

SPELLHAMMER



Creatures

[Aartuk](#) converted by Flits3 and Joel Jackson [source: Monstrous Compendium #7]

[Al-haq'ah](#) converted by Mark T. Doolan [source: Monstrous Compendium #9]

[Albari](#) Converted by Aaron Siddall [source: Monstrous Compendium #7]

[Allura](#) converted by Mark T. Doolan [source: Monstrous Compendium #9]

[Ancient Mariner](#) converted by Flits3 [source: Monstrous Compendium #7]

[Argos](#) converted by Don Shaffer [source: Monstrous Compendium #7]

[Astereater](#) converted by Mark T Doolan [source: Monstrous Compendium #7]

[Astrosphinx](#) converted by Flits3 [source: Monstrous Compendium #9]

[Autognome](#) converted by Mark Doolan [source: Monstrous Compendium #9]

[Barnacles, Deadly:](#) converted by Mark T. Doolan [source: Monstrous Compendium #7 for the Jammer Leech, SJR1 Lost Ships for the Flow Barnacle, Infernal Barnacles creation of Mark T. Doolan]

[Beholder, Hive Mother and the Orbus:](#) Converted by Mark T. Doolan [source: Lorebook of the Void]

[Bloodsac](#)converted by Ron Pollard [source: Monstrous Compendium #9]

[Buzzjewel](#) converted by Flits3 [source: Monstrous Compendium #9]

[Colossus](#) converted by Mark Doolan [source: Monstrous Compendium #7]

[Comet Steed](#) converted by Mark Doolan [source: Monstrous Compendium #7]

[Contemplator](#) converted by Ron Pollard [source: Monstrous Compendium #9]

[Delphinid](#) converted by Flits3 [source: Monstrous Compendium #7]

[Dizantar:](#) converted by Charley [source: Monstrous Compendium #7]

[Dohwar:](#) converted by Don Shaffer [source: Monstrous Compendium #9]

[Dracon,](#) converted by Charley [source: Lorebook of the Void]

[Dragon, Radiant](#) converted by Mark T. Doolan [source: Lorebook of the Void]

[Dragon, Stellar](#) converted by Mark T. Doolan [source: Monstrous Compendium #9]

[Elmarin:](#) converted by Mark T. Doolan [source: Lorebook of the Void]

[Esthetic](#)converted by Ron Pollard [source: Monstrous Compendium #7]

[Firelich](#) converted by Ron Pollard [source: Monstrous Compendium #9]

[Feesu](#) converted by Flits3 [source: Monstrous Compendium #9]

[Flow Fiend:](#) converted by Mark T. Doolan [source: Monstrous Compendium #9]

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[Gonn](#) converted by Mark T. Doolan [source: Monstrous Compendium #9]

[Gossammer](#) converted by Flits3 [source: Monstrous Compendium #9]

[Grav](#) Converted by Aaron Siddall [source: Monstrous Compendium #9]

[Great Dreamer](#) Converted by Mark Doolan [source: Monstrous Compendium #9]

[Grommam](#) converted by Troy Gomm [source: Monstrous Compendium #7]

[Gullion](#) converted by Richard Wortmann [source: Monstrous Compendium #9]

[Hamster, Giant Space](#) converted by Flits3 [source: Monstrous Compendium #9]
[Helot](#) converted by Ron Pollard [source: Monstrous Compendium #7]
[Hurwaet](#) converted by Matthias Schuch [source: The Complete Spacefarer's Handbook]
[Kindori](#) converted by Mark T. Doolan [source: Lorebook of the Void]
[K'r'r'r](#) Converted by Aaron Siddall [source: The Legend of the Spelljammer]
[Lakshu](#): converted by Ron Pollard [source: Monstrous Compendium #7]
[Lhee](#) converted by Flits3 [source: Monstrous Compendium #9]
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[Monitor](#): Converted by Mark Doolan [source: Monstrous Compendium #9]
[Neogi](#) Converted by Joel Jackson and Flits3 [source: Lorebook of the Void]
[Owl, Space](#): Converted by Mark Doolan [source: Monstrous Compendium #9]
[Power Symbiont](#) converted by Flits3 [source: Monstrous Compendium #7]
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[Q'nidar](#) converted by Flits3 [source: Monstrous Compendium #7]
[Reigar](#): converted by Ron Pollard [source: Monstrous Compendium #7]
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[Slinker](#) converted by Richard Wortmann [source: Monstrous Compendium #7]
[Spider, Asteroid](#) converted by Flits3 [source: Monstrous Compendium #7]
[Stellar Zombie](#) converted by Don Schaffer [source: Monstrous Compendium #9]
[Suneagle](#) converted by Mark T. Doolan [source: Monstrous Compendium #9]
[Syllix](#) converted by Mark T. Doolan [source: Monstrous Compendium #7]
[Wildspace Plants](#): converted by Joel Jackson [source: Monstrous Compendium #9]
[Witchlight Marauder](#) converted by Flits3 [source: Monstrous Compendium #7]
[Zard](#) converted by Daniel Davis [source: Monstrous Compendium #7]
[Zodar](#): converted by Flits3 [source: Monstrous Compendium #7]
[Zurchin](#): Converted by Mark Doolan [source: Monstrous Compendium #9]

Aartuk

	Lesser <i>Medium-Size Plant</i>	Elder <i>Large-Size Plant</i>
Hit Dice:	2d8+2 (10 hp)	5d8+20 (33 hp)
Initiative:	+1 (Dex)	+4 (Improved Initiative)
Speed:	20 ft	20 ft
AC:	14 (+1 Dex, +3 Natural)	14 (+1 Dex, +3 Natural)
Attacks:	Pellet +1 melee/ranged	Slam +5 or Pellet +0 ranged
Damage:	Pellet 1d8+1	Slam 2d6+5 or Pellet 1d8+1
Face/Reach:	5 ft. by 5ft. /5 ft.	5 ft. by 5ft. /5 ft.
Special Attacks:	Improved Grab	Improved Grab, Pellet Attack
Special Qualities:	Blindsight, Camouflage	Blindsight, Camouflage, Cleric 5th Level, Filter Air
Saves:	Fort +3, Ref +1, Will +0	Fort +3, Ref +1, Will +0
Abilities:	Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 9	Str 20, Dex 11, Con 17, Int 10, Wis 10, Cha 9
Skills:	None	None
Feats:	None	Improved Initiative
Climate/Terrain:	Any	Any
Organization:	Tribe (10-100 plus 1 Elder)	Solitary (1)
Challenge Rating:	2	5
Treasure:	Standard; double gems, art, magic	Standard; double gems, art, magic
Alignment:	Usually Lawful Evil	Usually Lawful Evil
Advancement:	3-4 HD (Medium), 5HD (Large)	5 HD (Large), 6-10 (Large)

Aartuk are nomadic vegetables and religious fanatics, constantly seeking worthy adversaries. Aartuk view war as the ultimate form of art.

Aartuk bodies have the general shape of a star, and are covered with a thick, flexible, thorny bark. At the end of each of its five branches are suction cups, which allow them to hold onto vertical or inverted surfaces. Each cup houses a cluster of small, retractable pseudopods that can be used to handle small objects. The head of an aartuk snakes out of the middle of its body, standing a full six feet tall. The head is oblong, with hole surrounded by three black lumps. These are the sensory organs of the aartuk, which allow it to detect others via smell and vibrations. Aartuk have no "eyes."

Aartuk speak their own language, and Elders may learn other languages as well.

Combat: Aartuk spit a secretion through the opening of their heads. This secretion hardens upon contact with air, forming a rock-hard pellet. This pellet has a range equal to that of a sling, and the aartuk suffers no penalties or attacks of opportunity for its use in melee combat.

Improved Grab (Ex): Instead of shooting a pellet, an aartuk may choose to shoot forth its gooey tongue to entangle an opponent. The sticky tongue is effective up to thirty feet. On a successful attack the

victim must make a Reflex save (DC 12) or become immobilized. An opposed Strength roll is required to escape (the victim receives a -1 penalty for every round of continuous entanglement). The goal of the aartuk is to draw the victim against its body. At this point the aartuk coils its head back into its body so as to hold the victim, while the branches roll back and crush the victim. Anyone crushed in this fashion receives 1d8+1 points of constriction damage every round. The aartuk draws a body towards its center at a rate of 5 feet per round.

Camouflage (Ex): Aartuk come in a variety of strains. In all cases, this coloration allows an aartuk to conceal itself in a natural environment, requiring a successful Spot check (DC 20) to notice before it attacks. Aartuk travel in captured vessels that are modified to fit their coloration. All aartuk of a single tribe are of the same strain.

Elders

When an aartuk reaches 5 HD it goes through a “blossoming.” This period last for one year, at which point the aartuk must make a Fortitude save (DC 15) or die. Those who succeed become Elders, and they soon leave with a few followers to begin their own tribe. Once an aartuk becomes an Elder he gains the spell ability of a 5th level Cleric, with access to the Domains of Air, Earth, Plant, War, and Water. Elders continue to advance, but do so as Clerics.

Elders have all the abilities of lesser aartuk, except as follows:

Pellet Attack (Ex): The attack of an Elder has twice the range of lesser aartuk, and has a special function. Upon impact the pellet produces a spark. While in most areas this only serves to distinguish the Elder from other aartuk, it is very dangerous in the phlogiston. If used in the phlogiston, the spark ignites into a 5d6 fireball, affecting all within 20 ft. The Elder is very reluctant to fight in the phlogiston, for fear of harming other aartuk warriors.

Improved Grab (Ex): The improved grab of an Elder has a DC 15.

Filter Air (Ex): Aartuk require air to survive, and rely upon the Elders to keep the air clean. An Elder can filter stale air sufficient to produce air for 50 medium-sized beings.

Conversion by [Joel Jackson](#)
Addition of the Elder Aartuk [Flits3](#)

Al-haq'ah

Huge Aberration (Air)

Hit Dice: 17d8+85 (162 hp)

Initiative: +11 (+7 Dex, +4 Improved Initiative)

Speed: fly 1,500 ft. (perfect)

AC: 27 (–2 size, +7 Dex, +12 deflection)

Attacks: Bite +16

Damage: Bite 2d6+4

Face/Reach: 15 ft. by 15 ft. / 5 ft.

Special Attacks: Sunbolt, sunscorch

Special Qualities: Damage Reduction 15/+3, natural invisibility, silence, spell immunities, spelljamming, spell-like abilities

Saves: Fort +10, Ref +14, Will +16

Abilities: Str 18, Dex 24, Con 20, Int 20, Wis 23, Cha 13

Skills: Concentration +13, Knowledge – geography +10, Knowledge – history +10, Knowledge – local +10, Knowledge – nature +10, Knowledge – nobility and royalty +10, Knowledge – religion +10, Listen +16, Scry +13, Search +13, Spot +16

Feats: Alertness, Blind Fight, Blindsight 5-foot radius, Combat Reflexes, Flyby Attack, Improved Initiative, Lightning Reflexes, Skill Focus (any two of the above knowledge skills)



Climate/Terrain: Any space

Organization: Solitary, Pair or Constellation (3–18)

Challenge Rating: 13

Treasure: None

Alignment: Always neutral

Advancement: 18–20 HD (Huge); 21–32 HD (Gargantuan)

The peaceful Al-Haq'ah are made of radiant energy much like the Nyth or Will-o-Wisp, and they gather together in groups called constellations, groupings of stars that suggest various objects and life forms. Surrounding each constellation is the ghostly image of the thing it represents. These ghostly images depict wolves, warriors, pegasus and the like. While most individual Al-haq'ah is bluish white in color, their color can vary, and may be relate to their age.

It is rumored that the Aperusa clan leader is able to summon an Al-haq'ah, when this happens the Al-haq'ah leaves its place in heaven causing much havoc with astronomers. Why the Aperusa have an affinity with the Al-haq'ah is an equally tantalizing mystery. They have never divulged their spells of summoning, and with the Al-haq'ah as allies, it is unlikely that anyone will wrest the secret from the wildspace gypsies.

Combat: Al-haq'ah chooses to avoid battle when possible. Generally they fly away from danger (playing hob with astronomers in the process!). After the danger has passed, the constellate returns to its

position. When an Al-haq'ah does attack they are brutal and no reports of an attack lasting more than five minutes.

Natural Invisibility (Ex): An Al-haq'ah can extinguish its glow, effectively becoming invisible as the spell (for 2d8 rounds at a time) in order to steal away from an encounter.

Silence (Ex): Al-haq'ah makes no sound unless they speak. They cannot be heard with a listen check unless they want to be.

Spell Immunity (Ex): The only spells that can affect an Al-haq'ah are *disintegrate*, *magic circle against chaos*, *magic circle against evil*, *magic missile*, *maze*, *protection from chaos*, and *protection from evil*.

Spelljamming Ability (Su): When not within 3,750 feet of a 10-ton ship/object or within an atmosphere, Al-haq'ah have innate spelljamming ability that allows it to move across great distances of wildspace.

Sunbolt (Su): The Al-haq'ah if it wishes can send forth a sunbolt to create great destruction in its wake. This attack is a huge beam attack that is 5 feet in diameter and does not stop until the beam hits a solid object, and does not have any range increments. The beam travels at a speed of 186,000 miles per second. Damage from the sunbolt is 20d12 and is treated as fire damage for purpose of resistance, the Al-haq'ah can use this attack every 1d10 rounds.

Sunscorch (Su): This is the Al-haq'ah's second most deadly attack, a cone-shaped area 8 miles in diameter. Damage from this attack is 20d4 and is treated as fire damage for purpose of resistance. As with the sunbolt power the Al-haq'ah can only make use of this power every 1d10 rounds.

Spell-Like Abilities: At will — *clairvoyance/clairaudience*, *daylight*, *prismatic sphere*, *prismatic spray*, *prismatic wall*, *searing light*, *sunbeam* and *sunburst*. These abilities are as the spells cast by a 20th level sorcerer (save DC 15 + spell level). Once per day an Al-haq'ah can use a *wish* as the spell cast by a 20th level sorcerer.

Constellation

Many Al-haq'ah gather in a grouping called constellation. The Al-haq'ah gains the special abilities when acting together as a constellation.

Each constellation in a sphere's night sky occupies their assigned positions. The Al-haq'ah speak to one another with the language of light with the other Al-haq'ah, these languages take some times hours as light the light they use takes time to cross the vast gulf of space. Fortunately the Al-haq'ah has perfect memory of all that they see and hear in the last 12 hours. Mortals that learn the secret of "hearing" the stars talk can pick up on a lot of gossip and swapping choice information about the goings-on of the groundling races or lamenting their eternal celestial imprisonment. The advent of spelljamming ships has created new gossip for these beings, and their overall morale has risen. Legends also speak of a Constellation that once devastated a planet with their attacks. The gods retaliated against this

Constellation by banishing it from the crystal sphere; the whereabouts of this Constellation is unknown.

Constellation Power (Su): The constellation has a power that is associated with the form that it takes. For example: The pegasus constellation has the ability to Summon 1d4+1 pegasi of 8 HD (68 hit points) and constellation know as the “Book of Eternity” has the ability to send others 100 years into either the future or the past. The constellations can use these powers up to three times per day.

Spell-Like Abilities: At will — *foresight*, *greater scrying*, *vision* and *true seeing*. These abilities are as the spells cast by a 20th level sorcerer (save DC 15 + spell level).

Conversion by Mark Doolan

Image Manipulation by Mark T. Doolan (did some of the prep work) and Ron Pollard

Notes on this Conversion: First off I alway thought that the constellate should have been group of star like creatures and in this conversion of the constellate I did just that! To this end I needed another name for the star like creatures that composed a constellation and I choose Al-haq'ah from Arabic names for stars. Secondly I thought of powers attributed to stars, such as making a wish upon a star (i.e., *wish*) and telling the future from the alignment of the stars (i.e., *foresight* and *vision*). From here I just let loose my imagination and created the conversion.

Albari

Small-Size Magical Beast

Hit Dice: 1d10 (6hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 10, fly 60ft (Perfect)

AC: 14 (+1 size, +3 Dex)

Attacks: 2 Claws -1, Bite -1

Damage: Claws 1d3-1, Bite 1d4 -2

Face/Reach: 5ft. by 5ft./5ft,

Special Attacks: Spells, Natural Invisibility

Special Qualities: Spells, Natural Invisibility, SR14

Saves: Fort +2, Ref +5, Will +1,

Abilities: Str 6, Dex 17, Con 11, Int 14, Wis 12, Cha 18

Skills: Hide +9, Intuit Direction +5, Listen +8*, Search +8*, Spot +8*

Feats: Improved Initiative

Climate/Terrain: Wildspace, The Phlogiston

Organization: Solitary, Pair or Clutch

Challenge Rating: 1

Treasure: None

Alignment: Chaotic Neutral

Advancement: 2-4 HD (small)

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

An Albari possesses a long, almost human face with a wide beak and slanted, beady eyes. No ears are visible, though an Albari's hearing is very keen. The creatures face, like the rest of its body is covered by short oily feathers. These range in color from pure white to sooty gray, with males usually in the lighter shades. An Albari's wings are impressive, with some specimens with nine-foot wingspans. Small-clawed hands can be found on the wings, about halfway along their length. The creature uses these for simple manual tasks, like eating. For more complex tasks the Albari uses its feet, which function as hands. All albari are skilled at balancing on one leg while employing the other.

Albari speak Common and Auran, as well as a smattering of other languages of spacefaring cultures.

Combat: Albari avoid physical battle whenever possible. If forced into a physical confrontation, they employ their two claws. Otherwise they prefer to use their magical abilities.

Natural Invisibility (Su): An Albari remains invisible even when it attacks. This ability is constant, but the Albari can suppress or resume this invisibility as a free action.

Spells (Sp): At will, *Invisibility*, 2/day- *Change Self*, *Ventriloquism*, *Blur* and *Misdirection*. 1/day- *Phantasmal Killer*, *Hallucinatory Terrain* and *Mislead*. These spells are cast as an 18th level Sorcerer.

Skills*: Albari receive a racial bonus of +2 to Search, Spot, and Listen checks.

Albari Society: Though albari revel in chaos, there is often a method to their madness. An albari will plot, and plan a course of action—say insuring that a shop gets hopelessly lost in the phlogiston—and stick to it for a short period of time. At the end of that time the creature might then change its mind, or it may stick to it. They might be hard set upon ruining a ship one moment, then try everything it can to save it the next.

They use their illusionary powers to sow chaos as much as possible. They sometimes make short-term deals with other space creatures, such as murderoids, agreeing to lure unwary ships to their doom. On the other hand albari have been known to lure ships to vast treasures for little or no reward. Their favorite trick, is to follow a ship until it enters combat, then going over to the other ship and revealing everything that it knows. Of course, the albari might be lying in this situation as well.

Because they need to breath air, they tend to tag along within a ships air envelope, remaining invisible, but casting an occasional spell to keep the crew hopping. Albari frequently sneak aboard ships, too. Then they are often magically disguised as a Halfling, Rock Hopper or other small Humanoid.

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

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

Conversion by [Aaron Siddall](#)

Allura

Medium-sized Shapechanger

Hit Dice: 6d8+6 (33 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft.

AC: 14 (+1 Dex, +3 natural)

Attacks: Masterwork dagger +5 melee, +6 range

Damage: Masterwork dagger 1d4

Face/Reach: 5 ft. by 5 ft./ 5 ft.

Special Attacks: Emotional vampirism, spell-like abilities

Special Qualities: Alter self, detect life, shift aura

Saves: Fort +5, Ref +5, Will +5

Abilities: Str 10, Dex 13, Con 13, Int 14, Wis 13, Cha 24

Skills: Appraise +3, Bluff +12, Diplomacy +16, Disguise+16, Innuendo+3, Hide +3, Listen +5, Move Silently +3, Perform (dance) +8, Search +3, Sense Motive +6, Spot +5

Feats: Alertness, Dodge, Leadership, Simple Eeapons



Climate/Terrain: Any

Organization: Solitary, Pair, Group (1-6)

Challenge Rating: 4

Treasure: Double standard

Alignment: Usually chaotic evil

Advancement: By character class

The allura most often resemble beautiful human women, wearing ornate clothing and flashing exquisite jewelry that lure spacefaring men to their doom using innate magical abilities. They use their limited shapechanging power to disguise themselves as beautiful females of the victim's race. The allura's true form is that of a reptilian humanoid.

