

LARGE LUIGI'S GUIDE TO SPACE MONSTERS

A SPELLJAMMER BESTIARY FOR 5E

INTRODUCTION

This bestiary is for storytellers and worldbuilders. *In Space!* Whether it is a quick visit to the Rock of Bral or an adventure spanning many crystal spheres, this book contains dozens of cosmic denizens to use as inspiration. It is a compendium of alien creatures that are malevolent, benign and everything in between. This book contains monsters pulled from many Spelljammer books, but most come from *Monsterous Compendium Appendix: Spelljammer I & II*. We hope that you have fun telling stories with the monsters within this tome!

HOW TO USE THIS BOOK

This tome is more or less a monster manual that focuses purely upon the creatures that dwell in the *Spelljammer* campaign setting. You may also use the *Monster Manual* and its monsters to augment your storytelling. Though many of these monsters are typically found within the *Spelljammer* setting, that does not mean you have to keep them exclusive to *Spelljammer* campaigns. Should you wish to include them in your campaign, you can do so.

WHERE DO SPACE MONSTERS DWELL?

Many space monsters can be found nearly anywhere, on the flaming bodies of suns, planets like Toril and Kyrnn, or water bodies like Karpri. There are a few new types of environments to keep in mind when using this book.

WILDSPACE

Wildspace is the empty space in crystal spheres between celestial bodies like planets, moons, stars and asteroids. The creatures that dwell here often spend their entire lives in the airless void and they sometimes make contact with your Spelljamming vessel. Here are a few examples of wildspace monsters:

- A pack of Bloodsacs descending upon the crew to drink their blood.
- A Stellar Dragon musing on philosophical subjects with the Spelljamming vessel's captain.
- A Dweomerborn seeking to consume the magical energies of a Spelljammer.

PHLOGISTON

Also referred to as the Flow, it is the space between crystal spheres that is filled with a rainbow-colored flammable liquid of the same name. Bizarre creatures inhabit the Phlogiston that often prey on Spelljammers traveling between spheres. Examples of creatures that live here include:

- The mysterious Pristatic.
- Spacefaring undead creatures.
- The massive memory consuming Lumineux.

ASTEROIDS

Some creatures live in asteroids and asteroid belts. Sometimes by pretending to be asteroids or by carving out dwellings on or within asteroids. Examples include:

- A Contemplater pondering the questions of the universe.
- A Gravislayer attempting to eat the crew.
- Nomadic Rock Hoppers, hopping from asteroid to asteroid within the belt.

WHAT MONSTERS TO USE?

Most of the monsters in the *Spelljammer* can be placed just about anywhere, and for anything that doesn't fit, you can re flavor it to suit your fancy. For example, the symbiont can not survive in a cold location, but you can have a wizard create a special ice symbiont to destroy his rival that lives in such a place.

MONSTER TYPES

Because Advanced Dungeons & Dragons stat blocks did not contain the monster's type, we often had to guess as to what it had to be classified as. If you do not agree with the monster type that was chosen, you may change it to reflect the game that you are playing.

CAN I HOMEBREW?

Sure! If there's anything you want to change about any of these entries so that it will fit your campaign better you can change a monster's HP, abilities, alignment, and more!



Credit: AD&D Trading Cards

AARTUK WARRIOR

medium plant, usually lawful evil

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	17 (+3)	9 (-1)	12 (+1)	9 (-1)

Skills Perception +5, Athletics +3, Religion +1

Senses Darkvision 120 feet, Passive Perception 15

Languages Aartuk, Deep Speech

Challenge 1/4 (50 XP)

Forest Camouflage. The aartuk has advantage on Dexterity (Stealth) checks made to hide in foliage.

Ranged Expert. Being within 5 feet of a hostile creature does not impose disadvantage on the aartuk's ranged attack rolls.

Actions

Crush. *Melee Weapon Attack:* Melee Weapon Attack: +3, reach 5 feet, one creature the aartuk is grappling. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Pellet. *Ranged Weapon Attack:* +5 to hit, range 30/120 feet, one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Tongue. *Melee Weapon Attack:* +5 to hit, reach 30 feet, one creature. *Hit:* 7 (1d8 + 3) bludgeoning damage and the target is grappled. If the target is Medium or smaller, it is grappled (escape DC 13), pulled up to 30 feet toward the aartuk and restrained until the grapple ends. The aartuk can grapple one target at a time with its tongue

AARTUK

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.

Masters of Natural Disguise 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.

Forever War Against Beholders Aartuk can be found anywhere in areas of wildspace 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 hate toward beholders, and they go to great lengths to cause these creatures any kind of harm in their power.

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. The flowers bloom for one year before they shrivel away. The aartuk must then make a Constitution save (DC 13) or die. 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.

Reproduction 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 Lesser/Greater Restoration spell destroys the virus. 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.

Aartuk Harvesting The slime on their tongue makes an effective glue when boiled to the appropriate concentration (requires alchemist's supplies and a DC 10 Intelligence check). 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 (Requires brewer's supplies and a DC 20 Intelligence Check).

"I DO NOT HAVE A SECRET STASH OF AARTUKIA, SO STOP ASKING!" -LARGE LUIGI

AARTUK ELDER

large plant, usually lawful evil

Armor Class 14

Hit Points 37 (5d8 + 15)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	17 (+3)	13 (+1)	14 (+3)	11 (0)

Skills Perception +6, Athletics +5, Religion +3

Senses darkvision 120 ft., passive Perception 16

Languages Aartuk, Common, Deep Speech

Challenge 2 (450 XP)

Forest Camouflage. The aartuk has advantage on Dexterity (Stealth) checks made to hide in foliage.

Spellcasting. The aartuk is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The aartuk has the following cleric spells prepared:

Cantrips (at will): guidance, resistance, sacred flame, thaumaturgy

1st level (4 slots): charm person, command, detect magic

2nd level (3 slots): darkness, spiritual weapon

3rd level (2 slots): bestow curse, protection from energy

Ranged Expert. Being within 5 feet of a hostile creature does not impose disadvantage on the aartuk's ranged attack rolls.

Actions

Multiattack. The aartuk makes two attacks: one with its crush attack and one with its fire seed. Or the aartuk can make one attack with its tongue. If the tongue attack hits, the aartuk can make one crush attack against the same target.

Fire Seed. *Ranged Weapon Attack:* +6 to hit, range 60/240 feet, one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 17 (5d6) fire damage.

Tongue. *Melee Weapon Attack:* +6 to hit, reach 45 feet, one creature. *Hit:* 12 (2d8 + 3) bludgeoning damage and the target is grappled. If the target is Medium or smaller, it is grappled (escape DC 15), pulled up to 45 feet toward the aartuk and restrained until the grapple ends. The aartuk can grapple one target at a time with its tongue.

ALBARI



Credit: MC7 Monstrous Compendium Spelljammer Appendix

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 call of chaos and seem to exist for no other reason but to throw other beings' lives into unrest.

Existing Solely to Annoy and Confuse 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. 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. Their meat is foul tasting and their feathers are too oily for ornamental use. Much of their time is spent causing as many shenanigans as possible. They speak their own high pitched, shrieking language, various trade dialects, and languages of many space faring races.

ALBARI

small monstrosity, usually chaotic neutral

Armor Class 13

Hit Points 3 (1d6)

Speed 10ft, fly 60ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	11 (0)	14 (+2)	12 (+1)	18 (+4)

Skills Stealth +5, Investigation +4, Perception +3

Senses passive Perception 13

Languages Albari, Any language(s) the DM wants

Challenge 1 (200 XP)

Innate Spellcasting The albari's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The albari can innately cast the following spells, requiring no material components: 2/day: blur, disguise self, magic mouth 1/day: phantasmal killer, hallucinatory terrain, mislead

Keen Senses The albari has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Superior Invisibility The albari can turn invisible as an action or bonus action.

Actions

Multiattack The albari makes two attacks: one with its beak and one with its claws.

Beak Melee Weapon Attack: +5 to hit, reach 5 feet, one target. Hit: 5 (1d4 + 3) piercing damage.

Claws Melee Weapon Attack: +5 to hit, reach 5 feet, one target. Hit: 6 (1d6 + 3) piercing damage.

ALLURA

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 women 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.

Emotional Vampires Allura feed on the emotions created by tension, excitement, and fear. To gather these emotions, the allura can cast spells of the enchantment and divination schools to spy and manipulate the emotions of others. Once they board a ship, the allura quickly and invisibly attempt to take over key personnel with their spells.

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. 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. Allura are seldom alone and are most often found in groups of 1d4+1 members.

ALLURA

Medium monstrosity (shapechanger), usually chaotic neutral

Armor Class 14

Hit Points 63 (6d8+36)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	22 (+6)	14 (+2)	12 (+1)	16 (+3)

Skills Deception +5, Persuasion +5, Perception +3

Senses Darkvision 60ft, passive Perception 13

Languages Common, Draconic

Challenge 2 (450 XP)

Innate Spellcasting The allura's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The allura can innately cast the following spells, requiring no material components: At will: detect life, minor illusion 3/day: charm person, sleep, friends, suggestion, clairvoyance 1/day: demand, mass suggestion

Shapechanger The allura can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Bite (Reptile Form only) **Melee Weapon Attack:** +4 to hit, reach 5 feet, one target. Hit: 6 (1d8 + 2) piercing damage

Whip **Melee Weapon Attack:** +6 to hit, reach 10 feet, one target. Hit: 6 (1d4 + 4) slashing damage.

Emotional Drain The allura chooses a target it can see within 60 feet. The target must make a Wisdom saving throw (DC 13). If the target fails, their Constitution, Strength, and Intelligence scores reduce by 1d4. While under this effect, the target becomes stoic and listless. The target's scores can not be reduced by more than half. This effect only ends after a day or lesser/greater restoration is cast on the target.

ANADJIIN

The anadjiin is a vicious predator that originated on the planet Anadia, the first planet in the Realspace 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 anadjiin 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 climes. The anadjiin has two 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 anadjiin is so complex that it is able to assimilate all the information received as well as react to it.

Cooperative Hunters The anadjiin 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, anadjiin are known to kill and eat their young to keep them from feeling the pain of starvation. Separate family units often work together 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 anadjiin is well respected.

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



Credit: SJR2 Realspace

ANADJIIN

Large monstrosity, usually lawful neutral

Armor Class 15 (Natural Armor)

Hit Points 75 (10d10+20)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	17 (+3)	12 (+1)	7 (-2)

Saving Throws Int +5

Skills Intimidation +2, Survival +3, Perception +5, Stealth +5

Senses passive Perception 15

Languages Anadjiin, Halfling, UMBER HULK, Common
Challenge 3 (700 XP)

All-Around Vision The huge insect like eyes of the anadjiin are positioned to give it a view in all directions at once. This provides it with advantage on Perception and Investigation checks. An anadjiin can't be flanked.

Cold Danger The anadjiin is highly adapted to living in hot environments. Its body dissipates heat quickly which can pose a problem in cold environments. It has disadvantage on Constitution saving throws for environmental cold dangers.

Actions

Multiattack The anadjiin makes three attacks. One with its bite and two with its claws.

Bite Melee Weapon Attack: +4 to hit, reach 5 feet, one target. Hit: 11 (2d6 + 2) piercing damage.

Claws Melee Weapon Attack: +4 to hit, reach 5 feet, one target. Hit: 8 (1d8+4) slashing damage. The damage an anadjiin deals with its claws causes a persistent wound. An injured creature loses an additional hit point each round. The wound does not heal naturally and persists even after combat. The continuing hit point loss can be stopped by a DC 16 Medicine check, a Cure Wounds spell, or a Heal spell.

Reminds me of a certain film with a certain actor.-Large Luigi

ANCIENT MARINER

An ancient mariner is the undead spirit of a member of a long-lost evil race that once sailed the phlogiston seas. They can only be found in the phlogiston and refuse to enter crystal spheres for any reason. It is thought by scholars that the flow is required to power their ghostly spelljamming vessels. 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.

Ghostly Crews Each ancient mariner crew consists of 1d4 ancient mariners. If more than one is on a ship, one of them will be an **ancient mariner captain** (See Ancient Mariner Captain). The ancient mariners command a crew of 1d12 **shadows**. The greatest power of the ancient mariner captain is to make any object become as incorporeal 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 shadow can handle it. In this way the treasure hoards of ancient mariners are increased. If the captain is slain, the ship becomes solid once again. When all ancient mariners are slain, the shadows vanish instantly.

Ghostly Ships A captain can create an incorporeal 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 3rd level spell slot. 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.



Credit:

MC7 Monstrous Compendium Spelljammer Appendix

ANCIENT MARINER

Medium undead, often chaotic evil

Armor Class 12

Hit Points 27 (6d8)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	10 (+0)	12 (+1)	11 (0)	8 (-1)

Saving Throws Dex +3, Con +2

Skills Investigation +3, Perception +2, Survival +2

Damage Resistances Necrotic

Damage Immunities Cold, Poison, Bludgeoning, Piercing, Slashing from nonmagical weapons.

Condition Immunities Exhausted, poisoned, charmed, paralyzed, stunned

Senses Darkvision 60ft, passive Perception 12

Languages Languages it knew in life

Challenge 1/2 (100 XP)

Incorporeal Movement The mariner can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. It can not use this feature with incorporeal objects converted by the ancient mariner captain.

Innate Spellcasting The ancient mariner's innate spellcasting ability is Intelligence (spell save DC 11, +3 to hit). It can innately cast chill touch at will, requiring no components.

Actions

Strength Drain Melee Weapon Attack: +3 to hit, reach 5 feet, one creature. Hit: 8 (2d6 + 1) necrotic damage. The target's strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. A humanoid reduced to 0 hit points by this damage dies, and an undead shadow rises from its corpse and acts immediately after the mariner in the initiative count. The shadow is under the mariner's control.

ANCIENT MARINER CAPTAIN

The Ancient Mariner Captain has the same stats as the Ancient Mariner with the following changes:

- The Ancient Mariner Captain has 14 AC.
- It is CR 2 (450 XP) and has 54 Hit Points.
- **Ghost Touch** The ancient mariner captain can touch an object, turning it ethereal. While ethereal, only ghosts and similar undead can interact with the object. The object becomes solid again if the captain dies. It takes the captain a full day to turn a ship ethereal.

APERUSA

The Aperusa are a roguish, charismatic group of human spacefarers with a love of fun and freedom, and a mysterious, forgotten past. Most are natural merchants, bards, and spies for vigilante organizations. In the Aperusa language, the word "Aperusa" means "Free People." Some scholars guess that they were Vistani that long ago escaped Barovia on a spelljammer. Their true homeworld, if one exists at all, is not known. All Aperusa are secretive about their people's origins, never revealing their true homeworld. When asked about their homeworld, a common Aperusan response is "What's a homeworld?"

Wildspace Nomads: Aperusa have a natural wanderlust for wildspace, taking joy in exploring the stars and collecting trinkets and wares from their travels. These items usually come from spelljammer wrecks that they salvage. They do not desire wealth for the sake of wealth, and instead seek to share their prosperity with others. They are notorious packrats, for they never know what debris may be in demand. Their spelljammers are brightly colored and often asymmetrical ships pulled together from the parts of other spelljammers, that often have multi-colored banners hanging from their masts, but they just barely work.

Mental Shielding: All Aperusa possess the psionic gift of being immune to mind reading, an ability that causes them to be despised by the dohwar (The fact that they are competing merchants does not help), who have no qualms siccing their space swine on them.

Traditions of the Clan: Aperusa live in clans as a libertarian gerontocracy in which the eldest members rule as Beloved Grandfather and/or Beloved Grandmother. Aperusa are peaceful by default so the responsibility of fighting and spying to Blades and Umbras respectively. For every 10 Aperusa in a clan, there are two Blades and one Umbra. Clan leaders never enter combat, but in the most dire emergencies, they may summon a constellate, a boon given to them by the stars.



Credit:

MC9 Monsterous Compendium: Spelljammer Appendix II

Relations to Other Races: Aperusa get along well with the Tinker Gnomes of Krynn. The former enjoys gnomish inventions; the latter enjoys the haphazard creativity of the Aperusa's vessels. Both races sometimes celebrate wild parties together. They fear the Arcane, though the Arcane have no qualms with them. They adore the Reigar, who mostly ignore them. Some uncouth Dohwar try to plant rumors of them being petty thieves to drive them out of business. This tactic usually fails because of the Aperusa's charming personality.

APERUSA

Medium humanoid, usually chaotic good

Armor Class 14

Hit Points 13 (2d8 + 4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	18 (+4)	12 (+1)	10 (0)	14 (+2)	16 (+3)

Skills Persuasion +7, Insight +4, Medicine +2

Senses passive Perception 12

Languages Common, Aperusan

Challenge 1 (200 XP)

Superior Air Envelope The aperusa's air envelope can retain enough air to survive in wildspace for 2d10 days.

Sneak Attack The aperusa deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the aperusa that isn't incapacitated and the aperusa doesn't have disadvantage on the attack roll.

Innate Spellcasting It can innately cast Feign Death once a day, requiring no components.

