	Any, but mostly day
DIET:	Omnivore
INTELLIGENCE:	Highly intelligent (13-14)
TREASURE:	K
ALIGNMENT:	Any
NO. APPEARING:	1d100
ARMOR CLASS:	6 (10)
MOVEMENT:	6 (9)
HIT DICE:	1-6 hit points
THACO:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 (weapon)
SPECIAL ATTACKS:	+3 with bows and slings
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (3½')
MORALE:	Steady (11-12)
XP VALUE:	35

Anadian halflings are the epitome of extremes. When they like something, they love it, but when they don't like it, they abhor it. This extremist attitude is exhibited in everything they do or say. The southern halflings hate anything that is not part of their family unit, while the northern halflings hate anything that does not contribute to the law and order of their community.

Anadian halflings average 3½ feet in height and have dark, almost jet black skin. Their eyes and hair are very dark colored as well. Their clothing is usually white or any other light color that helps reflect the Sun's intensity away from the skin. The Anadian halflings have their own tongue which resembles common in many ways. This makes communication between Anadians and visiting spelljamming races possible, but excruciatingly slow.

Combat: Anadian halflings fight with great ferocity when in defense of their homes or beliefs. They are extremely skilled in the bow and the sling, giving them a +3 bonus on all attack rolls.

When equipped for battle, the halflings wear non-metallic armor because of the shortage of metals on Anadia-what metal is mined is used in the construction of defense walls for important buildings, or for heavy weaponry. When fighting hand to hand, the Anadians usually use hand axes, short swords, and daggers.

The Anadian halflings are very resilient to magic and poisons, so they gain a +4 to all saving throws. They are also clever and silent. In combat, opponents receive a -5 penalty to their surprise rolls, and in all types of natural terrain, the Anadian halfling is considered invisible when purposely hiding in vegetation.



Habitat/Society: Halfling counties in the Northern Polarate generally have 10 to 30 villages, with each village containing 50 to 500 or more halflings. There are a total of 13 counties in the Northern Polarate.

For every 30 halflings in a particular area, there are two 3rd-level fighters and a 4th-level priest. Every county contains at least ten 5th-level fighters and two 6th-level priests. The main government consists of a group of 39 men and women who are a mixture of 3rd- to 6th-level fighters and 2nd- through 6th-level priests. This group of halflings ensures that the county governments are not passing laws that could limit the freedoms of the people in any way.

The Southern Polarate halflings have no set governmental standard. Any single family able to take control from the current ruling family becomes the new law. This creates complete anarchy in many areas, because no family is able to maintain a sense of control over all areas for any amount of time. This also means that the southern halflings have a very short life span. Since every family is fighting everyone else, the life expectancy is only about 25 years.

A southern polarate family's most important possession is a fertile woman. To combat the incredible population losses from war, the survivors breed like rabbits. Not many of the halflings in the Southern Polarate enjoy life, but no one is willing to stop the fighting because no one can trust anyone else.

Hamster, Giant Space



CLIMATE/TERRAIN:	Temperate/Grassy plains and hills
FREQUENCY:	Common to very rare
ORGANIZATION:	Small pack
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	see below
ARMOR CLASS:	8
MOVEMENT:	9, Br 3 (hard earth)
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Immune to disease
MAGIC RESISTANCE:	Nil
SIZE:	L (up to 9' long)
MORALE:	Unsteady (6) (if wild: Average (9))
XP VALUE:	175

Giant space hamsters are exactly what they sound like—cute but brown-bear-sized rodents with thick fur. They are found on worlds having colonies of Krynish gnomes (gnomoi and minoi). Giant space hamsters come in a variety of colors, but are usually golden brown with white underbellies, bands, and spots. They are well muscled but appear fat. A giant space hamster can store up to 200 lbs. of food in its cheeks.

Combat: Giant space hamsters normally have only one mode of attack—a nasty bite. They avoid even this on most occasions, as domestic breeds are quite cowardly. However, wild breeds are more aggressive, and they briefly charge at anyone who approaches a burrow. Domesticated females protecting their litters also have improved morale (9). Careless gnome handlers have sometimes been bitten and (on a successful attack roll of 19 or better) stuffed into a cheek pouch, from which the gnome may escape if he rolls a successful Strength roll to open doors on a subsequent round. Trapped gnomes are merely covered in hamster spit, and are eventually spat out like old chewing gum when the hamster sees food.

Habitat/Society: Giant space hamsters are normally kept on huge hamster ranches run by gnome colonists on various worlds. These giant hamsters travel in small packs, browsing on the local landscape and living in special hamster hutches constructed by their gnomish keepers. The hamster hutches often include huge artificial burrows, and some gnomes have constructed enormous and colorful pipe systems (some of them transparent) through which these creatures may crawl aboveground.

Wild packs of these creatures exist on worlds long settled by gnomes, though they make easy prey for many carnivores and are thus quite rare in the wilderness. Wild giant space hamsters are the same size as domestic ones, but they dig their own burrows (about six feet wide and 120 to 180 feet long) in hillsides.

Like their tiny ancestors, giant space hamsters enjoy all sorts of green vegetables, fruits, nuts, grains, and water. They sometimes eat raw or cooked meats; wild giant space hamsters especially enjoy large insects. One giant space hamster can easily put away 30 lbs. of food and ten gallons of water per day. These creatures are very clean; their gnome handlers often dump wood shavings in their lairs.



A small pack of giant space hamsters consists of 1d4 adults (select the sexes by starting with a female and alternating thereafter, so a pack of three hamsters consist of two females and a male), with a 20% chance per adult female of 1d4 young being present (AC 10, MV 3, HD 1, #AT nil, Size S 3' long) and another 20% chance per adult female of 1d4 juveniles being present (AC 9, MV 6, HD 2, THACO 19, #AT 1, Dmg 1d4, Size M 6' long). Gnomes are unable to figure out how to reduce their breeding rates, aside from separating the sexes (this conclusion was suggested after a 22-year-long research program that included five gnome fatalities). Giant space hamsters can easily have several litters in one year, and they grow to breeding adulthood in but two years. These creatures live 18 years at most, and remain fertile all their adult lives.

Ecology: Giant space hamsters easily fill the niche occupied by large browsing animals, such as the elephant and the rhino on Earth, though most of them lack any real means of defending themselves. In the wild, they often die out despite their extraordinary reproductive rate. They are preyed upon by large- and medium-size carnivores, but they are immune to all parasites and diseases, magical or not. Cold weather forces them to hibernate for up to six months until the weather improves.

These creatures did not evolve naturally, as one might guess. They were created by a gnome research committee attempting to develop a relatively passive creature large enough to wind up the giant rubber bands attached to the huge running wheels inside gnomish spelljammer craft. These devices produce internal power from torque. (Teams of gnomes formerly filled this job.) The giant space hamsters produced by the committee ran for hours inside their big wheels, and were eventually spread through space.

Gnomes have found that the meat of giant space hamsters is quite tasty. Space hamster meat is called "spaham," and many gnomes eat large quantities of spaham with every meal. Many hamster ranches simply breed giant space hamsters as livestock.

Hamster, Giant Space

Gnomish colonies without such ranches sometimes send forth whole expeditions of fearless Hamster Hunters, gnomes **who** drive through the cosmos on their sidewheelers, singing the praises of **spaham** as they go questing for their prey.

Variations

Possibly the worst aspect of **the** giant space hamster (aside from its ludicrous existence) is **that** enchanted substances from numerous other sorts of nonhuman monsters can be introduced into its reproductive processes, producing unbelievable (except to a gnome) new sorts of giant space hamsters. Some gnomish communities deliberately breed unique subspecies in competition with other communities to produce the most interesting varieties. Usually, the results are more or less like the normal sort of giant space hamster, such as the wooly, mottled, ochre, Oriental, Occidental, chartreuse, spotted, not-quite-so-spotted, **only-a-little**-spotted, plaid, cave-dwelling, three-toed, lesser, greater, greater lesser, lesser greater, albino, and flightless giant space hamsters. And then there are the really unusual varieties: such as the following:

- * **Subterranean Giant Space Hamster:** This creature can dig through any material up to soft rock at MV 6; it attacks with its claws for **4d4/4d4**.

- * **Sabre-toothed Giant Space Hamster:** A nasty overbite lets this hamster attack for **2d8** points of damage with fangs (but it is still omnivorous).

- * **Rather Wild Giant Space Hamster:** When confronted by **non**-hamsters, this one gains a morale of 19 and a **+2** bonus to attack and damage rolls.

- * **Invisible Giant Space Hamster:** This one can turn invisible at will once per day for **1d4 +4** turns, remaining invisible even if it attacks.

- * **Sylvan or Jungle Giant Space Hamster:** This hamster can climb at MV 9 up **any** nonslick surface with a 99% chance of success.

- * **Miniature Giant Space Hamster:** Being the same size as normal hamster (AC 10, MV 1, hp 1, etc.), this creature is often kept as a pet.

- * **Armor Plated Giant Space Hamster:** Furless and covered by a rhino-like hide (AC 3), this very aggressive (morale 16) critter is a hazard.

- * **Yellow Musk Giant Space Hamster:** This yellow-furred hamster has a terrible odor. It emits a **30-foot-radius** cloud of poisonous gas causing nausea (MV 3), blindness (-4 penalty to attack rolls), and weakness (reduce Strength by four levels) in anyone failing a saving throw vs. poison.

- * **Ethereal Giant Space Hamster:** Not really ethereal, this one is translucent and its skeleton **can** be seen. The first sight of this beast produces fright, as per a **scare** spell.

- * **Carnivorous Flying Giant Space Hamster:** A "regrettable if understandable line of inquiry" led to this bat-winged version (MV 9, F124 (B); bites for **3d4** points of damage, two claws for **2d4** points of damage; Morale 15).

- * **Two-Headed Lernaean Bombardier Giant Space Hamster:** "Well, we're certainly not likely to make this mistake again or at least not more than once again anyway." Each head can make a normal biting attack, it regenerates wounds at 3 hit points per round (but cannot regenerate lost body parts), and once per day it can belch so loudly that anyone within 30 feet must roll a successful saving throw vs. breath weapon or be stunned (unable to attack, defend, or move) for **1d4 + 1** rounds.

- * **Fire-Breathing Phase Doppelganger Giant Space Hamster:** "We completely fail to see why everyone is so upset, especially since biology is such an inexact science and for every step we take forward there must be two steps backward but anyway we said we were sorry and we'd like our funding back so we can pay our

bail and go home." This monster breathes a 30-foot-long cone of fire that is ten feet wide at its far end, three times per day for **3d8** points of damage (successful saving throw vs. dragon breath for half damage). The FBPDGSH suffers only half damage from fiery attacks. This species can also phase in and out of the Prime Material plane within a single round, just like a phase spider; it can do this up to six times per day with a -3 modifier to initiative. If this creature gains initiative by more than 4 points, it can breathe fire or bite, then phase out before being attacked. It can be attacked every round on the Ethereal plane with only a **-1** modifier to its initiative. It can also change its shape in one round to appear to be any other sort of bear-sized mammal. Worst of all, it is intelligent (5-7) and has a morale of 14, and it quickly learns **how** best to use its talents.

- * **Great Horned Giant Space Hamster:** This one has a rhino-like horn on its nose, with which it inflicts **1d12** points of damage if charging more than 30 feet.

- * **Abominable Giant Space Hamster:** An albino version adapted to arctic weather, this one feeds on conifers. It suffers only half damage from cold-based magic and no damage from nonmagical cold.

- * **Tyrannohamsterus Rex:** This immense space hamster has absolutely no attacks whatsoever, unless it runs in fright and steps on someone (AC 2; MV 9; HD **16**; THACO 5; #AT 2; Dmg **10d10**; MR 90%; Size 25' high at shoulder, weighs 75 tons; Morale 3). Any display of magic, fire, bright light, loud noise, etc., frightens this beast, which then crashes through all terrain features for **1d4** miles in its panic to escape. The now-defunct gnome colony that first bred this species did so 'because it was there.'

- * **Giant Space Hamster of Ill Omen:** This possibly legendary creature is an individual rumored to be of unusual size, even larger than a Tyrannohamsterus Rex. "Wooly Rupert" (as he is known among gnomes) is also said to be highly intelligent and to possess spellcasting and spelljamming powers. Tales say he is not well disposed toward gnomes of any sort, preferring to squash them with his titanic paws. Gnomes everywhere fear the wrath of Wooly Rupert, though they laugh nervously and claim otherwise.

Experience-point values for these and similar sorts of giant space hamsters should be awarded by the DM as he feels fit.



CLIMATE/TERRAIN:	The Sun, elemental plane of Fire
FREQUENCY:	Very rare/uncommon
ORGANIZATION:	Tribe
ACTIVE CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Highly intelligent (13-14)
TREASURE:	Nil
ALIGNMENT:	Any non-lawful and non-good
NO. APPEARING:	1d6
ARMOR CLASS:	0
MOVEMENT:	30
HIT DICE:	12 (base)
THACO:	9 (base)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	Fire attack for 12d4
SPECIAL DEFENSES:	Spell immunity
MAGIC RESISTANCE:	20% (base)
SIZE:	L (10')
MORALE:	Fearless (20)
XP VALUE:	10,000 each

These creatures are born on the elemental plane of Fire, formed from the union of the soul of a deceased follower of the fire elemental gods and the extreme heat of the plane. Helians are highly sentient creatures, but they do not retain the personal experiences of their former lives. They retain the intellect, the knowledge, and the wisdom gained throughout their lives, but they would not recognize friends, enemies, or even their spouses or immediate family members.

These creatures are made completely of living flame. They possess a quasi-metallic bone structure which the flames of their bodies cling to. Helians do have definite form, their eyes and other facial features being clearly visible. In fact, their skin appears to be elastic and smooth, even though it is made completely of semi-liquid flame. There is definition in the creature's musculature which makes it appear as though a helian were a very buff humanoid with reddish-yellow skin.

Combat: Helians have several different attack modes. The first type of attack is a strike with the fists, inflicting 3d4 points of damage with each blow. If the helian is able to strike someone in metal armor of any kind, this inflicts an additional 1d4 points of damage, because the residual heat takes longer to dissipate from metal than it does with living tissue, normal cloth, or leather.

The helian's second attack is very special and lethal. It is able to conjure a gelatinous ball of flame from the elemental plane of Fire and throw it at a target. This attack causes the same damage as a 12-die *fireball*, inflicting 12d4 points of damage. This ball of flame has been called "a piece of the Sun." It gained this name because the heat damage inflicted by this attack mode is much higher than that of the standard *fireball*.

The helian is also known to hug an opponent to death. This attack style inflicts 3d6 points of damage every round. A normal attack roll is needed to grip the opponent, but once con-



tact is made, the only way to escape is to slay the helian. Weapons can be used, but healing spells cannot. Touching a character in the grips of a helian causes 1d6 points of damage immediately, and this is enough to halt all healing spells from working because the caster loses concentration.

The helian must roll to hit normally to strike its target. If it misses by 2 points or less, it still inflicts half damage. There is no saving throw for the damage inflicted by the helian, whether by its fists or by its attack with the glob of flame.

Habitat/Society: Helians tend to gather together in troops which they call tribes. They protect each other whenever they are attacked by an enemy of any sort. They do not blindly attack with no regard for return fire; they know when to back down to assure their survival. They live to fight the enemy another day.

All of this might give the impression that helians love to fight. Nothing could be further from the truth. They attack only when they feel threatened. For example, the helians living on the Sun in the center of Realmspace attack any ship that comes close to their domain, because they see what these races do to their own kind, and they witness the brutality thrown onto races that are not their own. This racism is an appalling factor they cannot bear; so to save their tribal members, they attack these spelljamming humans before the humans ever get a chance to attack them.

The helians that live on the Sun were the few that were able to flee from the persecution of the efreeti and the other fire-dwelling creatures that inhabit the elemental plane of Fire. That they are now free beings is one reason they hate the humans so much. They know how it feels to be persecuted.

Holbag (Alabeth)

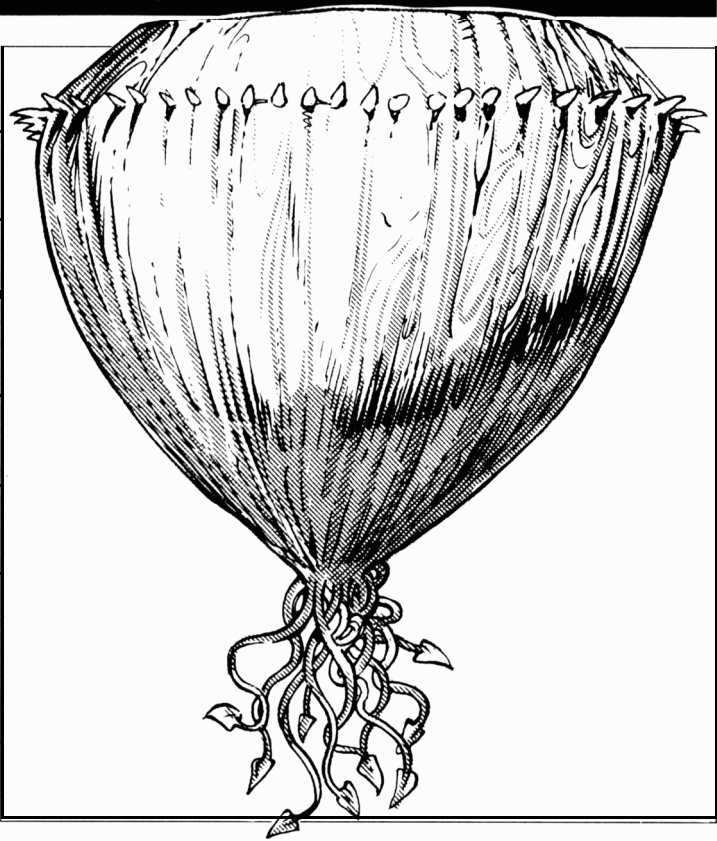
CLIMATE/TERRAIN:	Third layer, Alabeth
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Aerial "plankton"
INTELLIGENCE:	Animal (1)
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1 (1-3)
ARMOR CLASS:	6
MOVEMENT:	Fl 2 (5) MCA
HIT DICE:	Special
THACO:	3'
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4-80
SPECIAL ATTACKS:	Lightning, ram
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	5%
SIZE:	Ci (see below)
MORALE:	Fearless (20)
XP VALUE:	1,000

Holbags are huge, gas-filled bags that float in the atmosphere of the third layer of Alabeth (refer to the description of that planet for details on layers, etc.). They are somewhat like onions in shape: circular when viewed from above, flattened on top, and tapering to a point beneath. This lower point is tipped with a dozen short tendrils. The largest circumference of the creature -which is just below the flat top - is ringed with 144 slender spines, each of which is equal in length to about one-twentieth the diameter of the holbag.

The size of a holbag is almost unbelievable for a living creature. Mature specimens measure between 3 and 5 miles in diameter, and exceptional specimens up to 10 miles in diameter have been spotted. This means that the equatorial spines are between 750 and 1,350 feet long on an average specimen, and almost 3,000 feet long - more than half a mile - on extreme specimens. The shorter tendrils attached at the creature's lower tip are about half the length of its equatorial spines.

Holbags float slowly about the atmosphere of Alabeth. They are lighter than air because they secrete gas much lighter than air into a huge internal cavity, and then heat it to generate even more lift. In effect, holbags are massive natural dirigibles. Their bodies are thick and muscular, and very rubbery in texture.

The amount of damage that can be absorbed by a typical holbag is absolutely immense. Their muscular walls are a hundred yards or more in thickness, and it would take upwards of 300 hit points - all inflicted on exactly the same spot-to puncture one. Such a puncture will cause the creature to deflate slowly, sinking downwards into the cloud deck below, where it dies. With a single puncture, it will take an average holbag 20 turns to lose enough gas to start



to descend. (Since the creatures regenerate rapidly, an enemy would have to work to keep a puncture from closing.)

Holbags have no eyes or optical organs, and operate solely on senses other than sight. They seem to respond to pressure changes caused by large objects - i.e., those over 50' in size - moving nearby, but can also detect large motionless creatures at a range of 500 yards or more. Some sages speculate that the holbags detect the slight electrical fields created by all living things.

Combat: Holbags defend themselves against natural enemies - most importantly, sky scavvers (cf.) -with magical lightning. They can fire a single lightning bolt every 5 rounds. The bolt extends straight outward from any one of the holbag's equatorial spines, to a maximum range of 500 yards. These bolts always strike their targets, and inflict 4d20 points of damage on impact (save vs. breath weapons for half damage). A holbag can use its lightning against a spelljamming vessel, inflicting 4d2 points of hull damage; the vessel receives a saving throw vs. lightning for half damage. There is no limit to how many times a holbag can fire its lightning. (Note: This damage and range figure reflects an average individual. Exceptionally large holbags might have a maximum range of 750 yards, and inflict up to 8d20 hit points, or 8d2 hull points, of damage.)

Although they move very slowly, adult holbags can do significant damage by ramming a spelljamming vessel. (The creatures don't have precise enough senses to detect

Holbag (Alabeth)

any creature smaller than about 50' in length or diameter.) Use the standard rules for ramming and crashes on page 65 of the *Concordance of Arcane Space*

Because of their rubbery, muscular structure, holbags cannot be harmed by blunt or bludgeoning weapons (note that this includes blunt rams). Piercing and slashing weapons do normal damage. Holbags are totally immune to lightning; fire- and cold-based attacks do normal damage. Since holbags have no mind in the normal sense of the word, they are immune to *charm*, illusions and other mind-affecting magic.

Holbags regenerate, at a rate of 2 hit points per round. This means that a puncture will eventually close unless an attacker makes a conscious effort to keep it open.

Habitat/Society: Holbags are usually solitary creatures. Under normal circumstances, adult holbags won't approach within one mile of each other. Every 10,000 standard days or so (about 27 standard years), however, holbags enter their mating season. When this happens, adult holbags "pair up." For several days, pairs of the massive creatures enact great and cumbersome aerial "dances" around each other. Then the two holbags approach each other slowly until they come into contact. The great equatorial spines of each creature sink into the flesh of the other, and they remain locked together like this for as many as 50 standard days. During this period, the creatures' senses are extremely sensitive, and they can detect the approach of a possible enemy at almost twice the normal range. If anything is foolish enough to approach two mating holbags, both of the great creatures will attack the interloper with their lightning bolts. Bonded holbags can each fire a lightning bolt only every 10 rounds (1 turn), but these bolts have double range and inflict double damage.

After about 50 standard days, the two holbags separate, and return to their standard behavior (i.e., never approaching within one mile of each other). Five hundred days later, one of the holbags gives birth to an immature creature. (Sages have found no way of predicting which individual in a mated pair will actually give birth to the offspring.) The offspring emerges from an orifice at the lower tip of the mature creature.

Immature Holbags: At birth, a holbag is tiny compared to its parent: no more than 250 yards across. In appearance it resembles its "parent": the relationships between diameter and spine length are the same as with adults. Immature holbags are considerably faster fliers than their parents: a movement rate of 5 rather than 2.

Immature holbags are much less resilient than their parents. A newly-born holbag can sustain only 25 hit points or so inflicted in the same spot before it is punctured. The young creatures regenerate at the same rate as their parents, however.

A young holbag can fire lightning bolts, but only to a range of about 75 to 100 yards. These bolts inflict only 1 d20 hit points of damage, or 1d2 hull points, on a target (save for half damage).

Immature holbags grow slowly, taking about one mating cycle – 10,000 standard days – to reach full size and maturity. While it's young and undersized, a holbag will usually stay close to its parent, often snuggling up right against it, so the "baby's" equatorial spines are sunk into the flesh of its parent.

Unlike the adults, which seem totally insensitive to pain, immature holbags react strongly to pain, particularly heat. They will move rapidly away from a strong source of heat. The elves who dwell atop the mature holbags will often use this characteristic to control immature specimens. A group of elves will climb aboard a young holbag, and then will apply heat – usually magically-created – to the margin of the creature directly opposite to the direction the elves want to go. The holbag will move to avoid the heat, allowing the elves to control its movements.

Ecology: Holbags subsist entirely on the "aerial plankton" that drifts down from the second layer of Alabeth. They absorb these microscopic creatures through pores in their great bodies, and through the orifice in their undersides. The holbags have only one significant natural enemy: sky scavvers (described below). These monstrous creatures risk the damaging attacks of the holbags' lightning to dart in and rip huge mouthfuls of flesh from the floating gas bags. These attacks rarely puncture, let alone kill, an adult holbag.

Although sky scavvers will attack mature holbags – often to their detriment – they prefer to harry the small, immature specimens. When these smaller creatures stray too far from their parents, they are relatively easy targets for the "sky sharks." Sky scavvers seem to understand instinctively about the young creatures' response of moving away from a source of pain. Thus the sky sharks will always make their first attack on a young holbag on the side closest to the creature's parent. In response to the pain of the attack, the young holbag will move further from the protection of its parent, lessening the risk of a lethal attack from the mature holbag. This technique is very effective, and the mortality rate for young holbags is high – approaching 95%.

Holbags are extremely long-lived. An average specimen might live through 20 mating cycles – 200,000 standard days, or almost 550 standard years – and exceptional specimens have been said to be considerably older than this. The population of holbags on Alabeth seems to be remaining roughly constant.

Holbags seem totally unaware – or at least unconcerned – that their topsides are home to Alabeth elves and other creatures. The relationship between these smaller creatures and the holbags is pure commensalism: the elves and others receive benefits, while the holbags receive neither benefit nor detriment from the relationship.

CLIMATE/TERRAIN:	The Grinder
FREQUENCY:	Very Rare
ORGANIZATION:	War-bands
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (10)
TREASURE:	Individual: J, K, L, M, (B)
ALIGNMENT:	Neutral Evil
NO. APPEARING:	3-18
ARMOR CLASS:	4
MOVEMENT:	6, Fl 18 (B), also in a vacuum
HIT DICE:	4+4
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/2-20/2-20
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	5%
SIZE:	M (7')
MORALE:	Fanatic (18)
XP VALUE:	1,600

Horgs are strange sentient lifeforms perfectly adapted for life in the asteroid belt of the Grinder. At a distance, they look like winged humanoids, standing about 7' tall. Their long, membranous wings, with a maximum span of about 12', replace their arms; each is tipped with a single, scimitar-like claw more than a foot long and scalpel-sharp. Their torsos are longer than a human's, while their muscular legs, tipped with three-taloned feet, are shorter.

On closer inspection, they have obviously evolved along lines very different from humanoids. They have seven eyes, arranged in a ring around their heads. These eyes are a pus-like yellow-white with no discernible pupils. Because of the arrangement of the eyes, it is impossible to sneak up on a horg's blind side. Although the rest of the body is bilaterally symmetrical, the bulbous head is asymmetrical, with no obvious analogues of ears or nostrils. The creature has a circular, tooth-filled mouth that opens like the iris of a camera, positioned on the top of its head. Its back is flexible enough that it can lash forward with its upper body and bite a creature standing in front of it or behind it.

They are unrelieved black in color, with a dry, dusty texture. They have no hair or scales, just dry, flexible skin. Vital areas of their bodies-their chests, backs and groins-are protected by built-up layers of skin, almost like rock-hard calluses. They have no evident or overt genitalia.

Horgs can walk clumsily on their hind legs. They are much more comfortable in the air, or flying through the vacuum of wildspace. When they fly, they beat their wings like a bat-even in space, where there is no air for their wings to act upon. They are highly maneuverable. The positioning of their mouth indicates that they evolved to feed on the wing, when



their mouth will be pointing forward. Presumably there is some organ in the horg body that allows them to "fly" in a vacuum. For reasons discussed later, this organ has never been investigated.

Horgs have no spoken language. In fact, they seem to have no sound-producing organs at all. The only sound they ever make is the dry rustling of their wing membranes when they fly.

Combat: Horgs are born warriors. Even a newborn horg can shred any but the best human fighter. They attack by biting and by clawing with the long, curved talons on their wingtips. Although the claws on their feet look threatening, they never seem to use them in combat. The creatures secrete a highly corrosive, poisonous liquid from their teeth and from pores at the tips of their wing talons. Any creature wounded by either teeth or claw suffers the toxic effects of this liquid. Each round after the successful hit, the victim suffers 2d10 hit points of damage (save vs. poison for half-damage). This damage continues for 10 rounds, or until the victim dies. Note that this damage is cumulative from attack to attack.

What makes the creatures even more lethal is their ability to phase in and out of the Prime Material Plane like phase spiders. They can phase in, attack, and phase out, all in a single round. This gives them a -3 modifier on initiative roll. If the horgs win the initiative roll by more than 4 points, they attack and phase out before their opponents get a chance to strike back. Also, horgs frequently phase in behind their opponents so they get the +4 modifier for attacking from behind. On the Ethereal Plane, horgs get only a -1 modifier on initiative and can be attacked every

round, regardless of the initiative result. Although horgs can flee to the Ethereal Plane when out-matched, they rarely do so.

Horgs seem to have an innate understanding of small-unit tactics. Even though they never seem to communicate with one another, they always coordinate their actions perfectly. They never seem to attack a group too powerful for them to overcome. If they misjudge the situation, however, and thereby suffer some unpredictable setback or see their foes reinforced, they rarely retreat from combat. It is almost as if conceding the combat to their foes is unacceptable in their eyes—even more unacceptable than death from combat.

When a horg is killed, its body immediately phases out and vanishes from the Prime Material Plane. (This is why so little is known about horg physiology—no corpse has ever been available for study.) Normally, when a horg phases out it can be pursued by someone with access to the Elemental Plane. On the creature's death, however, it phases to another plane—not the Elemental Plane. Nobody has been able to determine what plane this is. (This final phase-out has led some sages to suspect that horgs are not native to the Prime Material Plane or the Elemental Plane, and that, on death, their bodies return to their plane of origin.)

No horg has ever been captured. Normal attempts at confinement do not work because the creatures can phase out and escape on the Elemental Plane. If a horg *is* somehow successfully confined, however, it invariably commits suicide by apparently just by willing itself to die—and its body phases out and vanishes.

Horgs are totally resistant to mind-altering magics of all kinds. They are highly resistant to cold-based and electricity-based spells, receiving a +3 bonus to their saving throws against these attacks. Even though there is some suspicion they are extra-planar creatures, they are unaffected by *(un)holy* words and other banishing magics.

Habitat/Society: Effectively nothing is known about the society or habitat of horgs. They have never been observed except when they choose to attack a ship or asteroid settlement. Nobody knows where they live between such attacks. Perhaps they dwell on the Elemental Plane or some other, or within one of the asteroids of The Grinder, but these are just guesses.

Horgs do not seem to be sexually differentiated. This could mean several things. Perhaps the race *has* no sexual differentiation (raising questions about just what their reproductive cycle *is* like); or perhaps the differences between sexes, whether two or more, is simply not obvious to the casual observer; or perhaps only one sex participates in their attacks. No immature horg has ever been spotted.

No horg has ever been seen to use a tool or weapon. This could be by choice, or because the creatures, although evidently intelligent, have no tendency to create or use tools.

The preceding paragraphs describe what is *not* known about horgs. What is known is all too little.

They are highly aggressive, attacking without provocation or warning. Attempts to correlate the frequency of attacks with a particular region of space, or perhaps with proximity to a particular asteroid, have all failed. No spacefaring race has escaped the predations of the horgs. While all races hate and fear them, the neogi hate them the most—probably because the horgs are even more evil and rapacious than they are!

Ecology: Nobody knows what the horgs eat, or even if they eat at all. When they kill foes in combat, they do not eat the bodies nor carry the corpses off with them. If they have any natural enemies that prey upon them, these predators have never been detected. With the current level of knowledge, it appears that horgs lie outside the normal food chain and ecology of Círey space.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (12)
TREASURE:	W (A)
ALIGNMENT:	Lawful evil
NO. APPEARING:	2-12
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	3+1
THACO:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8 (weapon)/1d2/1d2
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	20%
SIZE:	M (6')
MORALE:	Elite (16)
XP VALUE:	420

Insectare are a humanoid race rumored to be the descendants of a magical union of elves and insects. The insectare's goal is to rule the spaceways, but they wage this campaign subtly, trying to play one race against another. While instigating these problems, the insectare try to stay in the background.

These humanoids are immediately recognizable by their lime-green skin and the two eight-foot antennae that sprout from behind their elven ears. For this reason, they wear heavy, concealing clothes such as large robes with hoods pulled in close. That way, an insectare can hide its antennae by slipping them down its back or coiling them in the folds of a loosely-fitting robe.

Close examination of an insectare's eyes reveals that they are slightly multifaceted. Getting that close may prove difficult, though, as insectare do not ordinarily allow other races near them. From five feet away, the eyes look normal.

No one has ever reported seeing a female insectare, but for that matter, not many people have even seen a male insectare without a hood. Therefore, they could have been dealing with a female and not noticed.

Insectare can communicate with each other by touching their antennae together. They also have their own language, a clicking, lilted tongue that is a mixture of the common tongue and the insects' original language. Characters who understand the common tongue **have** a 30% chance of catching the general idea of a conversation between two insectare, but cannot provide a comprehensive translation for others.

Most insectare stand 6' or taller and are heavily muscled beneath their tough exoskeleton. Most insectare encountered outside their home sphere are fighters, wizards, thieves, or any combination of the three.

Combat: Insectare are ruthless in battle. Once a fight has begun, they never give up until the enemy is completely defeated. They chase fleeing foes to exact surrender, and they execute survivors who refuse surrender.

Insectare use a long sword and their two antennae, which **at-**tack as whips (1d2 damage). Often, one antenna entangles the opponent's weapon hand (with an attack roll of 18 or better) while the other antenna and sword attack. An entangled limb cannot attack; to disentangle the limb, the character must make a Dexterity ability check.

In combat, the insectare's chitinous exoskeleton provides an



Armor Class equivalent to plate mail, without restricting movement. The exoskeleton has no known weak points.

Insectare wizards jealously guard their magic, relying on their martial skills to bring them through a battle. The insectare obviously have magical ability, since they can spelljam, but the limits of insectare power remain unknown. Insectare wizards never reveal information without overwhelming reason. (The threat of death doesn't qualify.)

Habitat/Society: Insectare live in a closed society. They forbid outsiders to set foot on their secret homeworld. Captured interlopers can expect a harsh interrogation, to find out if any other beings know of the worlds location, and **then** public execution. Insectare do not believe in keeping prisoners.

Insectare live in large hollowed-out mountains that rise out of the endless forests of their homeworld. These mountains are said to be honeycombed with dwellings. Not much is known about these community homes, but they are probably a remnant of their insect heritage.

The two major classes of insectare society are the wizards and the priests. The wizards are the explorers, forever searching **wild-**space for more magical power. The priests stay on their planet, diligently serving their god, Klikral.

The insectare mages' goal, after learning spelljamming, was to acquire magical knowledge and power from other races, without drawing attention to their goals. Consequently, insectare prefer to work subtly among foreigners.

Some insectare are proficient thieves, despite the aversion to thievery on their homeworld. Insectare thieves are only interested in magic; gold, jewelry, gems hold no attraction. When an insectare steals a powerful magic item, it often leaves at least one misleading clue, pointing at another known thief (such as a player character).

Insectare priests rarely leave their homeworld, for they prefer not to venture far from Klikral. If a priest is found offworld, its mission must be highly important to the insectare race. Klikral

Insectare

grants insectare priests who reach 2nd level one special ability: They can summon insects from the surrounding area and send them against any one opponent. This swarm of insects arrives in one round, inflicts **1d8** points of damage per round, and remain for one round per level of the spellcaster.

Unlike other insectare, priests have normal humanoid eyes. No explanation has been found for this difference. The symbol of one multifaceted eye with two antennae off the two comers means that the owner or creator is an insectare wizard, fighter, or thief; a similar symbol, with a regular eye and two antennae, represents an insectare priest. These two symbols, obviously signatures of some sort, appear on stolen insectare documents.

Multiclass options for insectare are wizard/fighter, wizard/thief and wizard/fighter/thief. Priests never engage in another profession. Insectare can reach **11th** level in all classes except wizard, where they reach 14th level.

Ten ancient insectare priests on the insectare homeworld serve as high priests of Klikral. They are all **11th-level** priests and never leave the planet. They are twice as large as the usual insectare, and can communicate directly with Klikral.

The insectare travel space in their own distinctive ship, the klicklikak. The sleek ship resembles a grasshopper head with two long antennae trailing behind it. The name means "service to **Klikral**."

Insectare **Klicklikak**

Built by: Insectare	Saves as: Thick wood
Used primarily by: Insectare	Power Type: Major or minor helm
Tonnage: 20 tons	Ship's Rating: As for helmsman
Hull Points: 18	Standard Armament:
Crew: 10/20	1 heavy ballista
Armor Rating: 6	Crew: 4
Maneuver Class: C	Cargo: 10 tons
Landing-Land: Yes	Keel Length: 80'
Landing-Water: No	Beam Length: 30'

The insectare power the klicklikak with a special spelljammer helm consisting of a shiny copper sphere with two holes. To propel the ship through space, the spelljammer inserts its two antennae. Only insectare can use this helm; conversely, insectare cannot use other kinds of helm.

Rumors have it that a new, larger version of the klicklikak roams the spaceways, but no sightings are confirmed.

Ecology: Spacefaring peoples shun the insectare, especially elves. Elves vehemently deny any suggestion that they are related to the insectare. Insectare, aware of this discord, go to great lengths to remain inconspicuous while among elves and other foreigners. Although other races don't know much about the insectare master plan, they note the insectare's secrecy and deviousness, which puts many people on guard.

A good weaponsmith can work the outer skin of an insectare, which is a hard exoskeleton, into a + 1 shield, and can fashion an antenna into a short rope or whip. However, insectare consider this practice abominable, and anyone who uses such a weapon or shield earns every insectare's instant hatred.

CLIMATE/TERRAIN:	Warrior Underground	Queen Underground
FREQUENCY:	Very rare	Unique
ORGANIZATION:	Hive	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Low	Low
TREASURE:	None	None
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	50-200	1
ARMOR CLASS:	5	8
MOVEMENT:	15	3
HIT DICE:	2	8
THACO:	19	13
NO. OF ATTACKS:	2	1
DAMAGE/ATTACK:	1-8/1-8	1-12
SPECIAL ATTACKS:	Acid	Nil
SPECIAL DEFENSE:	Hive mentality, parry	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (12' + tall)	H (20')
MORALE:	Special	Special
XP VALUE:	120	975

Isopterites are semi-intelligent, bipedal termites that live beneath the ground or in trees in giant hives.

The typical isopterite appears to be a large insect with a great bulbous head and six appendages (two of which are legs). The do not wear clothing or armor, nor do they carry any weapons. Their tough hide and strong, chitinous arms are all the arms and armor these powerful creatures need.

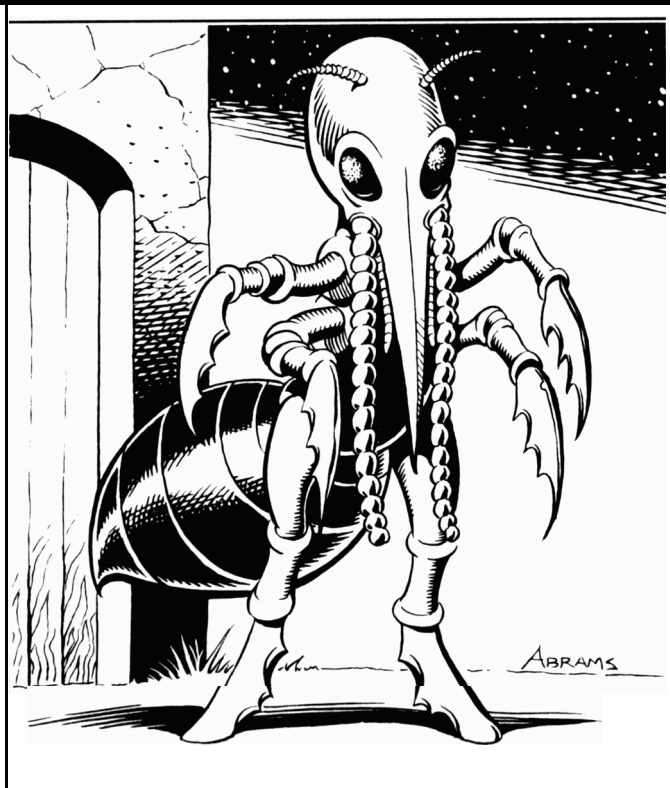
Combat: The isopterites are very quick and agile. The creatures are part of a hive mentality which aids them in coordinating their attacks against intruders in their lair. The isopterites that arrive at the scene of intrusion and begin combating the enemies are constantly sending a limited telepathic report to other members of the hive. In this manner, additional reinforcements can be most effectively deployed. This has the effect of overwhelming the enemy, inflicting attacks from vulnerable rear and flank areas.

The isopterites are also very quick in hand-to-hand combat. They attack twice each melee round with rapid strikes from their bone-hard appendages, inflicting 1-8 points of damage per attack. They can also parry one frontal attack each melee round without sacrificing their normal attacks. The parry gives the attacker -3 on his attack roll.

Once per turn, a warrior isopterite can squirt a highly acidic, chemical deterrent at its enemy. This is done in place of the hand-to-hand strikes. The insect can squirt the acid with deadly accuracy, gaining + 1 on its attack die. The acid inflicts 2d12 points of damage on a successful hit. There is a 25% chance that the acid will be aimed at the eyes of the target (unless he is wearing protection over the eyes). In this case, the eyes will become highly irritated and blindness will ensue. The blindness last for 1d6 turns if flushed with water (2d6 turns if not treated).

Isopterites will generally fight only in defense of their lair, but they will fight tenaciously and with regard for their own lives. Thus, the creatures never make morale checks when defending the lair.

If the queen is killed, however, the insects go into confusion. They begin to wander around aimlessly, fighting only if attacked, but attempting to flee even then.



The queen is capable of combat, but only in her own personal defense. She is so large and nearly immobile that often when she begins her egg laying cycle, she will not move for the duration of her life. But if she is attacked, she is capable of dealing a powerful strike with one of her arms, inflicting 1-12 points of damage.

Habitat/Society: The isopterites are hive-oriented creatures. Their hives are usually dug deep under the ground. They live in large colonies and are divided into "castes," each representing individuals with specific duties to perform. There are warriors to defend the colony (they are identical to the standard isopterite, but have the ability to squirt acid); workers to construct the nest and perform domestic tasks; and kings to fertilize the queen.

Isopterites live partly underground and partly in huge nests (called termitaries) which they build on the surface. These vary greatly in size and shape, and the exteriors solidify as hard as rock. The termitaries are often hundreds of feet tall! Inside are innumerable galleries, nurseries, fungus-gardens, a royal apartment, and other chambers.

Ecology: The isopterites' chitinous, hard appendages are suited for combat, though they are not a war-like species. The creatures are wingless. They feed on fungi and decaying organic matter, some of which is generated within the colony.

Reproduction is the occupation of the kings and queens. After fertilization, the queen's abdomen swells until it becomes an enormous bladder. She becomes merely an egg producing machine, and will lay an egg every few minutes for several years. At any one time, her abdomen may contain up to 4,800 eggs in various stages of development, and they are carried off to the nurseries by queues of workers as quickly as they are laid. Since the queen is nearly immobile, she is groomed and fed by special worker attendants.

Jammer Leech



CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary or cluster
ACTIVITY CYCLE:	Any
DIET:	Parasite
INTELLIGENCE:	Semi-(2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	3
MOVEMENT:	1
HIT DICE:	3
THACo:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	S (1' high)
MORALE:	Steady (11-12)
XP VALUE:	650

Resembling the barnacle-like immature krajens, jammer leeches are unwittingly attracted by the spellcasters who power ships through wildspace and the phlogiston. They can be very dangerous if mishandled, and they always cause the ships they infest a great deal of trouble.

A jammer leech has a hard shell, which grows to be a foot tall. The shell can be of almost any color, though it closely matches that of the hull of the ship it is attached to. (This makes spotting the leech very difficult from casual observation alone.) Inside, the leech is reddish-purple in color, with a body much like that of a snail. It has a single, watery eye at one end. It also possesses a sharply spiked tentacle, which is the same color and consistency as its body.

Combat: In most situations, the jammer leech uses its tentacle for protection. The sharp spikes on the end of the foot-long arm cause 1d4 points of damage. That is often enough to discourage most creatures from harassing the parasite.

In a situation where a hard swipe from a tentacle doesn't discourage a predator, the jammer leech uses magic. As it rests upon the hull, close to the spelljammer helm, the leech draws magical energy from the wizard or priest powering the ship. For every ten days of jamming, the leech absorbs one spell-of any level-at random from the spellcaster's mind. On a trip that takes 30 days, for example, the leech would be able to absorb three spells. Luckily, jammer leeches can hold only four spells at a time. However, when more than one leech attaches itself to a ship, they each draw spells from the spelljammer. Spellcasters who are preyed upon by jammer leeches forget the spell absorbed by the parasite and must regain it in the normal manner. However, the wizard or priest notices the missing spell only if he attempts to recall it; otherwise, the loss goes undetected.

In combat, the jammer leech discharges the spells it has stolen at random. The parasite uses all the magic it has stored, one spell per round, to drive away its assailant. The spell is cast at the level at which the victimized spellcaster would cast it. If more than one mage or priest powered the helm during the ten days, the average level is used.

There are only two effective ways to deal with a magic-laden jammer leech: kill it with a single strike or cast a separate dispel magic spell on each parasite to disarm it before striking. How-



ever, the leech has 25% resistance to magic, so attacking the creature is always a risky business. Once its magic reserve is gone and the parasite's hard shell is cracked, it is an easy target.

It is important to note that leeches will use their spells to ward off any physical attack. They frequently discharge their spells during any battle in which their section of the hull is repeatedly struck. Sometimes this works in favor of the leech's host ship, but more often it proves to be disastrous.

Habitat/Society: Since a jammer leech does not need air to survive, it can be found almost anywhere there are spelljammers. Beginning as a spore, the jammer leech attaches itself to the hull of a ship, at a spot close to the spelljamming helm. The spore digs into the hull, then draws food and nutrients from the ship's surface at a rate of 1 hull point a month. After only one week on the ship, the spore develops a hard shell that roughly matches the color of the hull itself. The shell is attached to the ship by a strong, glue-like substance secreted by the leech, making the task of scraping it from the hull time consuming and tedious.

These parasites are found in small groups of four or less. If more than two leeches are encountered, there is a 10% chance they are a mated pair that produces 1d6 spores once per month. Some of these may quickly join their parents on the hull of the ship, while others float off, waiting to attach themselves to another unwary vessel.

Ecology: Jammer leeches have few intelligent natural predators, for most creatures quickly learn that attacking these parasites is painful, if not deadly. Some omnivores, such as zards, try to eat leeches as they would anything else, but the parasites can usually warn these creatures off with a sharp swipe of their tentacle.

The glue that the leeches secrete to hold their shells to a hull is extremely strong and highly prized. The gooey purple substance is waterproof, fireproof, and even slightly magic resistant (5%). The dangers involved in collecting live leeches and maintaining them limits this market, however, and the glue is rare and very expensive.

CLIMATE/TERRAIN:	<i>Spelljammer</i> (beholder tower)
FREQUENCY:	Rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	All
DIET:	Nil
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-4
ARMOR CLASS:	6
MOVEMENT:	Fi 3 (B)
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12
SPECIAL ATTACKS:	Deathcharm eye
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4-6' diameter)
MORALE:	Fearless (19-20)
XP VALUE:	3,000

The kasharin are those beholders who contracted the Blinding Rot disease and who survived long enough to seemingly die from the disease and not from beholder retaliation. (The Blinding Rot caused the beholders' eye stalks to wither and decay and subsequently fall off, leaving the beholder severely disabled if not dead. At least half of the beholders aboard the *Spelljammer* acquired the disease, but most of those afflicted were killed by their fellow beholders during the early stages of the disease, so great is the race's xenophobia over any disparity in the eye tyrant race.)

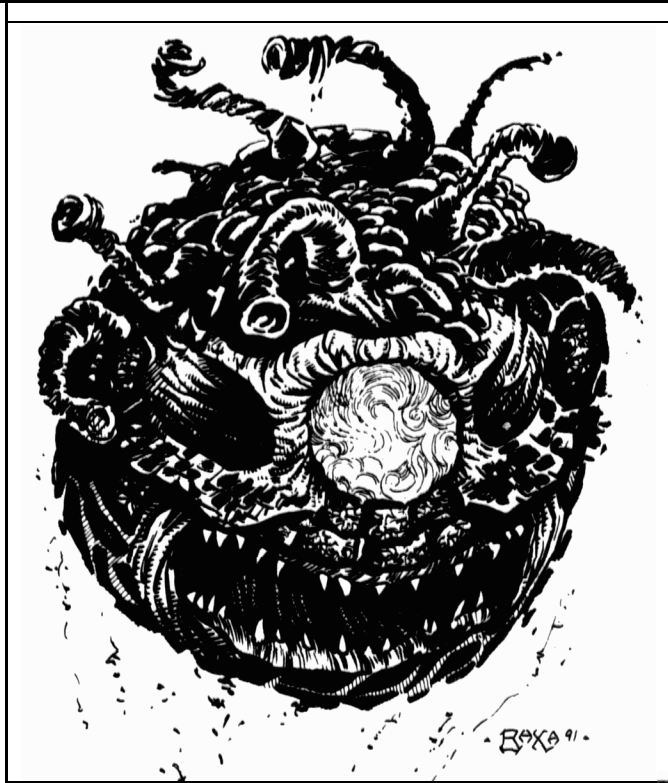
The disease did not actually kill the creatures, but rather placed them in a state of living death. They still register as living beings according to the shivaks' ability to detect life, and thus they still receive food rations from the ship's stores. The kasharin operate on that thin edge between the living and the undead, but for how long they can remain so is unknown. Currently they are being cared for by the beholders in their tower; the kasharin are given healing magics and minimum food rations to maintain their existence in the event that they can be made into servants for the Gray Eye (the leader of the beholders aboard the *Spelljammer*).

The kasharin appear to be blackened, burnt beholders, their scales curled and separated, apparently from some intense heat. Their eye stalks are charred and useless, but their central eye still remains intact and usable.

Combat: The **beholder-mummies'** main form of attack is their central eye. It retains the range it had when alive, but the eye now has a two-pronged attack. The eye acts as a powerful charm **person/monster** to those characters or creatures who are affected by such spells; to those who are not, it acts as an equally powerful ray of death magic.

Any who encounter the kasharin make their saving throws at -4. If they can be charmed and fall their first saving throw, they continue to make all successive saving throws to shake off the charm at -4 as well. Creatures and characters that cannot be charmed because of inner magic resistance or immunity must make a saving throw versus death magic at -4, with failure indicating immediate death.

Beholder-mummies can be turned or destroyed if confronted with sufficient clerical power. Treat them like ghosts or other 10 HD monsters.



Habitat/Society: The beholder-mummies retain their xenophobic hatred, but the hatred is now focused on all surviving living beholders. The kasharin's new state has, curiously enough, made them more forgiving toward the denizens of the undead, but these feelings occur only if the undead cannot otherwise affect the **beholder-mummies**.

Only beholders that have passed completely through the transformation caused by the Blinding Rot are considered "true" beholders by the kasharin. To them, the beholders of any subrace that have passed "the test" are now considered brethren, while any former (and living) relations are not, regardless of whether they were once the same subrace. The **xenophobic** hatred that drives multiple subraces apart in the world of the living beholder has been **simplified** to **simply living** versus **unliving** in the beholder-mummy world. The transformation to undead may prove to be a blessing in disguise for the strife-ridden beholder factions.

Ecology: The kasharin are products of the **disease** that has transformed them into their present state. They are changed both in body and in **mind**, yet they **retain** many of their natural beholder tendencies.

The beholders kept within the tower have now been **metamorphosed** into **beholder-mummies**, but the plague itself originally came from beyond the decks of the *Spelljammer*. It may be that there are colonies (and perhaps even entire planets) of beholders so infected somewhere in the Known Spheres.

The Blinding Rot was originally developed as an "ultimate unifier" of the beholder race. The philosophy behind its development is that it brings the beholders—every race, subrace, and sub-subrace—together in a single, unifying death. Rising from the ashes of that death is a new race, a **single** race of **beholder-mummies**. All creatures of space must fall to the beholders, and now all the undead must fall to the beholder-mummies.

Kindori (Space Whale)

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Uncommon
ORGANIZATION:	Pod
ACTIVE CYCLE:	Any
DIET:	Light
INTELLIGENCE:	Low (6)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral

NO. APPEARING:	2-g
ARMOR CLASS:	5
MOVEMENT:	18
HIT DICE:	20
THACo:	3
NO. OF ATTACKS:	1 (tail)
DAMAGE/ATTACKS:	3-30
SPECIAL ATTACKS:	Blinding
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	5 %
SIZE:	G (80')
MORALE:	Elite (13)
XI' VALUE:	11,000



Kindori are called space whales, and they are among the largest living creatures found in space. They resemble aquatic whales in general shape and are mammals as well. However, they lack any noticeable mouth, and the leading edge of their fishlike bodies is dotted with small eyes.

Combat: The kindori tend to be peaceful except when threatened. In normal conditions, this usually means a direct attack, but during herding periods (see Habitat/Ecology below), any individual approaching the herd is seen as a danger.

The kindori's main physical weapon is its massive tail flukes, which it uses to batter its opponents. While kindori recognize the presence of humans, beholders, and other small creatures, they direct such attacks first and foremost against the ships that are almost their size. The kindori work together to batter a single attacker to bits, then go to the next one, until all assailants are defeated.

The leading eyes of the kindori can emit a concentrated blast of light. This light is projected as a cone in the direction of the **kindori's** choice, with a **500-yard** range and a base of **400** yards. All those within the cone must save vs. breath weapon or be blinded for 4-16 rounds. The kindori will use this form of attack against individuals they cannot beat, using the confusion it creates to escape.

Habitat/Society: The kindori travel in small groups, called pods, of 2-8 members. For large (7-8 member) pods, there will be a bull of maximum hit points present. This bull will be the forward line of defense if the pod is attacked.

Every so often (roughly annually, depending on the sphere), several pods will gather together into a larger herd of 3-30 members. There will be 3-6 bulls present in such a herd, and during this time, any ships that pass near the herds will be attacked.

During herding the male kindori are particularly violent, engaging in tail-slapping contests with other young males (and often with ships that come too close). These tail-slappings create a pecking order within the herd, which in turn determines the mating rights of the various members. The oldest bulls always have first rights among the females, followed by the more powerful young.

The kindori young gestate for six months and are born live in space. A herd will be extremely protective during this time, since the young are prey to scavengers and other attackers.

With these exceptions, kindori are generally peaceful and have been domesticated by a number of spaceborne barbarians. Such groups either travel short distances, such as within an asteroid belt, cluster, or ring; or are far-ranging space nomads making long voyages. The kindori is large enough to maintain its own gravity plane and air envelope, and **has** no need for air of its own.

The size of the kindori is such **that** mosses, molds, and other parasites nest on their large backs, which in turn brings other predators to clean them off. A kindori might (20% chance) have 3-18 gray or brown scavengers working over the growing population on their sides.

Some kindori that have been domesticated (see below) later go feral as their masters die or let them loose. These kindori sometime have the ruins of old buildings (generally called howdahs) on their backs, along with more terrestrial plant and animal life. Such structures and life survive only on the back and sides of the kindori.

Ecology: A kindori does not eat as do most other creatures of space. It instead soaks in the rays of the sun, stars, and other shining bodies in its area of space. The "belly" of the kindori is dotted with tiny white patches, each of which sends energy deep within the creature, to be stored within its large mass.

Keeping this belly clean of parasites is a common act of herd behavior, as the great creatures rub each other to flake off old skin and parasites. They are less concerned with their backs, which is why small islands of life often spring up there.

An extremely old or sick kindori can be spotted by the overgrowth of vines and vegetation on it. Such creatures are near death, and often fall prey to the larger scavengers and other creatures.

Even in death kindori are powerful creatures, as their skeletons do not break up when parasites destroy their flesh. **Undead** creatures such as **liches** and vampires often use skeletal kindori as

Kindori (*Space Whale*)

their ships for slow, leisurely invasions of new lands (the undead have forever). Such dead kindori have 15 hull points, plus whatever modifications (weapons, etc) are made to them.

