



Monsters of Spelljammer

Introduction

Monsters of Spelljammer is intended to provide an overview of the many strange and unusual creatures found in the Spelljammer setting. Each entry has a picture (if the monster has one), a short description, and an indication of where to look for more details. The goal is to inspire those who may not be too familiar with the setting and provide some idea of the types of beings that might be encountered while spacefaring. This document does not provide detailed stats for any of these monsters; for those please refer back to the original source material or search for a 5th Edition conversion. A list of primary sources is provided at the end of this article.

Aartuk

Religious fanatics that roam space solely for the purpose of waging war, aartuk are plant creatures. They are star-shaped with a head attached to their centre point by a flexible stalk. Aartuk have thick yet flexible bark and limbs ending in suction cups. They are capable of firing pellets, or grappling opponents with their gooey tongues. They reproduce by injecting unconscious victims with a virus that turns them to jelly. Each tribe is led by a wise elder. Aartuk have a particular hatred of beholders, who destroyed their original home world. Aartuk can be found in *MC7*, on *1992#492*, and one was featured in the adventure *Wildspawn* in *Du71*.



Air Dragon

This form of dragon is unique to the air world of Coliar in the Realmspace system (*SJR2*). When the body of a dragon who has passed through the oldest stages of its life becomes too weak and decrepit to function, it has the option of transforming into a mental projection. This so-called air dragon looks like a shimmerless diamond in the shape of the beast's former body with eyes the colour of its corpse's scales. A newly formed air dragon can choose to sustain the husk of its old body and is effectively immortal while the body survives. It reforms if its air manifestation is destroyed, but cannot travel more than 15,000 miles from its body. Once it allows the body to wither away, the air dragon no longer has limitations on where it can go, but can be destroyed. The air dragon keeps the fear aura and all of the spell-like abilities and immunities of its previous form, but cannot make physical attacks. It can *control air* to move masses around at high speeds as a form of buffeting attack if it needs to.

Albari

These exceptionally intelligent, bird-like creatures are small in size, but have wingspans of up to nine feet. Solitary creatures, albari exist only to add chaos to the lives of others. They are armed with a variety of magical powers, mostly types of illusions with *dream* being a favourite. The motivations of an albari are fickle, but it will stick to one inscrutable goal at a time. Most intelligent races hate albari, and they don't even taste good. Their feathers are too oily for most uses, but albari-feather pillows are a status symbol for some. Albari can be found in *MC7*.



Alchemy Plant

An alchemy plant is a bush one to three feet high. If two objects touch an alchemy plant, it will randomly change one of them into the same substance as the other, but it can do this only once per day and for no more than three pounds of matter. Alchemy plants do not photosynthesize, instead converting nearby material into food. This means they grow wild almost anywhere. If attacked, or if sensing damage to other nearby plants, this bush can transform itself into a nearby substance, such as rock. The alchemy plant can be found in *MC9*.



Allura

These creatures are emotional vampires, feeding on tension, excitement and fear. Allura are reptilian, but they can shape change to disguise themselves as attractive members of their victims' race, only reverting to reptilian form if they are unable to feed for an extended period. Allura have an innate ability to detect nearby life, and can cast a variety of spells to manipulate their targets to feel the emotions they feed on. Groups of allura work together to capture whole ships' crews. After two weeks, the crew becomes entirely drained of emotions. The allura incapacitate and abandon them, and begin looking for new targets. They are detailed in *MC9*.



Anadjiin

Humanoid predators, anadjiin are found primarily on the earth body Anadia in Realmspace (detailed in *SJR2*). Although they are reptilians, they have large insectoid eyes and jaws as well as a number of physiological adaptations for survival at extreme hot and cold temperatures. Armed with razor sharp claws, Anadjiin are capable hunters, but they respect ecological balance and never hunt rare or endangered species. On Anadia, they generally prey on halflings and umber hulks. They are caring mates and parents, and families will cooperate to find food.



Ancient Mariner

These undead beings (from *MC7*) haunt the phlogiston, all that is left of a now long-forgotten humanoid race. Compared to humans, ancient mariners have compressed torsos and extended necks. They appear as they were when they died, usually wearing pirate garb, but are partially transparent. The chilling touch of an ancient mariner drains levels and will eventually turn a victim into a shadow under its control. Ancient mariners are also able to make inanimate objects insubstantial, although large objects, such as ships, take up to a day to convert.



Anadian Halfling

Two groups of halflings occupy the lush, green poles of Anadia, the innermost planet in the Realmspace system (*SJR2*). The halflings living at the northern pole view themselves as the superior of the humanoid races, and have subjugated other humanoids into reservations bordering the planet's equatorial wastelands. By contrast, the southern pole is occupied by constantly feuding halfling families with no central government and a low life expectancy. Anadian halflings have smaller ears and eyes than usual. They lack infravision, but are resilient to poisons and magic.



Andeloid

An andeloid spore is a shimmering, fist-sized crystalline sphere often mistaken for a gem. If activated by heat or the presence of a potential host it becomes a flat, disc-shaped ooze capable of infecting a target by touch. It bonds with a host's psyche and covers its body with a thick translucent slime. This substance then adheres to new targets which are eventually merged inextricably with the rest of the andeloid. The composite has a group personality based on its component parts. There is an upper limit on the size of an andeloid, but it can choose to digest component parts in order to replace them. The andeloid can be found in *Dr159*.



Aperusa

The aperusa (from *MC9* and *CGR1*) are a community of Wildspace humans with unclear origins and a penchant for trickery that leads many other races to distrust them. They are known for their brightly painted spelljamming craft and love of colourful clothing and jewellery. Aperusa are resistant to detection spells and immune to mind reading. Their bodies retain air, allowing them to survive for days in Wildspace without a fresh air supply. They are not an aggressive people but most clans have some skilled warriors (known as Blades) as well as spies (the Umbra).



Archlich

Although they are very rare, some liches are good. Archliches are created when a powerful good spellcaster takes steps to transform into an undead lich, while deliberately retaining their good alignment. Archliches usually serve a cause or protect a beloved place or person. They resemble ordinary liches, but are immune to turning and can instead repel other undead. Archliches are able to raise skeletons and zombies to serve them. They retain their living spell casting abilities, and may choose nine known spells which will automatically regenerate in their mind once cast. Archliches are described in *SJR1* and later mentioned in *MoF*.



Argos

Although they are intelligent beings, these massive amoeboids are driven by a ravenous hunger to consume any prey they can grasp and digest. Argos have one dominant central eye and hundreds of additional eyes and toothed mouths. The eyes of an argos manifest a variety of spell effects, much like a beholder. It is probably no coincidence that the two species are found in the same regions of space. An argos can wield up to three weapons or magic items, and can also engulf victims whole. First detailed in *MC7*, argos are also found on *1992#493* and in *MM 2e*.



Astereater

A distant relative of the beholder, astereaters are huge spherical creatures with a central eye and mouth. They hide in asteroid fields and eat anything that passes by. Astereaters prefer sentient species but will consume anything living. They do not have any magical powers, but can swallow most creatures whole. Although they are typically solitary, rare astereaters will have a platoon of giff servants. They are hunted by other beholders (who view them as errors of creation) and by treasure hunters interested in their stomach contents. The astereater appeared in *MC7* and *1992 #611*.



Asteroid Spider

The ten-legged asteroid spider received a significant size upgrade between its first appearance as a medium-sized predator in *MC7* and the gargantuan ship-eating version in *MCV1*. The spider either hides on an asteroid, or pretends to be an asteroid and uses strands of its web to snare or grab and reel in its prey. The smaller version has a mild paralytic poison and can go into suspended animation between meals. A gargantuan asteroid spider can weave a magical web capable of suppressing a spelljamming helm and can travel through Wildspace without a ship, using its own brain as its helm.



Astrosphinx

This malevolent sphinx stands twice as tall as a human and has a goat's head with pale skin so tightly stretched that it resembles a skull. It has brass-coloured dragon scales, a tail, huge black bat wings and large clawed human front limbs. As well as physical attacks, the astrosphinx can also breathe a cone of *sleep* gas. These creatures are insane, and challenge all living things they encounter with nonsensical riddles such as "What is the speed of blue?" Shunned by all intelligent species, astrosphinxes are usually the only inhabitant on the barren chunks of rock on which they dwell. The astrosphinx can be found in *MC9* and in the *Deadly Riddles* lair in *SJR8*.



Autognome

First detailed in *MC9*, autognomes are part mechanical, part magical creations of gnomes. They are advanced automatons, capable of carrying out an array of complex orders. Many autognomes have retractable metal scoops to collect mining samples. Less common is an embedded *wand of lightning* to boost their combat capabilities. Autognomes can converse, usually speaking Gnomish and Common, but their thought processes tend to be inflexible and rely on narrow logic. Rogue autognomes are individuals who are no longer associated with their creators. They lead independent existences. In 5th Edition (*UA:TotM*) these rogue autognomes are a playable race. The adventure *Gnome Droppings* (*Du63*) featured autognomes as the ejected cargo of an orbiting spelljammer craft in distress.



Azer

Azers have appeared in the *Monster Manual* since 3rd Edition, so it is easy to think of them as core creatures. However, their first appearance in 2nd Edition was in *SJR4* where they were introduced as residents of the immense fire world Garrash. Their civilisation on Garrash mirrors their regimented society on the Elemental Plane of Fire, where they originate. Azers resemble dwarves with brass-coloured skin and flames for hair. They are master artisans, capable of making great treasures out of gems and precious metals. Azers can also be found in *MM2 1e*, *ALQ4*, *MCA1* and *SS*.



Bassnip

Revular's Island is a huge spelljamming asteroid operated by the syllix (*Du71*). When it is encountered in the adventure *Wildspawn*, it is pretending to be a lush, attractive island on a planet. Bassnips did not originate on Revular's Island but are now the dominant fish in the island's fresh water lake, providing sustenance to the syllix. Pink fish, resembling trout, bassnips have scissor-like jaws capable of snipping off small body parts and damaging armour. They eat algae and other lake plants, and are poisonous to most humanoids when eaten.

Beholder

The beholders of the Spelljammer setting are engaged in a xenophobic purity war. Each subspecies believes itself to be superior and views the elimination of all genetic variations as paramount. Since beholders are already a prominent spelljamming race, other races can be thankful that it is only the distraction of their perpetual civil war that stops the beholders from being an overwhelming presence in Wildspace. Beholders can be found in the *Monster Manuals* of all editions as well as in *SAiS 2e* and *IT*.



Beholder Mage

Most beholders are unable to cast spells, because their central eyes interfere with their ability to manipulate magic. Rare beholders who are born with blind central eyes, or those who deliberately put out their own eyes, can study magic and become magi. Such beholders channel spells through their eyestalks, gradually converting them to spellstalks. Instead of memorising a spell, a beholder stores it in a spellstalk and can then use it as often as it desires. Beholders are more limited in their mastery of magic than most other races, and may learn spells from only a single school of magic. Beholder magi are detailed in *SJA1* and in *IT*.



Beholder Mount (Hopper, Crawler and Crusher)

The beholder variants known as directors breed at least three different types of rideable creatures (*MC7*). All three mounts are derived from insects and have chitinous bodies with multiple limbs. Hoppers have slashing forelimbs and two giant cricket legs capable of 30-foot hops. Crawlers have ten sets of centipede legs and a pair of spider fangs for combat. Crushers have eight legs, scorpion pincers and dangerous stings.



Beholder Zombie

The beholder zombie in *SJA1* lacks any of a normal beholder's special attacks. It has a single *chilling touch* attack which inflicts damage on contact. However, it is not inherently aggressive and merely seeks assistance in repairing its cracked shell. The version presented in *Du155* also lacks any of a beholder's eye rays. In fact, it lacks eyes altogether having lost them while it was still alive. This beholder zombie is limited to a bite attack or a simple smash attack. It is also harder to kill, able to rise from the dead at least once after being reduced to 0 hit points.



Bionoid

Originally bioengineered from volunteer elves during the Unhuman Wars, bionoids were ostracised by the elves after the Wars and now make their own way through the multiverse. They have two forms: a tall, thin, well-muscled humanoid form, and an insectoid, armoured form with protruding blades, which they take on when in combat. They can generate a powerful *fireball* as a defensive measure of last resort. Despite their appearance, bionoids are good creatures, given to peaceful contemplation. They are capable of reproduction but their offspring require host bodies. There are rare cases of large families of hundreds of bionoids living in communities. Bionoids are detailed in *MC9*.



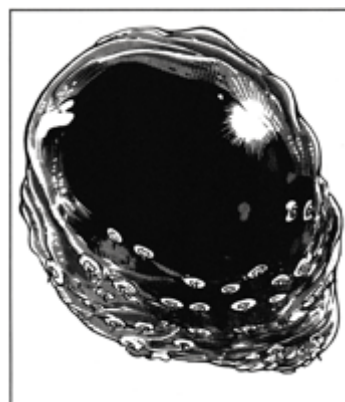
Blazozoid

Blazozoids look like small comets with tails of blue fire. All blazozoids are the offspring of a huge, living star that refers to itself only as "I". It believes that it is the only sentient being in the multiverse, and creates blazozoids as its emissaries to look for other sentient stars. Blazozoids do not consider material beings to be intelligent life, and generally ignore them unless they need to feed, in which case they will ram their targets and try to consume them using their intense body heat to convert matter into energy. Blazozoids can be found in *MC7* and on *1992#494*.



Bloodsac (also known as a Haagathga or a Star Vampire)

Drifting silently through space, these black-blue blobs (from *MC9*) are nearly invisible against the sky. They are parasitic predators travelling in packs, each one some 4' in diameter. The smell of blood is often the only clue to their presence. Bloodsacs can sense warm blooded creatures. Once they locate a suitable spelljamming craft they try to take the inhabitants by surprise, boring numerous tiny suckers into the flesh to drain their prey's blood and eventually also brain fluids. They reproduce by laying eggs inside drained victims. Illithids occasionally keep trained bloodsacs.



Bosk Giant

Found on the earth planet Chislev in the Krynnspace system (*SJR7*), bosk giants are aggressive, territorial creatures of relatively low intelligence. They have green hair and skin, to better blend into the wet, green environments in which they prefer to dwell. They attack with clubs in melee or by spitting a stream of swamp water and gastric juices which burns and dazes a target. Despite their bellicose natures, bosk giants are vegetarians. They can sometimes be bribed with nuts, of which they are particularly fond. They dwell in villages, and sometime raid nearby human tribes for slaves.