Hidden Mind The aperusa's thoughts cannot be read. Furthermore, it cannot be detected by magical means.

Multiattack The aperusa makes two dagger attacks.

Dagger Melee Weapon Attack: +6 to hit, reach 5 feet, one target. Hit: 6 (1d4 + 4) piercing damage.

APERUSA BLADE

Medium humanoid, usually chaotic good

Armor Class 14
Hit Points 37(5d8 + 10)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	18 (+4)	15 (+2)	10 (0)	14 (+2)	16 (+3)

Skills Persuasion +9, Insight +4, Medicine +2
Senses passive Perception 12
Languages Common, Aperusan
Challenge 3 (700 XP)

Superior Air Envelope The aperusa's air envelope can retain enough air to survive in wildspace for 2d10 days.

Second Wind (Recharges after a Short or Long Rest) As a bonus action, the aperusa can regain 8 hit points.

Song of Rest The aperusa can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Hidden Mind The aperusa's thoughts cannot be read. Furthermore, it cannot be detected by magical means.

Innate Spellcasting It can innately cast Feign Death once a day, requiring no components.

Spellcasting The aperusa is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): dancing lights, friends, message

1st level (4 slots): cure wounds, detect magic, faerie fire, identify

2nd level (3 slots): calm emotions, glitterdust, lesser restoration

3rd level (2 slots): Nondetection

Actions

Multiattack The aperusa makes two rapier attacks.

Rapier Melee Weapon Attack: +7 to hit, reach 5 feet, one target. Hit: 8 (1d8 + 4) piercing damage.

Reactions

Parry The aperusa adds 3 to its AC against one melee attack that would hit it.

APERUSA UMBRA

Medium humanoid, usually chaotic good

Armor Class 14
Hit Points 37(5d8 + 10)
Speed 37ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	18 (+4)	15 (+2)	10 (0)	14 (+2)	16 (+3)

Skills Persuasion +7, Insight +4, Medicine +2, Stealth +7

Senses passive Perception 12
Languages Common, Aperusan
Challenge 3 (700 XP)

Superior Air Envelope The aperusa's air envelope can retain enough air to survive in wildspace for 2d10 days.

Sneak Attack The aperusa deals an extra 9 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the aperusa that isn't incapacitated and the aperusa doesn't have disadvantage on the attack roll.

Song of Rest The aperusa can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Hidden Mind The aperusa's thoughts cannot be read. Furthermore, it cannot be detected by magical means.

Innate Spellcasting It can innately cast Feign Death once a day, requiring no components.

Spellcasting The aperusa is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): dancing lights, friends, message

1st level (4 slots): cure wounds, detect magic, faerie fire, identify

2nd level (3 slots): calm emotions, glitterdust, lesser restoration

3rd level (2 slots): Nondetection

Actions

Multiattack The aperusa makes two dagger attacks.

Dagger Melee Weapon Attack: +7 to hit, reach 5 feet, one target. Hit: 6 (1d4 + 4) piercing damage.

Sling Ranged Weapon Attack: +7 to hit, reach 30/120 feet, one target. Hit: 6 (1d4 + 4) bludgeoning damage.

APERUSA CLAN LEADER

Medium humanoid, usually chaotic good

Armor Class 16 (+2 Ring of Protection)

Hit Points 97 (15d8 + 30)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	18 (+4)	13 (+1)	15 (+2)	14 (+2)	17 (+3)

Skills Persuasion +9, Insight +6, Arcana +4, Medicine +4, Perception +7

Senses passive Perception 17

Languages Common, Aperusan

Challenge 8 (3900 XP)

Superior Air Envelope The aperusa's air envelope can retain enough air to survive in wildspace for 2d10 days.

Cutting Words (3/day) The aperusa clan leader can distract the foe with its wit. As a reaction, the aperusa can subtract 1d10 from the creature's attack roll, ability check, or damage roll.

Song of Rest The aperusa can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Hidden Mind The aperusa's thoughts cannot be read. Furthermore, it cannot be detected by magical means.

Innate Spellcasting It can innately cast Feign Death once a day, requiring no components.

Spellcasting The aperusa is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): dancing lights, friends, message

1st level (4 slots): cure wounds, detect magic, faerie fire, identify

2nd level (3 slots): calm emotions, glitterdust, lesser restoration

3rd level (3 slots): Nondetection, Blink, Bestow Curse

4th level (3 slots): Greater Invisibility

5th Level (2 slots): Mass Cure Wounds

Actions

Summon Constellate The Aperusa Clan Leader permanently sacrifices 1 HP to summon a constellate (See Constellate pg. 34). The constellate fights for the Aperusa clan until its goals are complete. The Aperusa Clan Leader cannot summon another constellate for 1 year.

ARCANE

The arcane are a race of merchants, found wherever there is potential trade in magical items. They appear as tall, lanky, blue giants with elongated faces and thin fingers, each finger having one more joint than is common in most humanoid life. They stand about 12' tall.

Solving Problems with Diplomacy, Magic and Money

For creatures of their size, the arcane are noticeably weak and non-combative. They can defend themselves when called upon, but prefer to talk 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 as his entourage. The arcane can become invisible, and can dimension door up to three times a day, usually with the intention of avoiding combat. An arcane feels no concern about abandoning his entourage in chancy situations. They can also use any magical items, regardless of the limitations of those items. This includes 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. Arcane most often deal in magical items, and their biggest trade good is Spelljammer helms. Arcane have a form of racial telepathy, such that an injury to one arcane is immediately known by all other arcane. The arcane do not seek vengeance against the one who hurt or killed their fellow. They react negatively to such individuals, and dealing with the arcane will be next to impossible until that individual makes restitution.



Where Do They Come From and Where Can One Find Them? Nothing is known about the arcane's origins; they come and go as they please, and are found throughout the known worlds. When they travel, they do so on the ships and vehicles of other races. Finding such ships with arcane aboard is rare, and it is suspected that the arcane have another way of travelling over long distances. They do not set up permanent shops but contacting them is not too difficult. There is a 10% chance of finding an arcane per day, but if they characters actively search for one, that chance may increase or decrease depending on their location.

What about doing business with them? The arcane's stock in trade is to provide magical items, particularly spelljamming helms, which allow rapid movement through space. The arcanes' high quality and uniform (if high) prices make them the trusted retailers. They accept payment in coins, or barter for other magical items. The arcane take no responsibility for the use of the items they sell. The arcane will deal with almost anyone. They often make deals with both sides in a conflict, fully aware that they might annihilate all of their potential customers in a region. The arcane have no dealings with neogi, nor with creatures from other planes, such as genies, celestials, and fiends. It is unknown whether the arcane create a wide variety of magical devices, or secure them from an unknown source. Those dealing with the arcane find them cool, efficient, and most importantly, uncaring. Trying to haggle with an arcane is a chancy business, at best. Sometimes they will engage in haggling with a bemused smirk, but just as often leave the buyer hanging and walk out on the negotiations. They do not like 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 subtle ways to wreak revenge.

What Do They Do with All That Money? Nobody knows! One theory says they need the items for reproduction (the basis for a large number of bawdy arcane jokes), while another links it to production and acquisition of more magical items. The arcane seem sexless. No young arcane have been reported, and the arcane keep their own counsel.

ARCANE

Large humanoid, often lawful neutral

Armor Class 13

Hit Points 59(7d10 + 21)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	16 (+3)	20 (+5)	17 (+3)	15 (+2)

Skills Arcana +7, History +7, Insight +5, Persuasion +4

Senses Passive Perception 13

Languages Telepathy 100ft, Common, Draconic, any two languages

Challenge 1 (200 XP)

Expert Appraisal The arcane cannot be fooled by the *Distort Value* spell. It knows the true value of all objects. Deception rolls regarding the value of items automatically fail (but the arcane can still be deceived on things other than value).

Innate Spellcasting It can innately cast the following spells, requiring no components: 3/day: dimension door, invisibility

Magic Resistance The arcane has advantage on saving throws against spells and other magical effects.

Hivemind If the arcane takes damage, every arcane within all known worlds automatically knows which arcane was hurt as well as the cause of the injury.

Actions

Use Magic Item The arcane uses a magic item of the DM's choice. It can ignore all restrictions in using the magic item. To determine the rarity of the item that the arcane has, roll on the table below.

1-40: Common Rarity

41-65: Uncommon Rarity

65-80: Rare Rarity

81-98: Very Rare

99-100: Legendary

"Saw a stubborn fool become penniless and homeless here on Bral because he tried to accuse an arcane of shady business practices. Libel lawsuits are not pretty!"-Large Luigi

ARGOS

Argos are found in the same regions that beholders are found. 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. They can levitate and fly very slowly. Argos colors tend toward shades of transparent blues and violets; they smell like a bouquet of flowers. 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 1d2+1 weeks.

Elite Beholder Bodyguards Although argos are solitary creatures, it's not unusual to see them aboard a beholder's eye tyrant ship. When not in the employ of a Beholder, they may be found wandering asteroid rings and dust clouds alone. Like beholders, they have eye rays as well. Targeting one eye with an attack roll made at disadvantage will disable an eye ray. On average an argos will have 100 eyes but only 20 of them have eye rays. In addition it's central eye has innate magic.

Ravenous Hunger Argos are generally driven by one thing; Their next meal. They are omnivorous gluttons that will eat any digestible matter. They are not picky eaters and anything from vegetables to sentient races are fair game. Argos will eat until they have consumed between 1/2 ton-1 ton of food. It will then rest 10 hours to digest it's meal before looking for more food to eat. An argos can not go more than a week. If it becomes too malnourished, it's body will crystalize and it will hibernate for up to year. Working with an argos is a dangerous and difficult venture because it must remain well fed in order to keep it's loyalty. For argos found in asteroid belts, there is a 10% chance to find uncommon magic items inside it, or magic weapons in it's possession. This chance is increased to 40% when an argos is on an eye tyrant ship.



Credit:

Monstrous Compendium: Spelljammer Appendix

LARGOS ARGOS

Largos Argos (see Argos below) are even bigger argos. It has the same stats as the Argos with the following changes:

- The Largos Argos is a **huge** aberration
- It has 150 Hit Points.
- It's bite attack has 15ft. reach and does 14(2d6+4) piercing damage on a hit.
- It's challenge rating increases to CR 10.

Apologies for all the blank space here. The stat block is too big to fit on this page! P.S. Argos make awful customers! Good thing I don't run an all-you-can-eat buffet. -Large Luigi

ARGOS

Large aberration, usually neutral evil

Armor Class 20

Hit Points 82(15d8 + 15)

Speed 30ft., fly(hover)5ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	12 (+1)	14 (+2)	13 (+1)	13 (+1)

Saving Throws Str +9, Con+6

Skills Athletics +9, Arcana +7, Perception +6, Stealth +11

Damage Immunities Poison

Condition Immunities Poisoned, Prone, Charmed, Incapacitated, Restrained

Senses Darvision 120ft, Passive Perception 16

Languages All, Telepathy 120ft.

Challenge 9 (5000 XP)

Spider Climb. The argos can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Central Eye. The argos' central eye can cast one of the three spells as a Bonus Action in addition to the Actions listed below:

- **Alter Self** – Does not require concentration and lasts up 2 hours. When using the Change appearance benefit, the Argos can take the shape of any creature it has previously eaten but no smaller than a Medium sized creature.
- **Prismatic Ray** – Choose one random effect ray from prismatic spray spell. On a roll of 8, two rays are emitted. Target makes a DC 16 Dexterity saving throw against each ray.
- **Ray of Enfeeblement** – The argos makes a ranged spell attack against a creature within 60 feet. On a hit, the target is enfeebled and damage dealt is reduced by half. The effect can end with the creature on a successful Constitution saving throw (DC 16).

Floral Scent. Any creatures with an intelligence of 3 or less that is within or less that is within 30ft. of the argos must make a DC 13 Wisdom saving throw or be drawn to it.

Actions

Multiattack. The argos makes 3 bite attacks, 1d3 weapon attacks, and one eye ray attack.

Eye Rays. The argos shoots one of the following magical eye rays at random (DC 16 for any saving throws):

1. Blindness ray
2. Burning Eyes(hands)
3. Charm Monster
4. Confusion
5. Darkness
6. Dispel Magic
7. Calm Emotions
8. Heat Metal
9. Hold Monster
10. Phantasmal Killer
11. Slow
12. Flesh to stone
13. Stone to flesh
14. Light(cast on one radom carried object of the target)
15. Faerie Fire
16. Suggestion
17. Tongues
18. Detect Thoughts
19. Polymorph Ray
20. Deafness Ray

Swallow The Argos swallows a target that it has landed a critical hit on with the bite attack or has paralyzed with a Hold Monster eye ray. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the frog, and it takes 28 (5d10) acid damage at the start of each of the frog's turns. The argos can have only one target swallowed at a time. If the argos dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 ft. of Movement, exiting prone.

Bite Melee Weapon Attack: +9 to hit, reach 10 feet, one target. Hit: 7 (1d6 + 4) piercing damage

Weapon Attack An argos can effectively hold up to three melee weapons. **Melee Weapon Attack:** +9 to hit, reach 15 feet, one target. Hit: 9 (1d10 + 4) bludgeoning or slashing damage.

Legendary Actions

The argos can take 3 legendary actions, using the Eye Ray option below. It can only take one legendary action at a time and only at the end of another creature's turn. The argos regains spent legendary actions at the start of its turn.

Eye Ray The argos makes one eye ray attack.

ASTEREATER

Astereaters are a type of beholder-kin that lack the magical abilities and intellect of its cousins. 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. They lack eye stalks. They rarely hold a conversation with anything. They live in asteroid belts, disguising itself as an asteroid until they find prey to eat. They are carnivores that will eat any flesh but have a strong preference for that of humans and elves.

Hard Headed Like a turtle retreating to its shell, these rocky menaces are practically impervious to all but the hardest hits and magical attacks when the astereater closes its eye and mouth. When it does this, it is also indistinguishable from a normal asteroid.

Lonely Xenophobes Like most other beholders, the astereaters have a hatred of each other and other races. The only extremely rare exception is that an astereater has a 10% chance of having slaves. Said slaves will always be 1d10 giff. When a platoon is too weak to fight off the Astereater, it takes control of the platoon as a small personal army. True beholders hate astereaters even more than they hate each other, and will even resort to working together in order to wipe out any astereaters they come across (They will then inevitably fight to the death over the treasure inside its stomach). Beholders view them as a large blot against all beholder kind.

Living Vaults Other intelligent creatures go out of their way to hunt astereaters because they often swallow treasure, which their stomach acid can't digest. This can include coins, weapons, metal odds and ends, some magic items and potions (The astereater can't digest glass and ceramic items.) Roll 1d6 and consult the table below:

ASTEREATER TREASURE

Treasure

- | | |
|---|--|
| 1 | Useless scrap metal |
| 2 | 12d12gp in various coins |
| 3 | 1d6 gems worth 100gp ea. |
| 4 | 1d4 non-magical weapons |
| 5 | 1 potion of common or uncommon rarity |
| 6 | Reroll twice on this table, ignoring this result |



Credit:

Monstrous Compendium Spelljammer Appendix

ASTEREATER

Large aberration, usually lawful evil

Armor Class 21 (17 when not closing eyes and mouth)

Hit Points 89(8d10+45)

Speed fly 15ft (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	21 (+5)	8 (-1)	12 (+1)	9 (-1)

Skills Stealth +4

Condition Immunities Prone

Damage Immunities Bludgeoning, Piercing, Slashing from non-magical weapons that aren't adamantine

Languages Astereater, Deepspeech

Senses Darvision 60ft, Passive Perception 11

Challenge 8 (3900 XP)

False Appearance While its eye and mouth are closed, the astereater appears to be an ordinary asteroid.

Weak Points Any damage dealt to the inside of the astereater's mouth or to its open eye ignore its immunities to damage. Creatures can only attack its eye if it is open. Creatures can only attack the inside of its mouth with a readied attack or if they have been swallowed. When attacking its weak points, its AC is only 17.

Actions

Bite Melee Weapon Attack: +8 to hit, reach 5 feet, one target. Hit 10 (2d4+5) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed by the astereater. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the astereater, and it takes 7 (2d6) acid damage at the start of each of the astereater's turns. If the astereater takes 20 damage or more on a single turn from a creature inside it, the astereater must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the astereater. If the astereater dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone. The astereater can only fit one creature in its mouth at once, and can't make bite attacks against another creature while it has one in its mouth.

Slam Melee Weapon Attack: +8 to hit, reach 5 feet, one target. Hit 14 (2d8+5) bludgeoning damage.

They're like bitey geodes! Break them open for goodies! - Large Luigi

ASTEROID SPIDER

Asteroid Spiders are insectoid-like creatures that entangle spelljammers. 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.

Unseen Hazards The webs are black, just like the spiders, and are unlikely to be seen against a black wildspace sky. 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.

Patient Hunters 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.