Combat: Allura feed on the emotions created by tension, excitement, and fear. The allura can resort to using weapons if the need arises.

Alter Self (Su): An allura can assume the shape of any medium sized humanoid, but chose predominately a female form. This works like alter self as cast by an 12th level sorcerer, but the allura can remain in the chosen form as long as it has feed upon a persons emotions in the last 12 weeks. It can assume a new form or return to its own as a standard action. An allura that has lost its ability to *alter self* will hide until it once again regains the ability to *alter self*.

Detect Life (Su): The allura have the innate ability of detect the presence of life within 500 feet.

Emotional Vampirism (Su): The allura is able to feed on a creature's aura that is within 40 feet inflicting 1d4 temporary wisdom damage; the victim gets a Will save (DC 18) to resist this effect. Once it has caused 8 points of wisdom damage, it stops to digest for 8 hours before it resumes it's feeding. This power is only effective when the target is either under tension, fear or excited. Allura lose the ability to *alter self* if they have not caused wisdom damage in the last 12 weeks. Those that have lost the ability do not regain the ability to alter self until they have caused 4 points of wisdom damage.

Shift Aura (Ex): The allura is able shift her aura so it appears to be any other alignment for the purpose detect spells and *true sight* spell. This ability to alter their aura allows the allura to break *geas/quest* spells at will that is place upon them.

Spell-Like Abilities: 2/day —*clairaudience/clairvoyance*; 1/day—*charm person, sleep, suggestion, demand*, and *mass suggestion*. These abilities are as the spells cast by a 12th level sorcerer.

Skills: An allura receives a +4 racial bonus to Diplomacy and Disguise checks. *When using *alter self*, an allura receives an additional +10 circumstance bonus to Disguise checks. Those allura that have access to *detect thought* spell be it magic item or spell (some allura may have advanced in a spellcasting class) may receive a +4 circumstance bonus to Bluff and Disguise checks, at the DMs discretion.

In the Spheres

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

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

Once they control most of the crew, the allura preying upon emotions among the crew driving them into battle. One tale tells of allura who convinced a dragonship crew to attack a neogi deathspider. Though the dragonship was destroyed, the allura feed well.

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

Conversion by [Mark Doolan](#)

Notes on this Conversion: The Allura was a bit of a challenge as some of the spells she cast are no longer found in 3E, as such I created the Shift Aura ability as a substitution for the *delude* spell and to substitute for the *friends* spell I just gave the Allura more Charisma!

Perhaps the most difficult was defining the listlessness that the crew has after being exposed to emotional vampirism of the Allura. Originally the crew is at half strength, constitution and intelligence

values, but I thought this would be overly powerful effect to retain into 3E and thought the 1d4 wisdom damage to maximum of 8 points caused by anyone single allura was more appropriate (this is similar to the Con damage that a stirge does to its prey).

Ancient Mariner

Medium Undead

Hit Dice: 6d12 (39 hp)

Initiative: +4 (Improved Initiative)

Speed: 20 ft.

AC: 16 (+6 Natural)

Attacks: Slam +3

Damage: Slam 1d6+1

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Level Drain

Special Qualities: Immunities, Incorporeal,

Spawn, Undead

Saves: Fort +2, Ref +2, Will +5

Abilities: Str 13, Dex 11, Con -, Int 12, Wis 11,

Cha 8

Skills: Appraise +6, Gather Information +6, Hide

+3, Listen +6, Knowledge (Astronomy) +6,

Profession (Wildspace Navigator) +3, Search +9,

Sense Motive +6, Spot +3

Feats: Expertise, Improved Initiative



Climate/Terrain: Phlogiston

Organization: Squad (1-6)

Challenge Rating: 5

Treasure: Standard, Double magic items

Alignment: Always Chaotic Evil

Advancement: By character class

An ancient mariner is the undead spirit of a member of a long-lost evil race that once sailed the phlogiston seas. A true ancient mariner is basically humanoid in appearance. Its neck is a little too long and its torso is somewhat compressed compared to those of a human. The eyes and jaw bulge out from the face. Its voice is quavery, as if being heard from a great distance.

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

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

Immunities (Ex): Ancient mariners have cold immunity. They're diaphanous and flowing bodies causes them to take no damage from bludgeoning weapons, be they magical or mundane.

Incorporeal (Su): Can be harmed only by other incorporeal creatures, +1 or better magical weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always move silently.

Level Drain (Su): The chill touch of the ancient mariner inflicts 1d8 points of cold damage and causes the victim to lose one level. As with other undead that use this attack form, this effect reduces the Hit Dice, class bonuses, spell abilities, etc.

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

Undead (Su): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects (charms, compulsions, phantasms, and morale effects). Not subject to critical hits, subdual damage, ability damage or drain, energy drain, or death from massive damage. They have no Constitution scores and are therefore immune to any effect requiring Fortitude save (unless it affects objects).

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

If more than one ancient mariner is encountered, one of them is the recognized leader and called "Captain" by its crew. This leader has 6 Hit Dice and is turned as a wraith. Ancient mariners are always encountered with a crew of 1d20 mariner shadows, culled from any mixture of spacefaring races. Some large ships have been known to have larger crews of mariner shadows. If the captain is turned, he orders the entire ship to break off combat and flee.

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

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

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

points becomes the new captain.

Ecology: Unlike most undead, ancient mariners do not seem to be tied to a place or a person. They can roam freely, at least in phlogiston, and trade ships at will. The original race of the ancient mariners must be long extinct, since they look like no race in the known crystal spheres.

Conversion by [Flits3](#)

Arcane, The

Large Humanoid

Hit Dice: 10d8+10 (55 hp)
Initiative: +0
Speed: 40 ft.
AC: 15 (-1 size, +2 Dex, +4 natural) / 17 with armor (see text)
Attacks: per weapon +2 Str
Damage: per weapon +2 Str
Face/Reach: 5 ft. by 5 ft. / 10 ft.
Special Attacks: None
Special Qualities: Invisibility, dimension door, SR 18
Saves: Fort +6, Ref +4, Will +9
Abilities: Str 14, Dex 14, Con 12, Int 17, Wis 13, Cha 17
Skills: Appraise +10, Bluff +8, Concentration +4, Diplomacy +8, Hide +8, Innuendo +5, Knowledge Arcana +20, Listen +8, Sense Motive +8, Speak Language (most spacefaring races), Spot +8
Feats: Armor Proficiency (arcane), Cleave, Dodge, Iron Will



Climate/Terrain: Any space
Organization: Bands
Challenge Rating: 4
Treasure: Standard (minimum 1 item, treat mundane items as minor magic items)
Alignment: Lawful neutral
Advancement: By character class (usually arcane spellcaster)

Notes: An arcane will generally have magical items and weapons. The challenge rating may need to be modified to take these into account.

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

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

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

The arcane may become *invisible* [as per the spell, at will] in order to avoid combat and can *dimension door* [as a 15th level wizard: range 1000 ft] up to three times a day, again with the intention of avoiding combat. An arcane feels no concern about abandoning his entourage in chancy situations, and for this reason, such entourages often take half their payment in advance.

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

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

Some arcane do wear armor, a combination of chain links with patches of plate that seems to be more for show than for protection. It improves their AC by an additional +2, and is sometimes worn in dangerous situations and in negotiations with unreliable adventurers.

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

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

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

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

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

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

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

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

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

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

Those dealing with the arcane find them cool, efficient, and most importantly, uncaring. Trying to haggle with an arcane is a chancy operation. Sometimes they will engage in haggling with a bemused smile, but just as often leave the buyer hanging and walk out on the negotiations. They do not appreciate being threatened, insulted, or

blackmailed. Those who do so will find it very difficult to purchase reliable equipment. An arcane will not raise his hand in vengeance or anger... there are more enjoyable and subtle ways to wreak revenge.

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

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

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

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

Conversion by Troy Gomm (troy_gomm@hotmail.com)

Argos

Large Abberation

Hit Dice: 5d8+5 (28 hp)

Initiative: +1 (+1 Dex)

Speed: 25 ft. Climb 25 ft. Fly 10 ft. (poor)

AC: 20 (+1 Dex, -1 Size, +10 natural)

Attacks: 18 bites +3 (or up to 18 Med or smaller weapons Melee -2), eye rays +5

Damage: Bite 1d4, Weapon by type

Face/Reach: 5 ft. by 5 ft. /10 ft.

Special Attacks: Improved grab, Pseudopod, Spell-Like abilities, Swallow Whole

Special Qualities: SR:10 Amorphous, Consume, Create Air, Chrysalis

Saves: Fort +2, Ref +2, Will +5

Abilities: Str 10, Dex 13, Con 12, Int 11, Wis 13, Cha 13

Skills: Climb +10, Listen +9, Move Silently +5, Search +5, Spot +10

Feats: Alertness, Weapon focus (rays)



Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 5

Treasure: Standard (Gems only)

Alignment: Usually neutral evil

Advancement: 6-8 HD (Large); 9-10 HD (Huge)

An intelligent, amorphous creature, the argos constantly seeks to quell its ever present hunger. An argos resembles a giant amoeba covered with a hundred small, lidless, inhuman eyes, many sharp toothed mouths, and a single large, central eye with a tripartite pupil. Its flesh is translucent and tends toward blue and purple. An argos can fly but is clumsy in the air and prefers to stay on the ground. While Argos can and do use tools, storing them in temporary 'stomach' pouches, the digestive acids tends to eventually break these down. An argos continually gives off a sweet smelling odor reminiscent of flowers.

Argos speak a variant of Beholder and Common.

Combat: Argos tend to be unsubtle in combat. While intelligent, their ravenous hunger means they will try to kill a potential food source as soon as possible so they can consume it. An argos attacks with its pseudopods, each pseudopod armed with up to three fanged mouths each of which it may use to either bite or attack with a weapon. It can attack with up to six pseudopods per round, but only one pseudopod per victim.

Pseudopod (Ex): On a second successful grapple check, an argos has automatically grappled with two

other mouths on a pseudopod.

Improved Grab (Ex): To use this ability, the argos must hit with at least one bite attack.

Spell-like Abilities (Su): Each of the Argos' hundred smaller eyes holds a single spell. An Argos can use up to ten of these per round but may not move or attack while doing so. It may use each power ten times per day with a level equal to its total HD - *Blindness/Deafness, Burning Hands, Charm Monster, Chill Metal, Clairaudience/Clairvoyance, Confusion, Darkness, Detect Thought, Dispel Magic, Emotion, Fear, Flesh to Stone, Fumble, Heat Metal, Hold Monster, Light, Minor Image, Shield, Slow, Suggestion, Tongues*. Additionally, its central eye can use the following abilities, one per round with a caster level equal to its total HD, at will – *Alter Self, Color Spray, Ray of Enfeeblement*.

Swallow Whole (Ex): The Argos may attempt to swallow whole any medium-sized or smaller target that has been successfully grabbed by three or more mouths.

The swallowed creature suffers 8 points of acid damage per round from the Argos' stomach pouch. A swallowed creature can cut its way out of a stomach pouch by using Small or Tiny slashing weapons to deal 8 points of damage to the stomach lining (AC 20). An Argos is immune to its own acid and the stomach lining immediately seals up afterwards.

An Argos can hold one Medium sized, two Small, four Tiny, eight Diminutive, or 16 Fine or smaller creatures, each in its own separate stomach pouch.

Amorphous (Ex): An argos is not subject to critical hits. It has no clear front or back, so it cannot be flanked.

Consume (Ex): Due to its rapid metabolism, an Argos can quickly incorporate an eaten creature's body mass into itself. An Argos gains a permanent HD whenever it feeds on a cumulative amount of HD/Levels equal to two times its current HD. Afterwards it is fatigued for 2 hours per current HD of the argos while it digests. An Argos must eat at least its own HD worth of creatures per month or it will lose a HD permanently due to starvation. If this would bring it below 5 HD, it will automatically form a chrysalis.

Chrysalis (Ex): A starving argos or one that suspects it will be can form a chrysalis out of its outer skin. Its STR and DEX falls effectively to zero but its natural armor bonus increases to +15. In this state, the Argos will lose 1 hp of damage to starvation per week (As opposed to a permanent HD per month) but does not require food or water. It takes an argos ten rounds to form or dissolve its chrysalis.

Create Air (Ex): An argos naturally produces breathable air as part of its metabolic processes. As such, it cannot be drowned or asphyxiated, and it gains a +4 to save against gas borne attacks.

Argos Society: Although they do not form a true society, argos are often found in beholder enclaves acting as enforcers or, strangely enough, pets. All Argos treat beholders with great respect and obedience leading some sages to believe they may be a creation of the beholders. An argos will never attack a beholder even when starving.

Astereater

Large Aberration

Hit Dice: 10d8+40 (85 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 5 ft., fly 20 ft. (good)

AC: 23 (-2 size, +1 Dex, +14 natural)

Attacks: Bite +12

Damage: 2d4+5

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Flight

Saves: Fort +7, Ref +4, Will +7

Abilities: Str 20, Dex 12, Con 18, Int 10, Wis 10, Cha 8

Skills: Bluff +5, Hide +5, Intimidate +5, Knowledge—Wild Space +4, Listen +2, Move Silently +3, Navigation—Wild Space +3, Search +2, Sense Motive +4, Speak Language (most spacefaring races), Spot +5

Feats: Flyby Attack, Improved Initiative



Climate/Terrain: Any space

Organization: Solitary, or Shower (4-10 [2d4+2])

Challenge Rating: 6

Treasure: Standard [except double the number of gems, and ~ the number of coins]

Alignment: Lawful Evil

Advancement: 11–16 HD (Large), 17–32 (Huge)

In general, beholders and beholder-kin are a very intelligent (and conceited) lot. Which is precisely why all of them deny any relation to the astereater. Though technically a beholder-kin, the astereater has none of the intelligence or magical abilities its cousins possess. In appearance, the astereater resembles a large beholder (minus the eye stalks) with one other major difference: The skin of the creature is virtually identical — in appearance and consistency — to rock. Like the beholder, astereaters have a large central eye and a large mouth filled with pointed teeth. Astereaters speak their own language, which consists of very few words. They rarely hold a conversation with anything.

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

The astereater's normal method of attack is to hide at the edge of an asteroid field and wait for passers-by to wander to close. It attacks using its huge mouth. A normal hit inflicts 2d4+5 points of damage.

With its eyes and mouth shut, the astereater is almost identical to an asteroid in appearance, requiring a Spot check at DC 18.

Since the astereater is too slow to retreat from combat, it chooses its opponents carefully before

revealing itself and attacking.

Flight (Ex): An Astereater's body is naturally buoyant. This buoyancy allows it to fly as per the spell, as a free action, at a speed of 20 feet. This buoyancy also grants it a permanent feather fall effect with personal range.

Improved Grab (Ex): To use this ability, the astereater must hit a medium-size or smaller opponent with its bite attack. If it gets a hold, it can try to swallow the foe.

Swallow Whole (Ex): An astereater can try to swallow a medium-size or smaller opponent by making a successful grapple check. The swallowed creature takes 2d4+5 points of crushing damage per round plus 4 points of acid damage from the astereater's gizzard/stomach. A swallowed creature can cut its way out by using claws or a small or tiny slashing weapon to deal 12 points of damage to the gizzard/stomach (AC 28). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out.

The astereater's gizzard/stomach can hold one Medium-sized, two Small, four Tiny, eight diminutive, or sixteen or more fine opponents. Once the astereater's gizzard/stomach is full the astereater cannot swallow any more opponents, but may still bite!

Habitat/Society: Like all beholder-kin, astereaters are hateful and cruel. They cooperate neither with each other or anyone else unless it is of great benefit to themselves. Astereaters hoard no treasure, as they have no need for such trifles. However, in the belly of these creatures (particularly older ones) there is usually a fair amount of incidental treasure that the creature cannot digest. In older astereaters it is common to find dozens of coins, various weapons, useless metal odds and ends, and possibly some magical items and potions (the astereater can not digest glass or ceramic vial either).

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

Even rarer is the a grouping of astereaters called a shower, for a brief time a very powerful astereater will dominate some of its 'brethren' and create havoc in the space lanes that pass thru an asteroid field or even attack mining colonies on asteroids. Powerful astereaters have been observed to push very small asteroids (maybe no bigger then themselves) into the path of mining colonies to create havoc, after these asteroids hit the come in a devour any survivors!

As a rule, beholders are a vicious species, holding great wars of extermination among their own kind. Whole communities of beholders are casually destroyed as a matter of course. But the hatred of the beholder race is greater still when directed toward astereaters. Beholders see astereaters as large blots

against them and they stop at nothing to destroy what they consider to be vile errors of creation.

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

Conversion and HTML by [Mark Doolan](#)

Image by [Ron Pollard](#)

Sphinx, Astro

Large Magical Beast

Hit Dice: 9d10 + 27 (76 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 45 ft., Fly 60 ft. (poor)

AC: 16 (-1 size, +7 natural)

Attacks: Gore +12 (2x), Bite +10, Claw +10 (2x) or Chaos Sword +10/+5

Damage: Gore 1d6+3, Bite 4d6+3, Claw 1d6+3 or Chaos Sword 2d8+4

Face/Reach: 10 ft. x 5 ft./10 ft.

Special Attacks: Breath Weapon, Chain Lightning, Chaos Sword (5%)

Special Qualities: Darkvision, SR 15

Saves: Fort +7, Ref +3, Will -1

Abilities: Str 17, Dex 12, Con 16, Int 14, Wis 4, Cha 4

Skills: Perform (Riddling) +5

Feats: Multi Attack, Power Attack, Improved Critical (Bite), Improved Initiative.

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Chaotic Evil

Advancement: 5-8 (Large); 8-12 (Huge)

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 sprout from its back, giving it a poor flight capability due to its size and aggressive preoccupation to enter melee. The head resembles a goat skull with tiny pinpricks of violet light in its eye sockets. Unlike its appearance the astrosphinx is not an undead. Its head does in fact have flesh; it is just so pale and stretched so tightly across the skull that it seems to be 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 languages of all sphinxes and the common tongue.

Combat: An astrosphinx uses its two great horns to attack with a head-butt first striking with each horn separately. Its bite is vicious and the claw-like hands are enough to finish most prey of in one round. In rare instances (5% of the time) the creature wields a magical chaos sword of large proportions, dealing 2d8 points of damage. The magic sword is of +1 enchantment and deals double damage to lawful opponents. It can still use its gore and bite attack in melee. In melee the astrosphinx attacks homicidally, mindlessly until nothing living is still standing. As a rule, after its riddle is answered incorrectly (see below) the sphinx discharges its chain lightning followed on the next round by its breath weapon and then launches itself into melee. The astrosphinx attacks not only the person who got the riddle wrong but all companions as well.

Breath Weapon (Su): Though this 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 ft long and 40 feet wide). This is usable once every 5 rounds for up to 9 times a day. Targets caught must make a fortitude save (DC 16) or fall asleep for 1d6 minutes. Victims in wildspace in their own air-bubble remain asleep until the gas is somehow flushed out of the air supply.

Chain Lightning (Su): The most feared attack of the astrosphinx is however the ability to shoot a chain lightning, dealing 10d6 points of damage, from its eye sockets. It takes a full round action to build up enough static to hurl this ball lightning to their foes. While building up the energy, the pinpoints of light in the eye sockets slowly turn from violet to bright gold while filling the sockets. After the chain lightning discharges, the pinpoints reduce to their normal size and change to red.

At this time the eyes of the astrosphinx have overcharged and the astrosphinx is blinded for the rest of the round while the eyes recover from the blast. In the beginning of the next round the eyes revert to their normal color, which means the eyes are recharged.

Darkvision (Su): The astrosphinx has darkvision with a range of 60 feet

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

The madness of the astrosphinxes renders their riddles unanswerable and illogical: "What is the speed of blue?" "What do the Spelljammer and a kobold have in common besides triangles?" Unfortunately an astrosphinx slays anyone who does not answer its riddle correctly; so an astrosphinx is most commonly encountered as the sole living creature on a planet.