Buzzjewel (also known as a Gembane or a Baublebiter)

These tiny insects are native to Wildspace. They are detailed in *MC9* and can be found in Clusterspace (*AC*). An approaching swarm of buzzjewels emits a loud droning sound and looks like a cloud of multicoloured lights. They eat gemstones or minerals; when buzzjewels die, they leave behind small ornamental gems. If a swarm is provoked, the buzzjewels will eventually attack with venomous bites. They are capable of reflecting back some spell attacks against the caster. Most mining races dislike buzzjewels, while the dohwar use caged buzzjewels as currency.



Chakchak

During the Unhuman Wars, chakchaks were created when the unborn children of female hobgoblins were magically altered by shamans and witch doctors. Chakchaks are taller and more muscular than their kin. They have forearms that have been strengthened and reshaped to end in bony axe heads, grey skin flecked with black freckles and typically wear banded mail armour. Raised by soldiers to become fearsome but emotionally unstable warriors, chakchaks are as likely to turn on other hobgoblins as on enemies, and often had to be pressed into battle under the influence of a *charm person*. They were deemed a failed experiment because their lack of hands made them too dependent on other hobgoblins. Treated poorly by hobgoblin society, surviving chakchaks are now found in abandoned citadels and deep space locations, trapped by magic such as *temporal stasis* or *imprisonment*. Chakchaks are detailed in *P55*.

Chandos Fish

These yellow to white fish are native to the water planet Chandos in Realmspace (*SJR2*). They are long (2 to 5 feet) and thin with a thick spiny ridge. They generate their own light using photoluminescence. Although they are omnivorous, Chandos fish prefer fresh meat, specifically flesh torn from prey that isn't yet dead! The scent or taste of blood drives these fish into a frantic feeding frenzy during which a steadily increasing number of fish swarm and attack the target's open wounds and sometimes even each other. Chandos fish seem to be perpetually hungry, constantly searching for new prey.



Chattur (also known as a Space Bandit)

Small mammals with both primate and rodent characteristics, chattur are often discovered living on space faring vessels. Their presence is supposed to bring good luck, and since they are not aggressive creatures, stowaway chattur are tolerated by most crews. They eat a variety of foods and create comfortable homes using scavenged materials, usually in small family groups. Chattur have their own tongue and are intelligent enough to learn to speak other languages over time. They can be trained to use weapons and other tools. Chattur first appeared in *MC7* and on *1992#612*.



Clockwork Horror

Clockwork horrors are small, insectoid automatons that roam Wildspace gathering materials to make more clockwork horrors. They exist solely to replicate. Clockwork horrors communicate using clicks and whirs or with a blinking light code that they can emit from their single crystal eye. In 2nd Edition (*MC7*, 1993#222, *MCA4*) and 3rd Edition (*MM2 3e*, *Dr350*) the horrors had slightly different abilities depending on their base metal, while in 4th Edition (*Dem*) and 5th Edition (*MCV1*) stats are provided for one standard type. The most recent version has a bite, a rotating saw attack and a lightning jolt. It can also attune itself instantly to any spelljamming helm, making it easy for a horde to take over a ship. When they die, the magic that animates horrors causes them to disintegrate.



Colossus

Although not directly related to giants, colossi are nonetheless gigantic humanoids, sixty feet tall and weighing seventy tons. They have relatively small heads and short legs, sloped back foreheads, thick bulbous features, jagged teeth and stubby fingers. Colossi are large enough to function as their own ships in Wildspace. They are usually encountered as lonely wanderers on an endless quest to find their mythical lost home of Arhoad. Good colossi are friendly and helpful to travellers, while evil ones are marauders and killers. Colossi appeared in *MC7* and on 1992#495.



Comet Steed

Detailed in *SJA3*, comet steeds look like pure white warhorses. They are surrounded by gleaming clouds of stardust which provide them with magic resistance and can be used defensively to blind attackers. This dust is also a component of *potions of magic resistance*. Comet steeds can fly at spelljamming speeds, so they are highly prized as mounts. However, they must be tamed from foals, and young comet steeds are exceptionally rare. An alternative way to obtain one is using a *ring of the comet*, which summons a comet steed for use as a temporary mount. They are herbivores so can sometimes be found grazing on planets.



Constellate

There are gargantuan monsters and then there are *gargantuan* monsters. Constellates (*MC9*) are living constellations, 1 to 100 million square miles in size. At full size they have a crush attack that does thousands of points of damage and a sunbolt attack that is a 1,000 mile diameter cone with a range of 500,000 miles! Fortunately, constellates generally avoid battle, an exception being if an Aperusa leader summons one to protect their clan, which they can do once per year. Constellates can shrink and move if they wish.



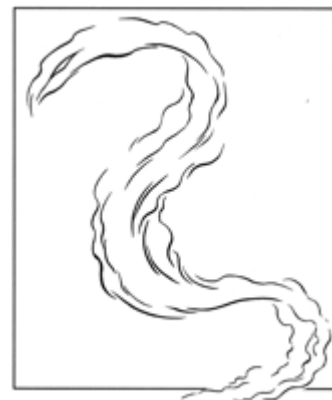
Contemplator

These tall, solitary humanoids spend their lives pondering the questions of the multiverse. According to legend, when a contemplator discovers answers to all of the questions, the multiverse will end. Usually found on barren asteroids, their drive for knowledge makes them hostile to intelligent creatures. They can cause stone to envelop a target and will then gradually drain intelligence from the victim before eventually throwing the resulting simpleton into space. Contemplators are described in *MC9*. A group of them looks after the constellations in *AC*.



Death Shade

These strange creatures (from *SJA2*) are parasites that feed off the energy released by dying creatures. In their natural form they resemble wisps of smoke with vague outlines of hooked eyes, but they are almost always encountered inside a host. When hungry, a death shade causes its host creature to go berserk, killing nearby targets so that it can absorb their energy. A death shade that absorbs sufficient energy reproduces by splitting into two. Death shades can infect any carbon-based lifeforms, and only *amulets of life protection* provide a defence against infestation.



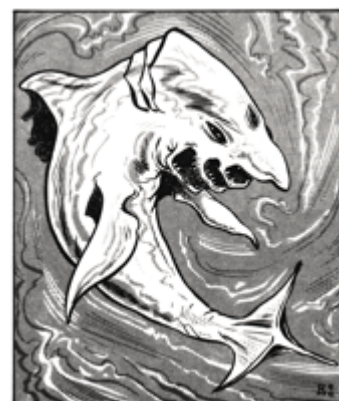
Death Tyrant (also called an Undead Beholder)

Different sorts of undead beholders have been described as “death tyrants” in D&D lore, including the floating skull version in the *MM 5e*, which dreams itself into undeath. The original death tyrants, found in *SJR1*, are mindless, rotting creatures created by evil magic. They usually serve living beholders but can also be controlled by others using magic. They are still able to use their eye powers, except those that *charm*, but most death tyrants have lost one or more eyestalks to injuries and the decay of death. Death tyrants are not to be confused with beholder zombies, which don’t retain any of their special abilities.



Delphinid

Delphinids are the dolphins of the phlogiston. They are similar in appearance, but have trilateral symmetry with three eyes, three dorsal fins, three tail fins, and three hinged jaws. Much like dolphins, they play with ships travelling the currents of the phlogiston and have even been known to rescue sailors who have fallen overboard. They avoid monstrous and aggressive races. Delphinids somehow gain nourishment from the phlogiston, but also enjoy food thrown to them by sailors, especially fruit. Neogi consider delphinid meat to be a delicacy. They can be found in *MC7*.



Demon

As *SAiS 2e* points out, most extraplanar beings have an aversion to Wildspace and avoid it. There are exceptions to this, however, and a plan to use Clusterspace as a beachhead into the Material Plane means that demons play a significant role in *The Astromundi Cluster*. They plan to achieve their objective using the Darkgate, which is being assembled for the tanar'ri by a familiar race of tall, blue-skinned humanoids. *AC* reprints the babau, chasme and nabassu.



Director

Directors are the warrior caste of beholders. They specialise in mounted combat, using three clawed sensory tendrils to grip their mounts and mindlink with them. Once linked, a director and its mount act as a single creature, but the director will abandon the mount if it has to. The director's central eye, which is smaller than that of an ordinary beholder, has the power of deflection, making it harder to target the director with physical and magical attacks. A director has only six eye stalks, but they all possess offensive powers. In a push, a director can bite with its fang-filled mouth. Directors first appeared in *MC7*, and later in *MM 2e*, *IT*, and *LoM*.



Dizantar

Dizantar wear suits of heavy, spiked plate armour. Indeed, they may well *be* suits of heavy, spiked plate armour as any effort to open the armour reveals only smoking black ashes. A dizantar always wields an ornate magical halberd. This can mark a foe with a glowing arcane line, enabling a dizantar to pursue that foe until it leaves a crystal sphere or moves to another plane. Dizantar spend almost all of their time hunting and killing the blue-skinned mercane. They are solitary creatures, engaging with weaker beings only if they must. They are detailed in *MC7*.



Dohwar

A race of shameless merchants from *MC9*, the dohwar resemble penguins who like to dress in garish, clashing clothes. Dohwar communicate with each other telepathically and a pair in mental rapport will finish each other's sentences. They also have *ESP*, but must rest after using it. Dohwar organise themselves in cartels with managers and a president. Senior members of a cartel are usually accomplished spellcasters. Dohwar rely mostly on paid muscle (often giff) to fight their battles, but some dohwar are trained protectors with space swine-riding cavalry units.



Dracon

The dragons have only recently arrived in the Known Spheres, perhaps having recently made the leap into space from their home world. They are a lawful good race of dragon centaurs, with a human upper torso and arms, but the head and tail of a dragon. Dracons are civilised vegetarians who have a duelling code for resolving disputes. They are almost always encountered in family units. Dracons get on well with lizardfolk and centaurs but have trouble distinguishing between human, mind flayers and other humanoids. They can be found in *SAiS 2e*, *CGR1* and on *1992#17*.



Dreamslayer

In its natural form, a dreamslayer (from *MC9*) is a winged, bipedal lizard with a featureless glowing oval for a face. Dreamslayers roam the Astral Plane looking for sleeping beings who are in Wildspace. They enter the sleeper's dream, where they resemble a shrouded humanoid or take the form of the dreamer's greatest fear. Dreamslayers force their victims to witness the deaths of loved ones, draining intelligence in the process. If completely drained, the dreamslayer takes control of the body and then tries to experience as many extreme emotions and physical sensations as possible until, after a few days, it is hurled back to the Astral, leaving only a corpse.



Dweomerborn

Most spelljamming ships produce an invisible magical energy exhaust. Occasionally this energy spontaneously forms into a sentient creature called a dweomerborn. It looks like a vaguely humanoid cloud of fog, a little larger than a human. Dweomerborn feed off magic. They hunt for a spelljamming craft, lock on to the exhaust trail and use this to pull themselves aboard. There, they drain magic from spellcasters and magic items until they are sated. They can use their claws to make physical attacks if they need to. Dweomerborn are detailed in *MC9*.



Eldritch Lich (also known as a Master Lich)

The eldritch lich (from *MCV1*) is a lich created when a Great Old One implants a Far Realm parasite inside it. The parasite causes strange tentacles to sprout from the lich's body, and an alien mouth is visible in its torso. A powerful opponent, an eldritch lich has *parasitic tentacles* that can dissolve someone into a gibbering mouter, a *psychic whisper* and a range of spells. The eldritch lich was likely based on or inspired by the master lich from *LoS*, which also has its origins in "promises made to dark, extradimensional powers" and a similar desiccated appearance. Unlike its eldritch kin, a master lich has a paralysing touch, regeneration, and can animate zombies and skeletons.



Elmarin

Usually encountered in the vicinity of fire-based celestial bodies, elmarin are small creatures made of fire. They range in colour from red to violet, and are about as intelligent as animals. Elmarin are not aggressive unless they are cornered, but they are curious and may accidentally ignite flammable equipment while investigating passing spelljamming ships. When an elmarin dies, there is a small chance that it will leave an *ioun stone* behind. Elmarin appeared in *SAiS*. *SJR2* details a type of cannon ball that summons an elmarin when it strikes.



Ephemeral

These undead spirits are all that remains of individuals who have died in the phlogiston. Ephemerals hunt in packs, with their touch draining health and intelligence. A humanoid killed by an ephemeral becomes one. If they are instead completely drained of intelligence, they become possessed. Ephemerals seek to possess humanoid hosts so that they can return to a crystal sphere and from there move on to the afterlife, at which point they abandon their host as a mindless husk. Ephemerals may be the remains of a race who managed to crack open their crystal sphere, allowing the phlogiston inside it. They are detailed in *SAiS 2e*.



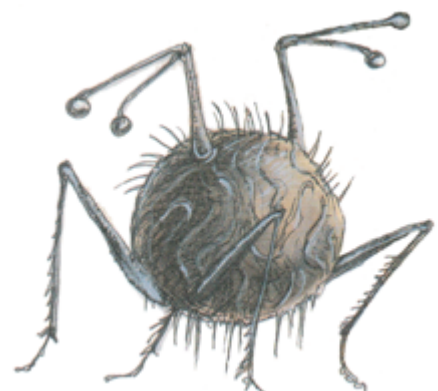
Esthetic

Although they are alive, esthetics are as much spaceships as they are monsters. Each one is created by the reigar it carries and its appearance is as unique as its symbiotic host. Esthetics hunt by driving a hollow boarding spike into animal victims to absorb nutrients. This spike can also be used to disgorge boarding parties into enemy ships they have immobilised using their *jammerscream* attack. Esthetics cannot travel in the phlogiston, but there are rumours of even larger reigar craft capable of transporting esthetics. Esthetics are detailed in *MC7* and on *1992#613*.



Examiner (also known as a Four-Eye)

These strange beholder variants appeared first in *MC7* and then in *MM 2e* and *IT*. They are four-foot-diameter spheres with no central eye and a mouth on the underside of their bodies. They have four small eyes at the end of antennae and four limbs capable of gripping and using implements. Examiners are the tool wielder caste of beholder kind, but they are not very brave and usually serve other beholders as scholars and clerks. Their eyestalks have utilitarian powers, including a type of defensive *spell reflection*.