Credit: Monsterous Compendium Spelljammer Appendix

ASTEROID SPIDER

Medium beast, unaligned

Armor Class 18
Hit Points 33 (6d8+6)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+2)	3 (-4)	7 (-2)	7 (-2)

Skills Stealth +8, Perception +5
Senses Darkvision 60ft, passive Perception 8
Challenge 2 (450 XP)

Soft Underbelly The underbelly of an Asteroid Spider has an AC of 13, rather than 18.

Black Webbing Asteroid Spiders spin webs miles long between their lair and the nearby asteroids and space junk. These sheets of webbing are strong enough to trap any huge or smaller creature or a ship 15 tons or under that is not traveling at spelljamming speeds. The webs are black, just like the spiders, and require a DC 20 Perception check to be seen in the dark void of wildspace. Those that fail the check or have no way to avoid the web are ensnared in it.

Spider Climb The Asteroid Spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense While in contact with a web, the Asteroid Spider knows the exact Location of any other creature in contact with the same web.

Web Walker The Asteroid Spider ignores Movement restrictions caused by webbing.

Actions

Multiattack The asteroid spider makes 6 stomp attacks. It can replace one of these attacks with a bite.

Bite Melee Weapon Attack: +4 to hit, range 5 feet, one target. Hit: (1d4+3) piercing damage and (1d6) poison damage. The victim must succeed on a DC 13 Constitution save when bitten, or be paralyzed for 1 minutes. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Stomp Melee Weapon Attack: +6 to hit, range 10 feet, one target. Hit: (1d4+3) piercing damage.

Web Bundle The Asteroid Spider can approach a paralyzed victim and use its action to bundle it in webs, fully incapacitating the target.

It looks like something from the back of the larder grew legs and eyes! - Large Luigi

ASTROSPHINX

Astrosphinxes are a malevolent breed of sphinx whose origins are shrouded in mystery. 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 humanoid hands. The beast exudes a smell of ozone and offal.

Twisted Parodies of Sphinxes Like all sphinxes, the Astrosphinx expects all living beings that it comes across to answer its riddles. The territory of a Astrosphinx can become a barren wasteland when all the insects, birds and animals fail to answer its riddles. 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.

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*.

Mindless Murderers Once the victim fails to answer the riddle correctly, the astrosphinx breathes its sleep gas, shoots the lightning, then hurls itself into melee with a greatsword that has a 30% chance to be a +1 greatsword. The astrosphinx attacks not only the person who got the riddle wrong, but all companions as well. It will fight until all living things around it are dead. 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.



Credit: Monsterous Compendium Spelljammer Appendix II

Harvesting parts!? From **this thing!?** Taking any part of the Astrosphinx as a trophy is considered an ill omen that leaves the trophy hunter instantly shunned by their fellows. Not even a scro would take one of its teeth for his *toragkh*. If the characters are determined to do so anyway, its hide can be used to make +3 *Hide Armor*, which must be heavily treated for 1 year to remove the offensive smell. Its teeth, if placed upon the person of an unsuspecting victim can double the duration of *Crown of Madness* on that target.

**THIS PART OF THE PAGE IS
BARREN AND DEVOID OF LIFE,
MUCH LIKE THE
ASTROSPHINX'S LAIR! - LARGE
LUIGI**

ASTROSPHINX

Large monstrosity, always chaotic evil

Armor Class 16 (Natural Armor)

Hit Points 94 (9d10+45)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	20 (+5)	18 (+4)	12 (+1)	18 (+4)

Saving Throws Dex +6, Con +9, Int +8, Wis +5

Skills Arcana +8, Perception +5, Religion +8

Damage Resistances lightning, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses Truesight 60 ft., passive Perception 15

Languages Common, Sphinx

Challenge 10 (5,900 XP)

Inscrutable Insanity. If a creature targets the sphinx with an effect that would sense its emotions, read its thoughts, or target it with any divination spell, that creature must make a DC 16 Wisdom saving throw or become affected by a confusion spell (no concentration required on the part of the sphinx). Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Actions

Multiattack. The sphinx makes one ram attack, one bite attack, and two claw attacks. It can replace two claw attacks with a greatsword attack, if wielding one.

Ram. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit 17 (2d12+4) bludgeoning damage. If the sphinx moved 30 feet in a straight line before the attack, the target must make a DC 16 Strength saving throw or be knocked prone.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit 18 (4d6+4) piercing damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit 9 (2d4+4) slashing damage.

Greatsword. Melee Weapon Attack: +8 (+9 if magical) to hit, reach 10 ft., one target. Hit 18 (4d6+4) slashing damage.

Sleep Breath (Recharge 5-6). The sphinx exhales a 30-foot cone of soporific gas. Each creature in this area must make a DC 16 Constitution saving throw or fall unconscious. The creature awakens after 1 hour, after taking damage, or when another creature wakes them using an action. Creatures immune to poison automatically succeed on this save.

Eyes of Lightning (Recharges After 2 Rounds). The sphinx casts *chain lightning* from its eyes. The target and up to 3 targets that are within 30ft. of the first target must make a DC16 Dexterity saving throw or take 45 (10d8) lightning damage on a failed save and half as much on a successful save. which then turn red. While its eyes are red, the sphinx is blinded. While blinded, the astrophinx has disadvantage on all attack rolls until the end of its next turn. At the end of its next turn, its eyes become violet. At the end of the turn after that, they become gold. If the sphinx's eyes are gold, it can use this action again.

Reactions

Swipe. Whenever a creature enters within 5 feet of the sphinx, it can use its reaction to make a claw attack. On a hit, the creature takes damage from the attack and is pushed 15 feet away from the sphinx.

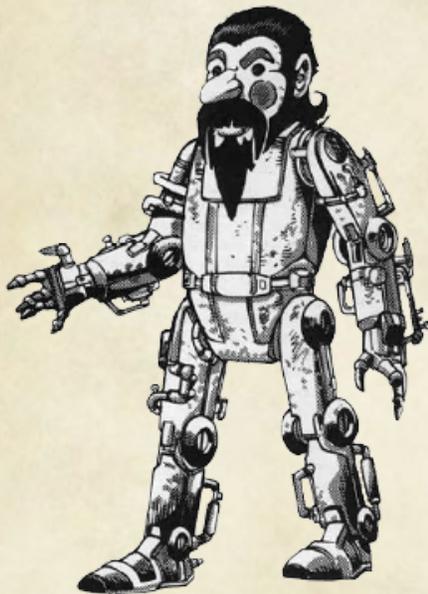
AUTOGNOME

An autognome is a mechanical gnome with gears, pulleys, and bits of magic inside it. The tinker gnomes of Krynn create autognomes for exploration, rescue, prospecting, and defense in environments hostile to human- and demihumankind. It works just as well as any other gnomish invention. They resemble metal gnomes. They walk with a stiff gait, clanking, wheezing, whirring, and razzing, their arms swinging out of rhythm. Autognomes speak gnomish and Common. Autognomes are either directed, under the gnomes' control; or rogues, which have forgotten their orders and now wander wildspace doing anything except what they were designed for. They have painted faces with rosy red circular cheeks. An autognome can converse with others, but its thought processes are inflexible, and it does not deviate from its orders. Figures 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. Out comes the sample scoop and..

Gnomish Spelljammers have a 10% chance of haing 1d4 autognomes on board for exploring hostile environments.

The Prime Directives Autognomes that are not rogue 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.

Rogue Adventurers In nearly impossibly rare circumstances, an autognome will gain free will. This normally occurs after an autognome malfunctions into thinking it is a real gnome (see Rogue Autognome Behavior table below). If it manages to survive several years without breaking down or being repaired, it then becomes self aware that it is not a gnome and is in fact, a construct. If it accepts this reality, it instantly gains an Intelligence of 10. If it rejects this reality, it self destructs instantly.



Credit:
Monstrous Compendium Spelljammer Appendix II

AUTOGNOME VARIANTS

- 10% of autognomes are used exclusively for combat. These autognomes will have a non-recharging *wand of lightning bolts* with 1d4+1 charges left after salvage set into it's chest (DC 15 Dex Save, 8d6 damage).
- There is a 1/6 chance that an encountered autognome is 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.

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.

AUTOGNOME

Small construct, usually neutral good

Armor Class 10 (Natural Armor)

Hit Points 44(8d6+16)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	7 (-2)	14 (+2)	4 (-3)	5 (-3)	6 (-2)

Condition Immunities Poisoned

Damage Immunities Poison

Senses Darkvision 60 ft., passive Perception 11

Languages Gnomish, Common

Challenge 3 (700 XP)

Malfunction Like most gnomish creations, autognomes often malfunction. When the autognome is damaged, it must make a Constitution saving throw (DC 8). If it misses an attack with a natural 1, it must make another Constitution saving throw (DC 12). At the end of an in-game day, it must make another Constitution saving throw (DC 6) Upon failure, roll a D12 on the 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 (Roll a D20 for each appendage. That part falls off on a result of 4 or lower.)

- 6-7) As 4-5, but the autognome spends one round reattaching the lost limb. Ignore this result if no limbs are missing.
- 8-9) Autognome attempts to extract a core sample from victim using it's **Scoop**
- 10) Autognome shuts down for 1d10 hours
- 11) Autognome explodes (3d10 damage in a 20' radius; DC10 Dex save. Half on a successful save.)
- 12) Autognome orders change (roll D6)1. Self-destruct sequence starts. Autognome explodes in 1d4 rounds unless doused with water. 2. Autognome gives its report. 3. Autognome asks to record report, and remains stationary until the PC stops talking. 4. Autognome begins talking backwards. 5. Nearest PC is recognized as a baby. 6. Nearest PC is recognized as a gnome; autognome follows PC around

Actions

Multiaction The autognome attacks two times with its fist. If the autognome is rogue, it can replace one of its attacks with a scoop.

Fist Melee Weapon Attack: +5 to hit, reach 5 feet, one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Scoop(Rogue or malfunction only) **Melee Weapon Attack:** +5 to hit, reach 5 feet, one target. Hit: 5 (1d6 + 2) bludgeoning damage.

SPELLJAMMER BEHOLDERKIN

THIS WOULD NORMALLY BE THE PART WHERE I TALK ABOUT SIX OTHER BEHOLDERKIN. BUT SINCE I DON'T LIKE OTHER BEHOLDERS (THE ASTEREATER DOES NOT COUNT!), I'LL GO AHEAD AND DIRECT YOU TO A BOOK WRITTEN BY SOMEONE ELSE. I'VE GOT A TAVERN TO RUN! - LARGE LUIGI

The Book of Many Eyes features the beholder-kin that are introduced in *Monstrous Compendium Spelljammer Appendix*. This includes the Hive Mother, Director, Lensman, Examiner, Overseer, and Watchman. Also included is the Kasharin from *The Legend of Spelljammer* and 17 additional non-Spelljammer statblocks all covered to 5e!

<https://www.dmsguild.com/product/244722/The-Book-of-Many-Eyes-Beholders-for-5e>

The book is free but you can throw them a few real world dollars if you really like their work!



BIONOID

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 Unhuman Wars.

Living Weapons The first bionoids were elves, but they now can appear as just about any humanoid except for orcs. 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. They are able to pass themselves off as normal medium humanoids that are taller than an average member of their race.

In their combat form, also called their monster form, they are 9 to 11 ft tall, and are muscular creatures with iridescent exoskeletons. Hard clawlike 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. A single bionoid is a one-man army that is extremely skilled in unarmed combat, as well as in the use of a specialized halberd that only bionoids can use.

Shunned by Their Makers 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 spelljamming 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 symbionts 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 as a spiritual discipline. Most frontier cities and spelljamming outposts welcome bionoid communities.

Bionoid Symbiosis 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, 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. The orc must roll a DC 16 Dexterity saving throw or take 2d12 acid damage or half as much on a success. If half-orcs make their saving throws, the half-orc and the bionoid bind in symbiosis. Evil beings can't fuse with the bionoid.

If elves, humans or other humanoid races touch the egg, it infiltrates the host, creating another adult bionoid. The new bionoid has the abilities described (See Bionoid Stat Block below), but appears only when danger threatens, whereupon the host humanoid's true nature is revealed. In addition, the symbiosis gives the host a natural AC of 14. It is recommended that the host only wear normal, easily replaceable clothing, due to the unpredictable nature of this malady!



credit:

Guyver

"Someone at TSR really liked Bio Boosted Armor Guyver."
- Large Luigi

BIONOID

Large monstrosity (humanoid), usually neutral good

Armor Class 23 (14 in humanoid form, natural armor)
Hit Points 88(16d8 + 16)
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	13 (+1)	12 (+1)	14 (+2)	8 (-1)

Skills Perception +8, Athletics +7, Survival +5
Senses passive Perception 18
Languages Common, Elvish, Languages known by the host
Challenge 10 (5900 XP)

Crystal Eye. Every Bionoid has a crystal eye on the center of it's forehead. The crystal eye has an AC of 20 and 45 hit points. If the crystal eye is destroyed, the bionoid dies instantly and can't be revived unless resurrection is cast upon it. If removed with a DC 20 STR check, the bionoid dies and the crystal eye has a value of 10,000gp. If the removed gem comes into contact with a living, non-orc humanoid, that creature must make a DC22 WIS save the crystal reduces and restructures that body in favor of its stored master. This effect can only be undone with a wish spell.

Transformation On initiative count 20 (winning initiative ties), the bionoid transforms into it's combat form if it is not already in combat form.

Actions

Multiattack The bionoid makes three attacks with their bionoid halberd or they make six attacks: two with their forearm blades, two with their spiked fists, and two with their heel spurs.

Bionoid Halberd Melee Weapon Attack: +9 to hit, reach 10 feet, one target. Hit: 15 (1d12 + 8) slashing damage. Only bionoids can wield these specialized halberds. A non-bionoid that grasps the halberd takes 2d4 lightning damage.

Forearm Blade Melee Weapon Attack: +9 to hit, reach 5 feet, one target. Hit: 10 (1d10 + 4) slashing damage.

Heel Spur Melee Weapon Attack: +9 to hit, reach 5 feet, one target. Hit: 13 (2d8 + 4) slashing damage.

Spiked Fist Melee Weapon Attack: +9 to hit, reach 5 feet, one target. Hit: 9 (1d8 + 4) slashing damage

Crushing Grapple Against creatures of Large size or smaller, the bionoid can make a Strength (Athletics) check contested by the creature's Strength (Athletics) or Acrobatics (Dexterity) check. If it succeeds, the target is grappled. Until the target is no longer grappled, it takes 2d8 bludgeoning damage at the end of each of the bionoid's turns.

Energy Blast The bionoid opens up the twin dorsal plates on its chest, exposing two highly charged membranes. Opening these chest plates causes 1d8 points of damage to the bionoid. The energy blast erupts in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 36(8d8) fire damage on a failure and half as much on a success.

BLAZOZOID

Blazozoids are huge elementals that represent 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.

Living Plasma 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. 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 crew refuses to give the blazozoid a ride, or if it is searching for a meal, it attacks.



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Emissaries of "I" 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.

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 characters, are truly intelligent. Instead, they view material beings as potential food sources, or, at best, as a means of transport across the phlogiston.

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).

Hitchhike and Eat 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.

BLAZOZOID

Gargantuan elemental, often neutral

Armor Class 12

Hit Points 108 (8d20+24)

Speed fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	18 (+4)	13 (+1)	11 (+0)

Skills History +7

Vulnerabilities Cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities Fire

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 120 ft., passive Perception 11

Languages telepathy 120 ft., understands Common and Ignan but cannot speak

Challenge 9 (5,000 XP)

Amorphous. The blazozoid can move through a space as narrow as 1 inch without squeezing. It can also compress its body to become Medium size. While compressed in this way, its damaging actions deal the minimum amount of damage.

Fire Form. A creature that touches the blazozoid or hits it with a melee attack while within 5 ft. of it takes 7 (2d6) fire damage.

Actions

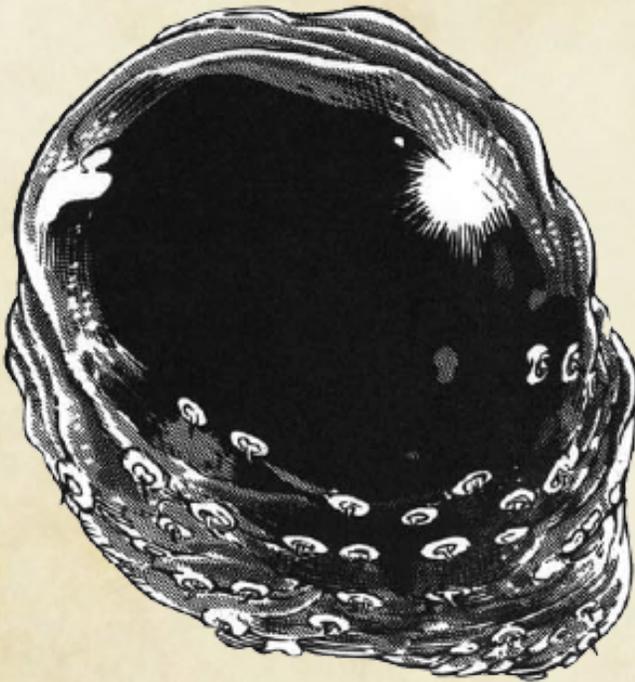
Engulf. The blazozoid moves up to its speed. While doing so, it can enter Huge or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 15 Dexterity saving throw. On a successful save, the creature can choose to move 5 feet back or to the side of the blazozoid. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the blazozoid enters the creature's space, and the creature takes 28 (8d6) fire damage and is engulfed. Objects in the blazozoid's space not being worn or carried catch on fire until doused with water.

