

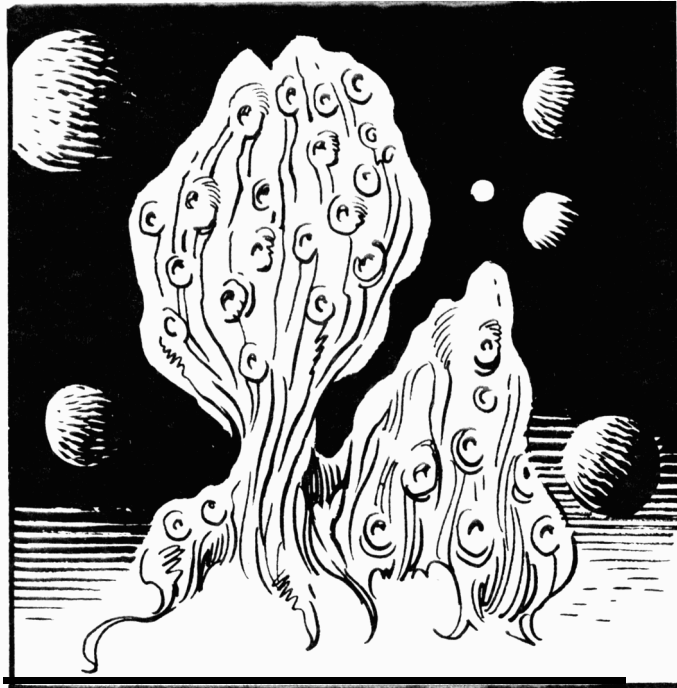
Shadowsponge ("Air Stealer")

SJRI



CLIMATE/TERRAIN:	Any space
FREQUENCY:	Rare
ORGANIZATION:	Solitary or groups
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1-6
ARMOR CLASS:	9
MOVEMENT:	Fl 13 (C)
HIT DICE:	7+7
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4/round (constriction) or 1 (ram)
SPECIAL ATTACKS:	Gas effects
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Ci (ovoid, 36' + long)
MORALE:	Steady (11)
X.P. VALUE:	1400



These strange monsters are feared by all spacefarers. They drift in space until they sense the approach of an atmosphere, and attack mindlessly, absorbing precious air.

A shadowsponge appears as a greyish sponge. Hundreds of rubbery, many-branched air sacs protrude from a central mass. Studded with small, keen eyes and sensory patches, a sponge can 'smell' air in the void up to three miles away.

The substance of a shadowsponge is inedible. If struck by fiery or electrical attacks (which do normal damage), it burns with a thick, choking smoke. The smoke expands rapidly to fill a 30' spherical area, and lasts for 2-5 turns, completely blocking normal vision beyond 4', and turning clean air within its confines to foul.

Combat: A shadowsponge concentrates on absorbing air, swooping and turning continuously in an atmosphere. Any nearby creature risks being rammed or enveloped.

A ram (successful attack roll required) does 1 point of damage. The victim must make a Strength Check or be bowled over (items carried must save vs. "fall").

An enveloping attack surrounds a victim, squeezing and smothering for 1 point of initial damage. In subsequent rounds, enveloped beings suffer 1-4 points of constriction damage. They may automatically hit the shadowsponge with any piercing or slashing weapons in hand, but are unable to cast spells, get out other items, or wield bludgeoning weapons. Very large sponges (those of over 40 hp) can envelop two M-sized beings at once; smaller shadowsponges can entrap only one.

Any attack on a sponge may be partially suffered by an enveloped being. The being saves against the attack form (for physical weapon attacks, against Breath Weapon) to avoid taking a quarter of the damage done to the sponge (round fractions down to a minimum damage of 1 hp).

The porous, air-filled nature of a shadowsponge prevents enveloped beings from suffocating, but they must save vs. Breath Weapon on every second round or suffer the effects of harmful gases absorbed earlier by the sponge (refer to Gas Clouds in the "Flotsam of Space" section for such effects).

When a sponge is killed or dealt over 20 hp damage in a

single round, it convulsively releases enveloped beings (who suffer damage from the attacks causing their release).

Habitat/Society: Shadowsponges are only semi-intelligent, but seem to herd together by instinct and move toward atmospheres in space. They avoid the large, stable atmospheres of worlds. Some sages believe shadowsponges are merely a stage in the lives of more advanced fungoid creatures. This stage, it is thought, ends when a sponge reaches a certain inner state by absorbing the nutrients it needs from absorbed gases. It then enters a world's atmosphere and falls to the surface, metamorphosing into spores to begin life anew in some other form.

Elminster cautions us that although this theory cannot be discounted, definite proof in support of it is so far lacking for several parts of the hypothetical life-cycle; the true nature of shadowsponges may be far different.

Shadowsponges never collide with each other or fight among themselves. They seem capable of rejoining scattered portions of themselves, or even joining with another sponge to form a larger whole, and have no reproductive lives or family units.

Ecology: Shadowsponges feed on nutrients gleaned from gases, absorbed light, and low level electrical and heat energy. Attacks relying entirely on heat for damage, and not flame (which has its usual effect), do not harm a shadowsponge, but rather give it additional or healing hit points equal to the normal damage done.

Sponges play no part in any food-chain. Alchemists and spell researchers of all races have looked in vain for uses for shadowsponge tissue and essence.

One experiment has given questionable results. Application of low-level electrical energy generated by a *shocking* grasp spell and certain gnomish energy creation and storage devices causes the sponge to release 25% of its stored atmosphere.

Desperate spacefarers have been known to enclose shadowsponges in a spacewreck or other large, sturdy spacegoing storage container and forcibly drag them through

Shadowsponge ("Air Stealer")



planetoid atmospheres, and to skim the atmospheres of worlds. The intent of this stratagem is to gain a portable atmosphere allowing a too-small ship to carry too-large a crew on too-long a space voyage. A secondary use of caged shadowsponges is to steal air from enemies by setting a spacegoing cage adrift on a course that will bring it through the atmosphere of, or into a collision with, a hostile planetoid, base, ship, or elven armada craft.

Shadowsponges imprisoned or brought into contact with planetary atmospheres will take on and store air usable in space voyages, but the shock of this treatment seems to ultimately kill them. Each sponge saves vs. Petrification for every day of confinement. If it fails, it dies instantly, poisoning the air around it.

A dying shadowsponge fouls 40 tons of air. Once the entire carried atmosphere of a ship is fouled, additional 40-ton foulings turn 40 tons of fouled air into deadly air. Many an intrepid space explorer has been forced to cut loose towed space barges full of dead shadowsponges to escape the poisoned air and stagger along on inadequate air reserves.

Herd Clouds

Some small, dark shadowsponges have been observed to lead their fellows on long voyages in space and round them up into groups. These "herd clouds" have recently been studied with interest by several sages.

Herd clouds have been found to be Very intelligent (1 I-12) and possessed of unusually high morale: Champion (15-16). They have 8 +8 Hit Dice and an XP Value of 3000.

They also have the ability to gather electrical charges, discharging these as weapons against other beings. A typical herd cloud can emit one 9d6 *chain lightning* attack and two forked 6d6 *lightning bolts* in a "day" (144-turn period). Mere contact with, or even passing through a 'charged' herd cloud will not attract such damage unless the cloud wishes to release its energy.

Some sages and alchemists believe that herd cloud essence can be harnessed in some way to guard against or generate electrical magical attacks, but experiments in this line have so far been shocking disasters.

	Common	Guardian
CLIMATE/TERRAIN:	<i>Spelljammer</i>	Control room
FREQUENCY:	Common	Unique
ORGANIZATION:	Squad	Solitary
ACTIVITY CYCLE:	Continuous	Continuous
DIET:	None	None
INTELLIGENCE:	High (13-14)	Genius (17-18)
TREASURE:	None	None
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1 or 1-8	1
ARMOR CLASS:	3	-3
MOVEMENT:	12	12
HIT DICE:	5	20
THACO:	16	1
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1-8	3-18
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	40%	60%
SIZE:	S or M (3-5')	L (10' high)
MORALE:	Fanatic (17-18)	Fearless (19-20)
XP VALUE:	5,000	23,000

The shivaks are only found aboard the *Spelljammer*, and they are constructed (grown) in a manner similar to the smalljammers. In the shivaks' case, they are constructed in the shivak terminal (Area #15) rather than in the gardens (Area #2) like the smalljammers. The shivaks grow in pods out of the lifeless corridors.

When shivaks are destroyed or wear out, more are constructed. Those that are not immediately needed are kept in storage, where they are maintained on small amounts of energy from the ship. There are about 500 shivaks on board the ship at any one time.

Shivaks resemble headless ellipsoids that have limbs. The limbs are arranged in such a manner that varieties of shivaks resemble various species aboard the ship.

The surface of a shivak appears to be covered by a thick gray leather. However, this leatherlike exterior extends fully to the core of a shivak—in other words, shivaks lack organs in the known sense. The limbs are made of similar material, and they are what allow the shivaks to maneuver. (Shivaks move forward, backward, and sideways at will, much as if they were on rollers.)

Each variety of shivak also has a special attack form that it may use at will as described below.

COMMON SHIVAKS

The types of common shivak include the following:

- **Humanoid**—This shivak has humanoid limbs that consist of two stumplike legs and two multihinged arms, each arm ending in a delicate bundle of tapered coils. The coils allow the humanoid shivak to perform delicate work, but the humanoid's chief attribute is incredible strength. At will, they may raise their strength to that of fire giant level, gaining +4 to hit and +10 to damage.

- **Centaurian**—The centaurian shivak's elliptical body is horizontal rather than upright. It is supported by four horse-like limbs, and it has a set of multijointed humanoid arms mounted at what is presumed to be the forward end of the shivak. The centaurian's chief attribute is speed, and it can



increase its movement to 24 at will.

- **Beholderian**—The beholderian shivak is a floating egg-shape that has a bundle of tentacles nestled around its crown. It does not have the eyes of a beholder, but its coils are incredibly strong (STR = 19). More importantly, this shivak can fly at its normal movement speed, and it has an MC of A.

- **Serpentine**—The serpentine shivak is a narrow ellipsoid that has an extended tail, which the shivak uses to coil around its opponents. It constricts its target, then crawls off with the creature still in its coils. The serpentine shivak has the ability to compress its body as well, allowing it to squeeze into spaces no more than 1 foot across in pursuit of its opponent.

- **Spiderian**—Also called neogian, this shivak is a horizontal ellipsoid much like the centaurian's body. This shivak's body, however, is supported by eight movable legs and is slung upward like a spider. Spiderian shivaks have the ability to spit a paralyzing poison up to 20 feet away. This poison can freeze an opponent for 1-3 rounds—enough time for the spiderian (and the other shivaks as well) to overwhelm and remove the intruder.

- **Enigmatic**—The enigmatic shivak is a mystery because it does not resemble any of the currently known major races of space. This shivak has a triform body, with three stumplike limbs and three arms coiled like rope and ending in trilateral "hands." While it resembles both the xorn and the triphegs, neither of those races have been known to have had a major impact in space outside their home worlds. The enigmatic shivak has a nasty ability in that it may produce a shocking grasp (as per the spell) for 2-12 points of additional damage when grappling with an opponent. This is only used to shock its opponents into submission.

Shivak

Combat: The shivaks in battle fight as a unified whole, regardless of their appearance. Their tactics are generally straightforward, consisting of overwhelming their opponents with numbers, then carting them off. Their main function seems to be to keep trespassers out of areas of the *Spelljammer* that are off limits.

The shivaks are apparently connected to both the ship and to each other, for attacking one shivak typically brings others in quick succession (usually 1-8 additional shivaks will appear 3-6 rounds after the initial attack).

The shivaks have been given only limited orders, however, and they will only attack if they are attacked, if a creature is in a restricted area, or if they are prevented from doing their normal tasks, which include food delivery and dismantling ships. Otherwise they tend to leave the other races on board alone and are in turn left alone by other races.

The shivaks are immune to illusion and light-based attacks. They cannot be poisoned, polymorphed, or paralyzed, nor may they be charmed or otherwise affected by enchantment spells, including sleep. They are immune to their own attack forms, including those of other shivaks.

The shivaks do not see in the traditional sense, but rather they emanate a continual detect life. Otherwise invisible living creatures stand out brightly to them, as do those masked by illusion spells. They know the buildings and warrens of the ship by heart and can move smoothly around inanimate objects. However, animate, unliving creatures (such as undead, golems, and clockwork horrors) are invisible to them. They cannot attack what they cannot see, though they may flail around at -4 to hit.

Habitat/Society: The shivaks have no real society and are little more than extensions of the will of the *Spelljammer* itself. Unless specifically commanded otherwise by the captain, they will continue to perform their normal duties.

When under the control of the captain, they will respond to his or her orders as long as those orders do not directly contradict the shivaks' functions. (For instance, the captain cannot order the shivaks to *not* attack a trespasser found in the warrens.)

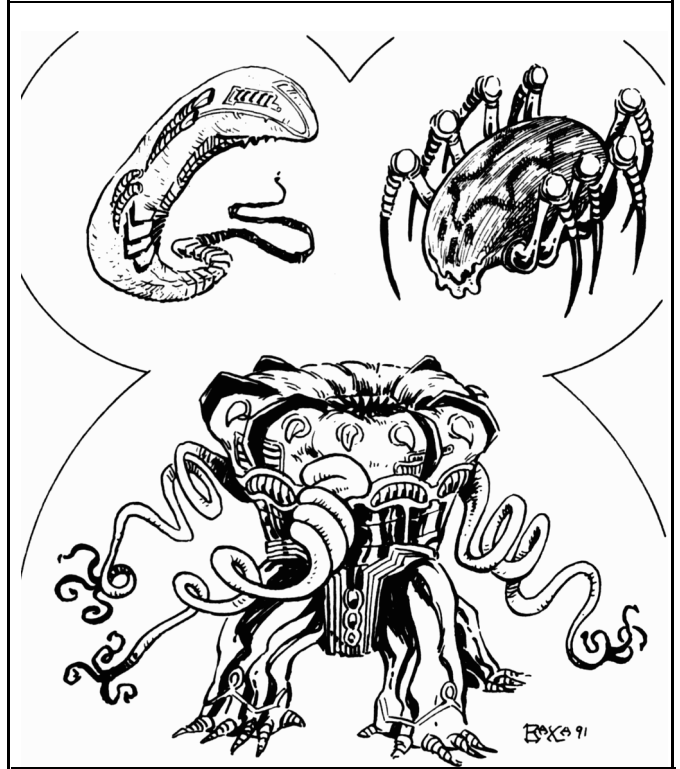
Ecology: The shivaks are "grown" in the shivak terminal, far from the light of the gardens, in great pods hanging from the wall. Unlike the smalljammers, the shivaks' only requirement for development is the presence of a spelljamming helm, which will create 1-10 new shivaks. Any spelljamming helms that are found will be taken back to the terminal for future use.

It takes only a few days for the terminal to create these shivaks once it has a new helm. The process is similar to the creation of the smalljammers upon the arrival of a new captain. The spelljamming helms, however, are consumed in the process and cannot be regained.

GUARDIAN SHIVAK

The guardian shivak is the largest of the shivaks and is found only in the control room. (The control room is an area that appears on the *Spelljammer* only when a prospective captain comes on board; the area randomly shifts position throughout the ship and is seldom found in the same place twice in a row. The adventurer must defeat the guardian shivak to bond with the ship and become captain.)

The guardian shivak is built to encompass the worst fears of the previous captain. As such, it strongly resembles the physical form those fears take (as opposed to the elliptical shape of the other shivaks). The current guardian shivak re-

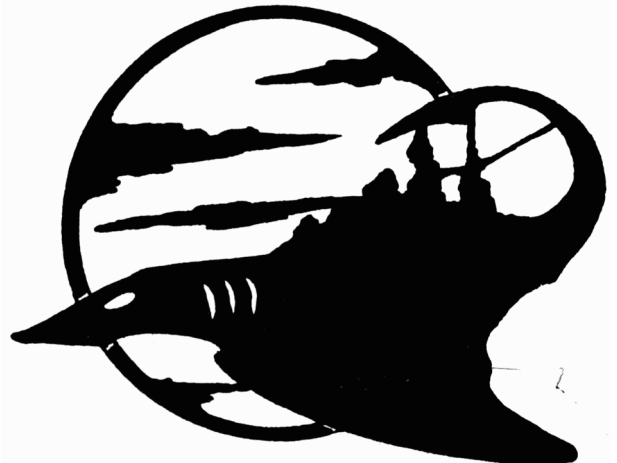


sembles a gigantic mind flayer. It is equipped with a psionic blast similar to that of a mind flayer.

The guardian shivak is made of the same leathery material as are the common shivaks, however, and it too has no apparent internal organs. The guardian has all the resistances and immunities of the other shivaks.

The guardian shivak exists only when an ultimate helm is carried on board the *Spelljammer*. This shivak is developed specifically for the purpose of challenging the possessor of the helm.

If the helm is destroyed or carried off the ship, the guardian shivak is absorbed back into the ship itself. It will reform each time an ultimate helm is present, and it will continue to be in the form that encompasses the fears of the previous captain, regardless of how many times the guardian shivak is called upon to appear.



CLIMATE/TERRAIN:	Platinum Space	Gold Space	Iron Space
FREQUENCY:	Rare	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	See below	See below	See below
INTELLIGENCE:	Low (5)	Low (5)	Low (5)
TREASURE:	L(x10)	M(x10)	J(x10)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1
ARMOR CLASS:	3	9	5
MOVEMENT:	6	12	6
HIT DICE:	10+1	9+1	6+1
THACO:	11	11	15
NO. OF ATTACKS:	2	3	3
DAMAGE/ATTACK:	1d6 +7	1d6 +4	1d6 +7
SPECIAL ATTACKS:	See below		
SPECIAL DEFENSES:	+1 or better weapons to hit		
MAGIC RESISTANCE:	30%	30%	75%
SIZE:	M (6')	M (6')	M (6')
MORALE:	Steady (12)	Steady (12)	Steady (12)
XP VALUE:	4000	3000	975

Silatics are amorphous blobs, 5-7' in diameter, that eat metal. Continuously shifting and quivering, they use their two pseudopods to test substances for edibility. The silatic's diet consists solely of the metal they are made of. For example, a platinum silatic eats only platinum. Silatics innately detect the metal they eat within a 100' range.

Silatics hide well, for they can stretch as thin as 1" thick. They need no air to survive and prefer wildspace to planets. In wildspace they are almost graceful, fanning their thinned bodies to move slowly. As soon as gravity takes hold, though, gracefulness disappears; their pseudopods pull them along the ground.

Combat: The silatic's two pseudopods administer bludgeoning damage of **1d6 +4**. Each adult silatic's pseudopod can extend to 50'. They attack only if disturbed while eating or prevented from feeding. Usually, one pseudopod remains attached to the food while the other attacks an opponent. If injured, the silatic detaches from the food source and attacks the offender with both pseudopods.

There are three known types of silatics: gold, platinum, and iron. (A fourth, silver, is rumored.) Each has a special attack.

Iron- **+3** bonus to damage; high magic resistance.

Gold-moves faster than other silatics, gaining one extra attack per round.

Platinum-**+3** bonus to damage; also, the platinum silatic coats its pseudopod with acid. If it hits, the character takes an additional **2d8** damage (save vs. poison for half damage).

A silatic eats by attaching a pseudopod to its meal, excreting a liquid that dissolves the metal, and absorbing it through the skin. It takes three rounds to administer the liquid and three to absorb the liquefied metal. The liquid is harmless to living beings. Metal of the silatic's type saves vs. acid at -5. Metal not of the silatic's type saves at -2.

If a silatic senses metal within a wooden-hulled ship, it first tries to sneak aboard. If this fails, it batters a hole in the ship near the metal inside. Against metal ships, a silatic inflicts 1 hull point per turn; against wood, it inflicts normal combat damage.

Habitat/Society: Silatics are solitary, avoiding other beings by hiding in "uninhabitable" places. Silatics of the same type exhibit instant hostility and fight to the death.

Gravs and most space miners kill silatics on sight. Residents of inhabited worlds hunt down silatics relentlessly. Once a gold silatic got into the gold reserves of a major city, reproduced, and soon dozens were oozing around, searching for more gold to devour. The entire city's economy collapsed because gold became too scarce—all because of one hungry silatic.

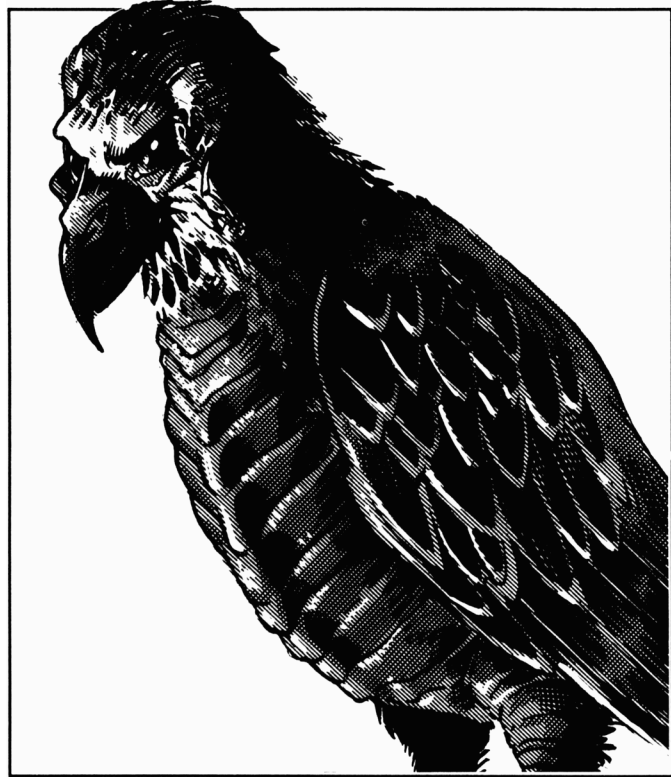
Ecology: Silatics have no spelljamming ability. To move from world to world, they stow away on ships, often on the outer hull.