Falmadaraatha (also known as a Fal)

The Fal are a race of long-lived, gigantic, hermaphroditic slugs (from *MC9*) who thrive on study and learning. They are peaceful, but are perfectly capable of defending themselves using a form of *telekinesis* or with their ferocious bites. Usually solitary, they occasionally gather in small numbers to discuss topics such as philosophy and metaphysics. Most Fal are willing to answer the questions of visitors in exchange for gifts, but they view visits more frequent than annual as impolite. Fal eat leafy green plants and are fond of wine. They can live for more than 2000 years



Feesu

Feesu are large, space-going moths that travel in swarms and glow green with a phosphorescence generated by their bodily fluids. They are considered bad luck by space travellers for two reasons: First, like all moths, they are attracted to light, which they use to recharge their phosphorescence. A cloud of brightly glowing feesu often draws unwanted attention from pirates and hostile ships. Second, feesu store air in their wings, so when a cloud of visiting feesu departs from a ship, it takes a significant amount of the ship's air envelope with it. Feesu can be found in *MC9* and on *1993#223*.



Firebird

Like their terrestrial relatives, the giant eagles, firebirds have keen eyesight, and can attack with large claws and sharp hooked beaks. They also have an extreme body temperature, which gives them a body wreathed in flames and bright, blue-white eyes. These scorching flames add fire damage to any attack and ignite flammable parts of a ship. Firebirds use their fiery energy to travel through Wildspace and pick off crew from ships they encounter. They can produce a lance of flame capable of burning through hulls to get to passengers hiding inside. Firebirds are sometimes hunted for their feathers, which are ingredients for *elixirs of life*. They can be found in *MC9*.



Firelich

A firelich is created when a high-level evil mage preparing to ascend to lichdom accidentally explodes in the phlogiston. A firelich looks like a flaming comet, some eighteen feet long, with the face of the deceased mage forming the body of the comet. It screams (literally) through Wildspace, looking for things to collide with, in a desperate and futile attempt to extinguish itself. A firelich will slam into a ship and explode into a *fireball*, but its life-force promptly reforms into a comet. The firelich is detailed in *MC9* and one can be found in a pocket prison floating through Wildspace in *A Lair of Flame* in *SJR8*.



Flame Swallow

Found on the fire bodies of Ignia and Garrash (*SJR4*), flame swallows are larger, red-coloured versions of terrestrial swallows. They are surrounded by a nimbus of orange fire which extends several feet from their bodies. This ignites flammable objects on contact. Flame swallows find great joy in playing in fires, and will start them for their own amusement, making them a danger to any spelljamming craft they encounter. They likely originated on the Elemental Plane of Fire, but are now rare there, finding fiery worlds on the Material Plan more amicable. They die if forced into environments colder than boiling water. Flame swallows are not aggressive but will hunt other fire-dwelling creatures for food given a chance to do so.

Flow Barnacle

These barnacles are the size of a human head, and are found mostly in the phlogiston. They drift in space until they find something to attach to. Once attached, flow barnacles use their parrot-like beaks to consume organic and mineral matter alike. They are nearly impossible to dislodge while still alive. Flow barnacles dislike excessive heat, light and air. They are edible in a push, and occasionally form valuable blue-white pearls. Flow barnacle shells can be used as shields and their essence is used to make *sovereign glue*. They are detailed in *SJR1*.



Flowfiend

Deep in the phlogiston is a rocky island built out of thousands of calcified victims of the flow. A mysterious entity known as the “Great Father” appears here from time to time to create new flowfiends from captives brought to the island by other flowfiends. The transformed beings grow up to a third taller than their original size and gain two extra arms. They can attack with each of their four clawed fists, or with their razor-sharp bites. Flowfiends have exaggerated, rippling muscles under a sickly yellow skin. When they attack spelljamming craft, which they do as often as possible, only evil beings are carried away to be transformed by the Great Father. Other travellers are beaten and bitten into a bloody pulp. Flowfiends can be found in *MC9* and on *1993#278*.



Focoid

Focoids are large, transparent gelatinous creatures that lurk near bright celestial bodies. Their bodies consist of three joined spheres, which they use as lenses to focus beams of energy at passing ships. Focoids are carnivorous, eating the remains of the inhabitants of ships they have destroyed. Since they are transparent, focoids are usually only visible while they are digesting their last meal. They are considered a navigational hazard and many ports offer a bounty on focoid carcasses. Focoids are solitary, but three will occasionally meet to reproduce. They can be found in *MC7* and on *1992#496*.



Fractine

Fractines fly through Wildspace and the Astral Sea, constantly folding and unfolding like origami. During encounters, a fractine flattens into a two-dimensional, mirrored surface about 11 feet tall. A fractine feeds off magical energy and light it syphons from its surroundings without causing harm. If it needs to, a fractine attacks by falling on a target, or by imprisoning someone inside itself. A smashed fractine breaks into two smaller fractines. If destroyed or starved of energy for more than ten days a fractine loudly shatters into nothing. The 5e fractine is in *MCV1*. The earlier *MC7* version did a variety of different things when it fell on someone, including possibly duplicating them.



Furnace Golem

A furnace golem is what you get if you cross a spelljamming helm with an iron golem. Found in *MC7* and *1993#60*, a furnace golem can consume magical items and turn them into spelljamming energy. Furnace golems are intelligent and capable of logical but slow conversation. They are versatile in battle, using improvised weapons, thrown objects, or just their powerful crushing fists. Furnace golems are warm to the touch and have glowing red eyes. They are heavy enough to shake buildings when they walk. A destroyed furnace golem releases a pool of its inner molten iron.



Gadabout

Plants with butterfly wings and grasping branches, gadabouts are grown by spacefaring elves to be used as personal conveyances. In return for sunlight and water, a gadabout allows its wearer to fly through space with a supply of air and nutrition for up to sixty days. Gadabouts can live up to 25 years, and one commands a fair price on the open market (at least 2,500 gp). They can be used by humanoids as small as gnomes or as large as ogres. Gadabouts are the modified fruits of the elves' living ships. When a gadabout is destroyed, it rapidly decomposes into a foul-smelling mess. Originally found in *MC9*, the gadabout was updated to 5e in *MCV1*.



Gammaroid

A gammaroid (from *MC9*) is an immense (2500' diameter) snapping turtle that is easily mistaken for an asteroid. Its primary diet is gossamer nobles, but a gammeroiud will attack a spelljamming craft if it is hungry enough. It can retract its head and limbs, and spin on its central axis while moving at spelljamming speeds and sometimes uses this as an attack. Gammaroids live for millenia. Eggs are laid in the magma layers of a planet, and the hatching young cause great destruction. The shell of a dead gammaroid can fetch a fortune when sold as a spelljamming hull.



Gargantuan Praying Mantis

These giant insects are common in the equatorial regions of the water body Karpri in Realmspace (*SJR2*). As big as an adult human, a praying mantis uses its camouflage to hunt prey, attacking an unsuspecting target with its two spiny front legs and a bite. It has a tough exoskeleton, and fights fearlessly until it is seriously hurt. Mantises are solitary, territorial creatures who aggressively defend their turf from others of their kind. Giant versions of the praying mantis can also be found in *MM2 1e* and *MM 3e*, but those versions are about twice as large as the one native to Realmspace.



Giant Space Hamster

Spelljammer has a diverse cast of strange and unusual monsters, but the creature most often associated with the setting is probably the giant space hamster. Originally bred by Krynnish gnomes, it is now a staple herd animal of spacefaring communities. Giant space hamsters can consume significant amounts of food and water, and breed rapidly and frequently if left unchecked. They mutate easily, leading to many variants, including the infamous miniature giant space hamster. The giant space hamster originally appeared in *MC7* and a "Rather Wild" version on *1992#716*. Thanks to the Dungeon Masters Guild, fans can now buy [whole books](#) about these space rodents.



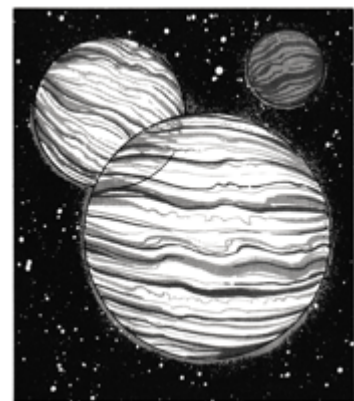
Giff

Hippopotamus people who have a civilisation based entirely on military service, the giff are ubiquitous in Wildspace. They hire themselves out as mercenaries and are experts on many weapons, particularly firearms and explosives. They are less fond of magic, viewing it with suspicion. Within giff society, every member has a military rank and subrank and faithfully follows orders from those of higher rank. Giff will never fight others of their own kind. Some giff have colourful tattoos which serves as a record of their service. Giff are detailed in many places, including *SAiS 2e*, *1991#281*, *CGR1*, *Du34*, *PO:SP*, *Dr339* and most recently *MotM*.



Gonnlingdaah (also known as a Gonn)

Not every monster is hostile. The Gonnlingdaah are a race of singing spheres, ranging in size from 25' to 1,000' in diameter. They travel through Wildspace making extraordinarily beautiful music and doing what they can to preserve life. The Gonn use their music as others use magic, and they can harm or heal others with their sounds. Gonn don't like to be disturbed too often, but they love to answer questions, tending to spend several days singing before finally getting to the answer. Gonn are detailed in *MC9*.



Gossamer

Gossamers are tiny space jellyfish. Although they have stinging tentacles that secrete a nauseating paralytic poison, gossamers flee from anything larger than they are. They cannot survive outside the weightlessness of space; gravity causes them to rapidly collapse into pools of foul-smelling goo. Of more interest are the gossamer nobles, colonies up to 250 feet in diameter, made up of specialised organisms. Nobles have masses of rope-like tentacles which they will readily use in a fight. Gossamer nobles are a natural enemy of gammaroids. Gossamers can be found in *MC9* and on *1993#170*.



Goon Balloon

The goon balloon is one of the new 5e Spelljammer monsters from *MCV1*. Goon balloons look like five-foot-diameter beach balls with two clawed feet and a number of lidless eyes on their surfaces. When encountered, they appear playful and harmless, but they are actually evil creatures who delight in the suffering of others. Goon balloons can emit kaleidoscopic beams of light from their eyes which shred the minds of their targets. Even in death, a goon balloon causes harm, emitting a cloud of noxious gas. Goon balloons are capable of speech using an orifice on the lower part of their bodies.



Grav

Short stocky humanoids who prefer to stay out of the way of other species, gravs have unusually dense bodies and the ability to manipulate gravity. They are proficient miners, targeting uninhabited asteroids and moons for their activities. Gravas can wield weapons, but they are not confrontational and prefer to use their gravity-manipulating powers to incapacitate enemies by causing them to float. They have a hierarchical society with well-dressed elites overseeing the work of the shabbier mining majority. Gravas are detailed in *MC9* and on *1993#225*.



Gravislayer

A gravislayer is a 6-foot-diameter orb with scarred and pitted skin, and only a single large mouth visible. Gravislayers can manipulate gravity, causing an object within 150' to become a gravity source. This typically causes the target to be crushed by a sudden flurry of falling debris, and the gravislayer then picks out the organic remains to eat. In typical 2nd Edition fashion there is an overly complicated set of tables to determine the number of nearby objects and the amount of damage each one will inflict when it falls. There is an intriguing mention that gravislayers may have been created by enemies of the reigar called "nebulords". The gravislayer appeared in *MC7* and on *1992#614*.



Great Dreamer

Gargantuan cetaceans, 10-20 miles in length, the great dreamers (MC9) are said to be responsible for the presence of whales and similar creatures on planets and in space. They share the trilateral symmetry of delphinids. Great dreamers travel from sphere to sphere visiting cetacean communities, taking with them an entourage of leviathans and delphinids enclosed in a giant bubble of airy water. Great dreamers are defended by their entourage but can create giant waterspouts or even bite if they have to. Rarely is this necessary, since these benevolent creatures exude an aura which catches up those nearby in the sheer beauty of the dreamers' existence.



Great Old Master

When a neogi becomes old and senile, his fellow neogi may decide to turn him into a great old master. They do this by all poisoning him at once. This causes the elder neogi's system to overload and it transforms into an immobile swollen body much larger than an ordinary neogi. After two months, it bursts, releasing a brood of several dozen young neogi who eat their way out of the corpse. Great old masters were first detailed in *SAiS 2e* and also appeared in *MM 2e*, *LoM*, and *MM2 3e*. They are mentioned in *VgtM*, without a stat block.



Greatswan

These large (28-foot wingspan) swans are used as mounts by spacefaring elves. They have the same nasty tempers as ordinary swans, and can attack with a beak strike or a wing buffet. Greatswans have been bred to require little air, and can survive for a whole day on one lungful. They eat green plants, and large numbers of insects, even poisonous ones, to which they are immune. Greatswans have excellent senses, and can usually detect even an invisible intruder. The elves do not allow greatswans to be taken beyond elven lands. Greatswans are detailed in MC9.



Grell

Until MC9, the grell was a solitary dungeon dweller. Spelljammer gave grell a society and a back-story as alien explorers of the spheres. They carry lightning lances, communicate telepathically with each other, have spell casting philosophers, and a leader that grafts itself to the colony's ship. Grell do not spelljam, instead they travel underneath space using a bizarre dimensional passage generated by their leader. Grell can be found in many places, including *FF 1e*, *MM 2e*, *MM2 3e*, *LoM*, *MM 4e* and *MM 5e*.



Grommam

Intelligent apes with copper-red fur and a penchant for kimonos and gear strapped to their limbs, grommam are a close-knit people who travel Wildspace in ships decorated with bright colours and wild designs. Grommam are deeply religious, and their gods (or demigods, relatively speaking) live with the grommam as their rulers and advisors. These ape-people are anti-magical, so any attempt to use magic items has a chance to malfunction. Grommam are detailed in *MC7* and *CGR1*. Encounters with grommam are infrequent, but they can be found in many spheres, including Krynnspace, where they inhabit the moon Solinari and the Stellar Islands.