Fire Touch Creatures engulfed by the blazozoid take 17 (5d6) fire damage at the start of each of the blazozoid's turns. An engulfed creature can try to escape by taking an action to make a DC 15 Dexterity check. On a success, the creature escapes and enters a space of its choice within 5 feet of the blazozoid. When an engulfed creature escapes the blazozoid it continues to burn, taking 7 (2d6) fire damage at the start of each of its turns until someone takes an action to douse the fire.

BLOODSAC

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. Bloodsacs travel in packs, using their natural camouflage to swoop down on unsuspecting ships, surprising the crews, and draining their blood. The beasts are sometime called "star vampires".

Horrific, Sneaky, Bloodthirsty 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. 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. Mind flayers sometimes 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.



Credit: Monstrous Compendium Spelljammer Appendix II

BLOODSAC

Small aberration, usually chaotic evil

Armor Class 14

Hit Points 18(4d6 + 4)

Speed 5ft., fly 50ft.(can't fly in large gravity fields)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	13 (+1)	3 (-4)	15 (+2)	4 (-3)

Skills Stealth +3

Senses Blindsight 9000ft. passive Perception 12

Challenge 1 (200 XP)

Gravity Intolerance. Bloodsacs can not fly in the gravity fields of Class A or larger worlds. In a strong gravity field the bloodsac can not attack and it's Dexterity modifier becomes -2.

Wildspace Camouflage. The bloodsac has advantage on Dexterity(Stealth) checks to hide in wildspace terrain.

Actions

Blood Drain. *Melee Weapon Attack:* +3 to hit, reach 5 ft. one creature. Hit: 4 (1d6 + 1) piercing damage, and the bloodsac attaches to the target. While attached, the bloodsac doesn't attack. Instead, at the start of the leech's turns, the target loses 5 (1d8 + 1) hit points due to blood loss. A creature, including the target, can use its action to make a DC 11 Strength check to rip the bloodsac off and make it detach.

Drain Brain. When a target dies from the bloodsac's *blood drain*, the bloodsac begins draining the target's brain fluids. A target drained in this way has lost 1d4 Intelligence points upon revival. The loss of intelligence points can be restored with *Greater Restoration*, as can catching the bloodsac who drained the fluid and pouring it over the victim before they are raised from the dead.

BURBUR

Burburs are small creatures that look much like worms. They have large, glistening black eyes and a sucking tube for a mouth, much like that of a mosquito. Just behind the creature's head are a pair of tiny forelegs of considerable dexterity. With its forelegs, a burbur can climb, grip, and manipulate objects. A burbur that has just fed will be very bloated and somewhat sluggish. Burburs are highly prized creatures that consume many varieties of slimes, mosses, and molds that might otherwise cause considerable harm to other creatures. They also smell like cinnamon.

Gentle Vacuums Burburs are docile and completely harmless to all living beings except for the things they feed on like slimes, jellies, oozes, molds, and in rare cases plasmoids. They are unable to harm anything else. The burbur's most common prey items are grey ooze and ochre jelly.

Burbur Habitat They are highly adaptable but very shy. They make tiny lairs in forgotten places that are out of the way. Burburs are immune to the harsh acids that their prey produces, and immune to the effects of yellow musk creepers and violet fungi. It uses these hostile flora and fungi as shelter and in exchange, the burbur keeps it safe from oozes that would dissolve it. Once each year, usually in the spring, a burbur will begin to swell in size. At this point it develops a bulge at the end of its tail, which forms into a second head. As the second head forms, a pair of forelegs begins to grow out from the body. Shortly thereafter, the burbur splits in half to form two separate creatures. They are often solitary creatures but can be found in small groups of up to four individuals.

Killing It Has Consequences Killing a burbur is generally a very bad idea. A burbur that has recently fed still has all that corrosive stuff inside it! A recently fed burbur that ate a grey ooze will ruin the sword that cut it. Most animals have long ago learned that eating a burbur can be a painful and, often, fatal mistake. If the burbur has recently fed, most creatures that consume it are affected as if they had come into contact with the creature the burbur recently fed upon. Thus, those animals foolish or hungry enough to devour a burbur have been weeded out by natural selection a long time ago.

Valuable to Adventurers The burbur is much sought after by adventurers who find the creatures a useful ally when they do battle against slimes and similar horrors. As a rule, burburs are extremely docile and do not attack their keepers or stray unless they are underfed. In order to keep a burbur content so that it does not seek to escape its owner, it must be allowed to feed at least once per day. In the marketplace, a captured burbur can be sold for as much as 1,000 gold pieces.

BURBUR

Tiny monstrosity, unaligned

Armor Class 11

Hit Points 5(2d4)

Speed 40ft. (20ft. when full)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	1 (-5)	7 (-2)	3 (-4)

Condition Immunities Charmed

Damage Immunities Acid, Necrotic

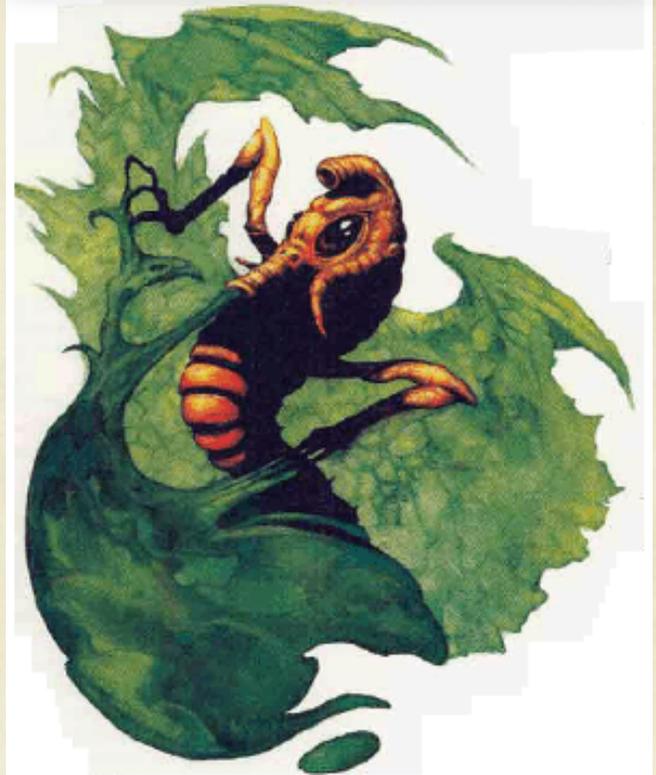
Senses passive Perception 8

Languages Gibberish

Challenge 0 (10 XP)

Actions

Slime Suction. *Melee Weapon Attack:* +3 to hit, reach 5 feet, one target. Hit: 5 (2d4) straight damage. The burbur feeds until it has done 15 damage in this way. It will then cease feeding and wander off. This attack can only affect molds, oozes, jellies and slimes.



Credit: Monstrous Compendium Annual: Volume Three

"BLINKEY KEEPS THE LARDER CLEAN BUT PLASMOIDS ALWAYS SEEM TO STEER CLEAR OF MY TAVERN..." -LARGE LUIGI

BUZZJEWEL

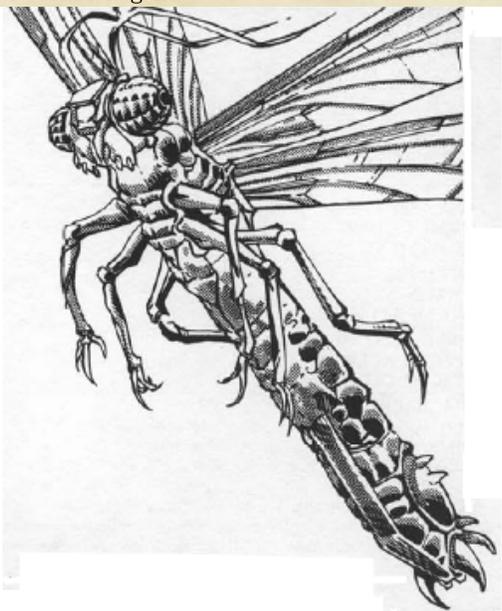
Buzzjewels are insects native to wildspace. They travel through space in beautiful multi-colored swarms. They are attracted to light sources, much like moths. Sailors can always tell when a swarm of buzzjewels approaches, due to the loud droning noise from the insects' wings and the cloud of multicolored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

Valuable Corpses 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 rare 5000gp jewel.

Buzzjewel Behavior Although attracted to light sources, like those on some spelljamming ships, they are timid around other creatures. They will not attack unless attacked first. 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.

A Risky Haul Mining races like Dwarves and Gnomes dislike the buzzjewels and treat them as pests. Gnomes call them "Gembane" and dwarves call them "Baublebiters". A single swarm contains between 15 to 20 individuals, yielding 75-100gp per swarm, but their poisonous bites make them not worth the risk for many folks.

Dohwar Business Opportunity? 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.



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SWARM OF BUZZJEWELS

Small swarm of fine beasts, unaligned

Armor Class 15

Hit Points 22 (5d6 + 5)

Speed 5ft., burrow 5ft, fly 60ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	12 (+1)	1 (-5)	10 (+0)	6 (-2)

Skills Perception +2

Damage Resistances bludgeoning, piercing, slashing

Senses passive Perception 11

Challenge 1 (200 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Spacefarer. The swarm does not need to breathe and ignores all adverse environmental effects from traveling through wildspace.

Magic Resistance. The swarm has advantage on saving throws against spells and other magical effects.

Reflective Carapace. Any time the swarm is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the swarm is unaffected. On a 6, the swarm is unaffected, and the effect is reflected back at the caster as though it originated from the swarm, turning the caster into the target.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 feet, one creature in the swarm's space. Hit: 10 (4d4) piercing damage plus 5 (2d4) poison damage, or 5 (2d4) piercing damage plus 3 (1d4) poison damage if the swarm has half of its hit points or fewer. The target must make a DC 13 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one.

"Please do not attempt to pay your tab in live buzzjewels. The Laughing Beholder accepts several forms of payment which include Faerunian Elven coins, groundling coins from all major crystal spheres, Emerald Dynasty Currency, and small gems." - Large Luigi

CHATTUR

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".

Benevolent Stowaways 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. 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. They rarely interfere with the operation of a spelljamming vessel, even after their discovery. 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. Their penchant for scavenging occasionally gets them into trouble.



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VARIANT: CHATTUR WARRIOR

Some chattur that interact with crew members learn how to fight with weapons. For every 20 chattur, 4 of them are warriors. The chattur warrior has the same statistics as a chattur with the following changes:

- The chattur warrior has 14 (4d6) Hit Points
- It is CR 1 (200 XP)
- It has a hand crossbow (Ranged Weapon Attack: +4 to hit, reach 30/120 feet, one target. Hit: 5 (1d6 + 2) slashing damage.)
- It has a javelin (Melee Weapon Attack: +4 to hit, reach 30/120 feet, one target. Hit: 5 (1d6 + 2) slashing damage.)

CHATTUR

Small humanoid, usually chaotic good

Armor Class 11

Hit Points 5 (2d4)

Speed 30ft., 30ft climb.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	7 (-2)	12 (+1)	10 (+0)

Skills Stealth +4, Perception +3

Senses passive Perception 13

Languages Chattur, Common

Challenge 1/8 (25 XP)

Actions

Bite *Melee Weapon Attack:* +4 to hit, reach 5 feet, one creature. Hit: 4 (1d4 + 2) piercing damage.

Claws *Melee Weapon Attack:* +4 to hit, reach 5 feet, one creature. Hit: 5 (1d6 + 2) slashing damage.

CLOCKWORK HORROR

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 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 silver, electrum, gold, 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 when they signal each other with lights. There are six different colors detailed below:

Copper 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 as the menial workers of the race. The special appendages that they use in their daily labors, however, can often be used in combat with some success.

Silver The silver horror is somewhat less common than its copper kin, but is far more dangerous. The silver horror is the warrior of the race. It is most 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. Besides enabling the silver horror to grasp and handle items in the manner of a human hand, it can present sharp blades for combat. It also has a clock-work *spring caster* that shoots barbed darts at high velocity.

Electrum The electrum horror fills the role of commanding officer or overseer. It often leads patrols of silver horrors or directs the operations of large numbers of copper horrors. It has the same combination manipulator/razor saw found on the silver horror. However, the electrum razor saw is sharper. It shoots a stream of super-heated steam instead of barbed darts.

Gold The gold horror is a high-ranking member of the clockwork 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. Besides its keen intelligence, the gold horror's combat abilities make it more than able to carry out its mission. It has an even sharper saw than the electrum clockwork horror. It has a lightning rod which functions the same as a *Lightning Bolt* spell cast at third level.

Platinum Seldom will there ever be more than one platinum clockwork horror per crystal sphere. These horrors direct the actions of the gold horrors beneath them. The weapons of the platinum horror are the same as those of the gold horror: the razor saw and lightning rod. The saw is yet sharper still and it can fire its lightning rod far more frequently.

Adamantite The so-called "father" of the clockwork horror race, only one adamantite horror is known to exist. A cold and calculating entity, the adamantite horror is fond of intricate strategies and devious planning. In the extremely unlikely occasion that it is drawn into combat, it has the sharpest razor saw. It has an additional weapon known as a *nightmare stick* which allows the adamantite clockwork horror to disintegrate foes with ease.

Destroyers of Their Creators The wisest sages tell of an ancient humanoid race, known only as the "Lost Ones". Records of their origin have long since faded, but frightening tales are 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 on 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 biological 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.

Destroyers of Worlds Centuries passed for the horrors contained in the sphere of the Lost Ones. They would have been forever doomed to remain there 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 lifejammers (spelljamming ships powered by life energy instead of magic). The society of clockwork horrors, if one can call it that, is a rigid, almost military one. Horrors have no individual identities. Rather, they have a mission: the race must survive. Once the clockwork horrors have established a foothold on a world, they see all living things on that world as a threat. Logically, to the horrors, such cultures must be removed – and removal of living things is one thing at which the clockwork horrors are expert. They dedicate their existences to exploiting everything they can, leaving entire worlds nothign but lifeless husks. The powerful weapons of the clockwork horrors are highly prized by most artificers. While they do not retain their powers after removal from the horrors, they are nonetheless interesting to study.



Credit: Monsterous

Compendium Annual 4

CLOCKWORK HORROR (CONT.)

COPPER HORROR

Small construct, always lawful evil

Armor Class 13 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	12 (+1)	7 (-2)	10 (0)	4 (-3)

Damage Vulnerabilities Thunder
Damage Immunities Psychic, Lighting, Necrotic
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 60ft., passive Perception 10
Languages Clockwork Horror
Challenge 1/4 (50 XP)

Immutable Form. The clockwork horror is immune to any spell or effect that would alter its form.

Actions

Tool Attack. *Melee Weapon Attack:* +2 to hit, reach 5ft, one target. *Hit* 1d4 slashing, piercing, or bludgeoning damage.

SILVER HORROR

Small construct, always lawful evil

Armor Class 13 (natural armor)
Hit Points 11 (2d6 + 4)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	11 (0)	14 (+2)	10 (0)	12 (+1)	5 (-3)

Damage Vulnerabilities Thunder
Damage Immunities Psychic, Lighting, Necrotic
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 60ft., passive Perception 11
Languages Clockwork Horror
Challenge 1/2 (100 XP)

Immutable Form. The clockwork horror is immune to any spell or effect that would alter its form.

Actions

Razor Saw. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 1d6 slashing damage.

Spring Caster. *Ranged Weapon attack:* +2 to hit, range 80/320 ft., one target. *Hit* 1d4 piercing damage

ELECTRUM HORROR

Small construct, always lawful evil

Armor Class 14 (natural armor)
Hit Points 16 (3d6 + 6)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	15 (+2)	12 (+1)	14 (+2)	5 (-3)

Damage Vulnerabilities Thunder
Damage Immunities Psychic, Lighting, Necrotic
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60ft., passive Perception 12
Languages Clockwork Horror
Challenge 1 (200 XP)

Immutable Form. The clockwork horror is immune to any spell or effect that would alter its form.

Actions

Razor Saw. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 1d8+1 slashing damage.

Steam Caster. *Ranged Weapon attack:* +3 to hit, range 160/640 ft., one target. *Hit* 1d8 fire damage

"SOME ARTIFICERS ARE SO CONCERNED WITH WHETHER OR NOT THEY CAN, THAT THEY NEVER STOP TO ASK IF THEY SHOULD." - LARGE LUIGI

CLOCKWORK HORROR

GOLD HORROR

Small construct, always lawful evil

Armor Class 15 (natural armor)

Hit Points 32(5d6 + 15)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	17 (+3)	14 (+2)	16 (+3)	11 (0)

Damage Vulnerabilities Thunder

Damage Immunities Psychic, Lighting, Necrotic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60ft.,passive Perception 13

Languages Clockwork Horror

Challenge 2 (450 XP)

Immutable Form.The clockwork horror is immune to any spell or effect that would alter its form.