When a silatic absorbs enough metal (around 100 lbs), it seeks out an uninhabited area and splits in two. The two new silatics, each 3 1/2' wide, are dazed and instinctively move in opposite directions. Five hours after splitting, they regain their senses and search for food. If the reproduction occurs in a confined space, the two silatics fight to the death upon regaining their senses.

If a silatic is killed, only the metal eaten in the last week can be recovered (usually **1d10** lbs per Hit Die). All other material dissolves into a jelly-like substance.



CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2)
TREASURE:	R
ALIGNMENT:	Neutral evil
NO. APPEARING:	2-5
ARMOR CLASS:	2
MOVEMENT:	6, F19 (C)
HIT DICE:	6 +6
THACO:	14
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d8/3d4
SPECIAL ATTACKS:	Grab prey
SPECIAL DEFENSES:	Slippery
MAGIC RESISTANCE:	Nil
SIZE:	L (16' wingspan)
MORALE:	Irregular (7)
XP VALUE:	1400



Skullbirds are large carrion birds of wildspace. A bad reputation follows these birds. Sailors consider the sight of a skullbird a sign that someone aboard ship will die soon.

The birds are named for their gruesome heads, which appear to be bird skulls covered with a layer of shiny black skin stretched tight. Their glittering dark eyes are hidden deep in the recessed sockets, and their beaks are jet black and needle-sharp. Skullbirds are covered with oily black feathers and exude an oily, charnel odor. Their talons are like razors.

Skullbirds have no language, but have two distinct calls: an irritating, high-pitched screech when they find live food, and an ominous, bass croaking when they find carrion.

Combat: Though the birds prefer to eat carrion, since it puts up no fight, they unhesitatingly attack live prey if they have not had a decent meal in several days (50% chance).

Skullbirds attack with their two sets of sharp talons, each doing **1d8** damage. If the prey is still moving, they try to finish it off with a swift stroke of their razor-like beaks, inflicting **3d4** damage.

Whenever a skullbird attacks a victim who weighs less than 200 pounds, it tries to snatch up its prize and fly away to its foul nest. To do so, the skullbird must hit the victim with both claws in the same melee round. The talons have an effective Strength of 17. The victim is allowed a Strength check to escape; failure means the bird swoops up with the victim at top speed. If the prey struggles for more than one round, the skullbird drops the victim, in hopes that the falling damage will finish it off.

Skullbirds secrete an oily substance that keeps them comfortable while flying in space. The oil is slippery; any attempt to grapple with the bird takes a -4 penalty. This oil is also responsible for the creature's low AC, since weapons seem to slip off the bird.

The oil, however, is highly flammable, giving the skullbirds a -4 penalty when saving vs. fire-based attacks, and **+2** hp per die of fire damage. Waving torches or other open flames around a skullbird for one round forces a morale check.

Habitat/Society: Skullbirds nest in floating wrecks of **spelljamming** vessels, or in the decomposing bodies of huge, dead, **wildspace** creatures. They travel in flocks and have no leaders. Skullbirds are not territorial.

Once every three months, a female skullbird lays **1d4** eggs. Ugly, almost skeletal chicks hatch from the eggs and begin croaking incessantly, demanding to be fed. The sound is reminiscent of a group of bullfrogs. There is a 25% chance of finding skullbird eggs in a nest. They are not edible.

The oily feathers of the skullbird also trap air most efficiently, giving the birds a full day's supply of air. They do require air to survive in wildspace.

The skullbird is a bird of ill omen. Sailors shun them, and shun anyone foolish enough to wear anything made from part one of the birds. If a ship encounters skullbirds outside their lair, the encounter begins with the birds flying out of nowhere and trying to perch on the ship's masts. This is considered the worst possible omen, a sign that the ship will soon be destroyed. Fast-moving characters get one round to try to drive the birds away from the masts; if they succeed, the birds may attack instead (50% chance).

Average or Green crews who see the skullbirds roosting on their ships undergo an immediate morale check at -1 penalty. Failure indicates that the sailors immediately panic, some scampering below decks, others jumping off the ship. They remain panicked until the birds are driven off. More experienced crews need not check morale, but they make morale checks in later battles at the same penalty.

Ecology: The only positive ecological contribution skullbirds make is their pursuit of their favorite food, **feesu** (q.v.).

CLIMATE/TERRAIN:	The skies of Edill
FREQUENCY:	Uncommon
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1 - 12 or see below
ARMOR CLASS:	5
MOVEMENT:	3, Fl 25 C
HIT DICE:	9
THACO:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-24/2-20
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Nil
SIZE:	G (65')
MORALE:	Unreliable (4)
XP VALUE:	6,500

Skykine are huge creatures native to the air world of Edill. They resemble broad-bodied dragons with short, thick necks. Skykine have four legs like a dragon, but they are short and apparently atrophied. Their wings, too, appear much too small and weak to support such a large creature. (In fact, their wings are used only for steering. In their body cavity is a strange organ that allows them to levitate and fly through the skies of Edill. They cannot, of course, leave the atmospheric envelope.)

At the end of a short neck, the skykine's head is broad and flat, with a long snout like an alligator's. The creature's forehead is sharply sloping, indicating that it has no space for a large brain—an explanation for its low intelligence. Its eyes are large and spherical, protruding well out of its skull. This gives it 360° vision in the plane of its body, but only 180° vertically (in other words, it has a blind spot below its own body).

Skykine have rough yet supple skin, very much like that of a shark. They range in color from off-white to blue-grey—perfect colors to let them blend in with the skies of their air world home.

Combat: Skykine attack with a bite, and with a tail smash. Their bodies are thick and not overly flexible, which means they can only bite foes in front of them and tail-smash creatures behind them. The creatures are large enough that their attacks can damage a spelljamming vessel, with 10 hit points equating to 1 Hull Point of damage. In addition, against any creature of size H or larger, they can charge and ram. A successful ram inflicts 10d12 hit points, or 1d12 Hull Points of damage.

Although predators, skykine never attack anything larger than half their own size unless they are attacked first. Even then, the large creatures prefer to



flee, giving barking, bellowing cries of warning to others of their kind. If they are harried to the point where they believe escape is impossible, they will turn and attack.

Habitat/Society: Skykine travel in small herds, often (65%) but not always based on family groupings. If a family herd is encountered, there will be one mature male and 1d3 mature females, plus 2d4 juveniles. Mature males and females have the same statistics, and the sexes are indistinguishable except to another skykine. Juveniles range from 10% to 60% of the size of an adult; their hit points and damage inflicted have the same ratio. All juveniles, regardless of size and age, have AC 6 and THACO 11.

In a family herd, if a female is attacked or threatened, the male will fight ferociously to defend her. . . until he is reduced to half hit points, at which time his instincts of self-preservation will take over and he will flee. If the juveniles are attacked, the male will respond in the same way; the female(s), however, will fight to the death to defend their young.

Ecology: Skykine feed on other airborne lifeforms, but nothing bigger than about 30' in length, of course. In turn, the skykine are the favored prey of Edill's dragon population. The dragons consider them to be harmless food animals. Of course, "harmless" means very different things to a 150'-long dragon and a human spacefarer!

The big creatures are thought to live for 20 years or so, landing on an orbiting earth body only long enough to bear their live young.

CLIMATE/TERRAIN:	Temperate
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary/tribal
ACTIVITY CYCLE:	Nocturnal
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	None
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-10
ARMOR CLASS:	3
MOVEMENT:	36
HIT DICE:	2+1
THACO:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/2d6
SPECIAL ATTACKS:	Sever vein on 19-20
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1-3')
MORALE:	Steady (12)
XP VALUE:	65

Sleeks are ermine-like mammals with bright, black eyes. Antennae on their muzzles aid them in gauging both the size and distance of their prey. Though independent, they occasionally seek human and demihuman companionship.

Combat: The sleeks speed and silent motion make it all but invisible (surprise on 1-5 on 1d6). In combat against man-sized or larger adversaries, the sleek uses its antennae to sense vital areas in an opponent, then attacks with its claws and razor sharp teeth. The sleeks claws do **1d4** points of damage. Man-sized or larger targets suffer **2d6** points of damage.

A roll of **20** indicates that the sleek has opened a major blood vessel, causing a halfling-sized or larger victim to lose 1d6 hp per minute through bleeding. First aid, such as a tourniquet or direct pressure, stops this hp loss, as does healing magic. Smaller targets must save vs. death. Failure means the victim dies immediately, its spinal cord severed.

Their fast metabolism, coupled with an extremely powerful and efficient digestive tract, renders sleeks immune to poison. This also lets them consume poisonous or exotic flesh-even flesh golems are not safe!

Sleeks sometimes act in concert against large prey. This ability to cooperate, combined with their berserker-like battle frenzy (+4 to hit), makes them formidable enemies to shipboard "pests."



Habitat/Society: Sleeks inhabit cargo holds and small ship passageways. If coaxed with food they can be domesticated (30% chance).

Their large, bright eyes, silvery-white fur, and sensitive antennae mark them as onetime cave dwellers, but their adaptations pose no handicap to them in the light. Sleeks mate for life, producing litters of **1d4** young once a year. A family of sleeks may occupy a "territory," but conflict between sleek territories is rare.

In lean times sleeks also exact "tribute" from ship crews. Instead of helping themselves to foodstuffs, they play tricks, steal clothes and precious items, and generally make nuisances of themselves until the crew formally offers food. Simply leaving food for them is not good enough; the "insulted" sleeks demand a show of submission. For instance, the captain must roll on his or her back in full view of the sleeks. Only then is the sleeks' honor satisfied. This behavior earns them the name "pirate-masters."

Ecology: Sleeks live about 20 years. Young stay with their parents for two years, whereupon they leave to establish territories of their own. Those individuals who adopt humans remain with them for life as staunch allies.

Slinker



CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-20
ARMOR CLASS:	7
MOVEMENT:	1.5
HIT DICE:	1/2
THACO:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (8" long)
MORALE:	Unreliable (2-4)
XI' VALUE:	7



Slinkers are small, vaguely bird-like creatures. They stand approximately eight inches high on two hind legs. Their forelegs are short and usually held close to the body when the slinkers move, but these are also used to hold bits of food and handle small items. The slinkers' heads form out of the fronts of their bodies without the nicety of any appreciable necks. They have two closely set eyes on either side of their small beaks.

Their bodies are sparsely covered with thin, stiff hair that ranges from light red to brown to gray to jet black. Some slinkers also appear to be white with red, brown, and black spots. Some naturalists believe these were once domesticated slinkers that have returned to a wild state, though what purpose they served domestically is unknown. A short, hairless tail (approximately three inches long) trails behind each slinker.

Combat: Slinkers are nearly helpless in any sort of fight with a human-sized creature. Thus they almost always flee upon catching sight of a human or demihuman. They do not attack large creatures unless there is nowhere to run.

If backed into a corner and forced to fight, slinkers charge as one and try to swarm over their antagonist. Individually, slinker bites are painful but not very dangerous. When attacking as a group, however, they can cause serious injuries to rash characters. When slinkers attack, every slinker in the pack attacks the same target and keeps attacking that target until either it or the slinkers are dead.

If a group of PCs comes a pack of slinkers and the slinkers fight, they charge the closest character, clambering over him and burrowing under clothing and armor. The character being attacked must roll a successful Dexterity check to avoid being knocked down by the rush. Furthermore, if the number of attacking slinkers is higher than the character's Dexterity score, add the difference as a penalty to the Dexterity check die roll. (If, for example, 18 slinkers rush a character with Dexterity 12, the character must add 6 to his Dexterity check die roll.) Once this initial check is made, regardless of its outcome, the character doesn't have to roll another Dexterity check again unless another pack of slinkers attacks him. If the character is knocked down, usual

attack modifiers for a prone target apply (+4 bonus for the slinkers' attack rolls.

Habitat/Society: Slinkers live in packs of up to 800 individuals. Presumably, the strongest or meanest slinker holds sway over the others, though what sort of authority it exercises is open to debate. These packs are rarely seen assembled in one place. In most cases, no more than 20 slinkers are ever encountered at once.

Slinkers are primarily scavengers, and so they prefer to live in areas where food and refuse is plentiful and there are lots of places to hide. They are quite common in cities, especially in the slums and warehouse districts of asteroid citadels (like those usually found around dockyards).

Ecology: In most respects, slinkers compete with rats and other vermin for their ecological niche. The most significant differences between them are that slinkers do not typically carry disease, and slinkers have unusually fast metabolisms, high respiratory rates, and short reproductive cycles.

If slinkers get aboard a spelljamming vessel, they begin reproducing themselves at an alarming rate. Every week, the slinker population aboard ship increases by 10 percent. This can become a serious problem if the slinkers are not controlled, because they eat a lot of food and breathe a lot of air. In one day, five slinkers eat as much food and breathe as much air as a human crew member. As their population increases, so does the rate at which they consume the ship's food supply and foul its air.

To use slinkers to their maximum effect, DMs are recommended to use Method 2 for keeping track of air quality aboard the PCs' vessel (as described on page 12 of the *Concordance of Arcane Space*). This is particularly effective if players are allowed to keep track of their own air and food supply while the DM keeps his own, secret record that accounts for the slinkers' presence.

CLIMATE/TERRAIN:	Wildspace and phlogiston
FREQUENCY:	Common
ORGANIZATION:	Bed
ACTIVITY CYCLE:	Any
DIET:	Wood, magic
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	3
HIT DICE:	5
THACO:	16
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Special
(SPECIAL DEFENSES:	Special
MAGIC RESISTANCE:	Nil
SIZE:	G (50 + ' diameter patches)
MORALE:	Nil
XP VALUE:	420

Sluk is wildspace seaweed, with the same ship-mirring ability as sargasso seaweed in planetary seas. An unintelligent parasite, it feeds on magical energy.

Sluk is a dark blue weed with small silver nodules in its leaves. It drifts in 50' long, stringy clumps called "beds," waiting for ships to run into it. Its coloration acts as near-perfect camouflage in wildspace (only 5% chance that lookouts see it). In the phlogiston, the plant is easy to spot.

Combat: If a spellcaster or anyone carrying three or more magical items falls into a sluk bed, the seaweed wraps itself around the victim. If it scores a hit, the sluk contracts with Strength 18 as it leeches magical energy, inflicting 1d6 damage per round. Draining effects on magical items are described below.

Sluk can mire spelljamming vessels. Each 50 square feet of sluk bed can stop five tons of vessel; the beds area is **2d10** × 50 square feet.

If the vessel is moving at spelljamming speeds when it runs into a sluk bed big enough to stop it, the ship immediately decelerates to tactical speed, requiring all aboard to make a Dexterity check or lose their balance and fall. A vessel travelling at tactical speed through a sluk bed gradually slows to a halt, losing 1/4 of its original speed and maneuverability each round until it stops.

Once a vessel stops in a sluk bed, the only way to get moving again is to chop away the strands. This takes 1d6 +3 rounds.

Sluk is completely immune to magic, except for cold-based spells. Magical cold instantly causes the plant to shrivel up and flake off. Other spells merely nourish the sluk. If a total of 10 spell levels are cast at the sluk, it reproduces as detailed below.

Habitat/Society: Sluk is attracted to sources of magic and moves towards them much as a groundling sunflower turns to face the sun.



Ecology: Sluk reproduces by adhering to a trapped spelljamming hull and bleeding its magical energy. (The hull must be wood; metal hulls are immune to the bleeding, though they are still trapped.) Subtract the trapped vessel's SR from 10; the result is the number of rounds (minimum 1) the sluk must hold the ship motionless to reproduce. Thus, a vessel with SR 4 lets the plant reproduce in six rounds. Sluk can only bleed motionless ships.

In reproducing, the sluk doubles the size of its patch, possibly mirring the ship even deeper in the bed. At DM's option, the crew must spend 1d6 extra rounds cutting away strands.

Drain effects: The sluk temporarily reduces a trapped spelljammer's SR by 1 per round (minimum 1). Ignore this temporary reduction when figuring how long the sluk takes to reproduce; always use the ship's original SR instead. The ship regains 1 SR per hour once it escapes from the sluk. Once a ship is reduced to SR 1, it no longer feeds the sluk enough energy to permit reproduction. At DM's discretion, spelljamming helms may lose their power permanently after months in the sluk.

Magical items lose one charge per round; permanent magical items lose their magic after one hour in the sluk, but recover their powers within 1d10 turns if removed before then. Relics and artifacts are not affected.

Feesu and skullbirds (qq.v.) enjoy an occasional nibble of sluk, but not enough to make a difference.

Climate/Terrain: Any space
Frequency: Very rare
Organization: Solitary or pack
Active Cycle: Any
Diet: Omnivore
Intelligence: Semi (2-4)
Treasure: I
Alignment: N(E)

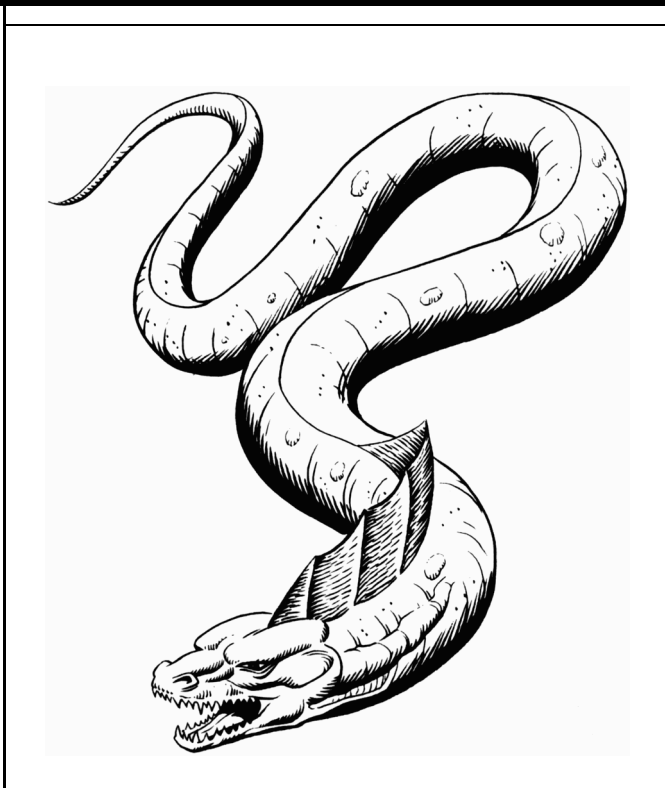
No. Appearing: 1 (2-5)
Armor Class: 2
Movement: 12, Fl 30 (C)
Hit Dice: 10
THACO: 11
No. of Attacks: 2 + special
Damage/Attacks: 2-16/1-12 (bite/tail)
Special Attacks: Breath weapon, magic use, constriction
Special Defenses: Nil
Magic Resistance: 30%
Size: G (50')
Morale: Champion (16)
XP Value: 8,000

The space drake resembles the radiant dragon, but without wings. It has the same glittering pearl-like scales, and the same serpentine body, albeit on a smaller scale. The space drake has a dorsal fin which extends along its head and neck.

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

Combat: Physical attacks comprise a bite and a smash from the drake's sinuous tail. If the tail smash hits, the drake can constrict the target, inflicting 1-10 points on each subsequent round (no 'to hit' roll required). The drake will maintain the constriction until the victim is dead, or until the space drake receives 10 or more points of damage in a single round from another character. When this happens, it decides that the other character is more dangerous, releases the constriction victim, and tries for a tail smash against the new target on the next round. While being constricted, a character's attacks are at -3 and no spellcasting is possible. The space drake is so flexible that it can bite and tail-smash the same target on the same round.

In addition to its physical attacks, the space drake has a breath weapon similar to that of the radiant dragon: glowing pulses of force similar to *magic missiles*. It can breathe a single pulse that inflicts 6d6 points of damage, or up to six smaller pulses in the same round. (Thus they can breathe two pulses, each inflicting 3d6 points, or six, each inflicting 1d6.) Each pulse can strike a separate target. These pulses are unerring, and will hit unless the victim makes a saving throw vs. breath weapon. If the victim fails its saving throw, it is struck for the appropriate amount of damage. If the victim makes its saving throw, it has dodged that pulse, which then evaporates. The space drake can use its breath weapon on physical



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

Space drakes also have some innate magical powers. They can use the following spell-like abilities twice per day, one per round, at the 10th level of ability: *restore air*, *detect portal*, *light*.

Despite their lack of wings, space drakes fly using a natural flight/spelljamming ability. In combat, space drakes prefer to be in flight; on ground, they are limited to bite and breath weapons.

Habitat/Society: Space drakes are totally spaceborne. Like radiant dragons, they are normally solitary and very territorial about their "turf," which is often the space surrounding a hollowed-out asteroid or deserted dwarven citadel. When they are found in numbers, they are usually a family group, and make their lair in abandoned hulks, etc. In general, their society is an unintelligent echo of their brethren, the radiant dragon.

Ecology: Space drakes are omnivorous in the truest sense of the word: they will eat anything. This includes plant matter, rocks and space dust, although they do seem to prefer meat (and meat that's still kicking, at that).

Although space drakes are capable of living in the phlogiston, they don't seem to enjoy it, and are rarely found there.