Gullion

Appearing in flocks of up to a hundred, gullions are large gulls (3 feet high) adapted for space. Gullions steal food and are generally considered a pest. They hitch rides with spacefarers, sleeping in a ship's gravity plane when not begging for food. Gullions aren't usually aggressive, but a starving flock might attack the crew of a spelljamming craft. Gullions can have a wide variety of colours, sometimes quite bright. Large flocks on planets can become tourist attractions. Innkeepers sometimes keep gullions as trash-disposing pets. They are detailed in *MC9*.



Gyre

Detailed (but unfortunately not illustrated) in *SJR4*, gyres are huge avians, native to the earth world Bodi. The torso of a gyre is rarely more than six feet long, but it has a wingspan of twenty feet or more. Gyres have green plumage and a grey-blue underside which makes them hard to see against the sky. Their general appearance is similar to that of a condor, and they hunt with a similar swooping attack, raking with sharp-taloned feet and biting with curved beaks. Fortunately, gyres usually hunt creatures smaller than human-sized. They can induce a magical *fear* in their targets from as far as 500 feet away. This usually causes a gyre's prey to flee, making it easier to see and thus catch.

Hadozee (also known as a Deck Ape or a Yazirian)

Hadozee are ape-like humanoids, standing slightly taller than a typical human. Dextrous and hard-working, hadozee are often hired as mercenary crews on spelljamming craft. They have wing-like membranes of skin attached to their arms that they can use to glide, and they have mastered the use of a ship's gravity plane to manoeuvre during ship-to-ship combat. The hadozee have been allies of the elves since the time of the Unhuman Wars. Hadozee are one of several creatures borrowed from *Star Frontiers*. They appeared in *MC7*, *CGR1*, *1992#497* and in *SW* for 3e. In *UA:TotM* the hadozee are a playable race with the ability to glide, climb and use objects as a bonus action.



Helian

When a follower of the elemental gods dies on the elemental Plane of Fire, a helian may be formed. The helian has none of the memories, but retains the knowledge and wisdom of its former life. Attached to a quasi-metallic bone structure is a muscled humanoid body made entirely of living flame. Helians fled persecution by efreeti on the Plane of Fire and now dwell in suns. Their history of persecution causes them to preemptively attack anyone who might threaten them, which they do using powerful fireballs, heated fists and fiery hugs. Helians are detailed in *SJR2*.



Helot

Helots are mentioned in both the lakshu and reigar entries in *MC7*, but don't get their own entry as a monster, leaving their nature somewhat mysterious. They are golem-like versions of other creatures that can be "called" by the lakshu and reigar. They lack any special abilities of their organic counterparts, but they have the same attacks and slightly more hit points. Helots are immune to *sleep* and *charm* spells. The text implies that helots can be humanoids, since they serve as crew on esthetics, alongside those who call them into existence.

Hive Mother (also known as an Ultimate Tyrant or an Ultimate)

Twice the size of a normal beholder, and with eyes directly embedded in its skull rather than on eye stalks, a hive mother has all the powers of a normal beholder, but is also able to directly control up to twenty other beholders or beholder-kin using a form of telepathy. Hive mothers are also often the controllers of the beholders' tyrant ships. Despite their name—initially given to them by a group of matriarchal elves—hive mothers are asexual like all beholders. Beholders call hive mothers *kawahak kru* which means "spawner-boss". First appearing in *SAiS 2e*, hive mothers are also covered in *MM 2e* and *IT*. A 3e version appears in *LoM*.



Holbag

Found on the air planet Alabeth, these living dirigibles are so huge that the largest ones have colonies of Alabeth elves and other creatures living on their upper surfaces. A newly born holbag is 250 yards across and they can reach up to 10 miles in diameter. A holbag has a ring of long spines protruding from its widest portion, and a cluster of shorter tendrils dangling from its tapered end. They have no eyes but can sense pressure changes and possibly the electrical fields generated by living things. Holbags are nearly impossible to hurt, and regenerate any damage they do take, but they have one natural enemy in the form of sky scavvers. They defend themselves against these predators by firing powerful lightning bolts which unerringly strike their targets. Holbags move slowly, but are capable of ramming ships. They are found in *SJR4*.



Hoo-hah Bird

Noisy, black birds that are not aggressive unless cornered or nesting, hoo-hah birds are named after their distinctive “Hoo-Hah! Hoo-Hah!” alarm shriek. They are found on Revular’s Island, a huge spelljamming asteroid operated by the syllix (*Du71*). This Island is currently pretending to be an island on a planet, and the hoo-hah birds signal loudly whenever anything not native to the island is detected. Hoo-hah bird meat is unpalatable to most humanoids. If they are forced to attack, hoo-hah birds tend to target the noses of their attackers.

Horg

Mysterious, silent winged humanoids found in the asteroid belt of Greyspace (*SJR6*), horgs are aggressive and very dangerous foes. They have a ring of seven eyes, and an iris-like mouth on the top of their heads. Horgs attack using the long curved talons on their wingtips and by biting. They secrete a corrosive liquid which inflicts additional damage. Horgs have dry, dusty, black skin which builds up in layers to protect vital areas of their bodies. They can rapidly phase in and out of the Ethereal Plane and use this extremely effectively in combat. Horgs do not consume the creatures they kill. When a horg dies it phases out to an as-yet unknown plane, so almost nothing is known about their physiology.



Hummerfly

Six inches long, hummerflies are docile, friendly insects, useful as both a communications tool and as an air freshener, thanks to their vanilla-scented body odour. They consume sound waves, and store them temporarily while sleeping. Hummerflies don’t voluntarily move more than 100 yards from their nests. They are capable of teleporting an unlimited distance, but need to already be moving rapidly to do this. One taken from its home can thus be given a message and then released to take that message back to someone nearby its nest. Hummerflies can be found in *SJQ1*.



Hurwaet (also known as a Wiggle)

The hurwaeti were once a great spacefaring people, but an ancient war reduced them to tribes of wanderers. Huwaeti have gnome-like faces and scaly, dark green, glossy hides. They have frog-like legs which make them excellent jumpers. Hurwaeti are able to summon a *fog cloud* once per day, making them invaluable crew on a ship where air is limited. They are relatively long-lived with lifespans of up to 300 years. Some hurwaeti have degenerated into subspecies known as swamp wiggles and salt wiggles. Swamp wiggles are tribal hunters who favour marshlands and bogs for their homes. Salt wiggles are a larger, more aggressive subspecies found in temperate oceans and coasts. Huwaeti are detailed in *MC7* and *CGR1*.



Illithid (also known as a Mind Flayer)

Mind flayers are a major Spelljammer race, and their nautiloid ships are perhaps the most iconic of all spelljamming craft. Spacefaring illithids have replaced the urge to “hunt and dominate” with an urge to “trade and dominate”. Mind flayers who interact regularly with sentient races go to some effort to appear less threatening, for example by limiting their diets to the brains of their trading partners’ enemies. Mind flayers have appeared in the *Monster Manual* (or equivalent) in every edition, as well as in *TI* and *LoM*.



Imbul

Imbuls are one of many lizard residents of the earth world Falx (*SJR4*), also known as the “planet of the tarrasques”. An imbul is similar to an iguana, grey to dark brown in colour. It has a poisonous bite and a regurgitation attack that produces a cloud of noxious mist from the creature’s internal fluids. This attack harms the imbul, so it will only use it in an emergency. Imbuls are solitary predators but during mating season female imbuls become aggressive and will challenge anything that moves, including—usually fatally—one of the many tarrasques roaming the surface of the planet. Although they are omnivorous and capable of surviving on carpet mosses if they must, imbuls delight in preying on animals smaller than themselves.

Inaii

Shadowspace, as detailed in *SJQ1* has an unusual configuration, including a pyramid-shaped sun with an entire world (Myyn) on the inside. The main inhabitants of this world are the inaii. Inaii are very similar to pegasi, but they are not as intelligent and are lazy, self-indulgent and naive. They are obsessed with cleanliness, and bathe in Myyn’s lakes for hours. They worship Utok (a deceased god), but are lazy about that too.



Infernite

Found on fire-based worlds or in volcanic vents, infernites are intelligent humanoids with fluid bodies made of fire, molten rock and metal. They have a rigid societal structure and usually only engage in combat in groups of at least five. They are able to use weapons made of high melting point metals, but can also use chunks of burning mass taken from their own bodies as missiles. A relatively high proportion of infernites (one in six) is a mage, and both mages and leaders are able to commandeer the infernites’ large metallic spelljamming craft. They reproduce using fission, usually every four months, but faster when there is a need. Infernites are found in *Dr159*.



Infinity Vine

An infinity vine is a bright green plant which has occasional small blue flowers, but no leaves. It is considered a hazard because of its extremely rapid rate of growth. In most wildspace environments, it grows ten cubic feet per round, converting air into plant mass. Fire, acid, cold and darkness either destroy an infinity vine or restrict its growth. It also cannot survive on a planetary body larger than 100 miles in diameter and will quickly wither away entirely if taken to a high gravity environment. The infinity vine comes from *MC7*.



Insectare

The insectare are a race of manipulative humanoids, possibly the result of a magical interbreeding of elves and insects. They prefer to work behind the scenes to achieve their goals. They have slightly multifaceted eyes, green skin, a chitinous exoskeleton which serves as armour, and two long antennae which they can use as whip-like weapons as well as to communicate with each other. Insectare usually hide these features under a hooded robe and remain at a distance from others. Insectare society consists of priests, who generally remain on their insular homeworld, and wizards, who explore Wildspace, seeking magical knowledge and power that will benefit the insectare race. Originally detailed in *MC9*, the insectare appeared in *Dr339* as a playable race for 3e.



Isopterite

Faeriespace is a crystal sphere dominated by an immense tree that supports the system's planets and suns on its branches (*SJA3*). The isopterites are a race of bipedal termite-like creatures, whose extensive tunnelling threatens this tree and the whole of Faeriespace. Isopterites have a hive mentality and a limited form of telepathy. Although they aren't generally aggressive, isopterites will fight to defend their lair and their large, immobile, egg-laying queen. In combat, they are fast, attacking with their bony limbs and a powerful acid squirt that burns and blinds.



Jade Spider

"Jade spider" is both a type of spelljamming ship constructed by the drow and a mechanical spider often found on board these craft. The mechanical spider is a 15-foot high creature carved out of stone and magically-treated jade. Jade spiders are fearless guardians, attacking with legs and mandibles. They are also found in drow cities, and were first printed in *FOR2*. They are mentioned in *WCC*. A 3e version can be found in *CotSQ* and a 5e version in *OotA*.



Jammer Leech

Tiny leech spores float in the vacuum of space. They attach themselves to the hulls of passing craft, close to the spelljamming helm. The spores begin to grow shells of the same colour as the hull, making them hard to detect. The shell is attached by an incredibly strong purple-coloured glue. Eventually, the spores grow into jammer leeches. The leeches syphon off spells from whomever is powering the helm, and use these at random to defend themselves if attacked. The waterproof, fireproof glue produced by the leeches is highly prized. Jammer leeches are found in *MC7* and on *1992#615*.



K'r'r'r

The k'r'r'r are a race of human-sized, sentient spiders that stand upright on their lower legs. They did not originate on a planet but developed in the void. This colours their thinking, and has given them a belief that they are superior to all groundling races, and that it is their right to colonise and exploit the rest of the universe. K'r'r'r build modular ships that they can link together to form much larger craft. They generally wield polearms and other piercing weapons. K'r'r'r priests worship the Wise Queen, a goddess with disturbing similarities to Lolth.. Although k'r'r'r are carnivorous they do not need to eat often. More information on the k'r'r'r can be found in *LoS*.



Kasharin

The beholder equivalent of *mummy rot* creates creatures known as kasharin. Their eye stalks wither and decay, leaving them with only a functioning central eye. This eye acts as a powerful *charm person* spell to creatures susceptible to *charm*, and as an equally powerful death ray to those that are not. Kasharin are extremely contagious. Contact with another beholder always infects that beholder with the disease. Contact with any other creature is likely to infect that creature with a disfiguring rotting disease that is fatal within months. Kasharin are detailed in *LoS*, *MM 2e*, *IT* and on *1992#491*.



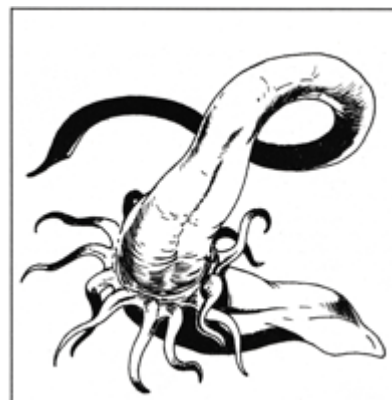
Kindori (also known as a Space Whale)

Gargantuan space whales, kindori are generally peaceful creatures, except during mating seasons when anything approaching the gathering herd will be battered to pieces by the kindori's tails. Kindori absorb sunlight using white patches on their bellies, and store this energy. They can discharge some of it as a blinding ray if they need to defend themselves. Kindori can be domesticated, and races that have not yet gained spelljamming technologies will sometimes use them for short-range space travel. Kindori are from *SAiS 2e*.



Krajen

Like jammer leeches, krajen start life as spores and progress to barnacles. They absorb nutrients from whatever surface they are attached to, and eventually detach and grow into their multi-tentacled adult forms. Reaching forty feet or more in length, krajen attack anything they can reach with their huge central tentacle, and use their smaller ring of tentacles to paralyse targets. There are rumours of a race of barbaric humans who use krajen tamed with alchemical mixtures to menace shipping. Krajen first appeared in *SAiS 2e*.



Lakshu

The lakshu are a race of muscular, green-haired warriors who serve as bodyguards and shock troops for the reigar. They reproduce by pathogenesis, so all have a nearly identical appearance. However, they are fond of tattoos and body paint, which distinguish individuals. Lakshu are skilled warriors, each proficient in their weapon of choice. Like the reigar, they use *shaktis*, magical statuettes that can transform into either a mode of transport or a suit of armour and a weapon. Lakshu featured in *MC7*, on 1993#171 and in the adventure *An Artist's Errand* in *Du45*.



Lavaworm

Made from living, semi-molten rock, lavaworms are usually five feet long, but can grow to thirty feet. They are dull brown or red in colour with large mouths at either end. Both maws are lined with sharp, needle-like teeth and have an accompanying pair of eyes. Lavaworms attack any creatures cooler than they are with their incredibly hot bites. They can also release occasional clouds of sulphuric gas. When the time comes for lavaworms to lay eggs, they do so on other hot creatures; the hatchlings then burrow into and consume their host. Lavaworms are found in *SJR2*.