There have been stories of hitching a spelljamming helm to a kindori. It is generally agreed that the action of moving at spelljamming speeds spooks them, and even domesticated kindori will head off for parts unknown, seeking to scrape the irritating helm from their flesh. Some skeletal kindori have been fitted with such helms by undead marauders and used as warships.

The kindori have many natural enemies, including the krajen, the radiant dragons, and the various humaniform races. Beholders and mind flayers, sensitive to the creature's light-emitting eyes, have a particular dislike of them. The former will avoid kindori whenever possible, while the latter will engage in wholesale slaughter of them, massing armadas to take out whole pods that lie too close to their outposts.

The flesh of the kindori can be rendered into oil, much like the aquatic whale, and it is this kindori flesh that is the source of most greek fire for various races. The lizard men, who use greek fire regularly, often put together whaling parties to hunt kindori, and are working on a mobile base, towed in pieces by multiple wasp-class ships, that can render the flesh of the creature in the field.

Domesticated Kindori

Savage races in space will often use the kindori for short-range travel, usually in the period before they gain enough savvy and

trading goods to deal with the arcane on a regular basis. These "savage races" vary from empires ruled by philosopher kings, to degenerate standard races, to savage marauders who will attack everything in sight.

The kindori can be domesticated, but the savage races will operate in them in pod or herd groups, and will not split the kindori family groups. Only old solitary bulls will be found on their own, and then usually on exploration duty.

The savage races (which can be human, dwarf, elf, gnome, or even halfling) do not cut into the flesh of the kindori, but rather secure buildings, weapon platforms, and the like with short hooks that lightly snag the thick hide of the beast. The savage races will often maintain farms and herd terrestrial beasts on the backs of such creatures, since the kindori have no need of the atmosphere around them.

A typical kindori/savage race group will number some 2-8 kindori, each with a crew of 10-20 warriors. Dress and weapons vary from place to place, from bone spears to bronze armor and short swords. There will be at most one light catapult per kindori, save for the bulls, which can carry heavy catapults. The crew arrangements will be an extension of the savage's native group, with a captain or shaman or chieftain leading the herd.

The savages will trade with spaceborne races (if they are peaceful), but do not like or trust spelljammer helms, which make their mounts mad.



Krajen

	Immature	Adult
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Common	Very rare
ORGANIZATION:	Colony	Solitary
ACTIVE CYCLE:	Any	Any
DIET:	Scavenger	Omnivore
INTELLIGENCE:	Non- (0)	Semi- (2)
TREASURE:	Nil	G
ALIGNMENT:	Neutral	Neutral

NO. APPEARING:	10-100	1
ARMOR CLASS:	9	3
MOVEMENT:	3	18
HIT DICE:	1/2	12
THACo:	20	9
NO. OF ATTACKS:	1	1 + 12
DAMAGE/ATTACKS:	1-3	3-18 and 1-3
SPECIAL ATTACKS:	Paralysis	Paralysis, crush
SPECIAL DEFENSES:	None	None
MAGIC RESISTANCE:	None	30%
SIZE:	S (1' high)	G (40' high)
MORALE:	Unsteady (7)	Elite (13)
XP VALUE:	35	8,000

The krajen develops in three stages: small spaceborne spores, a barnaclelike immature stage, and the huge, adult krajen that is the bane of the shipways. In its adult stage, the krajen can grow longer than most ships, and resembles a gargantuan aquatic squid. Its **tubelike** body is dominated at one end by a thick central tentacle, the base of which is surrounded by a cluster of smaller tentacles.

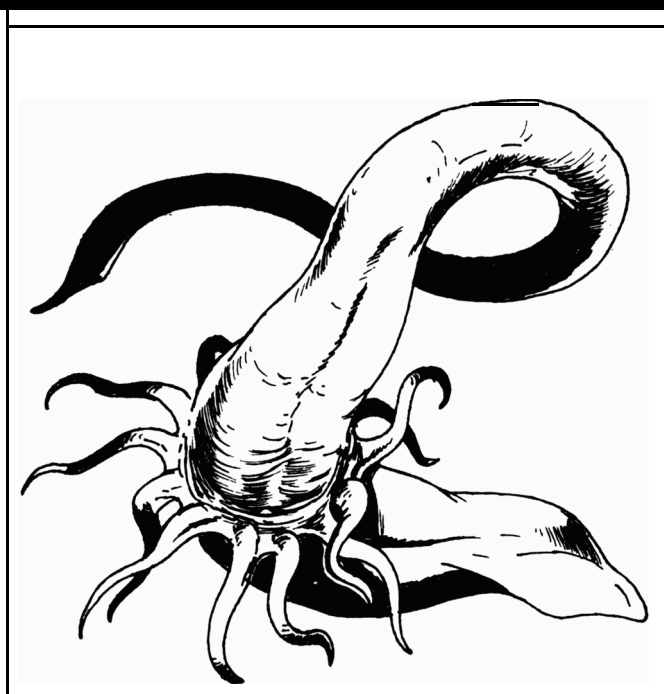
Combat: Adult krajens are holy terrors, attacking anything that comes within comfortable distance of them with a huge central tentacle and a cluster of twelve lesser tentacles. The krajen's central tentacle can crush objects of more than huge size, inflicting either 3-30 hit points or 1-3 hull points of damage, depending on the target. On a hit of 18 or better, the central tentacle has looped around **the** target and can crush each round thereafter automatically. Even when not crushing the life out of a victim, the central tentacle can inflict up to 3-18 points of damage in combat.

The smaller tentacles that ring the large central tentacle are called sentries, and act to protect the main shaft. They are thin, snakelike members, tipped with a paralysis poison that causes those hit to save vs. poison or be paralyzed for 3-30 rounds. The adult krajen can use all its tentacles at one time, though no more than two tentacles will engage a man-sized target.

A common krajen tactic is to snare a ship and crush it with the central tentacle, while the smaller sentries deal with the crew and other creatures trying to attack it. Only after all the attackers are paralyzed or slain will the krajen feed, crushing the paralyzed survivors. The krajen will feed over several days, fall into slumber for a few months, then move off for new conquests.

Habitat/Society: The krajen has no real social organization. The monstrous adult krajens are solitary creatures, and should **one** encounter another, it will treat it as any other creature and probably attack. The krajens are immune to their own paralysis poison and that of their young, and will destroy ships that are carrying their young and consume them as readily as not.

Ecology: In **the** krajen's youngest form, its spores are harmless, and can be slain by such simple spells as cure disease. They drift like windborne seeds in the void, waiting for the approach of a ship or other solid body. They are so small that a spelljamming ship can pass through a cloud of them without stopping and **with-**



out its crew noticing. It is only when the spores take root in the hull of the ship that they are noticeable.

Krajen spores can take root in any solid object, including asteroids, ship hulls, and large living creatures. Once planted, the base of **the** spore widens and digs into the surface, while the outer surface hardens into a shell similar to a **barnacle's**. The central tentacle is nested in an opening at the top of this shell. In case of normal attacks on the immature krajen, the tentacle can whip out to attack enemies in **the** area, lashing out at random. When dormant, the tentacle is tucked inside the top of the shell.

Immature krajens can survive without air, and in fact prefer **the** stale air of bad air envelopes over the healthy air of areas replenished by green plants. They do need a solid surface to draw nutrients from, though each one can also absorb nutrients from dead bodies **that** it and the rest of the colony have destroyed.

When the immature krajens have pulled the equivalent of 2 hull points of material from a surface (i.e. in about two months), they disengage and float into space. At this point the gripping base closes and the sentry tentacles appear. Feeding on the stored, concentrated energy, the krajen attains its adult size and goes hunting. Large groups of immature krajens often hunt other krajens, until only one member of the group survives and reaches full size.

Adult krajens grow throughout their entire lives, such that leg-ends of particularly huge individuals surface from time to time. Krajens feed on ships almost accidentally, as their main prey are kindori, radiant dragons, and other large creatures.

One rumor that has appeared in a number of spheres is of a lesser race of human barbarians who have tamed the krajens through use of alchemic mixtures. They have traded these mixtures to the arcane in exchange for lifejammers, which they have hooked up to the relatively mindless krajen. Using the lifejammer-driven krajen, this lesser race is suddenly appearing as a major menace to shipping, often preying on other pirates and marauders.

Krajen

Immature Krajen

Immature krajens are a bane of shipping, as their continued growth destroys the surface they are moored to. This is particularly dangerous if the surface is a ship hull. Resembling a giant barnacle, a single krajen can inflict about 1 point of hull damage in a month of growth. Immature krajens come in large colonies, however, and with each krajen inflicting similar damage, a krajen colony can break up a ship in short order. Wood and stone are subject to this type of damage, but living material (such as the kindori) and the ceramic hulls of the elven butterfly ships take no significant damage.

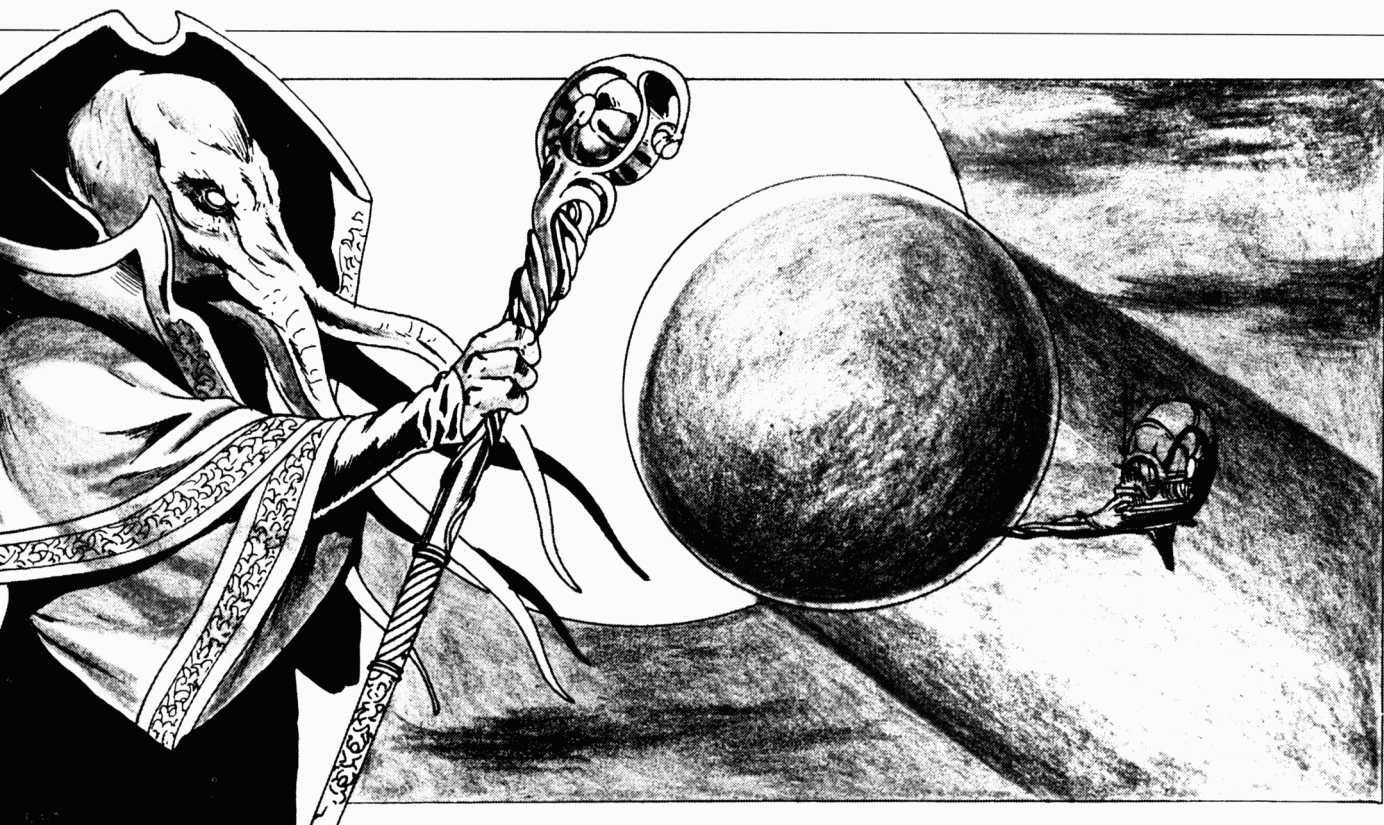
As a result of the destructive activities of immature krajen, ship crews must often scrape the undersides of their ship hulls, where the krajens tend to nest. This is made more difficult by the fact that the krajen's main tentacle is tipped with a paralyzing poison that causes an individual hit to be paralyzed for 2-8 rounds. During

this time the krajen will either continue to strike the attacker with its tentacles (if riled or if some of the colony have been slain) or, more likely, shuffle off to a new piece of the ship.

When part of the colony is threatened or attacked, the damaged/dying member releases chemicals that aggravate the other members of colony, so that attacking one immature krajen affects all other krajens in that same air envelope.

Carefully done, freeing a hull of immature krajen is an unpleasant and time-consuming task. Crews will wipe out krajen colonies even on asteroids and other areas, if for no other reason than to prevent them from becoming full-fledged krajens.

Immature krajens have no intelligence, and their colonies grow together by chance rather than as a result of any cogent thought. They grow together because they take root together.



CLIMATE/TERRAIN:	Wildspace, jungle
FREQUENCY:	Rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Day
DIET:	Carnivorous
INTELLIGENCE:	High (13-14)
TREASURE:	A (N)
ALIGNMENT:	Lawful neutral
NO. APPEARING	1 0-40
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	3
THACO:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon or 1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard, +4 vs. illusions
SIZE:	M (5-6' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	1,400

The k'r'r'r are sentient spiders that developed in deep space. Unfettered by a dependency on gravity, the k'r'r'r are not locked into the two-dimensional thought processes that seem to affect other races. Their homes and ships can be built of three-, four-, or five-sided designs to suit their needs.

The k'r'r'r are firm in their belief that their place is at the apex of creation. The rest of the Known Spheres is a larder for their kitchens and a quarry for their constructions. It is their destiny to exploit all the resources that their gods have made available to them. The k'r'r'r's duty is to organize themselves so that they may fully grasp that destiny.

The k'r'r'r look like thin spiders resting on stilts-like legs. Whereas most spiderlike beings are relatively horizontal with bodies held close to the ground, the k'r'r'r are upright with torsos held 2 feet off the ground. This disparity is attributed to a superior design granted by the gods.

The k'r'r'r come in shades of black and dark blue. A sky blue strain is a natural mutation, and they are considered touched by the gods and treated with inordinate respect.

Combat: The forward pair of legs are smaller than the other six, and they end in delicate claws used for manipulating tools and weapons. The head is multieyed but dominated by two primary orbs. The multiple eyes coupled with high intelligence provide the race with a +4 to saving throws versus illusion/phantasm spells. The head also has great jaws that allow the k'r'r'r to bite if it is weaponless.

K'r'r'r prefer spears, pole arms, and other piercing weapons to the shorter weapons such as maces. They are physically hampered when using weapons that require slashing strokes, such as swords, and they suffer a -1 to hit penalty with them. K'r'r'r do not use bows, but they can use specially modified and mounted crossbows and starwheel pistols, though each weapon takes an additional round for the k'r'r'r to load. In combat, the k'r'r'r who have such weapons fire the first round then use their pole arms thereafter. Those without a secondary weapon will bite for 1-4 points of damage.

One k'r'r'r in 10 has exceptional abilities. Half of these are higher level fighters, with additional 1-6 HD. The other half are specialist priests of levels 3-12. These specialized priests have limited access to spells (All, Guardian, Protection, and Sun spheres only), and they are used primarily as



helmsmen for exploration and colonization vessels.

Habitat/Society: The k'r'r'r believe they have the right to colonize and exploit the remainder of the universe. Their logic to support this philosophy is straightforward: Other races in space apparently come from one groundling society or another—they have no more purpose in space than does a fish on land. The k'r'r'r, however, were born to the void.

To that end the k'r'r'r are expanding their infiltration of various spheres through use of their unity fleets. These fleets are like caravans to the stars, identical ships being constructed and sent out one after another. The ships are modular, and once they arrive on the scene they can link up to form larger, more powerful ships to defeat an enemy. The peculiar nature of the k'r'r'r allows their ships to move quickly on a tactical scale, even if the ships have linked together and exceed the normal 100-ton limit. It is a combination of the k'r'r'r's mindset and their specialized helms that allows them to pull off this maneuver—a maneuver that other races, even with k'r'r'r helms, have not been able to duplicate.

The k'r'r'r are led by their strongest fighter, supported by priests. The fighter and priests are likened to empty vessels that must be filled by the k'r'r'r spider-god called the Wise Queen. Her body is jet black, and she has a humanish mold to her face. The k'r'r'r consider her superior to all other gods. Just as the k'r'r'r are superior to all other creatures,

There is a disturbing similarity between the k'r'r'r Wise Queen and the Dark Elves' Lloth. The drow goddess is extremely chaotic and utterly evil—could she be advising and providing spiritual leadership for a group of neutral but primarily lawful spider-creatures? The answer is unknown,

Ecology: The k'r'r'r are carnivores and will eat any creature, including their own dead, in order to survive. However, they are extremely efficient feeders and do not need to eat often, and a single meal will hold a k'r'r'r for two months or more. There will be dried meats of unknown origin on k'r'r'r ships.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Division
ACTIVITY CYCLE:	Mainly day
DIET:	Omnivore
INTELLIGENCE:	Verv (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-20
ARMOR CLASS:	0 (7)
MOVEMENT:	12
HIT DICE:	5
THACO:	(See below)
NO. OF ATTACKS:	One by weapon and by shakti
DAMAGE/ATTACK:	By weapon and by shakti
SPECIAL ATTACKS:	Shakti
SPECIAL DEFENSES:	Shakti
MAGIC RESISTANCE:	20%
SIZE:	M (5'6"-6' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	2,000

Lakshu are tall, beautiful, well-muscled, green-haired amazons. These teeth-gritting, armored harridans have laid waste to a thousand worlds, all in the name of their masters, the reigar. Lakshu have a fondness for tattoos, body paint, and ornate raiment (when not in battle dress). Their physical appearance is virtually identical; the only identifying marks are their tattoos, and their individual tastes in off-duty clothing. The principle form of identification comes from their individual shaktis (see entry on Reigar for complete shakti information). Consequently, each lakshu is known by her totem animal (e.g., Phoenix, Manta, etc.).

Combat: Lakshu are deadly in combat, exhibiting extreme proficiency in their weapon of choice. They are equally skilled in armed and unarmed combat, having been adapted by the reigar expressly as bodyguards/shock troops and shakti repair experts. Lakshu enter a berserker rage (morale 20, lasting until no opponents remain standing, +2 to attack and damage rolls) when reduced to half their hit point total.

In battle, each lakshu can call and command up to three **helots** (golem-like creatures that have the same attacks as their organic counterparts: AC 2, MV by creature type, HD by creature type +2, unaffected by **sleep** and charm spells; **helots** do not have any special abilities or spell-like abilities their organic forms may possess). These **helots** are used by the reigar in coordination with the lakshu as organized fighting units, in addition to serving as crew members on the reigar esthetics.

Habitat/Society: It is not known how the association of the reigar and the lakshu came to be, but for as long as either race can remember they have been partners of sorts. The most accepted theory is that a raiding party of lakshu landed on the reigar homeworld with intent to dominate, little knowing what awaited them. (They had heard about these namby-pamby artistes, but nothing was said to them about the lengths to which these artistes would go in their search for the ultimate experience.) As soon as the lakshu saw the shakti devices, they realized that an alliance was the best possible move for them. By accident it was discovered that the lakshu also



had an affinity for shakti repair, which suited the reigar. (Repairs are not part of the reigar style—they are repetitious and mundane, two concepts that are foreign to the reigar.)

The reigar liked the lakshu's war-like temperament, and they were likewise pleased at the lakshu's ease with the shaktis. So the reigar set about appropriating the lakshu as a work of art. This entailed creating a uniform appearance for their race, in keeping with the reigar ideal of a single work of art. In this case, that meant re-creating the appearance of the lakshu as a whole, to gain the currently uniform height, weight, body mass, etc.

Lakshu are now the elite troops of the reigar, and they serve as crew members on esthetics, in which capacity they are in charge of the daily operations of the crafts. In return for their services, lakshu receive room, board, travel, and (for those who are especially favored or who perform above and beyond the call) sometimes even gifts, uniquely created for them by their commanding reigar. And, of course, they are given personal shaktis that function in the same way as the reigar's.

Their society, such as it is, is military in structure. Whenever two or more lakshu are present in one place, one must be superior to the others. A strict hierarchy is maintained, so that each lakshu knows her place and does not aspire to elevate herself.

Lakshu reproduce via parthenogenesis. At specific times they give birth to a young lakshu, who is raised in a creche with the other offspring.

Ecology: Since their alliance with the reigar, the lakshu have become dependent on the esthetics for all their food needs. Their war-like raiding has been controlled as well; no longer are they laying waste at will. Now they lay waste when told to by their masters.

CLIMATE/TERRAIN:	The Sun, elemental plane of Fire
FREQUENCY:	Uncommon/common
ORGANIZATION:	Solitary
ACTIVE CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d2
ARMOR CLASS:	5
MOVEMENT:	6 (20 running for 1 d4 segments)
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d4/2d4
SPECIAL ATTACKS:	Breath weapon
SPECIAL DEFENSES:	Immune to all fire damage
MAGIC RESISTANCE:	Nil
SIZE:	M (5' long)
MORALE:	Steady (1 I-12)
XP VALUE:	650

The lavaworm looks as though it is made of living semi-molten rock. It moves about like an inchworm, hunching its body up as it moves its end forward, and lowering its body as its head moves forward. The creature has a large maw at either end which periodically expels a noxious gas smelling strongly of sulfur. The creature can grow to be five feet long and nine inches in diameter.

The lavaworm is a dull brown or reddish color. It tends to have an elastic epidermis which stretches when it moves or attacks. Its two mouths are lined with sharp needle-like teeth. It also possesses two sets of eyes, with a pair on each end of its tubular body. This gives the impression that there is no back end to the creature, but there is. The creature's rear mouth is somewhat smaller than the front, and the creature never travels backwards.

Combat: This creature attacks anything cooler than itself that moves. It has the ability to move at a rate of 20 for 1d4 segments. When it uses this movement form, it always surprises its opponent. It can use this jump in speed only once every five rounds.

When the lavaworm attacks, it bites with its incredibly hot maw, inflicting 2d4 points of damage. Half of the damage is associated with its intense body heat. It can strike with its rear-mounted mouth only when the front mouth strikes, and then it has a -3 penalty to the attack die roll. The rear mouth does the same amount of damage as the front.

Every five rounds, this creature spews a great cloud of sulfuric gas, which blinds anyone within a 20-foot radius, a successful saving throw vs. breath weapon preventing it. The resulting blindness lasts for 1d6 rounds. It is possible for an affected character to suffer blindness for a certain number of rounds, only to fail another saving throw before those rounds are over.

Habitat/Society: These creatures never attack fire elementals or other creatures which exhibit at least the same temperature as their own, unless they are looking for a crea-



ture on which to lay their eggs. They eat only creatures with lower external temperatures.

When these creatures mate, the female lays eggs on the hottest location she can find. Usually this is on creatures like the efreeti, Helian or even other lavaworms. The extreme heat is needed for the eggs to hatch. Around 500 eggs are hatched from one incubation. These young lavaworms eat their way into the creature they are attached to and then proceed to eat everything that is within reach.

Unfortunately, this usually kills the host rather quickly. Once the host is dead and its body only a husk, the lavaworms then begin to eat each other, until they are one week old. At that point, they emerge from the creature's body as one-half Hit Die monsters, and go their separate ways.

A lavaworm continues to grow until it is one year old, gaining one-half Hit Die every month. At the end of the year, the lavaworm is full grown, and it begins looking for a mate. Once the breeding process is complete with the female, the male lavaworm searches for other females to mate with. After a seven-day period is over, the male lavaworm never again mates, turning permanently sterile thereafter. The female, on the other hand, is able to mate every year for its entire life.

When this sterile stage of the male lavaworm comes about, it attempts to find a location that is not inhabited by any other lavaworms, claiming this location to hunt and live in. Territorial instincts completely take over the creature, which fights to its very end in order to preserve its hunting space. Whenever a lone lavaworm is found, it is usually of this sterile male variety. There have been reports of these lavaworms getting as big as 20 or 30 feet in length, with tremendous maws four feet in diameter.

CLIMATE/TERRAIN:	Common Any	Lesser Any	Greater Any
FREQUENCY:	Uncommon	Uncommon	Uncommon
ORGANIZATION:	Pack	Pack	Pack
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Low (S-7)	Low (S-7)	Semi-(2-4)
TREASURE:	D	Nil	W
ALIGNMENT:	Neutral	Chaotic neutral	Chaotic good
NO. APPEARING:	1-12	1-8	1-6
ARMOR CLASS:	2	3	4
MOVEMENT:	9, Fl 12 (B)	9, Fl 12 (B)	9, Fl 12 (B)
HIT DICE:	1 + 1	3 + 3	5 + 5
THAC0:	19	17	15
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1d2	1d8	1d6
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	45%	30%	15%
SIZE:	S (1' high)	S (3' high)	M (5' high)
MORALE:	Irregular (5)	Fanatic (17)	Steady (11)
XP VALUE:	120	270	650

The lhee are canine pranksters of wildspace, more of a nuisance than anything else. Their behavior swings wildly from acting like regular groundling dogs to being irresponsible imps.

Although there are three types of lhee, they all share certain physical characteristics. All lhee have a pair of dextrous humanoid hands instead of front paws. Each type of lhee has a pair of great, snowy-white dove wings mounted just behind the shoulder blades. All lhee speak a language of yaps, growls, and woofs. They can also speak with blink dogs.

The three types of lhee resemble different breeds of dogs. Lesser lhee resemble dachshunds, Chihuahuas, and miniature poodles. Common lhee look like pit bull terriers, **doberman pinschers**, and rotweilers. Greater lhee appear as great danes, St. Bernards, and sheepdogs.

Combat: The common lhee's bite does **1d8** damage. The common lhee actively look for fights. All lhee can cast **invisibility** (at will), and **audible glamor**, **dancing lights**, **blur**, and **darkness 15'** radius three times a day each. Common lhee function as **3rd-level spellcasters**.

Habitat/Society: The lhee have a definite heirarchy. The bigger lhee bully the smaller. A pack of lhee consists of all one type, though not necessarily all one breed. Each pack has a leader that the others follow, if they feel like it.

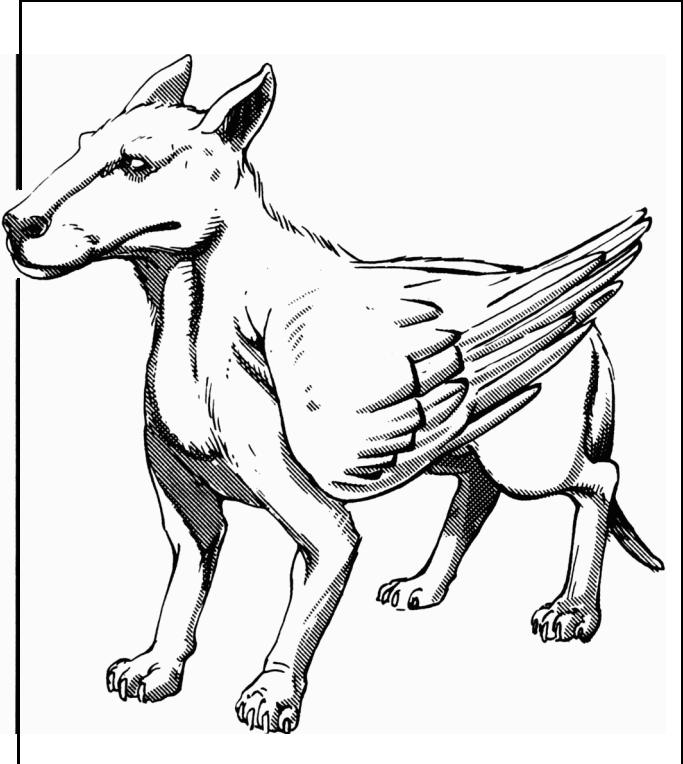
A pack of lhee lairs inside caves or hollows in small moons or planetoids. Common lhee chew everything they find to small bits; consequently, they have no treasure.

The life of a lhee consists of racing comets, eating, chasing spelljammers, eating, and annoying sailors. And eating. They exhibit some groundling dog habits such as a love for chasing felines, and a strong attraction to trees, wizard's staves, ship masts, and the like.

Common lhee are the most violent, aggressive, and downright nasty lhee. They enjoy pulling pranks, though their jokes tend to be violent. ("Hey, let's push that torch-wielding **halfling** through that portal into the phlogiston!") They tend to be stupid, and the lesser lhee are forever tricking them.

Lesser Lhee

What the lesser lhee lack in size and ferocity, they make up in brains and mischief. They enjoy pestering spelljamming sailors



by pulling little innocent pranks on them. Lesser lhee are the most intelligent type of space canine, and they prefer to wriggle out of combat situations by spell use. Lesser lhee have 50% skill in picking pockets. Lhee love to steal little things and commit small acts of sabotage on spelljammers.

In addition to the spells available to the common lhee, the lesser lhee can cast grease, **spook**, and **phantasmal** force three times a day at 2nd level.

Lesser lhee bite for **1d2** damage. These small animals avoid battle if at all possible.

Greater Lhee

Greater lhee act like big, friendly dogs. They exhibit many traits of groundling dogs, such as loyalty, frantic displays of happiness at seeing humans, a fierce love of playing, and a gullibility that shocks even the lesser lhee. For instance, a greater lhee will fetch a burning stick tossed into the phlogiston. Like other lhee, greater lhee love to play jokes on spelljamming sailors, though they believe the sailors want them to!

Greater lhee have the same spell capability as the common lhee, casting spells at 6th level.

The greater lhee's bite does **ld6** damage, and they are not reluctant to fight. They feel fights are part of a dog's life.

Ecology: Each pair of lhee encountered is a mated pair. There is a 10% chance that the pair have a litter of **2d4** puppies. These puppies have no powers or abilities until they reach adulthood at six months old.

Lhee are difficult to train, though it is possible if the trainer can get a puppy no older than three weeks. Training takes a full year.

Trained lhee are sometimes used as watchdogs, but this does not always work, since the dogs have a horrendously limited attention span.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	A,T,V
ALIGNMENT:	Any good

NO. APPEARING:	0
ARMOR CLASS:	6
MOVEMENT:	11+
HIT DICE:	10
THACO:	1
NO. OF ATTACKS:	1-10
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	+ 1 or better magical weapon to hit
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	M (6' tall)
SIZE:	Fanatic (17-18)
MORALE:	9,000
X.P. VALUE:	

Archliches are a very rare form of undead. They are transformed human spellcasters of good alignment who have deliberately and carefully accomplished their own transformation into undeath. These caring individuals do so to serve a cause or protect a loved being or place, and devote their undeath to the furtherance of their purpose.

Nevertheless, archliches resemble lichs. They appear as gaunt, skeletal humans who radiate a menacing chill, and wear tattered, once-fine robes (25% of which are magical).

Their eyesockets contain only twinkling lights; magical eyes that are unaffected by light, but can see in the deepest darkness as keenly as they saw in normal light, in life. Archliches were formerly wizards or priests of at least 18th level, or bards of at least 24th level.

Combat: Archliches like to avoid direct combat if possible. Unlike lichs, they are immune to clerical turning or disruption. Their strength of will combined with the process through which they attain lichdom renders archliches immune to all mental magic (*enchantment/charm* and *illusion* spells and effects). They can therefore never be magically controlled or influenced by another being.

Archliches exude an aura of power that causes creatures of less than 5 hit dice or 5th level to flee in terror for 4d4 rounds. Their touch chills living things for 1-10 hit points of damage, and causes instant *paralysis* to victims that fail their saving throws. Such paralysis lasts 2-5 turns, unless magical *|| y dispelled*.

An archlich can, by touch and will, repel undead—this power compelling even the most powerful undead creatures. Archliches are themselves immune to poison, disease, and all energy- and ability-draining undead attacks.

An archlich can *animate dead* by touch and will, to raise skeletons and zombies to serve it. If it so wills, its touch can give it the same control over existing wights and lesser undead as it has over the undead it animates. Such things are usually done in battle. An archlich has no interest in raising armies to serve it, nor in controlling others by force or fear.

Archliches can be hit only by magical weapons of + 1 or greater power, by magical spells and item effects, and by



monsters having 6 or more hit dice or levels, and/or magical properties.

Polymorph, paralysis, petrification, cold, electricity, death, and insanity-causing spells and effects have utterly no effect on an archlich. *Raise dead* and similar spells will do an archlich 1 hit point of damage per level of the being casting them.

An archlich is able to employ spells and magical items just as it did in life. It still requires the use of magical components, spellbooks, and the like—with nine exceptions (see below). Archlich bards retain their musical abilities. Many have composed haunting, melancholy ballads in their undeath, and are known to roam dungeons, ruins, and desolate moors or bogs at night playing and singing the tunes of the past.

Each archlich can choose nine spells that it knows at the time of achieving undeath, and retain them in memory. When each is later cast, it is forgotten, but regenerates spontaneously in the archlich's mind 144 turns later. Typically *dispel magic, fly, invisibility, teleport* and a few offensive spells are retained by archliches in this manner.

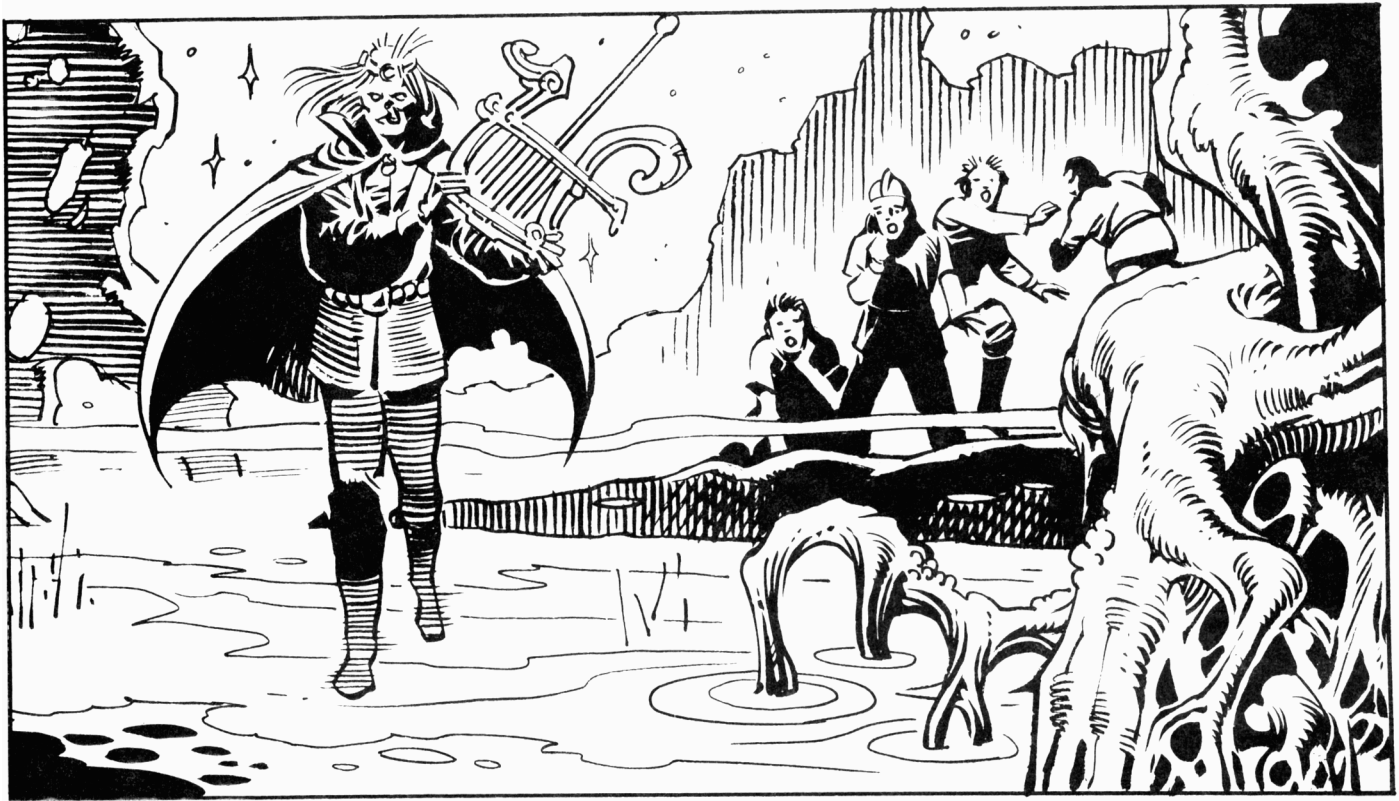
Habitat/Society: Unlike lichs, archliches have no phylacteries. They enshrine their life forces in a usable magical item (see below).

Archliches are usually solitary. They prefer to work behind the scenes, in study, contemplation, and (through servant creatures and allies) manipulation of other beings, to achieve their own ends. A few archliches exist to further their own mastery of magic, but most exist to serve a kingdom or royal family, a particular hero or organization, or to exact revenge or complete a goal left unfinished at death.

Archliches make their homes anywhere, but tend to conceal their presences or natures from living men, to avoid continual attack. They have the endless patience and cunning of their more evil counterparts, lichs, and can make deadly foes.

Archliches, unlike lichs, do not forget. This is both a blessing and a curse. They may grow very weary with the passing years and seek to end their own existence, but they never spurn their own names or former friends.

Lich, Arch



Archliches will often work with the living-rangers, bards, and wizards in particular-to achieve a common goal. Archliches have even been known to love living beings, tend the wounded, or tutor living wizards. However, they can never achieve true life again, short of divine means.

Knowing an archlich's name gives a creature no power over it, but archliches can hear their names spoken anywhere on the same plane, and sometimes (06% of the time) come curiously, to investigate.

Archliches can water *walk* (as the third-level priest spell) as a natural ability, at will. Those who live on islands or in marshes or rivers are often seen walking silently along where a living creature would plunge into the depths. Archliches always move silently unless they will themselves to do otherwise.

Ecology: To become an archlich, a living spellcaster must create a magical item of some sort. By tradition, for most wizards this item is a miniature spellbook into which they put the nine spells they seek to carry forever in undeath.

A potion must then be created and enchanted with the spells *animate dead*, *chill touch*, *contingency*, *pass without trace*, *permanency*, *teleport*, *trap the soul*, and *wraithform*. The would-be archlich drinks the potion while touching the chosen magical item, which must be anointed with at least one drop of the would-be archlich's blood.

A single, secret spell is then cast, and the being either dies (07% chance) or enters undeath (83% chance), collapsing into a death-like slumber that lasts 4-16 turns. When the being awakes, it will be an archlich forevermore.

The potion may be created and the lichdom spell cast by the would-be archlich or by another being; i.e., a prospective archlich may achieve undeath through the magical assist-

ance of another. The process cannot, however, work on an unwilling creature (its death will always result). The would-be archlich may also have aid in creating the magical item that stores its essence, but must take an active part in its creation.

Should an archlich be destroyed, whatever remains of it is instantly *teleported*, even across vast distances or many planes, to touch the magical item containing its essence. The archlich will then begin to slowly re-form, gaining 1 hp per day, until it is whole once again. Until it has regained at least one-quarter of its hit points, the archlich will be immobile, yet will be able to speak.

It will regain one of its nine spells per day until it has them all (and once regained, each will return again a day after being cast). The immobile lich can cast these spells while still otherwise helpless, and need not remain in the vicinity of its magical item to further recover.

Whenever this process occurs, whatever items the archlich is wearing or holding when slain come with it, but all memorized spells are lost.

If the archlich's magical item is physically destroyed, the archlich is also instantly and irrevocably destroyed. Merely exhausting the charges of such an item, or dispelling its magical powers, will not harm the archlich; destruction is required.

Archliches need not eat, drink, or breathe. Their bodies never change, sweat, blush, ache, or grow hair as those of living humans do. They can eat, drink, smoke, and so on if they wish to do so.

Lich, Master

CLIMATE/TERRAIN:	Spelljammer
FREQUENCY:	Unique
ORGANIZATION:	Leader
ACTIVITY CYCLE:	Continuous
DIET?	Nil
INTELLIGENCE:	Genius (17-18)
TREASURE:	Hx4
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	6, Fl 12 (C)
HIT DICE:	13
THACO:	8
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3-18 (or by weapon)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	20%
SIZE:	M (5½' tall)
MORALE:	Fearless (19-20)
XP VALUE:	15,000

The master lich is a variation of the standard lich developed from a combination of incantations, potions, and promises made to dark, extradimensional powers. An undead creature becomes a master lich until such time as it must pay the price of the promises given to the dark powers.

The master lich resembles a normal lich in many ways, save that its flesh is not rotted. Rather, the body is **desiccated**, the skin pulled back like leather over the skull and bones. It retains the standard lich's deep-set, black eye sockets, with burning white pinpoints of light dancing deep within the recesses.

Combat: A master lich will not enter into direct combat unless he has no other choice or unless his target is helpless and easy to slay. If he chooses to avoid physical combat, he uses his ability to animate the dead to create an army of undead skeletons and zombies to fight in his stead.

The undead are under the master lich's full control, and all their actions can be manipulated by the lich. He can see through the remains of their eyes and hear through the remnants of their ears. Any living creature killed by or through the master lich's hand can be reanimated in this fashion.

In addition to retaining the abilities gained when alive, the master lich can paralyze on touch. Those failing a saving throw versus paralyzation will be immobile for 4-24 rounds.

The master lich cannot be affected by enchantment/charm or necromantic spells, including those that allow others to control the undead. He is also unaffected by polymorph, poison, cold, insanity, and electricity magic. The master lich can be turned, however, except when he is on his home grounds; treat this lich as a special undead for purposes of turning. (The home grounds of the master lich known as the Fool are located in the warrens of the *Spelljammer*, and he is the only known example of a master lich. However, given the vastness of space, there is no telling whether another master lich may already be created or when another may occur.)

Unlike normal liches, the mere appearance of a master lich does not cause fear, and he may be struck with normal weapons. The master lich does regenerate 1 point/round and will do so even if the body is destroyed and separated. As such, he is truly undead.



This lich is not restricted to humans and humanoid when creating undead. Long-dead creatures become skeletons, humans and humanoids become zombies, and all other large creatures become monster zombies. In addition to his regular zombies and skeletons, the Fool has created a pack of undead rats (1 HP, AC 9, MOVE 6, all other stats as per normal rats). These rats serve as his eyes, scouting the warrens for potential targets or enemies.

Habitat/Society: The master lich is not as solitary as are his lichling counterparts. Rather, he prefers to be at the apex of an undead society, typically of his own creation. He commands his skeletons and zombies without question and imposes his will on other undead through the force of his personality or through threat if need be. Any type of less powerful undead may be under the command of a master lich, excepting only liches, arch liches, and demliches. Vampires and other sentient undead will be treated as uneasy allies at best.

Since the master lich exists in part because of his eluding some dark bargain, he seeks safety in numbers. In particular he seeks protection from those who might seek to take the master lich to his final death.

Ecology: The master lich is undead, and with his regenerative properties can survive until he falls under the one true death. This will only happen if either of two events occur: If a dark power shows up to collect the lich's immortal spirit in payment, or if the lich is captured and dragged to a power's home plane. The master lich fears the dark powers that helped make him more than anything else in the world, for they are the ones who will prove to be his undoing.

Occasionally a master lich will fixate on a particular place, event, or person, and he will work to the best of his undeadly ability to control that place, event, or person. This becomes an overriding obsession with the master lich, eventually negating all other needs.

Lumineaux



CLIMATE/TERRAIN:	Phlogiston
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Nil
ALIGNMENT:	Unknown
<hr/>	
NO. APPEARING:	1-2
ARMOR CLASS:	2
MOVEMENT:	18
HIT DICE:	20
THACO:	—
NO. OF ATTACKS:	—
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	G
MORALE:	Fanatic (17)
XP VALUE:	9,000

The lumineaux are vast, diaphanous creatures that inhabit the flow. Some sages liken them to the giant mantas of earthly seas. To others, they are like white cells gliding through the lifeblood of the cosmos, filtering potential impurities.

Lumineaux seek out portals to the crystal spheres, and then wrap themselves over the shell like a patch on a ball. They are virtually invisible to spacefarers. Phlogiston within their cells creates a rainbow-colored camouflage for their semitransparent body.

Combat: Lumineaux feed on memories. They actively channel life forms through a convoluted series of permeable membranes, slowly draining away levels of experience. The drain is only temporary, but among the uninitiated, it can prompt hasty and foolish responses.

To extract memories, a lumineaux appears to create a kind of telepathic link with any intelligent life form passing through its body. When fixed on an intriguing memory, the lumineaux deadens that portion of the mind and “copies” the information. As a result, the victim loses 1 experience level per turn of drain. The victim may sense some confusion, but it must roll a successful Wisdom check to realize that memories and experience are waning. Of course, spellcasters whose levels are dropping may notice more immediate results when they find their available spells reduced in accordance with their loss in level. Other penalties to abilities that are based on experience level also apply. The lumineaux usually does not intend to kill its captives, and it drains them to a minimum of 1 level.

Lumineaux can absorb travelers who are entering or leaving a crystal sphere. Normal passage through the creature lasts **2d4 + 2** turns. The speed or size of the ship is not a factor. The ship is reduced to combat speed and can perform combat maneuvers, but such maneuvers have little effect on the duration of the trip through the creature’s strange digestive tract. Only one maneuver alters the trip: in full reverse, a ship with an SR above 6 can effectively stall itself. As the ship nears the lumineaux’s outer membrane, the creature forcefully expels it.

Just as humans are mostly water, lumineaux consist mainly of the phlogiston’s mysterious, flammable ether. As a result, any incendiary attack, magical or otherwise, has the same fiery effect as such assaults have in the phlogiston itself.



Attempts to form a spiritual link with the creature are also dangerous. Any attempt to read the creature’s mind or detect its alignment calls for a saving throw vs. paralyzation (at the character’s current level). A failed saving throw means the character is overwhelmed by the barrage of thoughts, and he suffers **2d10** points of damage.

Other spells and attacks work normally against the lumineaux. The best defense, however, may be no defense. The drain in experience level is only temporary; levels return at the rate of 1 per day as soon as the ship leaves the lumineaux.

More dangerous than the lumineaux itself are the scavengers that may lie in waiting in the phlogiston, hoping for easy, low-level prey. A crew with scavengers traveling in its air pocket has similar cause for worry. **Scavvers** are not intelligent enough to be weakened by the lumineaux’s attention. Larger scavvers, which are aggressive, may attack the ship when its crew is most vulnerable.

If viciously attacked, a lumineaux tries to consume its attacker repeatedly, draining experience levels until its attacker no longer poses a threat. If that means killing its opponent, so be it.

Habitat/Society: Not much is known about the lumineaux. They are even rarer than the portals they guard. Sages who believe that greater divine forces govern the known gods offer the most plausible concept. They propose that the ultimate celestial powers may use the lumineaux as sentries, whose purpose is to monitor the activities within a crystal sphere.

Nearly every encounter with a lumineaux to date has involved a solitary creature. Occasionally, however, two have been known to guard a portal. Sages suggest that such junctions indicate a definite mating cycle.

Ecology: Because their cells are filled with phlogiston, lumineaux are found only in the flow.

Lutum (Mu&Woman)



CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	P, Q (individuals); D (in lair)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1 or 1-8
ARMOR CLASS:	7 (base)
MOVEMENT:	12, 18 (rolling)
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	1 or 3
DAMAGE/ATTACK:	By weapon or 1-6/1-6/1-8
SPECIAL ATTACKS:	Smothering, spells
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall) to L (7' tall)
MORALE:	Elite (14)
XP VALUE:	2,000

In their true forms, the malicious lutums appear to be amorphous beings of tan, gelatinous clay that move by rolling. They fashion limbs for themselves as needed to aid in locomotion or combat. Lutums are able to sculpt themselves into bipedal and quadrupedal forms; with few exceptions they choose humanoid female shapes. Most lutums prefer these forms to their own.

Furthermore, because all lutums have an innate ability to cast alter *self* four times a day, with a duration of four hours for each spell, they can so closely resemble female humans, half-elves, and elves, including drow, that others cannot tell their true nature. These women appear nearly perfect in form and have beautiful, striking features. The lutums have learned that imitating attractive women—rather than plain ones or males—helps them further their goals. Because of their other spell-like abilities, many pose as wizards or druids.

Some lutums prefer to take on the images of existing humans and demihumans. This enables them to be automatically accepted in certain circles, and their behavior usually causes much embarrassment for the people they mimic.

Combat: In humanoid form, lutums posing as spellcasters usually attack with their spell-like abilities and magical items first. If they are forced to melee, they prefer to attack with weapons, further adding to the ruse that they are humans or demihumans. However, if pressed or if their true forms are revealed, lutums attack with two clay-like arms and with their large maws. If a victim is struck with all three of these attacks, he is considered caught in the gelatinous clay mass and will smother in 1d4 +1 rounds.

All lutums are able to cast the following spells: alter *self* four times a day, *ESP* twice a day, and *friends*, *stoneskin*, *passwall*, *stoneshape*, and *clairaudience* once a day.

A common combat tactic of a lutum is to lure a male victim close by using its feminine charms, cast *friends* to keep him off guard, and then attack with surprise in an attempt to smother him. If the lutum is planetside, it uses *stoneshape* to catch the victim, and then pummels him to death. Its *passwall* ability is usually held in the event it needs to escape. In addition, one out of ten lutums can study magic and rise to the status of a 4th-level wizard.

Lutums are immune to *transmute rock to mud*, *stone to flesh*, and both spells' reverses. They suffer full damage from blunt



weapons, but only half damage from edged weapons. An *earthquake* spell instantly kills lutums, and a *mouse earth* spell incapacitates them for 1d6 turns.

Habitat/Society: Lutums prefer to act on their own. Their greed is so overpowering that they would rather not share anything with others of their kind. However, some lutums have learned that when they combine forces they can gain more power and wealth. In such lutum clans there is always a leader, usually the largest lutum.

Lutums desire to gather the most magic and wealth possible, and to do so by assimilating themselves into human and demihuman societies. Lutums especially love magic that enables them to retain their human and demihuman forms longer.

Lutums are also power-hungry. Some have been known to rise to important positions in human and demihuman governments by marrying the leaders, killing them, and then inheriting control, or simply by marrying the leaders and pulling their strings. In democratic societies, lutums prefer to rise to power on their own merits, campaigning for office and frequently winning because of their beauty, poise, and ruthlessness.

Lutums enjoy traveling from planet to planet, acquiring power and wealth. They usually find passage on ships by appearing as beautiful women in dire need of transportation. A few lutums who have used their charms on the crew have been taught how to operate the ships, and they have subsequently taken them over.

Ecology: The origin of lutums is a mystery. Some believe a mad wizard experimenting with earth elementals gave them life. Others think that they are a variety of mimic from the plane of Ooze. Lutums must eat rocks, minerals, and a variety of clay compounds to gain nourishment.

Lutums are asexual. They reproduce by splitting in half, but only when they feel a need to increase the power of their race; this usually occurs when one or more lutums in a clan die. The new lutums are born as adults with full abilities.

Men: Wonderseeker

SJR1



CLIMATE/TERRAIN:	Any space or city
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies: 11-18 (10+ 1d8)
TREASURE:	J,K,Q,S,V,X (A,B,H)
ALIGNMENT:	Any (usually chaotic neutral)

NO. APPEARING:	1
ARMOR CLASS:	Varies (10)
MOVEMENT:	12
HIT DICE:	Varies; usually 7-12 (6+ 1d6)
THACO:	Varies
NO. OF ATTACKS:	Varies
DAMAGE/ATTACK:	By weapon type (plus possible strength bonus)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Varies; usually Elite (13-14)
X.P. VALUE:	Varies



"Wonderseekers" are spacefaring humans who roam space in search of entertainment, conducting elaborate games among themselves in which other beings may become unwitting accomplices or pawns.

Wonderseekers are nothing like "Seekers," who quest after knowledge. Rather, they are dilettantes, dabbling unpredictably in other's lives and affairs for personal satisfaction alone. They may aid or inform others, or attack or torment them.

Wonderseekers favor frilly, fantastic garb, with cloaks, gems, and body adornments. They often carry magical *gemwords* (see "Personal & Ship Equipment") and *wands of paralysis*. They use elaborate, courtly manners and flowery speech, and have a taste for wild adventure coupled with innate wanderlust.

Combat: Wonderseekers may appear bored and effete, but all are warriors (66%) or rogues (67-77% thief; 78-90% bard; 91-99% dual-classed, wizard and one of the classes already listed; 00% dual-classed and having an inherited spell-like innate magical natural ability).

Wonderseeker magical abilities are usually small-scale alterations of their own person. All are usable once per turn, but only 3-6 times in a day. The most common abilities are *dimension door*, *fly*, *invisibility*, *levitate*, *spider climb* and *telekinesis*. No wonderseeker ever has more than one ability. Such powers may be used on a whim or to escape danger, but are never advertised or revealed without reason.

Wonderseekers are proficient in the use of long swords and in a variety of other weapons, usually hand crossbows, throwing axes, darts, and daggers. If fighters, wonderseekers specialize in long sword use. They use wits and tongue to avoid needless combat—it's messy and brings trouble with local authorities. Most pursue duelling as a hobby.

Habitat/Society: Wonderseekers are misfits who go their own ways to seek their own pleasures and achievements. Decadent and bored, most achieve satisfaction in fulfilling personal wants through sheer time, persistence, and devising or acquiring magical items. They feud among them-

selves, but also share mutual honor and respect—and will aid even hated rivals against neogi, illithids, and other monsters. They rarely duel another wonderseeker to the death—but instead favor "The Death of Seven," a ritual in which one anonymously hires seven assassins to slay another.

Each assassin must work alone, making a single attack at least one day after a previous attempt. Each must leave a clue as to their sponsor's identity (the sponsor devises and supplies these clues). The terms of the ritual stipulate that a wonderseeker can never try another Death of Seven against anyone surviving all seven attempts, and that the survivor should have received clear clues to know exactly who sponsored the Death against him.

To become a wonderseeker, one must have access to *potions of longevity*, find a way into space, and survive. Most are adroit traders, thieves, and explorers, and have acquired magical wands, potions, and such mundane but useful magical items as a *decanter of endless water* and a *Murlynd's spoon*.

The DM must decide what magic a wonderseeker has hidden on his person, ship, and in treasure caches. A wonderseeker usually carries 2-5 personal magical items. Small, portable items are favored, especially those that can be worn or concealed. Popular items include *bracers of defense*, *lens of detection*, various *figurines of wondrous power*, and *necklaces of missiles*. Several specialize in making unique (DM-devised) forms of *Quaal's feather tokens* to surprise and confound foes.

Wonderseekers often seem calm and uncaring in the face of great danger. Following them or their advice can be deadly; to them, entertainment is all. They always seek novelties and experiences, and battle all who would impose order on them or others.

Ecology: Wonderseekers are essentially gadflies and parasites. They serve as wild cards working unpredictably against other power groups, such as the Arcane, slavers, pirates, and all others who seek to rule by might or to impose authority. Many wonderseekers are invaluable to adventurers as allies, informants, hired rescuers, and fences of stolen property.

Mercurial Slime

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	2
MOVEMENT:	3, F148 (E), SR 2
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	5d10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10 + ' diameter)
MORALE:	Fearless (20)
XP VALUE:	420

The mercurial slime is widely feared by wildspace sailors as a mindless, swift, and deadly organism.

A colony of mercurial slime resembles a large blob of silver liquid drifting aimlessly in space. Several colonies can be found together, though no closer than 30' apart. As a result, only one colony at a time attacks a ship, though other mercurial slimes may block escape routes.