Some travelers, legends say, have solved the riddle correctly by giving an equal nonsensical answer. This tactic seldom works (1% chance on success). Legend says that if the riddle is solved the astrosphinx erupts into a 20d6 ring of 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 are most often on small barren chunks of rock. The sphinx eats anything usually those who give wrong answers.

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 its fellows.

Conversion by [Flits3](#)

Autognomes

Small Construct

Hit Dice: 6d10 (33 hp)

Initiative: -1 (-1 Dex)

Speed: 10 ft. (can't run), fly 15 ft. (clumsy), burrow 5 ft.

AC: 20 (+1 size, -1 Dex, +10 natural)

Attacks: 2 Slam +9 melee, scoop +9

Damage: Slam 1d8+5, scoop 1d10+5

Face/Reach: 5 ft. by 5 ft./ 5 ft.

Special Attacks: Possible lightning bolt

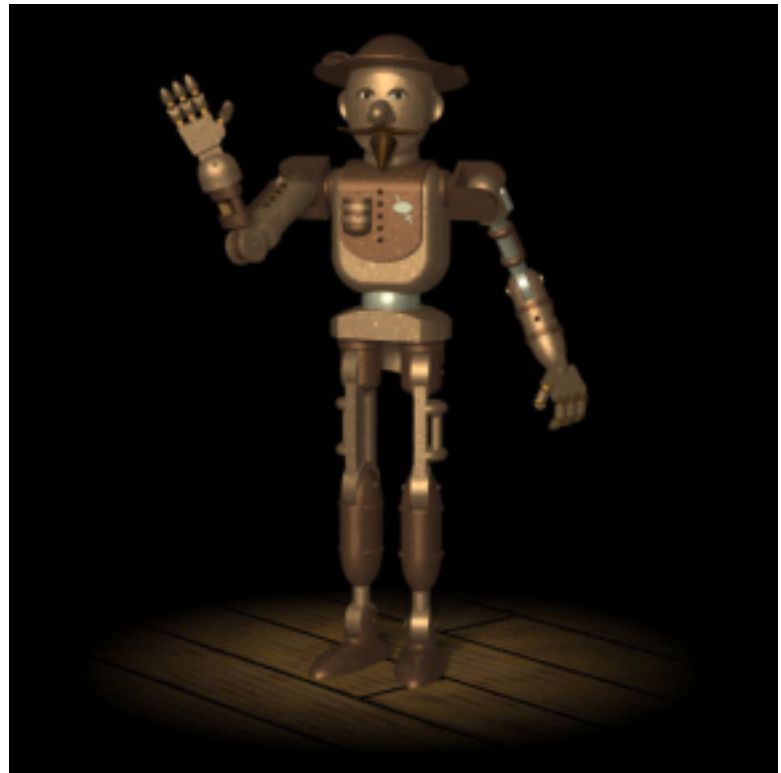
Special Qualities: Construct, flight, hardness, magical immunities, malfunctions

Saves: Fort +2, Ref +1, Will -1

Abilities: Str 21, Dex 9, Con —, Int 4, Wis 5, Cha 7

Skills: —

Feats: —



Climate/Terrain: Any

Organization: Solitary, or Unit (1-4)

Challenge Rating: 5

Treasure: Half standard plus description

Alignment: Always neutral good

Advancement: 7-12 HD (Medium-sized), 13-18 (Large)

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

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

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

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

Autognomes attack with two heavy metallic fist, doing 1d8 damage each plus strength modifier.

Since one of their functions is to collect soil samples from different planets, most autognomes (90%) have a retractable metal scoop. If the scoop is used as a weapon (only when the autognome malfunctions), it inflicts 1d10 damage plus strength modifier.

Regardless of attack form the autognome uses, it yells as it fights” “Crush! Kill! Destroy! Exterminate, exterminate! Maim! Hurt! Incapacitate!”

Construct: Immune to mind-influencing effects, poison, disease, and similar effect. Nor subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

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

Hardness (Ex): An autognome has hardness rating of 10 that is applies to all attacks which hardness is functional against.

Fight (Ex): Thru wonders of gnomish engineering the autognome is able to sustain flight for only short time (1 hour) before it must restore “fuel”. If during flight it runs out of fuel a small parachute deploys for its back allowing the autognome to gain the benefits of a feather fall.

Magic Immunities (Ex): Autognomes are completely resist all magical attacks and supernatural effects, except disintegrate.

Malfunctions (Ex): Every successful hit on an autognome has a 10% chance of causing a malfunction. Any time an autognome rolls a 1 for its attack roll, it has a 25% chance of malfunctioning. Finally, an autognome has a 5% non-cumulative chance per day to malfunction. Whatever the cause, roll 1d100 and consult the following table:

Autognome Malfunction Table	
01–16	Autognome becomes a rogue (if already a rogue, use result of 73-88)
17–24	Autognome attacks itself for 1d4 rounds
25–26	Head falls off
27–30	Left leg falls off
31–34	Right leg falls off
35–37	Left arm falls off
38–40	Right arm falls off
41–42	Head falls off, but autognome spends one round reattaching the lost limb
43–46	Left leg falls off, but autognome spends one round reattaching the lost limb
47–50	Right leg falls off, but autognome spends one round reattaching the lost limb
51–53	Left arm falls off, but autognome spends one round reattaching the lost limb
54–56	Right arm off, but autognome spends one round reattaching the lost limb
57–72	Autognome attempts to extract a core sample from the victim
73–80	Autognome shuts down for 1d10 hours
81–88	Autognome explodes (3d10 damage in a 20 foot radius; Reflex save DC 18 for half damage)

89–90	Autognome's orders change — Self-destruct sequence starts. Autognome explodes in 1d4 rounds unless doused with water
91–92	Autognome's orders change — Autognome gives its report
93–94	Autognome's orders change — Autognome asks to record report, and remains stationary until the PC stops talking
95–96	Autognome's orders change — Autognome begins to talk backwards
97–98	Autognome's orders change — Nearest PC is recognized as a baby
99–100	Autognome's orders change — Nearest PC is recognized as a gnome; autognome follows PC around

In The Spheres

Autognomes contribute nothing to the wildspace except for piles of scrape metal when they inevitably break down or as hazards if it is a Rogue type. Autognomes as constructs have no society or preferred habitat. They can follow up to 100 different orders, including what to do in certain situations, or what minerals to look for on a planet. An autognome can memorize and recite everything it sees and hears in a 24-hour period. An autognome can converse with others, but its thought processes are inflexible, and it does not deviate from its orders. Figures of speech are lost on it. Autognomes logic is narrow. For instance, an autognome may be ordered to fetch a rock sample. In its travels, it meets a human warrior named Rok. Therefore, out gnomes the sample scoop and ...

There is a • chance that an encountered autognome is a rogue. It has forgotten its orders and is now in one of the following conditions (roll 1d4):

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

Spelljamming gnomes have a 10% chance of having 1d4 autognomes on board to explore hostile environments. The gnomes guard the secret of building autognomes jealously, though no one but gnomes wants to build the things. It is rumored that it requires many spells such as *animate object*, and *quest*, with the feat Craft Wondrous Items and cost at least 10,000 gp.

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

Conversion and HTML by [Mark Doolan](#)

Image by Static

Notes on this Conversion: The autognome conversion was a joy to do and time went by fast. I more or less made the autognome a "micro" iron golem which falls apart often. Instead of damage reduction I

just used hardness instead and made its strength much higher than it was in 2E (then again many creatures in 3E are "much" stronger than before! All in all it was an easy conversion (but very time consuming).

A while back I ask Static If I could use Tincocil (*TIN-ko-sil*) as a image for an autognome and he gave permission to do so! Thanks Static!

Barnacles, Deadly

	Jammer Leech <i>Magical Small Beast</i>	Flow Barnacle <i>Tiny Beast</i>	Infernal Barnacle <i>Small Beast</i>
Hit Dice:	3d10+15 (32 hp)	1d10+5 (11 hp)	3d10+15 (32 hp)
Initiative:	-4 (Dex)	-2 (Dex)	-4 (Dex)
Speed:	2 ft.	Fly 50 ft. (average)	2 ft.
AC:	15 (-4 Dex, +1 size +8 natural)	18 (-2 Dex, +2 size +8 natural)	15 (-4 Dex, +1 size +8 natural)
Attacks:	Tentacle +3	Bite +2	Tentacle +4 or Fire pearl -1
Damage:	Tentacle 1d4	Bite 3d3	Tentacle 1d4+1 or Fire pearl 1d4+1
Face/Reach:	5 ft. by 5 ft./5 ft.	2½ ft. by 2½ ft./0 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Magic reserve	Attach, Blood Poisoning	Ejecta of Flame
Special Qualities:	Fire Immunity, Low Light Vision and Dark Vision 90 Ft., SR 15	Attach, Blood Drain, Low Light Vision and Dark Vision 90 Ft.,	Fire Immunity, Low Light Vision and Dark Vision 90 Ft., Death Blast, Fire Pearls, Damage Resistance 10/+1
Saves:	Fort +8, Ref -1, Will +2	Fort +7, Ref +0, Will +1	Fort +8, Ref -1, Will +2
Abilities:	Str 10, Dex 2, Con 21, Int 4, Wis 12, Cha 8	Str 10, Dex 6, Con 21, Int 1, Wis 12, Cha 8	Str 12, Dex 2, Con 21, Int 4, Wis 12, Cha 8
Skills:	Concentration +10, Hide +7, Listen +7, Spot +7	Listen +7, Spot +7	Listen +7, Spot +7
Feats:	Combat Casting	None	None
Climate/Terrain:	Any space or phlogiston	Any space or phlogiston	Any space or phlogiston
Organization:	Solitary (1) or Colony (2-8)	Solitary (1) or Colony (4-40)	Solitary (1) or Colony (2-20)
Challenge Rating:	2	2	3
Treasure:	None	25% chance of pearl	1d20 pearls (10-50 gp e.a)
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	4-5 HD (Small)	2-3 HD (Small)	4-5 HD (Small)

Deadly Barnacles

As in the oceans of a great multitude of worlds their exist barnacles, so do barnacles exist in the depth of wildspace and the phlogiston. Most of these barnacles, with lots of hard work can be removed form ships without harm to ship or crew, but there are exceptions, and three such exceptions are: Jammer Leech, Flow Barnacle, and Infernal Barnacle.

Jammer Leech

Resembling the barnacle-like immature krajens, jammer leeches are unwittingly attracted by the spellcasters who power ships through wildspace and the phlogiston. They can be very dangerous if mishandled, and they always cause the ships they infest a great deal of trouble.

A jammer leech has a hard shell, which grows to be a foot tall. The shell can be almost any color; though it closely matches that of the hull of the ship it is attached to. (This makes spotting the leech very difficult from casual observation alone.) Inside, the leech is reddish-purple in color, with a body much like that of a snail. It has a single, watery eye at one end. It also possesses a sharply spiked tentacle, which is the same color and consistency as its body.

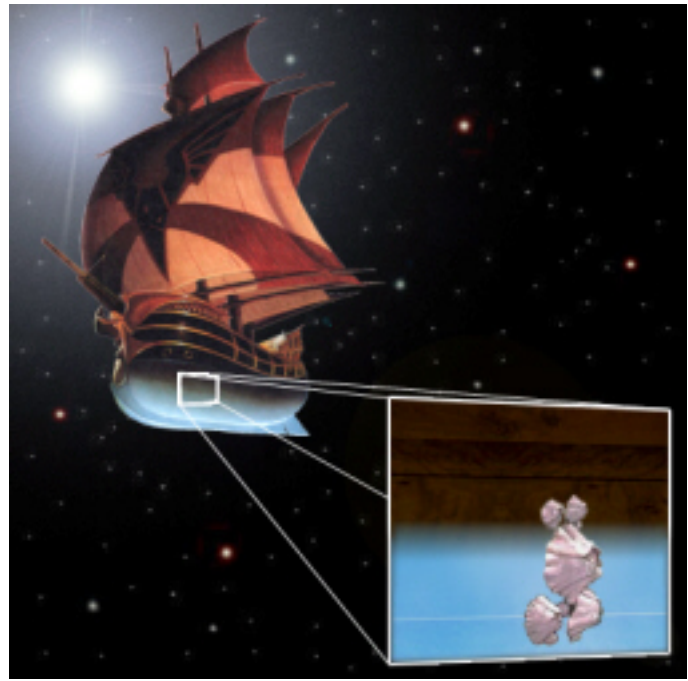
Combat: In most situations, the jammer leech uses its tentacle for protection. The sharp spike on the end of the foot-long arm causes 1d4 points of damage. That is often enough to discourage most creatures from harassing the parasite.

Immunities (Ex): The infernal barnacle is immune to fire and heat damage.

Magic Reserve (Su): In a situation where a hard swipe from a tentacle doesn't discourage a predator, the jammer leech uses magic. As it rests upon the hull, close to the spelljammer helm, the leech draws magical energy from the spellcaster powering the ship. For every ten days of jamming, the leech absorbs one spell — of any level — at random from the spellcaster's mind. On a trip that takes 30 days, for example, the leech would be able to absorb three spells. Luckily, jammer leeches can hold only four spells at a time. However, when more than one leech attaches itself to a ship, they each draw spells from the spelljammer. Spellcasters who are preyed upon by jammer leeches forget the spell absorbed by the parasite and must regain it in the normal manner. However, the spellcaster notices the missing spell only if he attempts to recall it; otherwise, the loss goes undetected.

In combat, the jammer leech discharges the spells it has stolen at random. The parasite uses all the magic it has stored, one spell per round, to drive away its assailant. The spell is cast at the level, which the victimized spellcaster would cast it. If more than one spellcaster powered the helm during the ten days, the average level is used.

There are only two effective ways to deal with a magic-laden jammer leech: kill it with a single strike or cast a separate dispel magic spell on each parasite to disarm it before striking. However, the leech has a spell resistance of 17 to magic, so attacking the creature is always a risky business. Once its magic reserve is gone and the parasites hard shell is cracked, it is an easy target.



It is important to note that leeches will use their spells to ward off any physical attack. They frequently discharge their spells during any battle in which their section of the hull is repeatedly struck. Sometimes this works in favor of the leeches' host ship, but more often it proves disastrous.

In the Spheres

Since a jammer leech does not need air to survive, it can be found almost anywhere there are spelljammers. Beginning as a spore, the jammer leech attaches itself to the hull of a ship, at a spot close to the spelljamming helm. The spore digs into the hull, then draws food and nutrients from the ship's surface at a rate of 10 hit points a month. After one week on the ship, the spore develops a hard shell that roughly matches the color of the hull itself. The shell is attached to the ship by a strong, glue-like substance secreted by the leech, making the task of scrapping it from the hull time consuming and tedious.

These parasites are generally found in small groups of four or less, but as many as eight of these creatures can be found (but this is rare as they are generally found and destroyed before this many can accumulate on the ship). If more than two leeches are encountered, there is a 10% chance they are a mated pair that produces 1d6 spores once per month. Some of these may quickly join their parents on the hull of the ship, while others float off, waiting to attach themselves to another unwary vessel.

Jammer leeches have few intelligent natural predators, for most creatures quickly learn that attacking these parasites is painful, if not deadly. Some omnivores, such as zards, try to eat leeches as they would anything else, but the parasites can usually warn these creatures off with a sharp swipe of their tentacles.

The glue that the leeches secrete to hold their shells to the hull is extremely strong and highly prized. The goopy purple substance is waterproof, fireproof, and even slightly resistant to spells (SR 13). The dangers involved in collecting live leeches and maintaining them limits this market, however, and the glue is rare and very expensive.

Flow Barnacle

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

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

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

Attach (Ex): If a flow barnacle successfully hits an opponent, they will adhere with an almost-unbreakable grip and extend three parrot-like beaklets, which bite for 1d2 hit points of damage each.

A flow barnacle can be readily detached when dead. Removing a live barnacle requires a strength

check (DC 21) and causes 1d4+1-hit points of damage to the barnacle's victim as it tears free.

Blood Drain (Ex): A flow barnacle drains blood, dealing 1d4 points of temporary Constitution damage each round it remains attached. Once it has drained 4 points of constitution, it stops to digest for 1d8 hours while remaining on its host, after digesting it then begins to drain blood again.

Blood Poisoning (Ex): If a flow barnacle is killed while attached to a victim, that victim has body fluids of the flow barnacle flow into it. The barnacle's fluid causes blood poison, which causes 1d10 temporary strength drain, make a fortitude save (DC16) to not take damage and again one minute later so as to avoid another 1d10 points of temporary strength drain.

In the Spheres

Flow barnacle drift mindlessly in space and attach to anything solid they encounter. They exist only to eat, straining all passing organic matter with their sticky feelers and absorbing available moisture and starlight.

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

Flow barnacles dislike excessive heat, light, or air (only excessive heat harms them in the same manner as humans are harmed) and tend to avoid all types of worlds.

Some spacefaring creatures (including starving adventures) eat flow barnacles, shattering their shells to get at the meaty, muscled body and foot underneath. Flow barnacles are said to be rubbery, and somewhat like poultry or squid in taste. Some humans are violently allergic to the flesh of flow barnacles (treat effects as a mild poison).

One in four flow barnacles form large, perfectly shaped blue-white pearls ("moon pearls") within their glistening black, slimy amorphous inner bodies. They do this when an irritant piece of debris enters through their feeler hole. Each barnacle forms only a single pearl its lifetime. The pearls take 2d4 years to form, and range in size from about the size of a man's thumb to about the size of a man's closed fist. They are very valuable (1,000 to 5,000 pg, depending on size, shape, and hue).

The hard, protective body-plates of flow barnacles are usable as shields and bucklers. The feeler-hole in the center is ideal for use as a mounting for a dagger point, or as a firing port for a wheel-lock barrel (the plates are often permanently fixed to such weapons by giff and human pirates).

Magical sovereign glue is partially derived from distilled flow barnacle essence.

Infernal Barnacle

The infernal barnacle ranges in color from red to orange-yellow in color. It is slightly more intelligent than a cocker spaniel and survives in wild space on absorbing oxygen and other gaseous elements that is found in the air envelopes of spelljamming ships. The infernal barnacle does draw some nourishment from the ship and multiple quickly in the phlogiston.

The shell of the infernal barnacle can reach up to 1 foot in height and 2 feet in diameter. It also possesses a powerful tentacle, which has a hollow tube running down to its 'gizzard' where it has its 'fire pearls'.

Combat: Infernal barnacles in most situations will use its very strong tentacle to discourage most creature from harassing it. The reach of this tentacle is 2 feet and does 1d4+1 points of damage. If

creature cannot directly hit the offending creature cause it is using weapons such as spear to jab it will then try to 'disarm' the weapon.

Death Blast (Ex): When an Infernal barnacle is killed it explodes in a great fiery explosion for 1d4-hit points of damage per hit dice of barnacle in a 10 radius. Again this effect is greatly magnified in the flow to an explosion of 30-foot radius and triple damage.

Ejecta of Flame (Ex): An Infernal barnacle can create 'ejecta of flame' 1d3+2 times per day. The infernal barnacle does this by spewing forth a volatile 'liquid' from a reserve that it has within its shell. This 'ejecta of flame' effect is that of a cone of fire 10 long for 1d4 points of damage per hit dice of infernal barnacle, the barnacle can direct this volatile 'liquid' with its hollowed tentacle. These ejecta normally does not cause damage to the ship as it is directed away from the ship, that is unless one is in the phlogiston in which case it explodes in 10 foot radius and the damage is then tripled! Because the effect is in a radius it could cause the ship damage sufficient that the barnacle could very well destroy the section of the ship it is attached to.

Fire Pearls (Ex): Another option in combat that the infernal barnacle has is to shoot its 'fire pearls' at opponents. These pearls strike for 1d4+1 points of bludgeon damage plus additional 1d2 points of fire damage. The barnacle has a limited supply of these fire pearls, when shooting these pearls they have a range increment of 20 feet (the pearl shatters if it causes 4 or more points of damage).

Immunities (Ex): The infernal barnacle is immune to fire and heat damage.