Actions

Razor Saw. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1d10+2 slashing damage.

Lightning Rod (Recharge 5-6). The clockwork horror shoots lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one.

PLATINUM HORROR

Small construct, always lawful evil

Armor Class 16 (natural armor)

Hit Points 75(10d6 + 40)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	16 (+3)	18 (+4)	15 (+2)

Damage Vulnerabilities Thunder

Damage Immunities Psychic, Lighting, Necrotic, Bludgeoning, Piercing, and Slashing From Nonmagical Attacks That Aren't Adamantine

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60ft.,passive Perception 14

Languages Clockwork Horror

Challenge 5 (1800 XP)

Immutable Form.The clockwork horror is immune to any spell or effect that would alter its form.

Actions

Razor Saw. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1d10+2 slashing damage.

Lightning Rod. The clockwork horror shoots lightning in a 180-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 36 (8d8) lightning damage on a failed save, or half as much damage on a successful one.

ADAMANTITE HORROR

Small construct, always lawful evil

Armor Class 17 (natural armor)

Hit Points 171(18d6 + 108)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	22 (+6)	18 (+4)	20 (+5)	18 (+4)

Damage Vulnerabilities Thunder

Damage Immunities Psychic, Lighting, Necrotic, Bludgeoning, Piercing, and Slashing From Nonmagical Attacks That Aren't Adamantine

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60ft.,passive Perception 15

Languages Clockwork Horror

Challenge 10 (5900 XP)

Immutable Form.The clockwork horror is immune to any spell or effect that would alter its form.

Actions

Razor Saw. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1d20+5 slashing damage.

Nightmare Stick The clockwork horror chooses one target within 60ft.A creature targeted by the nightmare stick must make a DC 16 Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell.

"Awwwww, look at the cute little spid—" -Last words of Ercan the elf.

COLONIAL GRELL

Colonial Grell is a collective term for grells that are not feral. 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".

Grell in Wildspace In wildspace, grell ships do not spelljam so much as submerge and surface in space, traveling "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 in-rushing 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 burn. In a hopeless situation the grell patriarch can transform the ship into a vaguely humanoid form via telekinesis. This form is called Grell Gusion.

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 patriarch's enormous brain controls the higher functions of all the shipboard family. All other castes serve the patriarch. For all intents and purposes, the grell patriarch serves as a spelljamming vessel. (this will be featured in the future book, Crazy 'Cane's Used Spelljammer Emporium)

Philosophers These grell serve as intermediaries between the patriarch and the workers. They have limited authority to lead the worker grell in organized combat. There is a 20% chance that a philosopher will have a *Ring of Protection*.

Workers These grell are no different than the grells one would find on groundling worlds. (See Monster Manual 5th Edition, page 172.)

For more information on grell society, refer to *Lords of Madness*, a 3.5e supplement about several races of aberrations.



Credit: Monstrous Compendium Spelljammer Appendix II

GRELL PHILOSOPHER

Medium aberration, usually neutral evil

Armor Class 12 (13 if wearing ring of protection)

Hit Points 65 (10d8 + 20)

Speed 10ft., 30ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	15 (+2)	16 (+3)	10 (+0)

Skills Insight +6, Perception +6, Stealth +5

Damage Immunities lightning

Condition Immunities blinded, prone

Senses Blindsight 60ft. (blind beyond this radius)
passive Perception 14

Languages Grell

Challenge 5 (1800 XP)

Protected Mind. The grell has advantage on saving throws against charms or any mind-altering or mind-reading effect.

Actions

Multiattack. The grell makes three attacks: one with its tentacles, one with its lightning lance and one with its beak.

Tentacles. Melee Weapon Attack: +5 to hit, reach 10 ft., one creature. **Hit:** 7 (1d10 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success. The target is also grappled (escape DC 15). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the grell has advantage on attack rolls against it and can't use this attack against other targets. When the grell moves, any Medium or smaller target it is grappling moves with it.

Lightning Lance. Melee or Ranged Weapon Attack: +5 to hit, reach 5 feet or 20/60 feet, one creature. **Hit:** 6 (1d6 + 3) piercing damage or 7 (1d8 + 3) if used with two tentacles.

Beak. Melee Weapon Attack: +5 to hit, reach 5 feet, one target. **Hit:** 7 (2d4 + 2) piercing damage.

Lightning Strike (36 charges) The grell's lightning lance can also launch a lightning bolt that's 5 feet wide and 100 feet long. Creatures in that line must make a DC 14 Dexterity saving throw taking 10 (3d6) lightning damage on a failure or half as much on a success.

COLOSSUS

These massive dimwitted creatures are 60ft. tall and weigh 70 tons. Despite their massive size, they are not true giants. They are basically humanoid. 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.

Lost Wanderers 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 be 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 reigar 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.

Spelljamming Colossus 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 the lowest possible maneuverability class. Its plane of gravity makes its back or stomach the walking surface. This is obviously not an ideal spelljamming vessel, but it is hope for a stranded crew.



Credit: Monstrous Compendium Spelljammer Appendix

COLOSSUS

Gargantuan humanoid, usually any chaotic alignment

Armor Class 16

Hit Points 216 (35d20 + 245)

Speed 100 ft., fly 50 feet (space only)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	23 (+6)	25 (+7)	8 (-1)	7 (-2)	11 (+0)

Saving Throws Constitution +15

Skills Athletics +18, Perception +5, Insight +4

Damage Resistances force, thunder

Damage Immunities poison

Condition Immunities poisoned, stunned, unconscious

Senses passive Perception 15

Languages Common, Giant

Challenge 26 (90000 XP)

Immortal Body. The colossus is immune to disease and cannot age.

Magic Resistance. The colossus has advantage on saving throws against spells and other magical effects.

Slow Start. The colossus can only take one action every two rounds.

Spacefarer. The colossus does not need to breathe and ignores all adverse environmental effects from traveling through wildspace.

Actions

Fist. *Melee Weapon Attack:* +18 to hit, reach 10 feet, one target. *Hit:* 24 (4d6 + 10) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 26). Until this grapple ends, the target is restrained.

Rock. *Ranged Weapon Attack:* +14 to hit, reach 60/240 feet, one target. *Hit:* 24 (4d8 + 6) bludgeoning damage.

Great Kick. *Melee Weapon Attack:* +18 to hit, reach 10 feet, one target. *Hit:** 19 (2d8 + 10) bludgeoning damage. The target is knocked back 30 feet, suffering an additional 10 (3d6) if it hits a wall. If it hits another creature instead, both the target and the creature hit suffer the damage unless the other creature is gargantuan or bigger.

Great Throw. If the colossus is holding a target, the target is knocked back 30 feet, suffering an additional 10 (3d6) if it hits a wall. If it hits another creature instead, both the target and the creature hit suffer the damage unless the other creature is gargantuan or bigger.

Stomp. A creature within 10 feet of the colossus must make a DC 22 Dexterity or Strength saving throw. On a failure, a target takes 24 (4d6 + 10) bludgeoning damage. If it is Large or smaller, it is also Grappled (escape DC 23). Until this grapple ends, the target is Prone and Restrained. If the saving throw is successful, the target is pushed 5 feet away from the colossus.

Shout of the Colossus. The colossus emits a blaring yell that stuns, deafens, and damages creatures in its path. All within the 120-foot cone effect take 2d6 points of thunder damage, are deafened for 4 rounds, and are stunned for 2 rounds. A successful Constitution (DC 23) save negates the damage, reduces deafening to 2 rounds, and reduces stunning to 1 round.

Thunder Clap. The colossus can clap its hands together with great force and causing a great thunderclap to occur. All creatures in a radius of 200 feet must make saves versus three effects: First, all creatures must make a Wisdom save to avoid being stunned for 1 round. Second, the creatures must make Constitution saves or be deafened for 1 minute. Third, they must make a Dexterity save or fall prone. All saves are against a DC 22.

COMET STEED

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.

Amazing Horses 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, making the rare creatures a highly prized mount. The stardust that it emits can be used to create *Potions of Magic Resistance*.

Lone Stars 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.



Credit: SJA3 Crystal Spheres

COMET STEED

Large beast, unaligned

Armor Class 12

Hit Points 30(4d10 + 8)

Speed 120ft., 180ft. fly(1750 ft. in wildspace)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	14 (+2)

Skills Perception +5

Senses Darkvision 120ft., passive Perception 15

Challenge 2 (450 XP)

Magic Resistance. The comet steed has advantage on saving throws against spells and other magical effects.

Flyby. The comet steed doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

"LOOK AT MY HORSE. MY HORSE IS AMAZING! WHY IS THAT SONG SUDDENLY STUCK IN MY BRAIN?!" -LARGE LUIGI

CONSTELLATE

As massive peaceful celestials that are millions of miles long, it is nearly impossible that a spelljamming crew will ever tangle with an entity like this. 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.

When Summoned By Aperusa When an Aperusa 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.

Very Powerful Constellates can literally destroy planets on a whim, so it's not hard to imagine what would happen to a Spelljamming vessel if one were to be destructive. Some believe that the Grinder asteroid belt within the heavens of Greyspace 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. Those summoned by Aperusa make considerable effort to hold back their power so as not to rend another planet to dust. The objective of an a constellate encounter is merely to survive. It will only attack for 5 rounds before it returns to its position in the sky. Consult the template below:

CONSTELLATE TEMPLATE

Type: The constellate's type changes to celestial. It retains any race or type tags.

Size: The constellate can willingly change its size from Gargantuan to Huge, Large, Medium or Small.

Alignment: The constellate is always true neutral.

Intelligence: The constellate always has an intelligence score of 5 (-3).

Senses: The constellate has a truesight of 60 feet.

Damage Immunities: The constellate is immune to radiant and poison damage.

Condition Immunities: The constellate is immune to fatigue, exhaustion, fear, paralyzed, petrified, poisoned, stunned, and unconscious.

New Action: Sunbolt: The constellate gains a sunbolt attack. A sunbolt is a ranged spell attack that has a range of 60/120 feet. If this attack hits, the sunbolt deals a total 4d12 plus the constellate's DEX modifier in radiant damage.

Wildspace Cliques 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. Notable examples include The Centaur and A Crown from Realmspace or the Pheonix and The Rose from Krynnspace.

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.

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 constellate as allies, it is unlikely that anyone will wrest the secret from the wildspace nomads.



Credit: Monstrous Compendium Spelljammer Appendix II

"I DON'T KNOW, ASK YOUR DUNGEON MASTER." -LARGE LUIGI

CONTEMPLATOR

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.

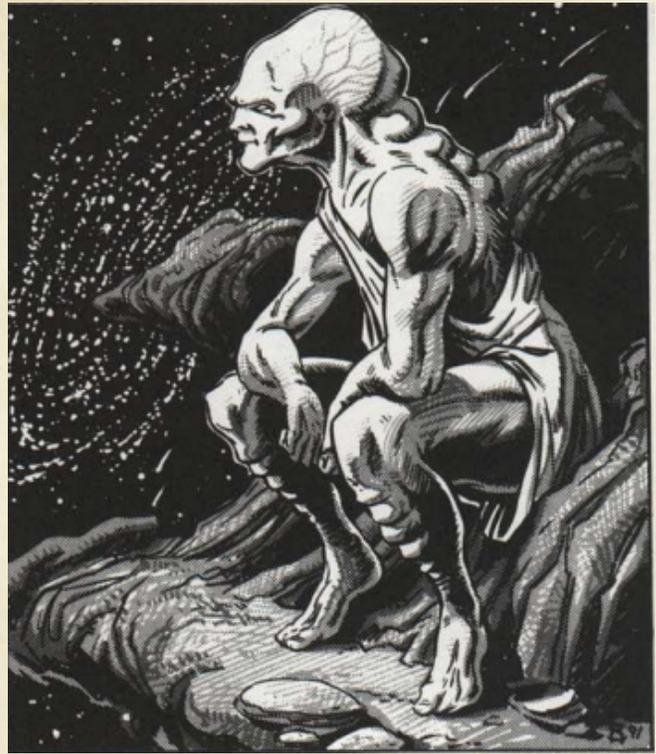
A contemplator is found most often seated in the classical thinker pose on a large stone outcropping. A gray humanoid, 12' tall, they often wear a gray toga. Consequently, unwary adventurers may easily mistake them for a statue.

Seekers of Knowledge 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, they capture any intelligent being who lands on or comes near their asteroid. It can create three gargantuan 50' long arms out of the surface of their asteroid in order to complete this task. They then encase it in a stone prison and slowly drain it's intelligence by 1 point a day. This process requires the contemplator's undivided attention and if they at any point becomes distracted, the contemplator does not gain that intelligence point. If a *wish*, *greater restoration* 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.

Stone Cold 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. When the contemplator has drained the character's intelligence to 3, it uses it's massive asteroid arms to throw the now useless simpleton into wildspace. 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.

"THESE GUYS ARE A BUNCH OF LAZY POSERS. LITERALLY." - LARGE LUIGI



Credit: Monstrous Compendium Spelljammer Appendix II

"THERE IS NO FUTURE. THERE IS NO PAST. DO YOU SEE? TIME IS SIMULTANEOUS, AN INTRICATELY STRUCTURED JEWEL THAT HUMANOIDS INSIST ON VIEWING ONE EDGE AT A TIME, WHEN THE WHOLE DESIGN IS VISIBLE IN EVERY FACET." - MOORIAN THE CONTEMPLATOR

CONTEMPLATOR

Large aberration, often lawful neutral

Armor Class 21 (mind over matter)

Hit Points 285 (30d10+120)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	19 (+4)	21 (+5)	24 (+7)	10 (+0)

Saving Throws Constitution +9

Skills Athletics +10, Perception +9, Arcana +7, History +7, Investigation +7, Medicine +7, Nature +7, Religion +7, Stealth +6

Damage Immunities lightning

Condition Immunities blinded, prone

Senses tremorsense 60 feet, passive Perception 17

Languages all

Challenge 14 (11500 XP)

Asteroid Melding. A contemplator can move his asteroid through space using a mysterious form of locomotion. It is usually content to drift through space, but when the need arises, it can move quickly in any direction. Treat this asteroid as an equivalent spelljamming vessel of 1000 to 7000 tons [(1d8-1) x1000 tons; minimum of 1000 ton vessel but never more than the contemplator's Intelligence score bonus] made of solid stone with poor maneuverability. The contemplator must reside on or within his asteroid and concentrate to maintain spelljamming speed. If a contemplator's asteroid is destroyed he can assimilate a new one for himself by commandeering a new asteroid and attune it to his thought processes for a year's time.

Encase. Any successful grab by a contemplator's asteroid-manifested arms immediately entombs the victim inside a stone prison ½" thick. The cocoon has ab AC of 12 and 8 hit points; the victim must succeed at a Strength (athletics) check DC of 21 to escape. The encased victim cannot use any weaponry that requires movement to damage the cocoon. The "take 20" rule cannot be used by the interned victim to break the stone prison because failure to break the stone immediately alerts the contemplator that his "encyclopedia" is moving.

Intelligence Drain. To use this ability, the contemplator must have his victim encased in a stone prison as detailed above. The victim automatically loses 1 permanent point of Intelligence per full day it is encased; however, the contemplator must have uninterrupted concentration to drain the victim's knowledge. If the contemplator is disturbed at any time during the draining process, that day's Intelligence drain is nullified. When the victim's Intelligence is reduced to 2, 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 at the same caster level as the wizard who the contemplator just drained, for he won't waste the time necessary to write them down. He can only use wizard spells, not those of bards, clerics, paladins, rangers, or sorcerers. A contemplator still must use material components for spells that require them.

Living Encyclopedia. The contemplator has advantage on all Intelligence based checks.

Mind Over Matter. The contemplator adds its Intelligence modifier to its AC.

Purity of Body. The contemplator is immune to poison and disease.

Stone Camouflage. The contemplator has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The contemplator makes three slam attacks plus an additional slam for each arm it has created.

Slam. Melee Weapon Attack: +12 to hit, reach 5 feet, one target. **Hit:** 12 (1d8 + 8) bludgeoning damage.

Manifest Arm The contemplator creates up to three "arms" out of the asteroid's surface to capture his specimens. Each arm has 25 hit points, an AC of 21, and the same Slam attack as the contemplator, Each arm acts on the contemplator's initiative. If an arm is destroyed, the contemplator can create another after 24 hours have passed. If one of the arm's Slam attacks hits, it automatically makes a contested grapple check against the creature at advantage.

DELPHINID

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.

Friendly Beasts 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. They have been known to occasionally help stranded sailors in the phlogiston where they exclusively reside. They only attack to protect themselves and their friends.

Interactions With Sailors 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, dragons, and such. If a sailor falls off a deck, delphinids have been known to carry him back to the ship. If they are feeling particularly jovial, 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. Their favorite treat is various fruits which sailors like to throw to them overboard. It is considered bad luck to kill a delphinid by most but the neogi consider their flesh a delicacy.