Mercurial slime has no sensory organs, but it can follow sound waves to their source. It is also attracted to light. When the slime is in an atmosphere, it can sense motion by disturbances in the air.

Combat: Mercurial slime is pervaded with strong acid that works much like blood and digestive fluids do in a human, dissolving nutrients and carrying them to individual cells. If the acid contacts living flesh, it dissolves the skin, causing **5d10** damage. All inorganic matter must save vs. acid at a -2 penalty. Weapons that hit the slime must save before they roll damage. If a weapon fails, it dissolves, causing no damage.

Mercurial slime is most hazardous when it contacts a **spelljamming** ship. Should a vessel touch mercurial slime, it must save vs. acid. If the ship fails, the mercurial slime makes a standard attack roll. Its acid damages the ship like a heavy ballista.

Sometimes the slime's silver surface catches starlight and reflects it back in lovely color patterns. Anyone staring at this display is mesmerized as if by hypnotic **pattern** cast at 4th level. Nothing frees the mesmerized viewer except a violent shaking for one round.

Mercurial slime is not organic. Thus it cannot be affected by spells that control nature, such as charm plant or charm animal. Fire, cold, and electrical attacks have no effect. However, mercurial slime is susceptible to **magic missile** spells.

Habitat/Society: Mercurial slime is unintelligent and has no society or organization beyond the colony. It merely drifts through space, seeking to feed. It cannot communicate.



Ecology: The organism reproduces by fission while it is dissolving living tissue. There is a straight 1% chance that the slime reproduces after each hit against an organic target. The slime splits into two creatures, the victim takes an extra **5d10** damage, and the two creatures reach full size instantly.

Mercurial slime converts light, including starlight, into propulsive energy. It can attain spelljamming speeds. Mercurial slime does not need air to survive, but it cannot land on planets, since gravity breaks it up into a fine mist which dissolves rapidly into nothing.

Enterprising folk have attempted to use the slime as an organic spelljamming source. The big problem with this plan: The mercurial slime attacks any container holding it, requiring a saving throw at -2 (cumulative) vs. acid each round.

Alchemists have tried in vain to collect mercurial slime to create a powerful acid, but the stuff keeps eating through vials and containers.

Some sages theorize that mercurial slime is in fact nothing more than a groundling slime or jelly carried into space and somehow altered. Others call it a plague sent by deities who do not wish to see the races ply the spacelanes. It is interesting (and reassuring) that no clerics endorse this theory. Some elven scholars guess that mercurial slime may be a weapon from the Unhuman Wars.

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Rocks and minerals
INTELLIGENCE:	Non-(O)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	-6
MOVEMENT:	F16 (E)
HIT DICE:	19
THACO:	2
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (100 + ' diameter)
MORALE:	Steady (11)
XP VALUE:	11,000

For as long as the human race has been in space, sages have wondered what creates meteors. The meteorspawn is not necessarily the only source, but its presence certainly explains the reason for some of these flying rocks.

Meteorspawn are huge globes of living rock. The smallest meteorspawn measures at least 100' in diameter; some specimens are rumored to reach diameters of thousands of feet. The meteorspawn has a circular mouth that measures $\frac{1}{4}$ the spawn's diameter. Two other holes lie opposite each other on the left and right rear quarters. These holes, waste orifices, and are no wider than one tenth the spawn's diameter. The meteorspawn's coloration ranges from black to earth brown to slate gray.

Despite its great size and big mouth, the meteorspawn has no interest in eating spelljamming sailors nor their vessels. It drifts placidly, eating rocks and minerals.

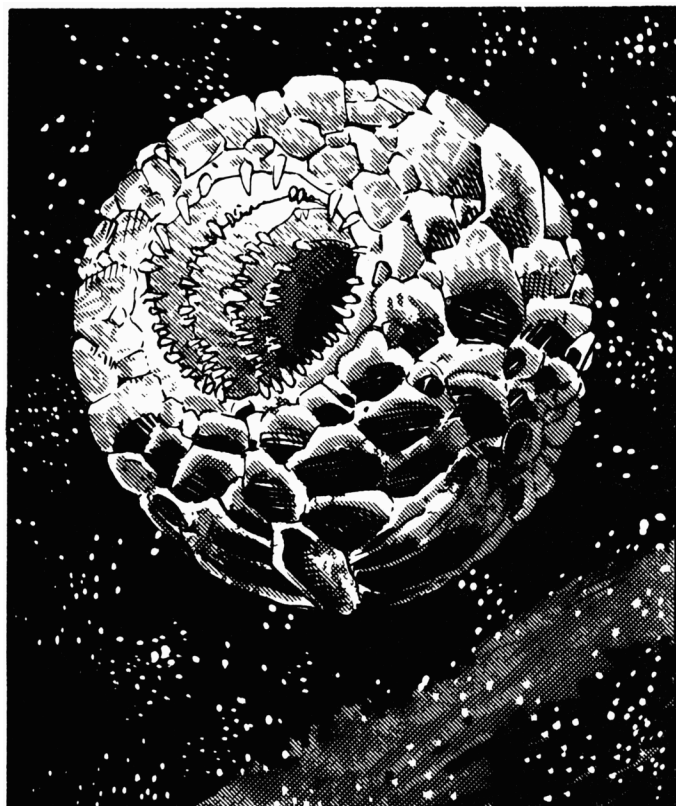
Combat: Meteorspawn avoid fighting until they have lost 25% of their total hit points. Only this much damage makes the thick-skinned, unintelligent meteorspawn realize it is under attack.

The meteorspawn's only real attack is the meteors that it shoots out of its two opposing holes at extremely high speeds. If the meteorspawn is less than 1,000' in diameter, it can rotate its body and bring both holes to bear on an enemy. Meteorspawn wider than 1,000' can only bring one hole to bear.

Any unfortunate caught in the line of fire gets hit by **1d4** meteors, each doing **3d10** damage. In ship combat, treat the meteors as heavy catapult shots. Whether or not a meteor hits, the shot flies out of the combat into wildspace. Another meteor is born!

The meteorspawn's mouth does not bite, though if a ship collides with the mouth, it gets sucked in. The ship must make a saving throw vs. spell, or the part of the ship stuck in the meteorspawn's mouth is destroyed as though by a **disintegrate** spell. The ship's bow is normally the part which ends up colliding with the mouth. Each sailor in the affected area must make also save or suffer disintegration.

Habitat/Society: The meteorspawn is a solitary drifter. Chunks of rock and mineral floating through wildspace make up its diet. The meteorspawn scoops up its food the way a whale scoops up plankton. Using extreme pressure, it crushes the rock for mineral nutrients.



Waste material in the form of boulders is stored in two sacs deep behind the mouth. When these sacs are filled, the meteorspawn shoots boulders of waste rock out into space at great pressure and speed.

In rare (5%) instances, meteorspawns get close enough to planets to pull some atmosphere along with it. Since the meteorspawn does not need air to survive, this atmosphere remains until it is taken by grateful spelljammers.

Ecology: Most meteorspawn live for several centuries. During this time, the meteorspawn gestates **1d4** young. At the end of its life, it breaks up, and a rare and wondrous sight—the young emerge. There is a 1% chance that any meteorspawn encountered is about to give birth.

The initial size of the young depends on how many are born. If four are born, each is a quarter the size of the parent. If three are born, each is a third the size, and so on.

Meteorspawn are a mixed blessing. On one hand, they clear away loose rock and debris that poses a navigational hazard. On the other hand, they create new hazards, high-velocity meteors that crash through ships. The only consolation is that the meteorspawns create less matter than they consume, so at least the overall volume of rocks and minerals in a given area is reduced.

Some mariners consider the birth of a meteorspawn to be a sign of good luck, seeing the symbolism of renewed life from death. In addition, when the parent breaks up, sailors can retrieve enough ammunition for **2d10** shots for each catapult on board. The size of the catapult does not matter; there are plenty of rocks of all sizes to choose from!

Mimic, Space



CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	V (U)
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	3, Fl 18 (B)
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-12 (smash)
SPECIAL ATTACKS:	Glue
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	L (varies)
MORALE:	Champion (15)
XP VALUE:	5,000

Mimics are the result of a magical experiment. Despite their very thick, resilient hide, these creatures have the ability to change their shapes and colors at will in order to fool nearby victims, which they then feed on. Space mimics sometimes pass as ship debris floating in wildspace, as an ornate chest, or as an elaborate wizard's desk with books and scrolls in an abandoned ship.

Space mimics have two eyes, which normally remain hidden under thick eyelids. In addition, space mimics can sense heat and light within 90 feet.

Space mimics are about the same size as their planetside counterparts, about 150 cubic feet (a 3' x 6' x 8' chest for example or a small lifeboat). The natural skin of the space mimic is pitch black, with small specks of twinkling light, imitating a space background. The space mimic can change its shape and color in one round to resemble a piece of furniture made of any variety of wood, stone, or metal (either plain or carved). Like the common mimic, the space mimic must retain its normal size, but can otherwise radically alter its shape.

The space mimic speaks its own tongue and often another three or four. The languages it is most likely to understand are neogi (01-20), the arcane tongue (21-40), human common (41-70), beholder (71-75), elven (76-90), or illithid (91-95). On a roll of 96 +, the space mimic is eager to learn a new language.

Combat: Mimics use their shapechanging abilities to surprise their victims (-4 penalty to the victim's surprise roll). If attacked, a space mimic lashes out with a pseudopod that inflicts 3d4 points of damage. The mimic is also covered with a strong glue that can hold anyone or anything coming in contact. A victim can be pulled free in three rounds only if the glue is weakened with a flask of alcohol. The space mimic can dissolve its glue anytime it so desires, and can control which areas of its hide are covered with the glue. Mimics are immune to acid, molds, green slime, and various puddings.

Space mimics have the ability to cast the spells available to a 4th-level illusionist. This is an innate ability, and thus the spells do not require components. Space mimics do need to locate spell books or scrolls in order to acquire the spells initially. Once they have acquired a spell, they may use it as a 4th-level illusionist. Space mimics also need rest to recover spells previously cast. A



common spell mix for space mimics might include the following: *audible glamor*, *cantrip*, *spook*, *Nystul's magical aura*, *hypnotic pattern*, *improved phantasmal force*, and *invisibility*.

Space mimics are as much interested in food as they are in magic. When visitors approach, the space mimic stays invisible to study the party. If it finds out there is a wizard, the space mimic tries to lure the spellcaster somewhere alone, and then hypnotizes him while it steals books, scrolls, or magical items. After eating a victim, the mimic goes into hiding. If the party remains, the undiscovered mimic may attempt to lure yet another member when it hungers again.

Habitat/Society: Space mimics live in wildspace. They are solitary creatures that enjoy spending time reading space lore, tomes on magic, and other arcane volumes. Unlike their common cousins, space mimics have various cultures, usually based on their readings. These mimics are intelligent; they exchange books they already read for food or other books. Space mimics have neither religious beliefs nor any morals.

When food is scarce, the mimic turns invisible and goes dormant for up to two to three years, after which time it will die unless it feeds. A good meal (one or two humans) sustains a space mimic for 1d4+4 months. Space mimics can levitate at will, which enables them to slowly travel across wildspace.

Ecology: Mimics were created by wizards to protect their treasures. This strain was created for long voyages, but they soon proved unreliable servants. After being discarded, mimics survived, reproducing by fission. Along with their glue, space mimics exude an odor that attracts rodents, space vermin, and occasional monsters as well.

Body parts of the space mimic are as useful as that of its common cousin. In addition, the space mimic often keeps some treasure (usually books or scrolls) in a pocket under its belly.

CLIMATE/TERRAIN:	Wildspace/phlogiston
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Magical energy
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
<hr/>	
NO. APPEARING:	1-6
ARMOR CLASS:	0
MOVEMENT:	12 (through any medium) (or SR 5)
HIT DICE:	5
THACO:	N/A
NO. OF ATTACKS:	1 (for entire pack)
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Injured only by spells
MAGIC RESISTANCE:	10%
SIZE:	S (3' tall)
MORALE:	Unsteady (7)
XP VALUE:	975

When a party encounters a pack of misi, always roll **1d6** to determine the number present, as the number of misi encountered may have a serious effect on any combat that follows.

Misi do not exist in three of the four dimensions that humans and humanoids are capable of sensing. They have no physical manifestations in terms of length, width, or height. Instead, they exist solely in the fourth through sixth dimensions. Consequently, they cannot be injured by any form of physical attack, although they can be contacted and affected by magic.

Occasionally, misi can be glimpsed in the **spacial** dimensions as rainbow-colored scintillations of indistinct shape, but for no more than a few moments at a time. Such appearances can occur anywhere-on the surface of a planet, in the depths of wildspace, or even out on the phlogiston ocean. However, misi are almost always seen near spelljammer ships, for they are attracted to the magical emanations associated with the spacefaring craft.

Combat: The misi have no direct means of inflicting physical injury on ordinary beings. Instead, the misi rely on an indirect method to defend themselves-interfering with any magic being used at the time, especially magic powering the spelljammer ships.

When the misi attack, they always do so as a group, making a single attack no matter how many of them are involved. Their attack comes in one of two forms: They either interfere with **spelljammer** navigation, or they try to alter any spell being cast at the time. In either case, to see if the misi's attack is successful, roll an Intelligence check for the character casting the spell or using the spelljammer helm. If the user/wearer passes the check, he has repelled the misi attack. Otherwise, the misi are successful. To determine the results of a successful misi attack, consult the following table in the next column:

The misi cannot be injured by any sort of physical attack, including those made with magical weapons. They are vulnerable only to damage from spells, and then only if an individual misi can be located to have the spell cast at it.

Characters attempting to locate a misi have a percentage chance equal to three times their Intelligence score of spotting a misi's scintillating body for one round. For example, a character



with an Intelligence score of 10 has a 30% chance of spying a misi, and a character with a Intelligence of 18 has a 54% chance. Misi cannot be detected by means of a **detect** invisible spell, but they can be located by use of a locate **animal**, locate **object**, or **ESP** spell.

No. of Misi	Effect on Spell or Caster	Effect on Spelljammer Ship
1	Negates spell	Drifts off course
2	Spell affects random PC	Stops dead
3	Caster takes any spell damage	Accelerates toward hazard (planet, asteroids, star)
4	Caster loses magic for 1 day	Ship loses gravity
5	Caster suffers 5d10 damage	Ship's air becomes deadly
6	Caster dies; save to negate	Ship explodes and breaks up, crew suffers 1d12 damage apiece

Habitat/Society: Misi live in small family groups in the fourth, fifth, and sixth dimensions. They cannot see into the first three dimensions any better than the PCs can see into the fourth, fifth, and sixth. They are aware of PCs only as vague shadows. They have absolutely no interest in characters inhabiting the first three dimensions, save when those characters are using magic.

Ecology Misi feed on magical emanations and are therefore attracted to spelljamming ships. When misi attach themselves to a ship, they flit about the rudder, rigging, and decks, occasionally becoming visible as scintillating manifestations of light. They feed for **1d10** turns. During this time, the spelljammer's SR is reduced by 1 per round (that's right, per round!) of feeding. When the SR drops below 1, the ship drops out of spelljamming speed and is stranded until the misi finish feeding.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Patrol
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Exceptional (16)
TREASURE:	D
ALIGNMENT:	Lawful good
NO. APPEARING:	4-7
ARMOR CLASS:	0
MOVEMENT:	12, F124 (A), Sw 9
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	2 or 3
DAMAGE/ATTACK:	1d10 (weapon) + 1 (strength bonus) or 1d8/1d8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	50%
SIZE:	M (6' tall)
MORALE:	Elite (16)
XP VALUE:	8,000

The monitors are benevolent beings who patrol the farflung reaches of wildspace and the phlogiston. However, space is quite large, and the monitors' forces are spread thin. Understandably, not everyone feels comfortable around monitors. Their absolute, black-and-white code alarms beings who compromise or bend rules to accomplish things.

Monitors manifest in two different ways. In a crystal sphere or on the Outer Planes, they appear as gold-skinned, winged centaurs. Their eyes and hair blaze as if made of red flames. In the phlogiston (only), monitors appear as silver-skinned pegasi, with icy blue eyes and manes. Both forms have the same movement rate.

Monitors speak their own complex language, Common, and all of the tongues of evil races native to wildspace and the phlogiston.

Combat: Monitors are not averse to combat when necessary, though they usually give opponents a chance to surrender before starting hostilities.

In their centaur form, monitors wield two-handed flame tongue swords. The swords strike twice per round, inflicting 1d10 hp on small or man-sized opponents, and 3d6 hp on larger opponents. Flame tongues are + 1 swords, + 2 vs. regenerating monsters, +3 vs cold-using, flammable, or avian creatures, and +4 vs. undead. Monitors have Strength 17.

In pegasus form, monitors can breathe a cone of cold three times a day at 10th-level ability.

In addition, either of the monitor's forms may strike with the two forehooves, doing 1d8 damage each. This, however, is a last-ditch measure, as the monitors consider it undignified.

Besides their normal magic resistance, monitors are immune to all spells from the school of enchantment/charm.

A monitor reduced to 0 hp falls and dies in 1d4 + 1 rounds. Before the monitor expires, it makes a loud keening noise. This special distress call relays who is dying, where they fell, and the descriptions of those who committed the deed. Any monitors in the same crystal sphere immediately receive the report. Satisfied, the monitor dies, its body and sword becoming a puff of golden smoke.

Habitat/Society: Monitors travel in patrols with a rotating leader, giving all squad members the chance to command. The squads



wander everywhere, enforcing the tenets of their lawful good alignment: punishing evil, rescuing the helpless, and protecting all innocent life from harm or malice. They personify goodness, raising the alignment of lawful good almost to an art.

Monitors are unselfish, just, brave, unswervingly loyal to their ethos, and dedicated to their mission of eradicating or reforming evil. They are not intimidated by anything and calmly face overwhelming odds. One tale tells of a monitor who was surrounded and outnumbered by a horde of Pirates of Gith (see the first SPELLJAMMER" Monstrous Compendium). When asked for her last words, the monitor replied, "You are all charged with murder, piracy, and threatening a monitor. Surrender now, and things will go easy for you." The scary thing is, after the dust of battle settled, she had won.

Unfortunately, monitors are not the greatest diplomats. They have a black-and-white view of right and wrong. Compromise is repellent. As they say, "Shades of gray may feature a bit of white, but they also harbor a bit of black." In some cases, monitors have rescued halfling thieves from the clutches of illithids, then turned the thieves over to the proper authorities for incarceration.

With all the evil races such as the neogi, illithids, and beholders in wildspace, other races are reluctant to alienate a powerful race of good beings who try to stem the tide of evil. Monitors are the butt of many complaints, jokes, and grumblings, but people turn to them first when a great evil arises.

Ecology: Though monitors appear as beautiful male or female centaurs, they do not reproduce. Young monitors have never been seen. Some scholars guess that monitors are the spirits of deceased paladins, rewarded by various good deities with these powers and responsibilities. Some cynical observers believe the opposite: paladins who were not "good enough" have been stuck with the task of policing space.

Monitors do not require air, food, or drink, though they sometimes eat food to make other beings feel at ease. Even so, they are strict vegetarians.

Moon, Rogue



CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal to low (1-7)
TREASURE:	Nil (incidental)
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	3, Fl 18 (D)
HIT DICE:	15
THACO:	5
NO. OF ATTACKS:	1, Special
DAMAGE/ATTACK:	1-10, Special
SPECIAL ATTACKS:	Paralyzing spines
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H to G
MORALE:	Steady (11)
XP VALUE:	9,000

The rogue moon, a wandering monster the size of a whale, earned its name from the fact **that** it resembles a ball glowing in **the** dark. It dwells in the more remote regions of wildspace where, from a distance, it may be mistaken for a moon.

The rogue moon has a roughly spherical body covered with scales that are orange to bright yellow. The scales form a thick, flexible armor. The rogue moon has two stalks and a large mouth on one side, and small openings regularly spaced about the rest of its body. The stalks are flexible and move constantly. The rogue **moon's** teeth are well adapted for a variety of different foods. Dozens of spikes lie flat on the scales, pointing away from the stalks and the mouth area.

Combat: Over **the** centuries, the rogue moon developed the uncanny ability to fool **those who** travel through wildspace. **Un-** wary travelers and occasional monsters tend to move toward unknown sources of light. When the prey comes within several hundred yards, the rogue moon stops glowing and slowly drifts forward in the dark.

If the rogue moon gets within **30** feet of a prey, it suddenly increases its size tenfold, erecting its spikes. As it enlarges, the rogue moon sucks smaller prey toward it, unless they make a successful Dexterity check (success means they managed to grab onto their ship). Victims automatically impale themselves on the spikes when falling, suffering **1d12** points of damage. They must roll a successful saving throw vs. poison at the beginning of the next round or remain paralyzed for 1d6 turns.

Even a ship can be affected by the rogue moon's inhalation. Generally, a very large object, such as a ship, will hit the rogue moon one round after smaller objects, such as passengers. The rogue moon can avoid the ship by moving to one side. Otherwise, the impact causes 1 point of hull damage to the ship, **1d10** points of damage to all passengers (including those who impaled themselves on **the** moon's spikes), and **5d8** points of damage to the rogue moon itself.

If attacked, the rogue moon uses its sharp teeth to fight back, inflicting **1d10** points of damage per successful attack. After **com-** bat, the rogue moon returns to its normal size, shakes off any paralyzed prey, and devours them.

Habitat/Society: The rogue moon is by nature a wandering mon-



ster. It lives in the darker regions of wildspace, moving about erratically. The rogue moon generally drifts in space, covering several hundred miles in a month.

The rogue moons are solitary creatures. They do not mate, but have a peculiar way of reproducing. Every five years, a rogue moon exudes moonspawn, a thin, glowing cloud consisting of gases and microscopic eggs. The moonspawn does not dissipate into wildspace, as its cohesive properties enable it to stay together. The moonspawn then drifts away from the rogue moon. The smell of moonspawn can attract another rogue moon from thousands of miles away. When it reaches the moonspawn, the other rogue moon is fertilized. A year later, the "mother" casts away a dozen **1-HD** rogue moons that immediately wander away in space. If anything or anyone else comes in contact with **moon-** spawn, the moonspawn is wasted.

Rogue moons can move by compressing air out of the openings in their scales. They can retain air found in occasional pockets of air in space or around large objects. This how rogue moons move in combat, or leave the surface of larger objects. If a rogue moon accidentally lands **on** a large ship, it would use the air on that ship to propel itself away. They also can "walk" by slowly moving their spikes in the manner of sea urchins. In total vacuum, they are stranded, helpless against attackers, and would eventually perish. Rogue moons do not need to breathe air.

Ecology: Rogue moons can live without food for months. If starving, they go into a state of lethargy that lasts up to ten years or until they sense something or someone approaching. Beyond ten years, rogue moons wither and die.

The liver of rogue **moons** makes an excellent component for reverse gravity potions. The glands producing their venom can be used as an ingredient in various soporific drugs. (These glands are located at the base of the spikes, under **the** scales.) Treasure belonging to previous victims may be found inside these creatures, provided it was made of, or encased in, acid-resistant material.

Mortiss



CLIMATE/TERRAIN:	Space/Non-moon, non-planet
FREQUENCY:	Rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Constant
DIET:	Organic debris & solar energy
INTELLIGENCE:	Non-(O)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	1
HIT DICE:	1-100
THACO:	20
NO. OF ATTACKS:	1-6 per foe
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Sting
SPECIAL DEFENSES:	Withdraw into tubes, webs
MAGIC RESISTANCE:	Nil
SIZE:	Varies (2" to 6' long)
MORALE:	Fearless (20)
XP VALUE:	Varies

Mortiss are called the "termites of **wildspace**," though scholars draw a closer analogy to aquatic coral. Mortiss are a colony of wildspace worms that bore through vegetable and mineral matter. They are a hazard to the hulls of all spelljamming ships. The gravity planes and oppressive air envelopes of moons and worlds prove fatal to the worm after a month of continued exposure.

Mortiss young are about two inches long, while adults may grow to a length of six feet. Mortiss are unsegmented roundworms with a dorsal and ventral rib. They are eyeless, sensing by smell and vibration. They have a collar of feathery tendrils ringing their head. In addition, they have a poisonous stinger on the top of their heads and can extrude two pairs of opposing jaws to latch onto and suck blood from prey.

Combat: Mortiss infestation may occur from a collision with egg casings, from bringing mortiss-infested artifacts on board, or from docking near a mortiss-infested asteroid or ship for several hours. Mortiss cause **1d3** points of hull damage per week, and they may also infest the upper decks and lower hold through the hulls. Burrow tubes begin to appear within three to four weeks, always on the side of the ship that receives the most light. As with termites, burrows weaken the decking and superstructure, causing breakthroughs when excessive weight is applied to the undermined deck. Mortiss infestations may be destroyed by fire; a cure *disease* spell destroys a **10'x10'** nest of mortiss.

Mortiss any creatures that try to destroy their burrows. They may sting the invading creatures with their head spines, causing 1 point of damage per sting. Victims must roll successful saving throws vs. poison (with a -2 penalty) or suffer **1d6** additional points of damage and a delusional side effect. Deluded individuals start to see dangers as greater or lesser than they really are, or they may experience hallucinations of being elsewhere, shutting out reality altogether. Victims suffer the delusion for **1d6** hours. A deluded victim may roll Intelligence checks to disbelieve an aspect of his delusion each round, but he suffers a +1 penalty per poisoned sting suffered.

Mortiss also may lunge at a victim and latch onto him with their jaws, draining 1 point per round. Up to six mortiss can attack for every five-foot-square area the intruders enter. Each mortiss has 1 Hit Die; the number of worms in the colony equals



the total number of Hit Dice. A mortiss colony increases by **1d6** Hit Dice for every point of hull damage it causes.

Habitat/Society: Mortiss generally do not get along with other life. However, certain wildspace denizens seem to coexist with mortiss just fine, such as scavvers, krajens, kindori, and elmarins. Indeed, one effect of a mortiss colony is to replenish the air envelope. Thus wildspace denizens often lair among mortiss, waiting for prey to wander near.

Mortiss have the magical ability to convert light energy into magic, enabling them to burrow through wood and rock as if it were soil. The digested material is converted into a clay that is used to construct coral castles atop their burrows. Early infestations of mortiss may go undetected, until the stone-like tubes appear on the hull. Left to their own, mortiss will encase a ship within a year with their constructions, destroying the hull. Scholars hypothesize that many asteroids, and perhaps even some smaller moons, may contain some hidden structure at their heart, thanks to the mortiss' endeavors.

Mortiss are hermaphroditic and mutually fertilize each others egg casings. Casings are then deposited on spelljammer hulls to hatch within a week of laying. Mortiss egg cases resemble geodes.

Ecology: Mortiss can burrow through wood and stone at a rate of one yard per turn. They must expose themselves to light for up to one hour before they can burrow for an equal amount of time. They cannot store more than one hour's worth of **energy** and must return to the surface after an hour of burrowing to soak up more light energy.

A colony covers a five-foot-square area for every Hit Die. In addition, for every 4 Hit Dice, the colony erects one **ten-foot-square** castle to a height of **1d6** feet.

Spelljammers should be warned to regularly check their hull, and periodically make landfalls of a month or more to rid their vessels of these parasites.

Murderoid

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1 or 1-4
ARMOR CLASS:	0
MOVEMENT:	F112 (E)

HIT DICE:	50
THACO:	5
NO. OF ATTACKS:	1-3

DAMAGE/ATTACK:	5-50 each
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Spells

MAGIC RESISTANCE:	Nil
SIZE:	G (1-600 miles diam.)
MORALE:	Champion (16)
XP VALUE:	51,000

Murderoids, so named by travelers because of their aggressive, evil nature, are perhaps the largest denizens of space. These living asteroids are fierce rock creatures that possess their own gravity and atmosphere and move about systems in search of food. Their air envelope is 1d4 miles thick. They attack all creatures smaller than themselves.

Most murderoids are 100 miles long, or longer, and their weight ranges from billions to trillions of tons. Murderoids have a coarse, rock-like skin that is several feet thick and ranges in color from dark brown to dark gray. Their sensory organs, similar to eyes and ears, appear as craters and small hills. They speak no language, but they are able to communicate their emotions to other murderoids by changing the color of their skin. Lighter shades represent satisfaction and pleasure, darker shades represent hunger and anger.

Combat: Murderoids can sense creatures up to 60,000 miles away. They attack by luring living creatures to land on their rock-like skin. Once a creature is on its surface, the murderoid uses spells and its physical attacks to prevent the creature from leaving.

Each murderoid can cast *grease*, *dig*, *hallucinatory terrain*, *stone shape*, and *earthquake*, as a 14th-level spellcaster (though only three times a day). The range of the spell is the murderoid's surface and air envelope.

Murderoids usually begin their assault by casting a special *hallucinatory terrain* spell to make their surfaces appear to be paradise. Once a ship or creature has landed, the murderoid casts *stone shape* to form a part of itself around the ship or creature to prevent its escape. Additional tactics include casting *grease* or *dig* spells so creatures cannot stand, or *earthquake* so ships are damaged. After its spell assault, the murderoid attacks physically by opening up a "mouth" on its surface and biting its victim. A murderoid can create up to three mouths in each one-square-mile area, and 12 mouths over its entire form. A mouth can sustain 30 points of damage before being destroyed. It takes 30 minutes to regenerate a mouth.

Murderoids are immune to *earthquake* spells. However, move *earth* stuns a square-mile area of the creature for 1d6 rounds, and *stone to flesh* stuns a square-mile area for 1d4 turns.



Habitat/Society: Murderoids live to eat and continuously hunt for food. They consider all living things smaller than themselves fair game. They have no established territory, forever wandering space in search of food.

Murderoids are solitary creatures; only in extremely rare circumstances is a group encountered. Such groups contain juvenile murderoids, each of which is less than 50 miles long.

From an early age, murderoids learn that status is important. And status is usually measured by the number of ships a murderoid has gathered. While the bulk of a captured ship is consumed, a murderoid usually leaves a section of the ship on its skin to display to any passing murderoids. The oldest murderoids usually have the most trophies. Unfortunate spacefarers have discovered that occasionally the section of a ship which is being used as a trophy transmits a distress beacon; this beacon lures yet more spacefarers to their doom. Such beacons include flashing lights or magical items that transmit light or energy.

Murderoids mate once every 50 years. A mating results in one egg, which is laid on a small asteroid. The infant murderoid eats the asteroid and takes its place—much to the chagrin of space travelers who thought that body to be a lifeless rock. In infant stage, the murderoid is a 10-Hit Die creature and can generate only three mouths over its entire body. Infant stage lasts five years, then the creature is considered a 50-Hit Die adult.

Murderoids live to be about 6,000 years old, generally growing at a rate of one mile in diameter for every 100 years.

Ecology: Murderoids' favorite food are kindori and radiant dragons. Their natural enemies are spacefaring dwarves. Evil humanoids have been known to hunt infant murderoids, which they attempt to charm for their own malign purposes.

The skin of a murderoid can be used as spell components for *stone shape* and *hallucinatory terrain* spells.

CLIMATE/TERRAIN:	Space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	See below
ALIGNMENT:	Neutral

NO. APPEARING	1
ARMOR CLASS:	-2/4/7
MOVEMENT:	Fl 3 (E); see below
HIT DICE:	15 to 25
THAC0:	See below
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Swallowing
SPECIAL DEFENSES:	Convulsion
MAGIC RESISTANCE:	Nil
SIZE:	H (200' + long)
MORALE:	Nil
XP VALUE:	10,000

The nay-churr (the name is singular and plural) are members of a very rare and widely dispersed species whose origin is lost in antiquity. These creatures ply the swirling eddies of the phlogiston, although they are occasionally found inside a crystal sphere. They can exist in any environment.

Body types vary slightly, but all nay-churr have certain physical properties in common. The dominant feature of the body is a rock-hard-but still flexible-stomach in the shape of a tapered cylinder when it is empty. At the end of the creature is a mouth-like opening (called the maw) that is roughly the shape of an oblong rectangle when at rest. When the creature is feeding, the maw expands to several times its normal size; in the largest varieties, the maw can be as much as 500 feet in diameter.

Differences in size (and Hit Dice) run roughly according to this pattern:

Hit Dice	Length	Maw Diam. (expanded)
15-17	200'	150'
18-21	300'	200'
22-24	400'	350'
25	500'	500'

Combat: The nay-churr does not engage in combat per se; it is virtually mindless and doesn't know anything about attacking. (A normal attack roll still applies, to see if the creature hits anything it comes into contact with.) However, it can certainly be dangerous to travelers.

The nay-churr spends its lifetime cruising through whatever environment it occupies, taking in any object or substance it happens to run across, as long as the object is small enough to fit in its maw. The object is not damaged by being swallowed; characters and ships-to name two examples of things that can be swallowed-can be carried around inside the creature's stomach for an indefinite length of time and then disgorged intact and unharmed. The creature's treasure consists of whatever it happens to be carrying around at the time, ranging from rocks and wreckage to undamaged and still useful items-up to and including entire ships.

The most effective way to fight a nay-churr is to simply avoid it; fortunately, because the creature moves very slowly and is very poor at changing direction, this is generally pretty easy to do. If combat is desirable or necessary (for instance, if a disabled companion is trapped inside the nay-churr), then the best approach is to strike at the sensitive area around the maw. If a nay-churr is reduced to 0 hit points by a series of hits on its maw, it immediately expels the con-



tents of its stomach and becomes inert, neither moving nor swallowing, for a period of up to several weeks.

A nay-churr attacked in this fashion is not dead. The only way to kill the creature is to strike exclusively at the stomach until it is reduced to 0 hit points-whereupon the stomach explodes 1d6 rounds later, killing the naychurr but also causing 10d10 points of damage to anyone or anything inside it and 5d10 points of damage to anything else within 200 feet. (From the standpoint of someone inside the creature, this sort of cure be worse than the disease.)

Trying to escape by hacking through the stomach from the inside can have disastrous consequences. If the inner wall of the stomach is damaged even slightly by an attack, the nay-churr will go immediately into a state of instinctive panic and convulsion-moving forward at a rate of 18 and thrashing violently from side to side as it does so. Any objects or creatures inside it are thrown around with such force that further attacking is impossible, and the victims suffer 1d10 points of damage per round from impacts with other objects or debris.

A nay-churr does voluntarily disgorge the contents of its stomach on occasion: whenever the creature happens to be inside the air envelope of some object that it isn't capable of swallowing, such as a planet or a large ship (100 tons or more). The result is a rain of debris in the direction of the gravity plane of the planet or ship.

Habitat/Society: Nay-churr are native to the phlogiston, and this is where they are the happiest (if such a term can be used). There they can cruise endlessly, sucking up a never-ending and never-filling supply of the ether. However, they have been known to drift into wild-space through a portal in a crystal sphere (naychurr cannot penetrate a crystal sphere on their own).

Ecology: Aside from their mindless, chaotic propensity for swallowing anything they encounter, nay-churr play no part in the ecology of the multiverse. However, if a sufficiently large piece of the outer stomach wall of a nay-churr can be salvaged after an explosion, it can be formed into a breastplate that retains its Armor Class of -2.

Neogi: Undead Old Master

SJR1



CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil (see below)
INTELLIGENCE:	Highly (13-14)
TREASURE:	Any
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	3
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-3/1-3/1-6
SPECIAL ATTACKS:	Chill touch
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	S (3' high)
MORALE:	Elite (13-14)
X.P. VALUE:	3,000



Certain cunning, magic-using neogi who grow old resist their coming transformation into great old masters, and flee neogi society to achieve undeath through their magic.

Strong-willed and ruthless, such individuals transcend the limits of their living fellows and become fell, self-sufficient predators, preying on all weaker creatures.

Undead old masters are similar to living neogi: hairy, brightly-colored spiders with eel-like heads and necks. With time, their flesh shrivels, their pelts fade, and they exude a smell of carrion.

An undead old master's eyes are sockets lit by ghostly lights rather than the black, glistening orbs of living neogi. These "night neogi" (as they are sometimes called) are crafty, paranoid planners. They move slowly, but in spell use and anticipating enemies, they are very, *very* quick.

Undead old masters whose magic runs to illusions tend to disguise themselves to appear alive-grander than they ever were in life. One such disguise is shown on page 49 of the *Concordance of Arcane Space* in the SPELLJAMMER boxed set.

Combat: Undead old masters always move in utter silence, avoiding combat when possible. They use their spells without hesitation to lash out at foes, and can fight with their claws and teeth like their living fellows.

The undead state of these creatures causes them to stop producing poison. However, the touch of their claws and jaw-mandibles *chills* living targets in a similar way that the touch of a lich does.

Whenever an undead old master physically attacks, the victim suffers an additional 1-2 points of cold damage, and must save vs. Paralysis or remain motionless on the following round. This temporary "*hold*" lasts only a single round, but if the undead neogi strikes the victim again during that round, it must save again to avoid being *paralyzed* on the next round, and so on.

Their particular undead state renders undead old masters immune to *sleep*, *charm*, *fear*, *hold*, and *death* magics. They

are also immune to poison and paralysis effects. Attacks based on cold or electricity do them only half damage. Undead old masters are unaffected by diseases (although they can carry and transmit them) and insanity. They turn as "Special," and cannot be disrupted.

Undead old masters retain the spellcasting abilities they had in life, and in fact can increase them by study, practice, and the acquisition of new spells. Most encountered undead old masters are the equivalent of 8th-level wizards (to find an individual's level of spell use, roll 1 d8 +4).

Those who manage to retain the slaves they had in life do not lose them in attaining undeath. Most encountered undead old masters will have a bodyguard of 3d4 + 1 umber hulks (see the AD&D® *Monster Compendium*).

Habitat/Society: Undead old masters hate all other beings, including neogi. They trust nothing and no one, and exist only to gather slaves and treasure, and use these to acquire more slaves and treasure, controlling all they can. What they cannot control, they lust to destroy.

They tend to lair in dark, uninhabited caverns or ruins-or in space, aboard derelict ships.

Ecology: Undead neogi can devour things, but no longer need to eat, drink, or breathe, and can now see in the dark. They serve to weed out the weak and the servile in all societies near which they lurk, and on occasion may dominate and shape societies from behind the throne, controlling lesser beings by awe, fear, clever manipulation, and their magical powers.

Neogi

	Neogi	Great Old Master
CLIMATE/TERRAIN:	Any space	Any space
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Tribal/ship	Solitary
ACTIVE CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Highly (13-14)	Low (5-7)
TREASURE:	Q each	Nil
ALIGNMENT:	Lawful evil	Lawful evil

NO. APPEARING:	1-8	1
ARMOR CLASS:	3	5
MOVEMENT:	6	3
HIT DICE:	5	20
THACO:	15	Nil
NO. OF ATTACKS:	3	0
DAMAGE/ATTACKS:	1-3/1-3/1-6	Special
SPECIAL ATTACKS:	Slowing poison	Young
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	10%
SIZE:	S (3' high)	H (20' high)
MORALE:	Steady (12)	Unsteady (6)
XP VALUE:	270	500

The neogi appear as a cross between a wolf spider and a moray eel. The short, furry, eight-limbed body is topped by a lithe, bare, fleshy neck with a serpentine head, its mouth filled with needle-sharp teeth. The ends of its limbs are tipped with small claws. The fur of the neogi is a light tan, but dyed a variety of colors to signify power, rank, accomplishments, and warnings to other neogi. The older a neogi is, the more colorful its hide becomes. A neogi with a bare pelt has no status.

The neogi are hated throughout the Known Spheres, and their spiderships are often attacked without giving them the **chance for provocation**. The reason is that neogi are ruthless slayers and plunderers to the last being, and think nothing of eating their enemies, servants, or fallen comrades. In all the variety of the universe, one truth remains: the Neogi are a hateful, **xenophobic** race that has no friends.

The neogi can communicate in their own language and in common as well—this is the language that they use to command their umber hulks and other slaves. Many speak 1-4 other languages to help facilitate their slaves taking orders correctly. A slave that does not understand its orders is good for nothing except the next meal.

Combat: With the universe against them, the neogi have a number of defenses. The first, and most obvious, is their enslavement of umber hulks (see **Monstrous Compendium 1** for umber hulk stats). Each neogi has a personal umber hulk slave that he rates over all other slaves, who is a combination bodyguard, manservant, and useful set of hands. A neogi without an umber hulk does not survive long, and the profusion of umber hulks on many worlds is ascribed in part to their spreading at the hands of the neogi.

Second, the bite of the neogi is a slowing poison. Those bitten and failing their saving throw vs. poison will be affected as by a slow spell. This lasts for 1-8 rounds, and multiple bites will extend this period by an additional 1-8 rounds per bite.

Third, 1 in 10 neogi has some magical ability, equal to human spell use of levels 1-8. This ability is used by the neogi to gain an advantage in combat against opponents.

Habitat/Society: The neogi are apparently a spaceborne race: No viable colonies of them have been found on any planet larger than



a small asteroid. Their lives revolve around their ships and their slaves.

The neogi have hairy, ugly bodies that they dye with colorful pigments. These cause them to look at times like exploded rainbows. The colors signify rank, achievement, and power within the neogi organization. The most colorful neogis are usually (but not always) captains and/or overmasters of neogi ships.

The neogi also tattoo their slaves with symbols of ownership, usually on the left shoulder in the front and back. These tattoos identify the individual as property, and should a slave survive to have more than one master, an additional tattoo will be placed below the first. Any tattooed creature is considered property of the neogi. If found wandering alone, it will be claimed and its immediate return to the owner demanded.

The neogi are a slaving race with an inborn sense of property: everything is either owned or owner, slave or neogi. Even neogis are slaves to other neogis, but these slave-neogis may have their own slaves and eventually establish themselves as full masters in their own right.

The most important slaves (from the aspect of the neogi) are the umber hulks. These creatures are trained from birth to follow their "small lords," caring for their every need. They provide the strength, the combat ability, and even the raw muscle power and dexterity that the neogi lack. Each neogi has at least one personal lordservant, though any neogi can command another umber hulk (the effect of this command is akin to those of the **charm monster** spell).

A neogi who loses his only umber hulk slave(s) is considered an outcast, and must regain such slaves or be in danger of losing all status and becoming a full slave himself. A captain or overmaster losing his personal slave can still call upon the slaves of his neogi followers, choosing a replacement from these numbers. For this reason, the neogi on a ship are inclined to see that the captain's umber hulk is kept in relative safety, since its loss would likely lead to the loss of one of their own slaves.

All other slaves are just so much dross, fodder for battle, extra sets of muscles for heavy tasks, and, ultimately, food. Their lives

Neogi



are brutally short in the hands of the neogi, but **as** a result, the “small lords” are constantly seeking to replenish their stocks.

The neogi worldview of “own or be owned” has resulted in a paranoid outlook that borders on xenophobia, and their relentless attacks on any ships result in their being hated throughout the crystal spheres. Neogi ships are attacked on sight when possible, and evaded otherwise. Even the arcane, who will deal with the most scum-ridden space nations in the universe, will only deal with the neogi through intermediaries. The only “normal” race with extensive ties is the mind flayers, who make a fat profit on the neogi slave trade.

The neogi have no nation per se, though ships of the race will cooperate under certain circumstances. This cooperation is hindered by the fact that in any neogi gathering, there can only be one overmaster, to whom all others are slaves. Determining the overmaster for a limited objective can be done through negotiation, but is most often the result of a trial by combat held in the cargo pits of the ship. The contending neogi, each with his personal umber hulk slave, battle for domination. The losers are eaten. In a similar fashion, if the overmaster of a ship dies, those neogi interested will fight to determine who is the new overmaster.

The most common ship is the neogi deathspider, a huge hulking craft powered by a major helm. The ship contains blessed few neogi for something of that size. In space the deathspiders will attack smaller ships using their grappling rams, and the umber hulk servants will scramble across, ripping holes in the opponent's ship and carrying off slaves and the bodies of any they slay.

A new ship making its appearance is the mindspider, and indicates a new approach to ownership, in that a fleet's overmaster does not have to be physically on board any of the deathspiders he controls, but instead works from a central command post. The **mindspider** has only appeared in the last **50** years, but is becoming more common in neogi space. The mindspider operates from minor helms and lifejammers supposedly acquired from the arcane. The arcane themselves are at a loss to explain this new development.

Ecology: The neogi live according to an ugly life cycle that is characteristic of their race. As a neogi grows older and his mind fades, his orders become confused and his slaves

become disobedient. His fellow neogi may then choose for him to become a Great Old Master. The “small lords” then poison the older one at once. The different poisons moving through its body overload the old **neogi's** system, and begins its change into a Great Old Master.

The neogi making the transformation swells to a 20-foot height and a similar girth. Its legs and arms become useless, and the last of its intelligence fades: It lives now only to eat.

During this time the other neogi begin to hunt exclusively for the new Great Old Master. Slaves, captives, anything that comes across their path and can be captured is fed to the master. Live flesh is preferred, but dead will sustain it. A Great Old Master will inflict **1d12** hit points of damage per round to any creature fed to it.

After 2 months of such activity, the skin of the Great Old Master bursts and a new crop of mature neogi spill forth. These are unmarked and barely sentient upon their birth, and for the next week the brood area resounds with combat as the young neogi kill each other for food. Of the 20-40 neogi that eat their way out of the master, only about 3-6 survive. These are considered slaves of the entire ship, to be killed or risked in combat, until such a time as they claim and command an umber hulk as their personal slave. At this point they are officially part of the neogi community.

If a Great Old Master is attacked and its flesh pierced, it will release 2-8 neogi to defend itself. These are taken from the future brood, and if slain, will not be replaced. Blunt weapons will not pierce the skin and therefore will not bring the young forth. Edged or piercing weapons, or magical spells that pierce or burn, will produce this defensive reaction.

The remains of the Great Old Master are consumed by the surviving young. Most neogi consider this fate to be the equivalent of a human dying of old age.

Reaver

These are rogue neogi that have rebelled and are seeking to escape the other neogi and their poisons that will transform them into Great Old Masters. These rogue neogi are little better than their fellows, and are if anything more desperate, due to being pursued by their former fellows, all eager to start the process of producing more neogi.

CLIMATE/TERRAIN:	Comets
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-20
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	1-1
THACO:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2 (1d2)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Unreliable (2-4)
XP VALUE:	15

Oortlings are a pathetic race, dwelling on the natural comets that exist within the crystal spheres. While the oortlings once had a fairly sophisticated culture, they were dominated by the mind flayers early on in their evolution. Since that time, they have been manipulated and controlled by the spacelaring illithid and kept as "cattle."

The typical oortling looks much like a dwarf, short, stocky, and noted for their pallor and bloated skulls. Within these skulls are the overdeveloped brains of the oortlings. Although kept from acquiring an education by their overlords, oortlings have the potential for great intelligence. As a rule, however, the best any oortling's brain can hope for is to be the main course at a mind flayer feast.

Combat: The oortlings have had all knowledge of combat bred out of them by the mind flayers. They cringe in fear from even the slightest possibility of violence. In cases where oortlings are in extreme pain or have lost their senses, they have been known to bite and scratch their opponents. While this attack is fairly feeble, it can inflict some minor damage (1d2 points).

Habitat/Society: Oortlings live on the flying mountains of ice and iron that men call comets, making their homes by tunneling through the frozen surface, eventually into the iron or stone nucleus of the comet. Their communities are usually fairly small by human standards, with only 40-240 (4d6x10) oortlings living on any given comet. Of this number, half are females and young.

While oortling culture was once advanced enough to construct great palaces from the ice of their cometary homes, it has degenerated to a state of primitive tribalism. The main



reason for this is the domination and domestication of the oortling people by the mind flayers. Even at the height of their culture, the oortlings had no chance of breaking free from the mental and physic bondage into which they were thrust by the illithids.

Currently, the oortlings are a broken people. All creativity and curiosity has been crushed from their spirits, leaving them a ghastly race of "cattle," tended and guarded by a group of mind flayer "farmers" and then hauled away to sate the hunger of the illithids.

Ecology: Oortlings feed on the ice that makes up the comets on which they live. Their systems are able to break down the ice, extracting the vital nutrients from it and filtering out toxins that would kill other humanoids. Only cometary ice contains the chemicals they need to sustain themselves, however, and a diet of normal water ice does nothing to nourish them.

Oortlings produce few useful byproducts or trade goods which other races might be interested in. The sole exception to this, of course, are the mind flayers who breed the oortlings as human races breed cattle. Some other cultures have found that the fluid around the oortling's brain is a useful component in the creation of many potions that deal with telepathy and other mental powers.

Owl, Space

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Parliament
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Genius (18)
TREASURE:	Nil
ALIGNMENT:	Chaotic good
NO. APPEARING:	1 (2-8)
ARMOR CLASS:	6
MOVEMENT:	3, Fl 12 (B)
HIT DICE:	3 + 3
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/1d3
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (2 1/2' tall)
MORALE:	Elite (15)
XP VALUE:	420

Every spelljamming ship needs a navigator; wildspace is big, and the chance for error is great. Space owls are intelligent owls with a gift for navigation. Humans, dwarves, and gnomes use them most often.

Space owls resemble normal owls, with coloration ranging from dark brown to snowy white. They have big, yellow, unblinking eyes. The owls stand about 2 1/2' tall, with a wingspan of 4'.

These highly intelligent birds can communicate with all birds, both of groundling and wildspace origin. Space owls also speak Common and up to three other languages (DM's choice).

Combat: These cerebral birds are reluctant to enter combat. They would much rather discuss the conflict with their foe, trying to dig deep into the enemy's subconscious to explain their violent tendencies. Is it nature? Is it a bad upbringing? Since most foes resent being mentally dissected, this practice winds up infuriating an enemy even more.

Thus, the space owls have no choice but to defend themselves, using their two sets of sharp talons to inflict 1d4 damage each. The space owls follow up with a beak blow, doing an additional 1d3 damage.

Since space owls are brilliant, they realize that these attacks seldom deter an enemy. So they have developed the ability to cast invisibility, miwot image, blink, ventriloquism, and *spook*, each three times a day, at 6th level. Also, owls can cast *find the path*, *true seeing*, and *augury*, each once per day.

Habitat/Society: Space owls congregate in small groups called parliaments. They nest in trees, on the roofs of buildings that house knowledge (observatories, sage houses, mage towers, libraries, laboratories), or in the wrecks of spelljammer ships. (When space owls lair in a spelljammer shipwreck, they often try to rebuild it.) An even number of owls in a parliament are mated pairs. For each pair, there is a 20% chance of 1d4 owlets, or a 10% chance of 1d4 + 1 eggs.

Space owls live for 100 + 10d10 years. They are nocturnal, and so they love the starry night sky of wildspace. Bright lights, such as *light* spells, blind them. Space owls have exceptional hearing and ultravision, the latter only usable at night.



All space owls have the Navigation proficiency, and they do not suffer the -2 check modifier. There is a 45% chance that trained space owls have 1d4 other proficiencies from the following list: Ancient History, Animal Lore, Astrology, Engineering, Reading Lips, Reading/Writing, and Spellcraft.

The owls' sense of direction is 90% accurate. They can serve as a ship's navigator, and they need no star charts when travelling in their native sphere. The owls instinctively memorize the positions of all heavenly bodies in their native crystal sphere. They can learn the astronomical layouts of other crystal spheres, but this requires at least one month of travel in the sphere, followed by an Intelligence check. Studying an accurate map of the sphere, reduces study time to only 1d4 days, followed by the Intelligence check. In either case, success means that the owl now knows that sphere; failure means another month of travel or 1d4 days of map study.

Besides navigation, space owls are adept at calculating planetary orbits, debating philosophy or science, and even playing chess. Their only drawback is an unfortunate tendency to ramble, over-analyze, and use huge polysyllabic words.

Ecology: Space owls need only a little air to breathe; a few minutes in an atmosphere every couple of days keeps them happy. They eat almost anything, including cooked food, wine, and sweets. In the wild, they eat plants, insects, and small rodents.

Wizards who want a space owl familiar must still cast the *find familiar* spell, then persuade the owl to become a familiar.

Phlog-Crawler



CLIMATE/TERRAIN:	Any space
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Life energy
INTELLIGENCE:	Non-(O)
TREASURE:	Nil
ALIGNMENT:	Neutral
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NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	6
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HIT DICE:	5
THACO:	Special
NO. OF ATTACKS:	1
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DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Affected only by spells
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MAGIC RESISTANCE:	Nil
SIZE:	M (5'-7' long)
MORALE:	Fearless (20)
XP VALUE:	1,400

The phlog-crawler is a form of phlogiston entity. It takes the form of a piece of the phlogiston and enjoys total access to wildspace. It travels in both the flow and wildspace alike, in search of prey for its voracious appetite. It moves about apparently propelled simply by its desire.

The crawler, from a distance, appears to be a small cloud with eight writhing appendages (giving it a spider-like appearance) floating in space. Up close, however, the swirling, rainbow colors of the phlogiston become apparent. Because the phlog-crawler has no defined shape and no known mass, it can move freely through even the smallest cracks and crevices. Inside the phlogiston, the crawler is virtually undetectable at distances greater than melee range.

Combat: The phlog-crawler has no motivation other than hunger. Because its appetite is seemingly endless, to see a **phlog-crawler** is to be attacked by a phlog-crawler. The creature attacks by coming in contact with its intended prey and draining Strength from it. No type of armor offers any protection from this attack. Each round that the victim is in contact with a phlog-crawler, he must roll a saving throw vs. breath weapon. If he fails the saving throw, the victim loses 1 point of Strength. Upon reaching 0 Strength he is dead. If the victim manages to escape from or kill the crawler, he regains lost Strength at a rate of 1 point per turn.

Attacking a phlog-crawler is, at best, a difficult undertaking. Because the crawler is little more than a mist, it is immune to **non-magical** weapons. Even magical weapons inflict negligible damage-1 point per bonus of the weapon (e.g., a **long sword +2** would inflict 2 points of damage on a successful hit).

The only other way to damage a phlog-crawler is to bum it or use spells. The former method is a dangerous prospect indeed. Any flame-magical or otherwise-coming in contact with a phlog-crawler can certainly destroy it, but it causes the creature to erupt in the equivalent of a 5die fireball, causing damage to anyone in a radius equal to twice the length of the crawler.

Using spells to fight the phlog-crawler is a far less dangerous affair. However, anyone in contact with the crawler is also subject to any spells cast at the crawler. For example, if a **3rd-level** wizard casts a **magic missile** spell at a phlog-crawler that is draining one of his companions, both the crawler and the companion would suffer the damage.



A phlog-crawler has the ability to sense open flames and will not approach them. If a flame is lit during combat, there is a 75% chance that the creature will flee at maximum speed away from the encounter. It is also unlikely to attack any large group of individuals unless it has not fed in a long while.

The phlog-crawler causes the air pocket of any object less than one ton in mass that it comes in contact with to foul and then become poisonous in half the usual amount of time.

Habitat/Society Phlog-crawlers are found in both the phlogiston and wildspace alike. Because individuals and small groups-the primary prey of the crawlers-are unlikely to be encountered within the phlogiston, phlog-crawlers are encountered mostly in wildspace. Because of their vulnerability to ranged attacks and flames, they tend to hide among rocks and ship ruins and attack by surprise. Phlog-crawlers can survive for up to 24 hours within an atmosphere, but they rarely enter one.

Ecology: Phlog-crawlers have no diet other than the life energy of living creatures. They can sense the presence of life up to several miles away and attack any small groups of people automatically (unless they have an open flame, of course). If the creature is starved and has not fed for some time-usually after several weeks-it will attack anything without heed for its own safety.

Phlog-crawlers have no known natural enemies. Their life cycle is unknown, but some of the great sages of **Toril** speculate that they are virtually immortal. In some crystal spheres, captured phlog-crawlers (a very rare thing indeed) are used to make powerful potions of **longevity**.

Pirate of Gith



CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Rare
ORGANIZATION:	Ship/Military
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	A (N)
ALIGNMENT:	Lawful evil
NO. APPEARING:	20-40/As ship crew
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	7-11
THACO:	Special
NO. OF ATTACKS:	Varies
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6'-7' tall)
MORALE:	Champion (16)
XP VALUE:	Special

When the githyanki, under their liberator, Gith, freed themselves from the yoke of mindflayer slavery, this branch of the race fled not to the Astral plane, but to arcane space.