In the Spheres

An infernal barnacle does need air to survive, and as such they consume precious air supply; it can be found almost anywhere there are spelljammers. Beginning as a spore, the infernal attaches itself to the hull of a ship, at a least likely to be spotted by ship personal. The spore digs into the hull, and then draws food and nutrients from the ship's surface at a rate of 1 hit point every 3 days. After one week on the ship, the spore develops a hard shell. The shell is attached to the ship by a strong, glue-like substance secreted by the infernal barnacle, making the task of scrapping it from the hull time consuming and tedious. It should be noted that the infernal barnacle creates 'ejecta of flame' as it must eject excess fluid occasionally; this has a 1 in 8 chance in any given week per barnacle.

These parasites are generally found in large colonies of 2d10 infernal barnacles. It is likely that more than two infernal barnacles are encountered, there is a 10% chance per two infernal barnacles they are a mated pair that produces 1d6 spores once per month (this value is increased to 2d20 per month while in the phlogiston). Some of these may quickly join their parents on the hull of the ship, while others float off, waiting to attach themselves to another unwary vessel.

The meaty, muscled body of the infernal barnacle can be eaten, but as the creature is immune to fire, it will have to be eaten rare. Infernal barnacles are said to be tough and taste like clam meat, and as any food some humanoids are violently allergic to eating its flesh (treat effects as a mild poison).

All infernal barnacles form small, perfectly shaped red-orange pearls ("fire pearls") within their glistening red-orange, slimy amorphous inner bodies. They do this when an irritant piece of debris enters through their feeding hole. Each barnacle forms anywhere from 1 to 20 such pearls with its body. The pearls take 2d4 weeks to form to form, and range in size from about the size of a man's tooth to

about the size of a man's thumb. They are valuable (10 to 50 gp, depending on size, shape, and hue).

The glue that the infernal barnacle secretes to hold their shells to the hull is extremely strong and highly prized just like the jammer leech. The gooey orange-red substance is waterproof, fireproof, and even slightly spell resistant (SR 13). The dangers involved in collecting live infernal barnacles and maintaining them is very dangerous venture, unless one is immune to fire. Just like the jammer leech, this glue is rare and very expensive.

Converted by [Mark Doolan](#)

Image by [Ron Pollard](#)

HTML by [Jan-Willem Van den Heuvel](#)

Notes on this Conversion: This was a fun conversion as I had a chance to create a new critter — the Infernal Barnacle. Normally small beasties have high dexterity, low strength, and moderate constitution. With barnacles they just not seem to move fast, so low dexterity score was in order. As they innards are more or less one giant muscle I decided an average strength would do well. The high constitution was a trade off for the low dexterity score. As nacre shell is often very tough, I not see it unreasonable for it to have a natural armor rating of 8. I gave fire immunity to jammer leech as its fluid is fire resistant. And finally gave the Flow barnacle the Blood poisoning if it killed while attached to its victim figuring a 'back flush' of fluids when it dies, this would cause a dilemma for many a crew, does one ripe the bugger off or does one kill it and hope the ones fellow crew member not succumb to blood poisoning. I added the blood poisoning, as I not see this nearly mindless barnacle just feeding on blood forever, as it must have a limit (much like the stirge), and would not 'think' to run once it found a host, just sit tight till next feeding.

Beholder, Hive Mother and Orbus

While the beholder is the stuff of nightmares for many groundlings, in wildspace there are many more types of beholders. The beholder most commonly found on the ground is only one of three distinct types found in space. In space the most common beholder social unit is the hive, which occupies one of their huge tyrant ships. The tyrant ship is ruled by a hive mother and powered by the orbi. The common beholders serves as scouts, soldiers and guards for the hive mother.

Hive Mother

Huge Aberration

Hit Dice: 22d8+66 (168 hp)

Initiative: +3 (-1 Dex, +4 Improved Initiative)

Speed: 5 ft., fly 40 ft. (perfect)

AC: 21 (-2 size, -1 Dex, +14 natural)

Attacks: Bite +20 melee

Damage: Bite 4d4+4

Face/Reach: 10 ft. by 10 ft. / 10 ft.

Special Attacks: Swallow whole, Improved Grab

Special Qualities: All-around vision, antimagic cone, brood, fly, spell immunities, SR 17

Saves: Fort +12, Ref +8, Will +18

Abilities: Str 18, Dex 8, Con 16, Int 20, Wis 17, Cha 19

Skills: Appraising +10, Bluff +11, Diplomacy +9,

Hide +7, Intimidate +5, Knowledge (arcana) +12,

Listen +15, Profession (wildspace navigator) +10, Sense Motive +8, Spot +20

Feats: Alertness, Endurance, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflex, Leadership, Remain Conscious, Toughness



Climate/Terrain: Any space

Organization: Hive (1 hive mother plus 5–20 common beholders plus 1–6 orbi)

Challenge Rating: 14

Treasure: Triple standard

Alignment: Usually lawful evil

Advancement: 23–32 HD (Huge), 33–63 (Gargantuan), 64–66 (Colossal)

The hive mother is also called the ultimate tyrant, of just "Ultimate"; a form of greeting that seems to please their pride. They are twice the size of typical beholders (8 feet in diameter), and differ in appearance as well. The Ultimate has no eyestalks and hooded covers in the flesh of the creature's body protects its eyes.

Combat: The hive mother's tactics in combat are simple. First, she sends forth her brood of common beholders into combat and then a round later picks an advantageous position in the skirmish to start devouring opponents.

All-Around Vision (Ex): Beholders are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus to Spot and Search checks, and they can't be flanked.

Antimagic Cone (Su): A hive mother's central eye continually produces a 150-foot anti-magic cone extending straight ahead from the creature's front. This functions just like antimagic field cast by a 24th-level sorcerer. All magical and supernatural powers and effects within the cone are suspended — even the eye rays of other beholders (including her those of her brood). Once each round, during its turn, the hive mother decides which way it will face, and whether the antimagic cone is active or not (the hive mother deactivates the cone by shutting its central eye).

Brood (Ex): The hive mother's true ability is in controlling the actions of the brood, the common beholders that make up a tyrant ship's crew. It is assumed that a hive mother "brow beats" the common beholders into service through the use of intimidation. Some sages suspect that this is a form of mental domination but no proof exists to date of this power.

A hive mother can focus the energies of her brood through the structure of the tyrant ship's shell itself.

Flight (Ex): A hive mother's body is naturally buoyant. This buoyancy allows it to fly as per the spell, as a free action, at a speed of 40 feet. This buoyancy also grants it a permanent feather fall effect with personal range.

Improved Grab (Ex): To use this ability, the hive mother must hit a large-size or smaller opponent with its bite attack. If it gets a hold, it can try to swallow the foe.

Spell Immunities (Su): The hive mother is immune to the following spells: *charm monster*, *flesh to stone*, *disintegrate*, *fear*, *slow*, and *finger of death* (many sages attribute these immunities are due to the hive mothers ability to focus these effects thru a tyrant ships hull). These immunities make the hive mother a true terror amount the common beholders (common saying among hive mothers is: "I brought into existence and I can take you out"). In addition to being immune to these spells, the hive mother never sleeps and is ever vigilant, it comes to no surprise that the hive mother is immune to sleep effects (be it a spell, poison or any other effect that duplicates this effect).

Swallow Whole (Ex): A hive mother can try to swallow a Large-size or smaller opponent by making a successful grapple check. The swallowed creature takes 4d4+4 points of crushing damage per round plus 4 points of acid damage from the hive mother's gizzard/stomach. Creatures swallowed whole are considered grappled. The hive mother does not suffer any penalties for grappling creatures it has swallowed; thus it retains its Dexterity bonus to AC and can make attacks, cast spells (if the hive mother has such ability, i.e. priestess of the Great Mother), and threaten squares normally. A swallowed creature can cut its way out by using claws or a light piercing or slashing weapon to deal 25 points of damage to the gizzard/stomach (AC 26). Once the creature exits, muscular action closes the hole; another

swallowed opponent must again cut its own way out.

The hive mother's gizzard/stomach can hold one Large, two Medium-sized, four Small, eight Tiny, sixteen diminutive, or thirty-two or more fine opponents. Once the hive mother's gizzard/stomach is full the hive mother cannot swallow any more opponents, but may still bite!

Orbus

Medium-sized Aberration

Hit Dice: 5d8+5 (28 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 5 ft., fly 20 ft. (good)

AC: 20 (+1 Dex, +9 natural)

Attacks: Bite +1 melee

Damage: Bite 1d6–2

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Attacks: —

Special Qualities: Antimagic cone

Saves: Fort +2, Ref +2, Will +5

Abilities: Str 7, Dex 13, Con 12, Int 3, Wis 13, Cha 13

Skills: Listen +8, Spot +8

Feats: Improved Initiative

Climate/Terrain: Any space

Organization: Hive (1 hive mother plus 5–20 common beholders plus 1–6 orbi)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 5–8 HD (Medium-sized), 9–10 (Large)

The orbus is born with purpose from the hive mother to be able to funnel the magical energies of the other beholders into a motive force — they are living spelljamming helms. There are 1–6 orbus aboard any tyrant ship, and they are located closest to the hive mother, at the deepest point in the shell.

The orbus's smaller eyes that rest upon their eyestalks lack any functional purpose.

Combat: The orbi do not enter into combat unless cornered into a fight and then their only means of defending themselves is to bite back in hopes their attacker will back off.

Antimagic Cone (Su): An orbus' central eye continually produces a 150-foot magic cone extending straight ahead from the creature's front. This functions just like antimagic field cast by a 7th-level sorcerer. All magical and supernatural powers and effects within the cone are suspended — even the eye rays of other beholders. Once each round, during its turn, the orbus decides which way it will face, and

whether the antimagic cone is active or not (the orbis deactivates the cone by shutting its central eye.

Spelljamming Ability (Su): Orbus have the ability to funnel the magical energies of the common beholders into a motive force to propel a tyrant ship at spelljamming speeds. Each Orbi generate enough energy to move 20 tons of tyrant ship at 1 TM, for every 4 common beholders that are “seated” within the ship. The maximum tonnage that the Orbi can move is 60 tons by working together. Like all spelljamming vessels, the ability of the orbi to move at spelljamming ships cease when they are within 3,750 feet of 10-ton or greater mass be it a ship or object.

Conversion by Mark T. Doolan
Image manipulation by Ron Pollard

A very special thanks goes to [Tony DiTerlizzi](#) for giving permission to use and manipulate the image of a sci-fi beholder found at his web site (click on beholder pic to see the original pic), so I could use it for Hive Mother. With links given to Tony's site and credit given to his original work on the beholder I believe I have done what was ask of me by Jim Gaynor (Tony's webmaster).

The beholder tyrant ship and orbis black and white are was done by Jim Holloway (Lorebook of the Void, pages 23 and 69), which I took time to manipulate first in MS Paint and then Ron further manipulated in what magical programs he has on his computer.

Notes on this Conversion: This was a very challenging conversion as I wanted the hive mother to be able to dominate the lesser beholders without much effort, it is for this reason I gave the mother beholder spell immunity to most of the common effects/spells that beholders have for eye rays. I also took time to color the black & white pic of the tyrant ship and have modified the image in a paint program. Lastly I figured that the beholder mother gives birth to all her brood including the orbis and as such they should have some characteristics of the hive mother including color.

Bloodsac

Adult

Small Aberration

Hit Dice:	4d8+4 (22 hp)
Initiative:	+3 (Dex)
Speed:	5 ft., Fly 50 ft. (Average)
AC:	15 (+3 Dex, +1 size)
Attacks:	Touch +7
Damage:	Touch 1d6+1 and blood drain
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Attach, Blood Drain, Implant, Memory Loss
Special Qualities:	Blindsight, Gravity Intolerance, Protoplasm
Saves:	Fort +2, Ref +4, Will +6
Abilities:	Str 13, Dex 17, Con 13, Int 3, Wis 15, Cha 4
Skills:	Hide +9*, Move Silently +7
Feats:	Weapon Finesse (Touch)
Climate/Terrain:	Wildspace only
Organization:	Swarm (3-12)
Challenge Rating:	6
Treasure:	None
Alignment:	Chaotic Evil
Advancement:	4-6 HD (Small)

Hatchling

Diminutive Aberration

Hit Dice:	1d8+1 (5 hp)
Initiative:	+5 (Dex)
Speed:	5 ft., Fly 50 ft. (Average)
AC:	19 (+5 Dex, +4 size)
Attacks:	Touch +9
Damage:	Touch 1d3-2 and blood drain
Face/Reach:	1 ft. by 1 ft./0 ft.
Special Attacks:	Attach, Blood Drain, Memory Loss
Special Qualities:	Blindsight, Gravity Intolerance, Protoplasm
Saves:	Fort +1, Ref +5, Will +3
Abilities:	Str 7, Dex 21, Con 12, Int 3, Wis 15, Cha 4
Skills:	Hide +19*, Move Silently +9
Feats:	Weapon Finesse (Touch)
Climate/Terrain:	Wildspace only
Organization:	Clutch (6-36)
Challenge Rating:	4
Treasure:	None
Alignment:	Chaotic Evil
Advancement:	1 HD (Diminutive)

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

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

Bloodsacs travel in packs, using their natural camouflage to swoop down on unsuspecting ships, surprising the crews, and draining their blood. The beasts are sometimes called "star vampires." They have no speech or auditory sense to receive commands; however, they somehow communicate to one another via crude empathy.

Mind flayers take an interest in the bloodsacs, especially with the blobs' ability to drain brain fluids. Some mind flayers keep trained bloodsacs (a particularly deadly combination), using their psionic powers to order their pets around.

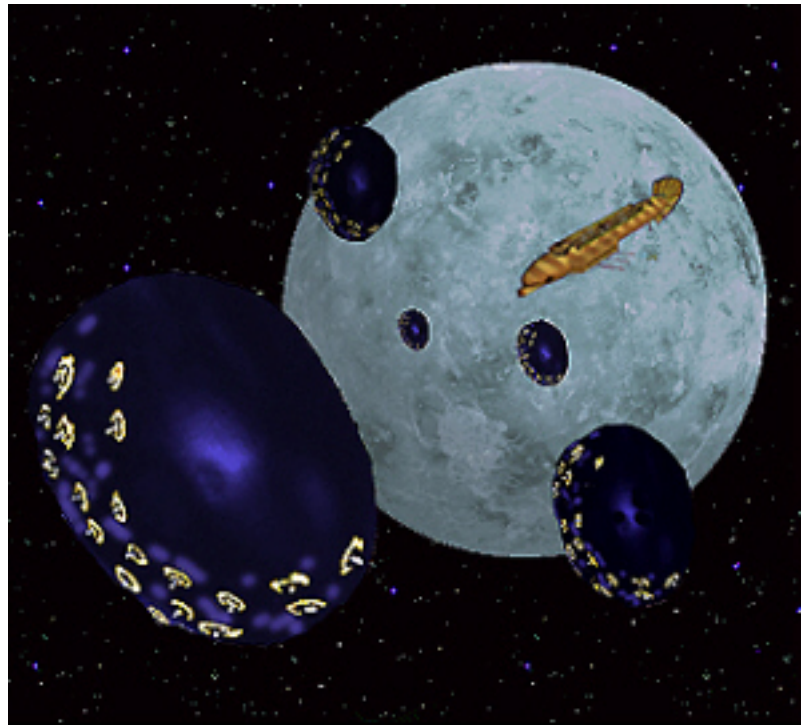
Combat: Bloodsacs move silently through space using their powerful heat detection sense to detect warm-blooded victims. They glide noiselessly onto the deck of a spelljamming vessel, probably one in orbit around a planet, and try to surprise sailors on deck. Whenever possible, a bloodsac attacks an opponent's flank or rear since most creatures have difficulty removing them from those places (not to mention the +2 attack bonus for attacking an opponent's flank!) As a bloodsac drains blood from its victim, its color changes from dark blue to a sickly violet.

Attach (Ex): If a bloodsac hits with a touch attack, its suckers latch onto the opponent's body. An attached adult bloodsac has an AC of 11 (hatchling bloodsacs have an AC 14). Victims who successfully pull an attached bloodsac off of them suffer 1d6-hit points (1d3 if it was a hatchling) of damage from their barbed razor-like suckers.

Blindsight (Ex): A bloodsac senses its surrounding through a complex heat-sensing and gravity detection process. It unerringly senses any fluctuation in all directions in either condition out to a range of 1,000 yards per point of Wisdom bonus (or just a little over one mile in radius.)

Blood Drain (Ex): A bloodsac drains blood from its victim, dealing 1d6 temporary Constitution damage each round it remains attached (hatchlings drain only 1d3 points). Once it has drained 12 Constitution points – 8 for hatchlings – (or any combination of Intelligence and Constitution points [see Memory Loss below]) it detaches, sated, and flies off to digest its meal.

Flight (Ex): A bloodsac's body is naturally buoyant. This buoyancy allows it to fly as per the spell, as a movement action, at a speed of 50 feet. This buoyancy also grants it a permanent feather fall effect with



personal range.

Gravity Intolerance (Ex): Bloodsacs avoid strong gravity fields (equivalent of a size class A or larger world). Any bloodsac caught within the atmosphere of such a well flees as quickly as possible. While it is in it, the bloodsac cannot attack, loses its positive Dexterity bonus, and can only take partial actions.

Implant (Ex): For each adult bloodsac that has killed a Small-sized or larger victim, there is a 50% chance that it was a female and has laid eggs in the victim's body. The eggs hatch 2d6 days later, bursting the body asunder and releasing the voraciously hungry bloodsac hatchlings. Victims do not have to have all their brain fluid removed to have the eggs implanted – the young bloodsacs happily digest any leftovers their mother left behind. The young then float off into wildspace in search of their next meal.

Memory Loss (Ex): If a bloodsac is still hungry after draining its victim to 0 Constitution (i.e. dead), it extends a tube into the victim's skull and extracts the corpse's brain fluid. This equates to 1d6 permanent points of Intelligence drained per round the bloodsac is attached (1d3 for hatchlings). Only when the bloodsac has consumed its fill of combined bodily fluids from its host will it depart. Beings raised from the dead (as per *Raise Dead*) have little or no memory of their identities; though they have full hit points. All memories are lost. Victims still retain basic skills needed to take care of everyday needs, as well as the ability to speak one language (most likely Common). If more powerful means are taken to bring the drained corpse back to life (such as *Resurrection*) then the victim's full faculties are restored. A spell such as *Restoration* or a *Wish* can also restore lost memory, as well as catching the bloodsac(s) who drained the fluid and pouring the bloodsac's innards over the victim before he is raised.

Protoplasm (Ex): A bloodsac's body is immune to critical hits and subdual damage. Since it has no discernible front or back it is immune to being flanked. It is also immune to poison, paralysis, sleep, and stunning due to its efficient, if somewhat primitive, metabolism.

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

Conversion and Image by [Ron Pollard](#)

Buzzjewel

Fine Vermin

Hit Dice: ½d8 (2 hp)

Initiative: +0

Speed: 5 ft. Fly 60 (Perfect)

AC: 23 (+8 Size +2 Dex +3 Natural)

Attacks: Bite +4 melee

Damage: Bite 1d3–5 and poison

Face/Reach: ½ ft. by ½ ft./0 ft.

Special Attacks: Poison

Special Qualities: Immunities, SR 12

Saves: Fort +2, Ref +2, Will +0

Abilities: Str 3, Dex 15, Con 10, Int –, Wis 10, Cha 10

Skills: Bluff +3, Hide +3, Spot +5

Feats: —

Climate/Terrain: Any

Organization: Swarm (10–60)

Challenge Rating: ½

Treasure: None

Alignment: Always neutral

Advancement: 2–3 HD (Small)

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

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

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

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

All buzzjewels have tiny sharp teeth. Since buzzjewels have no taste for living flesh, they bite, then quickly let go. They attack in swarms of 10 or 20 against one opponent (10 vs. halflings, dwarves, and other small opponents). A single attack roll determining the swarm's chance to hit. The swarm-entity stops attacking whenever the whole swarm (10 to 20 Buzzjewels) is incapacitated.

Bypass Armor (Ex): The swarm overwhelms its victims; thus, the defenders get no Dexterity bonus to AC.

Immunities (Su): Vermin are immune to all mind-influencing effects (Charm, Compulsions, Phantasms, Patterns and Morale effects). Unless noted otherwise, vermin have Darkvision with 60 ft. range.