Credit: Monstrous Compendium Spelljammer Appendix

DELPHINID

Large fey, often chaotic good

Armor Class 13

Hit Points 19(3d10 + 3)

Speed fly 50ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	7 (-2)	12 (+1)	14 (+2)

Saving Throws Dex +5

Skills Stealth +5, Insight +3, Perception +3

Condition Immunities prone

Senses passive Perception 13

Languages Sylvan, Delphinid, Common

Challenge 1 (200 XP)

Adaptive Colors. The delphinid can change its colors at will to match the surrounding phlogiston. or solid black or white to draw attention to themselves. The delphinid has advantage on stealth checks when changing its color.

Flyby. The delphinid doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 10 feet, one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

"UNFORTUNATELY FOR THE DELPHINIDS, FRUIT IS A RARE COMMODITY UPON SPELLJAMMING VESSELS." - LARGE LUIGI

DIZANTAR

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 most 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.



Monsterous Compendium

Spelljammer Appendix

Hunters of Arcane No one knows of their origins but what is known is that they dedicate much of their lives to hunting and killing the Arcane. Some scholars theorize that the dizantar come from a world destroyed by conflict and that the dizantar blame the arcane for its destruction. No one has ever gotten an answer out of one because they refuse to explain their motivations to "lesser beings". 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.

Lone Wolves Dizantar can be found anywhere in space or on any planet. 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.

DIZANTAR

Medium humanoid, often lawful evil

Armor Class 23 (Dizantar armor)

Hit Points 68 (8d8+32)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	15 (+2)	20 (+5)	13 (+1)

Skills Investigation +8, Perception +8, Intimidation +4
Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Senses passive Perception 18

Languages Common, Dizanti

Challenge 7 (2900 XP)

Arcane Hunter. The dizantar always has advantage on checks to track or seek any Arcane. Furthermore, attacks against them have advantage as well.

Innate Spellcasting. The dizantar is capable of using magical spells, with Wisdom as its casting stat. It can cast Dimension Door 3 times a day without use of material components:

Magical Equipment. The dizantar's equipment and weapons count as magical, for purposes of resistance and immunity. In addition, the halberd's reach may be shrunk to 5 feet or returned to 10 feet as a bonus action.

Magic Resistance. The creature has advantage on saving throws against spells and other magical effects.

Spiked Armor. Anyone attempting to grapple a dizantar takes 1d6 piercing damage from spikes and has disadvantage on their grapple attempt. Additionally ropes and other bindings cast about a dizantar are severed in a single round.

Tether. A dizantar can use the halberd to cast a glowing, magical line at a target it can see. 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 and the dizantar can only attempt one Tether each round, 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.

Actions

Multiattack. A dizantar can make two attacks with either halberd or spiked gauntlet each round.

Silver Halberd. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 5) slashing damage.

Spiked Gauntlet. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 5) piercing damage.

DOHWAR

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.

Money, Money, Money! For dohwar, commerce and all it's aspects touch every aspect of their lives. They'll worship any diety related to money regardless of that god's alignment. 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. They even call bonding with a mate a "Merger" and their eggs are referred to as "new wares." The leaders are referred to in business terms such as President. 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 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. despite their lust for wealth, they stick together and try not to sell each other short – at least not often.

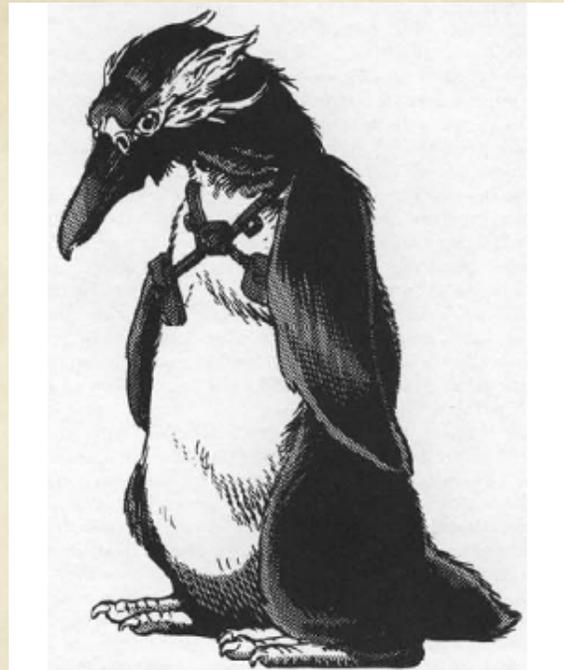
Dohwar Wares Dohwar wares are many and varied. Anything from the player's handbook (Chapter 5, Equipment) may show up in a dohwar ship's hold, even things like wagons and small boats, as well as magical items, magical weapons, spell components, books, scrolls and potions. Gnomish inventions also clutter many a dohwar ship. There is an 80% chance to find any specific non-magical product on a dohwar ship. For magical items, try using this website <https://5emagic.shop/generate#>.

Dohwar Ecology 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.

Dohwar in Combat Most Dohwar use the **Commoner** stat block with the following change:

- The Dohwar can use *Detect Thoughts* at will.
- Sugar acts as strong alcohol to them and so being inebriated in this way causes the poisoned condition.

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. In situations where they can not simply hire some muscle, Manager Dohwar are 13th level spell casters that focus on abjuration magics as well as serve as the helmsmen of their merchant ships (Use **Abjurer** stat block from Volo's Guide). They also have Protectors, that use special beak covering blades called "weenga". The protectors may sometimes use space swine as mounts.



Credit: Monstrous Compendium Spelljammer Appendix II

DOHWAR PROTECTOR

Small humanoid, usually chaotic neutral

Armor Class 15 (Breastplate)

Hit Points 16 (3d6 + 6)

Speed 10ft., Swim 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	9 (-1)	15 (+2)	10 (0)	9 (-1)	8 (-1)

Skills Deception +3, Perception +1, Persuasion +3

Senses passive Perception 11

Languages Common, Dohwar

Challenge 1/4 (50 XP)

Innate Spellcasting. Dohwar can cast *Detect Thoughts* at will.

Clumsy Manipulators. The dohwar has disadvantage on dexterity checks that rely on the use of hands.

Exotic Metabolism. The dohwar is immune to alcohol, but the consumption of anything with sugars requires the dohwar to make a DC 15 Constitution saving throw or be poisoned for 1 hour.

Actions

Weenga. *Melee Weapon Attack:* +3 to hit, reach 5 feet, one target. *Hit:* 5 (1d8 + 1) piercing damage.

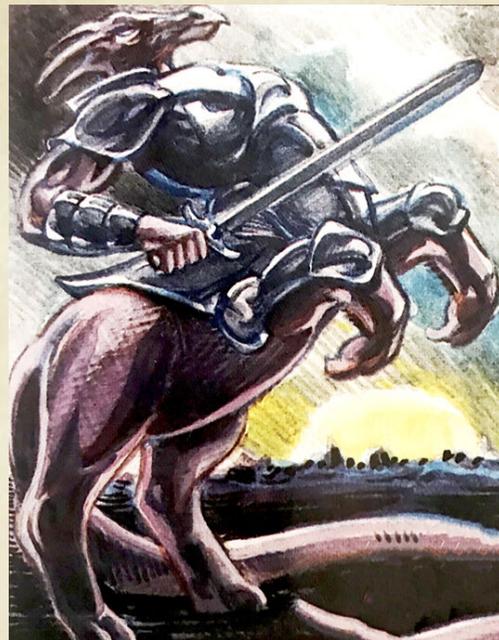
DRACON

A dracon is centaurlike in appearance, with the body of a brontosaur, 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, snakelike tail. Its hands have six digits (five fingers and a thumb) and end in claws. They speak draconic as well as common haltingly and with a thick accent. Their speech is often formal and ornately ceremonial.

Elegant Duelists 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.)

Safety in Numbers 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 dracons prefer to travel in familial units, headed by the eldest dracon, 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 psuedofamily members. 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. 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.

Dracon in Wildspace 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.



Credit:

CGR1 The Complete Spacefarer's Handbook

DRACON

Large monstrosity, usually lawful good

Armor Class 15 (Breastplate)

Hit Points 39 (6d8 + 12)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	13 (+1)	13 (+1)	10 (0)

Skills Investigation +3, Perception +3

Senses passive Perception 13

Languages Draconic, Common

Challenge 2 (450 XP)

Charge. If the dracon moves at least 30 feet straight toward a target and then hits it with a halberd attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Actions

Multiattack. The dracon makes two halberd attacks or claw attacks if unarmed.

Halberd. *Melee Weapon Attack:* +6 to hit, reach 10 feet, one target. *Hit:* 9 (1d10 + 4) slashing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 7 (1d6 + 4) slashing damage.

Dart. *Ranged Weapon Attack:* +3 to hit, reach 20/60 feet, one target. *Hit:* 5 (1d6 + 1) piercing damage.

"I've got a sense of humor. Even if it's sometimes at my expense..."-Large Luigi

DRAGONS (IN WILDSpace!)

For more information on dragons in general, check the *Monster Manual* (pg. 86) This section details three additional dragons found within wildspace habitats. Moon dragons, sun dragons, and stellar dragons. These dragons are far more powerful than the usual groundling fare. Beware, traveller! Here be space dragons!

MOON DRAGON

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.

Moon bases Moon Dragons live in the caves of moons. 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. Like most dragons, they prize wealth and power. Their treasure consists mainly of white or black pearls and diamonds, moonstones, and any coin called a "moon" by its society.

"MY GHOST WRITER TRIED TO FIT THE STAT BLOCKS ON THESE PAGES, BUT THERE WAS JUST TOO MUCH INFORMATION TO FIT. INSTEAD, WE'RE GOING TO LEAVE A LINK TO WRITINGS BY U/JAMBROSE22, WHO DOCUMENTED THESE DRAGONS. I DON'T ENVY THEM." -LARGE LUIGI

https://docs.google.com/document/d/1YGow1mmVE5vKqSZWdqs3H1x_9U_yZ_WPIPdh6ymTk6c/edit



Credit: Judy Schmidt <https://geckzilla.com/art/v/11>

SUN DRAGON

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 Wyrms, it shrinks back to almost hatchling size and turns a flat white color. They hate the moon dragons.

Sun Lairs Because sun dragons live on suns, very few things are going to bother a sun dragon in it's extremely hot home. They have very little interest in combat. 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. 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.

Death of a Sun Dragon 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 chance to dissipate.

<https://docs.google.com/document/d/1J5bXkt3rQBFDIUpWYIkEHSukJsTwYudMbK8ujRqiD50/edit>



Credit: The Days of Knights, Sun Dragon Plastic Figure

STELLAR DRAGON

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

Drinkers of Knowledge 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).

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.

Multiversal Lairs 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. 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.

Priceless Knowledge 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.



Credit: Monstrous Compendium Spelljammer Appendix II
<https://imgur.com/a/6rpbU26> This link contains the statblocks.

"I'D LOVE TO MEET ONE AS A CUSTOMER BUT IT WOULDN'T FIT IN THE TAVERN..." -LARGE LUIGI.

DREAMSLAYER

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.

Spooky Forms 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.

Corrupter of Dreams 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. 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. It then engages with a mental battle with the dreamer.

Possession 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 drinks to excess and tries to experience anger, love, thrills, fear, and joy. *Detect Evil* cast on the host shows strong evil. *Detect Thoughts* reveals an alien mind. When its time is up, the dreamslayer is hurled back to the Astral Plane, and the body collapses, dead. But if *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. Dreamslayers only see sleeping beings; waking life is invisible to them.



Credit: Monstrous Compendium Spelljammer Appendix II

DREAMSLAYER

Medium fiend, always chaotic evil

Armor Class 22

Hit Points 36(8d8)

Speed 40ft., 70ft fly

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	15 (+2)	15 (+2)	13 (+1)	12 (+1)

Saving Throws Cha +3

Skills Stealth +5, Intimidation +3

Condition Immunities Frightened, unconscious

Senses passive Perception 11

Languages same language as the dreamer

Challenge 3 (700 XP)

Dream Traveler. The dreamslayer exists in the astral plane and cannot see into the material plane unless it's possessing a creature. The dreamslayer can only see those who are asleep and are dreaming. When the dreamslayer invades a creature's dream, it can alter the dream however it wants to transform it into a nightmare. A dreamslayer can only be attacked inside a dream, and then only by the dreamer unless *Dream* is cast.

Magic Resistance. The dreamslayer has advantage on saving throws against spells and other magical effects.

Shapechanger. The dreamslayer can use its action to polymorph into a Huge or smaller creature, often taking the form of what the dreamer fears the most or back into its true form. Its statistics, other than its size, are the same in each form. It reverts to its true form if it dies.

Actions

Intelligence Drain. Melee Weapon Attack: +5 to hit, reach 5 feet, one creature. The target's intelligence score is reduced by 1 point. Otherwise, the reduction lasts until the target wakes up and regains 1 point every 10 minutes. If a creature intelligence is reduced to 0 from this attack, the dreamslayer takes control of the creature's body. Its stats become that of the creature's but use the Intelligence and Wisdom scores of the dreamslayer. The dreamslayer can be forced out with a dispel evil and good spell, which would return the victim to life with 1 hit point. Killing the host also sends the dreamslayer back to the astral plane. The possession lasts for 1 day per intelligence point the creature had. If the dreamslayer is not expelled before then, the dreamslayer is hurled back to the astral plane and the creature dies.

Dream Slay. The Dreamslayer slays the dream versions of the of the dreamer's friends and family. 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) must roll a DC20 Constitution saving throw to wake up, sending the dream slayer back to the astral plane. On a roll of 13 or higher, does not lose intelligence points but does not awaken. A failure results in a loss of 2 intelligence points.

DWEOMERBORN

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.

Consumers of Magic The dweomerborn drains spellcasters, magical items, and other sources of magic (except artifacts, relics, and helms). They can cause magical items to lose their magic permanently and can cause spellcasters to lose the spells they have prepared. Contact with an anti-magic field will destroy the dweomerborn instantly. Once the dweomerborn has consumed 15 spell levels (for magic items, slots are calculated as Common=1, Uncommon=3, Rare=5, Very Rare=7, Legendary=9), it jumps off the ship, having been sated by the ship's magical items and spellcasters.

Born of Spelljamming Exhaust 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 ship's magical exhaust provides the last bit necessary for a birth.



Credit:

Monstrous Compendium Spelljammer Appendix II

DWEOMERBORN

Large construct, always neutral evil

Armor Class 15 (Natural Armor)

Hit Points 85 (10d10+30)

Speed 60ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	12 (+1)	15 (+2)	17 (+3)

Skills Stealth +7, Perception +6

Damage Immunities poison

Condition Immunities charmed, poisoned, prone, paralyzed

Senses Darkvision 60ft., passive Perception 16

Languages understands common but can't speak

Challenge 12 (8400 XP)

Anti-Magic Vulnerability. If the dweomerborn comes into contact with an anti-magic field, it must make a DC15 Constitution saving throw or die.

Magic Absorption. The dweomerborn absorbs all spells cast on it except for illusion spells, which still affect it normally.

Drain Magic Weapon. Any magical weapon or magical ammunition that hits the dweomerborn loses its magic and becomes a nonmagical weapon or ammunition, losing its properties after dealing damage.

Actions

Magic Drain. At the start of the dweomerborn's turn, if it has a spellcaster grappled, it drains a random spell slot from the target. If the dweomerborn instead drains a magic item (except a relic, helm, or artifact) that is not being worn or carried, the item permanently loses its magic and becomes a mundane item.

Claw. Melee Weapon Attack: +7 to hit, reach 5 feet, one creature. **Hit:** 9 (1d12 + 3) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained.

"THE FACT THAT THE SPELLPLAGUE ON TORIL HAS PRODUCED FAR FEWER SPELLJAMMERS OUT OF REALMSpace MEANS THAT THERE'S LESS OF THESE THINGS FLYING AROUND." - LARGE LUIGI

ELMARIN

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.

Curious Fires 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.

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.

Holders of Rare Treasures! There is a 1 in 20 chance that the death of an elmarin will leave behind an *ioun stone* of Rare rarity. 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.

HANDLE WITH CARE Attempts to take them into the phlogiston will result in their immediate detonation, unless they are in a completely sealed box or extradimensional 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 a DC 20 Dexterity Saving throw), causing more detonations in the Flow. 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.

Elmarin reproduce 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.



ELMARIN

Small elemental, unaligned

Armor Class 14

Hit Points 79 (7d6 + 55)

Speed 5 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	15 (+2)	1 (-5)	11 (+0)	14 (+2)

Skills Acrobatics +6

Damage Resistances bludgeoning, piercing, slashing damage from nonmagical weapons

Damage Immunities lightning

Condition Immunities grappled, petrified

Senses passive Perception 10

Languages -

Challenge 4 (1100 XP)

Fire Form. The elmarin can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elmarin or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elmarin can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elmarin sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elmarin moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Cool Down. When an elmarin dies, it fizzles out and disappears. Roll a d20 upon its death. On a 20, the elmarin drops an ioun stone when it dies.