Space Swine

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Semi- (3)
TREASURE:	Nil
ALIGNMENT:	Neutral good
NO. APPEARING:	1-4
ARMOR CLASS:	5
MOVEMENT:	9. F112
HIT DICE:	4 + 4
THACO:	16
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' at shoulder)
MORALE:	Steady (11)
XP VALUE:	420

The space swine are a species of boar, custom-bred by the mercantile dohwar (q.v.) for a variety of uses. They serve primarily as trackers, since they have uncanny senses.

Standing three feet at the shoulder and six feet long, the space swine also sport a pair of huge grey wings, resembling a pigeon's. The wings span about eight feet. A single blunt horn juts out six inches from the space swine's thick skull. The normal space swine coloration is a dirty or mottled brown. Space swine of remarkable lineage or belonging to influential dohwar may be pure white or black. Space swine grunt like pigs and sometimes coo like pigeons. Judging by the dohwar's irritation, some speculate that the pigs are not supposed to coo.

Besides tracking, space swine also serve as beasts of burden, food, and (rarely) mounts. Though the dohwar are proud of their porcine creations, the other intelligent races consider the pigs an insane idea and nickname them "star pork."

Combat: Despite their odd appearance, space swine are fierce fighters, as ill-tempered as wild boars. The space swine's nasty bite does **2d4** damage.

As a war mount, the space swine is trained to attack with its horn. If a space swine and his dohwar rider have at least 120' between themselves and their foe, the space swine can make a **high-speed** dive. During the dive, the space swine emits a piercing war-squeal that rises in pitch as it nears the target. Make an attack roll for the space swine to hit its target. If the space swine hits, its **500-pound** weight does **2d10** crushing damage, and its horn impales for an additional **1d10** damage. After a hit, the space swine save vs. breath weapon or drop unconscious for **1d4** rounds with a light concussion. The riding dohwar, of course, is thrown.

A space swine war mount can follow up to a dozen commands. These commands can be sign language or simple phrases. Though the space swine cannot speak, it recognizes its given name and its rider. If a space swine loses its rider in battle but has a chance to rescue the rider, the pig flies away fast (though it feels really bad about this and misses its rider terribly).

Habitat/Society: Space swine are raised in herds. A litter of space swine consists of **3d4** sucklings. Only the strong become war mounts. All space swine are rather good-natured, and do not pick fights, though adult space swine band together to defend sucklings from predators.



Space swine are clean animals, preening their wings to keep them in good shape and airworthy. On hot planets, space swine enjoy rolling around in mud to cool off.

Muscular animals, space swine can bear 400 pounds of weight with no encumbrance penalty. Despite their bulk, they are sure-footed. A space swine retains enough air for itself for 24 hours, or **18** hours with a rider.

Space swine are uncanny trackers. If allowed to sniff a piece of a person's clothing, or a sample of some sort of material, the space swine can track the person or material in question with a Tracking proficiency level of 18. The material can be anything from gold to silver to water to truffles. Once on the scent, the space swine tracks relentlessly to the source; nothing stops it but fatigue, injury, or trickery.

In wildspace, a space swine can find a **scent** up to 48,000 miles away. This distance drops by 2,000 miles for every hour of the scent's age. Thus, if a dohwar wished to track down a particular vessel that passed within 10,000 miles of the dohwar **12** hours ago, the space swine could pick up the scent. To determine success, use the space swine's Tracking proficiency level of 18.

Space swine also taste delicious, roasted with applesauce on the side.

Ecology: Space swine can eat anything, and they manage to fulfill some small role in gobbling up space garbage tossed by passing ships. Other than this, the space swine have no real use except to the dohwar.

The dohwar try to market space swine as an all-in-one animal for the knowledgeable explorer, but apparently those explorers have enough knowledge not to believe this. The only ones who purchase space swine in great numbers are the tinker gnomes, who think that space swine are "a brilliant idea."

In desperation, the dohwar also try to sell space swine to **space-going** halflings, billing them as "dependable mounts, strong beasts of burden, and they make a tasty mid-afternoon snack." Thus far, the strategy has failed.

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore (anything organic)
INTELLIGENCE:	Low (5-7)
TREASURE:	J,K,L,N,Q,V (two types each)
ALIGNMENT	Chaotic neutral

NO. APPEARING:	4-48 (4d 12)
ARMOR CLASS:	7
MOVEMENT:	3 Fl 17(A)
HIT DICE:	i- 1
THACO:	15 (20)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-5 (young: 1-2)
SPECIAL ATTACKS:	Continuous damage unless dislodged, attack eyes
SPECIAL DEFENSES:	Immune to poisons and diseases
MAGIC RESISTANCE:	Nil
SIZE:	S (average 3' long); young are T (average 1' in length)
MORALE:	Average (10)
X.P. VALUE:	65



These miniscule but feared menaces of space attack spacefaring ships and beings alike, eating furrows in the surfaces of all organic things they encounter. They are particularly fond of eating eyes. Entire crews blinded by spaceworms have been found wandering despairingly in space, with no idea of where they are or are heading.

Spaceworms resemble pallid-white, glistening sea slugs of up to three feet in length. They swarm over ships, chewing up wooden or bone hulls and attacking deck crew. If particularly hungry, they penetrate to eat food in the hold, sleeping crew members, etc.

Combat: Spaceworms attack in packs, darting this way and that to overwhelm foes. They are unpredictable: when encountered, roll 1d8 (one die per four worms, for large groups):

On a result of 1, the spaceworms split apart in a welter of glistening slime and rent skin, revealing 1-3 tiny worms. These do only half damage, and wander aimlessly for 1 round after birth. Their reactions should then be checked on a d8.

On a 2, the worms cruise past, ignoring all potential meals.

On a roll of 3 or 4, the spaceworms will not attack, but one or more will come to rest on the ship or other solid object, darken, and die. Amid the melting pool of wrinkled skin and spreading slime, treasure is 80% likely to be found (see Ecology, below).

On a result of 5 to 8, the spaceworms attack relentlessly, striking (as 5-hit die monsters, not as their hit points would ordinarily indicate) until slain or sated. A spaceworm is sated when it has caused 12 hit points of damage. It will break off combat and cruise into space, dodging to avoid attacks.

Unlike the rot grub known on many worlds, a spaceworm does not burrow below the skin when attacking. Instead it eats furrows in flesh, wood, and plant matter alike, gouging along the surface with razor-sharp teeth. These furrows continue from round to round (causing automatic damage) unless the worm is wounded, in which case it will tear free and swoop in to attack again.

Habitat/Society: Spaceworms come from the seas of certain worlds. New varieties (some rumored to have strange powers) adapt to space continually. Spaceworms eat and cruise, eat and cruise until attaining a certain size, whereupon they split-in mid-air, and at any time-to produce 1-3 young. These grow to full size and strength in 10-40 days.

Spaceworms tend to hunt with others of their species, but may also be encountered alone. They have no stable family units, yet some elven sages believe that spaceworms are slowly advancing in intelligence and social development with successive generations.

Ecology: Spaceworms do not need to breathe and are not harmed by differences in atmosphere or by extreme cold (flames, electricity, and excessive heat do normal damage). Alchemists working with spaceworm slime and distilled essence have so far met with limited success in finding any worthwhile uses.

Old spacehands know that if a spaceworm is slit open or squashed, and its thick, viscous, and colorless or slightly mauve slime is applied to an open wound within seven rounds of the wound's creation, the slime will neutralize all known diseases and poisons and stop further bleeding and infection by sealing wounds, but does not heal physical damage (spaceworms are themselves immune to all known diseases and poisons).

Spaceworms may have small pieces of valuable swallowed treasure (such as coins, gems, and magical rings) trapped inside their bodies. Spaceworm bodies are flexible and can expand to accommodate such foreign material-but only a well-stuffed spaceworm can be distinguished by girth from its fellows. A spaceworm which splits to create young releases all treasure held in its body into its surroundings; young spaceworms do not inherit the treasure of their parent into their own bodies.

Some spacefarers have been known to eat spaceworms. This somewhat less than savory topic is discussed under Spaceworms in the "Flotsam of Space" section.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	A
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	18, F124
HIT DICE:	9
THACO:	12
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	2d6/2d6/4d6/1d6/1d6
SPECIAL ATTACKS:	Chain lightning
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	25%
SIZE:	L (12' at shoulder)
MORALE:	Fanatic (18)
XP VALUE:	6,000

Astrosphinxes are a malevolent breed of sphinx whose origins are shrouded in mystery. Standing twice as tall as a man, the astrosphinx is covered with brass-colored scales like those of a dragon. A pair of huge black bat wings sprouts from its back. The head resembles a goat skull, with tiny pinpricks of violet light in its eye sockets. The head does in fact have flesh; it is just so pale, and stretched so tightly across the skull, that it seems invisible. Instead of forepaws, the astrosphinx has a pair of large, clawed human hands. The beast exudes a smell of ozone and offal.

These frightful creations, parodies of true sphinxes, speak the language of all sphinxes and the Common tongue.

Combat: An astrosphinx uses its two goat horns to attack with a head-butt, each horn doing 1d6 damage. It can bite viciously (4d6 damage). Its human hands have large claws that do 1d6 damage each. In rare instances (5 % of the time), the creature wields a two-handed sword, sometimes magical.

Though the creature has a draconian body, it cannot use its tail or hind legs in combat. It does, however, breathe a cone of sleep gas 80' long, 4' wide at the beast's mouth and 20' wide at the base. Targets caught in the cone must save vs. breath weapon or fall asleep for 1d6 turns. Victims in wildspace in their own air bubbles remain asleep until the gas is somehow flushed out of the air supply. The astrosphinx can employ this breath weapon once every five rounds.

Finally, the astrosphinx can shoot a 9d6 chain lightning bolt from its eye sockets. There is a one-round delay before hurling the bolt, and a resting of the eyes for one round afterwards. On the round before the bolt fires, the pinpoint of light in the astrosphinx's eye sockets change color from violet to gold. On the round after the bolt is fired, the eyes change to red. At the end of that round, the eyes change back to their normal violet, which means that the eyes have recharged.

The disadvantage to the sphinx's lightning weapon is that it is blind for the one round of rest. The sphinx suffers a -4 penalty to THACO in melee combat during the round of eye rest.

In melee combat, the astrosphinx attacks homicidally, mindlessly until nothing living still stands. As a rule, after its riddle is answered incorrectly (see below), the sphinx breathes its sleep gas, shoots the lightning, then hurls itself into melee. The astrosphinx attacks not only the person who got the riddle wrong, but all companions as well.



Habitat/Society: Astrosphinxes are fiercely territorial and challenge all intruders to a contest of riddles. Those who answer incorrectly, or do not answer at all, are killed outright. Due to their dementia, the astrosphinxes challenge any living things, even birds, bugs, small animals, and plants.

The madness of the astrosphinxes renders their riddles unanswerable and illogical: "What is the speed of blue?" "How loud is down?" "What do a kobold and the Spelljammer have in common besides triangles?" Unfortunately, an astrosphinx slays anyone who does not answer its riddle correctly; so, an astrosphinx is usually the only creature on a given planet.

Some travellers, legend states, have solved an astrosphinx's mad riddle by giving an equally mad or nonsensical answer. This tactic seldom works (1% chance of success). Legend says that if an astrosphinx's riddle is answered correctly, the beasts erupts into a 20d6 ring of chain lightning, killing itself. Supposedly all that is left is a clue to the whereabouts of the Spelljammer.

The astrosphinx can survive in space without air. It lairs most often on small, barren chunks of rock. The sphinx eats anything, usually those who give wrong answers to its riddles.

Ecology: The astrosphinx is a bizarre predator that all conscientious races believe is better off hunted down and killed. Not even the evil intelligent races have anything to do with it. Saving any piece of an astrosphinx as a trophy is considered a bad omen, and the owner of the grisly trophy winds up shunned by his fellows.

Spider, Asteroid



CLIMATE/TERRAIN:	Asteroids
FREQUENCY:	Rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-8
ARMOR CLASS:	2/7
MOVEMENT:	9, Wb 18
HIT DICE:	5+2
THACO:	15
NO. OF ATTACKS:	6 or 1
DAMAGE/ATTACK:	1-3 each or 1-6
SPECIAL ATTACKS:	Paralyze
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' wide)
MORALE:	Average (9)
XP VALUE:	650

These ten-legged beasts build webs between asteroid rocks to trap their prey.

The asteroid spider is not truly a spider, but it has enough similarities to one that sailors have dubbed as such. It has ten legs, spaced evenly around its globe-shaped body. Each is jointed like that of a spider and ends in a small hook. On the top of the globe are its sensory organs. The eyes are on stalks and there are several organs of unknown use. The beasts are all black, making them virtually invisible against most wildspace backgrounds.

The top of the globe is covered with a hard shell, like that of an insect, but the underside is soft. The mouth is in the center of the underbelly, as is the web-spinning organ. The mouth has a single hollow tooth like a syringe and suction cup lips. All in all an asteroid spider is a hideous creature.

Combat: Against the black background of wildspace, the asteroid spider is 90% unlikely to be seen. It attacks only those creatures or objects that disturb its web. The attack is made with up to six of its legs (the other four are used to hold onto the web or other surface). Each leg inflicts **1d3** points of damage. If three or more attacks in a single round are successful, it spider clings to the victim. Each round after that, the remaining legs can attack and the mouth can try to bite for **1d6** points of damage. A successful bite requires a saving throw vs. poison. Failure means the victim is paralyzed for **2d6** turns. Paralyzed victims are bundled up in webbing in a single round. The spider then carts the body off to the lair to have a more leisurely meal.

Until the mouth is trying to bite, only the top of the body (AC 2) is exposed. The vulnerable underbelly (AC 7) is held close to the web. When the mouth attacks, the belly of the spider is an easy target.

Habitat/Society Asteroid spiders are only found in asteroid belts or in regions of space junk. They often set up a lair on the surface of a larger asteroid that has enough air to support the colony. They spin webs miles long between their lair and the nearby asteroids and space junk. These webs are strong enough to trap any



ship under **15** tons that is not traveling at spelljamming speeds. The webs are black, just like the spiders, and 90% unlikely to be seen against a black wildspace sky.

The females lay hundreds of eggs on the outside of the lair. Once the eggs hatch, it is a wild race between the hatchlings and the adults. The adults race to catch and eat the new spiders, while the hatchlings race to jump from the asteroid into space. Many of the hatchlings are eaten, while many others float away and die in wildspace. A few land on other asteroids or space junk. The hatchlings join up with other baby asteroid spiders to form a colony. When they reach adulthood, they do not accept any new spiders into the colony, attacking any hatchlings or adults that enter their territory.

Ecology: Asteroid spiders sometimes wait years between meals. They can go into a form of suspended animation, only waking up when their webbing is disturbed. In this state they use little or no air. After a meal, they expand their web a bit and then return to this catatonic state.

The asteroid spiders value the air of their victims. They spin a large cocoon of webbing within the air space of a captured ship. When completed, it is sealed and carried to the lair, where it is deflated. The colony carries the cocoon back and forth to the ship, filling and emptying it until the ship only has a thin bubble of air left.

The poison of the asteroid spider does not keep well, and hence is of little value. The webbing can be cut and coated to eliminate the adhesive qualities. The resulting ropes are very strong, but also susceptible to flames; they do not ignite and burn on their own, but melt away under a flame almost instantly.

	Space	Spinner
CLIMATE/TERRAIN:	Space	Space
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Cell, or colony	Nest
ACTIVITY CYCLE:	Any	Any
DIET:	Minerals	Minerals
INTELLIGENCE:	Exceptional (15-16)	Exceptional (15-16)
TREASURE:	See below	See below
ALIGNMENT:	Lawful neutral	Lawful neutral
NO. APPEARING:	1-10, or 30+	2-20
ARMOR CLASS:	0	0
MOVEMENT:	15	15
HIT DICE:	8	10
THACO:	13	11
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-8/1-8/1-10	1-10/1-10/1-12
SPECIAL ATTACKS:	Poison	Poison
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (10' diameter body)	L (10' diameter body)
MORALE:	Elite (13-14)	Elite (13-14)
XP VALUE:	2000	4000

These large crystal spiders are very rare throughout the universe, as they are known to be both intelligent and shy. They most resemble large glass spiders, with strange, multi-colored internal organs. They appear to be more mineral than organic. How they communicate is a mystery, but they occasionally produce a high-pitched tinkling sound.

Combat: The crystal pincers and razor bite of the typical space spider is enough to chew through even a metal hull, given time. Anyone bitten by the spider must save vs. poison or die in 2-5 rounds (1d4 + 1). They do take damage from the second level mage spell, shatter.

Habitat/Society: These creatures are not evil, but are generally so secretive about their lairs that anyone or anything that wanders into their lair, even accidentally, is immediately killed to protect the secret location of the nest. A typical nest will 30-180 spiders, 3-18 diamond spinners, and one master spinner.

Vulkaran has a nest of these creatures guarding the entrance to his palace, but only a few Vodoni citizens outside the palace know what lies just within the great gate. The rest of the populace knows only legends and rumors.

Ecology: Space spiders are a combination of organic and mineral life. Their origin, whether on the Elemental Plane of Earth or as the result of some ancient magical experiment, is unclear, but most scholars believe the spiders are distant relatives of the xorn, xaren, and most probably crysmals. In fact, the resemblance of the space spiders to the latter has led many to suppose that space spiders are actually a more advanced space-based form of the crysmal.

The eggs of the space spiders are known to have diamonds in them worth 10-100 gp each. It is not known wheth-



er the gems are produced naturally within the mother spider and then laid with the egg, or whether the egg-laying process requires the location of a suitable supply of diamonds. Sages tend to believe the latter is true, due the immense rarity of the creatures, and of the diamond-laden asteroids they are known to inhabit. It is known for certain, however, that the young hatchlings devour the diamond enclosed in their crystalline shell as they grow, much as a young chicken feeds off the yolk of an egg before it is ready to hatch. The young mature fully within twenty days.

Diamond Spinners

These are the mother spiders of the race, and are the most able to defend the precious eggs of their young so treasured by adventurers the universe over.

In addition to the powers of the common space spider, the spinner can jump a full 150 feet horizontally or vertically. This is usually used to ambush intruders to the lair or pursue those lucky enough to have evaded the spinners on the way in.

Master Spider

This is simply the oldest, wisest diamond spinner of the lair. As such, it has maximum hit points and the ability to communicate telepathically with all its offspring. The master spider guides the construction of the lair, a bubble-like maze, through mental commands.

	Spirit warrior	Zwarth
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	N/A	N/A
ACTIVITY CYCLE:	N/A	N/A
DIET:	N/A	N/A
INTELLIGENCE:	Non-(O)	Non-(O)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral good	Neutral
NO. APPEARING:	1-200	1-5
ARMOR CLASS:	-5	-8
MOVEMENT:	15, Fl 24	18, Fl24, SR 3
HIT DICE:	Master's + 10	Master's +20
THACO:	Varies	Varies
NO. OF ATTACKS:	Varies	Equals master's attacks
DAMAGE/ATTACK:	3d6/3d6 or by weapon type —	
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Special
SIZE:	H (20')	G (30+')
MORALE:	Varies	Varies
XP VALUE:	6000	7000

The spirit warrior is an enormous undead insect, the primary long-range weapon of elven crack troops during the Unhuman Wars. All Spirit Warriors went into time storage after the end of the Unhuman Wars, and they occasionally emerge in modern times.

A fighter operates the spirit warrior from a cavity inside the chest. This is the spirit warrior's master (also called a spirit warrior, as the two become essentially one).

Spirit warriors are of three types: carnivores, herbivores, and nektars. Carnivores descend from the praying mantis. They have its slashing, grasping forelimbs and biting mandibles. Their wings bear eye-spots that they reflexively display before combat.

Herbivores are based on the katydid. Though they are thin and spindly in build, their powerful legs carry them 600' forward or backward, and up to 400' vertically. Their wings and limbs are leaf-shaped.

Nektars descend from an insect similar to both a butterfly and a wasp. Nektar spirit warriors are brightly colored, with iridescent **thoraxes** and alternating bands of color on their abdomens. Their wings are large and colorful, with various patterns.

All breeds of spirit warrior have at least two clawed hands, feet that adhere to any surface, and functional wings that enable them to make gliding leaps of 100-600' on planets. They also wield various melee weapons scaled to their size.

Combat: A spirit warrior's number of attacks depends on its master's ability—for instance, a 1st-level fighter attacks once per round, so his spirit warrior can only attack once per round. Conversely, a 12th-level fighter's spirit warrior can attack three times every two rounds. Most spirit warriors attack with a giant longsword, doing triple normal damage (3d8). Some warriors use special bows with a range of 500 yards. The arrows do triple normal damage (3d6); there is a 5% chance that one arrow is an *arrow of shying*. All spirit warriors can deliver two claw attacks for 3d6 per claw, in lieu of the weapon strike.

The various species also have different attacks, as follows:

Carnivores bite for 5d6 damage. The forelimbs of the carnivore spirit warrior can grapple an opponent on a successful attack roll, inflicting 1d6 crushing damage each round thereafter. A successful grapple immobilizes a smaller opponent, and later attacks hit



automatically. A grappled opponent gets a Strength ability check each round to break free.

Herbivores can change color like a chameleon, becoming almost invisible to an opponent (surprise on 1-4 on 1d6). Their screech attack does 2d10 sonic damage per round. The herbivore uses its leaping ability to jump over its opponent, somersaulting in midair to land and strike from behind (+2 to hit when the master makes a successful Dexterity check).

Nektars have a smooth wasp-like stinger. In life, a gland pumps a poison through the stinger, inflicting a painful wound. The spirit warrior has a hollow stinger outfitted with a small greek fire projector with 1d3 shots. The stinger can fire every other round for 3d6 damage at a range of 50 yards.

The spirit warrior body "remembers" its previous existence as a living insect and confers its sense of absolute balance to the master, making disorientation impossible.