Poison (Ex): For each point of damage the swarm does, there is a 10% chance that Type N poison is injected into the wound. The poison's onset time is one round. A failed Fortitude Save (DC 12) inflicts 4d6 damage; a successful save reduces this to 2d6 damage.

Spell Resistance (Ma): The buzzjewels' spell resistance sometimes reflect spells back at the caster. If the spell fails due to the insects' spell resistance, there is a 10 minus the spell level chance that the spell is reflected back to the caster.

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

As a rule, buzzjewels live on asteroids high in gemstone content. Gems are their chief source of food, though the insects can eat any mineral or rock if pressed. Interestingly, pearls are poisonous (DC 11) to buzzjewels. A poisoned buzzjewel turns black and does not become a valuable gem.

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

Buzzjewels can be called by various insect summoning spells; if summoned, they behave as groundling insects. Note, however, if the insects are summoned to be killed for their gems, the caster immediately loses control over them, and the enraged swarm attacks instantly. They can sense this intent through the summon spell, they just are unable to resist the summoning.

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

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

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

Notes on this Conversion: I have set the CR on ½ for an individual buzzjewel because the amount of damage from the buzzjewel's poison and SR. They do not become agitated for 1d4 rounds so the CR 1 was too high.

Chattur

Tiny Humanoid

HD: 1d8 (4hp)
Initiative: +2 (Dex)
Speed: 30 ft climb 30 ft
AC: 14 (+2 size, +2 Dex)
Attacks: claws +4 melee, bite -5 melee, or short sword -3 melee, hand crossbow +4 melee
Damage: claws 1d2-2, bite 1d3-2, short sword 1d6-2, hand crossbow 1d4
Face/Reach: 2 1/2 ft by 2 1/2-ft./ 0 ft.
Saves: +2 fort, +1 will, and +2 ref
Abilities: Str 6, Dex 15, con 10, Int 7, Wis 12, cha 10
Skills: Climb +11 Balance +11 spot +4, Listen +4, hide +9, use rope +4
Feats: Weapon Finesse (claws)

Climate/Terrain: Any
Organization: pair, troop (10- 30)
Challenge Rating: ??
Alignment: Usually Chaotic Good
Advancement: as class

Chattur are tiny humanoids that exhibit trait of small monkeys and rodents. They are slender and quick. They have very dexterous front paws that are equipped with claw like claw-tipped fingers and an opposable thumb. They have wide face and wide eyes that stare with an innocent look that many humans find appealing. They also have a mask like that of a raccoon on their face that has given them the name of "Space Bandits"

Combat

Chattur do not like to fight and will do so only in defense of their nests, Kin, or friends. Most will use their natural attacks and attempt to trip and bind the enemy with ropes. About 20% of the troop can use short sword and hand crossbows to fight.

Chattur Society

Chattur tend to live in small groups and live as scavengers in cities and ships-often with out the knowledge of those that live and work there. Chattur do not gather in large groups. The groups tend to fill its niche never over populating an area. When a group hit the point where the population is comfortable, young adults pairs will head out to begin a new group. The groups center around one leader male or female. All jobs in a group are shared by both sexes. They live by scavenging and are so good at sneaking about they can live on a ship for years without being discovered. They adapt to new climate and food with ease. They speak common and Chattur (sounds like chipmunks) Their main enemy is the Wryback. And when one is know to be in the area the will set a trap for it and kill it.

Chattur Characters

Chatturs favored class is rouge.

Chattur gain a + 8 to balance checks and use Dex to modify climb. They also Receive a +2 to their spot and listen checks

Converted by Daniel Davis (lordofthecats@juno.com)

Colossus

Colossal Giant

Hit Dice: 38d8 +459 (630 hp)

Initiative: -2 (-2 Dex)

Speed: 200 ft.

AC: 21 (-2 Dex, -8 size, +21 natural)

Attacks: Unarmed +45/+40/+35, boulder +18/+13/+8

Damage: Unarmed 2d8+25, boulder 4d8+25

Face/Reach: 40 ft. by 40 ft. / 25 ft.

Special Attacks: Colossal feats of strength, improved grab, foot stomp

Special Qualities: Damage reduction 5/—, improved fortitude, immortal body

Saves: Fort +33, Ref +10, Will +12

Abilities: Str 61, Dex 6, Con 35, Int 8, Wis 7, Cha 11

Skills: Climb +28, Intimidate +7, Jump +33, Listen +5, Sense Motive +5, Spot +8

Feats: Cleave, Endurance, Great Cleave, Improved Sunder, Iron Will, Large and in Charge, Power Attack, Remain Conscious, Sunder, Toughness



Climate/Terrain: Any

Organization: Solitary or Family (1-6)

Challenge Rating: 22

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

These dim-witted giants are 60 feet tall and weight 120 tons. They are giants but are related to giants of the known worlds.

Compared to human proportions, they are nearly as wide as they are tall and bulk of their mass in their chest, which is supported by their stubby legs. Their features tend to be very broad and muscular, and they have low foreheads. Their teeth are rarely straight and often chip causing them to appear jagged. Their fingers are stubby and thick, completely unsuited for delicate manipulations. A colossus can have any color eyes and hair, but black is the most common. Their voices are like rolling thunder, understandable but slow and deep.

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

Combat: A colossus moves slowly and ponderously when not in combat, but when combat results

they can move at great movement rate of 200 feet. They have massive hands that can strike for 2d8 hit points plus strength modifier for damage.

Colossal Feats of Strength (Ex): Due to the Colossus' immense size and strength, it can perform massive feats of strength some of which seem almost magical:

- *Shout of the Colossus:* The Colossus emits a blaring yell that stuns, deafens, and damages creatures in its path. All within the 120-foot cone effect take 2d6 points of sonic damage, are deafened for 4 rounds, and are stunned for 2 rounds. A successful Fortitude (DC 30) save negates the damage, reduces deafening to 2 rounds, and reduces stunning to 1 round.
- *Thunder Clap:* A colossus can clap its hands together with great force and causing a great thunderclap to occur. All creatures in a radius of 200 feet must make saves versus three effects: First, all creatures must make a Will save to avoid being stunned for 1 round. Second, the creatures must make Fortitude saves or be deafened for 1 minute. Third, they must make a Reflex save or fall prone. All saves are against a DC 30.
- *Throw Boulders:* A Colossus boulders do 4d8-hit points of damage plus strength modifier when they strike a target. The boulders have range increment of 150 feet.
- *Great Kick:* With as much effort as punt kicking a football, a colossus can kick a large size or smaller creature a great distance! This kick does 2d8 hit points of damage plus its strength modifier and knocking back the character 20 feet modified by the creature being kicked size: Large (x1), Medium-Sized (x2), Small-sized (x4), Tiny (x8) and Diminutive (x16). A character kicked travels half as far up into the air with respect to the distanced he was kicked taking 1d6 per 20 feet it was knocked back by.
- *Great Throw:* A colossus can also decide to throw a character. Use the distance rules for great kick.

These feats of Strength can be done every 1d4 rounds (i.e., shouting so loud causes its voice to go out for a time, or creating the enormous thunder clap causes an intense tingling in its hand and reluctant to do so for a few rounds, or simply forgets to do one of its feat for a period of time ... et cetera).

A DM can determine other colossal feats of strength, such as being so strong that if it could grasp a dragon by its neck and close off its windpipe so it could not use its breath weapon!

Immortal Bodies (Ex): No one has ever seen a sick colossus or seen one die from anything other than injuries (complete immunity to diseases both magical and mundane). While they are known to have two sexes, children have never been seen. In the few hundred years they have been in known space it seems that they do not age. They eat virtually any type of plant. The evil ones eat meat, but they do not seem to need it in their diets. It is assumed that they do it only for the terrorizing effect.

Improved Fortitude (Ex): The colossus is so healthy that it always makes its Fortitude saving throws, this effectively makes it immune to poison and many other effects.

Improved Grab (Ex): To use this ability, the colossus must hit an opponent with its unarmed attack. If it successfully does so it starts a grapple/grab as a free action.

Foot Stomp (Ex): Medium sized and smaller creatures can be smashed underfoot of this colossal giant as a movement action! Creatures caught underfoot take 4d6-hit points of damage plus strength modifier and are considered grappled (must make a contested strength check to see if creature can break being pinned underfoot).

In The Spheres

In wildspace, a colossus is big enough to be its own ship. Indeed, it has the same air volume as a 15-ton ship. It consumes as much air as a full crew of 8 man-sized creatures. The colossus can coast through space for months without running out of air.

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

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

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

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

Conversion by Mark T. Doolan
Image by Ron Pollard

The Colossus were first presented in the Spelljammer Monstrous Compendium #7, and were written by Bruce Nesmith.

Notes on this Conversion: The second edition verison was more comical then the version presented here. I for one made the colossi alot more "faster" then the 2E version. When ever I thought of the colossi I thought "Hulk" so I included the *Colossal Feats of Strength*, the foot stomp just seem natural as they would easily crush any one underfoot when walking and need not make an attack roll. If as DM this seems to powerful, have the PCs make a reflex check at DC 15 to avoid this "attack", the exception is if the Colossus is really trying to "STOMP" on the character. There strength of 61 makes them the strongest creatures to walk the worlds, even the oldest and biggest dragons do not have strengths this high! Lastly I gave them Damage Reduction much like a barbarian has in that no amount of plusses of weapon will negate this damage reduction.

Oh by the way, the little figure next to the Colossus is a Swashbuckling human!

Comet Steed

Large Magical Beast

Hit Dice: 4d8+12 (30 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 60 ft., fly 420 ft. (average), TM 7 (MC: good)

AC: 15 (−1 size, +2 Dex, +4 natural)

Attacks: 2 Hooves +7, Bite +2

Damage: Hoof 1d6+4, Bite 1d4+2

Face/Reach: 5 ft. by 10 ft. / 5 ft.

Special Attacks: None

Special Qualities: Low light vision and dark vision, scent, stardust, SR 17

Saves: Fort +7, Ref +6, Will +3

Abilities: Str 18, Dex 15, Con 17, Int 5, Wis 14, Cha 10

Skills: Listen +7, Profession (Wildspace Navigator) +2, Spot +7

Feats: Flyby Attack, Improved Initiative



Climate/Terrain: Any wildspace

Organization: Solitary or Herd (5–20)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 5–6 HD (Large)

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

Combat: Comet steeds are not warlike and tend to avoid combat whenever possible. Considering the great speeds at which they can travel, the beasts can avoid combat as they choose.

It is extremely rare for a comet steed to attack, but when they do that attack with their front hooves and bite. Like standard equines, they tend to flee at any sign of danger. Only spelljamming ships with Tactical Movement 7 or higher are able to keep up with these animals.

Spelljamming Ability (Su): When not within 3,750 feet of 10-ton ship/object or within an atmosphere, comet steeds have innate spelljamming ability that can move across great distances of wildspace. When not moving at spelljamming speed the comet steed moves either by flight or running.

Stardust (Su): The stardust that a comet steed emits is functional in combat. Most important, this dust imparts magic resistance upon the animal. As a secondary function, when the steed is in combat, the dust will gather in a 10 foot radius area around the comet steed and blind the steed's opponents. Anyone involved in melee with a comet steed suffers all effects of blindness. Blinded opponents have a 50% chance to miss in combat, loses his positive dexterity bonus to AC (if any), and grants a +2 bonus to attack rolls to comet steed and others that are not blinded and able to target the blinded creature. Creature blinded also moves at half speed and suffers a -4 penalty on most Strength and Dexterity-based skills, nor can he make spot skill check or perform other activity such as reading that requires vision. The blindness will clear 1 turn after exposure to the dust has ceased.

Habitat/Society: Comet steeds are very solitary animals. When it comes time to mate a herd is formed to help rear the young. The female will bear only a single foal. One year after the young are able to fly, the herd separates, each Comet steed going its own way. Comet steeds may mate more than once in their life, but never with the same mate twice. Over their life span (approximately 200 years) a comet steed becomes part of a herd a few times (maybe four or five times).

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

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

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

The stardust of a comet steed is of great value to alchemists since it can be used as a power component for the magical item dust of spell resistance. The stardust can be collected after a comet steed has passed through an area. However, the dust scatters and disappears after 1 minutes.

Conversion by Mark T. Doolan
Image by Ron Pollard

Contemplator

Large Aberration

Hit Dice: 13d8+52 (111 hp)

Initiative: +3 (+3 Dex)

Speed: 60 ft.

AC: 30 (+3 Dex, +8 Monk, -1 size +10 natural)

Attacks: 3 slams +14, unarmed +17/+12

Damage: Slam 1d8+5, unarmed 1d10+8

Face/Reach: 5 ft. by 5 ft. /10 ft. and special

Special Attacks: Encase, Improved Grab, Intelligence Drain, Stunning Attack

Special Qualities: Asteroid, Monk Immunities, SR 21, Tremorsense

Saves: Fort +11, Ref +10, Will +17

Abilities: Str 27, Dex 16, Con 19, Int 23, Wis 24, Cha 10

Skills: Alchemy +9, Balance +10, Climb +13, Concentration +9, Craft (trapmaking) +11, Escape Artist +8, Hide +15*, Intuit Direction +10, Jump +15, Listen +20, All Knowledge Skills +15, Move Silently +13, Read Lips +11, Spellcraft +11, Spot +10, Tumble +15, Use Magic Device +5

Feats: Alertness, Combat Reflexes, Deflect Arrows, Dodge, Expert Tactician#, Expertise, Eyes in the Back of Your Head#, Improved Trip, Improved Unarmed Strike, Mobility, Spring Attack



Climate/Terrain: Asteroid

Organization: Solitary

Challenge Rating: 15

Treasure: Double standard

Alignment: Always lawful neutral

Advancement: By character class

Contemplators live on barren asteroids, pondering the questions of the universe. Some say that when one discovers all the answers to all the questions, the universe will end. The contemplator spends all of his time on his asteroid sifting through his acquired knowledge, searching for any clue to the origin and end of the universe. A contemplator is found most often seated in the classical, thinker pose on a large stone outcropping. A gray humanoid, 12' tall, he often wears a gray toga. Consequently, unwary adventurers may easily mistake him for a statue.

A contemplator can move his asteroid through space using a mysterious form of locomotion. He is usually content to drift through space, but when the need arises, he can move quickly in any direction. A contemplator knows of any change on the surface of his asteroid, as though it were an extension of his body. This makes stealthy approach impossible except by flight.

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

Combat: A contemplator yearns for all knowledge and has deduced that the best way to gather it is directly from the minds of other beings. To gather information, he captures any intelligent being that lands on or comes near his asteroid. He is totally devoid of emotion, but he is usually willing to negotiate for a captive's life. The price is often a quest for information, such as the answer to a question. The contemplator always sets a time limit on the quest and, once the deal is made, never reneges or renegotiates.

Asteroid (Su): A contemplator can move his asteroid through space using a mysterious form of locomotion. He is usually content to drift through space, but when the need arises, he can move quickly in any direction. Treat this asteroid as an equivalent spelljamming vessel of 1000 to 7000 tons [(1d8-1) x1000 tons; minimum of 1000 ton vessel but never more than the contemplator's Intelligence score bonus] made of solid stone, with TM 1 and Poor maneuverability. The contemplator must reside on or within his asteroid and concentrate to maintain spelljamming speed. If a contemplator's asteroid is destroyed he can assimilate a new one for himself by commandeering a new asteroid and attune it to his thought processes for a year's time. The contemplator creates up to three "arms" out of the asteroid's surface to capture his specimens. Each arm has the following statistics: HD=same as contemplator's (25 hit points); AC=22; Initiative same as contemplator; Face/Reach=5 ft.x5 ft./5 ft.; Slam attack and damage as listed above; Saves as contemplator. A single arm can extend 50' from the contemplator's location. If an arm is destroyed, the contemplator can create another after 24 hours have passed.

Encase (Su): Any successful grab by a contemplator's asteroid-manifested arms immediately entombs the victim inside a stone prison ½" thick. The cocoon has Hardness 8 and 8 hit points; the victim must succeed at a break DC of 21 to escape. The encased victim cannot use any weaponry that requires movement to damage the cocoon, nor can the victim use Escape Bonds to wiggle his way out of the stone confinement. The "take 20" rule cannot be used by the interned victim to break the stone prison because failure to break the stone immediately alerts the contemplator that his "encyclopedia" is moving.

Improved Grab (Ex): To use this ability, the contemplator must hit with an "asteroid-manifested"-arm slam attack.

Intelligence Drain (Su): To use this ability, the contemplator must have his victim encased in a stone prison as detailed above. The victim automatically loses 1 permanent point of Intelligence per full day it is encased; however, the contemplator must have uninterrupted concentration to drain the victim's knowledge. If the contemplator is disturbed at any time during the draining process, that day's Intelligence drain is nullified. When the victim's Intelligence is reduced to 2, the contemplator's stone arm flings the now-useless simpleton into space. If a wish or similar magic restores a character's Intelligence, the knowledge restored vanishes from the contemplator who stole it. If this restored character ever comes within 50 miles of the contemplator who lost the knowledge, the contemplator immediately detects, intercepts, and attacks the character. A contemplator cannot tolerate knowing something and then having, it taken away!

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

components for spells that require them.

Monk Immunities (Ex): A contemplator has all the feats, powers, and immunities of a 6th level Monk as detailed in the Player's Handbook.

Tremorsense (Ex): A contemplator knows of any change on the surface of his asteroid, as though it were an extension of his body. Treat this as if the contemplator had unlimited range tremorsense, but only on the surface of his attuned asteroid.

Skills: A contemplator receives a +8 racial bonus to Hide checks in rocky terrains. All Knowledge skills are considered class-based skills for a contemplator to learn and a contemplator has a +4 racial bonus on all Knowledge skills. Each skill must be bought as its own separate skill.

Expert Tactician and Eyes in the Back of Your Head are both new feats in the guidebook to fighters and monks, *Sword & Fist*. If these rules are unavailable, substitute Improved Initiative and Blind-Fight respectively for the optional feats.

Conversion and photo manipulated by Ron Pollard

Notes on this Conversion: The contemplator was to me a scary monster to run, and my PCs sure perked up when the contemplator I threw against them told them “they would be assimilated” (very Borg-esque, hmmm?) This creature can really put the PCs on their toes.

I decided on making the creature a Monk with some monster stats because, well, it contemplates the universe – also very Monk-like. What better excuse to kick butt and learn everything the multiverse has to offer than to be a Monk. It also better explains their melee proficiency from 2E.

I made the creature an Aberration as opposed to a Giant because: it's thought processes are alien (knowledge is it's sole purpose); it is one with its asteroid (kinda Elemental-like); it requires no food (and possibly no air, but I left that to each DM) other than knowledge; but yet it is humanoid-shaped. Giants are also damn stupid by nature and not very skillful – traits the contemplator has in abundance. These all led me to make it an aberration.

I fudged a bit on the encasement-power; 2E had it 1/4 “thick, but my grandmother can break out of that. 2E allowed a BB/LG roll once per day to break out; 3E mechanics do not allow the “one-a-day” method in this regard. Also, even Harry Houdini cannot escape from a quick-dry concrete prison, ergo no Escape Artist rolls allowed.

The Asteroid-arms are variations off of the Medium-size Earth elemental, modified by the creature's Dex and stats versus the base elemental. The “arms” are not elementals however, but are unaffected by critical hits and cannot be flanked, etc.

2E contemplators were True Neutral; however, there is nothing Chaotic about these bastiches – they keep their word, aren't purposefully spiteful, are meticulous to the second about their contracts...and the list goes on. See Monk above too.

I used the Stone giant as a template from which to start conversion, but departed for obvious reasons when necessary.

Lastly, CR 15 seemed cool to me. These are right about on par with a Glabrezu demon; the Spring

Attack and Eyes in the Back of Your Head make up the lack of DR for the contemplator.

Delphinid

Large Beast

Hit Dice: 5d10+15 (43 hp)

Initiative: +4 (+4 Dex)

Speed: fly 50 ft. (average)

AC: 15 (–1 Size, +4 Dex, +2 natural)

Attacks: Butt +8

Damage: Butt 2d4+4

Face/Reach: 10 ft. x 5 ft./5 ft.