Tall, emaciated beings, the pirates of Gith appear as almost skeletal humanoids with skin varying from dirty gray to dull yellow. Long, dingy-brown hair flows down their backs and over the ornate, bejeweled arms and armor they prefer to use,

Combat: The pirates of Gith can operate as fighters, mages, or fighter/mages, with limits of 11 in each class. Typically, the highest-level fighter captains the ship. This frees all the mages (single- and multiclassed) for spelljamming or combat duty.

Clerics of Gith are occasionally encountered as well (limit of 11th level). Rarely, a fighter/cleric is encountered, almost always as the captain of its ship.

When closing with a foe, the pirates use spells and any armament their ship possesses. In melee, they use a variety of weapons, with various swords predominating.

Operating from small bases hidden on asteroids, the pirates strive to capture any ship that is larger, faster, or better armed than theirs. They feverishly attempt to capture any elven-made ships that come their way (see below). As a result, many elven armadas post large bounties on the heads of Gith pirates.

The pirates' greatest fury is reserved for the illithids, however. The pirates of Gith spare no expense to kill all mindflayers they find. No Gith pirate ever uses a captured illithid ship.

A ship's complement varies, but these numbers are a general guideline:

- 1 Captain (highest-level fighter or fighter/cleric)
- 1 Mate (highest-level fighter/mage or cleric)
- 1 Chief Spelljammer or Warlock (highest-level mage)

The rest of the crew is evenly divided among the three common class possibilities.

Habitat/Society: The pirate philosophy carries over into all aspects of life. The strongest take what they want. Each ship is very



important to its crew, as it is the primary factor in determining the pecking order in a settlement. This explains the pirates' constant quest for better ships. Each settlement is ruled by force by its best ship, or a coalition of the best ships.

Extreme isolationists, the pirates of Gith live with no other races—they may even try to commit genocide on a race that settles too close to them. Over all, despite being pirates, these Gith live a structured, militaristic lifestyle.

Every adult member of this race possesses the following magical abilities, each usable three times a day: **astral spell**, **plane shift**, and **ESP**. All function as the spell of the same name (as cast by the lowest-level caster possible). These inherent abilities also enable the pirates to pilot ships with series helms. These abilities function only in wildspace, not in the phlogiston.

The most dangerous aspect of this race is a combination of the above abilities, the properties of major and minor spelljamming helms, and the unique organic structure of the elven-made ships. When a Gith pirate is at the helm of an elven-made ship (flitter, etc.), he may use his **plane shift** and **astral spell** abilities to shunt the entire ship, and all its contents, to the Astral plane (this uses up that pirate's **astral spell** and **plane shift** abilities for the day). This gives the pirates an escape route, and it enables them to wait in known shipping lanes, astrally hidden, before returning to the Prime Material plane to launch an attack. The Gith pirates can use only elven-made ships of less than 50 tons in this way.

This special maneuver only works in wildspace, not in the phlogiston. That is certainly the reason the Gith pirates never pursue prey into that medium.

Ecology: The Gith pirates are carnivores, pure and simple. They do not care what state, short of putrefied, the meat is in. **Some** of the pirate bands also engage in cannibalism.

CLIMATE/TERRAIN:	Deserts of Anadia and other planets
FREQUENCY:	Very rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (8- 10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

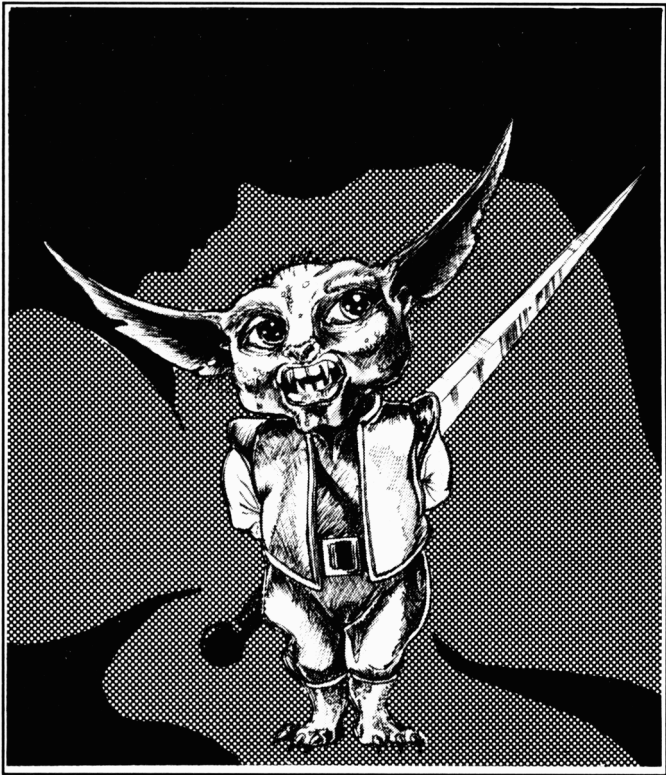
NO. APPEARING:	2d6
ARMOR CLASS:	7
MOVEMENT:	12
HIT DIE:	5
THACO:	16
NO. OF ATTACKS:	3
DAMAGE/ATTACKS:	1d2/1d2/1d4
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Immune to poison
SIZE:	S (3' tall)
MORALE:	Average(11-12)
XP VALUE:	270 each

These creatures look much like gremlins or imps, belonging in fact to the same family. Devilish little creatures that love to prey upon those weaker or in smaller numbers, the plainsjan have pointed little ears much like those of elves, but they have very sharp teeth and large claws for their size. Their small but stout tails are sometimes used for balance when feeding upon taller targets.

Combat: The plainsjan is a creature that thrives almost completely upon the freshly killed flesh of umber hulks, supplementing the diet with other humanoid or creatures. When plainsjan attack, they always do so in numbers that warrant their winning. They attack in groups, biting and scratching from as many different directions as possible.

The bite of a plainsjan has a slight intoxicating effect which is easily shaken off. A successful save vs. poison, with a bonus of + 1, easily eliminates its effects. The poison otherwise causes one to fight at - 1 because of the slight delirium. Besides, the victim's Strength, Dexterity, Wisdom, and Intelligence temporarily fall one point for 2d4 rounds. This poison effect is cumulative, which makes these creatures dangerous opponents if not properly dealt with quickly.

Their claws are so sharp that, due to blood loss, they inflict an additional point of damage for each of two subsequent



melee rounds unless the wounds are dealt with immediately. When these pests attack, they usually use all three attack modes each melee round.

Habitat/Society: These creatures live in tight family-and friend-oriented clans. These groups of plainsjan hunt and fight together. They tend to be quite territorial as well.

Plainsjan prefer to live in arid areas where water is hard to find. Currently, most are near the Anadian equator, but a few have been spotted in the deserts of Toril. This spread is due to the carelessness of spelljamming adventurers, or perhaps the vitality of some people's evil streak. Wherever they are seen, plainsjan run rampant, killing everything they can.

When these creatures breed, their progeny are always born in sets of twos-either identical twins or multiple sets of identical twins are born. The twins spend the rest of their lives together, sharing the same mates and food supplies.

CLIMATE/TERRAIN:	Any land, fire-based worlds, cool stars
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Low (S-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

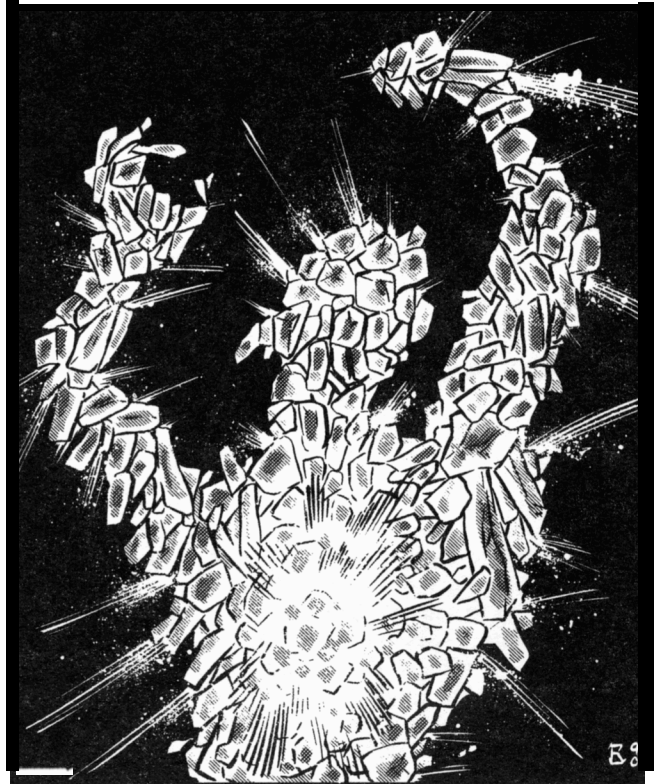
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	9, Fl12 (C)
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-16 or 3-18
SPECIAL ATTACKS:	Heat blast
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (12' tall)
MORALE:	Champion (15-16)
XP VALUE:	8,000

Plasmen are the peculiar constructs of deranged wizards, conjured simultaneously from the elemental planes of Fire and Earth. Bizarre and completely unnatural (even from a magical standpoint), **plasmen** are internally at war with themselves. They take out their inner turmoil in a horrible frenzy of destruction that is usually as dangerous for their creators as for anyone else. In their rage they quickly break down into their material components of fire and earth, though some who make their way to fire-based worlds or stars can attain immortality in these places where the elemental planes of Fire and Earth are in harmony in the Prime Material plane.

A **plasman** is a horrifying creature, roughly man-shaped but much taller. Its exterior is a broken collection of what appear to be white-hot coals or stones, stacked unnaturally into the shape of a man. From within it bums with the fire of a kiln, the intense light and flame licking out from between the stones, dancing across its surface in a constant swirl of deadly, searing heat. **Plasmen** have no facial features, not even a mouth-sustenance is gained by simply merging with rock or metal, melting it and smearing it onto its body, or by absorbing flame or combustible materials (wood, oil, cloth, etc.) to feed its inner fire.

Combat: A **plasman** is at war with itself and with all creatures that cross its path. It shows no mercy, attacking without regard to situation, alignment, or even its own estimation of victory. A **plasman's** only attack is to punch with its flaming fist. If a hit is scored, the target suffers **2d8** points of crushing damage from the rock-hard fist, plus **2d6** points of flame damage. The flame damage is also incurred even by casual contact with a **plasman**.

Plasmen also have a special attack they can use once per turn. If the **plasman** spends an entire round not attacking, on the next round it can concentrate its internal fires into a blast of intense



heat. This blast attack scorches victims within five feet for **3d6** points of damage, those within ten feet for **2d6** points of damage, and those within 20 feet for **1d6** points of damage (all victims get to roll saving throws vs. spell for half damage).

In combat, a **plasman** cannot be harmed by weapons of less than **+2** enchantment. Of these weapons, edged ones cause only half damage to the flowing, molten stones of a **plasman's** outer shell. Fire-based spells have no effect on **plasmen**. No common means of extinguishing fire on the Prime Material plane is capable of harming a **plasman**. Spells of magical cold and water inflict normal damage. Spells that alter stone work normally. An entire gallon of water poured onto a **plasman** causes **1d6** points of damage.

Habitat/Society: Once conjured, **plasmen** have no loyalty to their creators, attacking them as readily as anyone else. They survive for **1d6** days after their creators stop concentrating on them. After that, they collapse back into the hot coals of a wood fire, the very stuff from which they were created.

If a **plasman** can reach a fire-based world or a star before it bums out, it can survive there indefinitely. Still troubled and violent, it takes to the space around those places, hovering, waiting for passersby on which to vent its burning anger.

Ecology: **Masmen** have little purpose in any ecosystem. They contribute only death and destruction. There are no known uses for any part of **plasmen**.

Plasmoids are a group of beings that have no set shape. Space sages theorize that the simple amoeba magically developed into the various oozes, slimes, and jellies, and these in turn developed into the species of plasmoids. All plasmoids can alter their shape at will.

Plasmoid Biology Plasmoids are extremely dexterous, able to manipulate every fiber of their being. When plasmoids sleep or lose consciousness, they lose their rigidity and ooze to conform to the area they are in. This can be a very dangerous thing for plasmoids, thus they select their sleeping chambers with great care.

Plasmoids can alter the fibers of their bodies to form interior pouches for carrying items, limbs to use as legs, arms, tails, heads, etc., and air pockets that can be squeezed to produce sound.

Their nerves are massed into groups called ganglia. These can be sensitized to detect light, heat, texture, sound, pain, and vibrations. They can partially expose their ganglia in order to adjust the sensitivity of their various perceptions. Thus, they could hear a butterfly up to 100 yards away, or totally cover these nerves to become effectively deaf. However, if they are listening to a butterfly and someone makes a noise as loud as common speech, it is very likely that this will damage their ganglia, as they do not have the built in protective responses which normal ears have. Thus they typically keep their senses at a normal (human) level and only alter them in extreme situations.

Plasmoids do not have internal organs as we know them. Their bodies are composed of fibers, generic cells, plasma-like ooze, excretion sacs, and nerves. They can manipulate their fibers to function as muscle tissue. Generic cells can form lining, covering, and cavities. The cavities are filled with carried items, acid for digestion and attack, food, drink, liquid for rigidity, and air for bodily functioning (breathing) and speech. They speak by forcing air out of tubular cavities that constrict to produce sound. The plasma is used for transportation of bodily fluids, energy to fibers, etc. Finally their tiny excretion sacs convert digested food into chemicals-acid, energy compounds, etc.

The only constant organ of a plasmoid is its brain, which is simply a giant mass of nerves like a huge ganglia.

Plasmoids breathe by absorbing oxygen through exposed plasma. Thus they must have an oozy area exposed to the air. They eat by surrounding food like an amoeba. Thus, they need no real mouths. Yet, it is not uncommon for them to form a mouth-like cavity simply to appease other races and to protect their plasma. Since they can store air within their bodies, they can "hold their breath" for up to an hour. Furthermore, their immunity to poison and other toxins enables them to treat each category of air quality as one better.

Most plasmoids have the ability to form some type of bodily coating. This coating and its use varies from one species to the next.

Plasmoids excrete by oozing their bodily waste products from pores. They tend to do this constantly, which produces an slime trail wherever they go. Since they don't detect odor, they have a hard time understanding other races' revulsion to this act.

All plasmoids reproduce by joining with another of their species, exchanging DNA material, and then at any latter time desired (from instantly to years in the future), they simply divide in half. One of the plasmoid is the original; the other is a near duplicate except it starts with only a base knowledge (whatever the parent could spare).

Plasmoids can alter their mass and weight as well as their form. This is done by absorbing a lot of food and drink and growing just as a water balloon does. They can manufacture more fibers, nerves, and cells to accommodate this larger size. Of course this takes time, just as it takes time for a human to gain weight. Shrinking is a nearly instantaneous process; the plasmoid simply

divides, leaving a blob of unwanted body material behind.

A large plasmoid can last for several months without eating, but it must absorb liquids at least once a day or it will dry out (1d8 points of damage per day).

Because plasmoids can alter their fiber composition, they can also alter their strength. If they put all of their fibers into one large body muscle, they can lift massive weights.

Plasmoids are all very heavy because of their liquid content.

Combat: All known plasmoids are immune to disease and poisons of all types. Acid does not harm them unless massive quantities (a barrel or more) is used. Cold-based attacks only slow them down unless the temperature is extreme. Heat causes great damage to a plasmoid, as it dries them out. Unless a plasmoid is in a protective covering, exposure to dry environments (such as a desert) causes 1d8 points of damage every day.

Piercing weapons tend to cause little to no damage to a plasmoid, because of their plasma composition. Slashing weapons are a little more effective, while bludgeoning attacks cause full damage.

Plasmoids are capable of attacking with multiple limbs. These can wield weapons, if the plasmoid desires. Because they have tremendous control over their bodies, there is no penalty for the number of attacks listed above. However, each additional attacking limb above the indicated number causes a -2 cumulative penalty to all limbs' attack rolls. Shield-wielding limbs count as attacking limbs. Legs and other nonattacking limbs, no matter how many, don't count. Each shield lowers a plasmoid's AC by 1.

Plasmoids are usually most proficient with bludgeoning weapons, as these are most effective upon enemy plasmoids. Piercing weapons are shunned. They also prefer not to wear armor as it hampers their ability to transform. However, shields are widely **Used**.

Habitat/Society: Most plasmoidal societies are of the clan type. There is a hierarchy among the clan, but it is rarely enforced or attended to. Plasmoids have very strong ties to others of their species. It is very rare for plasmoids of enemy camps to directly combat one another. Space sages theorize that this is because all plasmoids came from a single original plasmoid of its species and thus they are all pseudo-clones of one another.

Plasmoids love treasure and power. Thus adventuring has attracted their attention, particularly space with its endless possibilities. Plasmoids enjoy philosophical debates, storytelling, and they are commonly employed in the political arena because of their near-tireless ability to speak about nothing at great length.

Plasmoids are easily entertained and nearly as easily fascinated. They have a child-like curiosity that frequently lands them in undesirable situations. A final bad habit of plasmoids is their tendency to eat (absorb) things at random, occasionally things of importance to other beings.

Plasmoid loyalty is a thing of legend. Thus the saying, "If you want a friend to stick with you into the void, choose a plasmoid." However, this doesn't mean that they are beyond deceit.

Ecology Plasmoids have a near scavenger-like appetite. Since they cannot taste or smell and are immune to disease, poison, and most acid, they eat virtually anything. Nondigestible matter is simply expelled at a later time. Their body acids are strong enough to eat through anything but metal, stone, and **glass**. In fact, the first plasmoid venture into space failed simply because they used a wooden vessel, which they absentmindedly snacked upon when bored. Plasmoids have been banished from the organic elven ships.

The only natural enemy of plasmoids is the greatly feared **bur-bur**. Of course, they generally dislike most fire-breathing creatures as well.

Plasmoid, DeGleash



CLIMATE/TERRAIN:	Non-arid/Any
FREQUENCY:	Rare
ORGANIZATION:	Familv
ACTIVITY CYCLE:	Any
DIET:	Scavenger
INTELLIGENCE:	Average (S-10)
TREASURE:	K, L, M, (D)
ALIGNMENT:	Any (seldom evil)
NO. APPEARING:	1-6
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	1-4 +
DAMAGE/ATTACK:	1-8 or weapon + 3
SPECIAL ATTACKS:	Boom, absorb
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M-H (varies)
MORALE:	Average (10)
XP VALUE:	10,000

See "Plasmoid-General" for base information on this race.

DeGleash are large, wet blobs that favor a form resembling a bowling pin (a fat base with a narrowing upper body). They are white to cream colored and constantly sway and bob about. They prefer to use no legs, propelling themselves forward by having their bases flow over the surface. They can do this at rate of 9. They also prefer to form only enough arms for the task at hand (thus they have no arms when not trying to manipulate something). These arms tend to be short and stalk-like. They employ two ganglia masses for eyes, which they usually place high on their bodies. Their auditory nerves are usually scattered about their body. Waste constantly excretes via osmosis through their thin outer membrane. They rarely form a mouth orifice.

DeGleash can produce four arms of 18/01-18/50 strength. If all of their fibers are put into one slow muscle (not for attack) they can lift as much as 10,000 lbs. for short durations (1d4 rounds).

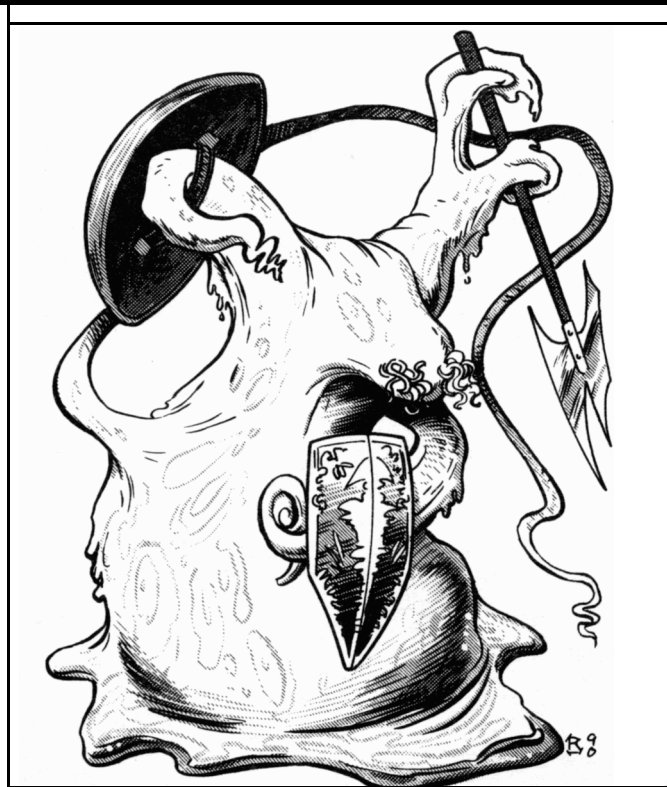
They can form appendages as fine as a $\frac{1}{16}$ inch in diameter. They can absorb or produce limbs as fast as a human can move his arm. DeGleash have such incredible control over their bodies that a net cast over a deGleash would slowly pass through its body if it desired (it just disconnects nerves and fibers where the net's strands are passing, then reconnects them afterward).

The least malleable part of a deGleash is its brain, but even that can be quickly squashed into a five-inch diameter tube that is one foot long. If a deGleash spends several hours, it can slowly string its brain out to fit through a hole only one inch in diameter (the smallest hole a deGleash can pass through).

A man-sized deGleash can stretch thin enough to reach something 50 feet in the air (large-sized ones can reach 75 feet, huge one can stretch 100 feet). To stretch this thin requires one round. Likewise a deGleash could move through a one-foot-diameter hole in a round. Smaller holes take a lot more time, up to several hours to fit through a one-inch hole.

DeGleash can secrete a calcium-based substance that quickly hardens and forms a shell around them. This is too fragile to add to their AC, but it is useful to keep them from flowing all over while they sleep. When they wake, they reabsorb the shell.

They can carry up to 1,200 lbs. of items within their bodies if the items' overall volume is a cubic yard or less. DeGleash themselves weigh 2,000, 4,000, and 8,000 lbs. (for size M, L, and H, respectively). They are incapable of jumping, but they can climb



walls with 90% success.

Combat: DeGleash can use 1d4 arms in combat with no penalties. Additional arms inflict a -2 attack roll penalty for all arms. They prefer to attack with two pseudopod fists and wield two shields (AC 0). They can strike an opponent up to 8' away with full strength (greater distances reduce the damage by 2 points per foot).

DeGleash get very excited before and during combat. It is a habit of this species to begin booming at this time. Opponents who hear this terrible sound must roll successful saving throws vs. petrification or be struck with dread (penalties of +2 and -2 on combat rolls). If a deGleash concentrates for one round, it can release a tremendous boom that requires all within 20 feet to make saving throws vs. paralyzation or become deaf for 1d20 rounds (+2 penalty to AC). Finally, deGleash can envelop enemies who are at least one size smaller than they. This requires a THACO roll, adjusted only by the victim's Dexterity. Once enveloped, a victim suffers 1d8 points of digestive damage per round. Furthermore, if the deGleash concentrates, it can bring its muscle fibers to bear upon the hapless foe holding him with an effective Strength of 20, causing 8 additional points of damage a round. If the victim is not held, a successful bend bars roll enables him to move: if held, three consecutive successful bend bars rolls must be made. Of course, suffocation is a problem for those enveloped as well.

DeGleash suffer no damage from piercing weapons, $\frac{1}{2}$ damage from slashing weapons, and full damage from bludgeoning weapons. Fire causes double damage. Cold-based attacks slow them by 1 per 10 dice of damage.

As with all plasmoids, deGleash are immune to disease and poison of all types. Only acid damage in excess of 30 points per round can harm them.

A deGleash's AC is due to its ability to shape its body away from an attacking blow. It can even open into a ring.

Habitat/Society: See the comments under "Plasmoid-General."

Plasmoid, DelNoric



CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	Scavenger
INTELLIGENCE:	Very (11-12)
TREASURE:	K, L, M, (D)
ALIGNMENT:	Any (seldom good)
NO. APPEARING:	2-8
ARMOR CLASS:	3 (8)
MOVEMENT:	6
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	1-3 +
DAMAGE/ATTACK:	1d6 or weapon + 2
SPECIAL ATTACKS:	Squeal, acid
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	5 %
SIZE:	S-L (varies)
MORALE:	Steady (12)
XP VALUE:	4,000

See "Plasmoid-General" for base information on this race.

DelNoric prefer a short, stocky bi- or multipedal form. Their arms and legs are usually identical. They prefer mitten-like hands, round, stump-like feet, and a neckless head. They have two auditory and two visual ganglia, which they place upon their heads in the locations common to most bipeds. They also form a mouth orifice and even occasionally produce slight nose-like appendages (even though they can't smell).

What distinguishes **delNoric** from the other plasmoids is their covering. They can form a half-inch-thick, stiff leathery hide. This hide is simply a mesh of their body fibers that they allow to dry out. As it grows thicker, it often cracks where the **delNoric** bends. DelNoric usually look like they have wide strips of leather hanging off their bodies. This coating is grey to brown in coloration.

DelNoric have a lot less plasma than most plasmoids. For this reason, it takes them much longer to transform. A typical appendage requires a full turn of concentration. They cannot flow with their covering in place and thus they form legs for locomotion. With their covering, **delNoric** cannot form an appendage smaller than five inches in diameter. Without the covering, a one-inch-diameter appendage can be formed. If they must form fingers, they tear holes in their covering and extend unprotected appendages. A **delNoric's** brain cannot be squashed any smaller than a five-inch-diameter area.

DelNoric can support 12,000 lbs. for several hours when contained within their covering.

They commonly have several lip-like areas on their bodies. These open into leather coated pouches in which they keep their possessions. DelNoric are capable of carrying 1,000 lbs. of items. However, since these must be very dense in order to be of small enough volume, this amount is rarely carried.

Small-sized **delNoric** can stretch their bodies upward to a height of ten feet (15 feet if man-sized, 20 feet if large).

A **delNoric's** covering protects it from drying out, thus it can adventure even in desert climates. It also enables it to sleep while only marginally losing its form.

Combat: DelNoric can employ 1d3 appendages for attack and defense with no penalty. Each additional appendage inflicts the -2 cumulative attack roll penalty common to all plasmoids.



If they concentrate (no actions for a round), **delNoric** can "inhale" a large volume of air and then force it out of a small hole (often their pseudo-mouth) for the next 1d4 rounds. This causes a loud squealing sound that requires a saving throw vs. paralysis or it inflicts 1d4 points of damage to all who can hear it within 20 feet (even other **delNoric**).

Furthermore, **delNoric** keep their supply of entire digestive acid in one internal container. They usually form a tube that exits their body in some convenient area for expelling this acid onto an opponent. This requires their full concentration. The expelled acid can be shot in a stream up to 20 feet to strike one opponent, or it can be sprayed in a mist upon all those within a cone ten feet long and five feet in diameter (at the far end). The stream causes 2d10 points of damage, while the cone causes 3d4 points of damage to each victim. The stream requires a normal attack roll for the **delNoric**, while the cone's victims roll saving throws vs. breath weapon for half damage. This acid-spewing attack can be used only once every hour.

DelNoric are slow to react; their AC is due mainly to their tough, thick hide. Without this covering their AC is 8.

DelNoric suffer half damage from piercing and slashing weapons, but full damage from bludgeoning weapons. Furthermore, their thick hide allows fire-based attacks to cause only half their normal damage (though double damage without the hide). Every 20 points of cold damage slows them by 1 (every 10 points if no hide). Acid in any quantity inflicts no damage.

Habitat/Society: DelNoric have a particular enmity toward **de-Gleash**, whom they call "The Soft Ones." They have taken a liking to dwarves as well as to the dwarven lust for gold.

Ecology: DelNoric eat anything, though for some unknown reason (not due to taste or smell), they have taken a particular liking to meat. **DelNoric** hides are sought after to make leather shields and breast plates. Such armor has half the weight of metal armor, but the same durability.

Plasmoid, Ontalak



CLIMATE/TERRAIN:	Any remote
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	When approached
DIET:	Scavenger
INTELLIGENCE:	Low (5-7)
TREASURE:	A
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	3
HIT DICE:	16+
THACO:	10
NO. OF ATTACKS:	1 or multiple
DAMAGE/ATTACK:	1-8 hull points or 2-20
SPECIAL ATTACKS:	Acid
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	G (as per ship)
MORALE:	Champion (15)
XP VALUE:	17,000

Ontalaks can produce a covering made of fibrous material that has the density of any material from brass to cloth. They have learned to make coverings of interest to those they feed upon.

A common ontalak tactic in wildspace is to form the covering to resemble a wrecked ship. When spacefaring adventurers come along, they will often stop at the wrecked ship to investigate and plunder her. When the ontalak becomes aware of the presence of others, it waits until the ship gets close enough to attack or the crew boards it. It then attacks for the sole purpose of gaining food.

Ontalaks enter a dormant state when not in combat. In this state an ontalak can last for years between feedings.

Ontalaks can stretch their pseudopods to the limit of their air bubble. The smallest ontalak ever found had 16 Hit Dice and was the size of a wasp spelljammer; most specimens are larger.

Ontalaks create a large ball that is kept in their interiors; when a heavy concentration of ontalak acid is poured onto it, it functions as a major spelljamming helm. Ontalaks can move overland like *deGleash*, but this is a relatively slow process due to the ontalaks' great size (movement of 3).

Combat: Ontalaks attack with giant pseudopods that come up out of the hatch, cracks in the deck, and other areas of the "ship" they form. These cause **2d10** points of damage each. The number of such pseudopods any given ontalak can create equals the average crew complement of the ship it is masquerading as. At best an ontalak can attack a single, man-sized opponent with only two of its pseudopods. These attacks are with a THACO of 10 because it sees its opponents via many tiny nerve endings scattered over its pseudopods like hair, resulting in a rather blurry picture.

Any attack roll of a natural 20 by an ontalak means that it has grasped its opponent. In this case, roll **1d4** to determine what it will do with the victim:

- 1 Retract the pseudopod and absorb the victim for digestion
- 2 Toss into space
- 3 Extend to edge of air envelope and drop victim (falling dmg)
- 4 Smash victim into deck and opponents (**2d10** dmg)

An absorbed victim suffers **2d20** points of acid damage per round and escape is virtually impossible. Someone trapped within can attack with a dagger or smaller weapon if it is in hand.

Ontalaks can also pump their digestive acid up through a spe-



cial pseudopod that they always have ready. This pseudopod looks like a plunger and can fasten itself onto the hull of an enemy vessel. Once attached, it can cause **1d6** points of hull damage per round if it concentrates fully on the attack. Odamagees often grab the ship with their other pseudopods and pull it closer.

Most ontalak pseudopods are from one to three feet in diameter, thus they can be cut off only by a *vorpel blade* or a *sword of sharpness*. To stop any one pseudopod from functioning, the entire being must be killed.

Ontalaks suffer no damage from piercing weapons, half damage from slashing weapons, and full damage from bludgeoning weapons. Fire-based attacks cause double damage. Cold-based attacks have no effect. As with all plasmoids, they are immune to poison and disease. They are also completely immune to acid.

An ontalak's ship-like covering has the same statistics as a real ship of that type (hull points, **SR = 2**, **NR = D**, and saves as soft metal). Once the hull is destroyed, the ontalak retracts all pseudopods and covers itself in a thick excretion of tar-like acid (**1d12** points of damage per round of contact). It also tries to *spelljam* away if possible. Note that all damage upon the fake hull is calculated normally, and this damage also affects the ontalak. However, such damage is adjusted as per the Ontalak's plasmoidal properties (ballistae do nothing to it, for example).

Habitat/Society: Ontalaks rarely encounter each other except for breeding purposes. Reports say that a huge armada of ghost ships gathers in deep wildspace once a year.

Ontalaks can be found masquerading as other things, such as a wooden house in a forest, a ghost ship on the high seas, and occasionally a haunted house. Ontalaks sometimes re-absorb their covering and live in a real abandoned ship or dwelling.

Ecology: As with all plasmoids, ontalaks eat nearly anything they can digest. If an ontalak is killed, it releases an acid that causes damage to its covering equal to half its hull points.

CLIMATE/TERRAIN:	The skies of Cinibile
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	N/A
INTELLIGENCE:	Non-(0)
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	N/A
MOVEMENT:	Fl 12 (D)
HIT DICE:	12
THACO:	N/A
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Negative planar energy
SPECIAL DEFENSES:	Can only be harmed by magic
MAGIC RESISTANCE:	15%
SIZE:	G (100' diameter)
MORALE:	Fearless (20)
XP VALUE:	8,000

The porton is a strange creature unique to the world of G nibile. It appears as a shimmering disk, definitely insubstantial and not truly visible in and of itself. When one looks at a porton, one sees not the creature but a strange distortion of the air, rather like the shimmering that can be seen over a fire or something very hot. This shimmering region is about 100' in diameter and 8' to 10' in thickness. Because it does not reflect light at all, but only refract it in some strange way, it is almost totally invisible at night. The disk-like creatures-if creatures they truly are-float slowly through the skies of G nibile at a speed of about 3; they can achieve a maximum speed of 12, but will not do so without a good reason. They always remain horizontal-that is, perpendicular to the direction toward G nibile's center-and can be encountered at any altitude within the air world.

There are many sages who claim that the portons are not really creatures as such. Instead, these sages claim, they are actually gates to the plane of negative energy that show some aspects of awareness.

Combat: Portons cannot be struck by any physical form of attack. They are effectively immaterial, and so can only be harmed by magic. Magical attacks against portons must be direct; in other words, the magic must pour damaging energy into the creatures. They cannot be harmed by any physical manifestation of a spell; thus ice *storm* and other spells that cause their damage through some physical manifestation do them no damage. Energy spells, like *lightning bolt*, *fireball*, *magic missile*, etc. do harm them, as long as these dweomers can overcome the creatures' innate magical resistance. Portons are totally immune to all mind-affecting and death magic, and to poison. *Slow*, *haste*, and similar spells are also totally ineffective. Since portons have no normal senses, *darkness*, *blindness*, *silence*, etc. are useless against them.

Portons can channel negative planar energy into themselves, and emit it in tight beams that resembling lightning bolts of impenetrable darkness. A porton can emit two such bolts per round, to a range of 250 yards. These bolts always strike their targets, and inflict 20d6 hit points of damage or 2d6 Hull Points (in both cases, save vs. breath weapon for half damage). Porton senses seem unable to detect any object of less than size H, so most adventurers do not have to



worry about their attacks. (Spelljamming vessels are another story entirely.) Any creature or object that touches a porton is instantly *gated* to a randomly-selected negative quasi-elemental plane, with potentially dire consequences. The porton has no conscious control over this, and therefore cannot waive the effect even should it wish to. If it wants to avoid *gating* something away, all it can do is avoid touching it. It is suspected that several of the spelljamming ships lost in the atmosphere of G nibile probably ran in to portons and ended up elsewhere.

Portons have no real sense of self-preservation. Even if they are attacked by a foe that could conceivably destroy them, they will continue with whatever they were doing when the attack started. Their only concession to their foe is to blast it with negative planar energy.

Habitat/Society: Portons are solitary creatures. Occasionally two portons will encounter each other, but they never acknowledge the meeting in any way. If the creatures communicate between themselves, it is via some channel that cannot be detected by physics or magic. There have never been any reports of portons dying from old age or natural causes; similarly, no one has ever reported spotting an immature porton. If they have any reproductive cycle at all, it remains a total mystery.

There does seem to be some vague connection between the portons and the more powerful undead inhabiting G nibile. In the vicinity of the most powerful undead, portons are rare, rather than *very* rare. Also, there is ambiguous evidence that some of the undead, such as Samanda, the Lich-Queen of Deathwatch, can somehow order the portons around, and expect them to follow simple instructions.

Ecology: Portons seem to draw all the energy they need from the various negative quasi-elemental planes. They do not eat anything and for obvious reasons, nothing preys upon them. They are thus totally outside the food chain.

Praying Mantis, Gargantuan

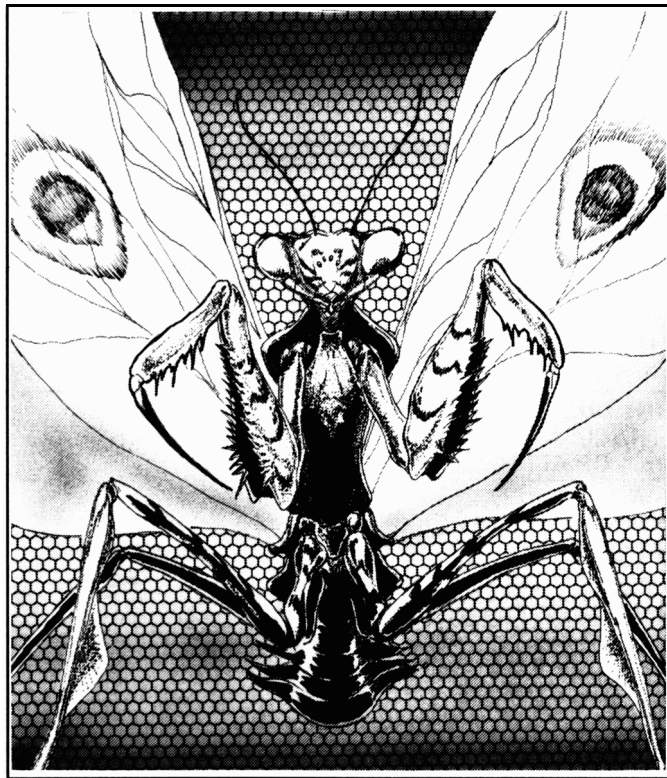
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CLIMATE/TERRAIN:	Karpri
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVE CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d2
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	2-12
THACO:	2 HD: 19 4 HD: 17 6 HD: 15 8 HD: 13 10 HD: 11 12 HD: 9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-4 HD: 1d2/1d2/1d4 6-8 HD: 1d4/1d4/1d8 10 HD: 1d6/1d6/1d10 12 HD: 1d8/1d8/1d12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S-M (2-5')
MORALE:	Fearless (20)
X P VALUE:	2 HD: 35 4 HD: 120 6 HD: 270 8 HD: 650 10 HD: 1,400 12 HD: 2,000

This creature is a courageous but stupid predator, appearing identical to the praying mantis found on the planet Toril, only larger-much larger. It has a soft, almost translucent, green color which allows the creature to blend well with its natural surroundings, successfully hiding 45 percent of the time. Its large forearms are covered with huge bristles which trap prey in a grip difficult to escape from. For every two Hit Dice that the gargantuan praying mantis has, anyone captured must roll a Dexterity check at - 1 to escape.

The creature has a tough exoskeleton which gives it a natural Armor Class of 5. However, for every two Hit Dice over two, the Armor Class improves by one; thus, this monster would have an AC of 0 at 12 Hit Dice.

Combat: This creature prefers to allow its prey to approach it, whereupon it can pounce with complete surprise. The gargantuan praying mantis clutches its quarry in its front spiny arms, inflicting the first two damages listed above. It then



bites for the third damage listed above. Each size of praying mantis inflicts a different amount of damage.

When injured for half or more of its original hit points, the gargantuan praying mantis retreats immediately, to search for an easier meal. Even if the target creature is nearly dead, the mantis still retreats. Until that time comes, though, the creature never retreats and never checks for morale.

Habitat/Society: These monsters are solitary creatures who ferociously protect their hunting grounds from others of their kind. Never are two of these creatures found fighting together to bring down a large prey. In fact, mantises have been known to actually lay prey down to fight one of their own kind in order to protect their boundaries.

The only time that more than one get together in non-combative terms is when a male and female come together to mate. Even then, males fight among themselves for the mating rights to a female. Once courtship is complete, the female immediately leaves to lay her eggs. In a single laying, these female gargantuan praying mantises are known to lay more than 10,000 eggs. Out of these 10,000, nearly 8,000 are eaten before they have a chance to hatch. Out of 2,000 left, only ten are believed to make it to maturity, because they die from the territorial wars of older mantises. Out of the original 10,000 eggs laid, only three might live long enough to mate the next year.

CLIMATE/TERRAIN:	Phlogiston
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Anv
DIET:	See below
INTELLIGENCE:	Exceptional (16)
TREASURE:	Nil
ALIGNMENT:	Chaotic good
NO. APPEARING:	1
ARMOR CLASS:	10 (without sphere)
MOVEMENT:	18
HIT DICE:	8+1
THACO:	13
NO. OF AI-LACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	S (3.5'); M (5') with sphere
MORALE:	Steady (12); Elite (16) with sphere
XP VALUE:	10,000

Pristatics resemble a sphere of swirling colors, much like the prismatic **sphere** spell. Within the sphere is the actual prismatic, a small gnome-like humanoid. While bereft of its sphere, the prismatic floats in the phlogiston with legs and arms crossed, a look of intense concentration on its face.

A long-standing legend maintains that pristics were created when a wizard attempted to alter the **prismatic sphere** spell by combining it with a **teleport** spell (in order to drop a sphere into the middle of a group). Unfortunately his assistant, a young gnome, tripped and bolluxed the experiment, disappearing in the process. A more reasonable conjecture is that the prismatic is native to the phlogiston; it may be a key to unknown secrets of magic.

Combat: Pristatics avoid combat. Though adult pristics innately have all the abilities of the **9th-level** wizard spell **prismatic sphere**, they can use it only once per day, for a total of two hours at most. Therefore, pristics are willing to endure some damage before resorting to this, their only means of defense.

The prismatic's colorful sphere is still visible even when not in use. There is no way to detect whether the prismatic sphere effects are currently active. Detect **magic** always registers the area as magical, since it is composed of the ambient magical forces of the phlogiston.

In contrast to the **prismatic sphere** spell, an adult prismatic can activate some or all of its **sphere's** layers. For example, the prismatic can invoke the orange, indigo and violet effects, leaving out



the other colors. The prismatic selects these effects to inflict the least harm to its opponent. Only when near death does it erect all layers against attackers.

If characters **converse** with a prismatic, it answers any questions it can. Pristatics are good observers and can remember the type and bearing of all ships that have passed within about the last month. However, the prismatic has no way to measure the passage of time, making its recollections less helpful.

Pristatics cannot **spelljam**. They bob in the phlogiston, going where the rainbow stream takes them.

Habitat/Society: Pristatics have no social structure, for they are solitary beings. They prefer the vastness of the phlogiston over the company of others.

Ecology: Innate magic in the phlogiston is food for the prismatic. If brought into a crystal sphere, a prismatic's life force rapidly fades, and it dies within a day after leaving the phlogiston. Curative magic doesn't help the prismatic, although placing it inside a wizard's **prismatic sphere** prolongs its life for 24 hours. Similarly, if a dying prismatic returns to the phlogiston before the 24 hours are up, it returns to health in the same amount of time that it was away from the phlogiston.

CLIMATWERRAIN:	Any space
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	15 (active only)
HIT DICE:	9
THACO:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-12/1-6
SPECIAL ATTACKS:	poison stinger
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
SIZE:	M (12' long) active state L (20'-40' diam.) dormant state
MORALE:	Fanatic (18)
XP VALUE:	2,000

The puffer is a durable creature that can bear the rigors of **wild-space** for years at a time while in its dormant state. Yet, when it lands upon an asteroid or ship and becomes active, it can become a terrible killing machine, often leaving a wasteland in its wake.

In its dormant state the puffer resembles a tightly-stretched balloon-a featureless sphere floating through wildspace. It can be as large as 40' in diameter, or perhaps as small as half that, depending on how long it has been dormant. Upon close inspection, its smooth skin looks obviously different from an asteroid or other natural object.

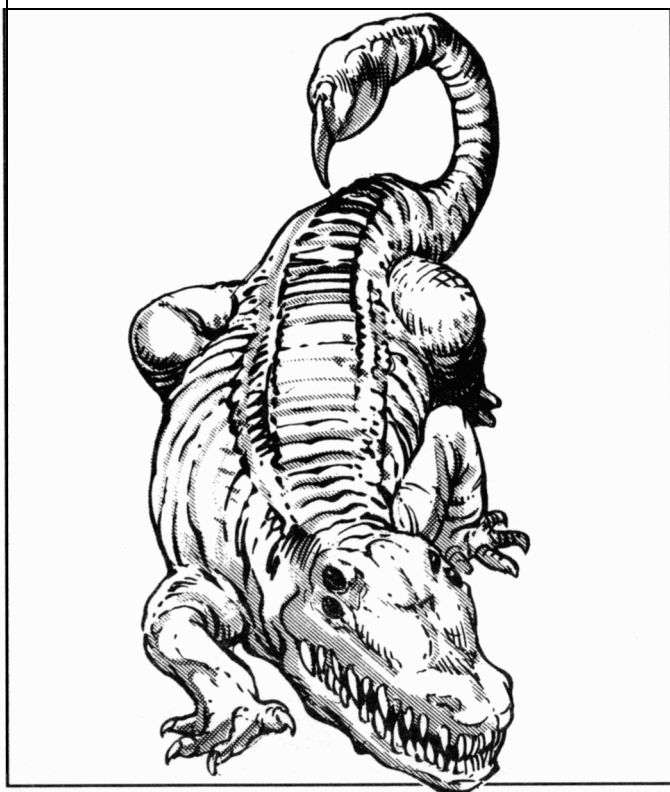
When active, the puffer resembles a cross between a crocodile and a scorpion. It has a mouthful of sharp fangs and a poison stinger in its tail, which it keeps curled over its back, ready to strike a foe in any direction.

A puffer can propel itself slowly through wildspace by exhaling a small trickle of air. It cannot approach spelljammer speed, of course, but it can sense any ship or other large object within 100 miles. The puffer slowly approaches the object and, if it can catch it, lands and immediately becomes active.

A puffer can make some **5-10** attempts to land somewhere before its supply of air is exhausted. If this occurs before it can land, the puffer dies in space without reproducing.

Combat: A puffer can fight only in active mode. It can be slain when dormant, if characters reach it in wildspace. In fact, when thus killed, its body becomes a valuable source of air. As soon as a puffer comes into contact with more than one ton of air, however, it becomes active.

The bite of the puffer inflicts **1d12** points of damage, while the stinger causes **1d6**. In addition, those struck by the stinger must roll a successful saving throw vs. poison or die.



Habitat/Society: Puffers spend most of their lives in the ultimate seclusion-the eternal dark and cold of wildspace beyond the outermost planets. Once in its life, however, a puffer tries to land. After landing, it must kill some creature to serve as host for its eggs. These it lays, and then it returns to wildspace to die.

The eggs hatch three to four weeks later, releasing **1d100** tiny, active puffers into whatever environment fortune has placed them (hp 1 each, AC 10, THACO 19).

These tiny puffers have stingers every bit as lethal as the adult's. Each of them seeks a warm-blooded animal as a victim, which they attempt to sting to death. If successful, the little puffer devours the kill, growing quickly as it does so.

After the meal, it slowly begins to inhale air, inflating until it is a dormant ball some **30-40'** across. Then, with an expulsion of air, it shoots slowly into wildspace at non-spelljamming speed, where it will spend the next years or even decades.

Ecology: Puffers feed on meat, and they seek creatures of human size or larger for their kills. They can grow and lay their eggs using smaller creatures for sustenance, but it takes many of these for each activity, as opposed to one good-sized carcass of 150-200 lbs.

Puffers cannot survive the extreme of a fall from space to a **full-sized** planet, nor can their air-blown drives carry them from a planet into space. Thus, they confine their activities to ships, asteroids, and other small objects in space.

Pyroserpent

CLIMATE/TERRAIN:	Phlogiston
FREQUENCY:	Uncommon
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-20
ARMOR CLASS:	5
MOVEMENT:	6, Fl 9 (B)
HIT DICE:	3+2
THACO:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-312-8
SPECIAL ATTACK:	Constriction, spore
SPECIAL DEFENSE:	Explodes when killed
MAGIC RESISTANCE:	Nil
SIZE:	M (15' long)
MORALE:	Steady (11)
XP VALUE:	650

The pyroserpent is a feared denizen of the phlogiston. It is a large snake about 15 feet long, covered with slick scales of the same swirling rainbow color as the phlogiston (effectively giving it +1 to surprise). The snakes are undetectable at a range of more than 50' in the phlogiston. Although the creature can move in the same slithering manner as a conventional snake, the pyroserpent prefers to fly, being propelled by its own natural telekinetic ability. This telekinesis cannot be used to move anything but the snake's own body.

The pyroserpents travel in flocks of up to 12 snakes, in search of food and a place to lay their eggs. It is a fearsome sight indeed to see such a group approaching one's ship!

Combat: The pyroserpent attacks with its vicious but non-poisonous bite. If the serpent strikes with an attack roll of 5 or greater than what it needs to hit, its victim will be trapped in the snake's coils as it attempts to constrict the victim. Each round that a victim is trapped in a pyroserpent's coils, he receives 2-8 points of damage automatically (no attack roll is required). For example, the pyroserpent bites a 3rd-level fighter in chain mail with 15 dexterity (AC 4). The creature needs an attack roll of 13 to hit the fighter (THACO 17). If the attack roll is 18 or higher, the fighter is trapped in the serpent's coils. The snake will automatically release anything in its coils if it suffers greater than 50% of its total hit points. Otherwise, a bend bars roll is required (at a -2 penalty) to escape the constriction. Any attack on the snake that misses the snake has a chance to hit the constricted victim (roll another attack roll vs. the entrapped victim).

The pyroserpent has a very special defense that causes anyone who knows about these creatures to think twice before attacking. If the snake is killed, its body ruptures in a small burst of flames. Under normal conditions, the explosion would not be a problem. When the creature erupts, it reacts with the highly flammable phlogiston and explodes in the equivalent of a 5 HD fireball in a five-foot radius of the snake's body. All rules for explosions in the phlogiston as outlined in the SPELLJAMMER™ boxed set apply.

If the pyroserpent scores a bite, there is a 20% chance that it will release spores from its mouth into the victim. This is how the pyroserpent breeds, for these spores form into eggs, gestating inside a living host. As the spores grow and de-



velop, the victim will become increasingly weak. After one week, the victim will lose one point of Constitution and Strength per day and suffer a cumulative -1 to hit per day. When either strength or constitution reaches zero, the victim dies. This is caused by the growing embryos consuming all of the nourishment in the body, and the victim actually starves to death. A cure *disease* spell will destroy the eggs, at which time the victim will regain lost Strength and Constitution at a rate of one point per day. If the victim dies, 2-8 young pyroserpents will emerge from the corpse.

Habitat/Society: The creatures have no real society. They tend to follow one self-elected leader who is the strongest of the flock. If it is killed, a power struggle will ensue to determine who will be the next leader.

Ecology: Natives of space have found many uses for the body parts of a pyroserpent. This is profoundly difficult, because it is nearly impossible to kill a pyroserpent without the creature exploding, completely destroying all body parts. The only known way to do this is to trap the creature and take it into wildspace, where it is unable to live. The snake will die within one hour of removal from the phlogiston. Even this method is not certain to preserve a pyroserpent, because once the creature is brought into wildspace, it will begin to thrash about wildly, attempting to escape its bonds. If the thrashing of the creature kills it, it will erupt into flames as it dies (but without the explosion).

The scaly skin of the pyroserpent is highly prized since it is an excellent camouflage in the phlogiston. The blood of the creature is sought by many alchemists, as it can be used in a variety of fire-based potions. The meat of the pyroserpent is an exotic delicacy on many tables, and has been known to sell for as much as 1000 gold pieces per serving!

CLIMATE/TERRAIN:	Wildspace/Temperate and Subarctic
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Light and heat
INTELLIGENCE:	Low (5-7)
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1-6
ARMOR CLASS:	-1 (3)
MOVEMENT:	Fl 16 (C); See below
HIT DICE:	6-a
THACO:	6 HD: 15 7-g HD: 13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	see below
SPECIAL ATTACKS:	see below
SPECIAL DEFENSES:	Immune to heat, flame
MAGIC RESISTANCE:	Nil
SIZE:	H (12'-15' long)
MORALE:	Average (g-10)
XP VALUE:	1,400

The q'nidar are bat-like creatures that frequent the warmer areas of wildspace in search of food. They appear as gigantic bats with a semi-crystalline hide (not unlike that of the radiant dragon in appearance). The q'nidar feed on heat and light, which can be seen constantly arcing around and through them; from afar, these heat and light patterns streak behind them, resembling a vaporous trail. The dracon were the first to encounter these creatures and named them "q'nidar," or heat-eaters. The rest of the races in space usually refer to these creatures as "vapor bats."

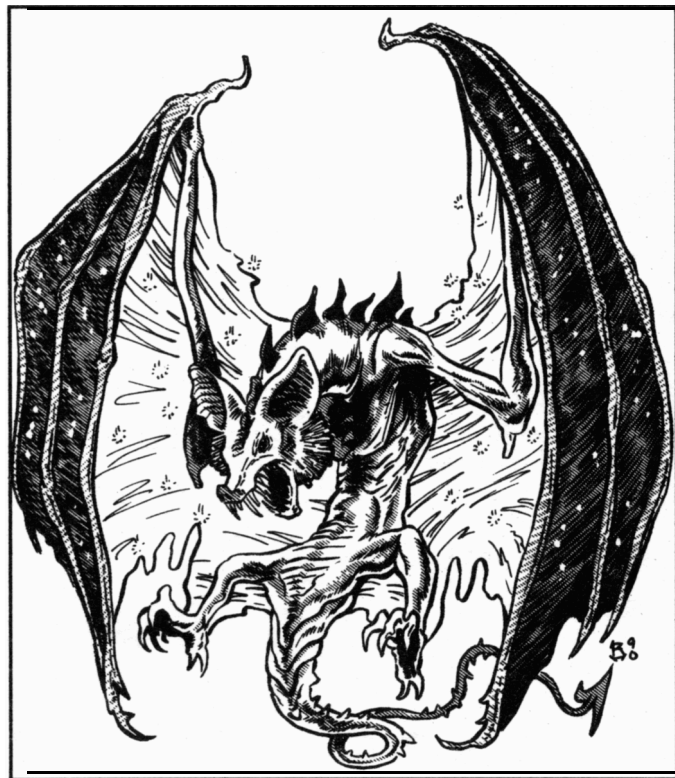
The q'nidar have a unique form of communication: They "speak" via a thermal breath that is easily detected and understood by other q'nidar. Even though they feed on heat and light, they are not always found near heat-based celestial bodies; too much background heat confuses their senses and their speech.

Combat: Q'nidar are attracted to spelljamming ships because of the lights and activity, as well as curiosity. In the past, q'nidar would confuse ships with other vapor bats and "speak" with the ships, resulting in disaster.

The breath of a q'nidar is extremely hot. It is harmless in the void, but, when exposed to the atmospheric envelope of a ship, it ignites the air in its path and any flammables it contacts. The breath weapon is a cone of fire 30 feet long that is ten feet wide at its far end. Anyone within the area of the flame suffers 2d12 points of damage, and any flammable materials must roll successful saving throws or ignite. The breath also causes 1d3 points of hull damage (wooden and organic hulls only).

The vapor bats generally wait for fires they started to build to 5-point intensity (5 hull points of damage per round), and then they begin absorbing the heat and light from the flames. This process extinguishes the flames in two rounds. Thus, the bats extinguish put out any flames they caused, but only if given the chance. If attacked while "talking," a vapor bat will *scream* at the ship, causing an additional 1d12 points of damage with its breath, and an added point of hull damage. It continues to scream until it is no longer interrupted while feeding.

Habitat/Society: Q'nidar travel in a single-line formation to feed



upon the heat trails of the pack leader. Their flight in wildspace is erratic because they get confused by background thermals. The vapor bats have learned that much food is generated by talking with spelljamming ships, and thus they are commonly found along the spaceways and trade lanes of space. They are simple creatures, meaning no malice, but they are still one of the feared monsters of the void.

Q'nidar are capable of moving at spelljamming speed (SR of 3), but only after they have absorbed major amounts of heat and light. If a q'nidar is brought out of spelljamming speed by a passing ship, it needs "food" to maintain its speed, and it begins breathing on the ship to generate heat and light for its needs. Q'nidar rarely need to absorb more than 5 or 6 points of heat energy before returning to spelljamming speed.