The bonding between the spirit warrior and its master means that damage to the spirit warrior is relayed to the master. In the event of a critical hit, the master must save vs. death. Failure means both spirit warrior and master die from shock.

Habitat/Society: Spirit warriors are weapons from the Unhuman Wars. There are three ways to acquire one: find one that has been abandoned, wrest one from its owner in combat, or grow one from an egg and perform the appropriate spells. Since the Wars ranged over a great area, the chance of finding an abandoned warrior is small. Also, those still piloted have most likely been around since the time of the Wars, so wresting one from its master in combat is also unlikely. This leaves the method of growing one from an egg, as follows:

The would-be spirit warrior receives an egg. The fighter must incubate the pinhead-sized egg in a warm and secure environment, preferably next to the fighter's body. When the egg hatches, the warrior must nurture and protect the fragile larva from six months to a year, until it is mature. This nurturing involves close emotional contact with the insect (stroking, petting, cuddling,

Spirit Warrior

thinking pleasant thoughts) to develop a strong emotional bond as one would with a pet or familiar. After a year the insect is mature, and the spells of modification begin; however, for the strongest bond, this final process is delayed until after the insect has died of old age. If the spells are performed on a living insect, it dies during the ceremony.

The insect becomes a spirit warrior via spells that enlarge, animate, strengthen, and physically modify the insect's remains. These spells also link the minds of warrior and insect in an unbreakable bond, unaffected by magic, disease, physical attack, or mental control. The final stage of the process installs a special minor helm in the hollow chest cavity of the insect warrior.

There is a base 5 % chance that the discoverer of an abandoned warrior can forge a new bond with it. Alignment affects this chance, for warriors created for the Unhuman Wars were of either good or neutral alignment (law and chaos were of no consequence). If the discoverer's alignment differs from the warrior's, the bonding chance decreases 1% for each degree of **difference**—for example, if the spirit warrior is good in alignment and the finder is neutral, the chance of bonding drops to 4%; if the finder is evil, the chance drops to 3%.

If the 5% chance fails, the effects on the discoverer who attempted the bond range from devastating to deadly. Roll percentile dice and consult this table.

Die **Roll** Effect

01-25	unconscious for 1d3 days
26-85	stroke (cerebral hemorrhage); victim incapacitated. DM's choice of specific effects: loss of motor skills, speech impairment, etc.
86-00	Death due to massive stroke and psychic trauma.

The reason for such severe results is the bonding process itself. The process effects physical changes on the would-be spirit warrior's brain and nervous system. When the bonding takes place between an insect and its keeper, the links are easily forged due to the years of intimate contact. For a stranger to attempt such a bonding is dangerous indeed.

Ecology: This is only important when the spirit warrior larva is being nurtured. Nektars and herbivores feed on one or two specific types of flowering plants. Growing these flowers requires a hothouse. An insect can eat up to 30 times its body weight in a day.

Carnivores also develop preferences and are more insistent. The master may grow anxious when the insect is hungry, resulting in mood swings and irrational behavior (for instance, drastic reductions in the local space hamster population) in both master and insect.

During the Unhuman Wars, elvish mages created the warriors as armored, super-strong weapons to counter orcish monsters being released on various worlds. At first their years of research only worked up to a point: the giant undead insects ran amok, killing researchers and damaging Armada Noble itself.

An assistant, **Rowan** Starblade by name, discovered that the ceremonies failed because the researchers and the insects shared no emotional bond. When one of **Rowan's** "pet" research insects rampaged after the ill-fated ceremony, she threw herself in front of the beast, begging it to stop. To her surprise, the giant insect obeyed her command!

Further experimentation with **Rowan's** pet zombie revealed that when she welded a modified minor helm in the insect's hollow chest cavity with gold and platinum wire, she could sit in the helm and pilot the insect with her speed and agility, and with the insect's strength.

Zwarth

This large version of the spirit warrior, piloted by crews of 5-8 people, has as many attacks per round as it has crew members. It is capable of true spelljamming flight and can use many weapons.

The zwarth has the magical power of **spell projection**. A spellcaster in a zwarth can amplify attack spells, doing a spell's dice of damage in hull points. For instance, if an ordinary magic missile does **1d4** + 1 points of damage, then the same magic missile, cast through the zwarth's hands, would do **1d4** + 1 **hull points** of damage!

Zwarth construction resembles that of a spirit warrior. Growth and bonding processes are the same. (Yes, an entire party must undergo this process!)

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Special
DIET:	Nil
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Nil
ALIGNMENT:	Any evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	F124 (E)
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-8
SPECIAL ATTACKS:	Intelligence drain, spells
SPECIAL DEFENSES:	+ 1 edged weapons to hit
MAGIC RESISTANCE:	25%
SIZE:	M (5'-6' tall)
MORALE:	Champion (16)
XP VALUE:	13,000

A spiritjam is the soul of an evil cleric or wizard who died while spelljamming. The spirit of the cleric or wizard remained behind when the physical body perished. The spiritjam in life could have been a dwarf, half-elf, or human. It moves easily through space.

A spiritjam appears as a floating, diaphanous form resembling its former human or demihuman body. A spiritjam can be easily differentiated from other undead because of its eyes, which sparkle like stars, and its hands, which have abnormally long fingers ending in claws. The hair of a spiritjam appears as a cloud-like mist that surrounds the undead creature's head.

Combat: Spiritjams envy and hate all life, especially spacefarers. They pass through the walls of ships to attack those inside. Their primary targets are a ship's spelljamming wizard or cleric and the ship's captain. By disabling these people, spiritjams hope to cripple the ship and then feeding on the rest at their leisure.

A spiritjam prefers to move through a ship's walls, remaining hidden and observing the crew until it has selected its first targets. Then it comes up behind its target and attacks with its claws. Each claw hit drains **1d3** points of Intelligence from the victim. When a victim's Intelligence reaches 0, he dies. Lost Intelligence is regained at a rate of **2** points per day.

Spiritjams prefer to attack physically because of their Intelligence-draining ability. However, when they are threatened or outnumbered, they attack with spells to put the odds in their favor. Spiritjams retain the spellcasting ability they had in life. The spiritjam has access to the spells its original form had memorized on the day of its death; the spiritjam cannot memorize additional spells. Spiritjams were usually spellcasters of 7th level or higher. To randomly determine the spellcasting level, roll 1d6 and add 6.

Spiritjams also possess a gaze weapon. Creatures meeting the gaze of a spiritjam must roll successful saving throws vs. petrification or stand paralyzed with fear for **1d4** rounds. Spiritjams are immune to petrification and fear spells.

Blunt weapons, even magical ones, cannot harm spiritjams. Only magical edged weapons can deal them any damage. Further, their magic resistance makes them terrible foes. They are turned as special undead. If a **dispel evil** spell breaches their magic resistance, a spiritjam is driven away for **1d12** hours.



Spiritjams can sense life within a **500-mile** radius of themselves, and they can sense someone spelljamming within a **5,000-mile** radius. They can attack in space at anytime, as a spiritjam is undead and therefore never rests. However, if a spiritjam travels to a planet, its activity cycle is restricted to the evening. It is further hampered because it can only attack when stars are visible outside. For this reason, most spiritjams restrict their travels to space.

A few spiritjams seek out enemies their former selves faced in life.

Habitat/Society: Spiritjams hate all life because they detest their own undead state. They make their homes on moons or barren planets near populated worlds. The spiritjams observe these worlds and the comings and goings of ships. When they have gathered enough information, they begin their attacks on the shipping lanes.

The land around the lair of a spiritjam is littered with bits of ships and the personal possessions of its victims. Once a lair is established, the spiritjam is loathe to leave it. Only driving the spiritjam away or eliminating ship travel to nearby worlds can cause it to seek another home.

Spiritjams are exceptionally intelligent and understand many languages. Many of them appreciate the finer things in life, collecting art objects and valuables from their victims.

Frequently a spiritjam's lair will have from one to three **spelljamming helms**. Usually these helms are damaged. The lairs sometimes resemble trophy rooms, containing objects from the ships the spiritjam attacked.

Ecology: The only pleasure spiritjams have is in killing. They are like a disease, killing without reason or discretion. As they are undead, they do not eat or gain sustenance. They have no natural predators.

Starfly Plant



MC9

CLIMATE/TERRAIN:	Wildspace, phlogiston
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	N/A
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-100
ARMOR CLASS:	10
MOVEMENT:	18
HIT DICE:	0
THAC0:	N/A
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2' long)
MORALE:	Nil
XP VALUE:	Nil

This colorful butterfly-shaped plant drifts slowly through **wildspace**, much to the delight of spelljammer crews-its fruit is delicious! Spelljammers consider the **starfly** plant an omen of good luck, since it not only ends hunger but also symbolizes wealth and happiness.

The gossamer wings of the **starfly** trap sunlight, converting it to sugary food for the seed nestled inside. Similar to a peach pit, the warty, almond-shaped seed contains foul-tasting chemicals poisonous to living things.

Ecology: The **starfly** is actually the mobile fruit of a spacefaring plant, a tree that grows to maturity rooted in the ice and dirt of comets. Known as a mother-tree, it grows winged fruits that drift across space in search of new comets to seed.

The starfly's shape resembles elven spacecraft, leading scholars to suppose (correctly) that elves took these plants and enchanted them to grow to maturity while mobile, thus creating variants such as the gadabout (**q.v**) and the elven armada ship. In truth, the **starfly** is the mainstay of spacegoing elvenkind, since its simple form is so easily changed.

Mother-tree: This plant is the mature form of **the starfly**. Once the fruit has landed on a comet, the seed takes root and begins to digest the cometary ice and minerals. The sapling grows **winglike** leaves that take in sunlight. After a time, the young tree develops a bulb that stores water. At this stage, the leaves become reflective, focusing sunlight on the bulb and heating the water within. The resulting steam jets out of the bulb nozzles, pushing comet



and plant closer to the sun. Once the tree is close enough, the leaves fall away, and the second stage of life begins.

In this phase, the tree feeds on the remaining minerals of the comet. By the time **they** are gone, the tree is large enough to generate a gravity plane and hold an air envelope. As the tree grows, its gravity plane attracts rocks and debris into the tree's organic furnace, further aiding **the tree's** growth. When the tree has grown to about 1000 feet, the smelting pods wither, giving off gases that create air.

New growth begins, dense clusters of leaves **that** form a habitat for animals and other plants. When the tree matures, it is a fully functioning ecology. The tree's gravity may pull in other rock bodies, supporting further growth and eventually creating a **live-world**.

It is rumored that elven wizards have used secret spells to mount special helms into mother-trees for use as spelljammers. The rumor says that the giant trees will succeed the armadas as the mainstays of the elven space fleet. As yet the rumor remains unproven, but rivals of the elves would pay a great deal to **any-**one who can confirm it.

Stargazer

CLIMATE/TERRAIN:	Wildspace/asteroids
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Diurnal
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	See below
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-2
ARMOR CLASS:	-2(8)
MOVEMENT:	12 (Roll 24)
HIT DICE:	6+2
THACO:	15
NO. OF ATTACKS:	3 (1)
DAMAGE/ATTACK:	1d8/1d8/4d6
SPECIAL ATTACKS:	Electric bolt (5d6 × 2)
SPECIAL DEFENSES:	Stone hide
MAGIC RESISTANCE:	Nil
SIZE:	L (18' tall)
MORALE:	Steady (12-13)
XP VALUE:	3,000

The stargazer is a large, four-legged reptilian asteroid-dweller. Its rocky skin mimics crystalline outcroppings, giving it an AC of -2.

The stargazer is often mistaken for a large lump of precious stone amid a larger stone formation or on the ground. The stony, gemlike carapace hides a frog-like mouth lined with razor-sharp teeth, as well as four sharp claws which are kept folded under the stargazer's body.

The hide absorbs sunlight, both to warm the beast's body and to power the beast's main weapon, lightning discharges. Hides show a variety of colors and crystalline formations, but generally they are reddish or violet, suggesting deposits of ruby or amethyst. Citrine, emerald and sapphire varieties are also seen.

Combat: The stargazer uses its carapace as a blind, imitating an outcropping of precious stone. Wandering animals or greedy adventurers entranced with their find receive a "shocking" surprise.

When the stargazer senses prey (25' range), twin lightning bolts leap from its eyes, doing **6d6** electrical damage per bolt; the bolts can fire independently at different targets. It then raises itself from its shallow hiding space and lunges toward the victim, biting (**4d6**) and rending with claws (1d8). It can loose up to six lightning bolts, two per round, before stopping to recharge.

If the stargazer is losing a battle, it rolls itself into a ball, stone shell outward, protecting its soft underside (AC 8). It rolls in a random direction to escape its tormentor. Roll a **1d12** to determine the direction the beast escapes in; numbers on the die correspond to positions on a clock face. Those in the indicated direction must save vs. breath weapon. Those who fail the saving throw are run over. Victims caught by this rolling action suffer **4d6** crushing damage.



Habitat/Society: Stargazers live on the sunny sides of large asteroids, basking in the continual sunlight. They are solitary, mating quickly, hiding their eggs, and abandoning them. Stargazers are territorial, guarding a range of 1-3 square miles. Two stargazers may occupy opposite hemispheres of a single asteroid, establishing the opposite sides of the gravity plane as their "territory."

In mating season stargazers may duel to the death over territory, mates, and prey. If an area is overpopulated, the stargazer uses its powerful hind legs to leap from the asteroid. It then rolls into a ball, to drift through space in hibernation until caught by the gravity of another asteroid or a shipload of greedy spelljammers. The advent of spelljamming humanoids has enlarged their range.

Ecology: The stargazer is a voracious killer, prone to berserker rages against large opponents. The monster is its own treasure; specifically, the carapace is actually an organic form of the crystal that it most resembles. There is one drawback: Unless treated with a permanency spell, the carapace crumbles to dust **1d6** days after the stargazer's death. Jewelers can cut magically treated stargazer shells to produce **1d6** gems of **(4d6 + 1) × 1000** gp each.

Steelback Beetle (Radole)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-3
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	9
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-24
SPECIAL ATTACKS:	Charge, trample
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	15%
SIZE:	H (20')
MORALE:	Fanatic (18)
XP VALUE:	850

Steelbacks are huge beetle-like creatures with highly-reflective metallic shells covering their backs. The large shell is an almost perfect hemisphere, supported less than a foot off the ground by 36 short, multi-jointed legs. The creature's head is usually drawn in beneath the shell so that only its long, serrated mandibles are exposed. However, the creature can shoot its head out forward with blinding speed, extending the reach of its mandibles by an additional 5 feet. For such a large creature, the steelback is remarkably fast, and its multiple legs allow it to traverse virtually any kind of terrain.

Combat: The steelback's main attack is an incredibly damaging bite from its long mandibles. If it succeeds in biting an opponent of size M or smaller, it can maintain its grip, inflicting maximum damage on each subsequent round until its victim is dead, or the beetle disengages to engage another target.

The creature's normal speed is fast enough, but it is able to increase its speed by 16 for a charge of up to 60 feet. If it chooses to attack with its mandibles at the end of this charge, it receives a +2 bonus to hit. Instead of biting, it can simply slam into its target, using its mass to inflict damage. The targets of such a charge each suffer 2-12 points of damage, and must roll under their Dex + Str on 2d20 or be knocked off their feet and trampled under the steelback. Such a trampling attack inflicts hit points equal to 20 plus the victim's AC.

It is theoretically possible – albeit very difficult – to roll a steelback over onto its back to expose its underbelly, which is AC 5. The steelback's hemispherical shape, however, makes it fairly easy for the creature to roll back onto its feet merely by shifting its weight within its shell.

Steelbacks are totally resistant to fire and heat. Electrical attacks do no damage, and lightning bolts reflect perfectly off the metallic shell. Fifty percent of lightning bolts reflect back directly towards the spellcaster who fired them; the other 50% reflect in random directions, possibly endangering the spellcaster's comrades. Cold-based attacks inflict double damage. For each round that the creature is in an environment colder than 300° F, it suffers 1d8 points of damage. Steelbacks are totally immune to all forms of poison (including such things as green dragon breath).

Habitat/Society: Steelbacks hunt either singly or in small groups. It's unknown whether these groups represent families, or are just random associations of creatures. Hunting groups form and break apart seemingly randomly.

The beetles are all female, and reproduce by parthenogenesis (reproduction without the participation of a male, like certain Amazonian fish on Earth). Every 500 standard days, a steelback lays 1d4 eggs, which the creature conceals in the shallows of a "lake" of molten metal. Fifty days later, the newly-hatched steelbacks emerge from the lake and go off on their own. New hatchlings have the following characteristics: HD 3, THACO 17, Dmg 1-8. A charge attack inflicts 1-4 points of damage, and they are unable to trample. All other attributes are as for the adult creatures. They grow quickly, reaching full size in only 150 standard days. No one knows exactly how long steelbacks live, although there are indications that they might live for as many as 15,000 standard days.

Because the creatures require high temperatures to survive, they can never approach the Ribbon region of Radole, and hence pose no threat to the creatures that live there.

Ecology: Steelbacks have been described as mindless killing machines. They are predators, living on the other beetle-like creatures that dwell on Radole's Sunside. Many sages believe that steelbacks absorb the energy that they require to live from the harsh sunlight that beats down on them continuously. If this is true, it follows that they must eat only to provide them with the raw materials required to enlarge and heal their bodies. Such being the case, it would be impossible to starve a steelback to death, providing it received sufficient sunlight. (This would also explain the creature's immunity to poisons.)

Strangler (Plata)

CLIMATE/TERRAIN:	Plains
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Predator
INTELLIGENCE:	Non-(0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	4 (7)
MOVEMENT:	Nil
HIT DICE:	6
THACO:	14
NO. OF ATTACKS:	1-6
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	Paralysis, crush
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (25' diameter)
MORALE:	Elite (14)
XP VALUE:	3,000

Stranglers are carnivorous plants native to the disk world of Plata. The plant's central body is short and stocky – roughly spherical and about 3 feet in diameter. Extending out from this center are 8 “tentacles,” arrayed evenly around the plant, each about 10- 12 feet long. These tentacles resemble thick green vines, about the thickness of a man's wrist, and extend outward along the ground from the central body. The tentacles are dark green, while the central body is a light greenish-yellow.

The green coloration of a strangler implies that the plant is at least partially photosynthetic. But this isn't its only source of sustenance. Although the long tentacular vines are usually stationary, they can under the right circumstances move extremely fast. The “right circumstances” is the approach of an animal of some kind within range of one or more tentacles. Tentacles lash out in an attempt to capture the animal and drag it into a fleshy mouth that opens in the top of the central body. Once the animal is “swallowed,” the strangler's digestive enzymes dissolve it over a period of several hours.

Nobody knows exactly what senses a strangler possesses. It is unaffected by either darkness or bright light, and doesn't react to sound or silence. Most sages agree that the creature somehow senses movement, since it will never attack a motionless creature that it hasn't already captured with at least one tentacle.

Combat: At the first moment that a potential prey comes within range, one or more of the tentacles lashes out and attempts to wrap itself around the animal. This requires a successful attack roll. A successful capture means that the target creature is grasped by at least one tentacle, and suffers 1d8 hit points of crushing damage. Each



subsequent round – unless the creature manages to escape – the tentacle continues to crush its target for maximum damage, and attempts to drag it towards the central body of the plant. Unless the plant has to contend with more than one target simultaneously, it will continue to wrap more tentacles around its prey as the unfortunate animal is dragged closer to its central body. A single creature can be attacked by no more than 6 tentacles. Subsequent tentacle attacks receive a +2 bonus to their attack rolls for each tentacle already gripping the target.

In addition to crushing damage, the tentacles of a strangler inflict a more insidious attack on their prey. The tentacles secrete an enzymatic mixture which causes paralysis in its prey. Each round that a creature is in the grip of a strangler, it must make a saving throw vs. poison or become paralyzed. This paralysis lasts until the creature is either dead or freed from the grip of the strangler; in the latter case, the paralysis fades gradually over a period of 2d8 rounds. For each additional tentacle in excess of one that grips a single victim, that victim suffers a -1 penalty to its saving throw against paralysis.

Once the strangler has shoved its victim into its fleshy mouth, the victim suffers 1 d 10 hit points of damage each round from enzymatic secretions (save vs. acid for half damage). In addition, the victim must save vs. breath weapons with a -5 penalty each round it's in the plant's mouth or be paralyzed. The body of a dead creature will be dissolved and unrecoverable after 2d 12 hours.

The easiest way to free a victim from a strangler tentacle

Strangler (Plata)

is to cut off the tentacle. A tentacle has AC 7 – as opposed to AC 4 for the central body – and can withstand only $2d8$ hit points of damage before it's destroyed. Damage inflicted on tentacles isn't counted against the strangler's total "hit point pool," and can't kill the creature. Only hits against the central body can actually kill the creature. A strangler can regenerate a destroyed tentacle in $1d6$ days. It can regenerate multiple tentacles at the same time, although the time complete regeneration takes is increased by one day for each tentacle in excess of one that the plant must re-grow.

A strong, un-paralyzed creature might be able to tear itself free from a strangler, or at least prevent itself from being dragged into the central maw. To free himself from a tentacle, a character must make a "bend bars" roll based on Strength. A successful roll means the creature has torn free from one tentacle. Such an attempt takes one entire round in which the character can do nothing else. (Breaking free from a tentacle doesn't mean that same tentacle can't attack again on the next round, of course.)