Special Attacks: None

Special Qualities: Low-light Vision, Darkvision 60 ft

Saves: Fort +7, Ref +8, Will +2

Abilities: Str 19, Dex 18, Con 17, Int 6, Wis 12, Cha 14

Skills: Listen +3, Hide +13, Spot +3

Feats: Improved Bull Rush

Climate/Terrain: Phlogiston

Organization: School (4–13)

Challenge Rating: 2

Treasure: None

Alignment: Usually chaotic good

Advancement: 6–12 (Large), 13–16 (Huge)

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

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

Combat: delphinid can attack only by ramming (its teeth are too small to be used effectively as weapons). A delphinid can ram every other round. Each ram inflicts 2d4 points of damage plus strength bonus. Any creature that weighs less than the delphinid must roll a successful Dexterity check or be knocked down (or off, or over, or whatever).

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

Skills: Delphinids have a +10 racial bonus to Hide checks

Habitat/Society: Delphinids are found only in the phlogiston currents. They are usually found

swimming with the current, not against it. Since they cannot travel at spelljamming speeds, they are encountered only by ships that are at rest or traveling at tactical speeds.

Delphinids are quite friendly. They will play and cavort with sailors. They are dexterous enough that they can dive into a ship's gravity, keep control of their trajectory and make it back out. Any aggressive behavior or attempt to hurt or dominate a delphinid causes the entire school to vanish into the flow.

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

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

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

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

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

Conversion and HTML by [Jan-Willem van den Heuvel](#)

Dizantar

Large Humanoid

Hit Dice: 8d10+32 (72 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 23 (-1 Size, +1 Dex, +10 Armor, +3 Deflection)

Attacks: Huge Halberd +15/+10

Damage: Huge Halberd 2d6+7

Face/Reach: 5 ft. x 5 ft./0 ft.

Special Attacks: Tracer, Favored Enemy

Special Qualities: Custom Armor, Death's Tomb, Magical Halberd, Ranger, Spell-Like Abilities, SR 15

Saves: Fort +10, Ref +6, Will +7

Abilities: Str 23, Dex 14, Con 18, Int 16, Wis 20, Cha 15

Skills: Climb 17, Hide 13, Intuit Direction 16, Jump 17, Listen 16, Move Silently 13, Wilderness Lore 16

Feats: Improved Initiative, Lightning Reflexes, Track

Climate/Terrain: Any space

Organization: Solitary

Challenge Rating: 7

Treasure: Incidental

Alignment: Always Lawful Evil

Advancement: 9-20 HD (Large)

Dizantar are 8 foot tall armored humanoids that spend most of their time hunting down and killing arcane.

These creatures are always encountered in silvery, heavy plate mail of special construction with smooth, tightly fitting joints. The rest of the armor is covered with spikes and razor sharp edges. No part of the body is left visible. Even the eye slits show only black, like the depths of wildspace. Despite the weight of this armor, dizantar move quickly, silently, and with great agility.

There is no recorded account of what a dizantar's body looks like. Their extreme height and three fingered gauntlets lead most sages to the conclusion that they are not human.

Their voices are soft and whispery, and on the rare occasion that they communicate with lesser life forms it is always in common, however among each other they use a special code which contains almost no verbal components.

Combat: Dizantar dislike combat with any target save for the arcane, using its dimension door ability to avoid it. When a dizantar finds an arcane, however, the matters are very different. A favorite tactic of the dizantar is to attack with their tracer first, and then use their halberd to fend off melee attackers. If the melee gets too close then the dizantar will command it's weapon to shrink, allowing him to fight with equal skill in closer confines.

Whenever possible the dizantar will try to use it's stealth to put it's self between the arcane and it's bodyguards. Often times this is accomplished by dropping thru the ceiling or attacking through the floor

of wherever the arcane may be.

There are rare instances in which a warrior can impress a dizantar. When this occurs they become much like the arcane in the mind of the dizantar, marked for destruction.

Dizantar Armor: This armor is heavy armor with an awesome protection that even exceeds that of full plate! Despite the weight of 75 pounds the Dizantar have a 40 feet movement rate. Sages theorize the Dizantar must have a movement rate of 50 feet when not in armor (An event that none have been witness to).

Dizantar armor adds +10 AC, gives -6 check armor penalty, has 40% arcane spell failure, has a maximum dexterity bonus of +1, 20 feet movement (for humans, for dizantar this movement rate is 40 feet), weighs 75 pounds. When running in Dizantar armor one can only move triple the speed, not quadruple. In addition, due to the massive number of spikes on the armor anytime a character makes a grapple check against the dizantar that character takes 1d6 points of piercing damage. In grappling combat the dizantar can make a grapple check to deal 1d6 points of piercing damage. Its cost would fetch an awesome price if it were not for the Death's Tomb special quality of the Dizantar.

When a dizantar wears this armor it acts as if it has a +3 enhancement bonus.

Death's Tomb (Su): If a dizantar is killed, it's weapon, armor, and flesh all turn to stone, loosing any magical or supernatural properties which they may have had previous.

Favored Enemy (Ex): The dizantar gains a +2 favored enemy bonus against arcane, and a +1 favored enemy bonus against rastipedes. See page 45 of the player's handbook for more information about this class feature.

Magical Halberd: Every dizantar carries a +1 huge halberd. Normally this weapon has a reach of 20 ft, however as a free action each round the dizantar can activate the weapon's special ability to shrink down to a normal reach of 10 ft.

Ranger (Ex): For all special abilities and effects, a dizantar is considered a ranger. A dizantar gain base attack bonus, saves, and special abilities as a ranger with levels equal to it's hit dice. The dizantar gain d10's for hit dice.

Spell-Like Abilities (Sp): At will - *See Invisibility, True Seeing*; 3/day - *Dimension Door*. These abilities are as the spells cast by an 8th level ranger (save DC 15 + spell level). These abilities can only be used in wildspace and are not effect by arcane spell failure.

Tracer (Su): A dizantar can use the halberd to cast a glowing, magical line. The motion is similar to that of a fly-casting fisherman. If a ranged touch attack is successful, the line is magically fixed to the victim. Only a wish spell can remove it. The line causes no damage, but the dizantar can follow the line to the victim anywhere within a crystal sphere. Passing through a sphere wall severs the line. If the dizantar uses it's dimension door ability it can always teleport to an area near the target of it's tracer, even if it does not know that location as long as the area is within range. If it is not within range, then the dimension door will take the dizantar as close as possible to the traced creature. A dizantar may only have one tracer cast at any given time.

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

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

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

Dizantar Characters: A dizantar favored class is Ranger and all dizantar ever encountered have been Rangers. All dizantar rangers ever encountered have chosen Arcane as their favored enemy. A dizantar cleric, if such a thing exists, would pick two domains from the following: Law, Evil, War or Destruction. A dizantar character has a level equivalent of its class levels +9. Dizantar who gains levels other then ranger use those base attack bonuses, save and special ability tables, as well as that class's hit die type.

In the Spheres: If the characters are in the market for a spelljamming helm, a destroying a Dizantar might be the perfect way of getting into the good graces of the arcane. If your players are bodyguards for one of the arcane, then the Dizantar present a wonderful opportunity to keep them on their toes. There is a lot of mystery behind the dizantar and arcane's relationship and in a game of exploration perhaps your party comes across evidence which points to the reason that the dizantar share some of the arcane's natural abilities but hate them so. It could be anything from two warring factions in an arcane civil war, to a race whom spelljamming destroyed their home world and now they hunt down those responsible. The possibilities of reasons for their emitted are almost endless!

Conversion Notes: The first thing that I changed was to treat them more like a character. Being hunters of the arcane, I decided that they would act much like rangers, even down to receiving an extra feat, Track, for free. All of the ranger class did not fit with my idea of the dizantar however, and so they do not gain divine spells as the normal ranger does, nor do they gain ambidexterity or two weapon fighting for free. I changed some of their abilities to be functions of their armor and changed their language to be more like the dizantar themselves: silent and puzzling. The largest liberty I took was ruining their arms and armor when they are slain. I felt that it only added to their mystery, and stops their unique armor and weapons from being used by other creatures. Also, to allow DM's more flexibility in using the dizantar I included the rules on using them as characters. The dizantar were first presented in the Spelljammer Monstrous Compendium Appendix, and was written by Bruce Nesmith.

Dohwar

Small Monstrous Humanoid

Hit Dice: 1d8 (5 hp)

Initiative: +0

Speed: 10 ft. (can't run) Swim 30 ft.

AC: 11 (+1 Size)

Attacks: Bite +1 melee

Damage: Bite 1d3

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Attacks: None

Special Qualities: Alcohol Immunity, Clumsy Flippers, Psionics, Sugar Inebriation

Saves: Fort +0, Ref +2, Will +1

Abilities: Str 10, Dex 10, Con 11, Int 10, Wis 8, Cha 12

Skills: Appraise +8, Bluff+6, Hide +4, Knowledge (Religion) +4, Knowledge (Trade Laws) +4, Negotiate +6

Feats: Skill Focus (Appraise)



Climate/Terrain: Cold/Aquatic

Organization: Cartel (4–40), Colony (90–180)

Challenge Rating: ½

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

Dohwar are a race of flightless bird people who greatly resemble penguins. Dohwar consider themselves superb traders but most of their customers just wish they would go away.

Dohwar are completely covered with black oily feathers except for their chests, which are covered with white feathers, and eye plumes which tend to be a bright red. All dohwar have a conspicuous pair of fangs used to hold fish and a prehensile digit on each flipper. Tall Dohwar tend to just reach 4 feet in height. Although they often look pudgy and ungainly, especially on land, most of this seeming bulk is the result of its insulative feathers. Dohwar tend to wear bright and garish harnesses for holding tools, pouches, and decorations. Dohwar in foreign lands tend to wear long and concealing cloaks/hoods.

The dohwar speak their own language (Avian alphabet) and common.

Combat: The only natural attack a dohwar has is a fanged bite. Protector dohwar tend to wear full plate (+8 to AC) and also wear the weega or beak-sword. (These modifiers are not taken into account in the above stats). Non-protector dohwar tend to hire lots of mercenaries.

Alcohol Immunity (Ex): Dohwar are immune to the effects of alcohol.

Clumsy Flippers (Ex): Dohwar flippers are not capable of great manual dexterity. They suffer a -2 penalty to all activities that require fine manual dexterity (including weapons use). This does not apply to unarmed attacks.

Psionics (Sp): Dohwar can use Detect Thoughts up to 2 hours a day. At will, a Dohwar can form a lesser mind link with another dohwar. If the mind link is broken due to the death of the target, the dohwar becomes berserk as per the barbarian and will attack anyone in site until the dohwar is killed. This ability is generally used only with a dohwar's mate.

Sugar Inebriation (Ex): Ingesting sugar intoxicates the dohwar. An apple is roughly the equivalent to a strong beer to a dohwar.

Skills: Dohwar gain a +2 racial modifier to appraise, bluff, and negotiate checks.

Dohwar Society: Dohwar society is based on free trade. Marriages are known as mergers and any hatchlings considered business investments. These mergers are monogamous and for life. While known for their greed, dohwar are generally helpful and well organised when it comes to their own kind. Dohwar, in general, are paranoid, feeling the universe is out to get them. As such, dohwar will usually not try to cheat a fellow dohwar (or at least not as badly as they would a non-dohwar). Dohwar donate freely to religious institutions, although mostly as a form of insurance.

Among non dohwar, dohwar are loud, brash, and tend to conduct business negotiations by verbally bludgeoning their potential clients until they submit. Fortunately, or unfortunately if they wish you to buy something, dohwar have an intense interest in what most races would consider junk.

Dohwar cartels are wandering trading caravans of dohwar. These cartels usually consist of numerous mergers each trying to gain more money than the others. Those villages visited by a cartel consider it a mixed blessing. While a good way to get actual money for stuff that would usually be tossed out, they always end up with other junk they will likely never use. Almost anything can be found in a cartel's wagons, in various states of repair. Dohwar prefer loud and bright colors in these objects. They are also obsessively fond of mechanical devices and magic.

Dohwar in the Spheres: Spelljamming dohwar are much like their ground bound cousins, except that in this case the cartels are in spelljamming vessels known as Uspos. Most races consider the dohwar as irritation and wish they would leave them alone. The dohwar consider the arcane as their major rivals, although the arcane refuse to acknowledge their existence. Illithids and beholders have no interest in dohwar except for a clinical interest most likely involving vivisection. Neogi love dohwar, the dohwar have such juicy, tender meat. Pirates enjoy encountering dohwar ships as they tend to be lightly defended and filled with loot.

Elves and the Reigar actively avoid the dohwar, considering them intolerable. Reigar in particular feel they have terrible fashion sense and their waddling 'an insult to the idea of graceful movement'.

Aperusa are wary of the dohwar, since the latter are one of the few races who can outtalk them. Monitors constantly watch them for the chance to catch them at illegal business practices.

Tinker gnomes are one of the few races who actively encourage dohwar visits as the dohwar have

many lovely gadgets to take apart and put back together. The dohwar also enjoy gnomish inventions and try to sell them to others. This latter practice increases the other races dislike of the dohwar.

Dohwar Characters: A dohwar's favored class is expert (The typically encountered merchant dohwar is a level 3 expert). Dohwar respect those who can learn magic and thus leaders will tend to have one or more level of priest or wizard. Dohwar clerics worship whatever local god of trade or merchants is prominent in the area (And the one who wishes the least amount of tribute if there are more then one).

Dohwar Protectors are those few dohwar who are suicidally inclined enough (in the minds of other dohwar anyways) to learn armed combat. They typically wear heavy plate armor and wield the weega (Replace the skill focus feat with Weapon Focus: Weega). Lances are also commonly used by mounted dohwar.

Weega *Exotic Weapon, Small*

Cost 11 gp, 1d6 damage 19-20/2x , weight 3lb, type - Piercing

The weega, or beak sword, is a blade attached to a helmet that fits over the head. Creatures with a beak based natural attack can use this as an unarmed attack, otherwise this is considered an exotic weapon. This weapon can not be disarmed and leaves the hands free.

Conversion by Don Shaffer

Dracon

Large Monstrous Humanoid (Reptilian)

Hit Dice: 6d8+12 (39 hp)

Initiative: 15 (-1 size, -1 Dex, +7 natural armor)

Speed: 50 ft.

AC: 9 (+8 size, -4 Dex, +1 natural)

Attacks: 2 Claws +8, or +8/+3 Large Longsword melee or +5/+0 Medium Darts range

Damage: Claw 1d4+3, Large Longsword 2d6, Medium Dart 1d6

Face/Reach: 5 ft. x 10 ft./10 ft.

Special Attacks: None

Special Qualities: Darkvision 60 ft

Saves: Fort +4, Ref +4, Will +5

Abilities: Str 15, Dex 9, Con 14, Int 14, Wis 10, Cha 11

Skills: Balance +8, Bluff +9, Craft (blacksmithing) +9, Knowledge (Genealogy) +11

Feats: Expertise, Close-Quarters Fighting*

Climate/Terrain: Prairie or space

Organization: Herd (3–18)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually Lawful Good

Advancement: By character class

*Close-Quarters Fighting is a new feat from the guidebook to fighters and monks, *Sword and Fist*. If these rules are unavailable, then substitute this feat with Improved Disarm.

The dracons are a sentient race of dragon-centaurs that have recently appeared on the fringe of the Known Spheres. A dracon is centaur like in appearance, with the body of a brontosaur, the torso and arms of a human, and the head of a dragon. Its feet are flat, like those of an elephant, and it has a long, snakelike tail. Its hands have six digits (five fingers and a thumb) and end in claws. Most dracons are about 11 ft long and stand around 8 feet tall at the humanoid shoulder.

Dracons speak Draconic and Common. Their native language is a dialect of draconic which uses the draconic alphabet. They speak the common tongue haltingly and with a thick accent. As a result of their native tongue's grammar patterns dracons are known to be overly formal and ornately ceremonial.

Combat: Dracons usually use thin-bladed long swords combat, but are just as adept at holds and wrestling. Their long thumb-claws make them particularly dangerous. In addition to these swords, dracons carry massive darts and sometimes halberds. In their native prairies, a common dracon tactic is to charge into close combat with their opponents, trying to use their great speed to flank them. The confines of space have forced the dracons to place more reliance on ranged weapons and the use of their halberds. Originally these halberds were used in a type of combat similar to jousting, however in space they are more often used to make melee attacks against a ship's rigging as their vessel rakes the side of the opposing ship, as other dracons throw darts at opposing archers.

When in combat dracons sometimes use a form of full plate that improves their AC to 17. This armor

is specifically build for the dracon's quadruped form. This armor grants a +9 AC bonus, has an armor check penalty of -7, a max Dex bonus of +0 and a 40% arcane spell failure chance. It weighs 100 pounds, and a dracon wearing it moves at 35 ft per round. Running in this armor only triples a dracon's speed. The price of a suit of this armor is 200 gold pieces.

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

Habitat/Society: The vegetarian dracons follow a strong herd instinct among their people, which carries through into space. A lone dracon is a rarity and a freak among its people. Dracons prefer to travel in familial units headed by the eldest dracon, male or female. This herd instinct is so strong that a dracon separated from their family will contract a psychosomatic illness until they can find a method of recreating a familial unit. In extreme cases, individuals have been known to adopt non-dracons as pseudo-family members.

Dracons mate for life and always take mates from another herd. The traditional wedding ceremony takes 3 days, the first day of which the female suitor is subjected to a number of questions by her herd's shalla on her heritage. On the second day, the male suitor is put under the same line of questioning by his herd's shalla. On the final day, the two herds meet and have a full day of competition. This is followed by a very long and formal ceremony in which the two shalla recite the key parts of the suitor's family lines and then the shalla declare it is the will of Ub-Kaba that these two never be separated. There are cases in dracon history in which the one of the shalla has declared that it is not the will of Ub-Kaba that these two be never separated. In all of these cases, it has led to great hostility between the rejected suitor's herd and the herd of that shalla. Some of these grudges are more then a thousand years old, but are still felt strongly to this day.

A dracon herd made up of between 2 and 8 family units. The leader of a herd is called a kaba. The choosing of a kaba is determined not by a test of physical merit, but by means of a system of kinship relations that borders on the mystical. Dracons have a flair for genealogy, and through a long series of questions and answers can trace one dracon to another in a fashion that determines who rules the dracon herd. Cynical non-dracons believe that the dracons make up such relationships on the spur of the moment, relating old slights and favors in their attempt to determine precedence. If such is the case, this method of dealing with leadership shows that the quick thinking and the crafty will tend to survive.

When dracon herds meet, the first order of business is to determine who the kaba of the entire group is. This is done in a similar process to how a kaba is determined within a herd. There is no shame for a deposed kaba taken from his post by a new kaba that outranks him. From the dracon's mindset the position is a duty, and the reward for such duty is that someone more powerful will come along and give you a rest.

Each herd, no matter how small, will have at least one high priest known as a shalla. The dracon pantheon has gods of war, fertility, storms and the sea. Unlike most human gods, the dracon gods are always pictured together in a huge herd, moving together and led by the Ub-Kalla, or full leader. The Ub-Kalla is a god of leadership and wisdom, and knows the correct course in every situation. To be called Ub-Kalla by a dracon is considered a high honor, for your decision-making is compared favorably with

dracon thoughts.

Another core part of the dracon religion is the spider-like Dark God. This figure is used in dracon mythology as an enemy and a tempter. The Dark God is said to lie beneath the sand and pop up to trap youngsters that stray too far from their parents. This boogeyman may be a real creature or the product of dracon herd mentality. The semblance between this Dark God and the spider-like neogi may be a coincidence or the result of real encounters with the slaving race. Whatever the case dracons hate spiders in general and the neogi in particular.

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

Dracon Characters: A dracon’s favored class is ranger and most dracon leaders are rangers. Most dracon rangers choose Aberrations as their favored enemies. Dracon clerics, called shallas, typically worship their racial pantheon and can choose any two of the following domains: Good, Lawful, Healing and Animal. A dracons character has a level equivalent of its class levels +5.

In the Spheres The intricate dracon culture presents a number of very exciting adventure hooks. A duel between two dracons can range from a fistfight to squaring off in hammerships with only light ballistas and a full compliment of crew. Encountering two groups of dracons who are determining their new herd kaba could be just as interesting, giving the characters a chance to see from the outside a very alien ritual with lots of room for political intrigue. At the same time this sort of encounter forces the characters to think, because violence and force wont effect the contest.