Q'nidar are never found in the phlogiston except in their rare, crystalline form (see "Ecology"). In the phlogiston, the vapor bats' breath causes a constant fireball about the q'nidar and effectively kills them by overabsorption of heat. Q'nidar killed in the phlogiston this way have a different crystal structure, and this crystal is quite useful for creating a crystal ball. Q'nidar subjected to fireballs of greater Hit Dice than their own will absorb all the heat and light, forming this same crystal.

Ecology: The hides of the q'nidar make effective components of heat- and light-based spells. When heated, the scales are quite effective for extra lighting. Remains of the q'nidar are rarely encountered, outside of those killed along the tradeways.

Responding to some racial instinct, the dying q'nidar dive toward the nearest star, absorbing heat and light until their bodies *crystallize* fully. Often, these bodies of crystal simply get pulled into the star, but some have been recovered. The crystalline formation reacts like a spelljamming helm, absorbing not only heat and light, but magic. The crystalline remains may be carved into a small chair, creating a minor spelljamming helm.

CLIMATE/TERRAIN: Any space
FREQUENCY: Uncommon
ORGANIZATION: Nest

ACTIVITY CYCLE: **Any**
DIET: Carnivore
INTELLIGENCE: Very (11-12)

TREASURE: **G (R, U)**
ALIGNMENT: Neutral

NO. APPEARING: 1-6
ARMOR CLASS: 3
MOVEMENT: 15

HIT DICE: 5
THACO: 15
NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-10
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard
SIZE: M (6' long)
MORALE: 12
XP VALUE: 270

The rastipede is an insect-like creature that can be encountered virtually anywhere, usually accompanying a wide variety of other creatures. A rastipede has a hard shell covering its body, which accounts for its low Armor Class. This is fortunate, since their odd body shape makes it impossible for them to wear any standard type of armor protection.

Rastipedes have long lower bodies. Their eight legs enable them to scoot around very quickly. They also have a vaguely humanoid torso and one pair of arms. They strike spacefarers as a kind of insectoid centaur.

The rastipede has a pair of antennae on its head that provide it with a very keen sense of smell. This sense is so keen that **the rastipede cannot** be surprised by a creature behind it, as long as that creature exudes any odor whatsoever. Also, the rastipede is ambidextrous and fully double-jointed.

Combat: Rastipedes can use the full range of weapons available to humans. Their specialty is a long bow designed and used specifically by their race. This long bow has ranges of **10/20/30**, and it inflicts **1d12** points of damage on a successful hit.

Rastipedes are inherently peaceful, however. This accounts for their preference for a missile weapon in combat. Also, the speed of these insectoids enables them to avoid many an unpleasant encounter.

Habitat/Society: Rastipedes are born from eggs, which are laid by a queen that reputedly lives deep within ground in a secluded cavern, wherever **these** creatures have nests. Rastipedes grow up with a strong sense of duty and responsibility to the nest and **the** community. All rastipedes are well taught in the literature of their own race, which is quite extensive, and mathematics.

A nest of rastipedes might contain anywhere from 100-600 individuals, half of which are immature, incapable of combat. The adults, however, are fanatically committed to the defense of **the** nest above all else.



Many rastipedes study the magical arts. About 1 in 6 rastipedes encountered is a mage of 1st through 4th level. Though no **rastipede** has ever been known to learn a spell higher than 2nd level, they have sufficient skill to operate a spelljammer helm. In fact, a helm operated by a rastipede performs as if operated by a mage of three times the rastipede's spellcasting level. Thus, a rastipede who casts as a **4th-level** mage can operate a spelljammer helm as a **12th-level** mage!

The primary interest of rastipedes, however, is trade. They commonly employ crews and hire ships to transport goods back and forth across wildspace, usually turning a profit with every voyage. Rastipedes engage in selling and buying of virtually any product, though most of them adhere rigidly to laws against smuggling or slave trafficking.

Rastipedes are favored henchmen of the arcane. Very often, characters who seek an arcane find themselves dealing with a **rastipede** go-between. One reason for this is **the** well-known bargaining skill of the rastipedes. Rumors suggest a darker, more sinister connection between the two races, but there is no evidence to indicate that any such association exists.

Ecology: Rastipedes can survive on virtually any kind of food. They need lots of water, but sunlight is apparently not a requirement of **the** race. Young rastipedes, born in the nest, might spend their first decade underground.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Mainly day
DIET:	Omnivore
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	Any
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	14
THACO:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Magic use, shakti
SPECIAL DEFENSES:	Magic use, Shakti
MAGIC RESISTANCE:	45 %
SIZE:	M (6'-7' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	6,000

The reigar are a near-legendary race, only rarely encountered by the average spacefaring adventurer. They are famed for their artistic prowess and fabulous command of craftsmanship.

As a people, the reigar are androgynous. Their men are very beautiful and their women are extremely handsome. They are of tall human proportions, willowy of build, with reddish-blond hair. Their natural beauty is augmented by the halo or glory surrounding each reigar. This glory is a cloud of twinkling, glittering motes that change color in random patterns. Some rumors say that this glory is lighter in color when the reigar is pleased, and darker when one is displeased. This has yet to be fully documented. This glory contributes to the reigar's tough Armor Class and high magic resistance.

Combat: Reigar prefer not to enter into combat personally, as their time is better spent in artistic pursuits (naturally). If attacked, they first send in their helots (golem-like creatures that have the same attacks as their organic counterparts: AC 2, MV by creature type, HD by creature type +2, unaffected by sleep and charm spells; helots do not have any special abilities or spell-like abilities their organic forms may possess). If that fails, they call in the lakshu. Only if the lakshu fail to defeat the opponents does a reigar deign to go toe-to-toe, as it were, with the attackers. And when it does, several hells break loose.

In combat the reigar use an item called a *shakti*. This is a small (palm-sized) statuette that resembles a figurine of wondrous power (an item rumored to have been first created by a reigar). Each shakti is designed by and for its user, rendering each one effectively a unique item. A shakti has three purposes, or forms.

First, there is its dormant form. In this state, it may be worn around the neck on a chain or cord, or hung from a kirtle or belt, or carried in a pouch or bag. Its shape is reminiscent of an animal or creature: a panther, a dragon, a phoenix, etc.

On a command word known only to the creator/user, this form transmutes into a mode of transportation. The size increases to roughly eight feet long, and the shape changes to that of the creature depicted, lying prone. The reigar may sit or stand on the shakti in this form, and by mental command will it to move or stop. This form has a movement rate of 18 and an AC of -2.

On a second command word (also, of course, known only to



the creator/user), the shakti transforms into a suit of armor and an accompanying weapon. The armor is reminiscent of the animal represented by the shakti's dormant form, as is the special attack it bestows on its wearer. The weapon can be anything from a sword to a trident to a weighted net (use weapons tables from the *Complete Fighter's Handbook* for ideas), and there is always a magical effect released in tandem with the attack. This may be merely for flash and effect, or it may relate to the damage caused. For example, a sword might emit a shower of colored light when swung at an opponent, but inflict no extra damage, or a net might paralyze a trapped victim.

The armor is always made of a metal known only to the reigar. It is harder than steel, with an Armor Class of 0 (not including any magical protections put into it by the creator). More often than not, the chest plate is decorated with an embossed head of the animal depicted by the shakti's form. As mentioned previously, this armor also bestows a special attack on its wearer. If the creature depicted is a panther, for instance, the attack might be a magical rending, performed by making a slashing motion with the arms. If the armor represents a dragon, the attack could be a simulation of that dragon's breath weapon, activated by placing the wrists together with the palms facing outward. These details are left up to the DM to create.

A third command word returns the shakti to its dormant form from either of the other forms.

Reigar shaktis work only for their creators. Should anyone else gain possession of a shakti by way of theft (not likely) or spoils of battle (less likely), that shakti is inoperable. However, it is possible that a reigar might create a gift-shakti for an adventurer who does something very, very important for the reigar-like save his life, or provide transportation (see the "Ecology" section). This kind of gift-shakti, though, is far less powerful-capable of making only one kind of transformation, no more than once per day: to vehicle, armor, or weapon (roll 1d6: 1-2 is vehicle, 3-4 is armor, 5-6 is weapon). Again, final say is up to the DM.

Sample Shakti Statistics

Here are three known shaktis: the panther, the phoenix, and the dragon. Use these as templates for creating more as the need arises.

Panther		
	Vehicle	Armor and Weapon
Armor Class:	2	0
Maneuverability		
Class:	C	N/A
Hit Points:	50	N/A
Movement:	36	N/A
Size:	L (8' long)	L (8' tall)
Damage:	N/A	2d6/2d6 slashing damage; long sword +3

Phoenix		
	Vehicle	Armor and Weapon
Armor Class:	2	0
Maneuverability		
Class:	B	N/A
Hit Points:	50	N/A
Movement:	39	N/A
Size:	L (8' long)	L (8' tall)
Damage:	N/A	3d6 fireball, 30-yard range, 20' radius; mancatcher

Dragon		
	Vehicle	Armor and Weapon
Armor Class:	2	0
Maneuverability		
Class:	B	N/A
Hit Points:	50	N/A
Movement:	48	N/A
Size:	L (8' long)	L (12' tall)
Damage:	N/A	4d6 +2 acid breath weapon (spurt 70' long, 5' wide); war hammer +5

Habitat/Society: Legend has it that this race taught the elves everything they know about creating beautiful items-and the elves forgot most of it. Supposedly they also taught the dwarves the same arts-with the same results. Their love of creation for its own sake was also given to the tinker gnomes of Krynn, or so it is said. (However, the gnomes did not retain the reigar’s love of beauty-they seized on the creative process and took it to a technical extreme.) It is rumored that the reigar built the first spell-jamming helm, and never repeated the act. Their mottoes are “Art for art’s sake” and “The ends always justify the means.”

While reigar are visually stunning to begin with, they are experts at heightening their already striking appearance.

Hairstyles are an expression of individuality and, of course, artistic creativity. Men and women both may wear short or long tresses, highly decorated or intricately styled or both. They ornament themselves with fine jewelry of their own making, exquisite raiment of their own design. Facial makeup and tattoos for both sexes are not uncommon. This is not a function of class status or of wealth. It is merely a fact of reigan life-one should always strive to outdo everyone else in all aspects of life, and do it with style, beauty, and Clan. Their passion for artistic creativity extends to all aspects of their lives.

Reigar are consummate users of magical spells, especially those that enhance the creative process. Items such as *Nolzur’s marvelous pigments* and the *lyre of building* are particular favorites. In game terms, reigar are not limited to any particular school, but illusions are not likely to be in their repertoire-reigar consider it

gauche to create something that isn’t real. Any spell can be considered to have artistic merit; it all depends on the time and place. For example, offensive spells like *cloudkill* afford the artistic caster a greater enjoyment of his opponents’ deaths-rather than frying instantly, as with a fireball, the poor wretches choke, writhe, gasp-and beg. To a reigar, this is art at its best.

The reigar as a race have been without a homeworld for millennia. The rumored reason: Their pursuit of art for art’s sake led them to the total destruction of their world, using means of warfare never heard of before or since. The search for the ultimate artistic expression of war was carried out by reigar who were off-world in their esthetics, with no regard for those remaining on the ground. This is a classic example of the reigar code of conduct-“Anything for art, nothing without style, and everyone for himself.” Since this decimation of the race, and the destruction of the homeworld, the few remaining reigar have been wandering from sphere to sphere in search of artistic inspiration.

The esthetics are biological in nature, having been created by reigan wizards in the time of the Master Stroke (see the “Esthetic” entry for details). It is not known for certain whether they can be propagated, or how this could be done should an esthetic be destroyed. Each esthetic will have no more than one reigar on board, but there is a crew of *helots* and *lakshu* to take care of the mundane tasks.

The reigar are the source of many a legend in the universe. It is said that, in addition to teaching the elves and dwarves everything they know about craftsmanship, they are suppliers for the arcane. This is unlikely, as it implies repetition in creation, a bane to reigar. Art is not a repetitive process. A Reigar may well have created the first spelljamming helm, but he would not have gone on to mass-produce them. That would quell his artistic expression and prevent him from pursuing the ultimate artistic experience.

Another tale told about the reigar concerns their relationships with other races. The arcane, who look on all other races with total disdain, are said to bow to the reigar and do as the reigar tell them, without question. Similar rumors exist about the *mindflayers*, but these have been hotly denied by any mindflayer questioned on the subject. Still other legends would have the listener believe that the reigar created these races themselves, as an expression of their creativity and artistic license. Some go so far as to credit the reigar with the creation of humans-denied as hotly by humans as the rumor about mindflayers is crushed by that species. The neogi refer to reigar as “damn liars.” One race the reigar are never credited with creating is the clockwork horrors: Reigar detest these life forms as “bad art” and refer to them as “springheads.”

Ecology: Depending on which rumors are believed, the reigar have either had a significant effect on their environment (aside from blowing up their own planet, of course)-or they have done nothing but make pretty trinkets. The only unquestionable fact is that they did destroy their homeworld, and did so with weapons more powerful than can be imagined in present times. No one knows for certain whether that knowledge is retained by the reigar still in existence, but if it is, it could be very, very valuable to anyone, and dangerous in the extreme (especially in the wrong hands-like neogi hands).

Reigar are self-sufficient, obtaining their needs from their esthetics. These esthetics provide not only shelter and defenses, but nourishment and entertainment. Their crews of *helots* and *lakshu* are also sustained by the esthetics.

It is possible that a reigar could be commissioned to create an item for an adventurer or a party, but the cost would be astronomical (no pun intended). There is very little a normal adventurer could have that would interest a reigar (except transport; see the “Esthetic” entry), but flattery goes a long way toward successful negotiation.

Rock Hopper



CLIMATE/TERRAIN:	Asteroids
FREQUENCY:	Common
ORGANIZATION:	Clan/crew
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	U
ALIGNMENT:	Lawful good
NO. APPEARING:	5-12 per skiff
ARMOR CLASS:	7
MOVEMENT:	6
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL AT-TACKS:	Nil
SPECIAL DEFENSES:	Multiple bodies
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Average (8-10)
XP VALUE:	35

Rock hoppers are small humanoids about the size of gnomes. Their backs and the backs of their **arms** and legs are covered with very short, white hair. A much thicker, stiffer mane of hair grows across the top of their heads. Their eyes are quite large and round, as are their faces. Their noses are small, pointy, and covered by a hard shell, almost like a beak. Overall, they have a very owlish appearance.

Typical rock hopper dress consists of a short leather skirt or kilt, a stiff vest, leather arm guards, and sandals or low boots. They always carry a variety of tools in a shoulder bag; they often wield knives or short swords.

Rock hoppers are almost never encountered far from their skiffs. If they aren't traveling, they are making repairs, camped alongside, or gathering or exploring nearby.

Combat: Rock hoppers are not combative by nature. They generally do not attack strangers unless they clearly present a threat. Given an avenue of escape, rock hoppers usually choose discretion over valor. This is not out of cowardice, but simple, honest realization of the fact that they are weaker than most other **wild-space** travelers.

Habitat/Society: Rock hoppers live in asteroid fields. They are nomadic, so they rarely build permanent bases. When they do, they excavate rooms and tunnels into the asteroids, often including hangars for their skiffs.

Rock hoppers build skiffs that they use to travel between the asteroids. These skiffs are not magical and do not carry **spelljamming** helms. Instead they are powered by propellers that operate from a tumcrank attached to foot pedals. The pedalers sit on benches in much the same way that rowers sit in a Viking **long-boat**. A system of gears transmits their effort to a central drive shaft that runs the length of the skiff to one or sometimes two propellers at the rear. This propeller churns through the air inside the skiff's air envelope and moves the skiff forward. (Several scholars who have examined the rock hopper propulsion system have declared that it simply cannot work. These sages' only response to the fact that it obviously does work is that there is no reason why it should, and therefore it cannot.)

Using their skiffs, rock hoppers travel from asteroid to asteroid (their skiffs carry too little air for longer voyages). Upon reaching



a likely-looking spot, they raise their colorful awnings to shield themselves from the sun, explore, maintain their skiffs, and hunt.

Their main source of food is the herds of scawers they presumably cultivated at some time in the past, but which now roam freely throughout the asteroids. The rock hoppers follow these herds on their migrations, pedalling out to hunt them with harpoons when the need arises. They hunt gray and night scawers primarily for food, while they hunt brown scawers for poison. They hunt void scawers for sport and to protect themselves.

Each rock hopper skiff carries a small cask of brown **scavver** poison for use in special circumstances. Primarily, this is reserved for those rare times when the rock hoppers encounter a kindori. Though they do not seek out these space whales, they have been known to kill kindori with poisoned harpoons in chases lasting days or even weeks.

Ecology: Sages do not believe that rock hoppers are native to the asteroids. Rather they were transplanted there long ago by some unknown agency. It is known that they will not trade with the arcane, and many sages believe that therein lies the secret of their condition.

Rock Hopper Skiff

Built by:	Rock hoppers	Armor Rating	9
Used Primarily by:	Rock hoppers	Saves as:	Thin wood
Tonnage:	1/3 to 1/2 ton	Power Type:	Pedals
Hull Points:	1	Ship's Rating:	1
Crew:	12/1	Standard Armament:	Harpoons
Maneuverability		Cargo:	1/4 ton
Class:	D	Keel Length:	16'
Landing-Land:	Yes	Beam Length:	6'
Landing-Water:	No		

Sarphardin ("Watcher")

SJR1



CLIMATE/TERRAIN:	Any space, very rarely worlds
FREQUENCY:	Rare
ORGANIZATION:	Solitary (telepathic clan links)
ACTIVITY CYCLE:	Any
DIET:	Gems and refined metals
INTELLIGENCE:	Supra-genius (20)
TREASURE:	V,T,X
ALIGNMENT:	Chaotic good

NO. APPEARING:	1 or 1-4
ARMOR CLASS:	5
MOVEMENT:	6, Fl 20 (A), Sw 18
HIT DICE:	8+8
THACO:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-12/2 per round/l-2
SPECIAL ATTACKS:	Spell use
SPECIAL DEFENSES:	Regeneration (see below)
MAGIC RESISTANCE:	36% plus intelligence-related spell immunities
SIZE:	H (16'-24' long)
MORALE:	Elite (15-16)
X.P. VALUE:	6,000



Sarphardin resemble nagas, with snakelike prehensile bodies and huge dragon-like reptilian heads. They are curious and whimsical in nature, and have the natural ability to travel through space by spelljamming (without helm or ship, although one can carry a ship of 20 tons or less with it, as long as it remains in direct physical contact with the vessel). Groups of sarphardin working together can move vessels of up to 100 tons through space. They cannot cooperate with *spelljamming* helms or other power sources to increase the SR of a ship, but can use any helm they touch as though they were human spellcasters.

This ability has made them very helpful to adventurers in need of rescue-and deadly pursuers when they hunt down and slay foes.

Sarphardin regenerate damage at the rate of 1 hit point every four rounds.

Combat: In battle, sarphardin use their strong jaws (2-12 dmg) to bite opponents, whom they entangle or slap (1-2 dmg, plus successful Strength Check or be knocked over; if drifting in space, sent tumbling head-over-heels).

A sarphardin is scaled, and its head is covered with bony plates and ridges (hence the more-agile body and the more-armored head share the same armor class).

A sarphardin can make an entangle attempt once per round by making a successful attack roll. Entangled targets can be hit automatically by all sarphardin attacks (bite and spell use). At the end of the first round of entanglement and every round thereafter, however, a target is allowed a Strength Check to break free. If it succeeds, freedom is gained, and only 1 point of constriction damage is suffered that round. If it fails, 2 points of constriction damage are suffered, and constriction continues.

In addition to its physical attacks, a sarphardin can cast one spell per round. The spell-power of a sarphardin is equal to that of a 7th-level wizard: four 1st-level, three 2nd-level, and two 3rd-level spells, and one 4th-level spell.

Sarphardin use verbal-only spells, which they largely acquire by using *invisibility* spells to spy on world-bound beings using spells, and bringing treasures to world-bound beings in

exchange for tutoring in a new, desired spell in verbal-only form. Sarphardin speak the common tongue and a hissing, purring language of their own.

Sarphardin can also use potions, scrolls, and all magical items allowed to both warriors (e.g., magic swords) and wizards (e.g., most wands) that they can hold in their prehensile tails and command verbally or by effort of will.

The high intelligence and wisdom of sarphardin renders them immune to *illusion* spells of 1st-3rd level, and to the spells cause *fear*, *command*, *forget*, *friends*, *hypnotism*, *ray of enfeeblement*, and *scare*. They are not "persons" for the purposes of *charm* and *hold* magics, but can be affected by the stronger "monster" versions of those spells.

Habitat/Society: Sarphardin are almost always encountered in space as solitary wanderers, watching others. Watching sarphardin will do nothing except cock their heads, bob and weave to see better, and emit a purring 'mmm-hmmm' noise. They will defend themselves if attacked, but often merely dodge 'warning shots' or hurled objects, and drift a little closer to watch with renewed interest.

Sarphardin are essentially passive. They approach life as an entertainment, and each sarphardin is determined to see the best ongoing show it can. Space-battles and large-scale disasters often attract a crowd of calmly-watching, floating sarphardin.

Sarphardin never fight others of their kind. They cannot be coerced or duped into doing so; illusions or magical controls will be shattered if an attempt is made, for a sarphardin can always tell another sarphardin, however disguised.

Sarphardin are bisexual, and give live birth to tiny, soft-scaled young. Mating and child-rearing take place in well-hidden enclaves in jungles on obscure worlds, or in deep caverns in rogue planets drifting in little-traveled areas of the flow. Sarphardin in these places will hide from or avoid intruders, using their magic to escape if necessary.

All sarphardin are 'family'; that is, all are members of a single clan, to which all sarphardin are intensely loyal. Sarphardin have in the past pretended to be willing to provide others of their kind to neogi and illithid slavers-but invariably the

Sarphardin ("Watcher")



slavers (who planned to seize the bargaining sarphardin as well) have found themselves maneuvered into the ambush of an elven armada, or the midst of a beholder flotilla.

Of all the races of space, elvenkind have the closest dealings with sarphardin. Dwarves, gnomes, and humans are regarded as less trustworthy, but better (particularly the latter two races) at providing a sarphardin with entertainment.

Ecology: Sarphardin require little air, and can tolerate a wide variety of atmospheres, breathing fouled atmospheres as if they were clean, and deadly air as if it was merely foul. When spelljamming, they typically slow down to skim planetary atmospheres from time to time (If one is acting as the spelljamming figurehead of a ship, it will be considerate enough to choose an atmosphere breathable by those aboard the ship).

Sarphardin eat minerals, both gems and refined metals (such as coinage), and will always want to be paid to effect a rescue, spelljam a ship, or aid someone in battle (worth about 1,000 gp to a sarphardin, 3,000-4,000 gp, and 2,500-5,000, respectively).

Sarphardin prefer to bargain first, perform, then get payment in full-spelljamming a ship to a world where the captain and crew have money stashed to pay for the 'jamming would be fine. Someone who declines to pay after reaching a bargain with a sarphardin will simply be ignored, forever after, by all sarphardin. They will not speak to, bargain with, or aid such an individual, and if the black-listed being is rescued with others, the fee will be at least 1,000 gp higher (in rare cases, this ban has been lifted after the transgressor has pleadingly and handsomely made amends-called "kissing the snake" in spacer lingo).

Sarphardin have a 2-mile-range telepathy with other

sarphardin. Others can join this communications network by exercise of natural power or by magic, but it occurs on a level where other telepathy is not usually found, and must be magically or mentally searched for, for at least 1d4 rounds, to establish contact.

Sarphardin brains are used in spell inks for spells concerned with mental communications, and some whisper that the Arcane work with sarphardin to make helms (the two races have amicable relations, sarphardin often carrying Arcane through space).

Sarphardin skin, scaly and tough in life, shrivels to uselessness upon death. The flesh beneath, however, is said to be very nourishing (a 10 pound chunk can feed an active warrior for one month), decays very slowly, and is prized by alchemists and wizards.

When spelljamming, sarphardin have a personal Ship Rating of 4, and give a towed ship this SR (If two sarphardin combine to tow a ship of larger than 30 tons, it has an SR of 3 while under tow).

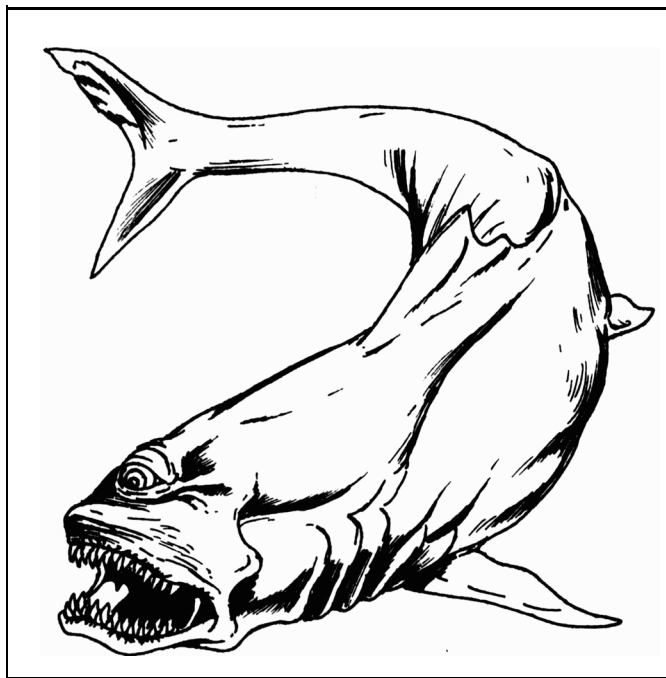
Skullsnake

Undead sarphardin have been encountered. Skeletal and evil, seeking to destroy all non-sarphardin life, these are believed to have been created by evil humans and magic-using beholders.

Skullsnakes retain the use of their spells and physical attacks, and their skeletal bites gain an additional 1d10 points of life-force-draining, chilling damage. Their morale rises to Fearless (19-20); they turn as "Special." Their rate of regeneration slows to 1 hit point per turn. The XP Value of a Skullsnake is 7,000.

Scavver

	Gray	Brown	Night	Void
CLIMATE/TERRAIN:	Any space	Any space	Any space	Any space
FREQUENCY:	Common	Uncommon	Uncommon	Rare
ORGANIZATION:	Pack	Pack	Pack	Solitary
ACTIVE CYCLE:	Any	Any	Any	Any
DIET:	Scavenger	Scavenger	Omnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Semi- (4)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	3-30	2-20	1-10	1
ARMOR CLASS:	7	5	3	1
MOVEMENT:	12	12	18	18
HIT DICE:	3	4	6	10
THACO:	17	17	15	11
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACKS:	1-3	1-4	1-10	2-20
SPECIAL ATTACKS:	None	Swallow	Swallow	Swallow
SPECIAL DEFENSES:	None	Poison gas	None	None
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (6' long)	L (10')	H (15')	H (20')
MORALE:	Unsteady (5)	Unsteady (7)	Average (9)	Elite (13)
XP VALUE:	65	420	975	3,000



Scavvers are long, fishlike creatures of space, dominated by a single huge, humanlike eye at the leading edge of the head, and a wide, sweeping mouth. General body details such as number of fins vary depending on the origin of the creature, but their behavior and general coloring divide them into four basic groups: gray, brown, black and void scavvers.

Scavvers trail ships, asteroids, and larger creatures for droppings and refuse. They drift inside the air envelopes of these large bodies, so that as they move (often at high speeds) the **scavvers** move with them. The lesser scavvers are nuisances, their worst traits being that they suck up needed air. The larger scavvers are more deadly, in that they will often not wait for their **meals** to come to them. The eyes of the scavvers glow when they are awake.

Combat: The scavvers are built along the lines of minimum effort—they are little more than gullets with enough brains to point themselves in the right direction. Combat details are given for each type.

Habitat/Society: Most are lazy by nature, such that they will be found at the trailing edge of a small celestial body or ship, along the plane of gravity. Most scavvers travel in packs, drifting between the planets waiting for a free meal. Unless repelled, they will follow a ship until a better or larger target presents itself. Many large cities, like the Rock of Bral, have a permanent **scavver** crew whose job it is to kill scavvers that come onto the Rock from arriving ships. The scavver crew is usually made up of ship captains and crews guilty of bringing these creatures in.

Ecology: In deep space, all scavvers can shut down their basic body functions, so that they require no air or food for long periods of time. In this fashion they drift until their paths collide with a passing ship or solar body.

The scavvers tend to avoid large planets, since flying against gravity is too much work. They are found in every known sphere and in the phlogiston as well.

Gray Scawer

The gray scavvers are the smallest and the least dangerous of the lot, though they travel in large packs. The appearance of grays in a ship's air envelope is usually dangerous only because the grays will be using (and fouling) the air at a rate equivalent to an additional man per scavver. Usually they can be driven off by an armed party. The meat of gray scavvers is drab, but nutritious for those on long voyages.

Brown Scawer

The brown scavvers, which range from a sun-dappled gold to a dark rusty umber, are larger and only marginally brighter than the grays. The browns are pure scavengers, and will flee a particular bit of trash if challenged, only to return later. They have two abilities that make them less desirable than their smaller cousins. The first is that they can swallow a creature up to man-sized whole on an attack roll of **19** or **20**. The gullet can hold a single man-sized creature (or two smaller than man-sized creatures).

Scavver

Once a victim is swallowed, the poisons in the gullet cause the victim to save vs. poison or die in three rounds. A victim who survives can attack from within the scavver, provided a short (less than 3') edged weapon is used. The scavver will take 1-6 points of such damage before returning its attacker to the outside world. Unfortunately, the scavver does not learn from experience, and will try to swallow the same reluctant piece of food several times before giving up or dying. One weaponless mage who was swallowed by a scavver returned to the living world by using a potion of **growth**, splitting the creature's gullet.

The other ability of the brown scavver is a small cloud of poison gas evacuated from the gullet against an attacker. Outside the gullet, the droplets of poison are less potent (+3 on saving throws), but no less deadly (save or die within three rounds). The brown scavver can do this once per day to a single target in front of it. Brown scavvers cannot be affected by their own poison, though the poison of other species of **scavvers** can affect them.

The flesh of the brown scavver is laced with its gullet poison; as a result, it is not eaten, but saved and used as poisoned bait for other scavvers. Most other space life will avoid dead browns, but gray scavvers will eat and die whenever the flesh is offered. A company of Shou dragonships has declared the brown to be perfectly palatable if prepared properly, and one captain swears to have served the scavver to the Emperor himself. Cynics believe that the Emperor had priests with detect, slow, and **remove poison** spells on hand, and that the captain was run back out into space as a result.

Night Scavver

The night scavvers are generally black with spots of white along their length. With its dark flesh and white spangles, the night scavver fades in with the background of the void. This omnivorous version of the common scavver has the distressing habit of not waiting for food to come to it. It will sneak onto the deck of a ship and cruise about looking for loose food and other items. As a result, the belly of the night scavver is often littered with small but valuable debris, ranging from a few gold **coins** to perhaps a magical ring. The DM can determine the belly hoard of the scavver by using a randomly determined treasure type from J to U (roll 1d12), with a 1% chance of a magical item.

The night scavver is relentless in its quest for food, once committed, and while one

will not attack an obviously crowded ship, it will slip on during the night watches and refuse to budge from its new location, even if threatened with superior physical force.

The night scavver can swallow creatures of up to man-sized in the same fashion as the brown scavver (an attack roll of 19 or 20). However, it lacks the gullet poison of the brown that pacifies that type's prey. The night scavver makes up for this lack by its unusual reaction to efforts by swallowed creatures to carve themselves out of its belly. It brings the victim forward to its mouth, chews on it a while (one attack at +4), then sends it back down again. The interior wall of the night scavver is AC 7, and the night scavver will use this "cud-chewing" instinct whenever it takes any internal damage.

Night scavvers are considered delicious, and crews will often use open fires on the deck to roast them in celebration of planet-fall or a good voyage. As a result, they are considered a good omen at the end of a trip.

Void Scavver

Void scavvers are jet black except for their single eye. They are the most dangerous of the breed, as they are man-eaters. While the other scavvers will be content with digesting a few kitchen scraps, the void scavvers will go after the cook. These creatures are solitary and have a fine, animal cunning for preying on their targets. They will find a lair hidden from most of the guards on a ship and use that as their base, treating the rest of the ship as their own personal icebox.

The void scavver can swallow up to large-sized creatures, and will do so on an attack roll of 18, 19, or 20. It has gullet poison similar to the brown scavver, but lacks the ability to expel it into the air. Its interior is AC 5, and it is possible for a victim to cut his way out with small hand-held weapons.

The void scavver is relentless, and will strip a ship clean if it can get away with it. It will batter down doors and hatches to reach its prey. Its sight, touch, and smell are superb, such that invisible creatures can be detected and attacked by the scavver without penalty. Legends tell of rare gargantuan void scavvers attacking full ships, ripping the hulls apart in search of food.

The void scavver is a solitary hunter, and will drive off other scavvers that threaten its prey. The void scavver will attack any of the other scavver types, and it will kill but not eat the brown scavver.



Scavver, Sky (Alabeth)

CLIMATE/TERRAIN:	Third layer, Alabeth
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary/pack
ACTIVE TIME:	Any
DIET:	Predator
INTELLIGENCE:	Semi- (4)
TREASURE:	Nil
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1 (1-4)
ARMOR CLASS:	3
MOVEMENT:	Fl 18
HIT DICE:	22
THACO:	3
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	4-40/3-30
SPECIAL ATTACKS:	Swallow, lightning bolt
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (100')
MORALE:	Elite (13)
XP VALUE:	12,000

Apart from their size, sky scavvers are identical in structure to the other five known species of scavvers: long, fishlike creatures, dominated by a single huge, glowing human-like eye at the leading edge of the head, with a wide, sweeping mouth full of sharp carnivore's teeth. The sheer size of the sky scavver is enough to set it apart from its space-dwelling brethren, however: the average mature specimen is about 100 feet in length.

Sky scavvers fly through the air of the third layer of Alabeth, using a modified form of the more well-known scavvers' innate spelljamming ability. They are pure predators, living off the many aerial creatures that occupy the third layer of the might air world. While they will eat virtually anything that crosses their path, their favorite food is the holbags – the gigantic floating gas bags native to Alabeth's third layer.

Combat: The sky scavver's primary attack is a bite from their huge, tooth-studded mouth. Such an attack inflicts 4d10 hit points of damage. The mouth is big enough to allow the creatures to bite even something as large as a spelljamming vessel, inflicting 1d4 hull points of damage. In addition, an adult sky scavver can swallow whole any creature of size L or smaller, and will do so on an attack roll of 13 or more. The sky scavver has a gullet poison similar to the brown scavver – victims must save vs. poison or die in three rounds – but lacks the ability to expel it into the air. Its interior is AC 5, and it is possible for a victim to cut his way out with small hand-held weapons. The bellies of sky scavvers will sometimes contain undigestible residue from earlier meals: metals, stones (including gems) and the like. Sky scavvers can also deal a punishing tail-slap like that of the kindori. This attack inflicts 3d10 hit points of damage, or 1d3 hull points.

The sky scavver's most dangerous attack, however, is its ability to fire a powerful lightning bolt from its single eye.



This bolt has a maximum range of 250 yards, and inflicts 2d20 hit points, or 2-4 hull points, of damage (save vs. spells – or lightning, for ships – for half damage).

Sky scavvers are totally immune to electrical-based attacks. Other attacks inflict normal damage. Although they have some intelligence, their minds are sufficiently different from those of demihumans that they are totally immune to charm, illusions and other mind-affecting magic.

Habitat/Society: Sky scavvers usually operate as solitary predators. When they're attacking holbags, however, they hunt in packs of 1-4. They are as ferocious as the void scavver, but won't kill other members of their species who try to "muscle in" on their prey. There is a strongly-defined "pecking order" within a sky scavver pack, however, with the strongest individuals always feeding first.

The intelligence of sky scavvers is sufficient to let them plan the best manner of attack against larger opponents. (The technique these creatures favor against immature holbags is discussed in the section describing these great gas bags.) Many people who have seen sky scavvers operate claim that their intelligence is actively malign.

Ecology: Sky scavvers are simple-minded predators. They have no natural enemies as such – that is, creatures that feed on them. Attacks against mature holbags are highly dangerous, however, and lead to the deaths of many sky scavvers. Since the holbags eat nothing but aerial plankton, the bodies of dead scavvers simply fall into the lower layers of Alabeth's atmosphere – presumably to be devoured by other creatures.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	Z (J,K,M,Q)
ALIGNMENT:	Lawful evil
NO. APPEARING:	30-120
ARMOR CLASS:	4 (8)
MOVEMENT:	9 (12)
HIT DICE:	3
THAC0:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6, or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	10%
SIZE:	M to L (5-8' tall)
MORALE:	Elite (15)
XP VALUE:	270
Sergeant/guard (4 HD):	420
Captain/bodyguard (6 HD):	975
Warpriest (5 HD):	975
Almighty Leader (8 HD):	2,000

The highly militaristic **scro** are a violent goblinoid race that has only recently appeared. They are still rarely encountered, but if present trends continue, wildspace travellers will unfortunately see much more of them.

The **scro** resemble musclebound **orcs**, fully armored and armed to the teeth. **Scro** have the **orc's** characteristic pig-like snout; however, the **scro** stand proud and erect, and their high foreheads resemble humanity's. **Scro** have large canine teeth that they sharpen to a fine point; they decorate teeth and ears with tribal mini-totems. **Scro** eyes appear human, but they glow a sickly phosphorescent green in dim light. Hide color ranges from slate gray, burnt orange, light tan, and moss green, to jet black and even, in rare cases, albino white.

Scro armor is well oiled, well maintained studded leather with each stud filed to a sharp point. The armor is always jet black, though the studs are painted different colors. Their numerous weapons are just as well maintained. **Scro** often complete their wardrobe with a night-blue cloak.

Scro carry no standards, but each **scro** wears an insignia that identifies its tribe. This is worn either as a shoulder patch or on the left side of the chest.

The **scro** speak a distant variant of the orcish tongue. Curiously, some speak fluent elvish, for they have fanatically preserved the language of their worst enemies-so that when the **scro** slaughter the elven race, the marauding humanoids can tell their victims, in their own tongue, who is doing this to them.

Combat: The **Scro** live for combat. They have raised it to the highest form of expression in their society. They fight easily in any environment and are well disciplined. Though the **scro** can be just as bloodthirsty as **orcs**, they have tempered their savagery with pragmatism and strategic and tactical cunning. **Scro** actually obey most of the civilized rules of warfare and do not fire on messengers or truce-bearers.

For every four **scro** encountered, there is one sergeant. For every ten **scro** encountered, there is one captain and one war priest. Only the largest gatherings of **scro** include an Almighty Leader.



Scro use the following weapons: longsword and dagger (15% of the time); scimitar (10%); arquebus and hand axe (25%); arquebus and starwheel (5%); spear and hand axe (15%); polearm and dagger (10%); shortbow and shortsword (15%); and crossbow and battleaxe (5%). Captains and bodyguards may also possess a starwheel firearm (75% chance). Almighty Leaders almost always carry a starwheel. War priests, multi-classed 5th-level cleric/mages, have one weapon with an enchantment between +2 and +4, plus 1d4 miscellaneous magical items usable by priests and wizards.

Sergeants and war priests get three melee attacks every two rounds; captains and Almighty Leaders get two melee attacks per round. These attacks are usable only with melee weapons or fists, not missile weapons or firearms. Optionally, **scro** with two melee weapons may be trained in two-weapon fighting (see *The Complete Fighter's Handbook* for details).

The vast majority (95%) of **scro** warriors specialize in unarmed combat, which gives them two punches per round at +1 to hit, doing 1d3 damage per punch plus Strength bonuses. (Most adult **scro** have at least Strength 16 and Constitution 15.) In addition, some (30%) **scro** use a spiked leather glove that does an extra +1 hp damage in unarmed combat attacks.

Scro armor spikes cause 1d4 damage to any foe that the **scro** smashes against. Some nasty **scro** coat their armor's studs and spike with a Type D poison (5% chance); the poison's onset takes one minute and does 30 hp damage (save vs. poison for 2dd damage).

If all else fails, a **scro** bites with its powerful teeth for 1d3 damage. If a **scro** kills an opponent with its teeth, the triumphant warrior affixes a small gem or bauble on one of its oversized canines. It then takes a tooth from the opponent and puts it on a necklace called a **toregkh**. This necklace is prized as a totem of strength. If it is stolen, the warrior flies into a berserk rage against the offender (+2 to hit and damage, +4 penalty to AC, number of attacks per round doubled).

Strangely, the **scro** are notably articulate. They prefer to begin

combat by shouting long, literate insults against their opponents, to show that **they** hold their enemies in contempt. The mere sight of a goblinoid spouting offensive alliterations might disorient the most battle-hardened veteran long enough to let the **scro** gain initiative in combat.

Direct sunlight does not affect **scro** combat ability.
Habitat/Society: **Scro** live in a regimented society, based on a complex system of laws and customs that call for unswerving loyalty and obedience. **Each scro** is a valued member of society and **has** a duty to fulfill.

Leaders are respected and obeyed unless they show obvious cowardice in battle. In that case, it is the strongest scro's duty to overthrow the cowards authority and lead the troops in glorious battle.

The **scro** homeworld's location is unknown. Thus far, they have seldom ventured into civilized areas, preferring to keep out of sight until they are truly ready. On the homeworld, Dukagsh, the **scro** live in well-planned, spartan cities with stout towers, strong fortresses, and efficient shipyards. Though the place is no garden spot, neither is it smoky, ugly, or garbage-strewn. Each city has 10,000 to 100,000 **orcs**.

Each of Dukagsh's 24 tribes is led by an Almighty Leader. The entire planet is ruled by the Ultimate High Overlord, a 16 HD **scro** who is guarded by 24 Captains, one from each tribe. Each tribe has a social rank, with those of lower rank subordinate to the higher tribes.

Scro soldiers train in non-weapon proficiencies and normally have three of these skills: Armorer, Blindfighting, Endurance, land-based Riding, Reading/Writing, Rope Use, Running, Tracking, and Weaponsmithing. Sergeants have four of these proficiencies; captains **have** five; war priests have four, plus Healing, Herbalism, Religion, and Spellcraft.

Scro are not interested in conquering the multiverse. Their sole purpose is to drive all grounding human, demi-human, and humanoid races out of wilderness for good. The war priests see this, not planetary conquest, as their holy mission. As for the races native to wilderness . . . well, the **scro** will need slave labor, and those pitiful races will do quite nicely. The **scro** are merely waiting for the right moment to strike.

Ecology: The **scro** have an "us against the whole multiverse" philosophy that is sure to produce plenty of enemies when they make their presence felt. Thus far, **the scro** know much about the other space-faring races, but those races are unaware of the scro's existence, save for a few rumors from unreliable sources.

Like their orcish forebears, **scro** are fecund. They produce litters of **1d4 + 1** offspring, most with an excellent chance of survival beyond infancy. Unlike their orcish ancestors, the **scro** live for an average of 80 years.

History: The **scro** trace their ancestry back to the **orc** tribes that fought and lost the Unhuman Wars. Some crews and troops of the few surviving **orc** vessels made their way to a remote but habitable planet and settled down. This ragtag band was led by a huge **orc** called Dugkash, who appointed himself the first Almighty Leader.

By **orc** standards, Dukagsh was **a** visionary. He recognized that the **orcs** lost the Unhuman Wars because of their one-dimensional ideas and outmoded tactics. Brutality for its own sake had gotten them nowhere. Dukagsh realized that the **orcs** needed to fight in an organized way, and that each soldier must realize his full potential.

In the ensuing years, Dukagsh whipped his people into shape, making sure that they learned fighting, survival, and even culture. To make sure no one forgot who caused the **orc's** misfortune, each **orc** had to learn fluent elvish.

Sometimes, the **orcs** salvaged equipment from drifting space junk, the remains of human, elfen, dwarven, and goblinoid ships from the Unhuman War battles. Occasionally they found books, and Dukagsh made his people read them.

Before Dukagsh died, he declared that his people were on the path to success. The old ways were dead, he claimed, and a new race was born, **a** race that was more than any **orc** could ever be. He named them the **scro**.

At his death, his grateful followers named their homeworld in his honor. Dukagsh's tomb now floats over the homeworld's north pole, so that the deceased leader may look down on his people and watch their progress.

Scro Battlewagon

Built by:	Scro
Armor Rating:	3
Used only by:	Scro
Saves as:	Metal
Tonnage:	80 tons
Power Type:	Major helm
Hull points:	80
Ship's Rating:	2
Crew:	40/160
Standard Armament:	Blunt ram
4 turret-mounted bombards	Crew: 3 each
1 Greek fire projector	Crew: 3 each
6 medium ballistae	Crew: 2 each
8 medium catapults	Crew: 3 each
Maneuver. Class:	E
Cargo:	20 tons
Landing-Land:	No
Keel Length:	150'
Landing-Water:	No
Beam Length:	50'

The massive **scro** battlewagon symbolizes the scro's emerging power. Thus far, only four have been built: **Decnpitutor**, **Devastator**, **Conflagrator**, and **Eviscerator**. Two others, **Mutilator** and **Defenestrator**, are under construction on Dukagsh.

CLIMATE/TERRAIN:	Wildspace/phlogiston
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to genius (8-18)
TREASURE:	A (magic only), R
ALIGNMENT:	Neutral good
NO. APPEARING:	1 or 10-20
ARMOR CLASS:	2 (prow -2), 10 in human form
MOVEMENT:	Fly 12 (B), SR 5
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d2 hull points or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Change to human form
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-8' in either form)
MORALE:	Elite (13-14)
XP VALUE:	270

Star selkies, though large and carnivorous, are actually an ethereal, shape-changing humanoid race. In their human form, they are kind, gentle, individuals of remarkable beauty. Like terrestrial selkies, they have striking green, blue, or black eyes, with irises that sparkle with an inner light. Though somewhat absent-minded, they are highly intelligent and well-versed in the lore of wildspace.

Selkies may retain their human form for up to two weeks at a time. In human form, the selkie communicates in both its own language and Common. In flight, selkies understand spoken language, but communicate among themselves in an unspoken tongue that is as yet unknown.

It is said that star selkies originated from a group of Ptah worshippers whose colony barge crashed on a barren asteroid. In answer to their prayers of salvation, Ptah turned them into the graceful, space-adapted selkies. However, there is only circumstantial evidence of this legend.

Combat: In flight, star selkies are savage, deadly fighters. Their armored, bullet-shaped bodies have razor-sharp guide fins and a prow sheathed in natural armor (AC 2). This armored prow does 1d2 hull points of damage. As high-speed battering rams, they impale their prey. The selkie then extrudes ten tentacles that automatically hit impaled victims. These tentacles, tipped with lamprey-like mouths, attach to the victims and drain 1 hit point per round. A successful Bend Bars/Lift Gates roll destroys one tentacle. A victim can roll to destroy a tentacle once per round.

Star selkies use an inborn ability similar to a fly spell to move in any direction, as slowly as a walking human (MV 12) or as fast as a seasoned spelljammer (SR 5).

Habitat/Society: Star selkie communities resemble their terrestrial counterparts. Both sexes hunt and gather food and share responsibilities for child-rearing. If anything, star selkies are more gregarious than their sea-going kin, occasionally even settling



larger human habitations in selkie enclaves. The selkie predilection for scavenging space wrecks has proven to be very useful to them. A number of selkie merchants deal in "reclaimed goods."

Though primarily carnivorous, selkies consider eating humanoid flesh an act of cannibalism. They prefer to eat the wildlife of wildspace, and do not normally attack spelljamming ships (except in self defense). On the contrary, star selkies sometimes help lost travelers, leading them to safe, well-charted areas.

The selkie leaders can cast the following spells once per day: **create air**, **charm monster**, **cure critical wounds**, and **sunray**. They also have an ability similar to a modified stone **shape** spell that allows them to construct their enclaves. The leader casts these spells as a 8th-level wizard.

Ecology: Though the star selkie is a carnivore, it is sensitive to over-hunting of its habitat. Trade with ground dwellers supplements its diet. The star selkie population has increased slightly, but their birthrate is still low.

Star selkies have a special gland that produces oxygen, allowing them to travel in space as long as there is food to eat. This gland does not function properly until the selkie's third year of life, so selkie habitats (called "enclaves") must be air-filled.

Star selkies occasionally attract and take human mates. Offspring of such a pairing breed true as selkies. Such mixed colonies are easy to spot, for the enclaves sport intricate freeform surface dwellings to accommodate the human mates. These surface dwellings tend to be large Egyptian-style structures, lending further credence to the theory of Ptah-worshipping ancestry.

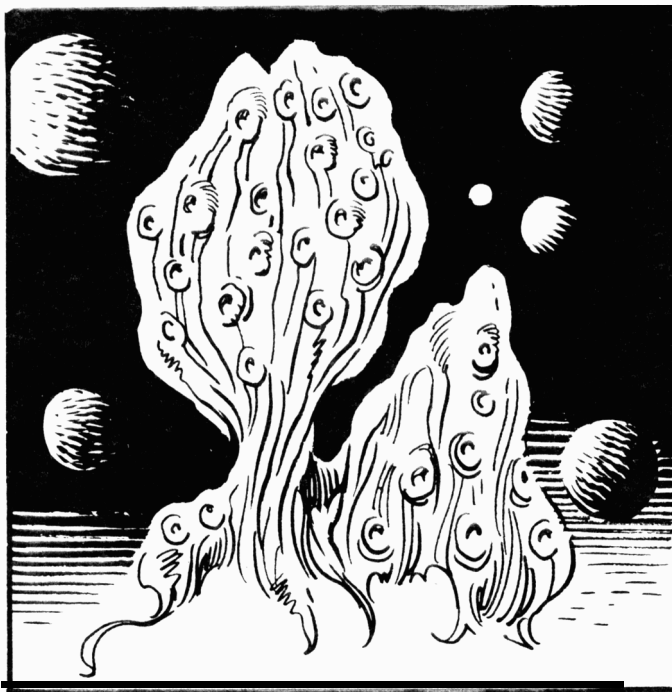
Shadowsponge ("Air Stealer")

SJR1



CLIMATE/TERRAIN:	Any space
FREQUENCY:	Rare
ORGANIZATION:	Solitary or groups
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1-6
ARMOR CLASS:	9
MOVEMENT:	Fl 13 (C)
HIT DICE:	7+7
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4/round (constriction) or 1 (ram)
SPECIAL ATTACKS:	Gas effects
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Ci (ovoid, 36' + long)
MORALE:	Steady (11)
X.P. VALUE:	1400



These strange monsters are feared by all spacefarers. They drift in space until they sense the approach of an atmosphere, and attack mindlessly, absorbing precious air.

A shadowsponge appears as a greyish sponge. Hundreds of rubbery, many-branched air sacs protrude from a central mass. Studded with small, keen eyes and sensory patches, a sponge can 'smell' air in the void up to three miles away.

The substance of a shadowsponge is inedible. If struck by fiery or electrical attacks (which do normal damage), it burns with a thick, choking smoke. The smoke expands rapidly to fill a 30' spherical area, and lasts for 2-5 turns, completely blocking normal vision beyond 4', and turning clean air within its confines to foul.

Combat: A shadowsponge concentrates on absorbing air, swooping and turning continuously in an atmosphere. Any nearby creature risks being rammed or enveloped.

A ram (successful attack roll required) does 1 point of damage. The victim must make a Strength Check or be bowled over (items carried must save vs. "fall").

An enveloping attack surrounds a victim, squeezing and smothering for 1 point of initial damage. In subsequent rounds, enveloped beings suffer 1-4 points of constriction damage. They may automatically hit the shadowsponge with any piercing or slashing weapons in hand, but are unable to cast spells, get out other items, or wield bludgeoning weapons. Very large sponges (those of over 40 hp) can envelop two M-sized beings at once; smaller shadowsponges can entrap only one.

Any attack on a sponge may be partially suffered by an enveloped being. The being saves against the attack form (for physical weapon attacks, against Breath Weapon) to avoid taking a quarter of the damage done to the sponge (round fractions down to a minimum damage of 1 hp).

The porous, air-filled nature of a shadowsponge prevents enveloped beings from suffocating, but they must save vs. Breath Weapon on every second round or suffer the effects of harmful gases absorbed earlier by the sponge (refer to Gas Clouds in the "Flotsam of Space" section for such effects).

When a sponge is killed or dealt over 20 hp damage in a

single round, it convulsively releases enveloped beings (who suffer damage from the attacks causing their release).

Habitat/Society: Shadowsponges are only semi-intelligent, but seem to herd together by instinct and move toward atmospheres in space. They avoid the large, stable atmospheres of worlds. Some sages believe shadowsponges are merely a stage in the lives of more advanced fungoid creatures. This stage, it is thought, ends when a sponge reaches a certain inner state by absorbing the nutrients it needs from absorbed gases. It then enters a world's atmosphere and falls to the surface, metamorphosing into spores to begin life anew in some other form.

Elminster cautions us that although this theory cannot be discounted, definite proof in support of it is so far lacking for several parts of the hypothetical life-cycle; the true nature of shadowsponges may be far different.

Shadowsponges never collide with each other or fight among themselves. They seem capable of rejoining scattered portions of themselves, or even joining with another sponge to form a larger whole, and have no reproductive lives or family units.

Ecology: Shadowsponges feed on nutrients gleaned from gases, absorbed light, and low level electrical and heat energy. Attacks relying entirely on heat for damage, and not flame (which has its usual effect), do not harm a shadowsponge, but rather give it additional or healing hit points equal to the normal damage done.

Sponges play no part in any food-chain. Alchemists and spell researchers of all races have looked in vain for uses for shadowsponge tissue and essence.

One experiment has given questionable results. Application of low-level electrical energy generated by a *shocking grasp* spell and certain gnomish energy creation and storage devices causes the sponge to release 25% of its stored atmosphere.

Desperate spacefarers have been known to enclose shadowsponges in a spacewreck or other large, sturdy spacegoing storage container and forcibly drag them through

Shadowsponge ("Air Stealer")



planetoid atmospheres, and to skim the atmospheres of worlds. The intent of this stratagem is to gain a portable atmosphere allowing a too-small ship to carry too-large a crew on too-long a space voyage. A secondary use of caged shadowsponges is to steal air from enemies by setting a spacegoing cage adrift on a course that will bring it through the atmosphere of, or into a collision with, a hostile planetoid, base, ship, or elven armada craft.

Shadowsponges imprisoned or brought into contact with planetary atmospheres will take on and store air usable in space voyages, but the shock of this treatment seems to ultimately kill them. Each sponge saves vs. Petrification for every day of confinement. If it fails, it dies instantly, poisoning the air around it.

A dying shadowsponge fouls 40 tons of air. Once the entire carried atmosphere of a ship is fouled, additional 40-ton foulings turn 40 tons of fouled air into deadly air. Many an intrepid space explorer has been forced to cut loose towed space barges full of dead shadowsponges to escape the poisoned air and stagger along on inadequate air reserves.

Herd Clouds

Some small, dark shadowsponges have been observed to lead their fellows on long voyages in space and round them up into groups. These "herd clouds" have recently been studied with interest by several sages.

Herd clouds have been found to be Very intelligent (1 I-12) and possessed of unusually high morale: Champion (15-16). They have 8 +8 Hit Dice and an XP Value of 3000.

They also have the ability to gather electrical charges, discharging these as weapons against other beings. A typical herd cloud can emit one 9d6 *chain lightning* attack and two forked 6d6 *lightning bolts* in a "day" (144-turn period). Mere contact with, or even passing through a 'charged' herd cloud will not attract such damage unless the cloud wishes to release its energy.

Some sages and alchemists believe that herd cloud essence can be harnessed in some way to guard against or generate electrical magical attacks, but experiments in this line have so far been shocking disasters.