High Strength can also let a character prevent a strangler from dragging him within range of its mouth. The procedure is as follows: First, consider that each tentacle gripping the character has a Strength of 16. Now add together the Strength scores of the captured character plus any other characters who are trying to help him pull away. Compare this to the Strength total of the tentacles currently holding the character. If the characters' total Strength is greater than or equal to the strangler's total strength – that is, 16 times the number of tentacles gripping the victim – then the plant is unable to pull its prey any closer to its mouth. If the characters' total Strength is less than the strangler's total strength, however, the plant continues to drag its prey closer. (For example: Balfas the warrior (Str 14) is grabbed by two strangler tentacles. Balfas' friends Adria (Str 9) and Lykan (Str 12) try to help him

resist the plant's pull. The characters' total Strength is 35; the strangler's total Strength for the two tentacles is 32 (16×2). Balfas and friends can resist the pull of the strangler... just. If the plant scores a hit with another tentacle, Balfas and his two friends will be unable to resist any longer.) It's important to remember that anyone trying to help a captured victim is by definition within range of at least one other tentacle...

Fire- and heat-based attacks do double damage to a strangler. All other attack forms do normal damage. Since the plant has no mind as such, it is totally immune to charm, illusions, and other mind-affecting magic.

Habitat/Society: Stranglers are non- mobile and totally unintelligent. They cannot communicate with their own kind in any way.

Every 250 days or so, a single blood-red flower blooms atop a strangler's central body. This flower is beautiful to see, but smells of carrion. The flower remains open for several days, then the seed pod below the flower bursts, scattering seeds to the winds. Since there are no insects or birds on Plata to fertilize the stranglers, the plants must depend solely on the wind to do so – not a particularly effective strategy. The relative frequency of the plants proves that this scheme does work, however.

Ecology: Stranglers are virtually perfect "opportunistic predators." If animal prey wanders within its grasp, the plant will eat it. If no animals come near, however, the plant is perfectly happy to subsist purely on photosynthesis.

The humanoids of Plata hate stranglers with a passion, and have sometimes tried to wipe the entire species out... with little to no success. The aarakocra consider the red blossoms to be the greatest of delicacies, and sometimes will risk attacks from stranglers to snatch the flowers.

CLIMATE/TERRAIN:	Phlogiston
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	W
ALIGNMENT:	Neutral good
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	0
HIT DICE:	10+
THACO:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Mind control
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	30%
SIZE:	M or S
MORALE:	Fearless (20)
XI' VALUE:	3,000

Survivors are high-level, intelligent humans, demihumans, or humanoids who have been trapped in a state of suspended animation and drifting in the phlogiston for many years—often centuries, sometimes even longer. Such extreme exposure to the exotic vapors of the phlogiston works changes in the minds of the survivors, making them both more, and less, than human.

When found, a survivor is in the unusual state of suspended animation induced by the phlogiston. Its skin is gray and stony. Its clothes are at least several decades, if not centuries, out of fashion. Aside from this, it looks just like any other person would after drifting in the phlogiston for any period of time. The only remarkable thing about it is that the survivor does not awaken from its phlogiston-induced coma for more than a few minutes or hours at a time. Its flesh returns to normal within hours after exposure to air. When conscious, it accepts food and drink (soup, water, ale, etc.), but it is extremely weak and unable to stand or speak above a whisper.

Combat: A survivor does not engage in normal melee or magical combat. Instead, it gradually takes over the minds of crew members aboard the spelljamming vessel that had the misfortune to rescue it. It takes over one crew member every day (24 hours), starting with the weakest or least intelligent and working its way up to more powerful and more useful slaves. Humans, demihumans, and humanoids are all targets. The character who is being attacked this way is allowed a saving throw vs. spells, but because the process is so gradual (stretching over the full 24-hour period), there is a -2 penalty to the die roll. A character who rolls an unmodified 20 saves automatically and also becomes vaguely aware that something is amiss. Other characters who save successfully without rolling a 20 may complain of headaches, but they blame these on foul air or bad food.

Once a character is controlled, the survivor can make full use of that character's senses. It can see, hear, taste, smell, and feel anything the character can. As it acquires more slaves, it can make use of any or all of their sensory input.

At first, controlled characters don't act any differently than before. Gradually (within a week), they become sullen and withdrawn, going about their work with no humor or enthusiasm. The more slaves the survivor has, the more sullen and withdrawn they all become.



Eventually, the survivor tries to seize control of the ship. If it controls everyone aboard, this is quite easy. If it becomes aware that someone aboard is getting suspicious and it feels that its chances are good, or it senses that it may be attacked, it stages a mutiny, using whatever slaves it has to take the ship by force. Its slaves still have the full use of all their powers and abilities, and the survivor uses these as intelligently as possible during a mutiny. (If, for example, the survivor controls the ship's captain and crew, but it believes that a group of PC passengers is getting suspicious, it may simply have the captain try to calm their fears and explain that this sort of sullen behavior is common toward the end of a long voyage, thereby buying more time in which to try enslaving the PCs.)

The effect of the survivor's enslavement can be removed by the 5th-level priest spell **dispel evil**, the 3rd-level wizard spell **dispel magic** (the survivor is considered a 10th-level wizard for purposes of dispelling its control), or a **wish** or **limited wish**. Once released from the survivor's control, a former slave knows that he feels better, but doesn't know why.

Habitat/Society: The survivor has no social structure. It is almost always entirely solitary. More than one may be encountered if the DM wants to challenge an especially powerful group of PCs, but this should be reserved for extreme cases. (They may have been a pair of criminals who were lashed together and thrown overboard, for example, explaining how they managed to stay together through the years.)

Once the survivor takes control of a ship, its only goal is to acquire more slaves. The survivor can control a number of slaves equal to 10 times its Intelligence score. If it reaches a port, it may have its slaves move it ashore, where it could conceivably enslave an entire small town. Or, it may continue operating the spelljammer, taking on unsuspecting passengers at every port.

Ecology: The survivor's only desire is sensory input, which it has been starved of for so long, and it will do anything to get it.

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Uncommon
ORGANIZATION:	Hive/platoon
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average
TREASURE:	D
ALIGNMENT:	Lawful evil
NO. APPEARING:	2-12
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	3+1
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 (Weapon)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
SIZE:	M (7' long/tall)
MORALE:	Elite (13)
XP VALUE:	175

The syllix is a highly developed invertebrate, resembling a cross between a worm and a salamander. The syllix's body is segmented, tapering to a pointed tail and a worm-like head with a pair of wide, unblinking eyes. It has a long, forked tongue that is often slipping in and out of its mouth.

Unlike a worm, however, the syllix also has a two pairs of limbs. These are rubbery, tentacle-like appendages. Each of the lower limbs ends in a flat pad. The upper limbs end in six smaller tentacles that, because of their boneless nature, are even more dexterous than fingers.

A syllix can move by crawling or slithering along the ground, or by walking upright on its two rear limbs. In the latter mode its movement is reduced to half that listed above. When crawling, however, the syllix cannot use a weapon.

Syllix speak their own tongue. Some of them have learned the common language, but their speech is very sibilant, unpleasant for most other creatures to listen to. Also, their war-like nature is well known, so these creatures do not engage in a lot of pleasant chit-chat with creatures of other races.

Combat: Syllix use a variety of weapons well. They are particularly fond of specially modified light crossbows and short swords. Syllix attack aggressively and make good use of terrain, ship features, or anything else that might provide a tactical advantage.

In normal times, the syllix fight tenaciously, with a morale of 13. However, during the outbreaks of the Eruption (see "Habitat/Society"), the morale of a band of syllix improves to **15**.

Syllix are eager to capture prisoners when they engage in battle with other races. Often they stage a boarding raid to acquire prisoners, then retire to their own vessel and leave.

The fate of the prisoners is not known to creatures of other races, though it is rumored to be horrible beyond belief. The common belief is that syllix require enzymes from the living brains of intelligent creatures in order to breed the mage-stars (see "Habitat/Society") that they need for space travel. Prisoners are kept immobilized, but conscious and alive, for months, often in



excruciating pain. During this time, their brains are literally sucked out of their skulls by a developing mage-star.

In space, the syllix employ vessels with spelljamming helms powered by their mage-stars. They have been encountered on several types of vessels, including squidships, hammerships, and galileons.

Habitat/Society: The syllix develop in a very small area, such as an asteroid or an island on a planet. They breed and feed until the population of their land, fleet, or asteroid reaches explosive proportions. Hermaphroditic, each syllix gives birth after it has eaten enough food. Eventually, the syllix start to give birth to a generation of blind, white young. These are called the mage-stars.

The mage-stars are syllix in every way, except that they are blind and thus do not study nor practice combat and they have the innate ability to activate a spelljammer helm. When these mage-stars reach maturity (after about three years), the syllix suddenly go through the great convulsion their society, and the rest of the worlds, call the Eruption.

An erupting band of syllix has one mage-starred helm of SR 6, two of SR 5, three of SR 4, and so on through six of SR 1.

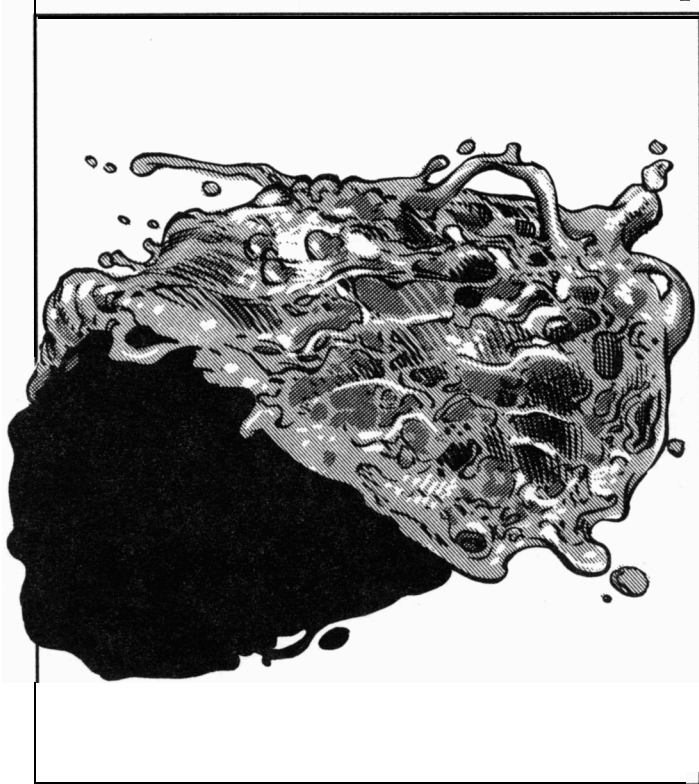
Guided by their mage-stars, the syllix break out of their home-world and spread across space in an orgy of attacking, looting, and killing. No prisoners are taken when the syllix are in the midst of an Eruption. Each individual attacks with a +1 bonus to all attack rolls. Their morale is increased to the champion level.

Ecology: The syllix is a meat-eating scavenger. It can live in most climates, but it prefers those that serve as habitat for a lot of potential food. Many an island, asteroid, or small continent has been ravaged by a growing host of syllix during their breeding stage.

Symbiont



CLIMATE/-TERRAIN:	Any non-cold
FREQUENCY:	Rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Magical emanations
INTELLIGENCE:	Animal (1)
TREASURE:	None
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-40
ARMOR CLASS:	9
MOVEMENT:	1/4
HIT DICE:	1
THACO:	—
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	T (1/4" diam.)
MORALE:	Nil
XP VALUE:	175



Power symbionts are the bane of all spelljamming farers. They do nothing but rob the power from various magical items on the ship. These creatures have been found on various planets, as well. This has created a dislike for spelljamming in some areas.

A power symbiont is a creature that looks very much like swamp fungus. It is dark brown in color, unless it is currently feeding on magical emanations (during which process it is rust colored). They breed asexually once they have grown to twice their standard size of 1/4 inch in diameter.

Combat: These creatures reflect spells cast at them back to the source, with no diminution of strength. This can be an advantage to a ship infested by power symbionts. If a ship is magically attacked and a symbiont is in the spell effect, the spell is reflected back to the attacking ship. In a case like this, neither the caster nor the attacking ship receive any Dexterity or SR bonus to the saving throws.

Habitat/Society: These creatures do not purposefully create a society. They may be found together only where there are sufficient magical emanations to warrant their numbers. Once the magical properties of the item have been drained, they abandon it.

Ecology: Power symbionts are attracted to the magical auras that they sense through wildspace. They are unable to move quickly, and can only hope that the ship actually scoops them up with its gravitational pull.

Once on the ship, they begin to move about at a movement rate of 1/4, in search of magical auras. Once one is found, the symbionts head straight for it. They can sense the auras of magical items from 20 feet away. If they sense another aura as they travel toward the first, it is ignored, unless it is a stronger aura. They continue this way until they find the most appetizing item. They then attach themselves to the item and begin feeding.

Once the item has lost all charges (a power symbiont drains one charge per round; see the list below for figuring the number of charges in an item), the power symbiont dispatches 1d8 1/4" symbionts to search for another source of magical energy. The rest of the symbiont dies, hardening in one day to a hard, brown lump.

If the symbionts that have been dispatched from the drained item cannot find another magical source within one week, they traverse the gravity plane of the ship and throw themselves back into wildspace. If they happen to enter the phlogiston, they die immediately.

The total number of charges in a magical item can be computed from the following list:

- 1 charge per plus of a weapon
- 1 charge per charge of a rod, staff or wand
- 1 charge for semi-empathy
- 1 charge per Intelligence point
- 1 charge per language known
- 2 charges per Ego point
- 2 charges per primary ability
- 2 charges for empathy
- 3 charges for speech
- 4 charges for telepathy
- 6 charges per extraordinary power
- 10 charges per special purpose
- 12 charges per special purpose power

Tinkerer ("Giant Bubble")

SJR1



CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Wandering: solitary or bands
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	V (sometimes x3 or 4)
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1-8
ARMOR CLASS:	6
MOVEMENT:	16 (bounce; also up to 20' vertically), Fl 14 (A)
HIT DICE:	4+4
THACO:	17
NO. OF ATTACKS:	7
DAMAGE/ATTACK:	2-5 and 1-2 (or by weapon type) x6
SPECIAL ATTACKS:	Use magical items
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	S (3'-4' diameter)
MORALE:	Very Steady (13-14)
X.P. VALUE:	650



Tinkerers are ball-shaped, comical-looking creatures named for the aims they all seem to follow: to acquire, improve upon, and modify all equipment (including magical items) they can get their hands on. This includes, of course, everything humans carry and use! They covet tools and magical items highly, and have been known to swallow small, non-sharp items to examine later.

Tinkerers will also experiment with living organisms, including humans, to modify their body-forms or mate them with machinery (endowing humans with weapon-equipped limbs, for example).

Most experiments harm or disable the subjects (who must either be willing or unable to resist), but both reavers and wonderseekers have been encountered with limbs replaced by intricate weapons or tools (saws, scythes, and plier-like gripping claws). Some beings even have sockets that will take a variety of tools and weapons. Such beings are very rare and, like tinkerers themselves, extremely rare in the well-travelled areas of space.

Tinkerers are spherical, floating creatures with six eyes set around their bodies, four arms with ball-joints at wrists and elbows; and hands consisting of three opposed digits. They can thus see and reach in all directions at once.

Combat: Tinkerers can bite anything that they can bounce on top of, or sit on, for 2-5 points of damage (their mouths are large enough to take in a human head), but their puny fists can hit for only 1-2 points of damage each.

Few warriors laugh at a tinkerer twice, because the comical, bouncing little creatures can wield weapons in all six arms for normal damage.

A piercing attack that deals a tinkerer more than 10 points of damage in a single round causes it to explode violently. This terminates the unfortunate tinkerer's corporeal existence, and deals every being within ten feet 3-12 points of blast damage (no saving throw). Items swallowed or held by the tinkerer may have to make saving throws vs. Crushing Blow if flung into things. They may also become missiles, menacing creatures nearby (2-5 or 2-8 damage depending on size, attack rolls to hit endangered beings).

Habitat/Society: Tinkerers seem to be a race of lost, scattered wanderers, who roam space looking for something.

Khelben Arunsun and Elminster believe them to be one of the oldest spacefaring races, who either abandoned organized spacefaring society and the ships that must support it, or who lost much of their civilization and knowledge in some sort of cataclysm, and are slowly and painfully striving to improve themselves over the passing generations to regain it.

Tinkerers travel constantly, hitching rides with all manner of ships and spacefaring races that use them. They are attracted to gnomes, dwarves, sarphardin, and humans, and can often be found drifting around the space vessels of those races, generally getting in the way and monkeying with everything. They can and do use most human weaponry, tools, conveyances, and other equipment.

Ecology: Tinkerers are covered with spherical, translucent grey pock-marks, pores through which they "breathe" in gases from their surroundings. Membranes filter out edible pollens, mold spores, germs, and other protein from airborne dust particles. Thus tinkerers can go for long periods without food as we know it, and are immune to all known human poisons and diseases. They can clean air for ships on long voyages (each tinkerer keeping one ton of air pure) and are sometimes captured and towed for this reason.

Tinkerers float about, travelling by means of a controlled release of the gas they take in, in tiny jets. Thus, they can spin, perform aerobatics, and so on with great precision. To remain stationary, a tinkerer expels even amounts of gas all around, taking gas in as needed (and pulsing all over).

They have large mouths on their undersides, and eat the same things humans do, being addicted to sugared candy and sweets.

Tinkerers also regenerate at a rate of 1 hit point every 3 rounds, requiring contact with water to do so. They often carry canteens with them for this purpose.

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (S-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-10
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	5
THACO:	16
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d4/2d4/3d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S to M (3-7' tall)
MORALE:	Steady (12)
XP VALUE:	420

Stellar undead are the corpses of spelljamming sailors returned to a semblance of life. The corpses are animated by raw energy from the Negative Material Plane. This energy warps the dying sailor's brains, twisting their final thoughts of home, safety, and friends into an unholy desire to walk again among the living, and to be warm again by drinking their blood.

Due to the vacuum of wildspace, most bodies decompose very slowly. When viewed from more than 3' away, stellar undead do not look dead, but much as they did in life. Though their bodies and clothes show the cause of their deaths, they remove weapons stuck in their bodies.

Stellar undead retain some vestiges of intelligence, and can speak one language of those they knew in life. Their voices are a hollow croak, though some confuse this with a thirsty sailor's dry throat. Most of their words are monosyllables such as "help," "yes," "no," "food," or "thanks."

In order to track down warm-blooded bodies, the stellar undead have infravision with 90' range.

Combat: Stellar undead attack by clawing their opponents (2d4 damage per hand) and biting them (3d4 damage). If both claw attacks hit one victim in the same round, the bite attack on the same victim, if successful, does double damage.

Once a victim has been hit by all three attacks in one round, the undead changes its tactics. Instead of attacking with its claws, it holds tight to its new meal, automatically doing 2 hp damage on each later round. The undead continues biting, doing double damage if it hits. The victim can break away by making a successful Strength check (allowed once per round).

Like most undead, the stellar undead are immune to all mind-affecting spells such as *sleep*, charm, fear, and hold spells. Due to their close relationship with the Negative Plane, they are turned as *liches*. A direct hit with holy water causes 2d12 damage; a splash does 1d6 damage.

Though the stellar undead still have the clothes and weapons that they wore in life, they have forgotten how to use them. Some clumsily try to swing a sword or activate a wand, without success.

Habitat/Society: Stellar undead have no society or leader. They tend to congregate around areas where it is normal to find be-draggled survivors, such as spelljammer wrecks. Sometimes they



are found on barren asteroids, where they appear as castaways of a ship crash.

Their common trick is to cling to fragments of a spelljamming ship and pretend to be stranded sailors. Some act unconscious, while others wave frantically and call out to passing ships. When brought aboard, they try to pass for living sailors as long as possible, though there is a cumulative 5% chance per turn that the undead lose their self-control and attack in force, sinking their teeth into the first warm flesh they can grab.

Besides attempting normal "living person combat," stellar undead sometimes (45%) try non-violent actions from life (eating food, drinking, writing) to keep up the sham of life before their hosts. Otherwise, the undead just go where they are led, mumbling thanks until they cannot take it any more and tear into their rescuers.

The chance of stellar undead successfully imitating the living depends on how long ago the corpses died. At the beginning of the encounter, roll percentile dice. The result is both how many days prior to the encounter that the ship crew died, and the chance that any attempt to "act normal" fails. Thus, a roll of 47 means that the stellar undead died and were "created" 47 days before being found. Once aboard, one stellar undead tries to act normal by drinking from a flask; in this example, there is a 47% chance that the attempt to drink fails.

Ecology: Stellar undead exist only in the Prime Material Plane. If encountered within five miles of an actual gate to the Negative Material Plane, the stellar undead cannot be turned, and they regenerate 2 hp per round.

The stellar undead can sense the presence of other types of undead in their line of sight.

Vine, Infinity



CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Single plant
ACTIVITY CYCLE:	Any
DIET:	Air (gases and moisture)
INTELLIGENCE:	Non-(O)
TREASURE:	See below
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	See below
HIT DICE:	See below
THACO:	Nil
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Engulfs
SPECIAL DEFENSES:	Regrowth
MAGIC RESISTANCE:	25 %
SIZE:	Any
MORALE:	Nil
XI' VALUE:	50

An infinity vine is a leafless, bright green plant with an extremely rapid rate of growth. It consists of an enormous number of thin, interwoven stems, all part of the same plant. Numerous bright blue flowers appear throughout the plant, each only 1/2" across. These flowers draw nutrients and moisture for the plant directly from the air itself. The plant thrives so long as it is kept within a crystal sphere's wildspace and exposed to both breathable air and to light of any kind. An infinity vine grows very rapidly, seeming to create plant material out of thin air.