As with any of the displaced races, there is always the chance that the next earthworld you land on is the homeland of the dracons, which leads to an entire world of possibilities for the “deformed” characters.

Conversion Notes The conversion of the dracons was pretty straightforward. One small change I made was turning their native language into a dialect of Draconic, in keeping with the 3E trend of fewer languages. I took a liberty with inventing combat tactics for them using the traditional dracon weapons. I also took a number of the run on sentences and changed them to be a little easier to read. The only major addition was details on dracon marriage rituals, which I felt was an important part of their culture, which was never described. The dracon was first presented in the Lorebook of the Void, and was written by Jeff Grubb and the rest of the 2 nd edition Spelljammer design team.

Conversion by [Charley](#)

Radiant Dragon

Dragon (Space)

Climate/Terrain: Any

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

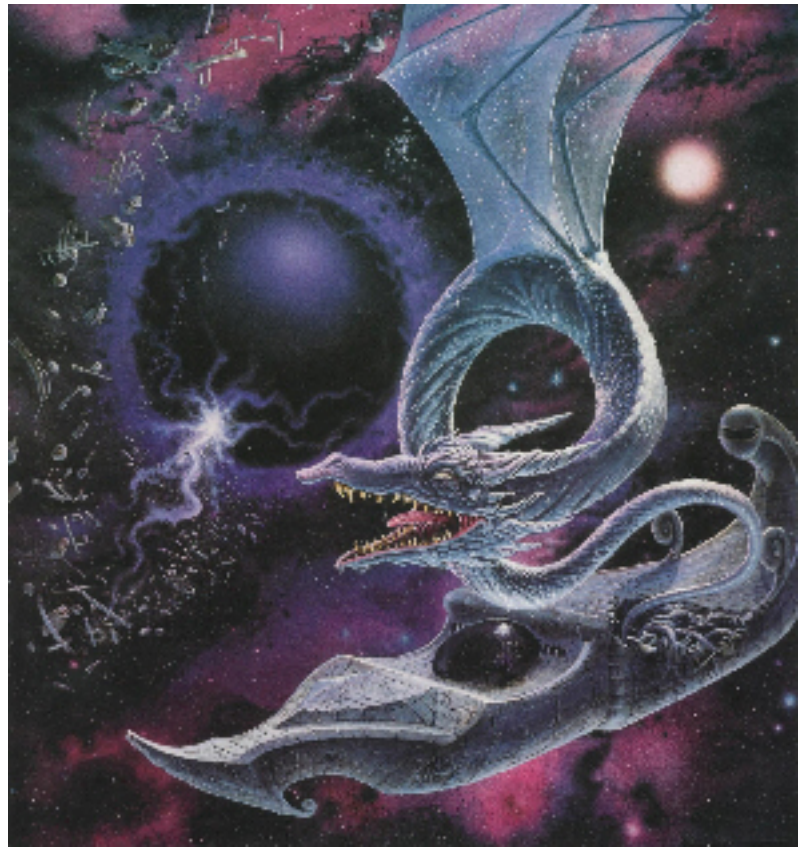
Challenge Ratings: Wyrmling 7, very young 8, young 10, juvenile 13, young adult 16, adult 18, mature adult 21, old 24, very old 26, ancient 28, wyrm 31, great wyrm 33

Treasure: Quadruple Standard

Alignment: Any

Advancement: Wyrmling 10–11 HD (Medium); very young 13–14 HD (Large); young 16–17 HD (Large); juvenile 19–20 HD (Large); young adult 22–23 HD (Gargantuan); adult 25–26 HD (Gargantuan); mature adult 28–29 HD

(Gargantuan); old 31–32 HD (Colossal); very old 34–35 HD (Colossal); ancient 37–38 HD (Colossal); wyrm 40–41 HD (Colossal); great wyrm 43+ HD (Colossal)



The radiant dragon is a sinuous, serpentine dragon with graceful, translucent wings. Its scales are a collection of glittering pearl-like shards of mica and gypsum, which cause the dragon's scales to shimmer in the starlight, giving the creature its name.

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

The radiant dragons make their lair in an asteroid that is hollowed out. They are normally solitary and very territorial about their “turf,” which can include up to the space surrounding a planet or moon. These dragons created some hollow asteroids that are now used by certain human civilizations.

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

Combat: Actions of a radiant dragon depend on the situation and the individual. They rarely flee from a flight, however, depending on their huge size to keep them safe from opponents. A radiant dragon will concentrate on the ship itself first, seeking to first destroy or eliminate any serious threats (such as ballistas and catapults). Of equal importance is elimination of the mages and any with magical powers.

If the radiant dragon is aligned toward good, he will seek to neutralize them with *silence*, *15' radius* spells (if available). If less concerned about killing, he will merely slay hostile wizards as he finds them.

As a general rule, radiant dragons will give a ship and crew the opportunity to leave, parley, or generally bow and scrape and beg for its kindness and mercy. Even the smallest of these creatures has an overweening sense of pride.

Breath Weapon (Su): The radiant dragon breath weapon produces glowing pulses of force that resemble very large *magic missiles*. They can breath a single pulse of the listed damage, or any number of smaller pulses in the same round, provided that no pulse inflicts less than 2d12 points of damage. A juvenile dragon can breathe a single pulse of 8d12 points, or four pulses of 2d12 each or two pulses of 4d12 each. Each pulse can strike a separate target. The pulses are unerring in their attacks, and will hit unless the victim makes a successful Reflex Save (DC listed on the table below). If the victim fails the save, it will be struck for the listed damage. If the victim makes the save, it has dodged that pulse, which then evaporates.

The radiant dragon can use its breath weapon on physical objects (such as a ship) as well.

Constriction (Ex): Radiant dragon of Huge size or larger can with it coilds of its tail deals crush damage with a successful grapple check agianst creatures one size category smaller then itself each and every round. The dragon can make other attacks, and even attack other ships while squeezing another ship or creature.

Improved Grab (Ex): To use this ability, the radiant dragon of huge size or greater must hit an opponent one-size category smaller than itself with its tail attack. If it gets a hold, it can then constrict its opponent.

Other Spell-Like Abilities: 3/day — *shapechange*, 1/day — *freshen air*, *foul air*, *interposing claw* (functions just like *bigby's interposing hand* except that instead of a hand it looks like a hugh dragon claw), *grasping claw* (functions just like *bigby's grasping hand* except that instead of a hand it looks like a hugh dragon claw), *wall of force*, *forcecage*, and *prismatic sphere*. A radiant dragon's *shapechange* works just like the spell, except that each use allows only one change, which lasts until the dragon assumes another form or reverts to its own (which does not count as a use of this ability).

Spelljamming Ability (Su): When not within 3,750 feet of 10-ton ship/object or within an atmosphere, Radiant dragons of juvenile age category or older have the innate ability to spelljam across great distances of wildspace. When not moving at spelljamming speed the Radiant dragon moves either by flight or slithering across the ground. As natural spelljammers they have on occasion towed wrecked ships (in return for a promise of reward, or a statue in their name at least), maximum tonnage it can tow is 3 tons for those radiant dragons of huge size, 25 tons for those of gargantuan size, and 200 tons for those of colossal size.

In The Spheres

Mature adult radiant dragons do mingle among mere mortals, often taking the face and the role of an adventurer or hero as the dragon passes through the asteroid citadels. A character that is faced with unpaid bills for services from places he has never visited may guess that his renown is great enough to

earn him the mimicry of a radiant dragon. In some regions this is considered a great honor (once it is confirmed by *detect lie* or other divination spells). In other areas of space it is considered a blasted nuisance.

Very young to juvenile radiant dragons typically stay close to their lairs and the protection of the parents, but sometimes they also sneak out and do some spelljamming.

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

Radiant Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Reflex Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	M	9d12+27 (86)	18 (+8 natural)	+13	+9	+6	+9	2d12 (17)	—	—
Very Young	L	12d12+48 (126)	20 (−1 size, +11 natural)	+17	+12	+8	+12	4d12 (20)	—	—
Young	L	15d12+60 (158)	23 (−1 size, +14 natural)	+22	+13	+9	+13	6d12 (21)	—	—
Juvenile	L	18d12+90 (207)	26 (−1 size, +17 natural)	+27	+16	+11	+16	8d12 (24)	—	—
Young Adult	H	21d12+126 (263)	28 (−2 size, +20 natural)	+30	+18	+12	+17	10d12 (26)	25	21
Adult	H	24d12+144 (300)	31 (−2 size, +23 natural)	+34	+20	+14	+20	12d12 (28)	28	23
Mature Adult	H	27d12+189 (365)	34 (−2 size, +26 natural)	+38	+22	+15	+21	14d12 (30)	29	25
Old	G	30d12+240 (435)	35 (−4 size, +29 natural)	+41	+25	+17	+25	16d12 (33)	33	27
Very Old	G	33d12+297 (512)	38 (−4 size, +32 natural)	+45	+27	+18	+27	18d12 (35)	35	28
Ancient	G	36d12+360 (594)	41 (−4 size, +35 natural)	+49	+30	+20	+30	20d12 (38)	38	30
Wyrm	C	39d12+429 (683)	40 (−8 size, +38 natural)	+49	+32	+21	+32	22d12 (40)	40	31
Great Wyrm	C	42d12+504 (777)	43 (−8 size, +41 natural)	+53	+35	+23	+35	24d12 (43)	43	33

Radiant Dragons Abilities by Age

Caster

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Level*
Wyrmling	30 ft, fly 300 ft (poor)	19	10	17	16	17	16		—
Very Young	30 ft, fly 300 ft (poor)	23	10	19	18	19	18	Spelljamming Ability	1
Young	30 ft, fly 300 ft (poor)	27	10	19	18	19	18	Freshen air, foul air	3
Juvenile	30 ft, fly 300 ft (poor)	31	10	21	20	21	20	Interposing claw	5
Young Adult	30 ft, fly 300 ft (poor)	33	10	23	20	21	20	Damage reduction 5/+1	7
Adult	30 ft, fly 300 ft (clumsy)	35	10	23	22	23	22	Shapechange, grasping claw	9
Mature Adult	30 ft, fly 300 ft (clumsy)	37	10	25	22	23	22	Damage reduction 10/+1	11
Old	30 ft, fly 300 ft (clumsy)	41	10	27	26	27	26	Wall of force	13
Very Old	30 ft, fly 300 ft (clumsy)	43	10	29	28	29	28	Damage reduction 15/+2	15
Ancient	30 ft, fly 300 ft (clumsy)	45	10	31	30	31	30	Forcecage	17
Wurm	30 ft, fly 300 ft (clumsy)	47	10	33	32	33	32	Damage reduction 20/+3	19
Great Wurm	30 ft, fly 300 ft (clumsy)	49	10	35	34	35	34	Prismatic sphere	21

* Can also cast cleric spells and that of the Mind Prestige Domain as arcane spells.

Conversion by Mark T. Doolan

The Radiant Dragon were first presented in the Lore Book of the Void.

Notes on this Conversion: As with the stellar dragon the big challenge was the "charts" by age category. Otherwise this is a straight forward conversion.

Artwork by Paul Jaquays. Used without permission. All rights reserved. This piece of work comes from the cover of Dungeon Magazine #36, it shows "Lich's Tear" the primary of Pirtel Space, the radiant dragon Blacklight coming out of a space leviathan which he makes his lair.

Stellar Dragon

Dragon (Thought)

Climate/Terrain: Any

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 13, very young 15, young 16, juvenile 18, young adult 20, adult 22, mature adult 24, old 26, very old 28, ancient 30, wyrm 32, great wyrm 34

Treasure: Double Standard

Advancement: Wyrmling 21–22 HD (Huge); very young 24–25 HD (Huge); young 27–28 HD (Huge); juvenile 30–31 HD (Huge); young adult 33–34 HD (Gargantuan); adult 36–37 HD (Gargantuan); mature adult 39–40 HD (Gargantuan); old 42–43 HD (Colossal); very old

45–46 HD (Colossal); ancient 48–49 HD (Colossal); wyrm 51–52 HD (Colossal); great wyrm 54+ HD (Colossal)



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

The scales of stellar dragons are iridescent deep purple, with chrome drop at the tip of each scale. Gems of myriad colors and sizes adorn the scales in random patterns, giving the stellar dragon its name. The wings of the stellar dragon are nearly transparent. Stellar dragons have visible arms and legs.

Stellar dragons are neutral, unlike their smaller kin, the radiant dragons. They consider stooping to meddle in the affairs of smaller beings to be loutish and in bad taste. When they encounter humanoids, stellar dragons prefer to watch rather than involve themselves. Only rarely do they speak with lesser beings unless involves information unknown to the dragon. Information is food and drink of these great dragons, knowledge consumed, transforming into clear or milky gems of varying sizes. These gems of wisdom and pearls of knowledge push their way outward to the rest embedded in the dragon's scales. The number of gems and pearls studding its scales mark its status among other stellar dragons.

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

These primeval watchers have seen the rise and fall of many civilizations. Such is the power of this knowledge that according to some texts, the power of artifacts and relics comes from the gems that encrust them. How these gems were wrested from the stellar dragon remains unsaid.

Combat: Though not normally aggressive, the stellar dragon can easily defend itself.

Breath Weapon (Su): The stellar dragon has a bizarre breath weapon that is best described as a variation of the disintegrate spell. When the stellar dragon uses its “breath weapon” all within the cone effect must make Fortitude save or be “translated” into memory, then be drawn into the maw of the stellar dragon and becoming but a memory that the dragon has absorbed. Those who make their saving throw take the listed damage given for its breath weapon, it after taking damage it drops the creature to –10 hit points or less, the creature is then translated into memory as if it failed its saving throw. Creatures “killed” in this manner can only be brought back if the “memory” of creature is fashioned into a pearl of knowledge which is used as a material component for one of the following spells: miracle, true resurrection or wish. Most stellar dragons are loathed to part with such a gemstone in order to release such blight on the universe (i.e., any one willing to attack such a creature as itself does not deserve life or it is fortunate to have its memory live forever within such a magnificent entity as itself).

Dimensional Shift (Su): The stellar dragon can dimensional shift either itself or another creature to a range of 400 feet plus 40 feet per caster level, will save DC equal to 16 + stellar dragon's Intelligence modifier. Targets other than the stellar dragon need not be touched but must be within 30 feet of the stellar dragon.

Metamagic Feats: Stellar dragons are the masters of metamagic feats and during its life time it can many such feats in addition to what all dragons receive for feats (i.e., 1 base feat plus 1 additional feat per 4 HD).

Other Spell-like Abilities: 7/day—*summon monster IX*.

Spelljamming Ability (Su): When not within 3,750 feet of 10-ton ship/object or within an atmosphere, stellar dragons of juvenile age category or older have the innate ability to spelljam across great distances of wildspace. When not moving at spelljamming speed the stellar dragon moves either by flight or slithering across the ground.

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Reflex Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	L	20d12+100 (230)	28 (–1 size, +19 natural)	+27	+17	+12	+16	1d12 (25)	—	—
Very Young	H	23d12+138 (288)	30 (–2 size, +22 natural)	+31	+19	+13	+18	2d12 (27)	—	16
Young	H	26d12+182 (351)	33 (–2 size, +25 natural)	+35	+22	+15	+20	3d12 (30)	—	18
Juvenile	H	29d12+232 (420)	36 (–2 size, +28 natural)	+39	+24	+16	+22	4d12 (32)	—	20
Young Adult	H	32d12+288 (496)	39 (–2 size, +31 natural)	+43	+27	+18	+24	5d12 (35)	32	22

Adult	G	35d12+350 (577)	40 (−4 size, +34 natural)	+46	+29	+19	+26	6d12 (37)	34	24
Mature Adult	G	38d12+418 (665)	43 (−4 size, +37 natural)	+50	+32	+21	+28	7d12 (40)	36	26
Old	G	41d12+492 (758)	46 (−4 size, +40 natural)	+54	+34	+22	+31	8d12 (42)	39	28
Very Old	C	44d12+572 (858)	45 (−8 size, +43 natural)	+55	+37	+24	+34	9d12 (45)	42	30
Ancient	C	47d12+658 (964)	48 (−8 size, +46 natural)	+59	+39	+25	+36	10d12 (47)	44	32
Wyrm	C	50d12+750 (1,075)	51 (−8 size, +49 natural)	+63	+42	+27	+39	11d12 (50)	47	34
Great Wyrm	C	53d12+848 (1,193)	54 (−8 size, +52 natural)	+67	+44	+28	+41	12d12 (52)	49	36

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level*
Wyrmling	60 ft, fly 300 ft (clumsy), swim 60 ft.	27	10	21	18	19	18	Polymorph Self	—
Very Young	60 ft, fly 300 ft (clumsy), swim 60 ft.	31	10	23	20	21	20	Dimensional Shift	1
Young	60 ft, fly 300 ft (clumsy), swim 60 ft.	33	10	25	20	21	20	Summon Monster IX	3
Juvenile	60 ft, fly 300 ft (clumsy), swim 60 ft.	35	10	27	22	23	22	Spelljamming Ability	5
Young Adult	60 ft, fly 300 ft (clumsy), swim 60 ft.	37	10	29	22	23	22	Damage reduction 5/+1	7
Adult	60 ft, fly 300 ft (clumsy), swim 60 ft.	41	10	31	24	25	24	Metamagic Feat	9
Mature Adult	60 ft, fly 300 ft (clumsy), swim 60 ft.	43	10	33	24	25	24	Damage reduction 10/+1	11
Old	60 ft, fly 300 ft (clumsy), swim 60 ft.	45	10	35	28	29	28	Metamagic Feat	13
Very Old	60 ft, fly 300 ft (clumsy), swim 60 ft.	49	10	37	30	31	30	Damage reduction 15/+2	15
Ancient	60 ft, fly 300 ft (clumsy), swim 60 ft.	51	10	39	32	33	32	Metamagic Feat	17
Wyrm	60 ft, fly 300 ft (clumsy), swim 60 ft.	53	10	41	34	35	34	Damage reduction 20/+3	19
Great Wyrm	60 ft, fly 300 ft (clumsy), swim 60 ft.	55	10	43	36	37	36	Metamagic Feat	21

Conversion by Mark T. Doolan
Image manipulation by Ron Pollard

Notes on this Conversion: This conversion took some time to finished. The first thing I did was to simple allow the stellar dragon to have access to many and I mean many metamagic feats as this came close to the merge spell ability of the 2E write up of the dragon.

The change in breath weapon I think will be a welcome change, why change the special effect? For one example, some of the metallic dragons breath weapon changed when converted to 3E by wizards of the coast (Gold dragon's gaseous breath weapon was chlorine breath weapon in 2E, but now it is a weakening gaseous attack).

The summon monster power was made a straight up *summon monster IX*.

Lastly the CR was a bit hard to figure correctly, hope I have a good handle on this and hope you all enjoy this conversion!