Actions

Multiattack. The elmarin makes 1d8 burn attacks.

Burn. Melee Weapon Attack: +6 to hit, reach 5 feet, one target. **Hit:** 7 (1d6 + 4) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

EPHEMERAL

Ephemerals are noncorporeal undead believed to be the spirits of individuals who have died in the phlogiston. They appear as dusty gray humanoids. Ephemerals are attracted by use of magical energy, and a passing spelljammer helm might attract a group of them.

Stranded Souls Ephemerals packs wander the phlogiston in groups of 1d8 individuals. They are the disembodied spirits of the dead or cursed who have perished in the Flow. Unable to reach their home and the rewards (or punishments) of their afterlife, they exist only to eventually return to a final resting place. They can not leave the phlogiston without possessing a living creature. The undead will first ask for passage back to their crystal sphere of origin in the languages that it knew in life. If this request is denied, they will attack in an attempt to possess a host by force. All manner of races, whether man, mindflayer or neogi have been harrassed by these spectral hitch-hikers. An ephemeral within its host immediately sets about returning to a crystal sphere. It will do whatever it takes to achieve this goal, including fighting the host's former allies. The ephemeral will use the physical abilities of the individual it takes over but cannot use any magical or special abilities. i.e., An ephemeral could take over a mind flayer, but could not use its mental blast.

- The ephemeral's AC is 18. It's HP is 22.
- The ephemeral's Challenge Rating is 2(450 XP)
- The ephemeral does not have the ghost's *horrifying visage* or *etherealness* traits.

"THEY'RE LITERALLY JUST WEAKER GHOSTS." -LARGE LUIGI



Credit: CGR1 The Complete Spacefarer's Handbook

EPHEMERAL IN COMBAT

To use the Ephemeral in combat, use the **Ghost** statblock with the following changes:

FAL

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".

Peaceful Asteroid Dwellers These gentle, brilliant, inoffensive giants burrow through small planets that contain no sentient life and make their lairs inside. They find combat abhorrent. Their first course of action is to simply lift a foe with their telekineses and holds them 30 ft. off the ground until it stops fighting. Hitting the Fal could break the creature's concentration. If given no other choice, it will use its powerful bite. Its massive size allows it to restrain foes 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.

These massive creatures are up to 50ft long and often live alone in the asteroids they inhabit but can rarely (5% chance) be found in groups of up to three.

Honest 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. They are never in a hurry to do anything because they talk very slowly and live for 2000 years. 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. The speed at which they can answer a question varies on the table below.

FAL ANSWER SPEED TABLE

Answer Time	d100 result
Instantly	1-30
1d10 days	31-60
1d10 months	61-89
1d10 years	90-100

Above all, they worship gods of knowledge like Thoth, Oghma and Deneir. They often associate with Gonn discourse and the Arcane for research materials. They also enjoy rock gnome and tinker gnome visitors.

Fal Lairs They call their lair a *Tcha* in their tongue. 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.

FAL

Gargantuan aberration, often neutral

Armor Class 19 (natural armor)

Hit Points 232(15d20 + 75)

Speed 5ft., 5ft. fly, 5ft. burrow

STR	DEX	CON	INT	WIS	CHA
27 (+8)	6 (-3)	21 (+5)	20 (+5)	18 (+4)	21 (+5)

Skills Arcana +10, History +10, Nature +10, Perception +9, Religion +10

Condition Immunities Incapacitated, prone

Senses passive Perception 20

Languages Fal, Common, any humanoid and demi-human languages of DM's choice

Challenge 10 (5900 XP)

Innate Spellcasting. A fal can innately cast telekinesis at will, requiring no material components.

Actions

Bite. *Melee Weapon Attack:* +12 to hit, range 10 feet, one target. *Hit:* 26 (4d8+8) piercing damage. If this attack hits a large-sized or smaller opponent, the falmadaraatha can choose to grapple the creature (DC 20) and continue using bite attacks against it. While grappling a creature in this way, the falmadaraatha cannot use bite attacks against anything else.



Credit: Monstrous Compendium Spelljammer Appendix II

FEESU

Feesu are 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.

Harbringers of Suffocation 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. 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. Waving weapons around or shouting can be used to intimidate swarms away from a ship. If all the light sources are put out, the spelljamming ship becomes much less appealing to them as well. A feesu swarm often contains 6 individuals.

"Hey, What's that Glowing?" The problem with the feesu swarm is that its glowing cloud near the ship creates a signal beacon for monsters and raiders. Pirates find these creatures to be an omen that a ship they can attack is nearby. Curiously, the Aperusa consider the feesu good luck. This is probably because it means there will soon be a wrecked ship they can salvage. The wounds left by their bites glow for 1d12 hours.

"Why Would Anybody Want These Things??" 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.



Credit: Monstrous Compendium Spelljammer Appendix II

SWARM OF FEESU

Medium swarm of small beasts, unaligned

Armor Class 12

Hit Points 24 (7d8 - 7)

Speed 5ft., 30ft. fly

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	9 (-1)	2 (-4)	10 (+0)	3 (-3)

Damage Resistances bludgeoning, piercing, slashing

Damage Vulnerabilities Fire

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 10

Challenge 1/4 (50 XP)

Oxygen Storage. Feesu store oxygen in their wings. When a feesu swarm enters a spelljammer's air envelope and then leave it, it takes 1d6 days of oxygen away.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small feesu. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 feet, one target in the swarm's space. *Hit:* 8 (2d6 + 1) piercing damage, or 4 (1d6 + 1) piercing damage if the swarm has half of its hit points or fewer.

"I ONCE SAW SOMEONE MAKE A GLOWING STAR MAP WITH THEIR PIGMENTS. IT WAS NEAT." - LARGE LUIGI

FIREBIRD

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.

Wildspace Birds of Prey 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. 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.

Firebird Nests 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 1d4 eggs are present, and a 25% chance of 1d4 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.

Their feathers are ingredients of elixirs of life. Shed feathers can fetch up to 1,000 gp apiece. An adult firebird has 1d3×10 usable feathers.



Credit:

Monstrous Compendium Spelljammer Appendix II

FIREBIRD

Large elemental, often neutral

Armor Class 16 (natural armor)

Hit Points 42(5d10 + 15)

Speed 14ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	17 (+3)	7 (-2)	12 (+1)	10 (+0)

Skill Perception +4

Damage Resistances cold

Damage Immunities fire, bludgeoning, piercing, slashing from non-magical weapons that aren't adamantium

Senses passive Perception 14

Challenge 8 (3900 XP)

Fire Corona. Whenever a creature first enters a 20 foot radius of the firebird or starts their turn within that radius, they must make a Constitution saving throw or suffer 1d4 points of fire damage. If they start their turn within 10 feet of the firebird, the damage increases to 2d4. If a creature hits the firebird with a melee attack, the creature suffers 8 (1d6 + 5) fire damage from each attack that hits. Weapons with reach such as glaives and spears negate this effect.

Flyby. The firebird doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Illumination. The firebird sheds bright light in a 60-foot radius and dim light for an additional 30 feet.

Warp Speed. The firebird is capable of flying at the speed of a spelljammer (SR 10), allowing it to fly great distances across wildspace. It can only move these speeds while not within 3750 feet of a spelljammer or a planet's atmosphere.

Actions

Multiattack. The firebird makes three attacks: one with its beak and two with its fiery talons.

Beak. *Melee Weapon Attack:* +7 to hit, reach 10 feet, one target. *Hit:* 8 (1d8 + 4) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns

Fiery Talons. *Melee Weapon Attack:* +7 to hit, reach 10 feet, one target. *Hit:* 7 (1d6 + 4) fire damage.

Torch Breath. *Melee Weapon Attack:* +6 to hit, range 10 feet, one target. *Hit:* 13 (2d10 + 3) fire damage. If the attack roll is a 17 on the die or higher, the roll is treated as a critical hit. This attack does double damage to spelljamming ships and other objects.

FIRELICH

Fireliches 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.

Seeking Death 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 firelich's only goal is to snuff out it's own painful existance. 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.

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. A firelich can only die if it is doused in holy water. If it does not die from it's impact with a spelljammer ship, it screams in frustration and flies away at spelljamming speeds.

How? With Reality Bending Explosions! 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.



Credit: Monstrous Compendium Spelljammer Appendix II

FIRELICH

Large undead, always evil(any)

Armor Class 20 (natural armor)
Hit Points 88 (16d10)
Speed 0 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	10 (+0)	18 (+4)	6 (-2)	10 (+0)

Saving Throws Con +4
Skills Arcana +8, Perception +2
Damage Immunities fire, poison
Condition Immunities poisoned, prone, restrained
Senses passive Perception 12
Languages understands the languages it knew in life, but only screams
Challenge 9 (5000 XP)

Alert. The firelich cannot be surprised, nor do creatures get advantage on attack rolls to hit her from being hidden. Its initiative also increases by 5.

Dreadful Scream. Any creature that can hear the firelich must make a DC 16 Wisdom saving throw. On a failed save, the creature is Frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the firelich's Dreadful Scream for the next 24 hours.

Illumination. The firelich sheds either dim light in a 25-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

Rejuvenation. If the firelich is destroyed, it regains 1 hit point immediately unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on them. Splashing holy water on them or casting dispel magic/remove curse while its alive kills the firelich instantly.

Actions

Slam. Melee Weapon Attack: +8 to hit, reach 5 feet, one target. Hit: 12 (2d6 + 5) bludgeoning damage. On a hit, the helmsman makes a DC 16 Dexterity saving throw for the ship. On a success, the firelich explodes at a point centered on itself. Each creature in a 20-foot-radius sphere centered on that point must make a DC 16 Dexterity saving throw. The explosion spreads around corners. A creature takes 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. On a failure the firelich breaches the hull ending up in one of the decks. On a roll of natural 1, the firelich puts a hole through the entire ship. Regardless of the outcome, the firelich attempts to flee after this attack is resolved.

"AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAH!" - FELZERN THE FIRELICH

FLAME SWALLOW

Flame swallows are magnificent, graceful birds similar in appearance to terrestrial swallows, except that their wingspan is often five feet or more. They have the same forked tail as swallows. Their color is bright red on the back of the head and down the back, shading to brilliant orange on the upper surfaces of the wings and on the tail. Their bellies and the undersides of their wings are bright yellow. Their beaks are short, but sharply-pointed, and can deliver a nasty peck.

Strange Omnivores Although flame swallows seem to prey on other fire-dwelling creatures such as fire bats when these other creatures are available, this seems to represent a preference rather than a necessity. Flame swallows seem to be able to survive without any such source of food. Sages theorize that they draw the energy they need to survive directly from their environment. This has yet to be confirmed, however. Flame swallows in turn are preyed upon by other fire-dwelling creatures. (Fire bats and flame swallows seem particularly inimical, and generally attack each other on sight.) Due to their ability to subsist on no food, there is much controversy over just what position flame swallows hold in the food chain.

Difficult Familiars Flame swallows are thought to have arisen on the Elemental Plane of Fire, but are extremely rare there. Some sages think that the creatures find fire worlds on the Prime Material Plane as more attractive homes than their native plane. Flame swallows can't survive in an environment colder than the environs of a fire world. If the ambient temperature drops below that of boiling water (212° F), a flame swallow suffers 1d6 points of damage each round that it's exposed to this "frigid" environment. These creatures are able to be trained and are often kept as pets by the efreeti of Ignia. Any non-fire elemental looking to take a flame swallow on as a familiar or pet must acquire an Ignia band, that goes on the bird's leg. This locks in the animal's heat and keeps it from dying while traveling with it. They also enjoy starting fires to play in them so house breaking them for spelljamming vessels is... Challenging to say the least.



Credit: Art by Samconico on Amino Apps

FLAME SWALLOW

Small beast, unaligned

Armor Class 17 (natural armor)

Hit Points 19(3d6 + 9)

Speed 20ft., 90ft fly

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	17 (+3)	1 (-5)	12 (+1)	6 (-2)

Damage Vulnerabilities cold

Damage Immunities fire

Senses passive Perception 11

Challenge 3 (700 XP)

Flyby. The flame swallow doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

Heated Body. A creature that touches the flame swallow or hits it with a melee attack while within 5 feet of it takes 4 (1d8) fire damage.

Illumination. The flame swallow sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target. *Hit:* 1 piercing damage plus 4 (1d4 + 2) fire damage.

"ALL PETS MUST BE LEASHED, KENNELED OR KEPT IN A PORTABLE DEMIPLANE!" - LARGE LUIGI

FLOWFIEND

Sometimes travellers between crystal spheres fall into the phlogiston flow. Most simply calcify. Some evil humanoids are spared this fate; a shadowy presence of great power and evil "rescues" the castaways by transforming them into smaller versions of itself.

Flowfiends have four arms that end with a mighty hand with sharp claws. 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. The flowfiend speaks a hideous dialect of Common. The flowfiend flies through the flow in search of food or other evil humanoids to transform. These aberrations are aware that the flow offers both in spades via travelling vessels.

The Great Father The flowfiend forgets everything about their former lives and solely exists to please their master. All flowfiends obey an ancient entity they call the "Great Father". Scholars speculate that this is a flowfiend twice as strong as the average flow fiend, possibly from the Far Realm. The flowfiends' greatest goal in life is to please the Great Father by bringing victims for conversion and capturing humanoid meat.

Transformation Into A Flowfiend Flowfiends take potential converts to a remote location in the flow that looks like a rocky island. This is an altar created from thousands of calcified victims of the flow. The victims even make up decorative columns, a dais, and a 6x6' altar.

When victims are placed on the altar, all flowfiends in attendance start a shrill whistling. In 1d10 hours, the Great Father appears and transforms the victim, which takes 1d4 turns. The victim must make a DC 9 Constitution saving throw; success means the birth of a new flowfiend. Failure results in the victim's death. The Great Father returns to his secret lair, and the ceremony ends.



Credit:

Monstrous Compendium Spelljammer Appendix II (Yes, I know the official art only has two arms. That is incorrect.)

FLOWFIEND

Large Aberration, always chaotic evil

Armor Class 20 (natural armor)

Hit Points 91 (14d10 + 14)

Speed 30ft., fly 50ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	23 (+6)	12 (+1)	13 (+1)	10 (0)	7 (-2)

Damage Resistances bludgeoning, piercing, slashing from non-magical weapons

Condition Immunities paralyzed, petrified, unconscious

Senses passive Perception 10

Languages Common

Challenge 9 (5000 XP)

Regeneration. The flowfiend regains 10 hit points at the start of its turn. If the flowfiend takes acid or fire damage, this trait doesn't function at the start of the flowfiend's next turn. The flowfiend dies only if it starts its turn with 0 hit points and doesn't regenerate.

Restless. Flowfiends do not require sleep, but still require food, water, and air.

Actions

Multiattack. The flowfiend makes four attacks; two with its claws and one with its bite, followed by a grapple check (DC 15).

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 feet, one creature. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 9 (1d12 + 3) slashing damage.

"HOW DID THAT DRAWING MAKE IT THOUGH TSR'S EDITING?" -LARGE LUIGI

FOCOID

Focoids are gelatinous creatures consisting of three spheres that are joined into a short chain.

Navigational Hazards They move their gelatinous bodies into lenses, focusing intense sunlight on any object they choose, thus burning targets and lighting rigging and decks on fire. In many ports, spelljamming crews can collect hefty bounties of 50 gp for every dead focoid they bring in but these bounties can go up to 500 gp if the danger they present to a crystal sphere is bad enough. Their translucent skin makes them difficult to see against a wildspace sky unless they move. This is doubly true for their favorite habitat, orbiting a fire world or star. This also happens to be the creature's favorite position to attack from. 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. Focoids are obligate carnivores.

Focoid Ecology Each section of the focoid's body can be changed into various shapes. It may do this to indicate changes in mood and communicate to other focoids. Focoids are generally solitary creatures and on rare occasion will leave their home to fly into deep space where it can no longer attack anything, but it's translucent skin keeps it relatively safe for the journey. They do this migration to seek out other focoids to mate with. Focoids mate by gathering in groups of 3, where each will create a new sphere to contribute to a new life. When the newborn focoid is formed, the parents will disperse to leave the new focoid to fend for itself. It's heat ray lens is the only way it can kill its food as its mouth is completely ineffective for combat. Scholars have confirmed these creatures are sentient and only attack to obtain food. They have no ill will towards any being, though most spacefaring races hate the focoids.



Credit: Monstrous Compendium Spelljammer Appendix

FOCOID

Large ooze, usually neutral

Armor Class 20

Hit Points 51 (6d10 + 18)

Speed fly 60ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (0)	23 (+6)	17 (+3)	10 (0)	13 (+1)	5 (-3)

Skills Perception +3, Stealth +8

Condition Immunities blinded, prone, restrained

Senses Blindsight 120 ft. passive Perception 13

Challenge 4 (1100 XP)

Amorphous. The focoid can move through a space as narrow as 1 inch wide without squeezing.

Transparent Skin. The focoid has advantage on Dexterity (Stealth) checks.