Lensman

Certainly one of the most unusual of the beholder-kin variants, a lensman has a single eye and toothy mouth in the middle of a starfish-shaped, simian body. It has a prehensile tentacle attached to the top of its body, and four other limbs with clawed hands. Lensmen have low intelligence and serve as shock troops and lackeys for other beholders. They use tools and weapons (usually polearms) stored in a webbing worn as clothing. A lensman's central eye has a single power, which varies between individuals. Lensman appeared in *MC7*, *MM 2e* and *IT*.



Lhee

Lhee are winged canines with humanoid hands in place of front paws. They enjoy many of the same things as dogs, such as racing vehicles, eating almost anything, and chewing wizards' staves and other stick-like objects. Lhee are inveterate pranksters, and can cast a small number of spells to facilitate their jokes. The smallest type of lhee are also the most aggressive and their pranks are often violent. Larger lhee tend to play more innocent tricks, while the largest are also the most friendly, playing with others as often as playing tricks on others. Lhee are covered in *MC9*.



Lizardfolk

The first spacefaring lizardfolk were likely slaves of other races, but over time, spaceborn lizardfolk became independent and more civilised than their ground-dwelling ancestors. The lizardfolk of the Spelljammer setting believe that their improved intelligence is a result of being born closer to the sun, and their society is dedicated to this goal. Incubator ships exist specifically to transport lizardfolk eggs to more beneficial hatching locations. Lizardfolk can be found in the *Monster Manuals* (or equivalent) of all editions. *SAiS 2e* and *CGR1* provide information on how spacefarers differ. The accompanying illustration is of Staan of the Way from 1993#321.



Lumineaux

These gargantuan creatures are found only in the flow, and their cells are filled with phlogiston. They seek out portals to crystal spheres and cover them with their sheet-like bodies. Any ships using these portals pass through the lumineaux, who feed on the memories of the crews. This feeding causes the targets to lose levels, but this is a temporary loss, with the memories gradually returning over the next few days. Although they are not dangerous unless attacked, lumineaux sometimes attract scavengers seeking to prey on those they have drained. Lumineaux are found in *MC7*.



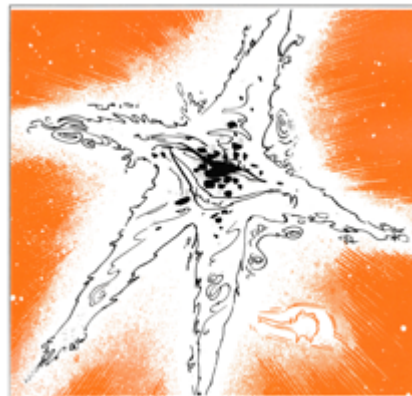
Lutum (also known as a Mud-Woman)

In their natural form, lutum are amorphous blobs of pale brown clay. They can sculpt themselves into other forms, and particularly enjoy taking on the form of humanoid females. They frequently pretend to be spellcasters to better mask their own spell-like abilities. Lutums are greedy, seeking to gather magic and wealth. If it becomes necessary to attack someone, a common tactic is to try to take a target by surprise and then smother or pummel them to death. Lutums eat rocks and minerals, and occasionally reproduce asexually by splitting in half. They can be found in *MC7*.



MagiStar

When a crystal sphere has “stars” on its inside surface, a few of these stars may be MagiStars, gargantuan masses of raw magical energy. There can be no more than one MagiStar per school of magic in any one sphere, and each one can cast spells from, and has a personality based on, a single school; MagiStars can create magical flares that push away unwanted visitors. They can function as portals into the phlogiston from a sphere, and may be telepathically bargained with to provide safe passage. They are detailed in *P55*.



Mercane (also known as an Arcane)

These tall, lanky, blue-skinned humanoids have elongated faces and long fingers with extra joints. They are consummate traders of spelljamming equipment and other magic items. Mercane can communicate telepathically and become *invisible* or cast *dimension door* as a defensive mechanism. They are nomadic, and prefer opulent accommodation wherever they settle down to trade, usually accompanied by hired bodyguards. Little is known about mercane culture and history and no young mercane have ever been sighted, so their method of reproduction is a mystery. They can be found in *SAiS 2e*, *MM 2e* and *PMCA2* (as Arcane), and in *MotP 3e* and *ELH* (as Mercane).



Mercurial Slime

A mercurial slime looks like a large blob of mercury hanging in space. Sometimes several will be encountered together. Mindless creatures, but attracted by light and sound, they seek to dissolve and absorb whatever they touch. Once a slime has absorbed enough, it splits into two. The surface of a slime reflects starlight in mesmerising patterns that can hypnotise an observer. The slime also absorbs some starlight and converts this into motile energy. Fortunately, mercurial slimes cannot land on planets; since gravity dissipates them into a mist. They first appeared in *MC9*.



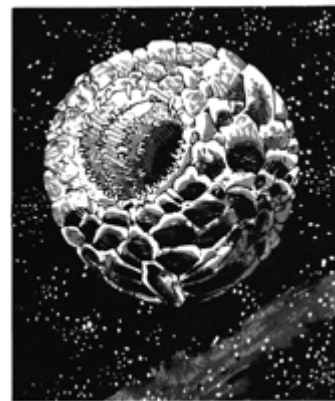
Metagolem

Constructed from any of a variety of metals, a metagolem is much more intelligent than most golems. A metagolem speaks and can be an amiable companion and even join adventuring parties, but it remains constantly committed to whatever primary objective was instilled by its creator, so it will turn on its companions when its instructions conflict with the group's goals. A metagolem can cast a limited range of spells, but generally prefers to rely on its fists. A metagolem needs to recharge from time to time by absorbing lightning. Metagolems appeared in *Dr159*, *Du36* and *MCA1*.



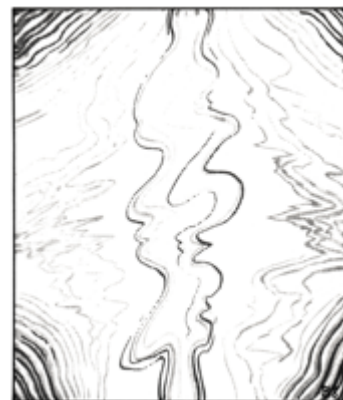
Meteorspawn

In the Spelljammer setting, meteors (or at least some of them) are created by meteorspawn, globes at least a hundred feet in diameter. Meteorspawn eat rocks and minerals using a large central mouth, crush them using high pressures the equivalent of *disintegration* and then expel the undigested remnants at high speed through two smaller side orifices, creating meteors. A meteorspawn is unintelligent and unaggressive, but is capable of defending itself with its high velocity excrement if necessary. More information on meteorspawn can be found in *MC9*.



Misi

These unusual entities exist in different dimensions to other creatures. This makes them hard to detect and entirely immune to anything except magic. Misi can be seen on rare occasions as rainbow-coloured scintillations, usually in the vicinity of spelljammer ships, where they feed on magical emanations. They have no physical attacks, but interfere with spell casting and spelljamming activities. The more misi are present, the more likely it is that their interference will be fatal, either killing the spellcaster or causing a ship to explode. They are detailed in *MC7*.



Mithril Dragon

These dragons appear to be unique to the world of Radole (*SJR4*), where they spend all of their time soaring in thermals emanating from the semi-molten surface of the planet. As far as anyone can tell, mithril dragons spend their entire lives in the air, possibly even mating and carrying their eggs aloft. They have a sense of humour and love wordplay and puns. Mithril dragons are not aggressive and will attack with their spells and breath weapons only if their mates or eggs are threatened. They have a unique breath weapon: a beam of radiation against which no immunities offer protection. Mithril dragons have reflective scales, similar in colour to the metal which gives them their name.



Monitor

Depending on where they are encountered, monitors (from *MC9*) have two different forms. In the phlogiston they are silver-skinned pegasi with blue eyes and manes, and a *cone of cold* breath weapon. Elsewhere they manifest as gold-skinned, winged centaurs wielding *flame tongue* swords. Monitors are lawful good in the extreme and seek to enforce their code of behaviour on all other beings. Good races tolerate their extreme views only because they fight evil. When a monitor dies, it gives off a final distress call which signals all other monitors in the same crystal sphere.



Moon Dragon

Moon dragons vary in colour from brilliant white to jet black during the course of a month, mirroring the phases of a moon. When white, they can trigger a change in lycanthropes, who will then obey them as if *charmed*. They are arrogant and elitist, and always evil, but vary between chaotic evil and lawful evil depending on their colour. A moon dragon doesn't like lowering itself to combat, and prefers to use its spells or breath weapon, a cone of black ice that damages and encases opponents. They are only found inhabiting caves on moons. Moon dragons appear in *MC9* and on *1992#531*.



Mortiss

Capable of burrowing through wood and rock as if it were soil, mortiss are worms from two inches to six feet in size. They absorb light to gain their magical burrowing ability. Mortiss convert the materials they consume while burrowing into complex coral-like structures. These stone-like tubules are often the first sign that a ship has a mortiss infestation. Mortiss have a ring of feathery tendrils, a poisonous stinger and a pair of bloodsucking jaws. A sting from the head spines can cause severe delusions for several hours. Mortiss cannot survive for more than a month in the gravity planes of moons or planets. They are featured in *MC7* and in *The Mortiss Ship* in *SJR8*.



Murderoid (also known as Murder Comets)

These aggressive rock creatures are gargantuan in size, usually at least 100 miles in length. Murderoids live to eat and roam wildspace hunting for anything smaller than themselves to consume. They wear the remnants of ships they have destroyed on their surfaces as trophies. Murderoids communicate with each other by changing the colours of their skins. A murderoid uses a version of *hallucinatory terrain* to make its surface look appealing to passers by, and then uses *stone shape* to trap its victims before opening up a mouth on its surface to gobble them up. Murderoids are found in *MC7*.



Nay-Churr

These strange creatures (from *MC7*) are unintelligent, huge, floating stomachs primarily found in the phlogiston but occasionally within crystal spheres. Anything they encounter that is small enough to fit in their maw is swallowed. This swallowing process isn't harmful but attempts to escape from inside a nay-churr can be. Attacking the inside of the stomach causes the creature to convulse violently and doing enough damage to kill the nay-churr causes it to explode forcefully. The best way to rescue a swallowed companion is to strike the nay-churr on its sensitive maw, which causes it to vomit.



Neogi

Arachnids with eel-like heads, the neogi are mind-controlling slavers who use umber hulks as servants. They are the race that everyone loves to hate. Neogi have no allies among the spacefaring races; even the other evil races despise them. *SAiS 2e* specifies that the neogi are solely a spacefaring race and that they have no viable colonies on any planets, yet no Spelljammer creature has gained more traction as a general D&D monster. The neogi later appeared in *MM2 3e*, *MM2 4e*, and most recently in *MotM*. It received a whole chapter in *LoM* and it is one of only a handful of monsters to get two different *Ecology* articles in *Dragon* magazine, eighteen years apart in *Dr214* and *Dr427*.



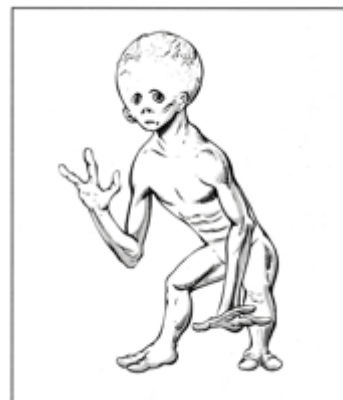
Nightmare Beast

The nightmare beast was an unexpected inclusion in *MCV1*. While it had previously appeared in *MC2 3e* it was not originally a Spelljammer creature but instead comes from *MC12*, a Dark Sun accessory. It is a gargantuan quadruped with long, curved tusks. Nightmare beasts have purple skin and red eyes. They are created by powerful spellcasters to serve as living siege engines. A nightmare beast destroys anything in its path using its claws, tusks and deadly *disintegration gaze*. It is also capable of *teleporting* twice per day. The beast had a much wider array of psionic and/or spell-like powers in its original 2e and later 3e versions.



Oortling

Residents of the comets that occur naturally in crystal spheres, the oortlings once had an advanced culture capable of constructing great ice palaces on the cometary homes. Unfortunately, their evolution was interrupted by mind flayers, who have utterly dominated them and now farm them as cattle. Physically, oortlings have overdeveloped brains. Their brain fluid is reputed to be a useful component for magic items dealing with telepathy, but oortlings themselves display no special mental abilities. The oortling first appeared in *P55* and was reprinted in *SJR2*.



Orbus

An orbus is a specialised form of beholder that serves as a living spelljamming helm, funnelling the magical energies of other beholders into motive force. It was likely genetically bred by its beholder relatives, but could also be a stunted, immature form of beholder. An orbus is unintelligent, and its eyestalks do not function. Its central eye still has anti-magic properties, but it is milky white in colour, as is the beholder's skin. Other than this central eye, the orbus is completely defenceless. The orbus is described in *SAiS 2e* and *MM 2e*.



Overseer

In the hierarchy of beholder races, overseers are second only to hive mothers. They have a unique appearance, resembling a fifteen-foot high, fleshy tree with thirteen limbs, each of which ends in an eye. Three mouths surround a central spine and eight additional vine-like tentacles are used to grip objects. In addition to a variety of powerful eye powers, overseers can use their viney limbs to wield weapons. Overseers cannot levitate but can move slowly using small “roots” when they need to. They grow a furry fungus on their bodies which changes colour as the overseer desires. First appearing in *MC7*, overseers are also described in *MM 2e*, *IT* and were updated to 3e in *LoM*. According to these later sources, an overseer can control a number of other beholders, much like a hive mother does.



Phlog-Crawler

Phlog-crawlers are voracious, mindless clouds seemingly made of phlogiston. They are found in both the phlogiston and Wildspace and have eight writhing appendages which give them a spider-like appearance. They attack anything they encounter and feed by draining life energy. This manifests as a gradual loss of strength until the target dies. Phlog-crawlers cannot be harmed by normal weapons, and even magical weapons do minimal damage. Fire destroys them in a blast that also harms others in the vicinity. Spells can harm a phlog-crawler but also affect anyone that it is currently in contact with. Phlog-crawlers appeared in *MC7* and in *A Breath of Fresh Air* in *SJR8*.