	Common	Guardian
CLIMATE/TERRAIN:	<i>Spelljammer</i>	Control room
FREQUENCY:	Common	Unique
ORGANIZATION:	Squad	Solitary
ACTIVITY CYCLE:	Continuous	Continuous
DIET:	None	None
INTELLIGENCE:	High (13-14)	Genius (17-18)
TREASURE:	None	None
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1 or 1-8	1
ARMOR CLASS:	3	-3
MOVEMENT:	12	12
HIT DICE:	5	20
THACO:	16	1
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1-8	3-18
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	40%	60%
SIZE:	S or M (3-5')	L (10' high)
MORALE:	Fanatic (17-18)	Fearless (19-20)
XP VALUE:	5,000	23,000

The shivaks are only found aboard the *Spelljammer*, and they are constructed (grown) in a manner similar to the smalljammers. In the shivaks' case, they are constructed in the shivak terminal (Area #15) rather than in the gardens (Area #2) like the smalljammers. The shivaks grow in pods out of the lifeless corridors.

When shivaks are destroyed or wear out, more are constructed. Those that are not immediately needed are kept in storage, where they are maintained on small amounts of energy from the ship. There are about 500 shivaks on board the ship at any one time.

Shivaks resemble headless ellipsoids that have limbs. The limbs are arranged in such a manner that varieties of shivaks resemble various species aboard the ship.

The surface of a shivak appears to be covered by a thick gray leather. However, this leatherlike exterior extends fully to the core of a shivak—in other words, shivaks lack organs in the known sense. The limbs are made of similar material, and they are what allow the shivaks to maneuver. (Shivaks move forward, backward, and sideways at will, much as if they were on rollers.)

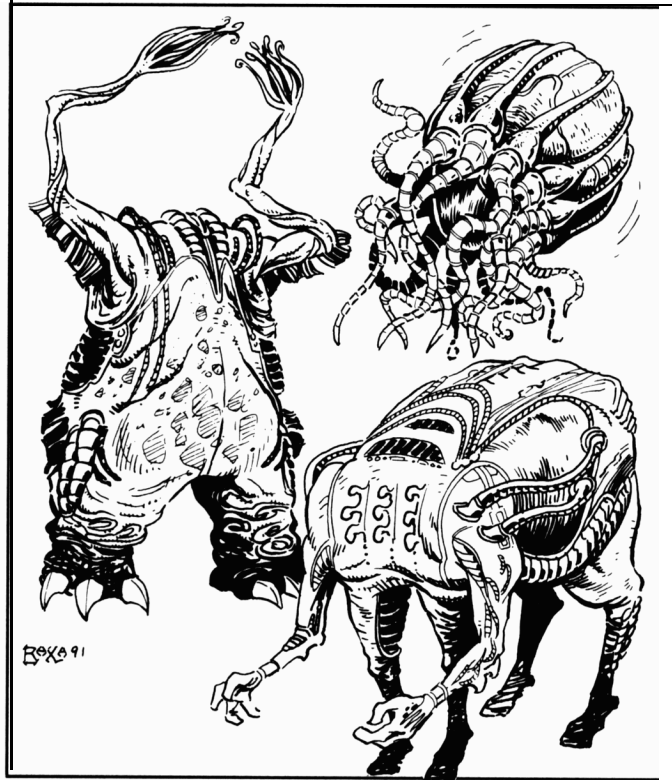
Each variety of shivak also has a special attack form that it may use at will as described below.

COMMON SHIVAKS

The types of common shivak include the following:

- **Humanoid**—This shivak has humanoid limbs that consist of two stumplike legs and two multihinged arms, each arm ending in a delicate bundle of tapered coils. The coils allow the humanoid shivak to perform delicate work, but the humanoid's chief attribute is incredible strength. At will, they may raise their strength to that of fire giant level, gaining +4 to hit and +10 to damage.

- **Centaurian**—The centaurian shivak's elliptical body is horizontal rather than upright. It is supported by four horse-like limbs, and it has a set of multijointed humanoid arms mounted at what is presumed to be the forward end of the shivak. The centaurian's chief attribute is speed, and it can



increase its movement to 24 at will.

- **Beholderian**—The beholderian shivak is a floating egg shape that has a bundle of tentacles nestled around its crown. It does not have the eyes of a beholder, but its coils are incredibly strong (STR = 19). More importantly, this shivak can fly at its normal movement speed, and it has an MC of A.

- **Serpentine**—The serpentine shivak is a narrow ellipsoid that has an extended tail, which the shivak uses to coil around its opponents. It constricts its target, then crawls off with the creature still in its coils. The serpentine shivak has the ability to compress its body as well, allowing it to squeeze into spaces no more than 1 foot across in pursuit of its opponent.

- **Spiderian**—Also called neogian, this shivak is a horizontal ellipsoid much like the centaurian's body. This shivak's body, however, is supported by eight movable legs and is slung upward like a spider. Spiderian shivaks have the ability to spit a paralyzing poison up to 20 feet away. This poison can freeze an opponent for 1-3 rounds—enough time for the spiderian (and the other shivaks as well) to overwhelm and remove the intruder.

- **Enigmatic**—The enigmatic shivak is a mystery because it does not resemble any of the currently known major races of space. This shivak has a triform body, with three stumplike limbs and three arms coiled like rope and ending in trilateral "hands." While it resembles both the xorn and the triphegs, neither of those races have been known to have had a major impact in space outside their home worlds. The enigmatic shivak has a nasty ability in that it may produce a shocking grasp (as per the spell) for 2-12 points of additional damage when grappling with an opponent. This is only used to shock its opponents into submission.

Shivak

Combat: The shivaks in battle fight as a unified whole, regardless of their appearance. Their tactics are generally straightforward, consisting of overwhelming their opponents with numbers, then carting them off. Their main function seems to be to keep trespassers out of areas of the *Spelljammer* that are off limits.

The shivaks are apparently connected to both the ship and to each other, for attacking one shivak typically brings others in quick succession (usually 1-8 additional shivaks will appear 3-6 rounds after the initial attack).

The shivaks have been given only limited orders, however, and they will only attack if they are attacked, if a creature is in a restricted area, or if they are prevented from doing their normal tasks, which include food delivery and dismantling ships. Otherwise they tend to leave the other races on board alone and are in turn left alone by other races.

The shivaks are immune to illusion and light-based attacks. They cannot be poisoned, polymorphed, or paralyzed, nor may they be charmed or otherwise affected by enchantment spells, including sleep. They are immune to their own attack forms, including those of other shivaks.

The shivaks do not see in the traditional sense, but rather they emanate a continual detect life. Otherwise invisible living creatures stand out brightly to them, as do those masked by illusion spells. They know the buildings and warrens of the ship by heart and can move smoothly around inanimate objects. However, animate, unliving creatures (such as undead, golems, and clockwork horrors) are invisible to them. They cannot attack what they cannot see, though they may flail around at -4 to hit.

Habitat/Society: The shivaks have no real society and are little more than extensions of the will of the *Spelljammer* itself. Unless specifically commanded otherwise by the captain, they will continue to perform their normal duties.

When under the control of the captain, they will respond to his or her orders as long as those orders do not directly contradict the shivaks' functions. (For instance, the captain cannot order the shivaks to *not* attack a trespasser found in the warrens.)

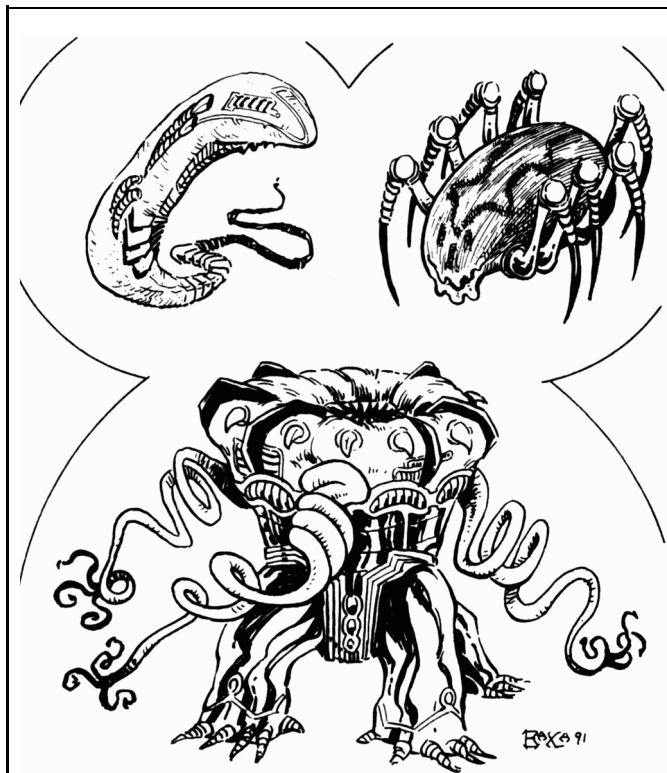
Ecology: The shivaks are "grown" in the shivak terminal, far from the light of the gardens, in great pods hanging from the wall. Unlike the smalljammers, the shivaks' only requirement for development is the presence of a spelljamming helm, which will create 1-10 new shivaks. Any spelljamming helms that are found will be taken back to the terminal for future use.

It takes only a few days for the terminal to create these shivaks once it has a new helm. The process is similar to the creation of the smalljammers upon the arrival of a new captain. The spelljamming helms, however, are consumed in the process and cannot be regained.

GUARDIAN SHIVAK

The guardian shivak is the largest of the shivaks and is found only in the control room. (The control room is an area that appears on the *Spelljammer* only when a prospective captain comes on board; the area randomly shifts position throughout the ship and is seldom found in the same place twice in a row. The adventurer must defeat the guardian shivak to bond with the ship and become captain.)

The guardian shivak is built to encompass the worst fears of the previous captain. As such, it strongly resembles the physical form those fears take (as opposed to the elliptical shape of the other shivaks). The current guardian shivak re-

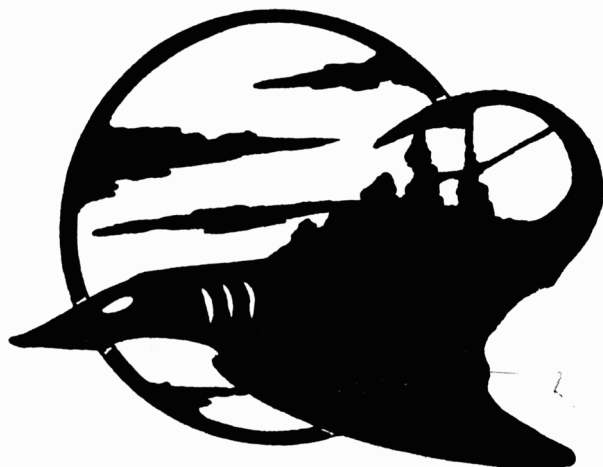


sembles a gigantic mind flayer. It is equipped with a psionic blast similar to that of a mind flayer.

The guardian shivak is made of the same leathery material as are the common shivaks, however, and it too has no apparent internal organs. The guardian has all the resistances and immunities of the other shivaks.

The guardian shivak exists only when an ultimate helm is carried on board the *Spelljammer*. This shivak is developed specifically for the purpose of challenging the possessor of the helm.

If the helm is destroyed or carried off the ship, the guardian shivak is absorbed back into the ship itself. It will reform each time an ultimate helm is present, and it will continue to be in the form that encompasses the fears of the previous captain, regardless of how many times the guardian shivak is called upon to appear.



CLIMATE/TERRAIN:	Platinum Space	Gold Space	Iron Space
FREQUENCY:	Rare	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	See below	See below	See below
INTELLIGENCE:	Low (5)	Low (5)	Low (5)
TREASURE:	L(x10)	M(x10)	J(x10)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1
ARMOR CLASS:	3	9	5
MOVEMENT:	6	12	6
HIT DICE:	10+1	9+1	6+1
THACO:	11	11	15
NO. OF ATTACKS:	2	3	3
DAMAGE/ATTACK:	1d6 +7	1d6 +4	1d6 +7
SPECIAL ATTACKS:	See below		
SPECIAL DEFENSES:	+1 or better weapons to hit		
MAGIC RESISTANCE:	30%	30%	75%
SIZE:	M (6')	M (6')	M (6')
MORALE:	Steady (12)	Steady (12)	Steady (12)
XP VALUE:	4000	3000	975

Silatics are amorphous blobs, 5-7' in diameter, that eat metal. Continuously shifting and quivering, they use their two pseudopods to test substances for edibility. The silatic's diet consists solely of the metal they are made of. For example, a platinum silatic eats only platinum. Silatics innately detect the metal they eat within a 100' range.

Silatics hide well, for they can stretch as thin as 1" thick. They need no air to survive and prefer wildspace to planets. In wild-space they are almost graceful, fanning their thinned bodies to move slowly. As soon as gravity takes hold, though, gracefulness disappears; their pseudopods pull them along the ground.

Combat: The silatic's two pseudopods administer bludgeoning damage of 1d6 + 4. Each adult silatic's pseudopod can extend to 50'. They attack only if disturbed while eating or prevented from feeding. Usually, one pseudopod remains attached to the food while the other attacks an opponent. If injured, the silatic detaches from the food source and attacks the offender with both pseudopods.

There are three known types of silatics: gold, platinum, and iron. (A fourth, silver, is rumored.) Each has a special attack.

Iron- +3 bonus to damage; high magic resistance.
Gold-moves faster than other silatics, gaining one extra attack per round.

Platinum-+3 bonus to damage; also, the platinum silatic coats its pseudopod with acid. If it hits, the character takes an additional 2d8 damage (save vs. poison for half damage).

A silatic eats by attaching a pseudopod to its meal, excreting a liquid that dissolves the metal, and absorbing it through the skin. It takes three rounds to administer the liquid and three to absorb the liquefied metal. The liquid is harmless to living beings. Metal of the silatic's type saves vs. acid at -5. Metal not of the silatic's type saves at -2.

If a silatic senses metal within a wooden-hulled ship, it first tries to sneak aboard. If this fails, it batters a hole in the ship near the metal inside. Against metal ships, a silatic inflicts 1 hull point per turn; against wood, it inflicts normal combat damage.

Habitat/Society: Silatics are solitary, avoiding other beings by hiding in "uninhabitable" places. Silatics of the same type exhibit instant hostility and fight to the death.

Gravs and most space miners kill silatics on sight. Residents of inhabited worlds hunt down silatics relentlessly. Once a gold silatic got into the gold reserves of a major city, reproduced, and soon dozens were oozing around, searching for more gold to devour. The entire city's economy collapsed because gold became too scarce-all because of one hungry silatic.

Ecology: Silatics have no spelljamming ability. To move from world to world, they stow away on ships, often on the outer hull.

When a silatic absorbs enough metal (around 100 lbs), it seeks out an uninhabited area and splits in two. The two new silatics, each 3 1/2' wide, are dazed and instinctively move in opposite directions. Five hours after splitting, they regain their senses and search for food. If the reproduction occurs in a confined space, the two silatics fight to the death upon regaining their senses.

If a silatic is killed, only the metal eaten in the last week can be recovered (usually 1d10 lbs per Hit Die). All other material dissolves into a jelly-like substance.



CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2)
TREASURE:	R
ALIGNMENT:	Neutral evil
NO. APPEARING:	2-5
ARMOR CLASS:	2
MOVEMENT:	6, F19 (C)
HIT DICE:	6 +6
THACO:	14
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d8/3d4
SPECIAL ATTACKS:	Grab prey
SPECIAL DEFENSES:	Slippery
MAGIC RESISTANCE:	Nil
SIZE:	L (16' wingspan)
MORALE:	Irregular (7)
XP VALUE:	1400

Skullbirds are large carrion birds of wildspace. A bad reputation follows these birds. Sailors consider the sight of a skullbird a sign that someone aboard ship will die soon.

The birds are named for their gruesome heads, which appear to be bird skulls covered with a layer of shiny black skin stretched tight. Their glittering dark eyes are hidden deep in the recessed sockets, and their beaks are jet black and needle-sharp. Skullbirds are covered with oily black feathers and exude an oily, charnel odor. Their talons are like razors.

Skullbirds have no language, but have two distinct calls: an irritating, high-pitched screech when they find live food, and an ominous, bass croaking when they find carrion.

Combat: Though the birds prefer to eat carrion, since it puts up no fight, they unhesitatingly attack live prey if they have not had a decent meal in several days (50% chance).

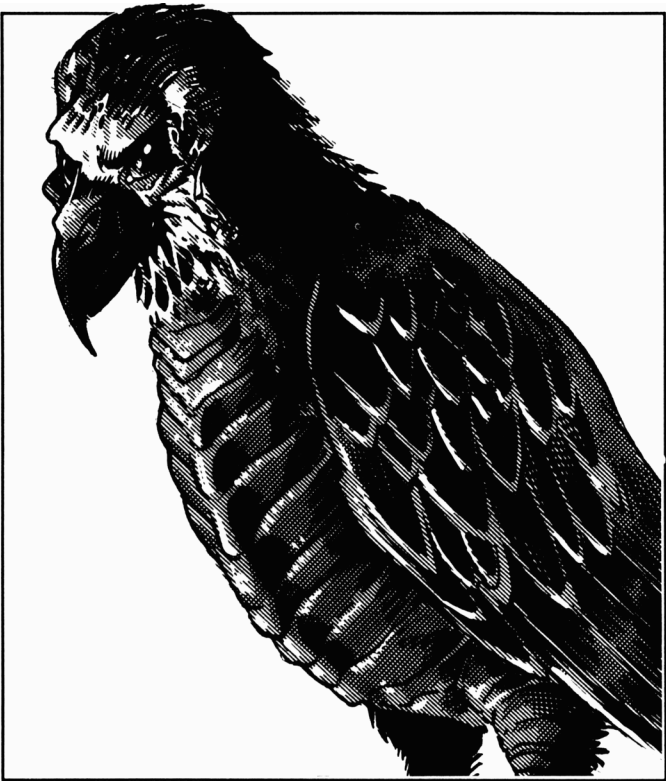
Skullbirds attack with their two sets of sharp talons, each doing 1d8 damage. If the prey is still moving, they try to finish it off with a swift stroke of their razor-like beaks, inflicting 3d4 damage.

Whenever a skullbird attacks a victim who weighs less than 200 pounds, it tries to snatch up its prize and fly away to its foul nest. To do so, the skullbird must hit the victim with both claws in the same melee round. The talons have an effective Strength of 17. The victim is allowed a Strength check to escape; failure means the bird swoops up with the victim at top speed. If the prey struggles for more than one round, the skullbird drops the victim, in hopes that the falling damage will finish it off.

Skullbirds secrete an oily substance that keeps them comfortable while flying in space. The oil is slippery; any attempt to grapple with the bird takes a -4 penalty. This oil is also responsible for the creature's low AC, since weapons seem to slip off the bird.

The oil, however, is highly flammable, giving the skullbirds a -4 penalty when saving vs. fire-based attacks, and +2 hp per die of fire damage. Waving torches or other open flames around a skullbird for one round forces a morale check.

Habitat/Society: Skullbirds nest in floating wrecks of spelljamming vessels, or in the decomposing bodies of huge, dead, wild-space creatures. They travel in flocks and have no leaders. Skullbirds are not territorial.



Once every three months, a female skullbird lays 1d4 eggs. Ugly, almost skeletal chicks hatch from the eggs and begin croaking incessantly, demanding to be fed. The sound is reminiscent of a group of bullfrogs. There is a 25% chance of finding skullbird eggs in a nest. They are not edible.

The oily feathers of the skullbird also trap air most efficiently, giving the birds a full day's supply of air. They do require air to survive in wildspace.

The skullbird is a bird of ill omen. Sailors shun them, and shun anyone foolish enough to wear anything made from part one of the birds. If a ship encounters skullbirds outside their lair, the encounter begins with the birds flying out of nowhere and trying to perch on the ship's masts. This is considered the worst possible omen, a sign that the ship will soon be destroyed. Fast-moving characters get one round to try to drive the birds away from the masts; if they succeed, the birds may attack instead (50% chance).

Average or Green crews who see the skullbirds roosting on their ships undergo an immediate morale check at -1 penalty. Failure indicates that the sailors immediately panic, some scampering below decks, others jumping off the ship. They remain panicked until the birds are driven off. More experienced crews need not check morale, but they make morale checks in later battles at the same penalty.

Ecology: The only positive ecological contribution skullbirds make is their pursuit of their favorite food, feesu (q.v.).

CLIMATE/TERRAIN:	The skies of Edill
FREQUENCY:	Uncommon
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1 - 12 or see below
ARMOR CLASS:	5
MOVEMENT:	3, Fl 25 C
HIT DICE:	9
THACO:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-24/2-20
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Nil
SIZE:	G (65')
MORALE:	Unreliable (4)
XP VALUE:	6,500

Skykine are huge creatures native to the air world of Edill. They resemble broad-bodied dragons with short, thick necks. Skykine have four legs like a dragon, but they are short and apparently atrophied. Their wings, too, appear much too small and weak to support such a large creature. (In fact, their wings are used only for steering. In their body cavity is a strange organ that allows them to levitate and fly through the skies of Edill. They cannot, of course, leave the atmospheric envelope.)

At the end of a short neck, the skykine's head is broad and flat, with a long snout like an alligator's. The creature's forehead is sharply sloping, indicating that it has no space for a large brain—an explanation for its low intelligence. Its eyes are large and spherical, protruding well out of its skull. This gives it 360° vision in the plane of its body, but only 180° vertically (in other words, it has a blind spot below its own body).

Skykine have rough yet supple skin, very much like that of a shark. They range in color from off-white to blue-grey-perfect colors to let them blend in with the skies of their air world home.

Combat: Skykine attack with a bite, and with a tail smash. Their bodies are thick and not overly flexible, which means they can only bite foes in front of them and tail-smash creatures behind them. The creatures are large enough that their attacks can damage a spelljamming vessel, with 10 hit points equating to 1 Hull Point of damage. In addition, against any creature of size H or larger, they can charge and ram. A successful ram inflicts 10d12 hit points, or 1d12 Hull Points of damage.

Although predators, skykine never attack anything larger than half their own size unless they are attacked first. Even then, the large creatures prefer to



flee, giving barking, bellowing cries of warning to others of their kind. If they are harried to the point where they believe escape is impossible, they will turn and attack.

Habitat/Society: Skykine travel in small herds, often (65%) but not always based on family groupings. If a family herd is encountered, there will be one mature male and 1d3 mature females, plus 2d4 juveniles. Mature males and females have the same statistics, and the sexes are indistinguishable except to another skykine. Juveniles range from 10% to 60% of the size of an adult; their hit points and damage inflicted have the same ratio. All juveniles, regardless of size and age, have AC 6 and THACO 11.

In a family herd, if a female is attacked or threatened, the male will fight ferociously to defend her. . . until he is reduced to half hit points, at which time his instincts of self-preservation will take over and he will flee. If the juveniles are attacked, the male will respond in the same way; the female(s), however, will fight to the death to defend their young.

Ecology: Skykine feed on other airborne lifeforms, but nothing bigger than about 30' in length, of course. In turn, the skykine are the favored prey of Edill's dragon population. The dragons consider them to be harmless food animals. Of course, "harmless" means very different things to a 150'-long dragon and a human spacefarer!

The big creatures are thought to live for 20 years or so, landing on an orbiting earth body only long enough to bear their live young.

CLIMATE/TERRAIN:	Temperate
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary/tribal
ACTIVITY CYCLE:	Nocturnal
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	None
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-10
ARMOR CLASS:	3
MOVEMENT:	36
HIT DICE:	2+1
THACO:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/2d6
SPECIAL ATTACKS:	Sever vein on 19-20
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1-3')
MORALE:	Steady (12)
XP VALUE:	65

Sleeks are ermine-like mammals with bright, black eyes. Antennae on their muzzles aid them in gauging both the size and distance of their prey. Though independent, they occasionally seek human and demihuman companionship.

Combat: The sleeks speed and silent motion make it all but invisible (surprise on 1-5 on 1d6). In combat against man-sized or larger adversaries, the sleek uses its antennae to sense vital areas in an opponent, then attacks with its claws and razor sharp teeth. The sleeks claws do **1d4** points of damage. Man-sized or larger targets suffer **2d6** points of damage.

A roll of **20** indicates that the sleek has opened a major blood vessel, causing a halfling-sized or larger victim to lose 1d6 hp per minute through bleeding. First aid, such as a tourniquet or direct pressure, stops this hp loss, as does healing magic. Smaller targets must save vs. death. Failure means the victim dies immediately, its spinal cord severed.

Their fast metabolism, coupled with an extremely powerful and efficient digestive tract, renders sleeks immune to poison. This also lets them consume poisonous or exotic flesh-even flesh golems are not safe!

Sleeks sometimes act in concert against large prey. This ability to cooperate, combined with their berserker-like battle frenzy (+4 to hit), makes them formidable enemies to shipboard "pests."



Habitat/Society: Sleeks inhabit cargo holds and small ship passageways. If coaxed with food they can be domesticated (30% chance).

Their large, bright eyes, silvery-white fur, and sensitive antennae mark them as onetime cave dwellers, but their adaptations pose no handicap to them in the light. Sleeks mate for life, producing litters of **1d4** young once a year. A family of sleeks may occupy a "territory," but conflict between sleek territories is rare.

In lean times sleeks also exact "tribute" from ship crews. Instead of helping themselves to foodstuffs, they play tricks, steal clothes and precious items, and generally make nuisances of themselves until the crew formally offers food. Simply leaving food for them is not good enough; the "insulted" sleeks demand a show of submission. For instance, the captain must roll on his or her back in full view of the sleeks. Only then is the sleeks' honor satisfied. This behavior earns them the name "pirate-masters."

Ecology: Sleeks live about 20 years. Young stay with their parents for two years, whereupon they leave to establish territories of their own. Those individuals who adopt humans remain with them for life as staunch allies.

Slinker



CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-20
ARMOR CLASS:	7
MOVEMENT:	1.5
HIT DICE:	1½
THACO:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (8" long)
MORALE:	Unreliable (2-4)
XI' VALUE:	7

Slinkers are small, vaguely bird-like creatures. They stand approximately eight inches high on two hind legs. Their forelegs are short and usually held close to the body when the slinkers move, but these are also used to hold bits of food and handle small items. The slinkers' heads form out of the fronts of their bodies without the nicety of any appreciable necks. They have two closely set eyes on either side of their small beaks.

Their bodies are sparsely covered with thin, stiff hair that ranges from light red to brown to gray to jet black. Some slinkers also appear to be white with red, brown, and black spots. Some naturalists believe these were once domesticated slinkers that have returned to a wild state, though what purpose they served domestically is unknown. A short, hairless tail (approximately three inches long) trails behind each slinker.

Combat: Slinkers are nearly helpless in any sort of fight with a human-sized creature. Thus they almost always flee upon catching sight of a human or demihuman. They do not attack large creatures unless there is nowhere to run.

If backed into a corner and forced to fight, slinkers charge as one and try to swarm over their antagonist. Individually, slinker bites are painful but not very dangerous. When attacking as a group, however, they can cause serious injuries to rash characters. When slinkers attack, every slinker in the pack attacks the same target and keeps attacking that target until either it or the slinkers are dead.

If a group of PCs corners a pack of slinkers and the slinkers fight, they charge the closest character, clambering over him and burrowing under clothing and armor. The character being attacked must roll a successful Dexterity check to avoid being knocked down by the rush. Furthermore, if the number of attacking slinkers is higher than the character's Dexterity score, add the difference as a penalty to the Dexterity check die roll. (If, for example, 18 slinkers rush a character with Dexterity 12, the character must add 6 to his Dexterity check die roll.) Once this initial check is made, regardless of its outcome, the character doesn't have to roll another Dexterity check again unless another pack of slinkers attacks him. If the character is knocked down, usual



attack modifiers for a prone target apply (+4 bonus for the slinkers' attack rolls.

Habitat/Society: Slinkers live in packs of up to 800 individuals. Presumably, the strongest or meanest slinker holds sway over the others, though what sort of authority it exercises is open to debate. These packs are rarely seen assembled in one place. In most cases, no more than 20 slinkers are ever encountered at once.

Slinkers are primarily scavengers, and so they prefer to live in areas where food and refuse is plentiful and there are lots of places to hide. They are quite common in cities, especially in the slums and warehouse districts of asteroid citadels (like those usually found around dockyards).

Ecology: In most respects, slinkers compete with rats and other vermin for their ecological niche. The most significant differences between them are that slinkers do not typically carry disease, and slinkers have unusually fast metabolisms, high respiratory rates, and short reproductive cycles.

If slinkers get aboard a spelljamming vessel, they begin reproducing themselves at an alarming rate. Every week, the slinker population aboard ship increases by 10 percent. This can become a serious problem if the slinkers are not controlled, because they eat a lot of food and breathe a lot of air. In one day, five slinkers eat as much food and breathe as much air as a human crew member. As their population increases, so does the rate at which they consume the ship's food supply and foul its air.

To use slinkers to their maximum effect, DMs are recommended to use Method 2 for keeping track of air quality aboard the PCs' vessel (as described on page 12 of the *Concordance of Arcane Space*). This is particularly effective if players are allowed to keep track of their own air and food supply while the DM keeps his own, secret record that accounts for the slinkers' presence.

CLIMATE/TERRAIN:	Wildspace and phlogiston
FREQUENCY:	Common
ORGANIZATION:	Bed
ACTIVITY CYCLE:	Any
DIET:	Wood, magic
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	3
HIT DICE:	5
THACO:	16
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Special
(SPECIAL DEFENSES:	Special
MAGIC RESISTANCE:	Nil
SIZE:	G (50 + ' diameter patches)
MORALE:	Nil
XP VALUE:	420

Sluk is wildspace seaweed, with the same ship-miring ability as sargasso seaweed in planetary seas. An unintelligent parasite, it feeds on magical energy.

Sluk is a dark blue weed with small silver nodules in its leaves. It drifts in 50' long, stringy clumps called "beds," waiting for ships to run into it. Its coloration acts as near-perfect camouflage in wildspace (only 5% chance that lookouts see it). In the phlogiston, the plant is easy to spot.

Combat: If a spellcaster or anyone carrying three or more magical items falls into a sluk bed, the seaweed wraps itself around the victim. If it scores a hit, the sluk contracts with Strength 18 as it leeches magical energy, inflicting 1d6 damage per round. Draining effects on magical items are described below.

Sluk can mire spelljamming vessels. Each 50 square feet of sluk bed can stop five tons of vessel; the beds area is **2d10** × 50 square feet.

If the vessel is moving at spelljamming speeds when it runs into a sluk bed big enough to stop it, the ship immediately decelerates to tactical speed, requiring all aboard to make a Dexterity check or lose their balance and fall. A vessel travelling at tactical speed through a sluk bed gradually slows to a halt, losing 1/4 of its original speed and maneuverability each round until it stops.

Once a vessel stops in a sluk bed, the only way to get moving again is to chop away the strands. This takes 1d6 +3 rounds.

Sluk is completely immune to magic, except for cold-based spells. Magical cold instantly causes the plant to shrivel up and flake off. Other spells merely nourish the sluk. If a total of 10 spell levels are cast at the sluk, it reproduces as detailed below.

Habitat/Society: Sluk is attracted to sources of magic and moves towards them much as a groundling sunflower turns to face the sun.



Ecology: Sluk reproduces by adhering to a trapped spelljamming hull and bleeding its magical energy. (The hull must be wood; metal hulls are immune to the bleeding, though they are still trapped.) Subtract the trapped vessel's SR from 10; the result is the number of rounds (minimum 1) the sluk must hold the ship motionless to reproduce. Thus, a vessel with SR 4 lets the plant reproduce in six rounds. Sluk can only bleed motionless ships.

In reproducing, the sluk doubles the size of its patch, possibly miring the ship even deeper in the bed. At DM's option, the crew must spend 1d6 extra rounds cutting away strands.

Drain effects: The sluk temporarily reduces a trapped spelljammer's SR by 1 per round (minimum 1). Ignore this temporary reduction when figuring how long the sluk takes to reproduce; always use the ship's original SR instead. The ship regains 1 SR per hour once it escapes from the sluk. Once a ship is reduced to SR 1, it no longer feeds the sluk enough energy to permit reproduction. At DM's discretion, spelljamming helms may lose their power permanently after months in the sluk.

Magical items lose one charge per round; permanent magical items lose their magic after one hour in the sluk, but recover their powers within 1d10 turns if removed before then. Relics and artifacts are not affected.

Feesu and skullbirds (qq.v.) enjoy an occasional nibble of sluk, but not enough to make a difference.

Climate/Terrain: Any space
Frequency: Very rare
Organization: Solitary or pack
Active Cycle: Any
Diet: Omnivore
Intelligence: Semi (2-4)
Treasure: I
Alignment: N(E)

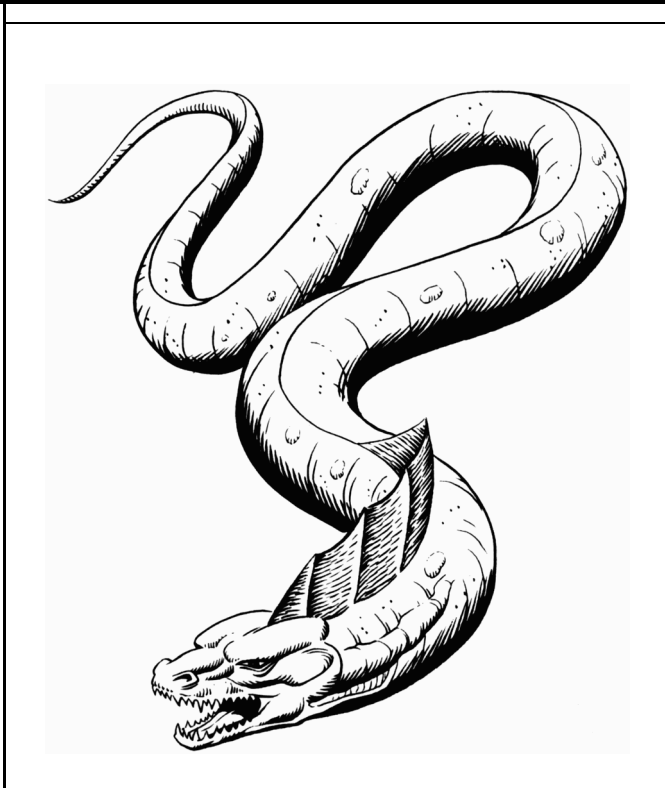
No. Appearing: 1 (2-5)
Armor Class: 2
Movement: 12, Fl 30 (C)
Hit Dice: 10
THACO: 11
No. of Attacks: 2 + special
Damage/Attacks: 2-16/1-12 (bite/tail)
Special Attacks: Breath weapon, magic use, constriction
Special Defenses: Nil
Magic Resistance: 30%
Size: G (50')
Morale: Champion (16)
XP Value: 8,000

The space drake resembles the radiant dragon, but without wings. It has the same glittering pearl-like scales, and the same serpentine body, albeit on a smaller scale. The space drake has a dorsal fin which extends along its head and neck.

All common dragon attributes outlined in the *Monstrous Compendium* apply to space drakes as well. Modifications to the general description that apply specifically to fantasy space are listed below.

Combat: Physical attacks comprise a bite and a smash from the drake's sinuous tail. If the tail smash hits, the drake can constrict the target, inflicting 1-10 points on each subsequent round (no 'to hit' roll required). The drake will maintain the constriction until the victim is dead, or until the space drake receives 10 or more points of damage in a single round from another character. When this happens, it decides that the other character is more dangerous, releases the constriction victim, and tries for a tail smash against the new target on the next round. While being constricted, a character's attacks are at -3 and no spellcasting is possible. The space drake is so flexible that it can bite and tail-smash the same target on the same round.

In addition to its physical attacks, the space drake has a breath weapon similar to that of the radiant dragon: glowing pulses of force similar to *magic missiles*. It can breathe a single pulse that inflicts 6d6 points of damage, or up to six smaller pulses in the same round. (Thus they can breathe two pulses, each inflicting 3d6 points, or six, each inflicting 1d6.) Each pulse can strike a separate target. These pulses are unerring, and will hit unless the victim makes a saving throw vs. breath weapon. If the victim fails its saving throw, it is struck for the appropriate amount of damage. If the victim makes its saving throw, it has dodged that pulse, which then evaporates. The space drake can use its breath weapon on physical



objects (such as a ship) as well, inflicting 1 hull point of damage for every 10 hit points of damage its breath weapon causes. Other physical objects must save vs. spell to survive being hit by a pulse.

Space drakes also have some innate magical powers. They can use the following spell-like abilities twice per day, one per round, at the 10th level of ability: *restore air*, *detect portal*, *light*.

Despite their lack of wings, space drakes fly using a natural flight/spelljamming ability. In combat, space drakes prefer to be in flight; on ground, they are limited to bite and breath weapons.

Habitat/Society: Space drakes are totally spaceborne. Like radiant dragons, they are normally solitary and very territorial about their "turf," which is often the space surrounding a hollowed-out asteroid or deserted dwarven citadel. When they are found in numbers, they are usually a family group, and make their lair in abandoned hulks, etc. In general, their society is an unintelligent echo of their brethren, the radiant dragon.

Ecology: Space drakes are omnivorous in the truest sense of the word: they will eat anything. This includes plant matter, rocks and space dust, although they do seem to prefer meat (and meat that's still kicking, at that).

Although space drakes are capable of living in the phlogiston, they don't seem to enjoy it, and are rarely found there.

Space Swine

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Semi- (3)
TREASURE:	Nil
ALIGNMENT:	Neutral good
NO. APPEARING:	1-4
ARMOR CLASS:	5
MOVEMENT:	9. F112
HIT DICE:	4 + 4
THACO:	16
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' at shoulder)
MORALE:	Steady (11)
XP VALUE:	420

The space swine are a species of boar, custom-bred by the mercantile dohwar (q.v.) for a variety of uses. They serve primarily as trackers, since they have uncanny senses.

Standing three feet at the shoulder and six feet long, the space swine also sport a pair of huge grey wings, resembling a pigeon's. The wings span about eight feet. A single blunt horn juts out six inches from the space swine's thick skull. The normal space swine coloration is a dirty or mottled brown. Space swine of remarkable lineage or belonging to influential dohwar may be pure white or black. Space swine grunt like pigs and sometimes coo like pigeons. Judging by the dohwar's irritation, some speculate that the pigs are not supposed to coo.

Besides tracking, space swine also serve as beasts of burden, food, and (rarely) mounts. Though the dohwar are proud of their porcine creations, the other intelligent races consider the pigs an insane idea and nickname them "star pork."

Combat: Despite their odd appearance, space swine are fierce fighters, as ill-tempered as wild boars. The space swine's nasty bite does **2d4** damage.

As a war mount, the space swine is trained to attack with its horn. If a space swine and his dohwar rider have at least 120' between themselves and their foe, the space swine can make a **high-speed** dive. During the dive, the space swine emits a piercing war-squeal that rises in pitch as it nears the target. Make an attack roll for the space swine to hit its target. If the space swine hits, its **500-pound** weight does **2d10** crushing damage, and its horn impales for an additional **1d10** damage. After a hit, the space swine save vs. breath weapon or drop unconscious for **1d4** rounds with a light concussion. The riding dohwar, of course, is thrown.

A space swine war mount can follow up to a dozen commands. These commands can be sign language or simple phrases. Though the space swine cannot speak, it recognizes its given name and its rider. If a space swine loses its rider in battle but has a chance to rescue the rider, the pig flies away fast (though it feels really bad about this and misses its rider terribly).

Habitat/Society: Space swine are raised in herds. A litter of space swine consists of **3d4** sucklings. Only the strong become war mounts. All space swine are rather good-natured, and do not pick fights, though adult space swine band together to defend sucklings from predators.



Space swine are clean animals, preening their wings to keep them in good shape and airworthy. On hot planets, space swine enjoy rolling around in mud to cool off.

Muscular animals, space swine can bear 400 pounds of weight with no encumbrance penalty. Despite their bulk, they are sure-footed. A space swine retains enough air for itself for 24 hours, or **18** hours with a rider.

Space swine are uncanny trackers. If allowed to sniff a piece of a person's clothing, or a sample of some sort of material, the space swine can track the person or material in question with a Tracking proficiency level of 18. The material can be anything from gold to silver to water to truffles. Once on the scent, the space swine tracks relentlessly to the source; nothing stops it but fatigue, injury, or trickery.

In wildspace, a space swine can find a **scent** up to 48,000 miles away. This distance drops by 2,000 miles for every hour of the scent's age. Thus, if a dohwar wished to track down a particular vessel that passed within 10,000 miles of the dohwar **12** hours ago, the space swine could pick up the scent. To determine success, use the space swine's Tracking proficiency level of 18.

Space swine also taste delicious, roasted with applesauce on the side.

Ecology: Space swine can eat anything, and they manage to fulfill some small role in gobbling up space garbage tossed by passing ships. Other than this, the space swine have no real use except to the dohwar.

The dohwar try to market space swine as **an** all-in-one animal for the knowledgeable explorer, but apparently those explorers have enough knowledge not to believe this. The only ones who purchase space swine in great numbers are the tinker gnomes, who think that space swine are "a brilliant idea."

In desperation, the dohwar also try to sell space swine to **space-going** halflings, billing them as "dependable mounts, strong beasts of burden, and they make a tasty mid-afternoon snack." Thus far, the strategy has failed.

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore (anything organic)
INTELLIGENCE:	Low (5-7)
TREASURE:	J,K,L,N,Q,V (two types each)
ALIGNMENT	Chaotic neutral

NO. APPEARING:	4-48 (4d 12)
ARMOR CLASS:	7
MOVEMENT:	3 Fl 17 (A)
HIT DICE:	1-1
THACO:	15 (20)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-5 (young: 1-2)
SPECIAL ATTACKS:	Continuous damage unless dislodged, attack eyes
SPECIAL DEFENSES:	Immune to poisons and diseases
MAGIC RESISTANCE:	Nil
SIZE:	S (average 3' long); young are T (average 1' in length)
MORALE:	Average (10)
X.P. VALUE:	65

These miniscule but feared menaces of space attack spacefaring ships and beings alike, eating furrows in the surfaces of all organic things they encounter. They are particularly fond of eating eyes. Entire crews blinded by spaceworms have been found wandering despairingly in space, with no idea of where they are or are heading.

Spaceworms resemble pallid-white, glistening sea slugs of up to three feet in length. They swarm over ships, chewing up wooden or bone hulls and attacking deck crew. If particularly hungry, they penetrate to eat food in the hold, sleeping crew members, etc.

Combat: Spaceworms attack in packs, darting this way and that to overwhelm foes. They are unpredictable: when encountered, roll 1d8 (one die per four worms, for large groups):

On a result of 1, the spaceworms split apart in a welter of glistening slime and rent skin, revealing 1-3 tiny worms. These do only half damage, and wander aimlessly for 1 round after birth. Their reactions should then be checked on a d8.

On a 2, the worms cruise past, ignoring all potential meals.

On a roll of 3 or 4, the spaceworms will not attack, but one or more will come to rest on the ship or other solid object, darken, and die. Amid the melting pool of wrinkled skin and spreading slime, treasure is 80% likely to be found (see Ecology, below).

On a result of 5 to 8, the spaceworms attack relentlessly, striking (as 5-hit die monsters, not as their hit points would ordinarily indicate) until slain or sated. A spaceworm is sated when it has caused 12 hit points of damage. It will break off combat and cruise into space, dodging to avoid attacks.

Unlike the rot grub known on many worlds, a spaceworm does not burrow below the skin when attacking. Instead it eats furrows in flesh, wood, and plant matter alike, gouging along the surface with razor-sharp teeth. These furrows continue from round to round (causing automatic damage) unless the worm is wounded, in which case it will tear free and swoop in to attack again.



Habitat/Society: Spaceworms come from the seas of certain worlds. New varieties (some rumored to have strange powers) adapt to space continually. Spaceworms eat and cruise, eat and cruise until attaining a certain size, whereupon they split-in mid-air, and at any time-to produce 1-3 young. These grow to full size and strength in 10-40 days.

Spaceworms tend to hunt with others of their species, but may also be encountered alone. They have no stable family units, yet some elven sages believe that spaceworms are slowly advancing in intelligence and social development with successive generations.

Ecology: Spaceworms do not need to breathe and are not harmed by differences in atmosphere or by extreme cold (flames, electricity, and excessive heat do normal damage). Alchemists working with spaceworm slime and distilled essence have so far met with limited success in finding any worthwhile uses.

Old spacehands know that if a spaceworm is slit open or squashed, and its thick, viscous, and colorless or slightly mauve slime is applied to an open wound within seven rounds of the wound's creation, the slime will neutralize all known diseases and poisons and stop further bleeding and infection by sealing wounds, but does not heal physical damage (spaceworms are themselves immune to all known diseases and poisons).

Spaceworms may have small pieces of valuable swallowed treasure (such as coins, gems, and magical rings) trapped inside their bodies. Spaceworm bodies are flexible and can expand to accommodate such foreign material-but only a well-stuffed spaceworm can be distinguished by girth from its fellows. A spaceworm which splits to create young releases all treasure held in its body into its surroundings; young spaceworms do not inherit the treasure of their parent into their own bodies.

Some spacfarers have been known to eat spaceworms. This somewhat less than savory topic is discussed under Spaceworms in the "Flotsam of Space" section.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	A
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	18, F124
HIT DICE:	9
THACO:	12
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	2d6/2d6/4d6/1d6/1d6
SPECIAL ATTACKS:	Chain lightning
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	25%
SIZE:	L (12' at shoulder)
MORALE:	Fanatic (18)
XP VALUE:	6,000

Astrosphinxes are a malevolent breed of sphinx whose origins are shrouded in mystery. Standing twice as tall as a man, the astrosphinx is covered with brass-colored scales like those of a dragon. A pair of huge black bat wings sprouts from its back. The head resembles a goat skull, with tiny pinpricks of violet light in its eye sockets. The head does in fact have flesh; it is just so pale, and stretched so tightly across the skull, that it seems invisible. Instead of forepaws, the astrosphinx has a pair of large, clawed human hands. The beast exudes a smell of ozone and offal.

These frightful creations, parodies of true sphinxes, speak the language of all sphinxes and the Common tongue.

Combat: An astrosphinx uses its two goat horns to attack with a head-butt, each horn doing 1d6 damage. It can bite viciously (4d6 damage). Its human hands have large claws that do 1d6 damage each. In rare instances (5 % of the time), the creature wields a two-handed sword, sometimes magical.

Though the creature has a draconian body, it cannot use its tail or hind legs in combat. It does, however, breathe a cone of sleep gas 80' long, 4' wide at the beast's mouth and 20' wide at the base. Targets caught in the cone must save vs. breath weapon or fall asleep for 1d6 turns. Victims in wilderness in their own air bubbles remain asleep until the gas is somehow flushed out of the air supply. The astrosphinx can employ this breath weapon once every five rounds.

Finally, the astrosphinx can shoot a 9d6 chain lightning bolt from its eye sockets. There is a one-round delay before hurling the bolt, and a resting of the eyes for one round afterwards. On the round before the bolt fires, the pinpoint of light in the astrosphinx's eye sockets change color from violet to gold. On the round after the bolt is fired, the eyes change to red. At the end of that round, the eyes change back to their normal violet, which means that the eyes have recharged.

The disadvantage to the sphinx's lightning weapon is that it is blind for the one round of rest. The sphinx suffers a -4 penalty to THACO in melee combat during the round of eye rest.

In melee combat, the astrosphinx attacks homicidally, mindlessly until nothing living still stands. As a rule, after its riddle is answered incorrectly (see below), the sphinx breathes its sleep gas, shoots the lightning, then hurls itself into melee. The astrosphinx attacks not only the person who got the riddle wrong, but all companions as well.



Habitat/Society: Astrosphinxes are fiercely territorial and challenge all intruders to a contest of riddles. Those who answer incorrectly, or do not answer at all, are killed outright. Due to their dementia, the astrosphinxes challenge any living things, even birds, bugs, small animals, and plants.

The madness of the astrosphinxes renders their riddles unanswerable and illogical: "What is the speed of blue?" "How loud is down?" "What do a kobold and the Spelljammer have in common besides triangles?" Unfortunately, an astrosphinx slays anyone who does not answer its riddle correctly; so, an astrosphinx is usually the only creature on a given planet.

Some travellers, legend states, have solved an astrosphinx's mad riddle by giving an equally mad or nonsensical answer. This tactic seldom works (1% chance of success). Legend says that if an astrosphinx's riddle is answered correctly, the beasts erupts into a 20d6 ring of chain lightning, killing itself. Supposedly all that is left is a clue to the whereabouts of the Spelljammer.

The astrosphinx can survive in space without air. It lairs most often on small, barren chunks of rock. The sphinx eats anything, usually those who give wrong answers to its riddles.

Ecology: The astrosphinx is a bizarre predator that all conscientious races believe is better off hunted down and killed. Not even the evil intelligent races have anything to do with it. Saving any piece of an astrosphinx as a trophy is considered a bad omen, and the owner of the grisly trophy winds up shunned by his fellows.

Spider, Asteroid



CLIMATE/TERRAIN: Asteroids
FREQUENCY: Rare
ORGANIZATION: Colony

ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Animal (1)

TREASURE: Nil
ALIGNMENT: Neutral

NO. APPEARING: 1-8
ARMOR CLASS: 2/7
MOVEMENT: 9, Wb 18

HIT DICE: 5+2
THACO: 15
NO. OF ATTACKS: 6 or 1

DAMAGE/ATTACK: 1-3 each or 1-6
SPECIAL ATTACKS: Paralyze
SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil
SIZE: M (5' wide)
MORALE: Average (9)
XP VALUE: 650

These ten-legged beasts build webs between asteroid rocks to trap their prey.

The asteroid spider is not truly a spider, but it has enough similarities to one that sailors have dubbed as such. It has ten legs, spaced evenly around its globe-shaped body. Each is jointed like that of a spider and ends in a small hook. On the top of the globe are its sensory organs. The eyes are on stalks and there are several organs of unknown use. The beasts are all black, making them virtually invisible against most wildspace backgrounds.

The top of the globe is covered with a hard shell, like that of an insect, but the underside is soft. The mouth is in the center of the underbelly, as is the web-spinning organ. The mouth has a single hollow tooth like a syringe and suction cup lips. All in all an asteroid spider is a hideous creature.

Combat: Against the black background of wildspace, the asteroid spider is 90% unlikely to be seen. It attacks only those creatures or objects that disturb its web. The attack is made with up to six of its legs (the other four are used to hold onto the web or other surface). Each leg inflicts 1d3 points of damage. If three or more attacks in a single round are successful, it spider clings to the victim. Each round after that, the remaining legs can attack and the mouth can try to bite for 1d6 points of damage. A successful bite requires a saving throw vs. poison. Failure means the victim is paralyzed for 2d6 turns. Paralyzed victims are bundled up in webbing in a single round. The spider then carts the body off to the lair to have a more leisurely meal.

Until the mouth is trying to bite, only the top of the body (AC 2) is exposed. The vulnerable underbelly (AC 7) is held close to the web. When the mouth attacks, the belly of the spider is an easy target.

Habitat/Society Asteroid spiders are only found in asteroid belts or in regions of space junk. They often set up a lair on the surface of a larger asteroid that has enough air to support the colony. They spin webs miles long between their lair and the nearby asteroids and space junk. These webs are strong enough to trap any



ship under 15 tons that is not traveling at spelljamming speeds. The webs are black, just like the spiders, and 90% unlikely to be seen against a black wildspace sky.

The females lay hundreds of eggs on the outside of the lair. Once the eggs hatch, it is a wild race between the hatchlings and the adults. The adults race to catch and eat the new spiders, while the hatchlings race to jump from the asteroid into space. Many of the hatchlings are eaten, while many others float away and die in wildspace. A few land on other asteroids or space junk. The hatchlings join up with other baby asteroid spiders to form a colony. When they reach adulthood, they do not accept any new spiders into the colony, attacking any hatchlings or adults that enter their territory.

Ecology: Asteroid spiders sometimes wait years between meals. They can go into a form of suspended animation, only waking up when their webbing is disturbed. In this state they use little or no air. After a meal, they expand their web a bit and then return to this catatonic state.

The asteroid spiders value the air of their victims. They spin a large cocoon of webbing within the air space of a captured ship. When completed, it is sealed and carried to the lair, where it is deflated. The colony carries the cocoon back and forth to the ship, filling and emptying it until the ship only has a thin bubble of air left.

The poison of the asteroid spider does not keep well, and hence is of little value. The webbing can be cut and coated to eliminate the adhesive qualities. The resulting ropes are very strong, but also susceptible to flames; they do not ignite and burn on their own, but melt away under a flame almost instantly.

	Space	Spinner
CLIMATE/TERRAIN:	Space	Space
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Cell, or colony	Nest
ACTIVITY CYCLE:	Any	Any
DIET:	Minerals	Minerals
INTELLIGENCE:	Exceptional (15-16)	Exceptional (15-16)
TREASURE:	See below	See below
ALIGNMENT:	Lawful neutral	Lawful neutral
NO. APPEARING:	1-10, or 30+	2-20
ARMOR CLASS:	0	0
MOVEMENT:	15	15
HIT DICE:	8	10
THACO:	13	11
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-8/1-8/1-10	1-10/1-10/1-12
SPECIAL ATTACKS:	Poison	Poison
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (10' diameter body)	L (10' diameter body)
MORALE:	Elite (13-14)	Elite (13-14)
XP VALUE:	2000	4000

These large crystal spiders are very rare throughout the universe, as they are known to be both intelligent and shy. They most resemble large glass spiders, with strange, multi-colored internal organs. They appear to be more mineral than organic. How they communicate is a mystery, but they occasionally produce a high-pitched tinkling sound.

Combat: The crystal pincers and razor bite of the typical space spider is enough to chew through even a metal hull, given time. Anyone bitten by the spider must save vs. poison or die in 2-5 rounds (1d4 + 1). They do take damage from the second level mage spell, shatter.

Habitat/Society: These creatures are not evil, but are generally so secretive about their lairs that anyone or anything that wanders into their lair, even accidentally, is immediately killed to protect the secret location of the nest. A typical nest will 30-180 spiders, 3-18 diamond spinners, and one master spinner.

Vulkaran has a nest of these creatures guarding the entrance to his palace, but only a few Vodoni citizens outside the palace know what lies just within the great gate. The rest of the populace knows only legends and rumors.

Ecology: Space spiders are a combination of organic and mineral life. Their origin, whether on the Elemental Plane of Earth or as the result of some ancient magical experiment, is unclear, but most scholars believe the spiders are distant relatives of the xorn, xaren, and most probably crysmals. In fact, the resemblance of the space spiders to the latter has led many to suppose that space spiders are actually a more advanced space-based form of the crysmal.

The eggs of the space spiders are known to have diamonds in them worth 10-100 gp each. It is not known whether



er the gems are produced naturally within the mother spider and then laid with the egg, or whether the egg-laying process requires the location of a suitable supply of diamonds. Sages tend to believe the latter is true, due the immense rarity of the creatures, and of the diamond-laden asteroids they are known to inhabit. It is known for certain, however, that the young hatchlings devour the diamond enclosed in their crystalline shell as they grow, much as a young chicken feeds off the yolk of an egg before it is ready to hatch. The young mature fully within twenty days.

Diamond Spinners

These are the mother spiders of the race, and are the most able to defend the precious eggs of their young so treasured by adventurers the universe over.

In addition to the powers of the common space spider, the spinner can jump a full 150 feet horizontally or vertically. This is usually used to ambush intruders to the lair or pursue those lucky enough to have evaded the spinners on the way in.

Master Spider

This is simply the oldest, wisest diamond spinner of the lair. As such, it has maximum hit points and the ability to communicate telepathically with all its offspring. The master spider guides the construction of the lair, a bubble-like maze, through mental commands.

	Spirit warrior	Zwarth
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	N/A	N/A
ACTIVITY CYCLE:	N/A	N/A
DIET:	N/A	N/A
INTELLIGENCE:	Non-(O)	Non-(O)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral good	Neutral
NO. APPEARING:	1-200	1-5
ARMOR CLASS:	-5	-8
MOVEMENT:	15, Fl 24	18, Fl24, SR 3
HIT DICE:	Master's + 10	Master's +20
THACO:	Varies	Varies
NO. OF ATTACKS:	Varies	Equals master's attacks
DAMAGE/ATTACK:	3d6/3d6 or by weapon type —	
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Special
SIZE:	H (20')	G (30+')
MORALE:	Varies	Varies
XP VALUE:	6000	7000

The spirit warrior is an enormous undead insect, the primary long-range weapon of elven crack troops during the Unhuman Wars. All Spirit Warriors went into time storage after the end of the Unhuman Wars, and they occasionally emerge in modern times.