Actions

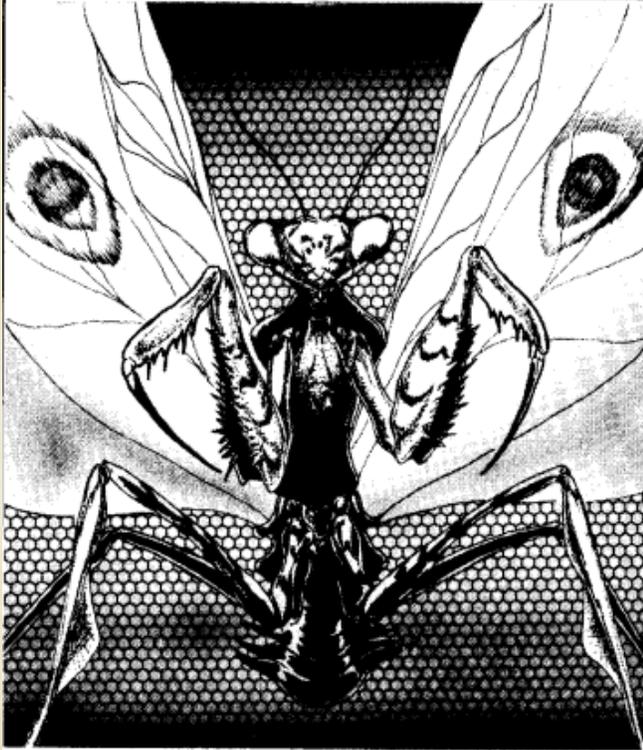
Multiattack. The focoid makes three attacks either with its heat ray.

Heat Ray. *Ranged Spell Attack:* +8 to hit, reach 60/750 feet, one target. *Hit:* 12 (1d12 + 6) fire damage.

GIANT PRAYING MANTIS

The giant praying mantis is a creature native to Realspace. It is found on the planet Toril in Comanthor. It is also native to the giant seaweed patches of Karpri.

Large Ambush Predators In Comanthor, their prey of choice is the giant stag beetles of its' forests. They are among the top of the food chain in Karpri's kelp forests. Like their significantly smaller cousins, the giant preying mantis is an ambush predator



Credit: SJR2 Realspace

"WHY ARE THEY CALLED GIANT PRAYING MANTISES WHEN THEY'RE ONLY ABOUT THE SIZE OF A DWARF? I GUESS DWARF-SIZED PRAYING MANTIS DIDN'T HAVE THE SAME RING..." - LARGE LUIGI

GIANT PRAYING MANTIS

Medium beast, unaligned

Armor Class 16 (natural armor)

Hit Points 65(10d8 + 20)

Speed 39ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	15 (+2)	2 (-4)	14 (+2)	11 (0)

Skill Stealth +1, Perception +4

Senses Darkvision 60ft., passive Perception 14

Challenge 3 (700 XP)

Actions

Multiattack. The mantis makes two attacks: one with its fore-legs and one with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 feet, one creature. *Hit:* 22 (4d8+4) piercing damage.

Forelegs. *Melee Weapon Attack:* +6 to hit, reach 10 feet, one creature. *Hit:* 13 (2d8+4) slashing damage, and the target is grappled (escape DC 16). If the target is Large or smaller, it is also re strained until this grapple ends. While grappling the target, the mantis has advantage on attack rolls against it and can't use this attack against other targets. When the mantis moves, any Large or smaller target it is grappling moves with it.

GIANT SPACE HAMSTERS

Giant space hamsters are hamsters from space! That are (usually) giant! They are usually about the size of groundling brown bears and though they appear fat, they are quite muscular. Giant space hamsters come in a wide variety of shapes and colors but the classic coloration is golden-brown with white underbellies and spots.

Space Hamster Origins The giant space hamsters were first bred into existence by the gnomes of Krynn. They are mainly used as livestock for their delicious meat called "spaham." Their original purpose was to be used as power sources in Gnomish Sidewheelers, in which the giant space hamster would run within the massive wheel of the vessel. This ensured that they would breed widely. Giant space hamsters reach maturity in only 2 years, breeding quickly and living for 18 years. The fact that they are immune to disease means that giant space hamsters are legal livestock in all major space ports.

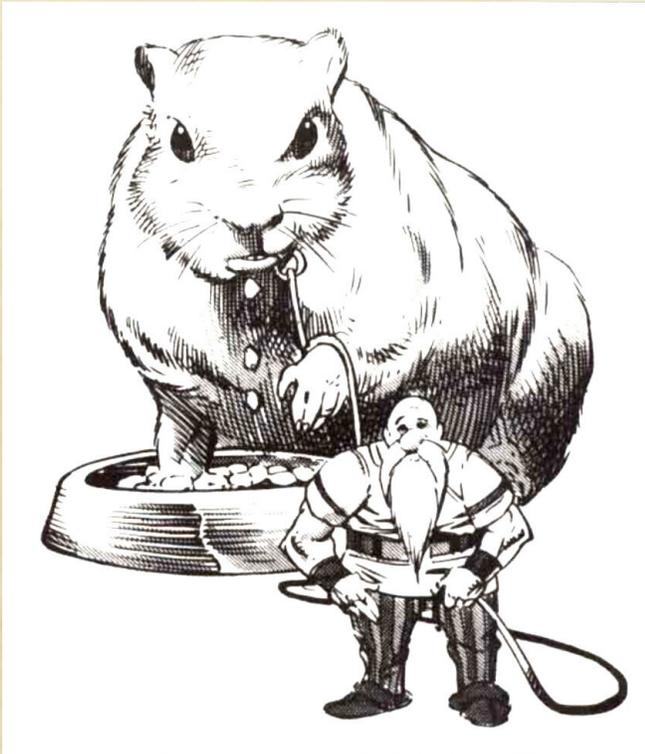
Did You Know? The giant space hamster can fit up to 200 lbs of food in its cheek pouches! That's an average of 5 gnomes!

The Githyanki of Stardock as of 1592 go through 50 crates of spaham per year!

Boo, Minsc's companion, is a miniature giant space hamster!

The Giant Space Hamster Quarterly is the most popular publication on Krynn!

There are over 20 recorded variants of giant space hamsters, including the fire-breathing phase doppelganger giant space hamster!



Credit: Monstrous Compendium Spelljammer Appendix

GIANT SPACE HAMSTER

Large beast, unaligned

Armor Class 12

Hit Points 30(4d10 + 8)

Speed 30ft., burrow 10ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	3 (-4)	13 (+1)	10 (0)

Saving Throws Dex +4

Skills Athletics +4

Senses Darkvision 60ft., passive Perception 11

Challenge 1 (200 XP)

Disease Immunity. The giant space hamster is immune to all diseases.

Keen Smell. The giant space hamster has advantage on Wisdom (Perception) checks relying on scent.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 feet, one target. *Hit* 13 (2d10 + 2) piercing damage. On a hit, if the target is a Medium or smaller creature, it become grappled in the hamster's cheeks (escape DC 12). The hamster can hold one Medium creature or two Small creatures in its cheeks at once.

"THE INVENTION OF CANNED SPAHAM HAS BEEN GREAT FOR BUSINESS!" -LARGE LUIGI

FIRE-BREATHING PHASE DOPPELGANGER GIANT SPACE HAMSTER

"On the behalf of everyone at the Academy of Magic, we publicly apologize from the bottom of all our hearts. My colleagues and I only intended to make something cool, but we now realize this kind of magic was not meant to be tampered with. We apologize for our negligence and carelessness. Our creation has put so many lives in danger, and we intend to make things right. There. I said it. Can we go home now? Wait, why are you still writing? I'm done!"

Dangerous Mutants This horrible amalgamation is what happens when you combine a giant space hamster with a red dragon, a phase spider, and a doppelganger. It has just enough awareness to know what a monstrosity it is and it hates the humanoids that made it this way. It breathes fire, phases in and out of the ethereal and pretends to be other people. The only way to know if one has replaced someone is the fact that they are mute and unable to speak.

FIRE-BREATHING PHASE DOPPELGANGER GIANT SPACE HAMSTER

Large monstrosity, typically chaotic evil

Armor Class 14
Hit Points 178(17d10 + 85)
Speed 40ft., 20 ft. burrow

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	20 (+5)	6 (-2)	14 (+2)	6 (-2)

Saving Throws Dex +7
Skills Perception +5
Damage Resistances Fire
Senses Darkvision 60ft., passive Perception 15
Languages Understands Common but can not speak
Challenge 8 (3900 XP)

Ethereal Jaunt. As a bonus action, the hamster can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Disease Immunity. The hamster is immune to all diseases.

Keen Smell. The hamster has advantage on Wisdom (Perception) checks relying on scent.

Actions

Multiattack. The hamster makes one bite attack and one claw attack.

Bite.* Melee Weapon Attack: +7 to hit, reach 5 feet, one target. *Hit* 15 (2d10 + 4) piercing damage plus 11 (2d10) fire damage. If the target is a Medium or Small creature, it must make a DC 15 Dexterity saving throw or become grappled in the hamster's cheeks (escape DC 15). The hamster can hold one Medium creature or two Small creatures in its cheeks at once. Creatures in its cheeks travel with it to the Ethereal Plane when it uses its Ethereal Jaunt trait.

Claws. Melee Weapon Attack: +7 to hit, reach 5 feet, one target. *Hit* 9 (2d4 + 4) piercing damage

Fire Breath (Recharge 5-6). The hamster unleashes a 30-foot cone of fire from its mouth. Each creature in the area must make a DC 14 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save or half as much damage on a success.

Change Shape. The hamster magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. In a new form, the hamster retains its alignment, hit points, Hit Dice, speaking capabilities (none), proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.



Credit: Art by Noblecrumpet

GIANT SPACE HAMSTER OF ILL OMEN

No one knows where this thing came from but some scholars think a giant space hamstar came into contact with the Far Realm. Where did it come from and why is it here? Is it friend or foe? What is known is that the entity is called "Wooly Rupert" by the gnomes and it hates gnomes, crushing them under its titanic paws. It may show benevolence towards individuals that also hate gnomes.

GIANT SPACE HAMSTER OF ILL OMEN

Gargantuan aberration, neutral

Armor Class 13 (natural armor)

Hit Points 350 (10d8 + 20)

Speed 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	25 (+7)	18 (+4)	14 (+2)	11 (+0)

Skills Athletics +10, Perception +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft, Passive Perception 16

Languages understands all languages but can't speak, telepathy 120 ft.

Challenge 12 (8400 XP)

Space Hamster Survivability. The grell has advantage on saving throws against charms or any mind-altering or mind-reading effect.

Innate Spellcasting (Psionics). The hamster uses Wisdom for its spellcasting modifier (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells without any components: At will: *detect thoughts*, *levitate*, *telekinesis* 3/day each: *fear*, *dominate monster*, *lightning bolt*, *teleport* (self only) 1/day each: *synaptic static*, *wall of force*

Actions

Multiattack. The hamster makes one bite attack and two claw attacks, then uses its Synaptic Spark action.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage. If the target is a Huge or smaller creature, it must make a DC 18 Dexterity saving throw or become grappled in the hamster's cheeks (escape DC 18). The hamster can hold infinite creatures in its cheeks' extradimensional space.

Claw. Melee Weapon Attack: +10 to hit, reach 10 feet, one target. *Hit:* 13 (2d6 + 6) piercing damage.

Synaptic Spark. The hamster sends a jolt of psychic energy at up to 3 creatures it can see within 30 feet of it. That creature must make a DC 16 Intelligence saving throw or take 7 (2d6) psychic damage. A creature damaged by this ability must roll 1d4 and subtract the result from any attack rolls, ability checks, and Constitution saving throws to maintain concentration the creature makes until the hamster's next turn.

Legendary Actions

The hamster can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hamster regains spent legendary actions at the start of its turn.

Claw Attack. The hamster makes one claw attack.

Psionic Shield. The hamster creates a magical shield that grants its 11 (2d10) temporary hit points.

Cast a Spell (Costs 2 Actions). The hamster casts one spell.

Roll Over (Costs 2 Actions). The hamster rolls over, moving up to 40 feet along the ground in one direction. Each creature in the hamster's path must make a DC 19 Dexterity saving throw. On a failed save, a creature is crushed, taking 28 (8d6) bludgeoning damage and becoming grappled (escape DC 19). If the hamster moves more than 5 feet, it frees all creatures restrained in this way. Creatures that succeed at their initial save are not restrained and can move to the closest open space adjacent to the hamster.

TYRANHAMSOSAURUS REX

Gnomish wizards were so concerned with whether or not they could that they did not stop to consider weather or not they should.



Credit: AllieBriggsArt

TYRANHAMSOSAURUS REX

Huge beast, unaligned

Armor Class 16 (natural armor)
Hit Points 93(11d12 + 22)
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	3 (-4)	14 (+2)	6 (-2)

Saving Throws Dex +6
Skills Athletics +7, Perception +5
Senses Darkvision 60ft., passive Perception 15
Challenge 6 (2300 XP)

Disease Immunity. The hamster is immune to all diseases.

Keen Smell. The hamster has advantage on Wisdom (Perception) checks relying on scent.

Actions

Multiattack The tyranhamsosaurus rex makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 feet, one target. *Hit* 20 (3d10 + 4) piercing damage. If the target is a Medium or Small creature, it must make a DC 15 Dexterity saving throw or become grappled in the hamster's cheeks (escape DC 15). The hamster can hold one Medium creature or two Small creatures in its cheeks at once.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 feet, one target. *Hit* 23 (3d12 + 4) bludgeoning damage. The target must make a DC 15 Strength saving throw or be pushed 10 feet away and knocked prone.

MINIATURE GIANT SPACE HAMSTER

Giant Space Hamsters now available in friend size! Be like your favorite hero, Minse! Have a friend that whispers how cool you are (but mostly they just make hamster squeaks.)! They're great with kids! They're smart enough to be familiars! They taste great if you like spaham! This wonderful creature can be yours for the low low price of one gold piece! Supplies are limited so c'mon down to Sigil and stop by Prime Exotics for Miniature Giant Space Hamsters!



Credit: Dungeon of the Mad Mage

MINIATURE GIANT SPACE HAMSTER

tiny beast, usually neutral good

Armor Class 10
Hit Points 1(1d4 - 1)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (0)	9 (-1)	10 (0)	10 (0)	14 (+2)

Senses Darkvision 30ft., passive Perception 10
Languages Common but can only whisper
Challenge 0 (10 XP)

Disease Immunity. The miniature giant space hamster is immune to all diseases.

Keen Smell. The miniature giant hamster has advantage on Wisdom (Perception) checks relying on scent.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 feet, one target. *Hit:* 1 piercing damage.



VARIANTS

Below is a list of giant space hamster variants. All of them use the same statistics as the giant space hamster with changes listed.

MORE SPACE HAMSTERS

But wait! there's more!

Abominable giant space hamster Resistant to cold damage.

Armor-plated giant space hamster AC becomes 14. It has thick hide similar to a rhino.

Carnivorous flying giant space hamster Has a flying speed of 30ft.

Invisible giant space hamster Can become invisible as a bonus action.

Ethereal giant space hamster A disturbing creature with transparent skin. Viewing it requires a DC 12 Wisdom save or become frightened.

Great horned giant space hamster Has a rhinoceros horn. Use the *charge* feature from the rhinoceros stat block.

Sabre-toothed giant space hamster The bite attack does 2d12+2 damage.

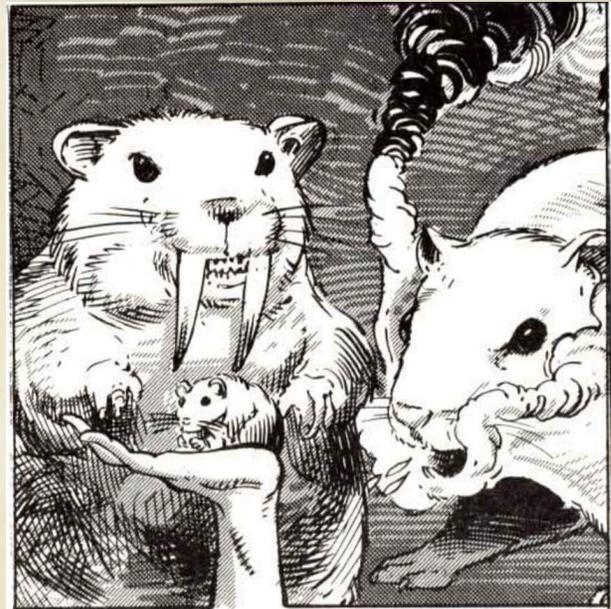
Subterranean giant space hamster This digging hamster has a burrow speed of 30ft.

Sylvan giant space hamster This hamster has the *spider climb* feature.

Two-headed Lernaean bombardier giant space hamster Regenerates 10HP at the start of it's turn. It has a loud belch that stuns on the failure of a DC 12 Constitution saving throw.

Yellow musk giant space hamster Emits a poisonous gas that causes the poisoned condition on the failure on a DC 12 Constitution saving throw.

Psionic giant space hamster This hamster can cast *Levitate* at will.



Credit: Monsterous