Pigalope

These passive animals look like furry, two-foot tall kangaroos with pig faces. Pigalopes are found on Revular’s Island, a huge spelljamming asteroid operated by the syllix, but the pigalopes did not originate there. They eat underbrush and roots, and can be farmed for their turkey-like meat and tough, wiry hides. If attacked, they squeal loudly and try to flee. Pigalopes are described in the *Wildspawn* adventure in *Du71*.

Pirate of Gith

A lesser known branch of the race that spawned the githyanki and the githzerai, the pirates of Gith fled to arcane space once they were freed from the slavery of the illithids. Tall and emaciated to the point of appearing skeletal, pirates of Gith are usually encountered as a group of 20-40 crewing a ship. Such crews constantly quest for better ships, in particular elven-made craft. All pirates of Gith are able to use the spells *astral plane*, *plane shift* and *ESP* three times per day. A Gith pirate at the helm of an elven-made ship can use these abilities to move the entire ship to the Astral Plane! Pirates of Gith are found in *MC7*, *MM 2e*, on *1993#291* and in *Pirates of the Shattered Forge* in *SJR8*.



Plainsjan

Small humanoids supposedly related to imps or gremlins, the plainsjan are native to deserts of Anadia in Realmspace (*SJR2*). Some specimens have reportedly been seen in the deserts of Toril. Plainsjan always hunt in numbers and primarily consume Anadian umber hulks. They attack with a toxic bite that temporarily drains strength, dexterity, wisdom and intelligence, and sharp claws which inflict wounds that continue to bleed. For some reason, the offspring of plainjan are always twins or sets of twins. Each pair of twins remains together throughout their lives.



Plasman

Standing twice as tall as a human, plasmen are tormented constructs conjured from the elemental Planes Fire and Earth. An intense heat burns from within a plasman. It is humanoid in shape with a skin of white-hot coals. Its dual nature gives it an inner turmoil that makes it furiously destructive, attacking anything, including its deranged creator, with flaming fists and blasts of intense heat. Although they usually burn out within a few days of being created, plasmen who reach a fire-based world can survive indefinitely. Plasmen appeared in *MC7* and on *1992#616*.



Plasmoid (also known as a Dralasite)

Plasmoids were borrowed from *Star Frontiers*. When they first appeared in *MC7*, the plasmoids were split into three types: DeGleash, DelNoric and Ontalak. A DelNoric plasmoid has a stiff leathery hide, while an Ontalak is a much larger, ship-sized organism. The 5e version in *UA:TotM* is closest to the 2e DeGleash plasmoid. Medium-sized, amorphous beings, they can manipulate weapons and tools and stiffen their outer shells in order to wear clothes. They consume food through osmosis, and oxygen through pores. They speak by forcing air out of tubular cavities. Plasmoids do need sleep; when they sleep, they lose their structure and spread out in a shapeless blob.



Porton

Portons are unique to the skies of the air world Gnibile in Greyspace (*SJR6*). As much a phenomenon as it is a creature, a porton is a disk of shimmering light some 100 feet in diameter. It cannot be harmed by physical attacks or spells that cause physical damage. It can be damaged using energy spells, but it has some magic resistance even to those. Portons have some connection to the negative energy planes. They can shoot damaging beams of impenetrably dark "lightning" and anything coming into direct contact with one is immediately *gated* to a random negative quasi-elemental plane.



Pristatic

Inside spheres of swirling colours, gnome-like humanoids known as pristatics sit, floating through the phlogiston, absorbing the innate magic of the flow as sustenance. Pristatics are averse to combat but can defend themselves by activating the coloured layers of their spheres much like a *prismatic sphere* spell. One origin story for the pristatic is that the first one was the hapless gnome apprentice of a mage attempting (and failing) to mix *teleport* and *prismatic sphere* spells. Another theory is that the pristatic is a being native to the phlogiston. The pristatic first appeared in *MC9*.



Puffer

The puffer (from *MC7*) has an unusual life-cycle. For most of its life, it is a large featureless balloon, floating through space. It moves by exhaling small amounts of air, until it eventually manages to land on an asteroid or a ship. The balloon then immediately transforms into a crocodile with a scorpion tail. It is now a lethal killer, with a terrifying bite and a sting that delivers an often fatal poison. It lays eggs in the bodies of those it kills before returning to space to die. Small puffers hatch, consume the bodies and hunt for a fresh meal. Once they have eaten, the puffers gradually inflate themselves into balloon form and float off into space. These odd creatures can be found in *MC7*.



Puppeteer Parasite

Tiny aberrations capable of hovering in the air, puppeteer parasites are rubbery amoeba-shaped creatures the size of a dinner plate. Puppeteers are lined with bony hooks on one side. Once one comes into contact with a humanoid, it latches on and uses a psionic *suggestion* to control its new host. The puppeteer is able to drain life from its thrall to heal itself. It can communicate with nearby creatures using telepathy. The 5e puppeteer parasite is from *MCV1*, based on the 3e version found in *PsiH* and *EPH*. The original puppeteer was smaller, and much squishier. It had a greater degree of control over its host, often playing a role as a hidden master.



Pyroserpent

Flocks of up to a dozen fifteen-foot long serpents float through the phlogiston with scales that mimic the rainbow colours of the flow. A pyroserpent (from *SJA3*) can release spores when it bites. The spores grow inside a living host, gradually absorbing constitution and strength until the host dies and young serpents emerge. Pyroserpents burst into flame when they die, usually igniting the phlogiston. If removed from the phlogiston, a pyroserpent soon perishes. The skin and blood of a pyroserpent are of interest to alchemists and their bodies to connoisseurs of exotic meats.



Q'nidar (also known as a Vapor Bat)

Q'nidar are huge bat-like creatures with semi-crystalline skin. They live in warmer parts of Wildspace and travel in small packs seeking heat and light, on which they feed. They leave trails of arcing energy behind them as they move. Although they are not evil creatures, they cause immense harm to spelljamming ships, by “speaking” to them using the thermal currents they employ to communicate with each other. This ignites the ships, providing sustenance to the q’nidar. A dying q’nidar dives into a star, crystallising fully on the way. These creatures are from *MC7*.



Radiant Dragon (also known as a Celestial Dragon or a Star Dragon)

This serpentine, gargantuan, space-dwelling dragon has glittering, pearl-like shards for scales. These glitter in starlight, giving the dragon its name; and allowing it to absorb energy from fire bodies. Radiant dragons can be of any alignment, but they all have a sense of pride, and are likely to allow enemies to parley or beg for mercy rather than killing them. The breath of this dragon consists of force pulses that are functionally similar to *magic missiles*. Radiant dragons gain various innate magical abilities as they grow, including the ability to shapechange, which they occasionally do to mingle with mortals. Radiant dragons are detailed in *SAiS* and on *1992#532*, and one starred in *CC4*.



Radiant Golem

The radiant golem is a unique and tragic creature from *MC7*. Built long ago by an unknown race, it has glowing blue eyes and a black body with a sky-blue aura. The golem is self aware and communicates telepathically, but it is not very intelligent. Despite its potent combat abilities, it abhors violence, and will attempt to flee any attackers. Abandoned by its creators because of its gentle and friendly nature, the golem travels from world to world in search of friends. Its aura gradually irradiates those close to it. When they die, it bemoans the fragility of mortals and sorrowfully moves on.



Rastipede (also known as a Vrusk)

The rastipede is another Spelljammer monster adopted from *Star Frontiers*. It appeared in *MC7*, *CGR1*, and on *1993#8*. Rastipedes are enthusiastic traders with excellent bargaining skills. Most of them trade only in legal goods. Although they are peaceful, rastipedes are skilled bow users and many also have some limited magical skills or spelljamming ability. In appearance, a rastipede stands as tall as a human, with eight insect legs, a mantis-like head, and two insect arms attached to an upper thorax. Several hundred rastipedes live in each caverned subterranean nest.



Reigar

The reigar are a near-legendary race, to whom even the mercane seem to defer (*MC7*). They resemble tall, angrogynous humans with elaborate hairstyles and personal ornamentation. Each reigar is surrounded by a halo of twinkling coloured motes which offer physical and magic protection. The reigar live to pursue artistic endeavours and do nothing without style. Long ago, the reigar home world was destroyed as an act of artistic expression. Reigar now travel in biological spaceships called esthetics, served by golem-like helots and lakshu warriors. Each reigar carries a magical *shakti* that functions both as a vehicle, and as weapons and armour when needed.



Rock Hopper

Residents of asteroid fields, rock hoppers are gnome-sized humanoids with a beak-like noses and large round eyes. They have a mane of stiff hair and their backs and legs are covered with short white fur. Rock hoppers are nomadic, using propeller-driven skiffs operated by foot pedals to move from asteroid to asteroid, hunting for scavvers. Although they are not cowardly, they have a realistic view of their own capabilities and will usually retreat from combat. Hoppers carry a variety of tools tucked into simple leather clothes., and wield knives or short swords. They are from *MC7*.



Rogue Moon

Not quite the size of a real moon, the whale-sized rogue moon (from *MC7*) has glowing scales on its body, so it may be mistaken for a real one at a distance. If a passing ship is drawn to the light, when it gets close the moon stops glowing and drifts forward in darkness. It lifts spikes from its scales and expands rapidly to ten times its normal size, while inhaling through a large tentacled mouth. Once it has subdued its targets, the rogue moon shrinks back down, shakes the impaled bodies from its spikes, and feasts. A rogue moon's liver can be used to make *reverse gravity* potions.



Sarphardin (also known as a Watcher)

These whimsical serpentine creatures (from *SJR1*) have dragon-like heads and prehensile bodies, which can reach up to 24 feet in length. Sarphardin can wrap themselves around ships and use their natural spelljamming ability to transport them through space, but are usually encountered passively watching significant events. Competent spellcasters and capable in battle, sarphardin avoid combat situations. Some evil races can create an undead creature known as a skullsnake from the skeletal remains of a sarphardin.



Scavver

Scavvers are common, one-eyed, fish-like scavengers usually found trailing ships. They are detailed in *SAiS*. Scavvers vary in colour and size (from 6 to 20 feet). Most of them feed off refuse and discarded scraps, as well as using up valuable air. Larger scavvers can swallow humanoids whole. Gray scavvers, the smallest, travel in packs. Brown scavvers exude a poisonous gas. Night scavvers will steal edible things from ships. Void scavvers are the largest. Unlike the others, void scavvers are deadly man-eaters, but they are fortunately solitary creatures.



Scro

An offshoot of the orcish survivors of the Unhuman Wars, the scro have a regimented, militaristic society and a goal of permanently driving all groundling races from space. They have a particular enmity towards elves, whom they blame for historical misfortunes. Unlike orcs, scro are articulate and fairly long-lived. They revere Dugdash, their first Almighty Leader, who is now a demigod. Scro are detailed in *MC9*, *SJS1*, *SJQ1*, and *CGR1* but the *Campaign Classics* article in *DrA1* provides the most authoritative treatment of scro in the Spelljammer setting. *Dr339* presents a 3e playable race version.



Sentinel

Despite being presented in *SJA1* as monsters, sentinels are magical suits of armour once worn by the beholders of the Sazaur nation. Standing eighteen feet high, a sentinel consists of bronze plates joined with steel sinews. It animates only once a beholder takes its place inside the helmet, and is then under the control of that beholder. The sentinel provides substantial physical and magical protections. It can project beams of black energy through the huge trident. An adventurous PC might figure out how to operate a sentinel from the inside.



Shadow sponge (also known as an Air Stealer)

Shadow sponges are gargantuan, grey, rubbery, ovoid masses from *SJR1*. They are semi-intelligent and can “smell” an air envelope three miles away in the void. As well as stealing all of the air from passing ships, shadow sponges also have an enveloping attack and will gradually constrict anything they can cover. Some enterprising travellers have used trapped shadow sponges to transport large quantities of air, but trapped sponges have a tendency to die unexpectedly, polluting all of their stored air. There is a small, very intelligent, darker coloured variation known as a herd cloud. It can gather electrical charge and use it to attack.



Shivak

These creatures are unique to the legendary *Spelljammer* (LoS). Shivaks are grown in pods in the ship's corridors, and are small to medium-sized ellipsoids with limbs configured to resemble creatures dwelling on the great ship. Humanoid shivaks are strong, centaurians are fast, beholderians can fly, serpentines constrict, and spiderians have paralyzing poisons. The enigmatic shivak, which resembles no known race, has a triform body and can give electric shocks. A unique guardian shivak manifests in the control room of the *Spelljammer* if a prospective captain arrives onboard.



Silatic

Each silatic is a six-foot high quivering amorphous blob that eats only the type of metal it is made of. A silatic has two prominent pseudopods, with these it can sense, reach (up to 50'), eat, and attack. At least three types of silatics are known: platinum, gold and iron. A fourth—silver—is rumoured. Gold silatics are faster than the others, while the platinum silatic uses acid. Silatics have low intelligence and are solitary creatures, occasionally stowing away on ships to move to new worlds. Silatics reproduce by splitting. They can be found in *MC9*.



Silver Slime

This collective creature is unique to the hollowed out asteroid called the Hive (*SJA1*). It is an artificial life form created by the Mercane to maintain the interior of the Hive. Beginning as a cloud of spores, a silver slime lands and turns into thousands of inch-long blobs that clean and remove waste from an area. Once finished cleaning, they combine into a large slug-like aggregate able to conduct repairs on its surroundings by extruding various tools. After the plasmodium has conducted various maintenance tasks, it eventually settles, sprouting a central stalk that grows into an air-freshening tree. Finally, the tree's sporangia burst, creating fresh clouds of spores.



Skullbird

Skullbirds are 16-foot-wingspan avians found in Wildspace. Their heads have stretched, shiny black skin and glittering, recessed dark eyes. Jet-black, needle-sharp beaks and razor-like talons make them dangerous opponents. They prefer carrion, but skullbirds will attack live prey when hungry. A skullbird's oily feathers exude a foul smell, but trap enough air to keep its alive for a full day. Skullbirds nest in floating wrecks and travel in flocks. They are considered an ill omen, a sign that someone on the ship they land on will die soon. More details on skullbirds can be found in *MC9*.