A fighter operates the spirit warrior from a cavity inside the chest. This is the spirit warrior's master (also called a spirit warrior, as the two become essentially one).

Spirit warriors are of three types: carnivores, herbivores, and nektars. Carnivores descend from the praying mantis. They have its slashing, grasping forelimbs and biting mandibles. Their wings bear eye-spots that they reflexively display before combat.

Herbivores are based on the katydid. Though they are thin and spindly in build, their powerful legs carry them 600' forward or backward, and up to 400' vertically. Their wings and limbs are leaf-shaped.

Nektars descend from an insect similar to both a butterfly and a wasp. Nektar spirit warriors are brightly colored, with iridescent **thoraxes** and alternating bands of color on their abdomens. Their wings are large and colorful, with various patterns.

All breeds of spirit warrior have at least two clawed hands, feet that adhere to any surface, and functional wings that enable them to make gliding leaps of 100-600' on planets. They also wield various melee weapons scaled to their size.

Combat: A spirit warrior's number of attacks depends on its master's ability—for instance, a 1st-level fighter attacks once per round, so his spirit warrior can only attack once per round. Conversely, a 12th-level fighter's spirit warrior can attack three times every two rounds. Most spirit warriors attack with a giant longsword, doing triple normal damage (3d8). Some warriors use special bows with a range of 500 yards. The arrows do triple normal damage (3d6); there is a 5 % chance that one arrow is an *arrow of shying*. All spirit warriors can deliver two claw attacks for 3d6 per claw, in lieu of the weapon strike.

The various species also have different attacks, as follows:

Carnivores bite for 5d6 damage. The forelimbs of the carnivore spirit warrior can grapple an opponent on a successful attack roll, inflicting 1d6 crushing damage each round thereafter. A successful grapple immobilizes a smaller opponent, and later attacks hit



automatically. A grappled opponent gets a Strength ability check each round to break free.

Herbivores can change color like a chameleon, becoming almost invisible to an opponent (surprise on 1-4 on 1d6). Their screech attack does 2d10 sonic damage per round. The herbivore uses its leaping ability to jump over its opponent, somersaulting in midair to land and strike from behind (+2 to hit when the master makes a successful Dexterity check).

Nektars have a smooth wasp-like stinger. In life, a gland pumps a poison through the stinger, inflicting a painful wound. The spirit warrior has a hollow stinger outfitted with a small greek fire projector with 1d3 shots. The stinger can fire every other round for 3d6 damage at a range of 50 yards.

The spirit warrior body "remembers" its previous existence as a living insect and confers its sense of absolute balance to the master, making disorientation impossible.

The bonding between the spirit warrior and its master means that damage to the spirit warrior is relayed to the master. In the event of a critical hit, the master must save vs. death. Failure means both spirit warrior and master die from shock.

Habitat/Society: Spirit warriors are weapons from the Unhuman Wars. There are three ways to acquire one: find one that has been abandoned, wrest one from its owner in combat, or grow one from an egg and perform the appropriate spells. Since the Wars ranged over a great area, the chance of finding an abandoned warrior is small. Also, those still piloted have most likely been around since the time of the Wars, so wresting one from its master in combat is also unlikely. This leaves the method of growing one from an egg, as follows:

The would-be spirit warrior receives an egg. The fighter must incubate the pinhead-sized egg in a warm and secure environment, preferably next to the fighter's body. When the egg hatches, the warrior must nurture and protect the fragile larva from six months to a year, until it is mature. This nurturing involves close emotional contact with the insect (stroking, petting, cuddling,

Spirit Warrior

thinking pleasant thoughts) to develop a strong emotional bond as one would with a pet or familiar. After a year the insect is mature, and the spells of modification begin; however, for the strongest bond, this final process is delayed until after the insect has died of old age. If the spells are performed on a living insect, it dies during the ceremony.

The insect becomes a spirit warrior via spells that enlarge, animate, strengthen, and physically modify the insect's remains. These spells also link the minds of warrior and insect in an unbreakable bond, unaffected by magic, disease, physical attack, or mental control. The final stage of the process installs a special minor helm in the hollow chest cavity of the insect warrior.

There is a base 5 % chance that the discoverer of an abandoned warrior can forge a new bond with it. Alignment affects this chance, for warriors created for the Unhuman Wars were of either good or neutral alignment (law and chaos were of no consequence). If the discoverer's alignment differs from the warrior's, the bonding chance decreases 1% for each degree of **difference**—for example, if the spirit warrior is good in alignment and the finder is neutral, the chance of bonding drops to 4%; if the finder is evil, the chance drops to 3%.

If the 5% chance fails, the effects on the discoverer who attempted the bond range from devastating to deadly. Roll percentile dice and consult this table.

Die	Roll	Effect
01-25		unconscious for 1d3 days
26-85		stroke (cerebral hemorrhage); victim incapacitated. DM's choice of specific effects: loss of motor skills, speech impairment, etc.
86-00		Death due to massive stroke and psychic trauma.

The reason for such severe results is the bonding process itself. The process effects physical changes on the would-be spirit warrior's brain and nervous system. When the bonding takes place between an insect and its keeper, the links are easily forged due to the years of intimate contact. For a stranger to attempt such a bonding is dangerous indeed.

Ecology: This is only important when the spirit warrior larva is being nurtured. Nektars and herbivores feed on one or two specific types of flowering plants. Growing these flowers requires a hothouse. An insect can eat up to 30 times its body weight in a day.

Carnivores also develop preferences and are more insistent. The master may grow anxious when the insect is hungry, resulting in mood swings and irrational behavior (for instance, drastic reductions in the local space hamster population) in both master and insect.

During the Unhuman Wars, elvish mages created the warriors as armored, super-strong weapons to counter orcish monsters being released on various worlds. At first their years of research only worked up to a point: the giant undead insects ran amok, killing researchers and damaging Armada Noble itself.

An assistant, **Rowan** Starblade by name, discovered that the ceremonies failed because the researchers and the insects shared no emotional bond. When one of **Rowan's** "pet" research insects rampaged after the ill-fated ceremony, she threw herself in front of the beast, begging it to stop. To her surprise, the giant insect obeyed her command!

Further experimentation with **Rowan's** pet zombie revealed that when she welded a modified minor helm in the insect's hollow chest cavity with gold and platinum wire, she could sit in the helm and pilot the insect with her speed and agility, and with the insect's strength.

Zwarth

This large version of the spirit warrior, piloted by crews of 5-8 people, has as many attacks per round as it has crew members. It is capable of true spelljamming flight and can use many weapons.

The zwarth has the magical power of **spell projection**. A **spell-caster** in a zwarth can amplify attack spells, doing a spell's dice of damage in hull points. For instance, if an ordinary magic missile does **1d4** + 1 points of damage, then the same magic missile, cast through the zwarth's hands, would do **1d4** + 1 **hull points** of damage!

Zwarth construction resembles that of a spirit warrior. Growth and bonding processes are the same. (Yes, an entire party must undergo this process!)

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Special
DIET:	Nil
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Nil
ALIGNMENT:	Any evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	F124 (E)
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-8
SPECIAL ATTACKS:	Intelligence drain, spells
SPECIAL DEFENSES:	+ 1 edged weapons to hit
MAGIC RESISTANCE:	25%
SIZE:	M (5'-6' tall)
MORALE:	Champion (16)
XP VALUE:	13,000

A spiritjam is the soul of an evil cleric or wizard who died while spelljamming. The spirit of the cleric or wizard remained behind when the physical body perished. The spiritjam in life could have been a drow, half-elf, or human. It moves easily through space.

A spiritjam appears as a floating, diaphanous form resembling its former human or demihuman body. A spiritjam can be easily differentiated from other undead because of its eyes, which sparkle like stars, and its hands, which have abnormally long fingers ending in claws. The hair of a spiritjam appears as a cloud-like mist that surrounds the undead creature's head.

Combat: Spiritjams envy and hate all life, especially spacefarers. They pass through the walls of ships to attack those inside. Their primary targets are a ship's spelljamming wizard or cleric and the ship's captain. By disabling these people, spiritjams hope to cripple the ship and then feeding on the rest at their leisure.

A spiritjam prefers to move through a ship's walls, remaining hidden and observing the crew until it has selected its first targets. Then it comes up behind its target and attacks with its claws. Each claw hit drains **1d3** points of Intelligence from the victim. When a victim's Intelligence reaches 0, he dies. Lost Intelligence is regained at a rate of **2** points per day.

Spiritjams prefer to attack physically because of their Intelligence-draining ability. However, when they are threatened or outnumbered, they attack with spells to put the odds in their favor. Spiritjams retain the spellcasting ability they had in life. The spiritjam has access to the spells its original form had memorized on the day of its death; the spiritjam cannot memorize additional spells. Spiritjams were usually spellcasters of 7th level or higher. To randomly determine the spellcasting level, roll 1d6 and add 6.

Spiritjams also possess a gaze weapon. Creatures meeting the gaze of a spiritjam must roll successful saving throws vs. petrification or stand paralyzed with fear for **1d4** rounds. Spiritjams are immune to petrification and fear spells.

Blunt weapons, even magical ones, cannot harm spiritjams. Only magical edged weapons can deal them any damage. Further, their magic resistance makes them terrible foes. They are turned **as** special undead. If a **dispel evil** spell breaches their magic resistance, a spiritjam is driven away for **1d12** hours.



Spiritjams can sense life within a **500-mile** radius of themselves, and they can sense someone spelljamming within a **5,000-mile** radius. They can attack in space at anytime, as a spiritjam is undead and therefore never rests. However, if a spiritjam travels to a planet, its activity cycle is restricted to the evening. It is further hampered because it can only attack when stars are visible outside. For this reason, most spiritjams restrict their travels to space.

A few spiritjams seek out enemies their former selves faced in life.

Habitat/Society: Spiritjams hate all life because they detest their own undead state. They make their homes on moons or barren planets near populated worlds. The spiritjams observe these worlds and the comings and goings of ships. When they have gathered enough information, they begin their attacks on the shipping lanes.

The land around the lair of a spiritjam is littered with bits of ships and the personal possessions of its victims. Once a lair is established, the spiritjam is loathe to leave it. Only driving the spiritjam away or eliminating ship travel to nearby worlds can cause it to seek another home.

Spiritjams are exceptionally intelligent and understand many languages. Many of them appreciate the finer things in life, collecting art objects and valuables from their victims.

Frequently a spiritjam's lair will have from one to three **spelljamming** helms. Usually these helms are damaged. The lairs sometimes resemble trophy rooms, containing objects from the ships the spiritjam attacked.

Ecology: The only pleasure spiritjams have is in killing. They are like a disease, killing without reason or discretion. As they are undead, they do not eat or gain sustenance. They have no natural predators.

Starfly Plant



MC9

CLIMATE/TERRAIN:	Wildspace, phlogiston
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	N/A
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-100
ARMOR CLASS:	10
MOVEMENT:	18
HIT DICE:	0
THAC0:	N/A
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2' long)
MORALE:	Nil
XP VALUE:	Nil

This colorful butterfly-shaped plant drifts slowly through **wild**-space, much to the delight of spelljammer crews-its fruit is delicious! Spelljammers consider the **starfly** plant an omen of good luck, since it not only ends hunger but also symbolizes wealth and happiness.

The gossamer wings of the **starfly** trap sunlight, converting it to sugary food for the seed nestled inside. Similar to a peach pit, the warty, almond-shaped seed contains foul-tasting chemicals poisonous to living things.

Ecology: The **starfly** is actually the mobile fruit of a spacefaring plant, a tree that grows to maturity rooted in the ice and dirt of comets. Known as a mother-tree, it grows winged fruits that drift across space in search of new comets to seed.

The starfly's shape resembles elven spacecraft, leading scholars to suppose (correctly) that elves took these plants and enchanted them to grow to maturity while mobile, thus creating variants such as the gadabout (**q.v**) and the elven armada ship. In truth, the **starfly** is the mainstay of spacegoing elvenkind, since its simple form is so easily changed.

Mother-tree: This plant is the mature form of **the starfly**. Once the fruit has landed on a comet, the seed takes root and begins to digest the cometary ice and minerals. The sapling grows **winglike** leaves that take in sunlight. After a time, the young tree develops a bulb that stores water. At this stage, the leaves become reflective, focusing sunlight on the bulb and heating the water within. The resulting steam jets out of the bulb nozzles, pushing comet



and plant closer to the sun. Once the tree is close enough, the leaves fall away, and the second stage of life begins.

In this phase, the tree feeds on the remaining minerals of the comet. By the time **they** are gone, the tree is large enough to generate a gravity plane and hold an air envelope. As the tree grows, its gravity plane attracts rocks and debris into the tree's organic furnace, further aiding **the tree's** growth. When the tree has grown to about 1000 feet, the smelting pods wither, giving off gases that create air.

New growth begins, dense clusters of leaves **that** form a habitat for animals and other plants. When the tree matures, it is a fully functioning ecology. The tree's gravity may pull in other rock bodies, supporting further growth and eventually creating a **live**-world.

It is rumored that elven wizards have used secret spells to mount special helms into mother-trees for use as spelljammers. The rumor says that the giant trees will succeed the armadas as the mainstays of the elven space fleet. As yet the rumor remains unproven, but rivals of the elves would pay a great deal to **any**-one who can confirm it.

Stargazer

CLIMATE/TERRAIN:	Wildspace/asteroids
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Diurnal
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	See below
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-2
ARMOR CLASS:	-2(8)
MOVEMENT:	12 (Roll 24)
HIT DICE:	6+2
THACO:	15
NO. OF ATTACKS:	3 (1)
DAMAGE/ATTACK:	1d8/1d8/4d6
SPECIAL ATTACKS:	Electric bolt (5d6 × 2)
SPECIAL DEFENSES:	Stone hide
MAGIC RESISTANCE:	Nil
SIZE:	L (18' tall)
MORALE:	Steady (12-13)
XP VALUE:	3,000

The stargazer is a large, four-legged reptilian asteroid-dweller. Its rocky skin mimics crystalline outcroppings, giving it an AC of -2.

The stargazer is often mistaken for a large lump of precious stone amid a larger stone formation or on the ground. The stony, gemlike carapace hides a frog-like mouth lined with razor-sharp teeth, as well as four sharp claws which are kept folded under the stargazer's body.

The hide absorbs sunlight, both to warm the beast's body and to power the beast's main weapon, lightning discharges. Hides show a variety of colors and crystalline formations, but generally they are reddish or violet, suggesting deposits of ruby or amethyst. Citrine, emerald and sapphire varieties are also seen.

Combat: The stargazer uses its carapace as a blind, imitating an outcropping of precious stone. Wandering animals or greedy adventurers entranced with their find receive a "shocking" surprise.

When the stargazer senses prey (25' range), twin lightning bolts leap from its eyes, doing **6d6** electrical damage per bolt; the bolts can fire independently at different targets. It then raises itself from its shallow hiding space and lunges toward the victim, biting (**4d6**) and rending with claws (1d8). It can loose up to six lightning bolts, two per round, before stopping to recharge.

If the stargazer is losing a battle, it rolls itself into a ball, stone shell outward, protecting its soft underside (AC 8). It rolls in a random direction to escape its tormentor. Roll a **1d12** to determine the direction the beast escapes in; numbers on the die correspond to positions on a clock face. Those in the indicated direction must save vs. breath weapon. Those who fail the saving throw are run over. Victims caught by this rolling action suffer **4d6** crushing damage.



Habitat/Society: Stargazers live on the sunny sides of large asteroids, basking in the continual sunlight. They are solitary, mating quickly, hiding their eggs, and abandoning them. Stargazers are territorial, guarding a range of 1-3 square miles. Two stargazers may occupy opposite hemispheres of a single asteroid, establishing the opposite sides of the gravity plane as their "territory."

In mating season stargazers may duel to the death over territory, mates, and prey. If an area is overpopulated, the stargazer uses its powerful hind legs to leap from the asteroid. It then rolls into a ball, to drift through space in hibernation until caught by the gravity of another asteroid or a shipload of greedy spelljammers. The advent of spelljamming humanoids has enlarged their range.

Ecology: The stargazer is a voracious killer, prone to berserker rages against large opponents. The monster is its own treasure; specifically, the carapace is actually an organic form of the crystal that it most resembles. There is one drawback: Unless treated with a permanency spell, the carapace crumbles to dust **1d6** days after the stargazer's death. Jewelers can cut magically treated stargazer shells to produce **1d6** gems of **(4d6 + 1) × 1000** gp each.

Steelback Beetle (Radole)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-3
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	9
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-24
SPECIAL ATTACKS:	Charge, trample
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	15%
SIZE:	H (20')
MORALE:	Fanatic (18)
XP VALUE:	850

Steelbacks are huge beetle-like creatures with highly-reflective metallic shells covering their backs. The large shell is an almost perfect hemisphere, supported less than a foot off the ground by 36 short, multi-jointed legs. The creature’s head is usually drawn in beneath the shell so that only its long, serrated mandibles are exposed. However, the creature can shoot its head out forward with blinding speed, extending the reach of its mandibles by an additional 5 feet. For such a large creature, the steelback is remarkably fast, and its multiple legs allow it to traverse virtually any kind of terrain.

Combat: The steelback’s main attack is an incredibly damaging bite from its long mandibles. If it succeeds in biting an opponent of size M or smaller, it can maintain its grip, inflicting maximum damage on each subsequent round until its victim is dead, or the beetle disengages to engage another target.

The creature’s normal speed is fast enough, but it is able to increase its speed by 16 for a charge of up to 60 feet. If it chooses to attack with its mandibles at the end of this charge, it receives a +2 bonus to hit. Instead of biting, it can simply slam into its target, using its mass to inflict damage. The targets of such a charge each suffer 2- 12 points of damage, and must roll under their Dex + Str on 2d20 or be knocked off their feet and trampled under the steelback. Such a trampling attack inflicts hit points equal to 20 plus the victim’s AC.

It is theoretically possible – albeit very difficult-to roll a steelback over onto its back to expose its underbelly, which is AC 5. The steelback’s hemispherical shape, however, makes it fairly easy for the creature to roll back onto its feet merely by shifting its weight within its shell.

Steelbacks are totally resistant to fire and heat. Electrical attacks do no damage, and lightning bolts reflect perfectly off the metallic shell. Fifty percent of lightning bolts reflect back directly towards the spellcaster who fired them; the other 50% reflect in random directions, possibly endangering the spellcaster’s comrades. Cold-based attacks inflict double damage. For each round that the creature is in an environment colder than 300° F, it suffers 1d8 points of damage. Steelbacks are totally immune to all forms of poison (including such things as green dragon breath).

Habitat/Society: Steelbacks hunt either singly or in small groups. It’s unknown whether these groups represent families, or are just random associations of creatures. Hunting groups form and break apart seemingly randomly.

The beetles are all female, and reproduce by parthenogenesis (reproduction without the participation of a male, like certain Amazonian fish on Earth). Every 500 standard days, a steelback lays 1d4 eggs, which the creature conceals in the shallows of a “lake” of molten metal. Fifty days later, the newly-hatched steelbacks emerge from the lake and go off on their own. New hatchlings have the following characteristics: HD 3, THACO 17, Dmg 1-8. A charge attack inflicts 1-4 points of damage, and they are unable to trample. All other attributes are as for the adult creatures. They grow quickly, reaching full size in only 150 standard days. No one knows exactly how long steelbacks live, although there are indications that they might live for as many as 15,000 standard days.

Because the creatures require high temperatures to survive, they can never approach the Ribbon region of Radole, and hence pose no threat to the creatures that live there.

Ecology: Steelbacks have been described as mindless killing machines. They are predators, living on the other beetle-like creatures that dwell on Radole’s Sunside. Many sages believe that steelbacks absorb the energy that they require to live from the harsh sunlight that beats down on them continuously. If this is true, it follows that they must eat only to provide them with the raw materials required to enlarge and heal their bodies. Such being the case, it would be impossible to starve a steelback to death, providing it received sufficient sunlight. (This would also explain the creature’s immunity to poisons.)

Strangler (Plata)

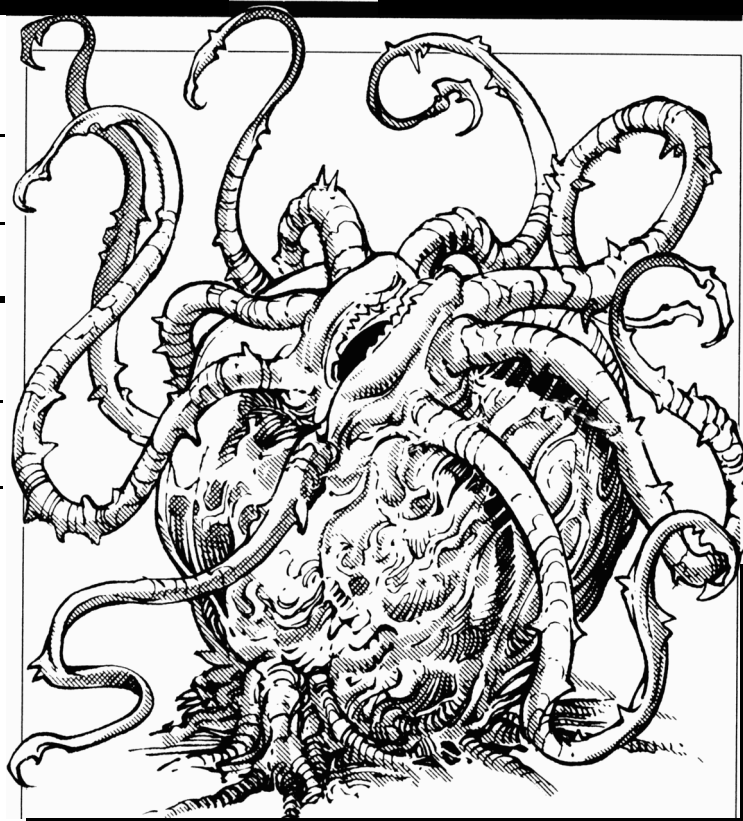
CLIMATE/TERRAIN:	Plains
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Predator
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
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NO. APPEARING:	1
ARMOR CLASS:	4 (7)
MOVEMENT:	Nil
HIT DICE:	6
THACO:	14
NO. OF AT-TACKS:	1-6
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	Paralysis, crush
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (25' diameter)
MORALE:	Elite (14)
XP VALUE:	3,000

Stranglers are carnivorous plants native to the disk world of Plata. The plant's central body is short and stocky – roughly spherical and about 3 feet in diameter. Extending out from this center are 8 “tentacles,” arrayed evenly around the plant, each about 10- 12 feet long. These tentacles resemble thick green vines, about the thickness of a man's wrist, and extend outward along the ground from the central body. The tentacles are dark green, while the central body is a light greenish-yellow.

The green coloration of a strangler implies that the plant is at least partially photosynthetic. But this isn't its only source of sustenance. Although the long tentacular vines are usually stationary, they can under the right circumstances move extremely fast. The “right circumstances” is the approach of an animal of some kind within range of one or more tentacles. Tentacles lash out in an attempt to capture the animal and drag it into a fleshy mouth that opens in the top of the central body. Once the animal is “swallowed,” the strangler's digestive enzymes dissolve it over a period of several hours.

Nobody knows exactly what senses a strangler possesses. It is unaffected by either darkness or bright light, and doesn't react to sound or silence. Most sages agree that the creature somehow senses movement, since it will never attack a motionless creature that it hasn't already captured with at least one tentacle.

Combat: At the first moment that a potential prey comes within range, one or more of the tentacles lashes out and attempts to wrap itself around the animal. This requires a successful attack roll. A successful capture means that the target creature is grasped by at least one tentacle, and suffers 1d8 hit points of crushing damage. Each



subsequent round – unless the creature manages to escape – the tentacle continues to crush its target for maximum damage, and attempts to drag it towards the central body of the plant. Unless the plant has to contend with more than one target simultaneously, it will continue to wrap more tentacles around its prey as the unfortunate animal is dragged closer to its central body. A single creature can be attacked by no more than 6 tentacles. Subsequent tentacle attacks receive a +2 bonus to their attack rolls for each tentacle already gripping the target.

In addition to crushing damage, the tentacles of a strangler inflict a more insidious attack on their prey. The tentacles secrete an enzymatic mixture which causes paralysis in its prey. Each round that a creature is in the grip of a strangler, it must make a saving throw vs. poison or become paralyzed. This paralysis lasts until the creature is either dead or freed from the grip of the strangler; in the latter case, the paralysis fades gradually over a period of 2d8 rounds. For each additional tentacle in excess of one that grips a single victim, that victim suffers a +1 penalty to its saving throw against paralysis.

Once the strangler has shoved its victim into its fleshy mouth, the victim suffers 1 d 10 hit points of damage each round from enzymatic secretions (save vs. acid for half damage). In addition, the victim must save vs. breath weapons with a -5 penalty each round it's in the plant's mouth or be paralyzed. The body of a dead creature will be dissolved and unrecoverable after 2d 12 hours.

The easiest way to free a victim from a strangler tentacle

Strangler (Plata)

is to cut off the tentacle. A tentacle has AC 7 – as opposed to AC 4 for the central body – and can withstand only 2d8 hit points of damage before it's destroyed. Damage inflicted on tentacles isn't counted against the strangler's total "hit point pool," and can't kill the creature. Only hits against the central body can actually kill the creature. A strangler can regenerate a destroyed tentacle in 1d6 days. It can regenerate multiple tentacles at the same time, although the time complete regeneration takes is increased by one day for each tentacle in excess of one that the plant must re-grow.

A strong, un-paralyzed creature might be able to tear itself free from a strangler, or at least prevent itself from being dragged into the central maw. To free himself from a tentacle, a character must make a "bend bars" roll based on Strength. A successful roll means the creature has torn free from one tentacle. Such an attempt takes one entire round in which the character can do nothing else. (Breaking free from a tentacle doesn't mean that same tentacle can't attack again on the next round, of course.)

High Strength can also let a character prevent a strangler from dragging him within range of its mouth. The procedure is as follows: First, consider that each tentacle gripping the character has a Strength of 16. Now add together the Strength scores of the captured character plus any other characters who are trying to help him pull away. Compare this to the Strength total of the tentacles currently holding the character. If the characters' total Strength is greater than or equal to the strangler's total strength -that is, 16 times the number of tentacles gripping the victim – then the plant is unable to pull its prey any closer to its mouth. If the characters' total Strength is less than the strangler's total strength, however, the plant continues to drag its prey closer. (For example: Balfas the warrior (Str 14) is grabbed by two strangler tentacles. Balfas' friends Adria (Str 9) and Lykan (Str 12) try to help him

resist the plant's pull. The characters' total Strength is 35; the strangler's total Strength for the two tentacles is 32 (16 X 2). Balfas and friends can resist the pull of the strangler... just. If the plant scores a hit with another tentacle, Balfas and his two friends will be unable to resist any longer.) It's important to remember that anyone trying to help a captured victim is by definition within range of at least one other tentacle...

Fire- and heat-based attacks do double damage to a strangler. All other attack forms do normal damage. Since the plant has no mind as such, it is totally immune to charm, illusions, and other mind-affecting magic.

Habitat/Society: Stranglers are non- mobile and totally unintelligent. They cannot communicate with their own kind in any way.

Every 250 days or so, a single blood-red flower blooms atop a strangler's central body. This flower is beautiful to see, but smells of carrion. The flower remains open for several days, then the seed pod below the flower bursts, scattering seeds to the winds. Since there are no insects or birds on Plata to fertilize the stranglers, the plants must depend solely on the wind to do so – not a particularly effective strategy. The relative frequency of the plants proves that this scheme does work, however.

Ecology: Stranglers are virtually perfect "opportunistic predators." If animal prey wanders within its grasp, the plant will eat it. If no animals come near, however, the plant is perfectly happy to subsist purely on photosynthesis.

The humanoids of Plata hate stranglers with a passion, and have sometimes tried to wipe the entire species out... with little to no success. The aarakocra consider the red blossoms to be the greatest of delicacies, and sometimes will risk attacks from stranglers to snatch the flowers.

CLIMATE/TERRAIN:	Phlogiston
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	W
ALIGNMENT:	Neutral good
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	0
HIT DICE:	10+
THACO:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Mind control
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	30%
SIZE:	M or S
MORALE:	Fearless (20)
XP VALUE:	3,000

Survivors are high-level, intelligent humans, demihumans, or humanoids who have been trapped in a state of suspended animation and drifting in the phlogiston for many years—often centuries, sometimes even longer. Such extreme exposure to the exotic vapors of the phlogiston works changes in the minds of the survivors, making them both more, and less, than human.

When found, a survivor is in the unusual state of suspended animation induced by the phlogiston. Its skin is gray and stony. Its clothes are at least several decades, if not centuries, out of fashion. Aside from this, it looks just like any other person would after drifting in the phlogiston for any period of time. The only remarkable thing about it is that the survivor does not awaken from its phlogiston-induced coma for more than a few minutes or hours at a time. Its flesh returns to normal within hours after exposure to air. When conscious, it accepts food and drink (soup, water, ale, etc.), but it is extremely weak and unable to stand or speak above a whisper.

Combat: A survivor does not engage in normal melee or magical combat. Instead, it gradually takes over the minds of crew members aboard the spelljamming vessel that had the misfortune to rescue it. It takes over one crew member every day (24 hours), starting with the weakest or least intelligent and working its way up to more powerful and more useful slaves. Humans, demihumans, and humanoids are all targets. The character who is being attacked this way is allowed a saving throw vs. spells, but because the process is so gradual (stretching over the full 24-hour period), there is a -2 penalty to the die roll. A character who rolls an unmodified 20 saves automatically and also becomes vaguely aware that something is amiss. Other characters who save successfully without rolling a 20 may complain of headaches, but they blame these on foul air or bad food.

Once a character is controlled, the survivor can make full use of that character's senses. It can see, hear, taste, smell, and feel anything the character can. As it acquires more slaves, it can make use of any or all of their sensory input.

At first, controlled characters don't act any differently than before. Gradually (within a week), they become sullen and withdrawn, going about their work with no humor or enthusiasm. The more slaves the survivor has, the more sullen and withdrawn they all become.



Eventually, the survivor tries to seize control of the ship. If it controls everyone aboard, this is quite easy. If it becomes aware that someone aboard is getting suspicious and it feels that its chances are good, or it senses that it may be attacked, it stages a mutiny, using whatever slaves it has to take the ship by force. Its slaves still have the full use of all their powers and abilities, and the survivor uses these as intelligently as possible during a mutiny. (If, for example, the survivor controls the ship's captain and crew, but it believes that a group of PC passengers is getting suspicious, it may simply have the captain try to calm their fears and explain that this sort of sullen behavior is common toward the end of a long voyage, thereby buying more time in which to try enslaving the PCs.)

The effect of the survivor's enslavement can be removed by the 5th-level priest spell **dispel evil**, the 3rd-level wizard spell **dispel magic** (the survivor is considered a 10th-level wizard for purposes of dispelling its control), or a **wish** or **limited wish**. Once released from the survivor's control, a former slave knows that he feels better, but doesn't know why.

Habitat/Society: The survivor has no social structure. It is almost always entirely solitary. More than one may be encountered if the DM wants to challenge an especially powerful group of PCs, but this should be reserved for extreme cases. (They may have been a pair of criminals who were lashed together and thrown overboard, for example, explaining how they managed to stay together through the years.)

Once the survivor takes control of a ship, its only goal is to acquire more slaves. The survivor can control a number of slaves equal to 10 times its Intelligence score. If it reaches a port, it may have its slaves move it ashore, where it could conceivably enslave an entire small town. Or, it may continue operating the spelljammer, taking on unsuspecting passengers at every port.

Ecology: The survivor's only desire is sensory input, which it has been starved of for so long, and it will do anything to get it.

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Uncommon
ORGANIZATION:	Hive/platoon
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average
TREASURE:	D
ALIGNMENT:	Lawful evil

NO. APPEARING:	2-12
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	3+1
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 (Weapon)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
SIZE:	M (7' long/tall)
MORALE:	Elite (13)
XP VALUE:	175

The syllix is a highly developed invertebrate, resembling a cross between a worm and a salamander. The syllix's body is segmented, tapering to a pointed tail and a worm-like head with a pair of wide, unblinking eyes. It has a long, forked tongue that is often slipping in and out of its mouth.

Unlike a worm, however, the syllix also has a two pairs of limbs. These are rubbery, tentacle-like appendages. Each of the lower limbs ends in a flat pad. The upper limbs end in six smaller tentacles that, because of their boneless nature, are even more dexterous than fingers.

A syllix can move by crawling or slithering along the ground, or by walking upright on its two rear limbs. In the latter mode its movement is reduced to half that listed above. When crawling, however, the syllix cannot use a weapon.

Syllix speak their own tongue. Some of them have learned the common language, but their speech is very sibilant, unpleasant for most other creatures to listen to. Also, their war-like nature is well known, so these creatures do not engage in a lot of pleasant chit-chat with creatures of other races.

Combat: Syllix use a variety of weapons well. They are particularly fond of specially modified light crossbows and short swords. Syllix attack aggressively and make good use of terrain, ship features, or anything else that might provide a tactical advantage.

In normal times, the syllix fight tenaciously, with a morale of 13. However, during the outbreaks of the Eruption (see "Habitat/Society"), the morale of a band of syllix improves to **15**.

Syllix are eager to capture prisoners when they engage in battle with other races. Often they stage a boarding raid to acquire prisoners, then retire to their own vessel and leave.

The fate of the prisoners is not known to creatures of other races, though it is rumored to be horrible beyond belief. The common belief is that syllix require enzymes from the living brains of intelligent creatures in order to breed the mage-stars (see "Habitat/Society") that they need for space travel. Prisoners are kept immobilized, but conscious and alive, for months, often in



excruciating pain. During this time, their brains are literally sucked out of their skulls by a developing mage-star.

In space, the syllix employ vessels with spelljamming helms powered by the mage-stars. They have been encountered on several types of vessels, including squidships, hammerships, and gal-leons.

Habitat/Society: The syllix develop in a very small area, such as an asteroid or an island on a planet. They breed and feed until the population of their land, fleet, or asteroid reaches explosive proportions. Hermaphroditic, each syllix gives birth after it has eaten enough food. Eventually, the syllix start to give birth to a generation of blind, white young. These are called the mage-stars.

The mage-stars are syllix in every way, except that they are blind-and thus do not study nor practice combat-and they have the innate ability to activate a spelljammer helm. When these mage-stars reach maturity (after about three years), the syllix suddenly go through the great convulsion their society, and the rest of the worlds, call the Eruption.

An erupting band of syllix has one mage-starred helm of SR 6, two of SR 5, three of SR 4, and so on through six of SR 1.

Guided by their mage-stars, the syllix break out of their home-world and spread across space in an orgy of attacking, looting, and killing. No prisoners are taken when the syllix are in the midst of an Eruption. Each individual attacks with a + 1 bonus to all attack rolls. Their morale is increased to the champion level.

Ecology: The syllix is a meat-eating scavenger. It can live in most climates, but it prefers those that serve as habitat for a lot of potential food. Many an island, asteroid, or small continent has been ravaged by a growing host of syllix during their breeding stage.

CLIMATE/-TERRAIN:	Any non-cold
FREQUENCY:	Rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Magical emanations
INTELLIGENCE:	Animal (1)
TREASURE:	None
ALIGNMENT:	Neutral
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NO. APPEARING:	1-40
ARMOR CLASS:	9
MOVEMENT:	1/4
HIT DICE:	1
THACo:	—
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	T (1/4" diam.)
MORALE:	Nil
XP VALUE:	175

Power symbionts are the bane of all spelljamming farers. They do nothing but rob the power from various magical items on the ship. These creatures have been found on various planets, as well. This has created a dislike for spelljamming in some areas.

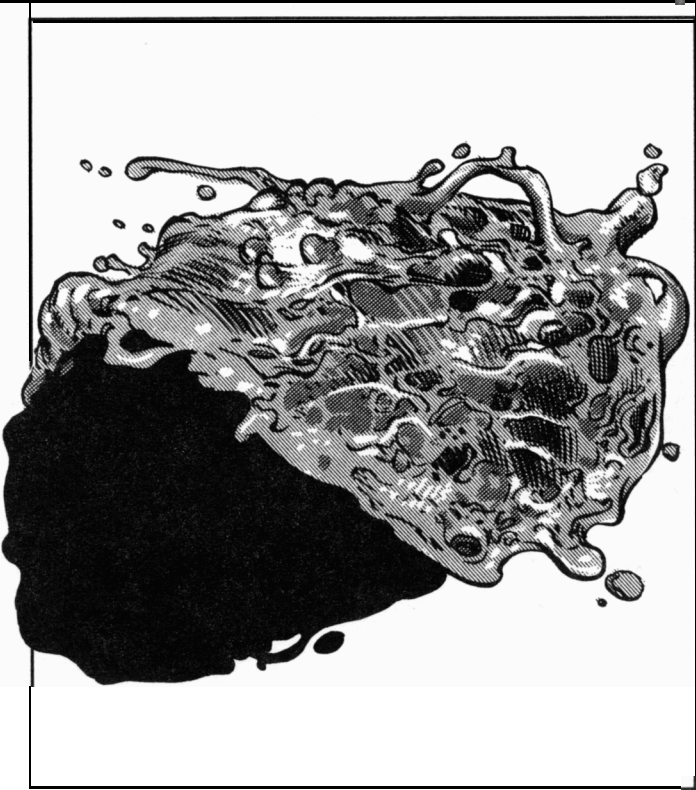
A power symbiont is a creature that looks very much like swamp fungus. It is dark brown in color, unless it is currently feeding on magical emanations (during which process it is rust colored). They breed asexually once they have grown to twice their standard size of 1/4 inch in diameter.

Combat: These creatures reflect spells cast at them back to the source, with no diminution of strength. This can be an advantage to a ship infested by power symbionts. If a ship is magically attacked and a symbiont is in the spell effect, the spell is reflected back to the attacking ship. In a case like this, neither **the** caster nor the attacking ship receive any Dexterity or SR bonus to the saving throws.

Habitat/Society: These creatures do not purposefully create a society. They may be found together only where there are sufficient magical emanations to warrant their numbers. Once the magical properties of the item have been drained, they abandon it.

Ecology: Power symbionts are attracted to the magical auras that they sense through wildspace. They are unable to move quickly, and can only hope that the ship actually scoops them up with its gravitational pull.

Once on the ship, they begin to move about at a movement rate of 1/4, in search of magical auras. Once one is found, the **symbi-**onts head straight for it. They can sense the auras of magical items from 20 feet away. If they sense another aura as they travel toward the first, it is ignored, unless it is a stronger aura. They continue this way until they find the most appetizing item. They then attach themselves to the item and begin feeding.



Once the item has lost all charges (a power symbiont drains one **charge** per round; see the list below for figuring the number of charges in an item), the power symbiont dispatches **1d8 1/4" sym-**bionts to search for another source of magical energy. The rest of the symbiont dies, hardening in one day to a hard, brown lump.

If the symbionts that have been dispatched from the drained item cannot find another magical source within one week, they traverse the gravity plane of the ship and throw themselves back into wildspace. If they happen to enter the phlogiston, they die immediately.

The total number of charges in a magical item can be computed from the following list:

- 1 charge per plus of a weapon
- 1 charge per charge of a rod, staff or wand
- 1 charge for semi-empathy
- 1 charge per Intelligence point
- 1 charge per language known
- 2 charges per Ego point
- 2 charges per primary ability
- 2 charges for empathy
- 3 charges for speech
- 4 charges for telepathy
- 6 charges per extraordinary power
- 10 charges per special purpose
- 12 charges per special purpose power

Tinkerer ("Giant Bubble")

SJR1



CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Wandering: solitary or bands
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	V (sometimes x3 or 4)
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1-8
ARMOR CLASS:	6
MOVEMENT:	16 (bounce; also up to 20' vertically), Fl 14 (A)
HIT DICE:	4+4
THACO:	17
NO. OF ATTACKS:	7
DAMAGE/ATTACK:	2-5 and 1-2 (or by weapon type) x6
SPECIAL ATTACKS:	Use magical items
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	S (3'-4' diameter)
MORALE:	Very Steady (13-14)
X.P. VALUE:	650



Tinkerers are ball-shaped, comical-looking creatures named for the aims they all seem to follow: to acquire, improve upon, and modify all equipment (including magical items) they can get their hands on. This includes, of course, everything humans carry and use! They covet tools and magical items highly, and have been known to swallow small, non-sharp items to examine later.

Tinkerers will also experiment with living organisms, including humans, to modify their body-forms or mate them with machinery (endowing humans with weapon-equipped limbs, for example).

Most experiments harm or disable the subjects (who must either be willing or unable to resist), but both reavers and wonderseekers have been encountered with limbs replaced by intricate weapons or tools (saws, scythes, and plier-like gripping claws). Some beings even have sockets that will take a variety of tools and weapons. Such beings are very rare-and, like tinkerers themselves, extremely rare in the well-travelled areas of space.

Tinkerers are spherical, floating creatures with six eyes set around their bodies, four arms with ball-joints at wrists and elbows; and hands consisting of three opposed digits. They can thus see and reach in all directions at once.

Combat: Tinkerers can bite anything that they can bounce on top of, or sit on, for 2-5 points of damage (their mouths are large enough to take in a human head), but their puny fists can hit for only 1-2 points of damage each.

Few warriors laugh at a tinkerer twice, because the comical, bouncing little creatures can wield weapons in all six arms for normal damage.

A piercing attack that deals a tinkerer more than 10 points of damage in a single round causes it to explode violently. This terminates the unfortunate tinkerer's corporeal existence, and deals every being within ten feet 3-12 points of blast damage (no saving throw). Items swallowed or held by the tinkerer may have to make saving throws vs. Crushing Blow if flung into things. They may also become missiles, menacing creatures nearby (2-5 or 2-8 damage depending on size, attack rolls to hit endangered beings).

Habitat/Society: Tinkerers seem to be a race of lost, scattered wanderers, who roam space looking for something.

Khelben Arunsun and Elminster believe them to be one of the oldest spacefaring races, who either abandoned organized spacefaring society and the ships that must support it, or who lost much of their civilization and knowledge in some sort of cataclysm, and are slowly and painfully striving to improve themselves over the passing generations to regain it.

Tinkerers travel constantly, hitching rides with all manner of ships and spacefaring races that use them. They are attracted to gnomes, dwarves, sarphardin, and humans, and can often be found drifting around the space vessels of those races, generally getting in the way and monkeying with everything. They can and do use most human weaponry, tools, conveyances, and other equipment.

Ecology: Tinkerers are covered with spherical, translucent grey pock-marks, pores through which they "breathe" in gases from their surroundings. Membranes filter out edible pollens, mold spores, germs, and other protein from airborne dust particles. Thus tinkerers can go for long periods without food as we know it, and are immune to all known human poisons and diseases. They can clean air for ships on long voyages (each tinkerer keeping one ton of air pure) and are sometimes captured and towed for this reason.

Tinkerers float about, travelling by means of a controlled release of the gas they take in, in tiny jets. Thus, they can spin, perform aerobatics, and so on with great precision. To remain stationary, a tinkerer expels even amounts of gas all around, taking gas in as needed (and pulsing all over).

They have large mouths on their undersides, and eat the same things humans do, being addicted to sugared candy and sweets.

Tinkerers also regenerate at a rate of 1 hit point every 3 rounds, requiring contact with water to do so. They often carry canteens with them for this purpose.

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (S-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-10
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	5
THACO:	16
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d4/2d4/3d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S to M (3-7' tall)
MORALE:	Steady (12)
XP VALUE:	420

Stellar undead are the corpses of spelljamming sailors returned to a semblance of life. The corpses are animated by raw energy from the Negative Material Plane. This energy warps the dying sailor's brains, twisting their final thoughts of home, safety, and friends into an unholy desire to walk again among the living, and to be warm again by drinking their blood.

Due to the vacuum of wildspace, most bodies decompose very slowly. When viewed from more than 3' away, stellar undead do not look dead, but much as they did in life. Though their bodies and clothes show the cause of their deaths, they remove weapons stuck in their bodies.

Stellar undead retain some vestiges of intelligence, and can speak one language of those they knew in life. Their voices are a hollow croak, though some confuse this with a thirsty sailor's dry throat. Most of their words are monosyllables such as "help," "yes," "no," "food," or "thanks."

In order to track down warm-blooded bodies, the stellar undead have infravision with **90'** range.

Combat: Stellar undead attack by clawing their opponents (**2d4** damage per hand) and biting them (**3d4** damage). If both claw attacks hit one victim in the same round, the bite attack on the same victim, if successful, does double damage.

Once a victim has been hit by all three attacks in one round, the undead changes its tactics. Instead of attacking with its claws, it holds tight to its new meal, automatically doing 2 hp damage on each later round. The undead continues biting, doing double damage if it hits. The victim can break away by making a successful Strength check (allowed once per round).

Like most undead, the stellar undead are immune to all **mind**-affecting spells such as **sleep**, charm, fear, and hold spells. Due to their close relationship with the Negative Plane, they are turned as **liches**. A direct hit with holy water causes **2d12** damage; a splash does **1d6** damage.

Though the stellar undead still have the clothes and weapons that they wore in life, they have forgotten how to use them. Some clumsily try to swing a sword or activate a wand, without success.

Habitat/Society: Stellar undead have no society or leader. They tend to congregate around areas where it is normal to find be-draggled survivors, such as spelljammer wrecks. Sometimes they



are found on barren asteroids, where they appear as castaways of a ship crash.

Their common trick is to cling to fragments of a spelljamming ship and pretend to be stranded sailors. Some act unconscious, while others wave frantically and call out to passing ships. When brought aboard, they try to pass for living sailors as long as possible, though there is a cumulative 5% chance per turn that the **undead** lose their self-control and attack in force, sinking their teeth into the first warm flesh they can grab.

Besides attempting normal "living person combat," stellar **undead** sometimes (45%) try non-violent actions from life (eating food, drinking, writing) to keep up the sham of life before their hosts. Otherwise, the undead just go where they are led, mumbling thanks until they cannot take it any more and tear into their rescuers.

The chance of stellar undead successfully imitating the living depends on how long ago the corpses died. At the beginning of the encounter, roll percentile dice. The result is both how many days prior to the encounter that the ship crew died, and the chance that any attempt to "act normal" fails. Thus, a roll of 47 means that the stellar undead died and were "created" 47 days before being found. Once aboard, one stellar undead tries to act normal by drinking from a flask; in this example, there is a 47% chance that the attempt to drink fails.

Ecology: Stellar undead exist only in the Prime Material Plane. If encountered within five miles of an actual gate to the **Negative** Material Plane, the stellar undead cannot be turned, and they regenerate 2 hp per round.

The stellar undead can sense the presence of other types of **undead** in their line of sight.

Vine, Infinity



CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Single plant
ACTIVITY CYCLE:	Any
DIET:	Air (gases and moisture)
INTELLIGENCE:	Non-(O)
TREASURE:	See below
ALIGNMENT:	Neutral
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NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	See below
HIT DICE:	See below
THACO:	Nil
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Engulfs
SPECIAL DEFENSES:	Regrowth
MAGIC RESISTANCE:	25 %
SIZE:	Any
MORALE:	Nil
XI' VALUE:	50

An infinity vine is a leafless, bright green plant with an extremely rapid rate of growth. It consists of an enormous number of thin, interwoven stems, all part of the same plant. Numerous bright blue flowers appear throughout the plant, each only 1/2" across. These flowers draw nutrients and moisture for the plant directly from the air itself. The plant thrives so long as it is kept within a crystal sphere's wildspace and exposed to both breathable air and to light of any kind. An infinity vine grows very rapidly, seeming to create plant material out of thin air.

Combat: The infinity vine poses a special hazard in the wildspace of many crystal spheres. Bits of this plant are often broken off and discarded from infested ships, and these dormant bits sometimes drift into the atmosphere and gravity field of a spelljamming ship. If a bit of vine falls against an air-bearing ship or other space object (including an asteroidal body of less than 100 miles diameter), the vine begins to grow outward at the rate of ten cubic feet per round. If unchecked, it eventually grows to a depth of ten feet over every surface until it completely covers the exterior of the ship or asteroid (but it does not reach into dark spaces).

The gravest danger that an infinity vine poses is that it adds to the overall tonnage of any spelljamming ship it covers, and it does so very quickly. When this plant has covered an entire ship, it will have increased the ship's tonnage to four times its original value. This has obvious and immediate effects on spelljamming procedures.

An infinity vine consumes the waste gases given off by air-breathing creatures, and it gives off large quantities of oxygen (see "Ecology"). It is harmless to living beings, though it grows around and buries slow-moving or immobile beings. Victims can tear through an infinity vine (which regrows behind them as they pass) at their movement rate in feet *per turn*, if using bare hands or sheer force. A being with claws or a short-bladed weapon (dagger or smaller) can move at double this rate, and a being with a bladed weapon at least as large as a short sword can hack through the vine at triple this rate.

An infinity vine is destroyed by any amount of direct contact with flame, and it stops growing (but stays green) if placed underwater or in total darkness. As burning is not a practical solution for clearing an infested ship, the spelljamming crew must either head for the phlogiston to scrape off every bit of dried vine, stop



in a planet's shadow out of the sunlight, or land on a large planet, where after a one-hour delay the infinity vine disappears just as quickly as it grew (ten cubic feet per round) until it has vanished.

Fire-, acid-, and electricity-based spells destroy all of the infinity vine within their areas of effect, though the vine regrows from unaffected areas. Cold-based spells cause it to stop growing for one round per hit point of damage inflicted (but only within the areas of effect). A darkness spell causes it to stop growing. *Haste*, *slow*, *entangle*, *spike growth*, *anti-plant shell*, *plant door*, *transport via plants*, and *enlarge/reduce* spells have their normal effects, though a size-altered plant immediately either grows or shrinks at a proportionately altered rate to fill its original volume. Magic missile spell damage is regrown almost instantly. Plant growth spells cause it to grow at a rate of 100 cubic feet per round (though still limited to ten feet deep over the surface it is on). *Charm plant* and *hold plant* spells can cause the vine to stop growing within the areas of effect.

The infinity vine is immune to all known plant diseases and to poisons of any form (including the *cloudkill* spell). It cannot be polymorphed, energy drained, or slain by death magic.

Habitat/Society: An infinity vine will not grow at all on planetary bodies over 100 miles in diameter, regardless of how much light or air the plant receives. When exposed to phlogiston, the plant immediately shrivels, becoming dark brown and extremely brittle. It is not dead, however, but merely dormant; if exposed to air and light in wildspace, the plant revives again, regrowing all damaged areas after a one-turn delay.

Ecology: Infinity vine, can radically transform small asteroids into havens for bizarre ecological systems. The vine expands the air envelope around any object it engulfs so that the envelope is twice as thick as it formerly was. Castaways and exiles are sometimes found on such worlds, as a steady air and food supply is provided by the vine. Infinity vine is edible, though unappetizing.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Genius (17-18) or higher
TREASURE:	See below
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	5 to -4 w/o sword
MOVEMENT:	12
HIT DICE:	Variable (F7-9/W14-17)
THACO:	14, 13, or 12
NO. OF ATTACKS:	3/2
DAMAGE/ATTACK:	By weapon (1-8)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Champion (16)
XP VALUE:	Variable

Vodoni breeders appear much as normal human beings, except they keep their heads shaved. They wear great flowing silver robes with deep purple satin rivulets stitched throughout. The general populace knows to keep their distance from these powerful warrior-magicians.

Breeders are usually 7th-9th level warriors and 14th-16th level transmuters. They are all familiar with spelljamming technology, and are the brightest and most educated beings in the Vodoni universe.

Combat: All Vodoni breeders carry a staff of power with a gnarled wolf's head; wield a *longsword* +2, +3, or +4, *defender*; and wear *bracers of defense*, AC 2 to AC 4 and a *cloak of protection* + 1 to +4.

Their spells are typical for high level transmuters, but no breeder carries spells that won't work in space or in the Vodoni home sphere.

All breeders have eagle *uision* as an innate ability, usable at will, which aids them immensely in guiding their ships through the broad asteroid field (called "the Web") that surrounds the inner worlds of the Vodoni home sphere.

Habitat/Society: Along with their mistress, Mongrelle, Vulkaran's high councilor, the breeders are the twisted nobility of Vulkaran's totalitarian regime. In fact, the nobility has their own hierarchy, which Vulkaran has also carefully manipulated to his own advantage. Twelve of the most powerful Vodoni breeders are designated as "high breeders" for the subjugated spheres, and have been accorded ambassador status within the Vodoni Imperial City.

Vulkaran has made sure that all of these high breeders have estates that face away from the Imperial Palace, and that each ambassador's residence is flanked by two devoutly loyal breeders. Vulkaran is always watching for signs of treachery, weakness, or betrayal.



Ecology: Vodoni citizens powerful and intelligent enough to challenge the least of Vulkaran's policies and survive are "recruited," and their memories magically erased by Mongrelle, Vulkaran's high councilor. They then enter training as warriors until they reach at least 7th level. Mongrelle then makes the adepts immune to Vodoni lycanthropy with a powerful potion, and begins their schooling in the twisted Vodoni dark arts.

After many years, the survivors emerge to serve as the masters of the Vodoni enforcers and conquerors throughout the Vodini Empire, and are responsible for their creation as well (hence the term "breeders").

Vodoni breeders are themselves constantly tampering, either magically or genetically, with their were-warriors. In most cases, horrible mutations or unreproducible results occur, and there has been no real progress in the evolution of the strain as a whole.

However, just as the enforcers were created long ago, the experimentation has finally produced the new Vodoni conquerors (see *Vodoni enforcers* entry for details).

	Enforcer	Conqueror
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Common	Very rare
ORGANIZATION:	Military	Military
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivorous	Carnivorous
INTELLIGENCE:	Average (8-10)	Very (11-12)
TREASURE:	Nil	Nil
ALIGNMENT:	Chaotic evil	Neutral evil
NO. APPEARING:	2-20	1-10
ARMOR CLASS:	4, chain/shield	5, hide only
MOVEMENT:	9	12
HIT DICE:	7	10
THACO:	14	11
NO. OF ATTACKS:	2 or 3	2 or 3
DAMAGE/ATTACK:	By weapon or 1-8/1-8/1-6	By weapon +2 or 1-10/1-10/1-8
SPECIAL ATTACKS:	Blood rage	Blood rage
SPECIAL DEFENSES:	+ 1 weapon to hit	+ 1 weapon to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (7' tall)	L (10' tall)
MORALE:	Elite (14)	Fanatic (18)
XP VALUE:	1400	3000

Magically-created creations of Vulkaran's breeders, **Vodoni** enforcers are the half-man, half-wolf beast-warriors who have been infected with a special Vodoni form of **lycanthropy**. Normally, the enforcers appear as wolf-like humanoids, but whenever they go into a blood rage (i.e. berserk) the enforcers take on a decidedly rabid appearance.

Combat: Enforcers are tremendous fighting machines, honed to battle for glorious honor and their very existence. In their calmer moments, they attack twice each round; and are usually armed with *longwords* + 1.

However, at the beginning of any battle, there is a 75% chance that the enforcers will choose to take the more violent and horrible road to victory. By attacking with both claws and their vicious bite, enforcers quickly turn even more wolf-like in appearance and manner and go utterly berserk in combat. This dread phenomena is known throughout the empire as the Vodoni *blood rage*.

Any enforcer whose bite hits will go into a *blood rage* if he fails a Wisdom check (the success roll is usually 8 or less!). This is called "tasting blood". An enforcer that goes berserk doubles its normal number of attacks per round, gains a +2 to hit, and inflicts +4 damage. As the warrior is now completely out of control, its weapons aren't used; leaving only enhanced hand-to-hand attacks. Also, the armor class of a berserk enforcer drops by four places, due to the complete lack of even basic defensive precautions.

The *blood rage* lasts 1 turn after the last blood has been tasted. By instinct, enforcers do not attack other enforcers, but do gnaw on vanquished foes if there are no more living enemies to battle.