Combat: The infinity vine poses a special hazard in the wildspace of many crystal spheres. Bits of this plant are often broken off and discarded from infested ships, and these dormant bits sometimes drift into the atmosphere and gravity field of a spelljamming ship. If a bit of vine falls against an air-bearing ship or other space object (including an asteroidal body of less than 100 miles diameter), the vine begins to grow outward at the rate of ten cubic feet per round. If unchecked, it eventually grows to a depth of ten feet over every surface until it completely covers the exterior of the ship or asteroid (but it does not reach into dark spaces).

The gravest danger that an infinity vine poses is that it adds to the overall tonnage of any spelljamming ship it covers, and it does so very quickly. When this plant has covered an entire ship, it will have increased the ship's tonnage to four times its original value. This has obvious and immediate effects on spelljamming procedures.

An infinity vine consumes the waste gases given off by air-breathing creatures, and it gives off large quantities of oxygen (see "Ecology"). It is harmless to living beings, though it grows around and buries slow-moving or immobile beings. Victims can tear through an infinity vine (which regrows behind them as they pass) at their movement rate in feet *per turn*, if using bare hands or sheer force. A being with claws or a short-bladed weapon (dagger or smaller) can move at double this rate, and a being with a bladed weapon at least as large as a short sword can hack through the vine at triple this rate.

An infinity vine is destroyed by any amount of direct contact with flame, and it stops growing (but stays green) if placed underwater or in total darkness. As burning is not a practical solution for clearing an infested ship, the spelljamming crew must either head for the phlogiston to scrape off every bit of dried vine, stop



in a planet's shadow out of the sunlight, or land on a large planet, where after a one-hour delay the infinity vine disappears just as quickly as it grew (ten cubic feet per round) until it has vanished.

Fire-, acid-, and electricity-based spells destroy all of the infinity vine within their areas of effect, though the vine regrows from unaffected areas. Cold-based spells cause it to stop growing for one round per hit point of damage inflicted (but only within the areas of effect). A *darkness* spell causes it to stop growing. *Haste*, *slow*, *entangle*, *spike growth*, *anti-plant shell*, *plant door*, *transport via plants*, and *enlarge/reduce* spells have their normal effects, though a size-altered plant immediately either grows or shrinks at a proportionately altered rate to fill its original volume. Magic missile spell damage is regrown almost instantly. Plant *growth* spells cause it to grow at a rate of 100 cubic feet per round (though still limited to ten feet deep over the surface it is on). *Charm plant* and *hold plant* spells can cause the vine to stop growing within the areas of effect.

The infinity vine is immune to all known plant diseases and to poisons of any form (including the *cloudkill* spell). It cannot be polymorphed, energy drained, or slain by death magic.

Habitat/Society: An infinity vine will not grow at all on planetary bodies over 100 miles in diameter, regardless of how much light or air the plant receives. When exposed to phlogiston, the plant immediately shrivels, becoming dark brown and extremely brittle. It is not dead, however, but merely dormant; if exposed to air and light in wildspace, the plant revives again, regrowing all damaged areas after a one-turn delay.

Ecology: Infinity vine, can radically transform small asteroids into havens for bizarre ecological systems. The vine expands the air envelope around any object it engulfs so that the envelope is twice as thick as it formerly was. Castaways and exiles are sometimes found on such worlds, as a steady air and food supply is provided by the vine. Infinity vine is edible, though unappetizing.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Genius (17-18) or higher
TREASURE:	See below
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	5 to -4 w/o sword
MOVEMENT:	12
HIT DICE:	Variable (F7-9/W14-17)
THACO:	14, 13, or 12
NO. OF ATTACKS:	3/2
DAMAGE/ATTACK:	By weapon (1-8)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Champion (16)
XP VALUE:	Variable

Vodoni breeders appear much as normal human beings, except they keep their heads shaved. They wear great flowing silver robes with deep purple satin rivulets stitched throughout. The general populace knows to keep their distance from these powerful warrior-magicians.

Breeders are usually 7th-9th level warriors and 14th-16th level transmuters. They are all familiar with spelljamming technology, and are the brightest and most educated beings in the Vodoni universe.

Combat: All Vodoni breeders carry a staff of *power* with a gnarled wolf's head; wield a *longsword* +2, +3, or +4, *defender*; and wear *bracers of defense*, AC 2 to AC 4 and a *cloak of protection* +1 to +4.

Their spells are typical for high level transmuters, but no breeder carries spells that won't work in space or in the Vodoni home sphere.

All breeders have eagle *uision* as an innate ability, usable at will, which aids them immensely in guiding their ships through the broad asteroid field (called "the Web") that surrounds the inner worlds of the Vodoni home sphere.

Habitat/Society: Along with their mistress, Mongrelle, Vulkaran's high councilor, the breeders are the twisted nobility of Vulkaran's totalitarian regime. In fact, the nobility has their own hierarchy, which Vulkaran has also carefully manipulated to his own advantage. Twelve of the most powerful Vodoni breeders are designated as "high breeders" for the subjugated spheres, and have been accorded ambassador status within the Vodoni Imperial City.

Vulkaran has made sure that all of these high breeders have estates that face away from the Imperial Palace, and that each ambassador's residence is flanked by two devoutly loyal breeders. Vulkaran is always watching for signs of treachery, weakness, or betrayal.



Ecology: Vodoni citizens powerful and intelligent enough to challenge the least of Vulkaran's policies and survive are "recruited," and their memories magically erased by Mongrelle, Vulkaran's high councilor. They then enter training as warriors until they reach at least 7th level. Mongrelle then makes the adepts immune to Vodoni lycanthropy with a powerful potion, and begins their schooling in the twisted Vodoni dark arts.

After many years, the survivors emerge to serve as the masters of the Vodoni enforcers and conquerors throughout the Vodoni Empire, and are responsible for their creation as well (hence the term "breeders").

Vodoni breeders are themselves constantly tampering, either magically or genetically, with their were-warriors. In most cases, horrible mutations or unreproducible results occur, and there has been no real progress in the evolution of the strain as a whole.

However, just as the enforcers were created long ago, the experimentation has finally produced the new Vodoni conquerors (see *Vodoni enforcers* entry for details).

	Enforcer	Conqueror
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Common	Very rare
ORGANIZATION:	Military	Military
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivorous	Carnivorous
INTELLIGENCE:	Average (8-10)	Very (11-12)
TREASURE:	Nil	Nil
ALIGNMENT:	Chaotic evil	Neutral evil
NO. APPEARING:	2-20	1-10
ARMOR CLASS:	4, chain/shield	5, hide only
MOVEMENT:	9	12
HIT DICE:	7	10
THACO:	14	11
NO. OF ATTACKS:	2 or 3	2 or 3
DAMAGE/ATTACK:	By weapon or 1-8/1-8/1-6	By weapon +2 or 1-10/1-10/1-8
SPECIAL ATTACKS:	Blood rage	Blood rage
SPECIAL DEFENSES:	+ 1 weapon to hit	+ 1 weapon to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (7' tall)	L (10' tall)
MORALE:	Elite (14)	Fanatic (18)
XP VALUE:	1400	3000

Magically-created creations of Vulkaran's breeders, **Vodoni** enforcers are the half-man, half-wolf beast-warriors who have been infected with a special Vodoni form of **lycanthropy**. Normally, the enforcers appear as wolf-like humanoids, but whenever they go into a blood rage (i.e. berserk) the enforcers take on a decidedly rabid appearance.

Combat: Enforcers are tremendous fighting machines, honed to battle for glorious honor and their very existence. In their calmer moments, they attack twice each round; and are usually armed with *longswords* + 1]

However, at the beginning of any battle, there is a 75% chance that the enforcers will choose to take the more violent and horrible road to victory. By attacking with both claws and their vicious bite, enforcers quickly turn even more wolf-like in appearance and manner and go utterly berserk in combat. This dread phenomena is known throughout the empire as the Vodoni *blood rage*.

Any enforcer whose bite hits will go into a *blood rage* if he fails a Wisdom check (the success roll is usually 8 or less!). This is called "tasting blood". An enforcer that goes berserk doubles its normal number of attacks per round, gains a +2 to hit, and inflicts +4 damage. As the warrior is now completely out of control, its weapons aren't used; leaving only enhanced hand-to-hand attacks. Also, the armor class of a berserk enforcer drops by four places, due to the complete lack of even basic defensive precautions.

The *blood rage* lasts 1 turn after the last blood has been tasted. By instinct, enforcers do not attack other enforcers, but do gnaw on vanquished foes if there are no more living enemies to battle.

The Vodoni form of lycanthropy is more virulent than the common strain, in that the victims are nearly mindless and vicious unless further treated. The chances of contracting **ly** canthropy are the same as for the more common form. Demihumans and nonhumans must make a special save vs. poison to survive contracting it, and suffer its full effects if they do. *Cure disease* is ineffective against this strain of **ly** canthropy.



Habitat/Society: During every cosmic moon cycle (i.e. 30 standard days), the enforcers lose complete control at the height of the full moon. At this time, they are often let loose upon uncooperative worlds. This natural *blood rage* lasts until dawn breaks, and during this time only, enforcer will attack enforcer. The enforcers themselves refer to this period as "shore leave."

Ecology: Enforcers are made, not born, in the horrid pits of the Undercity. The victims are first infected with lycanthropy (during the full moon feasts of the Imperial City, for example) and then taken to the Undercity. At this point Vodoni **ly** canthropes are nearly mindless, and extremely vicious. The strongest are selected for "testing", which involves swallowing a virulent poison. A successful saving throw vs. poison creates a loyal new Vodoni enforcer; failure means death. To return an enforcer to human status, the creature must the following spells cast on it at the appropriate time: *neutralize poison*, *remove curse*, and *heal*.

Vodoni Conquerors

Big, bad, and wolf-like, these monsters are the next stage in enforcer evolution. They are much like the enforcers except that they are even larger and more powerful. When using weapons they inflict an additional +2 points of damage. They have the ability to go into *blood rage* at will. They still suffer the same armor class penalties as their smaller cousins.

These creatures are currently the secret elite bodyguards for Vulkaran himself, but a few can be found on special missions. Naturally, Vulkaran has decided to devote more of his funds and time to producing even more of these **ultra**-powerful warriors for his legions. Eventually, the emperor intends to replace the enforcers with the conquerors as the former warriors die over the normal course of events.

Wiggle (Hurwaet)



CLIMATE/TERRAIN:	Hurwaet Any/Space	Swamp Wiggle Temperate and subtropical/ Swamp, bog, marsh	Salt Wiggle Temperate and subtropical ocean coasts
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Tribal/ship	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any/Night	Night
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Average (8-10)	Average (8-10)
TREASURE:	M, Q	D	Z
ALIGNMENT:	Neutral	Neutral	Lawful evil
NO. APPEARING:	1-6	8-15	1-8
ARMOR CLASS:	4 (5)	4 (5)	2
MOVEMENT:	9. Sw 12	9, Sw 18	6, Sw 24
HIT DICE:	3	4 + 1	12
THACO:	17	17	9
NO. OF ATTACKS:	1	2	3
DAMAGE/ATTACK:	1-8 (weapon)	2-8 (weapon)/2-7 or 2-7/2-7	1-4/1-4/9-16
SPECIAL ATTACKS:	Nil	Nil	Rending
SPECIAL DEFENSES:	Fog cloud	Fog cloud	Fog cloud
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (6 ¹ / ₂ ' tall)	M (7' tall)	L (9' tall)
MORALE:	Elite (14)	Champion (15)	Champion (15)
XP Value:	120	175	2,000

The hurwaeti are an ancient humanoid race distantly related to both sahuagin and lizard men. In space, they usually function as mercenaries, common crewmen, or occasionally as pirates, traders, or salvagers operating their own ships.

Hurwaeti have thick, tough scales; these are very small, hard, and shiny, so that their dark olive-green hides look smooth and glossy (many observers mistake this gloss for dampness or slime). They have long, frog-like legs, webbed fingers and toes, and gnome-like faces with large ears, pointed noses, and long, sharp chins. Adult hurwaeti have short, sparse beards and tufts of coarse hair atop their heads. Venerable adults tend to have long beards, thicker tufts of hair, and bushy eyebrows. Adults are between six and seven feet tall and weigh from 190 to 230 pounds. A hurwaet can live for 300 years.

Hurwaeti favor simple clothing, usually long, brightly colored loin cloths, and belts and packs for carrying equipment. They detest the body paint favored by lizard men, but they like to wear lots of jewelry. Particular favorites are large earrings made from ceramics or shells, as well as arm bands and wrist and ankle bracelets.

Combat: Hurwaeti favor large shields and swords in combat. They typically arm themselves with slings or javelins for ranged combat. Although neutral, they have lawful tendencies and usually can be counted on to follow orders. Their long, powerful legs make them good jumpers; a fully-equipped hurwaet can leap eight feet straight up or 20 feet horizontally, making them good troops for boarding actions. Leaping hurwaeti working with a squad of swooping hadozee make truly irresistible boarding parties. A shield improves a hurwaet's Armor Class by 1. They can wear armor if they choose, but armor is ineffective unless it improves their Armor Class to 4 or better. Each adult hurwaet can cast fog cloud once per day, as a 9th-level caster. If faced with imminent defeat, a group of hurwaeti will use their fog cloud ability to conceal themselves and confuse enemies. They use the concealment to escape, regroup for a counter attack, or even to board an enemy ship.

Habitat/Society: The hurwaeti were once a great spacefaring race that had colonized many systems, spreading art, civilization, morality, and an philosophy favoring altruism and discipline throughout the spheres. But an ancient war broke up their empire and killed the brightest and most energetic individuals. The destruction stranded the hurwaeti colonists, leaving them to degenerate into the swamp and salt wiggles. The remaining spacefarers became impoverished wanderers, content to simply earn a living for themselves and their tribes.

Hurwaeti tribes are made up of clans, each ruled by an elder. The senior clan head—usually the oldest and wealthiest—governs the tribe. All disputes within the tribe are settled by appealing to the tribal chief. When a chief dies, a new chief is chosen by election from among the clan elders. Young hurwaeti gain wealth and status by serving on their clan ships or by venturing forth independently.

Hurwaeti speak their own archaic tongue, which features a difficult, convoluted syntax and includes hisses and clicks; most humans and demihumans find the hurwaeti tongue difficult to learn and even harder to actually speak. Lizard men, not surprisingly, usually can master it without much difficulty. Hurwaeti also speak the tongue of lizard men and whatever racial tongue is common to their tribe's home system, be it human common or a demihuman racial tongue.

Hurwaeti are generally accommodating and nonaggressive, if a bit covetous and mercenary. Nobody gets anything from a hurwaet for free. Nevertheless, hurwaeti share other races' hatred toward the neogi and are similarly hostile toward eye tyrants and illithids. This has led some scholars to conclude that the war that ended the hurwaeti empire probably was fought against all three races simultaneously. If this is the case (and the hurwaeti aren't saying), they did well to survive at all. In any event, a hurwaet will never surrender to a neogi, illithid, or eye tyrant, or to any ship that might contain members of these races; hurwaeti will do anything to avoid capture in these cases, though their usual course to doggedly fight until killed.

Wiggle (Hurwaet)

Hurwaeti usually are found as crew on other races' ships. Their ability to refresh a ship's atmosphere with the fog cloud ability makes them valuable members of any ship's crew. Their ability to follow orders and jump between ships makes them very useful in combat or other dangerous situations. All adult hurwaeti have spacefaring and ship-handling skills.

Hurwaeti who don't own ships travel in small groups that consist of individuals of the same sex and about the same age. Such groups live, eat, and work together. If one member is mistreated or becomes dissatisfied, the whole group protests to their employer. If greatly disaffected or dissatisfied, the whole group quits the ship at the first opportunity (their personal sense of honor keeps them from inciting mutiny).

These groups usually form to earn hard cash for the tribe, though they are also on the lookout for mates. When two groups of hurwaeti of opposite sex meet, there is a 35% chance that the two groups exchange two or more individuals (their employers' objections notwithstanding). Unless they decide to jump ship because of poor treatment, the two groups serve out the terms of their voyages, then quit the ships, ignoring offers of further employment, preferring instead to return to their tribes with their new mates. About 5% of hurwaet groups form specifically to hunt for mates. Such groups stick with their ships though thick and thin until they find mates, ignoring mistreatment, privation and hardship to the limits of their endurance. Once they meet a group of the opposite sex, however, they exchange individuals 60% of the time, and thereafter are not inclined to ignore poor conditions. There are several tales of taskmaster spelljammer captains who thought they had found the perfect crew, only to find themselves short-handed after their hurwaeti crew members had a night on the town.

Hurwaeti who own their own ships use series helms for motive power. Hurwaeti build the same sorts of ships as lizard men do, when they build them at all. Most hurwaet ships are purchased or salvaged, and most are decrepit-looking craft sporting many alterations and repairs. However, hurwaeti are skilled spacers and their ships' actual condition reflects this.

Although some (5%) hurwaet ship owners are pirates, these usually are restricted to neogi, illithid, and eye tyrant space. Hurwaet pirate ships operating in such space always have six series helms. Most hurwaet ships patrol wildspace looking for wrecks to salvage. They are particularly fond of haunting asteroid fields infested with murderoids. The hurwaeti gingerly pluck wreckage off the monsters' surfaces, often by trailing lines just long enough for the crew to leap to safety should a hungry mouth suddenly appear. Most hurwaet ships operating in dangerous space do not hesitate to offer assistance to any other non-hostile ships-for a price. A few hurwaet tribes operate ships that pick up varied cargoes of any commodity that can be sold at a profit. Some of these cargoes are converted to finished goods right aboard the ships, the most common of these being textiles, paints, dyes, and jewelry.

Most hurwaet ships carry the standard crew for the ship type, **1d6** heavily armed hurwaet warriors (plate mail, two-handed swords, and long bows), and one or two lizard man, human, or demihuman spellcasters (clerics or mages of 2nd to 5th level) for defense.

Ecology: Hurwaeti prefer to eat fresh or preserved seafood, but they are omnivores, capable of eating anything humans can, plus a few things humans would find unwholesome.

Like their distant cousins, the lizard men and the sahuagin, hurwaeti reproduce by laying eggs. However, the male hurwaet scoops

up the eggs as soon as they are laid and places them inside a special pouch in his abdomen, where the eggs incubate for about eight months before hatching. This habit usually makes it difficult for non-hurwaeti to tell the males from the females.

Swamp Wiggles

These degenerate hurwaeti live a barbaric existence as tribal hunters or occasionally brigands. In combat they use large wooden or hide shields and large clubs. They also can deliver vicious kicks with their long legs. Swamp wiggles are dexterous enough to make such combination attacks without penalty. While underwater, where their clubs are useless, swamp wiggles attack with two kicks. Swamp wiggles also employ simple missile weapons, such as slings, javelins, and darts ($1/3$ chance for each).

Swamp wiggle communities usually do produce a few artifacts, such as jewelry, pottery, nets, and baskets. If approached from a position of strength, they can be persuaded to trade these items, along with natural products, such as game and fish, for tools, glass beads, and other manufactured goods.

Swamp wiggles are excellent swimmers and have no difficulty squirming through mud, weeds, quicksand, and other watery hazards. This ability tends to make swamp wiggle ambushes very deadly to creatures accustomed to dry land.

Swamp wiggles reproduce the same way hurwaeti do. About 2% of all young swamp wiggles are born as larger, more aggressive salt wiggles. These evil, voracious offspring usually devour their siblings and often kill the incubating male. Once they emerge from the male's body, they scurry away to a solitary life.

Salt Wiggles

This largest and most degenerate of the hurwaeti subraces has many traits in common with the sahuagin: aggressiveness, greed, and evil cunning being chief among these.

A salt wiggle is a huge creature with a toothy, gaping maw and powerful limbs. They often are mistaken for **scraggs**, and they are every bit as formidable, though they do not regenerate. Salt wiggles employ no weapons, attacking with their teeth and claws. If both claws hit an opponent, a salt wiggle automatically rends for an additional **1d4 + 4** points of damage.

Salt wiggles live a primitive, savage existence. They produce no goods of their own, preferring combat to trading; they do, however, enter into alliances with sahuagin, *ixtachtli*, krakens, and other evil sea creatures for pay or shared profit. They tend to keep their bargains, but they are opportunistic and ally themselves with the local faction that seems most powerful. Salt wiggles also have been known to ally themselves with pirates or coastal humans.

Salt wiggles do not incubate their eggs inside their bodies; instead they hide them in weedy shallows where the sun can warm them. Salt wiggle tribes do not abandon their eggs, however, and assign one or more tribe members (not necessarily the parents) to guard them until they hatch. Once the young emerge, the guards act as nannies and teachers to the youngsters. Salt wiggles born to swamp wiggles are immediately outcast, if not killed outright. If these creatures cannot get to salt water before reaching adulthood, they haunt rivers or lakes where there is a steady supply of victims. Many make their homes under lonely bridges, where they extort tribute from passersby. Such creatures are often known locally as bridge trolls.

Witchlight Marauders



	Primary	Secondary	Tertiary	Space	Remote
CLIMATE/TERRAIN:	Any	Any	Any	Any	Wildspace
FREQUENCY:			Very rare		
ORGANIZATION:	Solitary	Horde	Swarm	Solitary	Solitary
ACTIVITY CYCLE:	Diurnal	Nocturnal	Any	Any	Any
DIET:			Omnivore		
INTELLIGENCE:	Low	Low	Semi-	Average	Non-
TREASURE:			None		
ALIGNMENT:	Chaotic evil	Chaotic evil	Neutral evil	Chaotic neutral	Neutral
NO. APPEARING:	1-3	2-20*	1d4*	1	1-5
ARMOR CLASS:	- 5	0	2	- 3	5
MOVEMENT:	9	48	16	SR 3	24
HIT DICE:	15	8	4	45	7
THACO:	5	13	17	5	13
NO. OF ATTACKS:	7	6, spit	3	7, sunbeam	1
DAMAGE/ATTACK:	3d6(x6)/5d12	2d6(x6)/3d6/2d10	1d6 + 3(x2)/1d10	1d6 hull pts(x6)/2d6 hull pts/25d10	See below
SPECIAL ATTACKS:			See below		
SPECIAL DEFENSES:			See below		
MAGIC RESISTANCE:			Nil		
SIZE:	G (200')	H (20')	M (5'-6')	G (1000')	G (25')
MORALE:	Fearless (19-20)	Elite (13-14)	Steady (11-12)	Fearless (19-20)	Steady (11-12)
XP VALUE:	12,000	6,000	270	40,000	2,000

* indicates per number of previous monster; i.e., one primary can hatch 2d10 secondaries; two secondaries can hatch 2-8 tertiaries (1d4 each).