Skykine

Found in Greyspace (*SJR6*), skykine are gargantuan herd animals with a similar overall shape to a dragon. They have four atrophied dragon legs, under-developed wings useful only for steering, a short neck and a broad, flat head with a long alligator snout. Large spherical eyes give the skykine a wide range of vision. Their shark-like skin is coloured to let them blend in with the skies of Edill, where they fly using a special levitation organ. A skykine can attack with a bite or a tail slap, but prefers to flee from danger. They eat only things much smaller than themselves, and are in turn preyed upon by Edill's dragon population.



Sky Scavver

Reaching gargantuan size and stretching a hundred feet in length, sky scavvers are the largest members of the scavver family. They can be found on the air world of Alabeth, where they prey on floating holbags and other denizens of the skies. As well as having a huge bite and ability to swallow creatures, a sky scavver can deal a punishing tail slap and can fire a bolt of lightning from its eye. Simple minded predators, sky scavvers are usually solitary, but will sometimes hunt in packs of up to four. Sky scavvers are described in *SJR4*.



Sleek

Sleeks are small mammals up to three feet in length. They resemble ermines but have an array of antennae on their muzzles. Fast and silent, they can locate and target vital parts of an opponent's anatomy. With sharp claws and teeth, a sleek is capable of opening a major blood vessel or severing a spinal cord in a smaller target. Families of sleeks inhabit cargo holds and smaller passages in ships. They can sometimes be coaxed and domesticated with food, and have been known to play tricks and steal from crews until they are formally offered food. Sleeks live up to twenty years, and will become loyal allies if tamed. They are described in *MC9*.



Slinker

Slinkers are strange looking animals roughly the size of rats. They stand on their hind legs and use their short forelegs to hold food and small items. Although they are depicted with wings, these are not mentioned in their description, and they do not seem to fly. Slinkers are encountered in packs of up to twenty. If forced into combat, they will all swarm over a single opponent. They consume significant quantities of food and air, and reproduce very rapidly, making a slinker infestation a serious potential problem for any spelljamming ship. They can be found in *MC7* and on *1992#498*.



Sluk

Enormous patches of this parasitic seaweed—hundreds of square feet in size—float in Wildspace and the phlogiston. A ship running into a bed of sluk rapidly decelerates. The sluk bleeds off magical energy from spelljamming helms; once it has absorbed enough energy, it rapidly doubles in size, usually ensnaring captured ships even more thoroughly. Anyone carrying magical items or capable of casting spells will also be drained should they fall into the sluk. Cold spells cause sluk to shrivel up and flake off. Other spells nourish it. This strange plant is detailed in *MC9*.



Space Drake

A space drake is a wingless, limbless relative of the radiant dragon, characterised by a prominent dorsal fin. Up to fifty feet long, these glittering serpents can bite, smash with their tails and constrict. Space drakes have the same breath weapon as a radiant dragon; they fire glowing force pulses similar to *magic missiles*. A space drake can also cast the *restore air*, *detect portal*, and *light* spells. Although they are omnivorous creatures, space drakes prefer fresh meat. They are territorial and mostly solitary, residing in abandoned hulks. Space drakes appeared in *SJA2*.



Space Mimic

Similar in size to normal mimics, space mimics are mimic variants created by wizards to protect their treasures during long journeys. Likely abandoned because of their poor reliability, space mimics survived, reproduced by fission, and thrived. These mimics have two keen interests: food and magic. They can cast spells, particularly illusions, and will use *invisibility* to get a chance to *hypnotise* a spellcaster. They will then steal magical books, scrolls or other items, and study them eagerly. Space mimics can travel through space by *levitating* themselves. They are highly intelligent creatures, capable of trade. Space mimics can be found in *MC7*.



Space Owl

Apart from their large, yellow, unblinking eyes, space owls look like other owls. They are far more intelligent, however, and experts in celestial navigation. Space owls are sometimes recruited by humanoids to serve as ships' navigators. They usually speak multiple languages, but have a tendency to ramble and over-analyse. When dealing with an enemy, a space owl would prefer to discuss their foe's subconscious reasons for needing to fight. Sadly, this approach often makes violent conflict *more* likely. Space owls can be found in *MC9* and on *1993#62*.



Space Swine

Custom-bred by the dohwar, space swine are a cross between wild boars and pigeons. They stand three feet high and six feet long, with a large pair of grey wings. Space swine taste delicious when roasted, as well as being useful as beasts of burden and as trackers. They have uncanny senses, and can track a scent up to 48,000 miles away in Wildspace. Space swine are fierce fighters, favouring a squealing dive attack, and can follow commands given to them by riders. Attempts by the dohwar to sell space swine to other races have met with little success. Space swine can be found in *MC9*.



Spacesea Giant (also known as a Rover Giant)

The ancestors of spacesea giants were stone giants brought into space as neogi slaves. After escaping the neogi, these giants embraced the god Ptah, who graced them with improved intelligence and wisdom. In return, the spacesea giants dedicate their lives to exploring arcane space, either in their own oversized galleons, or as hired crew on other ships. Unlike their groundling cousins, spacesea giants grow hair. They often shape it to resemble the style of their god. Roughly one in ten spacesea giants has spellcasting abilities. Spacesea giants are detailed in *MC7*.



Spaceworm

These worms resemble sea slugs, glistening white in colour and up to three feet long. Spaceworms fly through space in packs, attacking anything organic. They eat long furrows in wood and flesh alike and have a particular fondness for eating eyes. They continue to consume until they are large enough to split, forming up to three young spaceworms. Spaceworms have an unusual immunity to all poisons and diseases. Slime from a freshly killed worm can neutralise diseased wounds. More information on spaceworms can be found in *SJR1*.



Spirit Warrior

A spirit warrior (from *MC9*) is an enormous undead insect that must be operated from within its chest cavity. Spirit warriors were used by elven crack troops during the Unhuman Wars, and most were placed in storage at the end of the conflict. Single user spirit warriors are about twenty feet high, and there are at least three different versions of these. All spirit warriors have functional wings allowing them to make gliding leaps, feet that adhere to almost any surface and at least two clawed hands. A much larger version, known as a zwarth, is piloted by a crew of 5-8 and is capable of spelljamming flight, as well as being able to amplify spells cast by those piloting it.



Spiritjam

If an evil cleric or wizard dies while spelljamming, their soul might endure as a spiritjam. A spiritjam appears as a diaphanous version of its former self, with eyes that sparkle like stars and extended fingers ending in claws. A spiritjam's gaze can paralyse a target with fear, its touch drains intelligence, and it retains knowledge of the spells it knew when it was still alive. Spiritjams hate all life and often choose a home close to shipping lanes to maximise the harm they can cause. Spiritjams are detailed in *MC7* and featured in the adventure *Mammoth Problems* in *Du41*.



Star Lancer (also known as a Vah'k'rel)

A new creature from *MCV1*, the star lancer is a four-winged shark used as a mount by the githyanki. Star lancers are the reincarnated worshipers of a dead god, whose petrified body drifts through the Astral Sea. When an existing star lancer dies, its soul returns to the cavern formed by the dead god's hollow hear. There it is housed in a new body that rises magically from the floor of the cavern. A star lancer makes an ideal mount for githyanki stealth missions because it has an *invisibility cloak* ability that turns itself and its rider invisible until one of them engages with an enemy.



Star Selkie

In its natural form, a star selkie has a bullet-shaped body with sharp guide fins and an armoured prow that serves as a battering ram. Once a star selkie impales a target, it attaches up to ten tentacles to drain the life from its prey. Star selkies are good creatures, and although carnivorous, they do not eat humanoids. They have the ability to shapechange into humans of remarkable beauty and tend to be quite social and gregarious. Star selkies are intelligent and knowledgeable about Wildspace. They sometimes come to the aid of lost travellers, leading them to safety. Star selkie leaders can cast a small number of utility spells. The star selkie appeared in *MC9*.



Starfly Plant

The starfly plant looks like a large butterfly, but it is actually the mobile fruit of a plant known as a mother-tree. It has wings that convert sunlight into food. These plants are considered a good omen by starfarers, and the fruit they contain is delicious. A mother-tree germinates from a starfly plant that lands on a comet, consuming its minerals and eventually growing into an immense tree, some 1000 feet tall. The gravity of these trees can be enough to seed a new living world. The starfly plant is the basis for the gadabout and the bioengineered ships used by spacefaring elves. It is detailed in *MC9*.



Stargazer

Explorers who stumble across a large mound of precious stones on an asteroid may have their hopes of easy treasure dashed when they discover that the gems are attached to an eighteen-foot long lizard that shoots lightning bolts from its eyes. Stargazers (from *MC9*) enjoy basking in the sunlight falling on large asteroids but are voracious killers when wandering animals or adventurers stumble across them. When necessary, they can propel themselves into space using their powerful hind legs and roll into a rocky ball, hibernating until they encounter a ship or another asteroid.



Steelback Beetle

Huge beetles with reflective metallic shells, steelbacks roam the sun-drenched portions of the earth world Radole. They are mindless killing machines, preying on other beetle-like creatures native to the planet. A steelback beetle has a nearly perfectly hemispherical shell, held off the ground by three dozen multi-jointed legs. These legs allow the beetle to move much faster than might be expected for a huge creature. A beetle will either trample a target or use its long, serrated mandibles to inflict substantial biting damage. Steelback beetles are immune to fire, electricity and poison, but are vulnerable to cold attacks. These beetles sometimes hunt solo and sometimes in small groups which form and disperse seemingly randomly. They reproduce by parthenogenesis. Steelback beetles are detailed in *SJR4*.

Stellar Dragon

A stellar dragon is powerful and very large. The oldest specimens have bodies stretching nearly 200 *miles* and tails twice as long. They have deep purple scales adorned with countless gems, two fins running the length of their torsos, and four enormous lace-like wings. Stellar dragons are neutral, and seldom deign to interact with humanoids, unless they offer information new to that dragon, since these dragons literally consume knowledge. Stellar dragons have a gravitic breath weapon, can teleport enemies thousands of yards away, can summon allies of immense power and have nearly unlimited spellcasting abilities. Stellar dragons are found in *MC9* and on *1993#3*.



Stellar Undead

Essentially Spelljammer versions of zombies, stellar undead are unusual in that the vacuum of space causes them to decompose very slowly. This allows these undead to pretend to be sailors stranded on wrecks and lure passing ships in to help them. They keep up the pretence of being alive until they eventually lose their self-control and attack, sinking their teeth into the first warm flesh available. As well as their bite, stellar undead will also attack with their claws. They no longer remember how to use any weapons or magical items they may still possess. Stellar undead are found in *MC9*.



Strangler

Native to the disk world of Plata (*SJR4*), the strangler is a carnivorous plant with a round central body about three feet in diameter, and eight vine-like tentacles stretching some twelve feet outwards. Although it is green in colour, a strangler does not only rely on photosynthesis for nutrition. If it senses a nearby creature, the tentacles lash out and attempt to draw the prey into a mouth on top of the central body. The tentacles also secrete a paralytic enzyme. Although dangerous, stranglers are immobile and can be avoided. Aarakocra consider their red flowers to be a delicacy.



Sun Dragon

Playful, benevolent dragons that live on the surface of suns, sun dragons begin life coloured fiery red and progress through burnt orange, brilliant yellow and bluish white. As great wyrms, these dragons shrink back down to hatchling size and turn white. When they die, sun dragons collapse to form a *sphere of annihilation* or, more rarely, a *well of worlds*. They have a range of heat and light-related spell abilities and can spit *fireballs*. Sun dragons produce a special saliva that protects their treasure from intense heat, and can be used to coat their *fireballs* to delay the blast. Sun dragons are the mortal enemies of moon dragons. They can be found in *MC9* and on *1992#530*.



Survivor

A high-level humanoid who has fallen into the phlogiston may become trapped in a state of suspended animation. Over time, the exotic vapours of the phlogiston have an effect on their mind turning them into a survivor (*MC7*). When a survivor is rescued it will awaken from its coma, but only for limited periods of time. It will gradually take over the minds of the crew of the rescuing craft, turning them into slaves over which it has full control. Starved of sensations for so long, a survivor is driven only to acquire more slaves so that it can experience as much sensory input as possible.



Swamp Giant

Swamp giants are a more civilised offshoot of bosk giants, from the planet Chislev in the Krynnspace system (*SJR7*). Where bosk giants have unkempt green hair, swamp giants braid and decorate it. They wear the skins of green dragons, which they also hunt for meat. Some communities farm a ricelike crop. Swamp giants are peaceful and generally only fight to defend their territory if negotiations fail. Spears are their favoured weapon for hunting and defence. All swamp giants can cast *entangle* and *plant growth*, and some become shamans proficient in a variety of druidic spells.



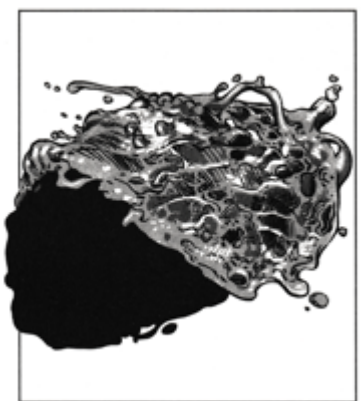
Syllix (also known as a Sathar)

The syllix is an intelligent creature originally appearing in the *Star Frontiers* game as the sathar. It has a segmented body with rubbery tentacle-like limbs and moves either by slithering or walking upright. Syllix have an unusual population cycle. They breed rapidly until their home location is saturated. At this point they produce a different sort of offspring, known as mage-stars, who must be fed on enzymes extracted from the living brains of creatures the syllix have enslaved. The mage-stars can spelljam and transport the syllix population to new homes in a process referred to as the Eruption. Syllix can be found in *MC7*, on 1993#19 and feature in the *Wildspace* adventure in *Du71*.



Symbiont

Symbionts, or more accurately power symbionts are tiny, ¼-inch diameter creatures that look a bit like a fungus. They are dark brown, changing to rust coloured while feeding. Symbionts have no offensive capabilities but drain the magic from items. They can sense magical auras and move slowly towards the strongest auru they can detect. Spells cast at a symbiont are reflected back at the caster. This can be useful to ships under attack, as the symbiont only needs to be included in the area of effect to be able to reflect a spell. Symbionts are described in *MC7*.