The Vodoni form of lycanthropy is more virulent than the common strain, in that the victims are nearly mindless and vicious unless further treated. The chances of contracting **ly** canthropy are the same as for the more common form. Demihumans and nonhumans must make a special save vs. poison to survive contracting it, and suffer its full effects if they do. *Cure disease* is ineffective against this strain of **ly** canthropy.



Habitat/Society: During every cosmic moon cycle (i.e. 30 standard days), the enforcers lose complete control at the height of the full moon. At this time, they are often let loose upon uncooperative worlds. This natural *blood rage* lasts until dawn breaks, and during this time only, enforcer will attack enforcer. The enforcers themselves refer to this period as "shore leave."

Ecology: Enforcers are made, not born, in the horrid pits of the Undercity. The victims are first infected with lycanthropy (during the full moon feasts of the Imperial City, for example) and then taken to the Undercity. At this point Vodoni **ly** canthropes are nearly mindless, and extremely vicious. The strongest are selected for "testing", which involves swallowing a virulent poison. A successful saving throw vs. poison creates a loyal new Vodoni enforcer; failure means death. To return an enforcer to human status, the creature must the following spells cast on it at the appropriate time: *neutralize poison*, *remove curse*, and *heal*.

Vodoni Conquerors

Big, bad, and wolf-like, these monsters are the next stage in enforcer evolution. They are much like the enforcers except that they are even larger and more powerful. When using weapons they inflict an additional +2 points of damage. They have the ability go into *blood rage* at will. They still suffer the same armor class penalties as their smaller cousins.

These creatures are currently the secret elite bodyguards for Vulkaran himself, but a few can be found on special missions. Naturally, Vulkaran has decided to devote more of his funds and time to producing even more of these **ultra**-powerful warriors for his legions. Eventually, the emperor intends to replace the enforcers with the conquerors as the former warriors die over the normal course of events.

Wiggle (Hurwaet)



CLIMATE/TERRAIN:	Hurwaet Any/Space	Swamp Wiggle Temperate and subtropical/ Swamp, bog, marsh	Salt Wiggle Temperate and subtropical ocean coasts
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Tribal/ship	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any/Night	Night
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Average (8-10)	Average (8-10)
TREASURE:	M, Q	D	Z
ALIGNMENT:	Neutral	Neutral	Lawful evil
NO. APPEARING:	1-6	8-15	1-8
ARMOR CLASS:	4 (5)	4 (5)	2
MOVEMENT:	9. Sw 12	9, Sw 18	6, Sw 24
HIT DICE:	3	4 + 1	12
THACO:	17	17	9
NO. OF ATTACKS:	1	2	3
DAMAGE/ATTACK:	1-8 (weapon)	2-8 (weapon)/2-7 or 2-7/2-7	1-4/1-4/9-16
SPECIAL ATTACKS:	Nil	Nil	Rending
SPECIAL DEFENSES:	Fog cloud	Fog cloud	Fog cloud
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (6 ¹ / ₂ ' tall)	M (7' tall)	L (9' tall)
MORALE:	Elite (14)	Champion (15)	Champion (15)
XP Value:	120	175	2,000

The hurwaeti are an ancient humanoid race distantly related to both sahuagin and lizard men. In space, they usually function as mercenaries, common crewmen, or occasionally as pirates, traders, or salvagers operating their own ships.

Hurwaeti have thick, tough scales; these are very small, hard, and shiny, so that their dark olive-green hides look smooth and glossy (many observers mistake this gloss for dampness or slime). They have long, frog-like legs, webbed fingers and toes, and gnome-like faces with large ears, pointed noses, and long, sharp chins. Adult hurwaeti have short, sparse beards and tufts of coarse hair atop their heads. Venerable adults tend to have long beards, thicker tufts of hair, and bushy eyebrows. Adults are between six and seven feet tall and weigh from 190 to 230 pounds. A hurwaet can live for 300 years.

Hurwaeti favor simple clothing, usually long, brightly colored loin cloths, and belts and packs for carrying equipment. They detest the body paint favored by lizard men, but they like to wear lots of jewelry. Particular favorites are large earrings made from ceramics or shells, as well as arm bands and wrist and ankle bracelets.

Combat: Hurwaeti favor large shields and swords in combat. They typically arm themselves with slings or javelins for ranged combat. Although neutral, they have lawful tendencies and usually can be counted on to follow orders. Their long, powerful legs make them good jumpers; a fully-equipped hurwaet can leap eight feet straight up or 20 feet horizontally, making them good troops for boarding actions. Leaping hurwaeti working with a squad of swooping hadozee make truly irresistible boarding parties. A shield improves a hurwaet's Armor Class by 1. They can wear armor if they choose, but armor is ineffective unless it improves their Armor Class to 4 or better. Each adult hurwaet can cast *fog cloud* once per day, as a 9th-level caster. If faced with imminent defeat, a group of hurwaeti will use their *fog cloud* ability to conceal themselves and confuse enemies. They use the concealment to escape, regroup for a counter attack, or even to board an enemy ship.

Habitat/Society: The hurwaeti were once a great spacefaring race that had colonized many systems, spreading art, civilization, morality, and an philosophy favoring altruism and discipline throughout the spheres. But an ancient war broke up their empire and killed the brightest and most energetic individuals. The destruction stranded the hurwaeti colonists, leaving them to degenerate into the swamp and salt wiggles. The remaining spacefarers became impoverished wanderers, content to simply earn a living for themselves and their tribes.

Hurwaeti tribes are made up of clans, each ruled by an elder. The senior clan head—usually the oldest and wealthiest—governs the tribe. All disputes within the tribe are settled by appealing to the tribal chief. When a chief dies, a new chief is chosen by election from among the clan elders. Young hurwaeti gain wealth and status by serving on their clan ships or by venturing forth independently.

Hurwaeti speak their own archaic tongue, which features a difficult, convoluted syntax and includes hisses and clicks; most humans and demihumans find the hurwaeti tongue difficult to learn and even harder to actually speak. Lizard men, not surprisingly, usually can master it without much difficulty. Hurwaeti also speak the tongue of lizard men and whatever racial tongue is common to their tribe's home system, be it human common or a demihuman racial tongue.

Hurwaeti are generally accommodating and nonaggressive, if a bit covetous and mercenary. Nobody gets anything from a hurwaet for free. Nevertheless, hurwaeti share other races' hatred toward the neogi and are similarly hostile toward eye tyrants and illithids. This has led some scholars to conclude that the war that ended the hurwaeti empire probably was fought against all three races simultaneously. If this is the case (and the hurwaeti aren't saying), they did well to survive at all. In any event, a hurwaet will never surrender to a neogi, illithid, or eye tyrant, or to any ship that might contain members of these races; hurwaeti will do anything to avoid capture in these cases, though their usual course to doggedly fight until killed.

Wiggle (Hurwaet)

Hurwaeti usually are found as crew on other races' ships. Their ability to refresh a ship's atmosphere with the fog cloud ability makes them valuable members of any ship's crew. Their ability to follow orders and jump between ships makes them very useful in combat or other dangerous situations. All adult hurwaeti have spacefaring and ship-handling skills.

Hurwaeti who don't own ships travel in small groups that consist of individuals of the same sex and about the same age. Such groups live, eat, and work together. If one member is mistreated or becomes dissatisfied, the whole group protests to their employer. If greatly disaffected or dissatisfied, the whole group quits the ship at the first opportunity (their personal sense of honor keeps them from inciting mutiny).

These groups usually form to earn hard cash for the tribe, though they are also on the lookout for mates. When two groups of hurwaeti of opposite sex meet, there is a 35% chance that the two groups exchange two or more individuals (their employers' objections notwithstanding). Unless they decide to jump ship because of poor treatment, the two groups serve out the terms of their voyages, then quit the ships, ignoring offers of further employment, preferring instead to return to their tribes with their new mates. About 5% of hurwaet groups form specifically to hunt for mates. Such groups stick with their ships though thick and thin until they find mates, ignoring mistreatment, privation and hardship to the limits of their endurance. Once they meet a group of the opposite sex, however, they exchange individuals 60% of the time, and thereafter are not inclined to ignore poor conditions. There are several tales of taskmaster spelljammer captains who thought they had found the perfect crew, only to find themselves short-handed after their hurwaeti crew members had a night on the town.

Hurwaeti who own their own ships use series helms for motive power. Hurwaeti build the same sorts of ships as lizard men do, when they build them at all. Most hurwaet ships are purchased or salvaged, and most are decrepit-looking craft sporting many alterations and repairs. However, hurwaeti are skilled spacers and their ships' actual condition reflects this.

Although some (5%) hurwaet ship owners are pirates, these usually are restricted to neogi, illithid, and eye tyrant space. Hurwaet pirate ships operating in such space always have six series helms. Most hurwaet ships patrol wildspace looking for wrecks to salvage. They are particularly fond of haunting asteroid fields infested with murderoids. The hurwaeti gingerly pluck wreckage off the monsters' surfaces, often by trailing lines just long enough for the crew to leap to safety should a hungry mouth suddenly appear. Most hurwaet ships operating in dangerous space do not hesitate to offer assistance to any other non-hostile ships-for a price. A few hurwaet tribes operate ships that pick up varied cargoes of any commodity that can be sold at a profit. Some of these cargoes are converted to finished goods right aboard the ships, the most common of these being textiles, paints, dyes, and jewelry.

Most hurwaet ships carry the standard crew for the ship type, **1d6** heavily armed hurwaet warriors (plate mail, two-handed swords, and long bows), and one or two lizard man, human, or demihuman spellcasters (clerics or mages of 2nd to 5th level) for defense.

Ecology: Hurwaeti prefer to eat fresh or preserved seafood, but they are omnivores, capable of eating anything humans can, plus a few things humans would find unwholesome.

Like their distant cousins, the lizard men and the sahuagin, hurwaeti reproduce by laying eggs. However, the male hurwaet scoops

up the eggs as soon as they are laid and places them inside a special pouch in his abdomen, where the eggs incubate for about eight months before hatching. This habit usually makes it difficult for non-hurwaeti to tell the males from the females.

Swamp Wiggles

These degenerate hurwaeti live a barbaric existence as tribal hunters or occasionally brigands. In combat they use large wooden or hide shields and large clubs. They also can deliver vicious kicks with their long legs. Swamp wiggles are dexterous enough to make such combination attacks without penalty. While underwater, where their clubs are useless, swamp wiggles attack with two kicks. Swamp wiggles also employ simple missile weapons, such as slings, javelins, and darts ($\frac{1}{3}$ chance for each).

Swamp wiggle communities usually do produce a few artifacts, such as jewelry, pottery, nets, and baskets. If approached from a position of strength, they can be persuaded to trade these items, along with natural products, such as game and fish, for tools, glass beads, and other manufactured goods.

Swamp wiggles are excellent swimmers and have no difficulty squirming through mud, weeds, quicksand, and other watery hazards. This ability tends to make swamp wiggle ambushes very deadly to creatures accustomed to dry land.

Swamp wiggles reproduce the same way hurwaeti do. About 2% of all young swamp wiggles are born as larger, more aggressive salt wiggles. These evil, voracious offspring usually devour their siblings and often kill the incubating male. Once they emerge from the male's body, they scurry away to a solitary life.

Salt Wiggles

This largest and most degenerate of the hurwaeti subraces has many traits in common with the sahuagin: aggressiveness, greed, and evil cunning being chief among these.

A salt wiggle is a huge creature with a toothy, gaping maw and powerful limbs. They often are mistaken for **scrag**s, and they are every bit as formidable, though they do not regenerate. Salt wiggles employ no weapons, attacking with their teeth and claws. If both claws hit an opponent, a salt wiggle automatically rends for an additional **1d4 + 4** points of damage.

Salt wiggles live a primitive, savage existence. They produce no goods of their own, preferring combat to trading; they do, however, enter into alliances with sahuagin, ixitxachitl, krakens, and other evil sea creatures for pay or shared profit. They tend to keep their bargains, but they are opportunistic and ally themselves with the local faction that seems most powerful. Salt wiggles also have been known to ally themselves with pirates or coastal humans.

Salt wiggles do not incubate their eggs inside their bodies; instead they hide them in weedy shallows where the sun can warm them. Salt wiggle tribes do not abandon their eggs, however, and assign one or more tribe members (not necessarily the parents) to guard them until they hatch. Once the young emerge, the guards act as nannies and teachers to the youngsters. Salt wiggles born to swamp wiggles are immediately outcast, if not killed outright. If these creatures cannot get to salt water before reaching adulthood, they haunt rivers or lakes where there is a steady supply of victims. Many make their homes under lonely bridges, where they extort tribute from passersby. Such creatures are often known locally as bridge trolls.

Witchlight Marauders

	Primary Any	Secondary Any	Tertiary Any	Space Any	Remote Wildspace
CLIMATE/TERRAIN:			Very rare		
FREQUENCY:					
ORGANIZATION:	Solitary	Horde	Swarm	Solitary	Solitary
ACTIVITY CYCLE:	Diurnal	Nocturnal	Any	Any	Any
DIET:			Omnivore		
INTELLIGENCE:	Low	Low	Semi-	Average	Non-
TREASURE:			None		
ALIGNMENT:	Chaotic evil	Chaotic evil	Neutral evil	Chaotic neutral	Neutral
NO. APPEARING:	1-3	2-20*	1d4*	1	1-5
ARMOR CLASS:	- 5	0	2	- 3	5
MOVEMENT:	9	48	16	SR 3	24
HIT DICE:	15	8	4	45	7
THACO:	5	13	17	5	13
NO. OF ATTACKS:	7	6, spit	3	7, sunbeam	1
DAMAGE/ATTACK:	3d6(x6)/5d12	2d6(x6)/3d6/2d10	1d6 + 3(x2)/1d10	1d6 hull pts(x6)/ 2d6 hull pts/25d10	See below
SPECIAL ATTACKS:			See below		
SPECIAL DEFENSES:			See below		
MAGIC RESISTANCE:			Nil		
SIZE:	G (200')	H (20')	M (5'-6')	G (1000')	G (25')
MORALE:	Fearless	Elite	Steady	Fearless	Steady
	(19-20)	(13-14)	(11-12)	(19-20)	(11-12)
XP VALUE:	12,000	6,000	270	40,000	2,000

* indicates per number of previous monster; i.e., one primary can hatch 2d10 secondaries; two secondaries can hatch 2-8 tertiaries (1d4 each).

Orc shamans created the witchlight marauders during the escalation of the Unhuman Wars to "counter ruthless elf aggression," as one surviving orc scroll reads. In truth, the marauders were shock troops, organic first-strike weapons meant to devastate whole elven planets. Their efficiency as killing machines was matched only by their fast breeding.

Luckily for the rest of humanoid civilization, these monsters were wiped out during the Unhuman Wars. There are orcish legends, however, of *timestop* devices that preserved some of these beasts as doomsday weapons.

Combat: The slug-like land marauders were enormous (500 + feet), dwarfing even venerable red dragons. Everything in the witchlight marauder's path—plants, animals, city walls, mountains—was food for the beast's cavernous central maw. Secondary mouths sprouted to gobble up prey on either side of the beast's path. Land marauders especially liked metal, mineral deposits, and magical items. All food made its way to the blast-furnace gut, producing poison gas and more witchlight marauders.

As the marauder gorged itself, it periodically ejected secondary marauders. These smaller (20' tall) killers leapt forth, rending and killing with six poisonous metallic talons (2d6 each; save vs. poison or take 1d10 additional damage), steel teeth (3d6), and a sweeping spiked tail (2d10). The secondaries also spat an acid jet (1d8 per round, 30' range), and could climb nearly any surface with their gripping feet. These monsters ranged the countryside, covering miles in a single night, homing in on the scent of elven blood, destroying all survivors of the primaries' attack.

Once the secondaries gorged themselves on living flesh, they ejected still smaller fighters. These small (4' tall) tertiaries were berserker warriors with two metallic sword blades in place of hands. Their strength (18/50, +3 damage) and agility made them fearsome in combat.

After a weeks "foraging," the primary marauder burrowed deep underground and established a lair. In the two weeks that



followed, guarded by secondaries, the primary split like an amoeba into two primary marauders. The cycle continued until the marauders ran out of food, whereupon they turned on and destroyed each other.

These land marauders reached their targets via still larger creatures: the space marauders. These enormous (1000') reptilian hor-

Witchlight Marauders

rors traveled through wildspace on sails spun from special organs on their bodies. These sails doubled as focusing mirrors, enabling the space beast to focus a deadly (25d10) sunbeam on targets. Once they reached a crystal sphere, they phased their way in, searching for small celestial bodies to feed on. Like their smaller kin, flying marauders ate any being, rock, or small moon they found, creating both land marauders and explosive projectiles (12d6 hull points of damage).

The spacegoing marauders were enormous (1,000'). A crocodilian head sported a nest of thousands of yard-long, razor-sharp teeth. This head was encrusted with glowing red eyes, and bit for 2-12 hull points of damage. Surrounding the central head were six long, flexible necks ending in eyeless heads with gaping, ship-smashing maws (1-6 hull pts damage per head). The scaly, veined necks were attached to a tree-trunk shaped body that terminated in a pulsating mass of writhing hawser-like tentacles. At the center of this squirming mass were the umbilicals to which were attached three primary marauders. As individual primaries reached maturity and detached, new ones grew in their places.

The space marauder's crocodilian mouth held thousands of yard-long, razor-sharp teeth (2d6 hull points). Surrounding the many-eyed central head were six long, flexible necks ending in eyeless heads with gaping mouths (1d6 hull points per head). The scaly necks attached to a tree trunk-shaped body that terminated in a mass of writhing hawser-like tentacles. At the center of this squirming mass, umbilicals held three primary marauders. As individual primaries reached maturity and detached, new ones grew in their places.

In addition to the land marauders, the spacers could also birth 1d4 +1 remote feeders. These were little more than gigantic (550' diameter) flying gullets that would engulf matter from planets, digest it, and return to the mother beast to provide it with additional nourishment.

Habitat/Society: These solitary war beasts were bred and unleashed by orcish mages for use in the Unhuman Wars. The orcs' overall objective was a scorched-earth strategy that would leave the elven worlds lifeless, barren rocks.

Fortunately, the elven forces found out about the plan before the witchlight marauders were unleashed. Using their own new weapons (see the "Bionoid" and "Spirit Warrior" entries), they attacked and destroyed the orcs.

Some old scrolls hint that one of the space marauders escaped the elves' onslaught, burning its way through the elven blockade into space. Elven sages refuse to comment on this, dismissing the writings as orcish propaganda.

Ecology: During the Unhuman Wars, orcish breeders developed creatures that were meant to counter the threat of elven spirit warriors. These monsters served as land and air/space attackers. It was thought that the elves eradicated all of these doomsday weapons, but apparently a few may have survived either by encapsulation in time-stop fields or by wandering the starlanes. If an adventuring party were to find one of these organic time-bombs, it would behoove them to leave the area immediately.

Wizshade



CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Phlogiston and magic
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
<hr/>	
NO. APPEARING:	1 (occasionally 1d4)
ARMOR CLASS:	0
MOVEMENT:	12, Fl 24 (C)
HIT DICE:	10
THACO:	Nil
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	Random magic
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25 %
SIZE:	M (5' tall)
MORALE:	Champion (15)
XP VALUE:	13,000

When a wizshade appears, first a swirling vortex of many colors about eight feet in diameter is seen. Out of this vortex rises a typical fantasy wizard (long beard, conical hat with tassels, flowing robe, etc.). However, the wizard and all of his clothes are the same (usually bright) color. The end of the robe seems to swirl into the vortex and become one with it. Wizshades can step out of their vortex and move around on foot, though this is rarely done. The movement rates **are** for the wizshade only, while the vortex is left behind.

A wizshade's vortex is connected via a nearly imperceptible umbilical cord that reaches into the phlogiston (if the encounter is in the phlogiston, then it opens to another area of the phlogiston). It can be closed or opened by the wizshade at will, though this remains in the same location. Thus a wizshade that leaves its vortex can be captured (which is why they seldom do so). Anyone stepping into this vortex is sucked into it and appears somewhere in the phlogiston.

Striking a wizshade causes one to conclude that they are **non-corporeal**, as the weapon passes right through with little resistance. They are actually composed of stuff very similar to the phlogiston.

Half of all wizshades encountered are neutral to friendly and may cast spells to aid those encountered. Others are neutral to hostile and cast spells to harm those encountered.

Combat: Wizshades cannot attack physically. However, they have a powerful but chaotic mastery of wizard spells. Each round of combat, roll **1d10**. The result is the level of wizard spell the wizshade can cast. If a 10 is rolled, then the DM can select the level. Once the level is determined, roll **1d100**. This is the random spell the wizshade casts. If the result is higher than the number of spells at that level, then the DM can select the spell. No matter what spell is acquired, the wizshade must cast it. All spells are instantaneous and only the final somatic gestures of the spell are required.

A wizshade can be harmed only by magic or magical items. Any spell or magical attack successfully cast on a wizshade eliminates the equivalent spell level from the wizshade for that combat. Thus, if a **cloudkill** spell were successfully cast at the wizshade, then it could not cast **5th-level** spells for the rest of that combat. However, no damage results from such magic. If this



level of spell were rolled later in a combat round, the wizshade could not cast a spell that round. A wizshade must check morale upon each loss of a spell level. Failure means that it vanishes back into its vortex.

If a wizshade's magic resistance succeeds, it means that it has captured the energy of the spell that was cast at it. Roll **1d10** and if the result is a spell level that was been closed to the wizshade, then it is now available again.

The only way to cause damage to a wizshade is to physically attack it with magical weapons. These weapons only cause damage (all weapon and strength bonuses apply)-no special results, such as a vorpal or life stealing effect, will function.

Habitat/Society: Wizshades have a distinct ranking amongst themselves based on their color. The ranks proceed as the colors of the rainbow (violet, indigo, blue, green, yellow, orange, and red, in order of increasing rank). Status does not seem to affect any of the abilities of wizshades.

None know where wizshades come from. Space sages theorize that they are the coalescence of the phlogiston's conscience. Certainly, they are found in the phlogiston more frequently than elsewhere. However, they can be encountered anywhere, even inside the crystal spheres. Their vortices have occasionally been used to enter the phlogiston from within the crystal spheres.

Ecology: Wizshades never carry anything tangible. Even their robes, slippers, and conical hats are made of the same **noncorporeal** material as their bodies. Furthermore, when they are slain they vanish into their vortices, which then close. Thus no item of value has ever been gained from slaying a wizshade.

Wizshades absorb phlogiston to heal their wounds (they do not heal otherwise). The only other thing they come close to "eating" is magic, which they have a 25 % chance of absorbing. They have no natural enemies or allies.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	O,P,Q
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2-7
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3/1-3
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	S (3' tall)
MORALE:	Average (10)
XP VALUE:	175

Wrybacks are malicious little humanoid creatures that live by scavenging and stealing. They are named for their twisted, rubbery bodies and limbs.

Adult **wrybacks** are three feet tall and weigh about 50 pounds. Their skin is black or gray, sometimes with a blue or green tint. Their heads are squat and wide, with two bulging, cat-like eyes (either oily blue or sickly green), rudimentary noses with vertical nostril slits, and wide mouths filled with curved, needle-sharp teeth. Their arms are ape-like and oddly twisted. Their hands have three fingers and a thumb, and each digit is equipped with a curved, wickedly sharp, ivory claw. The legs also are short, twisted and ape-like. The feet are prehensile, having four fingers and a thumb, but with flat nails instead of claws.

Although **wrybacks** can manipulate objects with all four appendages, the feet usually are used for delicate tasks. Thick, rough pads on the feet and palms of the hands allow them to move almost silently (90%) and climb sheer surfaces of stone (unless completely smooth) and of wood or any other surface soft enough for the creatures to sink their claws into. **Wrybacks** have been seen walking on two legs, running on all fours, and even swinging from rafters or spelljammer deck beams.

Combat: **Wrybacks** fight with their claws, but they prefer stealth and backbiting to direct attack. **Wrybacks** can move very quietly and are masters of concealment; opponents suffer a -3 penalty to surprise rolls. **Wrybacks** are 50% undetectable even if listened or watched for. **Wrybacks** have only weak infravision (30-foot range), but their eyes are five times more sensitive to normal light than human eyes. This causes their eyes to glow an eerie blue in dim light. **Wrybacks** also have hearing even more acute than that of elves. This and their **sharp eyes** give them a bonus of +1 to their surprise rolls.

Wrybacks have no true bones, only thin rods of gristle surrounded by layers of smooth, tough muscle-this gives them their twisted appearance. This construction makes them resistant to falling damage (subtract 30 feet from the actual distance fallen when calculating damage) and almost immune to blunt weapons. Though they feel pain when struck by a bludgeoning weapon, their bodies tend to compress under the blow, negating damage. However, a hit with a blunt weapon can inflict 1 point of damage if the attacker rolls a successful bend bars/lift gates roll.



Habitat/Society: **Wrybacks** usually are found in groups, as any place capable of supporting one of the little pests usually can support at least three or four. They can be found infesting the holds of ships or spelljammers (where they stow away by hiding in the cargo or climbing aboard via mooring lines), granaries, warehouses, dungeons, ruins, sewers, and anywhere else that might attract vermin.

Ecology: The wrybacks' home system is unknown, but their habit of stowing away on spelljammers has enabled them to spread to almost every system that supports life.

Wrybacks are effective, but not subtle, thieves. Their claws and arms are well suited to grasping and prying. A lone **wryback** working on a door or closure for ten minutes effectively has a Strength of 16 when determining its chance to open it, provided it is not entirely made out of stone, metal, or other material that is impervious to its claws. Each additional **wryback** adds 2 points of Strength, to a maximum of 19.

Wrybacks have one adaptation to space-the ability to automatically feign **death** when exposed to deadly air or poison gas. **Wrybacks** using this ability consume no air at all; they can maintain their trance indefinitely. When exposed to breathable air, they automatically return to consciousness in 1d4 + 1 rounds. They also have a 30% chance to voluntarily feign **death** when attacked and facing death, reawakening in 1d3 hours. An active **wryback** counts as half a person when calculating air consumption aboard a spelljammer.

How **wrybacks** mate is unknown, but they reproduce by budding. A pregnant female carries 1d4 + 1 warts on her back for about 10 weeks, when they erupt into tiny, fully formed **wrybacks** (1d3 hp each), these reach maturity in about eight weeks. **Wrybacks** live 25-30 years.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary/tribal
ACTIVITY CYCLE:	Diurnal
DIET:	Carnivore
INTELLIGENCE:	Average-Genius (8-18)
TREASURE:	W
ALIGNMENT:	Any
NO. APPEARING:	1-3
ARMOR CLASS:	See below
MOVEMENT:	12
HIT DICE:	1 + 1
THACO:	19
NO. OF ATTACKS:	1(3)
DAMAGE/ATTACK:	by weapon type, or 2d6/2d6 or 1d4 + poison
SPECIAL AT-TACKS:	poison bite
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5'base)
MORALE:	Very steady (13-14)
XP VALUE:	Varies

Xixchil (ZIX-chil) are praying mantis-like "mantoids" who are accomplished craftsmen. Using the fine scalpel-like manipulators at the ends of their forelimbs, they create fine metalwork, clothing, and clockwork devices whose complexity and beauty rival even that of the reigar.

The xixchil's main avocation (some say religion) is surgery. The xixchil believe that the body is like a house, and that one must add to the blank shell to make it truly one's home. Because of this belief, xixchil are very easy to tell apart-their exoskeletons can be covered with inlays, gem settings and other adornments, and they may be grown into fantastic shapes. Most xixchil **who** deal with humans are named after their "modifications"-Spike, Crest, Hook, and Spinner, for example. The xixchil talent for surgical adornment has found many applications among non-xixchil as well.

Xixchil can synthesize a person-specific anesthetic that renders a patient unconscious for the duration of the "operation." This **enzyme** soup requires a taste of the subject's (or victim's) clothing, weaponry, or any object that the subject has held in close body contact. A single bite (normal attack roll) administers the dose, or the saliva can work through food or drink.

In this manner **the** xixchil also create poisons. Once the xixchil has touched the victim, it licks its finger blade to taste the victim's essence and synthesize poison. On the next round, the xixchil bites to administer the poison saliva. Generally, the poison reacts with the victim's body chemistry, paralyzing or killing the victim in one round. Those bitten save vs. poison at -4 due to the tailored brew. The xixchil may also spit the poison **onto** its finger blades. The saliva must be used within ten turns before it breaks down and becomes useless.

The xixchil communicate among themselves with a complex language of both gestures and spoken words punctuated with sharp clicks of their mandibles. The xixchil mandibles are so complex that they can be used to form the words of humanoid speech.

Combat: Most xixchil prefer to strike from surprise or a position of advantage. "Stealth equals efficiency," says one xixchil proverb.

Xixchil tactics rely on their forelimbs, which have sharp retractable blades. The xixchil slaps with its blades extended for **2d6** damage per forelimb. It can strike twice per round in this fashion,



using a sort of boxing maneuver, feinting and dodging to defend itself. Unadorned xixchil have a base AC **5** due to their exoskeletons.

Battle-hardened xixchil: When a xixchil pursues a life of combat, it purchases body modifications-special limbs in the form of maces, blowguns, swords, man-catchers, or other weapons. Use the **Player's Handbook** for weapon-limb damage statistics, since these modifications are comparable to the actual items.

Large xixchil carry so many battle "adornments" that they become killing machines, hiring themselves out for contract work as mercenaries, bodyguards, gladiators, or leg-breakers. These battle-hardened xixchil may have as many as six attacks per round, due to their specialized extra limbs, increased speed, or enhanced strength. Their Armor Class can reach **-4**.

Battle-hardened xixchil are rare, since fighting is not the race's main concern. But in the words of one xixchil proverb: "Scalpels are knives." The xixchil's flair for sharp objects and their inborn ability to synthesize poison win them renown as assassins.

Habitat/Society: Xixchil evolved on a liveworld among many predators. Their modification ability enabled them to grow defensive weapons and camouflage. Aided by their unique metabolism, they poisoned and slashed their way to the top of the food chain.

Since danger was ever-present in xixchil life, females spun egg cases containing **10d10** eggs. When they hatched, the young immediately dueled and ate each other until **one** or two individuals remained. After the first week of life, the infants' homicidal tendencies faded, allowing the xixchil to achieve civilization.

This inborn winnowing process still occurs today. "Survival of the fittest" remains a major tenet of xixchil society, which stresses individual achievement and improvement over group effort. A xixchil's allegiance is first to self, then to family; society comes last.

Since they discovered spelljamming, xixchil have realized that there is an endless variety of places and beings and things, all **use-**

Xixchil

ful for attaining greater prestige. Ironically, this desire to experience the new has caused some individuals to realize that there is more to life than merely self-preservation. This motivates them to try many things-even join adventuring parties.

Xixchil and Adventurers

In this capacity, **the** xixchil is renowned for its surgical ability. Injured adventurers, or those who simply desire enhancements, can count on swift, sure treatment for their problems. With their sharp forearms and fingertips, the xixchil can execute the finest surgical techniques, separating nerve endings, even isolating single veins for modification. When coupled with clerical magic, a xixchil adventurer can make a party nearly unbeatable.

Their unique digestive processes also work on the cellular level, allowing them to create chemicals with many effects-body armor, increased strength, specialized appendages, etc. These “adornments” have earned these surgeons a mixed reputation among their clients, for humanoid aesthetics mean nothing to the xixchil. They believe that form follows function, which has led to some really unhappy customers-for instance, the dwarf who wanted superhuman strength, so the xixchil surgeon modified him to use it. Who needs a head, the surgeon reasoned, except for use as a muscle anchor? The poor headless dwarf, though very strong, never again won a beauty contest.

Suffice to say there are more than enough ‘beautiful people” who are no longer that way thanks to the gentle ministrations of the xixchil. But oh, are they functional!

As a general rule of thumb, if PCs request special modification from a xixchil-for instance, “I want wings”-the modification is non-magical, irreversible, and functional. If the PC can no longer crawl dungeons because his wings are too big, too bad. That PC probably also gets a larger lung capacity, an enhanced appetite, and hollow bones-all essential to flyers. Overall, any given modification takes from one day to two weeks . . . longer if **the** client requests extensive changes like super-strength or body armor.

The “adornments” don’t come cheap. Accomplished surgeons charge **2d10 × 100 gp** per change, varying the price with the extent and complexity of each operation. Implanted dagger **sheaths** and hidden dart throwers are fairly simple jobs. A full-body makeover with gender **change** is not. However, if one is rich and on the run, it could prove a valuable investment.

As an aside, this penchant for adornment also extends to lower animal and plant life. Blooming birds and winged kittens are common sale items. Xixchil spelljamming ships are prime examples of plant sculpture, sporting orchid-like blooms as gangways, exotic naturally-grown staterooms, and sail-like leaves. The introduction of these non-intelligent spacegoing beauties has caused consternation among the elves, since they rival the elven ships in quality but are easier to maintain.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	0
MOVEMENT:	12, F13 (D), Br 6, Sw 12
HIT DICE:	11
THACO:	10
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1d6/1d6/3d6/2d12
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+ 1 weapon or better to hit
MAGIC RESISTANCE:	Nil
SIZE:	L (10' tall)
MORALE:	Fanatic (18)
XP VALUE:	7,000

The yitsan is also known as "treasure bane" and "intruder within." Unwary sailors bring the eggs aboard ship in newfound treasure hoards.

Yitsan measure around 10' in height. They are humanoid, with 8' tails. Their skin is a fine mesh of grey-green scales. Yitsan have long claws on their four-fingered hands and toes, and their mouths have three sets of sharp teeth. Perhaps their most unusual characteristic is their lack of eyes. An odor of salt hangs about them.

If the yitsan have a language, it has yet to be discovered. They frequently utter hisses, shrieks, roars, and growls.

Combat: Fighting is what the yitsan does best. Its four sets of long claws each cause 1d6 damage. The yitsan can use the claws on its two feet just as easy as the claws on its hands. The only ways it can use all four claws at once is atop a victim, or while trampling underfoot.

The yitsan begins melee using its tail, with its many razor-sharp projections (2d12 damage). The tail can strike up to three opponents in a closely-spaced line. Only one attack roll is made, regardless of the number of opponents (use the best AC among the victims). Victims of the tail sweep must make a Dexterity check or fall. The yitsan tries to trample a prone victim with all four sets of claws (4d6 damage).

The tail can also wrap around a human-sized victim. Once it hits (for no damage), starting on the following round the tail constricts for 2d4 damage per round, plus 1d6 cutting damage from the tails razor edges (not vs. victims in metal armor). A victim must succeed in a Strength ability check (trying once per round) to escape the tail. The yitsan can attack other victims with its claws while constricting with its tail.

The yitsan has three rows of sharp teeth that cause 3d6 damage. Once its jaws get hold of someone, they continue to grind, inflicting an automatic 2d6 points of damage per round. A victim gets Strength ability checks to escape as described above.

Due to their blindness, yitsan are immune to illusions and any spell that requires the target to see. However, a yitsan's senses of hearing, taste, and smell are inhumanly acute. They locate opponents in a 50' radius by their breathing or their scent (80% chance). Like snakes, the yitsan use their tongues to taste the air. Casting a *silence* spell on a yitsan gives it only a 2.5 % chance of detecting an opponent, and a -2 penalty to its attack rolls.



Habitat/Society: Yitsan have no organization. Each beast is out for itself. Most encounters with yitsan are with young, since adults avoid large groups of humans in favor of less intelligent prey.

A yitsan reproduces by laying a group of 1d4 eggs. These eggs are 1"-wide golden disks. To the casual observer, a yitsan egg looks like a gold piece, except that it is featureless.

When the egg hatches, the newborn yitsan resembles a tiny (1") green lizard. It crawls into a cozy crack in a ship's bulkhead and eats bugs, mice, wood, and cloth. The lizard grows to 6" in two weeks, trusting to its chameleon-like hide to remain unnoticed. Sailors may notice small nibble marks in their clothing or wood implements; there is a 1% chance per sailor to notice this per day.

After the lizard reaches a foot in length, it undergoes rapid and painful metabolic changes, maturing in two hours. This frantic growth spurt drains much energy and leaves the adult yitsan ravenously hungry. The yitsan always seeks a private place to mature, for it is helpless during the transformation.

An adult yitsan lays eggs once it has eaten its first meal. Once again it seeks a stash of coins, perhaps even returning to its spawning hoard.

Ecology: The yitsan is a predator of unknown origin. Some elven scholars guess that the yitsan is an orcish biological weapon left over from the **Unhuman** Wars that somehow escaped into civilized space.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon in wildspace; rare in phlogiston
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Nil

NO. APPEARING:	10-100
ARMOR CLASS:	8
MOVEMENT:	2, Fl 18 (C)
HIT DICE:	1+1
THACO:	19
NO. OF ATTACKS:	1

DAMAGE/ATTACK:	1-2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

MAGIC RESISTANCE:	Nil
SIZE:	S (1½' long)
MORALE:	Unsteady (5-7)
XP VALUE:	65

Zards are reptiles, averaging one to two feet in length. They have eight legs, with a set of tiny, grasping claws at the end of each. These claws, like a zard's teeth, are very sharp. A thin but tough webbing runs between the creature's legs, forming a wing-like glider on each side of its body. Zards use these wings to coast through space, moving from meal to meal with little effort, though their maneuverability is quite good.

Zards rarely travel alone. Instead, they float through space, latched onto other zards with one or more of their clawed legs. Together, this swarm of up to **100** creatures seeks out food. Individual zards range in color from deep forest green to light blue, though some have been captured that are mottled and even striped, though always in the blue-green color range.

For all practical purposes, zards are blind. Over the centuries, their eyes have atrophied from lack of use in the vastness of wildspace and the phlogiston. In wildspace, zards rely on a sort of sonar to locate their meals. They emit a high-pitched, far-reaching squeal. When this noise echoes back to them after bouncing off an object, the zard swarm heads for the object, whatever it may be. Obviously, this dangerous, random feeding method helps to keep the zard population down in many areas.

Combat: Zards are not consciously malicious creatures, as their low Intelligence would indicate. However, attacks by zard swarms have often been cited as the malicious acts of various gods in a number of different systems. This is more a testament to the zards' potential destructive power than the creativity of any deity.

After a zard swarm has located an object, it follows the object until it impact. At that time, the swarm breaks up and the zards cling to whatever they hit. They then begin to devour everything and anything they can sink their sharp, little teeth into. They cause 1-2 points of damage with each bite. Though their claws are sharp, they are not large enough to do any real damage. Zards are slow-moving once they've landed, making them easy targets. However, as they are air-breathers, they do put an additional burden on a ship's air pocket. Every five zards use up the same amount of air as one human.

Habitat/Society: Wildspace holds the greatest number of zards.



Since zards breathe air, they tend to be found closer to planets, where they can get fresher air more often. They also pilfer air from ships or objects they attack. In wildspace, the swarm moves by creating a rippling, wave-like motion that propels it along, similar to a dolphin undulating through water.

Zards have also been found in the phlogiston, though they are much rarer in those environs. In the phlogiston, their wings carry them through the radiant rivers. Like other air-breathing creatures, however, their flesh turns stone-like once their air pocket is expended. They float, petrified in their swarm structure, until they run into a ship or other object maintaining an air supply. The zards instantly revive and begin their feeding frenzy.

Zard society is relatively peaceful at most times. When food is plentiful, the swarm simply drifts through its days, coupling and birthing new zards on the wing. Newborn zards are hungry from the moment they are born, and they are fully equipped to eat solid food. Zards eat anything they can chew, including wood, rope, paper, flesh, and bone. Even thin sheets of metal aren't excluded from a zard's menu.

After a few weeks of short food supply, zards have been known to prey upon each other. Whole swarms have torn themselves apart this way. This is a rare occurrence, but it does help to keep the zard population down.

Ecology: Many creatures, including all types of scavvers, prize zard meat and actively hunt swarms. This is a dangerous meal to seek, however, and many creatures have found themselves devoured by a zard swarm they were hunting.

Intelligent races, such as the giff and various types of beholders, also find zard meat quite tasty. It shouldn't be surprising, then, that a thriving trade exists in zard meat in many systems with spelljamming capability. Zards are also prized for their teeth and claws, which make excellent points for writing utensils. It is rumored the neogi use the voracious, razor-toothed little reptiles in their interrogation of prisoners.

Zat (Garrash)

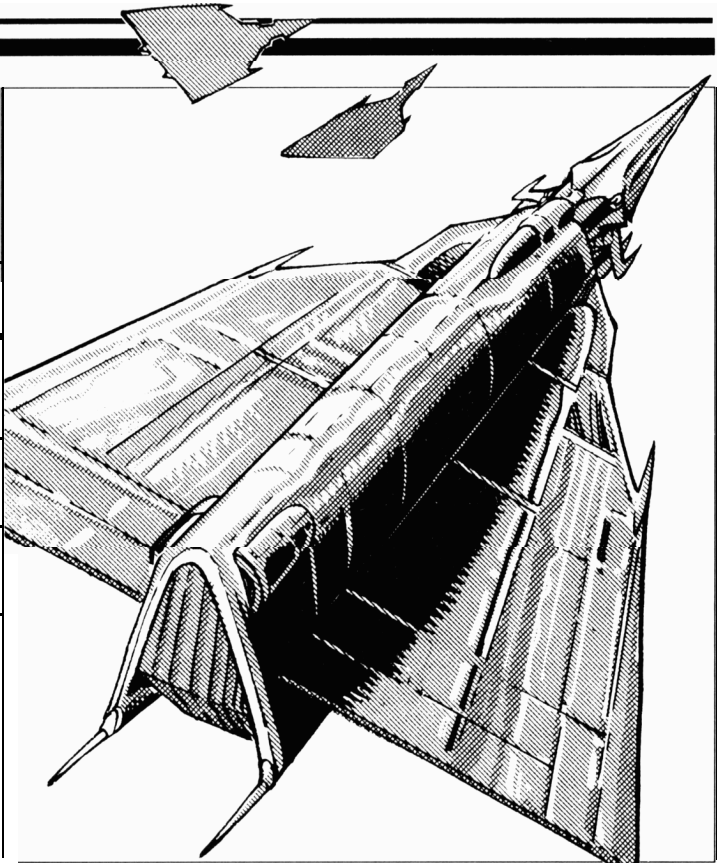
CLIMATE/TERRAIN:	Fire ring (Garrash only)
FREQUENCY:	Very rare
ORGANIZATION:	S o l i t a r y
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Unratable
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	Armor Rating 0
MOVEMENT:	SR 5
HIT DICE:	20 hull points
THACO:	3
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	6 hull points
SPECIAL ATTACKS:	Ram
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	15%
SIZE:	ci (100')
MORALE:	Fearless (20)
XP VALUE:	2,000

Zats are huge, metallic creatures built like delta-winged planes. Their bodies are cylindrical and about 100' long, while their knife-edge metal wings span about 150'. The "stem" of their bodies are blunt, while their "bows" are sharp enough to act as piercing rams. Zats are made entirely out of high-melting-point metal alloys, which has an almost perfect mirror finish. In another universe, they might be considered to be artifacts; in the SPELLJAMMER™ game universe, however, they are definitely alive. They soar through the fire-ring of the planet Garrash, apparently using their huge wings to "tack" against the light pressure from the fire world like huge solar sailors.

Zats are highly intelligent, although their mentality follows a totally different model from that of most life-forms. They communicate among themselves using subtly-changing magnetic fields. This type of communication is virtually instantaneous, and its range is measured in the millions of miles. It requires a clear line-of-sight, so although a zat has the range to communicate with another such creature on the other side of Garrash, the mass of the planet would block the communication.

Communication can be established with zats by using telepathy, but not much comes through the link. The spellcaster would receive a colossal sense of surprise, followed by a welter of incomprehensible thoughts. A spellcaster trying to penetrate this confusing flood of thoughts must save vs. spells. A failed save leaves the spellcaster confused for 1 d 10 turns. A successful save means he has established communication with the zat.

Zats are peaceable creatures, and very curious about things that happen in "their" area of space, although they are indifferent about virtually everything else. They seem to be immortal, and have observed the planet Garrash for



several million years. Unfortunately, what a zat considers to be important isn't the kind of thing a demihuman would want to know. Zats notice changes in thermal and luminous flux from the fire world, changes in the density of the fire-ring, and such things. They have no conception that there are living creatures on the planet, and honestly couldn't care less. They speculate endlessly on complex philosophical issues that would leave even thri-kreen totally confused.

Any spelljamming vessel approaching or entering the ring will attract the attention of 1 or 2 zats, who will approach to observe the "strange creature" that has come to visit them. (Considering their size, it's only logical that the zats would think that the ship itself is a living creature. It won't be easy to convince them that the ship is inanimate, and the controlling intelligence lies with the insignificant specks scurrying about on deck.)

Combat: While zats are basically peaceable creatures, they share with virtually every other living thing a strong sense of self-preservation. If they're attacked, they'll definitely fight to protect themselves.

Combat with a zat uses the same techniques as ship-to-ship combat, as detailed in the SPELLJAMMER™ boxed set (thus the fact that their movement is described in terms of "Ship Rating"). Their only attack is a ram, which can't be used against anything smaller than 1 ton (e.g., an elven Flitter). There is some characteristic - as yet unexplained - about the zat's sharp "bow" that inflicts more hull damage than a "vessel" of its size should be able to.

Zat (Garrash)

Zats save as “hard metal,” and are totally immune to heat- and fire-based attacks. Electrical attacks inflict only half damage. Note that a zat’s “HD” figure is expressed in terms of “hull points.” It takes 10 hit points of damage – inflicted on exactly the same spot – to cause 1 hull point of damage. They are totally immune to charm-based magic, and other magical and quasi-magical powers that affect the mind (illusions, psionics, etc.).

Although zats are basically fearless, they aren’t stupid, and won’t fight to the death except under the most exceptional of circumstances. They can use their long-range communication to summon more of their kind if things are getting dicey. Militant PCs should soon realize that, no matter how tough their ship is, it’s not up to “dogfighting” with a whole squadron of zats. All in all, it’s much safer to talk than fight.

Habitat/Society: Zats are basically solitary creatures. They enjoy philosophical discussions with others of their kind, but their long-range magnetic communication means they don’t have to congregate to do this.

Nothing is known about zat reproduction. In fact, the zats themselves can’t even comprehend the concept when they’ve been asked telepathically. The most widely held belief is that all existing zats were created – by what or by whom is a key question – at some time in the distant past, and they have no need or capacity to reproduce.

If a zat is killed, every other zat within communication range – about 75 million miles – knows it immediately, and receives a “mental picture” of who or what caused the zat’s death. All surviving zats will feel an implacable – and eternal – hatred for whoever or whatever killed one of their fellows. (Thus, any spelljamming vessel that dispatches a zat will find Garrash’s ring a very inhospitable region until the end of time...)

Ecology: Zats have no orifice through which they can absorb matter. The only conclusion to draw from this fact is that they don’t have to. The fire-ring of Garrash is definitely a high-energy environment, and it seems likely that the massive creatures absorb all the energy they need to survive from that source.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Constant
DIET:	None
INTELLIGENCE:	Unknown
TREASURE:	See below
ALIGNMENT:	Chaotic neutral (G)
NO. APPEARING:	1
ARMOR CLASS:	-8
MOVEMENT:	24 (see below)
HIT DICE:	16 +
THACO:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-40/2-40 or weapon + 14 (x2)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Invulnerability
MAGIC RESISTANCE:	100%
SIZE:	M (6' tall)
MORALE:	Special
XP VALUE:	22,000

Zodar are an incredibly powerful race of bipeds. They are all identical, standing exactly six feet tall. Zodar resemble smooth, deep-black suits of obsidian plate armor. This is actually their exoskeleton, which is comprised of material that seems very similar to the crystal shells. They have no facial features except for two small slits, which sages believe are their sensory organs.

Zodar can cause speech to issue from the air about them thrice in a lifetime. Thus they select these times with great care. When a zodar speaks, it uses its words as sparingly as possible. The language used is one that all it wishes to communicate with can understand (if this is impossible, different listeners hear the speech in different languages). No hint of pain, fear, joy, or any other emotion has been issued from a zodar.

The entire internal areas of zodar are comprised of muscle fibers, thus accounting for their incredible 25 Strength. They weigh nearly 500 lbs. Though they rarely demonstrate this, zodar can perform great feats of strength, speed, and endurance. They have been seen leaping as far as 50 feet upward, moving at 48, and lifting things that even a titan would shudder at.

Combat: Zodar attack with their two arms. They rarely punch opponents, but rather grasp **them** and crush their bodies.

Occasionally a zodar is seen found wielding one or two weapons. These are almost always melee weapons. They suffer no penalty when attacking with two weapons.

Zodar are impervious to magic (even that which is cast to aid them). Furthermore, only physical blows cause them any obvious harm. Fire, temperature, acid, poison, submersion in water, etc., all have no effect upon them. Zodar do **not** defend themselves in combat except by attacking back. Their great Armor Class is due to their strange exoskeleton and may be assisted by their unusual relationship with magic.

Three times in a lifetime, a zodar can cause any one spell to occur as if cast by it. Once in a lifetime, a zodar can cause a powerful *wish* to occur. However, the result of this power is almost always something that is **not** widely known and does not draw attention to this secretive race.

Habitat/Society: Zodar can be found literally anywhere, though they avoid large crowds or other situations in which they would draw a lot of attention. They are most frequently found near the crystal shells and many space sages have postulated that they are



somehow tied to the protection and maintenance of these shells. The reigar claim to have created them as a whim, but then the reigar claim a lot of things.

They never work side by side or directly against another of their kind. There is no known ranking among their members. Further, no zodar of fewer than 16 Hit Dice has ever been encountered, though tougher ones are not uncommon. The only effect that additional Hit Dice have upon a zodar is to increase its possible hit points and XI' value.

Zodar deal with all lesser races in a very aloof manner. Even if they join an adventuring party, they often walk at the back of the group and do nothing else, not even fight. More **than one** party has died while their zodar stood by like a mysterious black statue witnessing their end. When a zodar does perform some significant action, it is almost always surprising to those around it. A zodar may suddenly enter a fray, march toward a single victim, destroy him, and then freeze in place once the task is completed. A ship may be nearly destroyed when a zodar acts, hefting the main mast and hurling it at the **enemy** like a great lance.

Space sages have theorized that each zodar has a specific mission that somehow relates to the crystal spheres. It relentlessly pursues this mission, concerning itself only with things related to the mission's success. Thus, joining a party may be for the sake of passage to another place. Perhaps the party's quest somehow furthers its own mission, and it is along to aid them in times of great peril. For these reasons, it is not uncommon for zodar to be found with spacefaring beings, even very insignificant ones!

The only thing a zodar ever carries for any length of time are weapons. Even then, only two at most are found upon a zodar. These weapons are 50% likely to be magical. Magical weapons are 50% likely to be from the special weapons table.

Ecology: Zodar **have no** natural enemies nor do **they** prey upon anything. The exoskeleton of a zodar would make incredible armor. However, when enough damage is inflicted to kill a zodar, all that is left of its exoskeleton is a bunch of fragments.

CLIMATE/TERRAIN:	Wildspace, asteroid fields
FREQUENCY:	Common
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-3
ARMOR CLASS:	4
MOVEMENT:	8
HIT DICE:	1+1
THACO:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4 +2
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Spines
MAGIC RESISTANCE:	Nil
SIZE:	T (6" to 1' diameter)
MORALE:	Unsteady (5-7)
XP VALUE:	120

The zurchin, commonly called "star urchin" or "space porcupine," is a spherical mollusk with myriad radial spines. It moves slowly, using a muscular belly-foot for propulsion. The zurchin scavenges organic matter, dust, and wood.

Individuals appear in many bright colors, yellow and red, purple and blue. Striped varieties are not uncommon. They range in size from 6" to a foot in diameter.

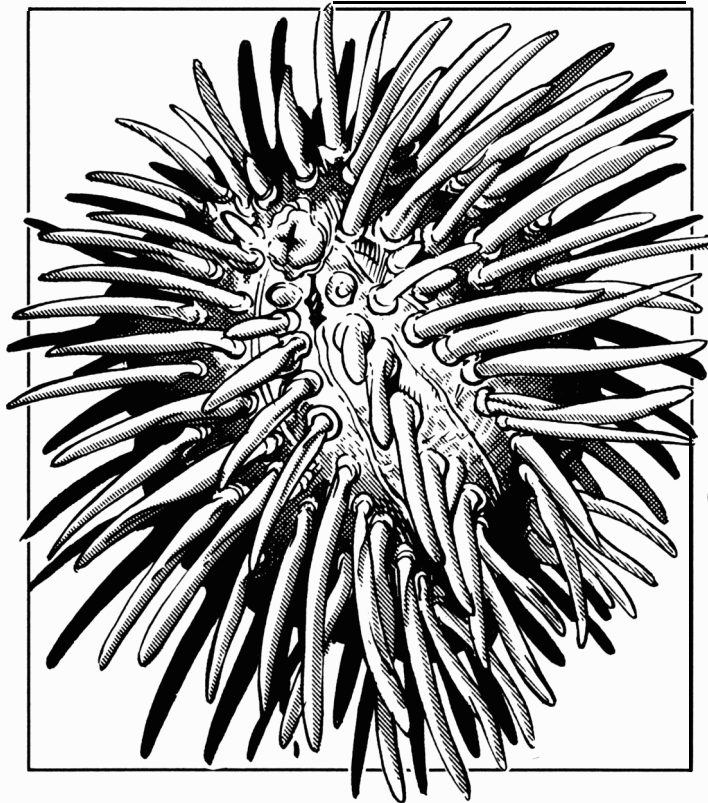
Combat: The zurchin normally attacks only when disturbed. It shoots poisonous hollow spines, using gas pressure so great that the range of the spines matches an arrow's. The zurchin can fire **1d4** spines per round, pegging a man-sized target with deadly accuracy. These spines are the equivalent of **+2** darts, doing **1d4 +2** points of damage. A zurchin typically has hundreds of spines.

Their poison is released on impact, expelled by a small sac inside the spine. The poison paralyzes the victim's heart and breathing; the victim must save vs. poison or die in **2d6** hours. A successful save negates subsequent poison damage; after a slight fever and nausea, the target develops immunity to the zurchin's poison.

Habitat/Society: Zurchins inhabit the rocks of asteroid reefs, eating bits of cast-off food that fall into the gravity planes. They frequently lair among colonies of mortiss (see the first SPELLJAMMER™ Monstrous Compendium).

Ecology: Zurchins are peaceful scavengers. A zurchin's spines conceal a complex 40-part mouth **that can** extrude hard, sharp teeth. Given hours or days, these teeth can excavate holes in wood, rock, and even iron. The zurchin uses the holes as hiding places or mating areas.

Ten to 20 of a female zurchin's darts each contain thousands of microscopic eggs. If an egg is implanted in a victim (5% chance), the victim suffers no poison or ill effects (except impact damage).



Over the next week, the egg-bearer loses its appetite, becomes confused, and begins to itch uncontrollably. At the end of a week the victim is paralyzed and dies of suffocation. Then each egg hatches a tiny new zurchin, which feeds **on** its dead host and its fellow hatchlings. A cure disease spell destroys the incubating eggs.

The egg-laden dart can also lodge in a wooden or organic spelljammer hull. Incubation time doubles to two weeks. A spelljammer may be far away from the original asteroid reef when the crew discovers a sudden, major zurchin infestation. Even worse, they may not discover it until too late. More than one dragonfly ship has surprised its small crew by collapsing suddenly, leaving nothing intact but the helm and a few hundred **zurchins**.

To wealthy and decadent neogi, the zurchin is a particularly prized delicacy. Specialist chefs prepare the zurchin meat (ordinarily a deadly poison to **the** neogi) in a secret way that neutralizes the poison-usually. The resulting dish attracts rich neogi diners less for its exotic taste than for its danger; occasionally a diner fails to survive the evening.

The neogi specialist chefs, called "white sashes" for their characteristic garb, belong to a caste of familial dynasties engaged in cutthroat competition to gain one another's trade secrets. All white-sash neogi pay handsomely for zurchin meat, so penurious spelljammers risk their lives to harvest the unassuming scavengers.

Besides neogi, predators such as firebirds (q.v.) consider **zurchin** meat tasty.