Orc shamans created the witchlight marauders during the escalation of the Unhuman Wars to "counter ruthless elf aggression," as one surviving orc scroll reads. In truth, the marauders were shock troops, organic first-strike weapons meant to devastate whole elven planets. Their efficiency as killing machines was matched only by their fast breeding.

Luckily for the rest of humanoid civilization, these monsters were wiped out during the Unhuman Wars. There are orcish legends, however, of *timestop* devices that preserved some of these beasts as doomsday weapons.

Combat: The slug-like land marauders were enormous (500+ feet), dwarfing even venerable red dragons. Everything in the witchlight marauder's path—plants, animals, city walls, mountains—was food for the beast's cavernous central maw. Secondary mouths sprouted to gobble up prey on either side of the beast's path. Land marauders especially liked metal, mineral deposits, and magical items. All food made its way to the blast-furnace gut, producing poison gas and more witchlight marauders.

As the marauder gorged itself, it periodically ejected secondary marauders. These smaller (20' tall) killers leapt forth, rending and killing with six poisonous metallic talons (2d6 each; save vs. poison or take 1d10 additional damage), steel teeth (3d6), and a sweeping spiked tail (2d10). The secondaries also spat an acid jet (1d8 per round, 30' range), and could climb nearly any surface with their gripping feet. These monsters ranged the countryside, covering miles in a single night, homing in on the scent of elven blood, destroying all survivors of the primaries' attack.

Once the secondaries gorged themselves on living flesh, they ejected still smaller fighters. These small (4' tall) tertiaries were berserker warriors with two metallic sword blades in place of hands. Their strength (18/50, +3 damage) and agility made them fearsome in combat.

After a weeks "foraging," the primary marauder burrowed deep underground and established a lair. In the two weeks that



followed, guarded by secondaries, the primary split like an amoeba into two primary marauders. The cycle continued until the marauders ran out of food, whereupon they turned on and destroyed each other.

These land marauders reached their targets via still larger creatures: the space marauders. These enormous (1000') reptilian hor-

Witchlight Marauders

rors traveled through wildspace on sails spun from special organs on their bodies. These sails doubled as focusing mirrors, enabling the space beast to focus a deadly (25d10) sunbeam on targets. Once they reached a crystal sphere, they phased their way in, searching for small celestial bodies to feed on. Like their smaller kin, flying marauders ate any being, rock, or small moon they found, creating both land marauders and explosive projectiles (12d6 hull points of damage).

The spacegoing marauders were enormous (1,000'). A crocodilian head sported a nest of thousands of yard-long, razor-sharp teeth. This head was encrusted with glowing red eyes, and bit for 2-12 hull points of damage. Surrounding the central head were six long, flexible necks ending in eyeless heads with gaping, ship-smashing maws (1-6 hull pts damage per head). The scaly, veined necks were attached to a tree-trunk shaped body that terminated in a pulsating mass of writhing hawser-like tentacles. At the center of this squirming mass were the umbilicals to which were attached three primary marauders. As individual primaries reached maturity and detached, new ones grew in their places.

The space marauder's crocodilian mouth held thousands of yard-long, razor-sharp teeth (2d6 hull points). Surrounding the many-eyed central head were six long, flexible necks ending in eyeless heads with gaping mouths (1d6 hull points per head). The scaly necks attached to a tree trunk-shaped body that terminated in a mass of writhing hawser-like tentacles. At the center of this squirming mass, umbilicals held three primary marauders. As individual primaries reached maturity and detached, new ones grew in their places.

In addition to the land marauders, the spacers could also birth 1d4 +1 remote feeders. These were little more than gigantic (550' diameter) flying gullets that would engulf matter from planets, digest it, and return to the mother beast to provide it with additional nourishment.

Habitat/Society: These solitary war beasts were bred and unleashed by orcish mages for use in the Unhuman Wars. The orcs' overall objective was a scorched-earth strategy that would leave the elven worlds lifeless, barren rocks.

Fortunately, the elven forces found out about the plan before the witchlight marauders were unleashed. Using their own new weapons (see the "Bionoid" and "Spirit Warrior" entries), they attacked and destroyed the orcs.

Some old scrolls hint that one of the space marauders escaped the elves' onslaught, burning its way through the elven blockade into space. Elven sages refuse to comment on this, dismissing the writings as orcish propaganda.

Ecology: During the Unhuman Wars, orcish breeders developed creatures that were meant to counter the threat of elven spirit warriors. These monsters served as land and air/space attackers. It was thought that the elves eradicated all of these doomsday weapons, but apparently a few may have survived either by encapsulation in time-stop fields or by wandering the starlanes. If an adventuring party were to find one of these organic time-bombs, it would behoove them to leave the area immediately.

Wizshade



CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Phlogiston and magic
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1 (occasionally 1d4)
ARMOR CLASS:	0
MOVEMENT:	12, Fl 24 (C)
HIT DICE:	10
THACO:	Nil
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	Random magic
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25 %
SIZE:	M (5' tall)
MORALE:	Champion (15)
XP VALUE:	13,000

When a wizshade appears, first a swirling vortex of many colors about eight feet in diameter is seen. Out of this vortex rises a typical fantasy wizard (long beard, conical hat with tassels, flowing robe, etc.). However, the wizard and all of his clothes are the same (usually bright) color. The end of the robe seems to swirl into the vortex and become one with it. Wizshades can step out of their vortex and move around on foot, though this is rarely done. The movement rates **are** for the wizshade only, while the vortex is left behind.

A wizshade's vortex is connected via a nearly imperceptible umbilical cord that reaches into the phlogiston (if the encounter is in the phlogiston, then it opens to another area of the phlogiston). It can be closed or opened by the wizshade at will, but it remains in the same location. Thus a wizshade that leaves its vortex can be captured (which is why they seldom do so). Anyone stepping into this vortex is sucked into it and appears somewhere in the phlogiston.

Striking a wizshade causes one to conclude that they are **non-corporeal**, as the weapon passes right through with little resistance. They are actually composed of stuff very similar to the phlogiston.

Half of all wizshades encountered are neutral to friendly and may cast spells to aid those encountered. Others are neutral to hostile and cast spells to harm those encountered.

Combat: Wizshades cannot attack physically. However, they have a powerful but chaotic mastery of wizard spells. Each round of combat, roll 1d10. The result is the level of wizard spell the wizshade can cast. If a 10 is rolled, then the DM can select the level. Once the level is determined, roll 1d100. This is the random spell the wizshade casts. If the result is higher than the number of spells at that level, then the DM can select the spell. No matter what spell is acquired, the wizshade must cast it. All spells are instantaneous and only the final somatic gestures of the spell are required.

A wizshade can be harmed only by magic or magical items. Any spell or magical attack successfully cast on a wizshade eliminates the equivalent spell level from the wizshade for that combat. Thus, if a *cloudkill* spell were successfully cast at the wizshade, then it could not cast 5th-level spells for the rest of that combat. However, no damage results from such magic. If this



level of spell were rolled later in a combat round, the wizshade could not cast a spell that round. A wizshade must check morale upon each loss of a spell level. Failure means that it vanishes back into its vortex.

If a wizshade's magic resistance succeeds, it means that it has captured the energy of the spell that was cast at it. Roll 1d10 and if the result is a spell level that was been closed to the wizshade, then it is now available again.

The only way to cause damage to a wizshade is to physically attack it with magical weapons. These weapons only cause damage (all weapon and strength bonuses apply)-no special results, such as a vorpal or life stealing effect, will function.

Habitat/Society: Wizshades have a distinct ranking amongst themselves based on their color. The ranks proceed as the colors of the rainbow (violet, indigo, blue, green, yellow, orange, and red, in order of increasing rank). Status does not seem to affect any of the abilities of wizshades.

None know where wizshades come from. Space sages theorize that they are the coalescence of the phlogiston's conscience. Certainly, they are found in the phlogiston more frequently than elsewhere. However, they can be encountered anywhere, even inside the crystal spheres. Their vortices have occasionally been used to enter the phlogiston from within the crystal spheres.

Ecology: Wizshades never carry anything tangible. Even their robes, slippers, and conical hats are made of the same **noncorporeal** material as their bodies. Furthermore, when they are slain they vanish into their vortices, which then close. Thus no item of value has ever been gained from slaying a wizshade.

Wizshades absorb phlogiston to heal their wounds (they do not heal otherwise). The only other thing they come close to "eating" is magic, which they have a 25 % chance of absorbing. They have no natural enemies or allies.

Wryback



CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	O,P,Q
ALIGNMENT:	Chaotic evil
<hr/>	
NO. APPEARING:	2-7
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3/1-3
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	S (3' tall)
MORALE:	Average (10)
XP VALUE:	175

Wrybacks are malicious little humanoid creatures that live by scavenging and stealing. They are named for their twisted, rubbery bodies and limbs.

Adult **wrybacks** are three feet tall and weigh about 50 pounds. Their skin is black or gray, sometimes with a blue or green tint. Their heads are squat and wide, with two bulging, cat-like eyes (either oily blue or sickly green), rudimentary noses with vertical nostril slits, and wide mouths filled with curved, needle-sharp teeth. Their arms are ape-like and oddly twisted. Their hands have three fingers and a thumb, and each digit is equipped with a curved, wickedly sharp, ivory claw. The legs also are short, twisted and ape-like. The feet are prehensile, having four fingers and a thumb, but with flat nails instead of claws.

Although **wrybacks** can manipulate objects with all four appendages, the feet usually are used for delicate tasks. Thick, rough pads on the feet and palms of the hands allow **them** to move almost silently (90%) and climb sheer surfaces of stone (unless completely smooth) and of wood or any other surface soft enough for **the** creatures to sink their claws into. **Wrybacks** have been seen walking on two legs, running on all fours, and even swinging from rafters or spelljammer deck beams.

Combat: **Wrybacks** fight with their claws, but they prefer stealth and backbiting to direct attack. **Wrybacks** can move very quietly and are masters of concealment; opponents suffer a -3 penalty to surprise rolls. **Wrybacks** are 50% undetectable even if listened or watched for. **Wrybacks** have only weak infravision (30-foot range), but their eyes are five times more sensitive to normal light than human eyes. This causes their eyes to glow an eerie blue in dim light. **Wrybacks** also have hearing even more acute than that of elves. This and their **sharp eyes** give them a bonus of +1 to their surprise rolls.

Wrybacks have no true bones, only thin rods of gristle surrounded by layers of smooth, tough muscle-this gives them their twisted appearance. This construction makes them resistant to falling damage (subtract 30 feet from the actual distance fallen when calculating damage) and almost immune to blunt weapons. Though they feel pain when struck by a bludgeoning weapon, their bodies tend to compress under the blow, negating damage. However, a hit with a blunt weapon can inflict 1 point of damage if the attacker rolls a successful bend bars/lift gates roll.



Habitat/Society: **Wrybacks** usually are found in groups, as any place capable of supporting one of the little pests usually can support at least three or four. They can be found infesting the holds of ships or spelljammers (where they stow away by hiding in the cargo or climbing aboard via mooring lines), granaries, warehouses, dungeons, ruins, sewers, and anywhere else that might attract vermin.

Ecology: The wrybacks' **home** system is unknown, but their habit of stowing away on spelljammers has enabled them to spread to almost every system that supports life.

Wrybacks are effective, but not subtle, thieves. Their claws and arms are well suited to grasping and prying. A lone **wryback** working on a door or closure for ten minutes effectively has a Strength of 16 when determining its chance to open it, provided it is not entirely made out of stone, metal, or other material that is impervious to its claws. Each additional **wryback** adds 2 points of Strength, to a maximum of 19.

Wrybacks have one adaptation to space-the ability to automatically feign **death** when exposed to deadly air or poison gas. **Wrybacks** using this ability consume no air at all; they can maintain their trance indefinitely. When exposed to breathable air, **they** automatically return to consciousness in 1d4 + 1 rounds. They also have a 30% chance to voluntarily feign **death** when attacked and facing death, reawakening in 1d3 hours. An active **wryback** counts as half a person when calculating air consumption aboard a spelljammer.

How **wrybacks** mate is unknown, but they reproduce by budding. A pregnant female carries 1d4 + 1 warts on her back for about 10 weeks, when they erupt into tiny, fully formed **wrybacks** (1d3 hp each), these reach maturity in about eight weeks. **Wrybacks** live 25-30 years.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary/tribal
ACTIVITY CYCLE:	Diurnal
DIET:	Carnivore
INTELLIGENCE:	Average-Genius (8-18)
TREASURE:	W
ALIGNMENT:	Any
NO. APPEARING:	1-3
ARMOR CLASS:	See below
MOVEMENT:	12
HIT DICE:	1 + 1
THACO:	19
NO. OF ATTACKS:	1(3)
DAMAGE/ATTACK:	by weapon type, or 2d6/2d6 or 1d4 + poison
SPECIAL AT-TACKS:	poison bite
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5'base)
MORALE:	Very steady (13-14)
XP VALUE:	Varies

Xixchil (ZIX-chil) are praying mantis-like "mantoids" who are accomplished craftsmen. Using the fine scalpel-like manipulators at the ends of their forelimbs, they create fine metalwork, clothing, and clockwork devices whose complexity and beauty rival even that of the reigar.

The xixchil's main avocation (some say religion) is surgery. The xixchil believe that the body is like a house, and that one must add to the blank shell to make it truly one's home. Because of this belief, xixchil are very easy to tell apart—their exoskeletons can be covered with inlays, gem settings and other adornments, and they may be grown into fantastic shapes. Most xixchil **who** deal with humans are named after their "modifications"—Spike, Crest, Hook, and Spinner, for example. The xixchil talent for surgical adornment has found many applications among non-xixchil as well.

Xixchil can synthesize a person-specific anesthetic that renders a patient unconscious for the duration of the "operation." This **enzyme** soup requires a taste of the subject's (or victim's) clothing, weaponry, or any object that the subject has held in close body contact. A single bite (normal attack roll) administers the dose, or the saliva can work through food or drink.

In this manner **the** xixchil also create poisons. Once the xixchil has touched the victim, it licks its finger blade to taste the victim's essence and synthesize poison. On the next round, the xixchil bites to administer the poison saliva. Generally, the poison reacts with the victim's body chemistry, paralyzing or killing the victim in one round. Those bitten save vs. poison at -4 due to the tailored brew. The xixchil may also spit the poison **onto** its finger blades. The saliva must be used within ten turns before it breaks down and becomes useless.

The xixchil communicate among themselves with a complex language of both gestures and spoken words punctuated with sharp clicks of their mandibles. The xixchil mandibles are so complex that they can be used to form the words of humanoid speech.

Combat: Most xixchil prefer to strike from surprise or a position of advantage. "Stealth equals efficiency," says one xixchil proverb.

Xixchil tactics rely on their forelimbs, which have sharp retractable blades. The xixchil slaps with its blades extended for **2d6** damage per forelimb. It can strike twice per round in this fashion,



using a sort of boxing maneuver, feinting and dodging to defend itself. Unadorned xixchil have a base AC **5** due to their exoskeletons.

Battle-hardened xixchil: When a xixchil pursues a life of combat, it purchases body modifications—special limbs in the form of maces, blowguns, swords, man-catchers, or other weapons. Use the **Player's Handbook** for weapon-limb damage statistics, since these modifications are comparable to the actual items.

Large xixchil carry so many battle "adornments" that they become killing machines, hiring themselves out for contract work as mercenaries, bodyguards, gladiators, or leg-breakers. These battle-hardened xixchil may have as many as six attacks per round, due to their specialized extra limbs, increased speed, or enhanced strength. Their Armor Class can reach **-4**.

Battle-hardened xixchil are rare, since fighting is not the race's main concern. But in the words of one xixchil proverb: "Scalpels are knives." The xixchil's flair for sharp objects and their inborn ability to synthesize poison win them renown as assassins.

Habitat/Society: Xixchil evolved on a liveworld among many predators. Their modification ability enabled them to grow defensive weapons and camouflage. Aided by their unique metabolism, they poisoned and slashed their way to the top of the food chain.

Since danger was ever-present in xixchil life, females spun egg cases containing **10d10** eggs. When they hatched, the young immediately dueled and ate each other until **one** or two individuals remained. After the first week of life, the infants' homicidal tendencies faded, allowing the xixchil to achieve civilization.

This inborn winnowing process still occurs today. "Survival of the fittest" remains a major tenet of xixchil society, which stresses individual achievement and improvement over group effort. A xixchil's allegiance is first to self, then to family; society comes last.

Since they discovered spelljamming, xixchil have realized that there is an endless variety of places and beings and things, all **use-**

Xixchil

ful for attaining greater prestige. Ironically, this desire to experience the new has caused some individuals to realize that there is more to life than merely self-preservation. This motivates them to try many things-even join adventuring parties.

Xixchil and Adventurers

In this capacity, **the** xixchil is renowned for its surgical ability. Injured adventurers, or those who simply desire enhancements, can count on swift, sure treatment for their problems. With their sharp forearms and fingertips, the xixchil can execute the finest surgical techniques, separating nerve endings, even isolating single veins for modification. When coupled with clerical magic, a xixchil adventurer can make a party nearly unbeatable.

Their unique digestive processes also work on the cellular level, allowing them to create chemicals with many effects-body armor, increased strength, specialized appendages, etc. These "adornments" have earned these surgeons a mixed reputation among their clients, for humanoid aesthetics mean nothing to the xixchil. They believe that form follows function, which has led to some really unhappy customers-for instance, the dwarf who wanted superhuman strength, so the xixchil surgeon modified him to use it. Who needs a head, the surgeon reasoned, except for use as a muscle anchor? The poor headless dwarf, though very strong, never again won a beauty contest.

Suffice to say there are more than enough 'beautiful people' who are no longer that way thanks to the gentle ministrations of the xixchil. But oh, are they functional!

As a general rule of thumb, if PCs request special modification from a xixchil-for instance, "I want wings"-the modification is non-magical, irreversible, and functional. If the PC can no longer crawl dungeons because his wings are too big, too bad. That PC probably also gets a larger lung capacity, an enhanced appetite, and hollow bones-all essential to flyers. Overall, any given modification takes from one day to two weeks . . . longer if **the** client requests extensive changes like super-strength or body armor.

The "adornments" don't come cheap. Accomplished surgeons charge **2d10** × 100 gp per change, varying the price with the extent and complexity of each operation. Implanted dagger **sheaths** and hidden dart throwers are fairly simple jobs. A full-body makeover with gender **change** is not. However, if one is rich and on the run, it could prove a valuable investment.

As an aside, this penchant for adornment also extends to lower animal and plant life. Blooming birds and winged kittens are common sale items. Xixchil spelljamming ships are prime examples of plant sculpture, sporting orchid-like blooms as gangways, exotic naturally-grown staterooms, and sail-like leaves. The introduction of these non-intelligent spacegoing beauties has caused consternation among the elves, since they rival the elven ships in quality but are easier to maintain.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	0
MOVEMENT:	12, F13 (D), Br 6, Sw 12
HIT DICE:	11
THACO:	10
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1d6/1d6/3d6/2d12
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+ 1 weapon or better to hit
MAGIC RESISTANCE:	Nil
SIZE:	L (10' tall)
MORALE:	Fanatic (18)
XP VALUE:	7,000

The yitsan is also known as "treasure bane" and "intruder within." Unwary sailors bring the eggs aboard ship in newfound treasure hoards.

Yitsan measure around 10' in height. They are humanoid, with 8' tails. Their skin is a fine mesh of grey-green scales. Yitsan have long claws on their four-fingered hands and toes, and their mouths have three sets of sharp teeth. Perhaps their most unusual characteristic is their lack of eyes. An odor of salt hangs about them.

If the yitsan have a language, it has yet to be discovered. They frequently utter hisses, shrieks, roars, and growls.

Combat: Fighting is what the yitsan does best. Its four sets of long claws each cause 1d6 damage. The yitsan can use the claws on its two feet just as easily as the claws on its hands. The only way it can use all four claws at once is atop a victim, or while trampling underfoot.

The yitsan begins melee using its tail, with its many razor-sharp projections (2d12 damage). The tail can strike up to three opponents in a closely-spaced line. Only one attack roll is made, regardless of the number of opponents (use the best AC among the victims). Victims of the tail sweep must make a Dexterity check or fall. The yitsan tries to trample a prone victim with all four sets of claws (4d6 damage).

The tail can also wrap around a human-sized victim. Once it hits (for no damage), starting on the following round the tail constricts for 2d4 damage per round, plus 1d6 cutting damage from the tail's razor edges (not vs. victims in metal armor). A victim must succeed in a Strength ability check (trying once per round) to escape the tail. The yitsan can attack other victims with its claws while constricting with its tail.

The yitsan has three rows of sharp teeth that cause 3d6 damage. Once its jaws get hold of someone, they continue to grind, inflicting an automatic 2d6 points of damage per round. A victim gets Strength ability checks to escape as described above.