Tender

The constellations of Clusterspace are intense flames on top of gargantuan towers made of crystal girders and black cord. The towers were built by, and are maintained by, a group of contemplators who live within them. The contemplators are, in turn, protected and looked after by creatures called the Tenders. Created by the gods whose constellations they protect, the Tenders are made of flesh and blood, but do not age and have limited mental capacity. They are linked together through the consciousness of the god who created them, and all of the Tenders of that particular god work together as a team. Tenders speak only to challenge those who try to enter one of the towers they protect. *The Astromundi Cluster* is vague about the appearance of these Tenders, but they have two fist attacks, so are presumably humanoids.

Thagar (also known as a Beholder Eater or a Grimgobbler)

A thagar is a rubbery-skinned sphere, about seven feet in diameter. Up to sixteen long, serpentine necks with toothed jaws extend from the central body which is also spotted with more than a dozen eyes. Thagar are immune to many spells and highly resistant to magic in general. They have a magical organ that lets them levitate through space. Although they are particularly fond of beholders and other magic-using creatures, thagar will eat almost anything, including young radiant dragons and umber hulks. Thagar are detailed in *SJR1*.



Tinkerer (also known as a Giant Bubble)

These bizarre creatures are four-foot wide spheres with six eyes, large mouths and four dextrous arms (or possibly six arms; the text contradicts itself). Their name is their nature, as tinkerers like to modify all sorts of things: equipment, magical items, and even other beings. They have mixed success when it comes to other creatures, but there are examples of wonderseekers and reavers who have weapons as functioning implants. Tinkerers are not hostile, and often hitch rides on spacefaring craft where they get in the way as often as they are useful. They require little food, but have a particular affinity for sweets and candy. Tinkerers can be found in *SJR1*.



Undead Hulk

An undead hulk is essentially a mindless zombie created using a magical ritual known only to neogi. Each limb, that head and the torso of an undead hulk must come from a different umber hulk. An undead hulk is under the absolute control of its creator, but can be turned by a cleric. It attacks with claws and, if both claws hit, an extra crushing attack. It lacks the *confusion* gaze of a living umber hulk, but gains some magic resistance. The undead hulk is from *Dr184*.



Undead Old Master (also known as a Night Neogi)

Not all neogi readily embrace the fate of becoming a Great Old Master. Some spellcasting individuals instead use their magic to become undead. They become outcasts, divorced from neogi society. Undead old masters look similar to normal neogi, but with eye sockets lit by ghostly lights. Over time, their flesh shrivels and their pelts fade. Undead old masters continue to develop their spellcasting abilities. They stop producing the poison made by their living relatives, but gain a paralyzing chill touch. Undead old masters are described in *SJR1*.



Vodoni Breeder

Forced to flee Vodonispace when the system's star exploded in a supernova, the vodoni aggressively conquered a number of nearby crystal spheres, creating the Vodoni Empire, as described in *SJA4*. Vodoni breeders are the Empire's nobles. Human in appearance, they are competent warriors and spellcasters. Citizens powerful enough to challenge their Emperor's policies are "recruited", memory wiped, and retrained to become loyal servants. Breeders get their name from their role in creating the enforcers and conquerors. They constantly tinker with their creations' genetics.



Vodoni Enforcer and Conqueror

These magically created beings (from *SJA4*) are made by the Vodoni breeders. Potential enforcers are infected by a special, highly virulent form of lycanthropy which turns them into nearly mindless beings. The most promising of these are fed a special poison, which either kills them, or turns them into an enforcer. Enforcers appear wolf-like in their normal form, and change into a more rabid form when they go into a *blood rage*. They are fighting machines, usually armed with magical swords, but capable with their claws and bites. Conquerors are more powerful variants.



Vodoni Space Spider

Space spiders are large crystal spiders, likely related to crysmals. They are partly organic and partly mineral. They are intelligent and shy, and so fanatical about keeping their lairs secret that they attack anyone wandering into one with their pincers and poisonous bites. In addition to 30-180 ordinary space spiders, a lair typically also houses 3-18 diamond spinners and one master spider. A diamond spinner is slightly more powerful than its kin, and capable of 150 foot jumps. A master spider is the oldest spinner in a particular lair. Space spiders are detailed in *SJA4*.



Watcher

These six-foot-diameter beholders rank fairly low in the beholder hierarchy. They are responsible for reconnaissance and information gathering. A watcher has three large eyes around its circumference, another large eye on top and six small eyes around its crown. It has a large mouth with a prehensile tongue and a large grasping tentacle attached to its underside. The four large eyes each have two or three powers. These are generally utility powers rather than offensive in nature. Watchers are detailed in *MC7*, *MM 2e* and *IT*.



Witchlight Marauder

Witchlight marauders were created by orc shamans during the Unhuman Wars. Most of them were thankfully wiped out, but a few have been preserved as doomsday weapons. A gargantuan, 200 foot tall slug-like monstrosity, a marauder funnels everything in its path into its huge maw, periodically spitting out smaller marauders that likewise consume everything and produce even smaller tertiary marauders. There exist enormous (1000 foot), slightly more reptilian, spacefaring marauders that grow the primary marauders to be despatched to worlds the space marauder is passing. Marauders are detailed in *MC9* and featured in *SJS1* and *SJQ1*.



Wizshade (also known as a Spellshade)

Wizshades are whimsical beings that seem to manifest from the substance of the phlogiston. When one appears, it appears as a robed human arising from a swirling vortex of colours stretching off into an almost imperceptible cord. Wizshades can cast any wizards spells, and when they cast, they cast a completely random spell. Wizshades are effectively incorporeal. They can be countered by spells cast at them or harmed by magic weapons. Individual wizshades vary from helpful to hostile. The wizshade first appeared in *MC7* and later in *VGtATM* and *MCA4*.



Wonderseeker

Human misfits who rely on *potions of longevity* to survive extended space travel, wonderseekers live to satisfy their own personal whims. All of them are warriors or rogues, but some have also inherited spell-like abilities such as *dimension door* or *telekinesis*. Wonderseekers often use magical swords and wands and wear frilly, fantastic garb and body adornments. They often feud among themselves and have a complex ritual involving multiple assassination attempts they they use to resolve serious conflict. Wonderseeks are found in *SJR1*.



Wryback

Small humanoids with blue-black to green-gray skin and rubbery bodies and limbs, wrybacks are malicious, theiving creatures who stowaway in groups on seagoing or spacefaring ships. They can manipulate objects with both their hands and their feet and are excellent (and silent) climbers. They fight with their claws, but prefer to conceal themselves and attack with the benefit of surprise. Their rubbery nature makes them resistant to bludgeoning attacks. If exposed to poison gas or deadly air, wrybacks enter a state similar to *feign death*. They appeared in *MC7* and on *1992#499*.



Xixchil

Xixchil are mantis-like creatures related to thri-kreen. They specialise in body modification surgeries, both for themselves and for others. To aid this, they can produce an anesthetic that they deliver using their bites. They are also capable of producing poisons. Most xixchil avoid conflict, but some specialise in combat, and will have special weapon limbs and other battle-related adornments. Xixchil originated on a world with many natural predators, so females produce dozens of eggs, and the newly hatched young duel and eat each other until only one or two survive. Xixchil appeared in *MC9*, *CGR1*, *MM 2e* and have their own ecology article in *Dr266*.



Yggdrasti

Yggdrasti are one of the new creatures from *MCV1*. Gargantuan splinters of the world tree Yggdrasil, they fly through Wildspace and the Astral Sea. They look like dead trees covered with barnacles and trailing a withered root system. Since yggdrasti have their own air envelopes and gravity planes, they sometimes have hitchhikers hiding in their internal cavities. Yggdrasti hate other living things and will attack any settlements or ships they come across, using their roots or a special *lightning discharge*. They will sometimes land on planets and bury their roots to appear as normal trees.



Yitsan (also known as a Treasure Bane or an Intruder Within)

Solitary egg-laying predators, yitsan (from *MC9*) are ten-foot high with eight-foot tails. They have grey-green scaled skin and clawed four-digit hands and feet. They lack eyes and sense their surroundings by tasting the air with their tongues. Yitsan frequently utter hisses, shrieks, roars and growls, but it isn't clear if these are a language or simply noises. Travellers sometimes end up with a marauding yitsan aboard after unintentionally loading an egg as cargo. Yitsan are eager combatants, attack with all of their claws, a dangerous bite, a tail slap and a tail squeeze.



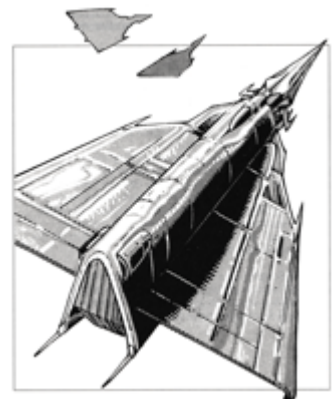
Zard

Zards are small blue-green coloured reptiles with six winged limbs and tiny grasping claws. They travel through space in swarms of up to a hundred interlocked individuals. Zards navigate using a sort of squealed sonar, since their eyes have atrophied. A zard swarm heads for a detected object, and once it lands, each zard begins to devour anything organic it can seek its teeth into. When they are well fed, zards are peaceful creatures, but they are voracious when hungry. Starving zards will turn on each other. Several intelligent species also eat zards. The zard appeared in *MC7* and *1992#500*.



Zat

Gargantuan living planes, zats soar through the fire-ring of the planet Garrash (from *SJR4*), apparently using their fins to harness light pressure for movement. Zats are highly intelligent but have minds radically different from most life-forms. They are peaceful creatures but establishing communication with one is challenging, and will be of limited use, since zats are interested only in their local space. Zats use magnetic fields to communicate nearly instantaneously with each other. They are normally immortal; and killing one zat alerts every other zat within a range of 75 million miles, all of whom will feel a strong sense of enmity towards those responsible for the first zat's death.



Zodar

Powerful, enigmatic constructs resembling suits of obsidian armor, zodar are invulnerable to everything except physical attacks. They can speak only three times in their lives, can cast only three spells (any spells) in their lifetimes, and can cast *wish* once per lifetime. In *MC7*, zodar are implied to have a connection with the physical structures of crystal spheres and speculated to be undertaking missions relating to the spheres. The *FF 3e* version removes this link but keeps the zodar's nature mysterious. A zodar sometimes join an adventuring party, either participating or simply silently observing. The zodar is confirmed as returning in the *Temple of Light* adventure in *SaIS 5e*.



Zurchin (also known as a Star Urchin or a Space Porcupine)

Tiny spherical mollusks with many spines, zurchin (from *MC9*) are similar in appearance to their oceanic counterparts. They are found scavenging on the rocks of asteroid reefs. Zurchins can fire poisonous dart from their spines. When a dart lodges in a creature there is a small chance that it contains an egg. During the week after implantation, the egg-bearer loses interest in food, becomes confused, extremely itchy, paralysed and eventually dies. The eggs hatch into new zurchins which feed on the dead host. Eggs can also lodge in wood, potentially causing a sudden outbreak on a ship. Neogi consider zurchin to be a delicacy and specialist chefs pay handsomely for their meat.



Sources

1991	1991 Trading Cards
1992	1992 Trading Cards
1993	1993 Trading Cards
AC	Astromundi Cluster, The
ALQ4	Secrets of the Lamp
CC4	Cloakmaster Cycle #4: The Radiant Dragon
CGR1	Complete Spacefarer's Handbook, The
CotSQ	City of the Spider Queen
Dem	Demonomicon
Dr159	Dragon #159
Dr184	Dragon #184
Dr214	Dragon #214
Dr266	Dragon #266
Dr339	Dragon #339
Dr350	Dragon #350
Dr417	Dragon #427
DrA1	Dragon Annual #1
Du34	Dungeon #34
Du36	Dungeon #36
Du41	Dungeon #41
Du45	Dungeon #45
Du63	Dungeon #63

Du71	Dungeon #71
Du155	Dungeon #155
ELH	Epic Level Handbook
EPH	Expanded Psionics Handbook
FF 1e	Fiend Folio (1e)
FF 3e	Fiend Folio (3e)
FOR2	Drow of the Underdark, The (2e)
IT	Monstrous Arcana: I, Tyrant
LoM	Lords of Madness: The Book of Aberrations
LoS	Legend of Spelljammer, The
MC7	Monstrous Compendium Spelljammer Appendix
MC9	Monstrous Compendium Spelljammer Appendix II
MC12	Monstrous Compendium Dark Sun Appendix: Terrors of the Desert
MCA1	Monstrous Compendium Annual Volume One
MCA4	Monstrous Compendium Annual Volume Four
MCV1	Monstrous Compendium Volume One: Spelljammer Creatures
MM 1e	Monster Manual (1st Edition)
MM 2e	Monstrous Manual
MM 3e	Monster Manual (3rd or 3.5 Edition)
MM 4e	Monster Manual (4th Edition)
MM 5e	Monster Manual (5th Edition)
MM2 1e	Monster Manual II (1st Edition)
MM2 3e	Monster Manual II (3rd Edition)
MM2 4e	Monster Manual 2 (4th Edition)
MoF	Monsters of Faerûn
MotM	Mordenkainen Presents: Monsters of the Multiverse
MotP 3e	Manual of the Planes (3rd Edition)
OotA	Out of the Abyss
P55	Polyhedron #55
PMCA2	Planescape Monstrous Compendium Appendix II
PO:SP	Player's Option: Skills and Powers
PsiH	Psionics Handbook
SAiS 2e	Spelljammer: AD&D Adventures in Space
SAiS 5e	Spelljammer: Adventures in Space
SJA1	Wildspace
SJA2	Skull & Crossbow
SJA3	Crystal Spheres
SJA4	Under the Dark Fist
SJQ1	Heart of the Enemy
SJR1	Lost Ships
SJR2	Realmspace
SJR4	Practical Planetology
SJR6	Greyspace
SJR7	Krynnspace
SJR8	Space Lairs
SJS1	Goblin's Return
SS	Savage Species
SW	Stormwrack: Mastering the Perils of Wind and Wave
TI	Monstrous Arcana: The Illithiad
UA:TotM	Unearthed Arcana: Travelers of the Multiverse
VGtATM	Volo's Guide to All Things Magical
VGtM	Volo's Guide to Monsters
WCC	War Captain's Companion