Due to their blindness, yitsan are immune to illusions and any spell that requires the target to see. However, a yitsan's senses of hearing, taste, and smell are inhumanly acute. They locate opponents in a 50' radius by their breathing or their scent (80% chance). Like snakes, the yitsan use their tongues to taste the air. Casting a *silence* spell on a yitsan gives it only a 2.5% chance of detecting an opponent, and a -2 penalty to its attack rolls.



Habitat/Society: Yitsan have no organization. Each beast is out for itself. Most encounters with yitsan are with young, since adults avoid large groups of humans in favor of less intelligent prey.

A yitsan reproduces by laying a group of 1d4 eggs. These eggs are 1"-wide golden disks. To the casual observer, a yitsan egg looks like a gold piece, except that it is featureless.

When the egg hatches, the newborn yitsan resembles a tiny (1") green lizard. It crawls into a cozy crack in a ship's bulkhead and eats bugs, mice, wood, and cloth. The lizard grows to 6" in two weeks, trusting to its chameleon-like hide to remain unnoticed. Sailors may notice small nibble marks in their clothing or wood implements; there is a 1% chance per sailor to notice this per day.

After the lizard reaches a foot in length, it undergoes rapid and painful metabolic changes, maturing in two hours. This frantic growth spurt drains much energy and leaves the adult yitsan ravenously hungry. The yitsan always seeks a private place to mature, for it is helpless during the transformation.

An adult yitsan lays eggs once it has eaten its first meal. Once again it seeks a stash of coins, perhaps even returning to its spawning hoard.

Ecology: The yitsan is a predator of unknown origin. Some elven scholars guess that the yitsan is an orcish biological weapon left over from the **Unhuman Wars** that somehow escaped into civilized space.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon in wildspace; rare in phlogiston
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Nil

NO. APPEARING:	10-100
ARMOR CLASS:	8
MOVEMENT:	2, Fl 18 (C)
HIT DICE:	1+1
THACO:	19
NO. OF ATTACKS:	1

DAMAGE/ATTACK:	1-2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

MAGIC RESISTANCE:	Nil
SIZE:	S (1½' long)
MORALE:	Unsteady (5-7)
XP VALUE:	65

Zards are reptiles, averaging one to two feet in length. They have eight legs, with a set of tiny, grasping claws at the end of each. These claws, like a zard's teeth, are very sharp. A thin but tough webbing runs between the creature's legs, forming a wing-like glider on each side of its body. Zards use these wings to coast through space, moving from meal to meal with little effort, though their maneuverability is quite good.

Zards rarely travel alone. Instead, they float through space, latched onto other zards with one or more of their clawed legs. Together, this swarm of up to **100** creatures seeks out food. Individual zards range in color from deep forest green to light blue, though some have been captured that are mottled and even striped, though always in the blue-green color range.

For all practical purposes, zards are blind. Over the centuries, their eyes have atrophied from lack of use in the vastness of wildspace and the phlogiston. In wildspace, zards rely on a sort of sonar to locate their meals. They emit a high-pitched, far-reaching squeal. When this noise echoes back to them after bouncing off an object, the zard swarm heads for the object, whatever it may be. Obviously, this dangerous, random feeding method helps to keep the zard population down in many areas.

Combat: Zards are not consciously malicious creatures, as their low Intelligence would indicate. However, attacks by zard swarms have often been cited as the malicious acts of various gods in a number of different systems. This is more a testament to the zards' potential destructive power than the creativity of any deity.

After a zard swarm has located an object, it follows the object until it impact. At that time, the swarm breaks up and the zards cling to whatever they hit. They then begin to devour everything and anything they can sink their sharp, little teeth into. They cause 1-2 points of damage with each bite. Though their claws are sharp, they are not large enough to do any real damage. Zards are slow-moving once they've landed, making them easy targets. However, as they are air-breathers, they do put an additional burden on a ship's air pocket. Every five zards use up the same amount of air as one human.

Habitat/Society: Wildspace holds the greatest number of zards.



Since zards breathe air, they tend to be found closer to planets, where they can get fresher air more often. They also pilfer air from ships or objects they attack. In wildspace, the swarm moves by creating a rippling, wave-like motion that propels it along, similar to a dolphin undulating through water.

Zards have also been found in the phlogiston, though they are much rarer in those environs. In the phlogiston, their wings carry them through the radiant rivers. Like other air-breathing creatures, however, their flesh turns stone-like once their air pocket is expended. They float, petrified in their swarm structure, until they run into a ship or other object maintaining an air supply. The zards instantly revive and begin their feeding frenzy.

Zard society is relatively peaceful at most times. When food is plentiful, the swarm simply drifts through its days, coupling and birthing new zards on the wing. Newborn zards are hungry from the moment they are born, and they are fully equipped to eat solid food. Zards eat anything they can chew, including wood, rope, paper, flesh, and bone. Even thin sheets of metal aren't excluded from a zard's menu.

After a few weeks of short food supply, zards have been known to prey upon each other. Whole swarms **have tom** themselves apart this way. This is a rare occurrence, but it does help to keep the zard population down.

Ecology: Many creatures, including all types of **scavvers**, prize zard meat and actively hunt swarms. This is a dangerous meal to seek, however, and many creatures have found themselves devoured by a zard swarm they were hunting.

Intelligent races, such as the giff and various types of beholders, also find zard meat quite tasty. It shouldn't be surprising, then, that a thriving trade exists in zard meat in many systems with spelljamming capability. Zards are also prized for their teeth and claws, which make excellent points for writing utensils. It is rumored the neogi use the voracious, razor-toothed little reptiles in their interrogation of prisoners.

Zat (Garrash)

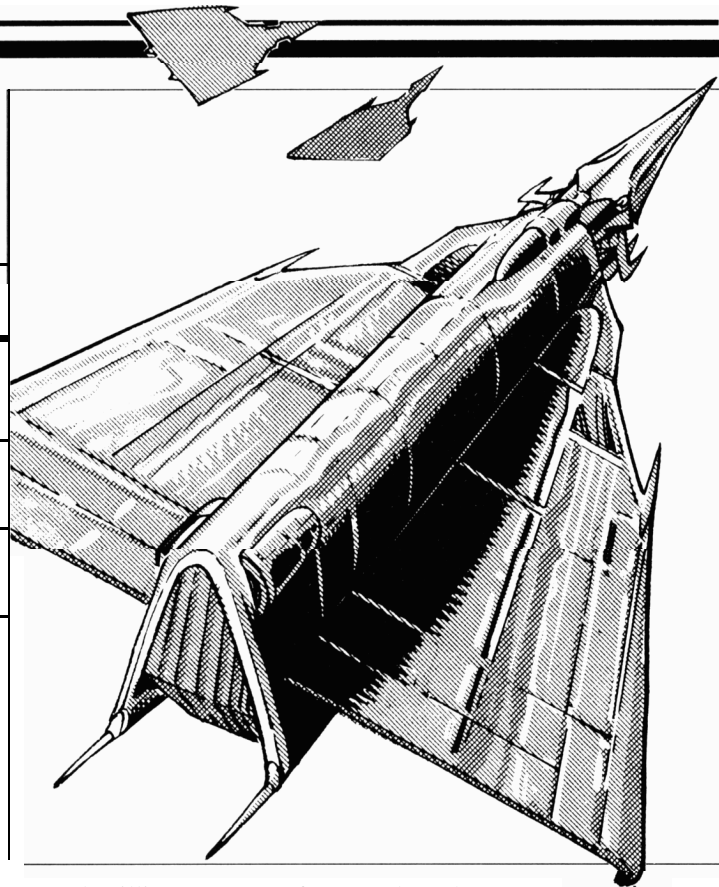
CLIMATE/TERRAIN:	Fire ring (Garrash only)
FREQUENCY:	Very rare
ORGANIZATION:	S o l i t a r y
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Unratable
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	Armor Rating 0
MOVEMENT:	SR 5
HIT DICE:	20 hull points
THACO:	3
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	6 hull points
SPECIAL ATTACKS:	Ram
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	15%
SIZE:	ci (100')
MORALE:	Fearless (20)
XP VALUE:	2,000

Zats are huge, metallic creatures built like delta-winged planes. Their bodies are cylindrical and about 100' long, while their knife-edge metal wings span about 150'. The "stem" of their bodies are blunt, while their "bows" are sharp enough to act as piercing rams. Zats are made entirely out of high-melting-point metal alloys, which has an almost perfect mirror finish. In another universe, they might be considered to be artifacts; in the SPELLJAMMER™ game universe, however, they are definitely alive. They soar through the fire-ring of the planet Garrash, apparently using their huge wings to "tack" against the light pressure from the fire world like huge solar sailors.

Zats are highly intelligent, although their mentality follows a totally different model from that of most life-forms. They communicate among themselves using subtly-changing magnetic fields. This type of communication is virtually instantaneous, and its range is measured in the millions of miles. It requires a clear line-of-sight, so although a zat has the range to communicate with another such creature on the other side of Garrash, the mass of the planet would block the communication.

Communication can be established with zats by using telepathy, but not much comes through the link. The spellcaster would receive a colossal sense of surprise, followed by a welter of incomprehensible thoughts. A spellcaster trying to penetrate this confusing flood of thoughts must save vs. spells. A failed save leaves the spellcaster confused for 1 d 10 turns. A successful save means he has established communication with the zat.

Zats are peaceable creatures, and very curious about things that happen in "their" area of space, although they are indifferent about virtually everything else. They seem to be immortal, and have observed the planet Garrash for



several million years. Unfortunately, what a zat considers to be important isn't the kind of thing a demihuman would want to know. Zats notice changes in thermal and luminous flux from the fire world, changes in the density of the fire-ring, and such things. They have no conception that there are living creatures on the planet, and honestly couldn't care less. They speculate endlessly on complex philosophical issues that would leave even thri-kreen totally confused.

Any spelljamming vessel approaching or entering the ring will attract the attention of 1 or 2 zats, who will approach to observe the "strange creature" that has come to visit them. (Considering their size, it's only logical that the zats would think that the ship itself is a living creature. It won't be easy to convince them that the ship is inanimate, and the controlling intelligence lies with the insignificant specks scurrying about on deck.)

Combat: While zats are basically peaceable creatures, they share with virtually every other living thing a strong sense of self-preservation. If they're attacked, they'll definitely fight to protect themselves.

Combat with a zat uses the same techniques as ship-to-ship combat, as detailed in the SPELLJAMMER™ boxed set (thus the fact that their movement is described in terms of "Ship Rating"). Their only attack is a ram, which can't be used against anything smaller than 1 ton (e.g., an elven Flitter). There is some characteristic - as yet unexplained - about the zat's sharp "bow" that inflicts more hull damage than a "vessel" of its size should be able to.

Zat (Garrash)

Zats save as “hard metal,” and are totally immune to heat- and fire-based attacks. Electrical attacks inflict only half damage. Note that a zat’s “HD” figure is expressed in terms of “hull points.” It takes 10 hit points of damage – inflicted on exactly the same spot – to cause 1 hull point of damage. They are totally immune to charm-based magic, and other magical and quasi-magical powers that affect the mind (illusions, psionics, etc.).

Although zats are basically fearless, they aren’t stupid, and won’t fight to the death except under the most exceptional of circumstances. They can use their long-range communication to summon more of their kind if things are getting dicey. Militant PCs should soon realize that, no matter how tough their ship is, it’s not up to “dogfighting” with a whole squadron of zats. All in all, it’s much safer to talk than fight.

Habitat/Society: Zats are basically solitary creatures. They enjoy philosophical discussions with others of their kind, but their long-range magnetic communication means they don’t have to congregate to do this.

Nothing is known about zat reproduction. In fact, the zats themselves can’t even comprehend the concept when they’ve been asked telepathically. The most widely held belief is that all existing zats were created – by what or by whom is a key question – at some time in the distant past, and they have no need or capacity to reproduce.

If a zat is killed, every other zat within communication range – about 75 million miles – knows it immediately, and receives a “mental picture” of who or what caused the zat’s death. All surviving zats will feel an implacable – and eternal – hatred for whoever or whatever killed one of their fellows. (Thus, any spelljamming vessel that dispatches a zat will find Garrash’s ring a very inhospitable region until the end of time...)

Ecology: Zats have no orifice through which they can absorb matter. The only conclusion to draw from this fact is that they don’t have to. The fire-ring of Garrash is definitely a high-energy environment, and it seems likely that the massive creatures absorb all the energy they need to survive from that source.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Constant
DIET:	None
INTELLIGENCE:	Unknown
TREASURE:	See below
ALIGNMENT:	Chaotic neutral (G)
NO. APPEARING:	1
ARMOR CLASS:	-8
MOVEMENT:	24 (see below)
HIT DICE:	16 +
THACO:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-40/2-40 or weapon + 14 (x2)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Invulnerability
MAGIC RESISTANCE:	100%
SIZE:	M (6' tall)
MORALE:	Special
XP VALUE:	22,000

Zodar are an incredibly powerful race of bipeds. They are all identical, standing exactly six feet tall. Zodar resemble smooth, deep-black suits of obsidian plate armor. This is actually their exoskeleton, which is comprised of material that seems very similar to the crystal shells. They have no facial features except for two small slits, which sages believe are their sensory organs.

Zodar can cause speech to issue from the air about them thrice in a lifetime. Thus they select these times with great care. When a zodar speaks, it uses its words as sparingly as possible. The language used is one that all it wishes to communicate with can understand (if this is impossible, different listeners hear the speech in different languages). No hint of pain, fear, joy, or any other emotion has been issued from a zodar.

The entire internal areas of zodar are comprised of muscle fibers, thus accounting for their incredible 25 Strength. They weigh nearly 500 lbs. Though they rarely demonstrate this, zodar can perform great feats of strength, speed, and endurance. They have been seen leaping as far as 50 feet upward, moving at 48, and lifting things that even a titan would shudder at.

Combat: Zodar attack with their two arms. They rarely punch opponents, but rather grasp **them** and crush their bodies.

Occasionally a zodar is seen found wielding one or two weapons. These are almost always melee weapons. They suffer no penalty when attacking with two weapons.

Zodar are impervious to magic (even that which is cast to aid them). Furthermore, only physical blows cause them any obvious **harm**. Fire, temperature, acid, poison, submersion in water, etc., all have no effect upon them. Zodar do **not** defend themselves in combat except by attacking back. Their great Armor Class is due to their strange exoskeleton and may be assisted by their unusual relationship with magic.

Three times in a lifetime, a zodar can cause any one spell to occur as if cast by it. Once in a lifetime, a zodar can cause a powerful *wish* to occur. However, **the** result of this power is almost always something that is **not** widely known and does not draw attention to this secretive race.

Habitat/Society: Zodar can be found literally anywhere, though they avoid large crowds or other situations in which they would draw a lot of attention. They are most frequently found near the crystal shells and many space sages have postulated that they are



somehow tied to the protection and maintenance of these shells. The reigar claim to have created them as a whim, but then the reigar claim a lot of things.

They never work side by side or directly against another of their kind. There is no known ranking among their members. Further, no zodar of fewer than 16 Hit Dice has ever been encountered, though tougher ones are not uncommon. The only effect that additional Hit Dice have upon a zodar is to increase its possible hit points and XI' value.

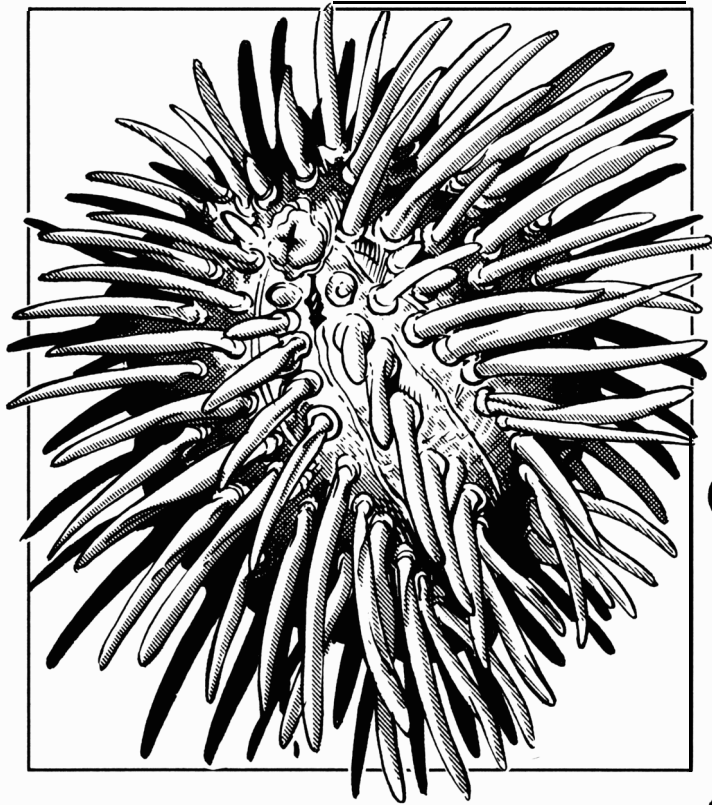
Zodar deal with all lesser races in a very aloof manner. Even if they join an adventuring party, they often walk at the back of **the** group and do nothing else, not even fight. More **than one** party has died while their zodar stood by like a mysterious black statue witnessing their end. When a zodar does perform some significant action, it is almost always surprising to those around it. A zodar may suddenly enter a fray, march toward a single victim, destroy him, and then freeze in place once the task is completed. A ship may be nearly destroyed when a zodar acts, hefting the main mast and hurling it at the **enemy** like a great lance.

Space sages have theorized that each zodar has a specific mission that somehow relates to the crystal spheres. It relentlessly pursues this mission, concerning itself only with things related to the mission's success. Thus, joining a party may be for the sake of passage to another place. Perhaps the party's quest somehow furthers its own mission, and it is along to aid them in times of great peril. For these reasons, it is not uncommon for zodar to be found with spacefaring beings, even very insignificant ones!

The only thing a zodar ever carries for any length of time are weapons. Even then, only two at most are found upon a zodar. These weapons are 50% likely to be magical. Magical weapons are 50% likely to be from the special weapons table.

Ecology: Zodar **have no** natural enemies nor do **they** prey upon anything. The exoskeleton of a zodar would make incredible armor. However, when enough damage is inflicted to kill a zodar, all that is left of its exoskeleton is a bunch of fragments.

CLIMATE/TERRAIN:	Wildspace, asteroid fields
FREQUENCY:	Common
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-3
ARMOR CLASS:	4
MOVEMENT:	8
HIT DICE:	1+1
THACO:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4 +2
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Spines
MAGIC RESISTANCE:	Nil
SIZE:	T (6" to 1' diameter)
MORALE:	Unsteady (5-7)
XP VALUE:	120



The zurchin, commonly called "star urchin" or "space porcupine," is a spherical mollusk with myriad radial spines. It moves slowly, using a muscular belly-foot for propulsion. The zurchin scavenges organic matter, dust, and wood.

Individuals appear in many bright colors, yellow and red, purple and blue. Striped varieties are not uncommon. They range in size from 6" to a foot in diameter.

Combat: The zurchin normally attacks only when disturbed. It shoots poisonous hollow spines, using gas pressure so great that the range of the spines matches an arrow's. The zurchin can fire **1d4** spines per round, pegging a man-sized target with deadly accuracy. These spines are the equivalent of **+2** darts, doing **1d4 +2** points of damage. A zurchin typically has hundreds of spines.

Their poison is released on impact, expelled by a small sac inside the spine. The poison paralyzes the victim's heart and breathing; the victim must save vs. poison or die in **2d6** hours. A successful save negates subsequent poison damage; after a slight fever and nausea, the target develops immunity to the zurchin's poison.

Habitat/Society: Zurchins inhabit the rocks of asteroid reefs, eating bits of cast-off food that fall into the gravity planes. They frequently lair among colonies of mortiss (see the first SPELLJAMMER™ Monstrous Compendium).

Ecology: Zurchins are peaceful scavengers. A zurchin's spines conceal a complex 40-part mouth **that can** extrude hard, sharp teeth. Given hours or days, these teeth can excavate holes in wood, rock, and even iron. The zurchin uses the holes as hiding places or mating areas.

Ten to 20 of a female zurchin's darts each contain thousands of microscopic eggs. If an egg is implanted in a victim (5% chance), the victim suffers no poison or ill effects (except impact damage).

Over the next week, the egg-bearer loses its appetite, becomes confused, and begins to itch uncontrollably. At the end of a week the victim is paralyzed and dies of suffocation. Then each egg hatches a tiny new zurchin, which feeds **on** its dead host and its fellow hatchlings. A cure disease spell destroys the incubating eggs.

The egg-laden dart can also lodge in a wooden or organic spelljammer hull. Incubation time doubles to two weeks. A spelljammer may be far away from the original asteroid reef when the crew discovers a sudden, major zurchin infestation. Even worse, they may not discover it until too late. More than one dragonfly ship has surprised its small crew by collapsing suddenly, leaving nothing intact but the helm and a few hundred **zurchins**.

To wealthy and decadent neogi, the zurchin is a particularly prized delicacy. Specialist chefs prepare the zurchin meat (ordinarily a deadly poison to **the** neogi) in a secret way that neutralizes the poison-usually. The resulting dish attracts rich neogi diners less for its exotic taste than for its danger; occasionally a diner fails to survive the evening.

The neogi specialist chefs, called "white sashes" for their characteristic garb, belong to a caste of familial dynasties engaged in cutthroat competition to gain one another's trade secrets. All white-sash neogi pay handsomely for zurchin meat, so penurious spelljammers risk their lives to harvest the unassuming scavengers.

Besides neogi, predators such as firebirds (q.v.) consider **zurchin** meat tasty.