Elmarin

Small Fire Elemental

Hit Dice: 4d8+8 (26 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: Fly 50 ft. (good)

AC: 17 (+1 size, +3 Dex, +3 natural)

Attacks: Slam +5

Damage: 1d4+2

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Attacks: Burn

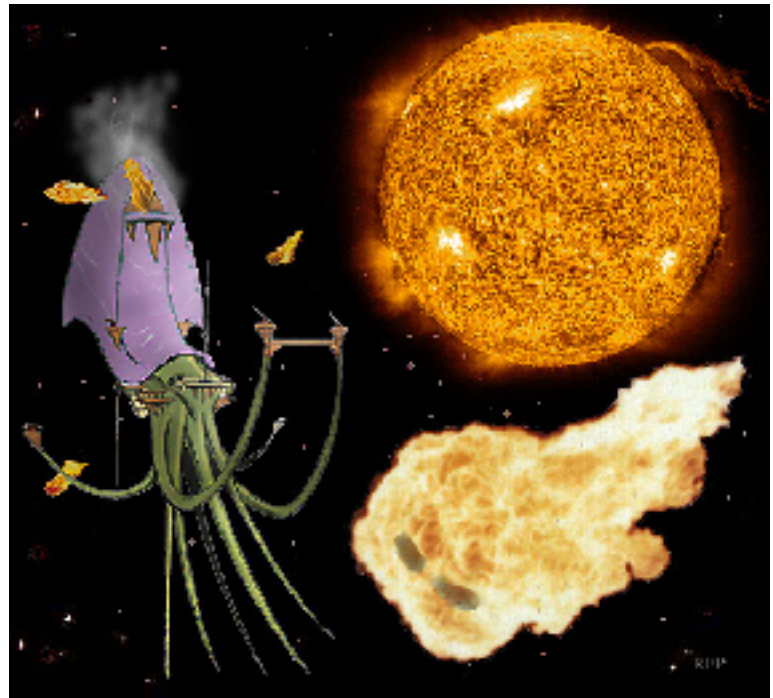
Special Qualities: Elemental, Fire Subtype

Saves: Fort +3, Ref +7, Will +2

Abilities: r 14, Dex 17, Con 14, Int 2, Wis 12, Cha 8

Skills: Listen +6, Spot +6

Feats: Flyby Attack, Improved Initiative



Climate/Terrain: Any space and fire elemental plane

Organization: Solitary, or Sparks (2-12)

Challenge Rating: 2

Treasure: See description

Alignment: Always neutral

Advancement: 5-8 HD (Medium-sized), 9-11 HD (Large)

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

Combat: The elmarin are drawn by warmth and energy. The activity of a spelljamming ship is such to attract a pack of them to investigate. They are often more curious than harmful, zipping about the rigging and through open hatchways, bouncing off the walls and leaving large scorch marks. If trapped, the elmarin will turn on its attacker and try to burn it. It will slam into an opponent and inflict 1d4+2-hit points of damage.

Burn (Ex): Those hit by an elmarin slam attack must succeed at a Reflex save or catch fire. The flame burns for 1d4 rounds (see *Catching on Fire*, page 86 in the *Dungeon Master's Guide*TM). The save DC varies by the elmarin's size (small size DC 14, medium size DC 17, and those rare elmarin of large size DC 20). A burning creature can take a move-equivalent action to put out the flame.

Creature hitting an elmarin with natural weapons or unarmed attacks take fire damage as though hit by the elmarin's attack, and also catch fire unless they succeed at a Reflex save.

Each round, an elmarin can cause flammables within 5 feet of it to burst into flame, starting fires

throughout the ship. It is not the intention of the elmarin to start these fires it is just what happens flame meet flammable! If attacked, the elmarin will attempt to escape, burning through decks and walls as it can. The elmarin's fire has no effect on stone or metal. A dungeon master may check to see if a flammable object has caught fire by having the object make a Reflex check at -9 penalty (-5 for Dexterity score of 0, and -4 from prone) this is then modified by the objects hardness, otherwise by default all flammable objects catch fire.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Fire Subtype (Ex): Fire Immunity, double damage from cold except on a successful save.

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

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

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

Ecology: The elmarin are native of the elemental plane of fire, and as such will not leave the wildspace that they are in. Attempts to take them into the phlogiston will result in their immediate detonation, unless they are in a completely sealed box or extra-dimensional space. Such detonation will result in 3d8 hit points of fire damage for each hit dice of the elmarin to all within 20 feet of the creature, and all flammable items in that area immediately catch fire, causing more detonations in the Flow.

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

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

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

Notes on this Conversion: This conversion was straightforward. I included an optional method to determine if a wooden ship catches fire, but figured most Dungeon Masters would like to see the horror on face of players as a swarm of these buggers causes their ship to go up in flames or at least wooden ships.

- Mark Doolan

- Image by Ron Pollard

The “Cuttle Command” is from the “Legend of the Spelljammer” box set.

Esthetic

Colossal (long) Construct

Hit Dice: 30d10 (165 hp)

Initiative: +2(Dex)

Speed: fly 130 ft. (good), TS 7 (good)

AC: 22 (+2 Dex, +8 dodge, +10 natural, -8 Size)

Attacks: Grab +58, Gore +34, Jammerscream +16

Damage: Grab 4d6+20, Gore 4d10+20 and acid

Face/Reach: 40 ft. by 80 ft./15 ft.

Special Attacks: Acid, Improved Grab, Jammerscream

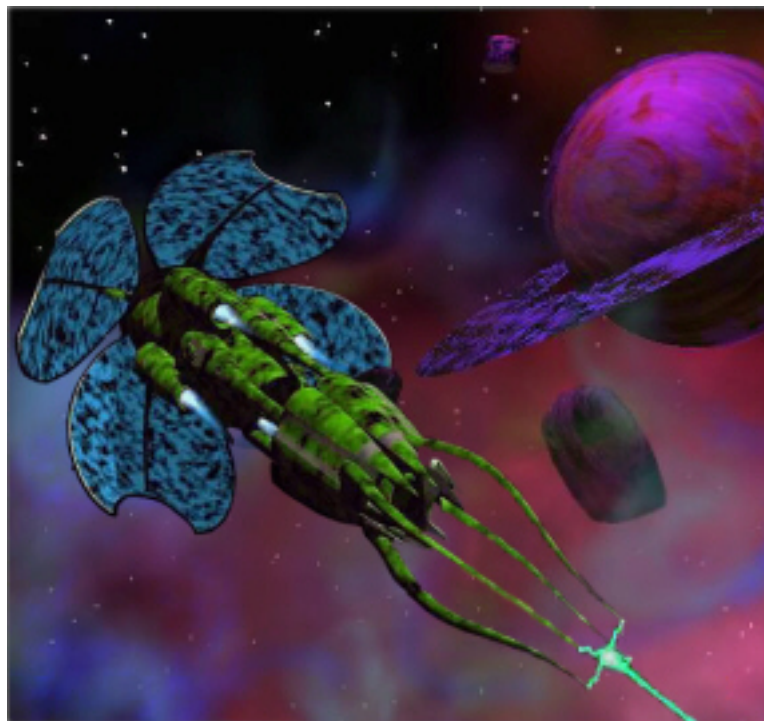
Special Qualities: Blindsight, Construct, Damage Reduction 20/+1, Fast Healing, SR 21, Symbiosis

Saves: Fort +9, Ref +11, Will +10

Abilities: Str 50, Dex 14, Con —, Int —, Wis 13, Cha 10

Skills: —

Feats: —



Climate/Terrain: Any space

Organization: Solitary

Challenge Rating: Unknown at this time

Treasure: None

Alignment: Always neutral

Advancement: 20-100 HD (Colossal)

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

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

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

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

Combat: Tactics vary because of the individual nature of each esthetic, but the basic attack is to immobilize the prey, generally using a jammerscream attack (an ability innate to each esthetic). The creature then closes with the victim, grapples, and then drives a hollow boarding spike into the hapless victim. In the case of animal victims, the spike can be used to inject a digestive enzyme that breaks down the opponent's tissues for use by the esthetic.

This attack can also be used against ships, in which case the spike opens, secretes enough acid to completely bore through the vessel's hull, then proceeds to disgorge boarding parties of helots and lakshu attack troops (see individual entries for details).

Acid (Ex): Acidic enzymes can be disgorged from the esthetic's boarding spike. The acid automatically deals 2d12 points of damage to organic creatures in addition to the spike's gore damage. Wood, metal items, and ships take 40 hit points of damage per round of exposure.

Blindsight (Ex): Esthetics has Blindsight out to a range of 100 million miles. This perception does not extend through a planetary air envelope, nor does it duplicate x-ray vision.

Construct: Esthetics is immune to mind-influencing effects (*charms*, compulsions, phantasms, patterns, and morale effects) and to poison, *sleep*, paralysis, stunning, disease, death effects, and necromantic effects.

Esthetics are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to anything that requires Fortitude save (unless the effect also works on objects). Esthetics is not at risk of death from massive damage (see Injury and Death in Chapter 8: Combat in the *PHB*), but when reduced to 0 hit points or less, they are immediately destroyed. Since it was never truly alive, an esthetic cannot be *raised* or *resurrected*.

Esthetics create and perpetually renew their own air envelope and ecosystem, but it self does need to breathe. This allows it to sustain a standard crew with clean air, potable water, delicious meals, and sanitation indefinitely.

Fast Healing (Ex): An esthetic heals 1 hit point of damage every 5 minutes as long as it has at least 1 hit point. The esthetic can also be healed/repared via *Mending*, *Make Whole*, and a combination of successful DC 15 Heal and Craft-Shipmaking skill checks.

Improved Grab (Ex): If the esthetic successfully grabs its target, it attempts to grapple as a free action without provoking an attack of opportunity. The esthetic then delivers its acidic enzymes and gore attack to its held opponent instead of any constriction.

Jammerscream (Su): A jammerscream is a ray (ranged touch attack with a range of 2,500 yards and no range penalty); it affects one spelljammer. This attack form seeks out and neutralizes the energy flow necessary for spelljamming. In the case of space going animals and humanoid spelljammers, the effects range from a temporary cessation of spelljamming ability (similar to an extreme migraine, spelljamming ability lost for 30d6 minutes and the helmsman/creature is effectively "staggered" for a like amount of time) to cerebral hemorrhage (the latter in the case of a failed Will saving throw [DC 25; or for larger esthetics the DC is 10+ ½ esthetic's hit dice]) causing 5d6 permanent Intelligence ability damage and

being stunned; failing the saving throw almost always leads to death. In the case of dwarven forges, a jammerscream causes forge flames to expire and shovelers to writhe on the floor, grasping their heads in pain for the same 30d6 minute duration; each shoveler must make the above Will saving throw to be staggered (on a successful check) or be stunned, suffering 1 point of permanent Intelligence ability damage (on a failure).

Note that the jammerscream is not a spell and is not available to characters. This attack form is able to affect another esthetic, but with limited effect – the esthetic only loses the ability to attain spelljamming speed if it fails the above Will save and its creator must make the required Will save only if the esthetic fails.

Symbiosis (Ex): An esthetic and the reigar that created it share an empathic link in most ways similar to the bond shared between a sorcerer and his familiar. The esthetic gains its master's base saving throws (if better than its own), heightens its master's awareness (grants the reigar the Alertness feat and benefits of the esthetic's Blindsight as long as the reigar is aboard the esthetic), allows telepathic communication between both as long as the reigar is within in the same crystal sphere as her ship, has SR equal to 5 + its master's hit dice (typically TS 21), and the reigar can *scry* upon her esthetic (as if casting the *Scrying* spell but not requiring a material component or focus).

The esthetic gains the mental aptitude of its creator as long as its creator remains alive; this translates into a dodge bonus to the Armor Class of the esthetic equal to the Intelligence bonus of its creator.

Should the esthetic's creator go insane, sink into a depression, or otherwise lose its normal mental acuity, the esthetic reflects this change in mental state by physically altering its appearance (e.g., rotting, developing spiked flanges, blades, etc.) and quite often acquiring a stronger personality of its own. If the creator dies, the esthetic loses the dodge bonus component to its Armor Class and will act similarly as if under a *Confusion* spell (1=wander aimlessly for 1 hour; 2-6=do nothing for 1 hour; 7-8=attack the one responsible for the reigar's death [or attack the nearest creature if the creature is unavailable] until the death of either the creature or the esthetic).

The esthetic will always react hostilely to attacks (both internally and externally) while in its grief and will usually commit suicide by flying into a fire body or crystal shell if left on its own devices.

If the esthetic dies, the reigar suffers exactly as if she had lost a familiar.

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

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

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

Notes on this Conversion: Those of you who are savvy enough to notice, I decided on using a vorlon cruiser from Babylon 5 to help in the depiction of the esthetic. I send my apologies to J.M. Stracynski (hope I spelled that right –sorry?) and Time Warner. With the vorlon cruiser being almost exactly like an esthetic, that is what I most completely believed an esthetic would look like – graceful, sleek, alien, and powerful. Why tamper with perfection?

The jammerscream is nasty (and was also in 2e), but they never really covered it correctly/fully in 2e; I took the liberty to call “cerebral hemorrhaging” a permanent Intelligence ability score damage. I also gave it fast healing, to duplicate it being a “living ship” but at such a low level that it wouldn't be fully repaired in an hour; however, it is enough to duplicate self-sufficiency.

The ship-like Spelljamming stats for the esthetic (Spelljamming speed, hit points, Damage Reduction, etc.) are approximations, but from seeing what people liked from the sj3e newsgroup, I think this should satisfy most. When we get a more solid and concrete system, I will review the above stats for compatibility. I chose 30 HD for the average esthetic because the average esthetic would have as a crew 1 reigar, 11 lakshu, and 18 helots. That totals 30 occupants and while air isn't a concern, a reigar would *not* live cramped in her own vessel...period; she'd *disintegrate* someone first. But as you see by the advancement, they can go to 100 HD. I don't think that a reigar (or her lackeys) actually build on the esthetic, but rather one of two things: the esthetic itself grows to accommodate its master's wishes (albeit slowly) or the reigar makes it larger to begin with (and conversely pays more g.p.'s and x.p.'s etc. to create it at the time of creation). I did not (nor do I think I should) put how the reigar make these ships; the mystery of the truly living ship and the jammerscream should remain out of PC hands, not to mention the fact that the esthetic uses up some of the magical essence of the reigar ala the familiar-like aspect of the esthetic.

Conversion by [Ron Pollard](#)

Firelich

Large Undead (Fire)

Hit Dice: 16d12 (104 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: Fly 300 ft. (Average)

AC: 22 (-1 size, +3 Dex, +4 deflection, +6 natural)

Attacks: Slam +12/+7

Damage: Slam 2d6+5

Face/Reach: 5 ft. by 10 ft. / 5 ft.

Special Attacks: Burn, explode, fear aura, fiery Trail, perforate

Special Qualities: Charge, damage Reduction 15/+1, fire subtype, SR 19, turn resistance +4, undead

Saves: Fort +5, Ref +8, Will +11

Abilities: Str 20, Dex 16, Con —, Int 18, Wis 13, Cha 18

Skills: Concentration +14, Knowledge (Arcana) +12, Knowledge (Wildspace) +12, Listen +8, Spellcraft +14, Spot +12

Feats: Improved Initiative, Improved Sunder*, Power Attack, Power Lunge*, Sunder



Climate/Terrain: Any space

Organization: Solitary

Challenge Rating: 11

Treasure: Nil

Alignment: Any evil

Advancement: 20–23 (Large)

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

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

Combat: Unlike its groundling brethren, a firelich goes out of its way to find confrontation. Its blazing eyes always seek spelljamming ships, in the same way that a person on fire would look for water or a blanket. The firelich attacks by plunging headlong into the ship in a screaming dive, in the insane attempt to extinguish itself. Once it learns it cannot permanently snuff out its eternal torment it flies away, screaming out in anguish towards its next target. Although it is a lich, the firelich cannot cast spells known in its previous existence. It has no limbs for the somatic components of a spell, and it cannot

mouth words for the verbal portion.

Burn (Ex): Those hit by a firelich's slam attack must succeed at a Reflex save (DC 20) or catch fire. The flame burns for 1d4 rounds (see *Catching on Fire*, page 86 in the *Dungeon Master's Guide*). A burning creature can take a move-equivalent action to put out the flame.

Any creature hitting a firelich with natural weapons or unarmed attacks takes fire damage as though hit by the firelich's attack, and also catches fire unless they succeed at a Reflex save.

Charge (Ex): The firelich only attacks using a charge maneuver. Additionally, it deals double damage when charging. This maneuver and its effects are not calculated in the totals above.

Explode (Su): When a ship's hull is not perforated by a firelich's slam attack, it self-destructs at the point of impact into a ball of fire. Treat this ability as a *delayed blast fireball* cast by a sorcerer whose level equals the firelich's hit dice total. On the round after the explosion, the firelich's life-force recreates its comet-like body outside the ship, and the entity flees frantically through space, screaming in renewed frustration.

Fear Aura (Su): The firelich continuously exudes a potent fear effect out to a radius of 60 feet. All affected must make Will saves (DC 22) or be affected as if under a *fear* spell cast by a sorcerer whose level equal's the firelich's hit dice. Those who make their saving throw are merely panicked and suffer a -2 morale penalty to attack, damage, and saving throw rolls for the duration of the encounter.

Fiery Trail (Su): At any time when the firelich successfully perforates a ship or it flies within 20 feet of flammable material (ship's rigging, etc.) it leaves behind it a path of fire. Treat this as a *wall of fire* cast by a sorcerer whose level equals the firelich's hit dice.

Fire Subtype (Ex): Fire Immunity, double damage from cold except on a successful save.

Perforate (Ex): If the firelich successfully executes a charge attack and deals enough damage to destroy a hull section (see *Player's Handbook* Tables 8-12 and 8-15 for details), it immediately continues its charge action (provided it has movement left) and makes a second attack roll at the same bonus to hit versus the other side of the ship's hull. It may continue to make charge attacks versus hull walls until it either strikes an object it does not destroy (and subsequently explodes as above) or it has flown its maximum flight speed for the round.

Undead: Fireliches are immune to poison, *sleep*, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects (*charms*, compulsions, phantasms, patterns, and morale effects). They are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They have no Constitution scores and are therefore immune to anything requiring a Fortitude save (unless the affect effects objects). Undead creatures are not at risk of death from massive damage, but when reduced to 0 hit points or less, they are immediately destroyed. Fireliches have darkvision with a range of 60 feet.

In The Spheres

Fireliches are an aberration in any healthy ecosystem. If it perishes, only wisps of smoke remain. Its

spelljamming ability is innate and cannot be harnessed.

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

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

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

Another story is that of a wandering firelich that was able to cast some of the magic it knew in life. Additionally, this same firelich had some of its permanent enchantments that it had cast upon itself when it was once alive. If the tale is to be believed, it would have required a tremendous amount of concentration and metamagics to be able to overcome its undead curse.

*Improved Sunder and Power Attack are two feats described in the Sword & Fist guidebook.

Conversion and Image by [Ron Pollard](#)

Notes on this Conversion: This conversion was one I thought of doing for Troy, but didn't commit to it. This creature is nasty to say the least and should cause multiple hull breaches in most vessels, except adamantite hulls (and even then it can on a good roll provided the ship doesn't have a reinforced thickened structure). Versus beings this creature isn't *nearly* as nasty – it is meant as a “tac-nuke” versus ships. By the time the PCs can react to this critter's attack, it is gone (one way or the other) and the party should be trying to frantically extinguish their ship and perform damage control, not get revenge. Enjoy.

Feesu

Tiny Vermin

Hit Dice: 2d8 (9 hp)

Initiative: +0

Speed: 5 ft. Fly 30 (Average)

AC: 13 (+2 size, +1 Natural)

Attacks: Bite -2

Damage: Bite 1d3-2

Face/Reach: 2½ ft. by 2½ ft./0 ft.

Special Attacks: Air Deprivation

Special Qualities: Immunities

Saves: Fort +2, Ref +0, Will -2

Abilities: Str 6, Dex 11, Con 10, Int —, Wis 6, Cha 14

Skills: Bluff +3, Hide +3, Spot +5

Feats: —



Climate/Terrain: Any

Organization: Swarm (6-48)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Small)

Feesu are small-sized (2 ft long), space-going moths that travel in swarms that are a great nuisance to space travellers. Many spelljamming sailors consider them bad luck, with good reason. A flock of feesu appear as a mass of giant moths bathed in a sphere of soft phosphorescent green light. Individual feesu look like groundling moths. Like all moths, feesu are attracted to light.

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

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

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

Immunities (Su): Vermin are immune to all mind-influencing effects (Charm, Compulsions, Phantasms, Patterns and Morale effects). Unless noted otherwise, vermin have Darkvision with 60 ft. range.

Habitat/Society: The feesu travel in tight swarms that hold a thick globe of air, enough to allow survival for 10 weeks. They refresh this air by swooping down on spelljamming ships and flying off.

The feesu instinctively seek sources of bright light, perhaps to recharge the phosphorescent glow in their bodily fluids. Hence they fly headlong toward any major light source, including blazing suns. After one turn within 5' of a bright light source such as any form of *light spell*, lantern, or light-producing magical item, the feesu is "recharged" for 24 hours. During this recharging period, the feesu swarm, the air around them in a 10' radius glowing with the intensity of bright sunlight. If a character tries to drive off the swarm by waving a weapon or shouting, the swarm makes a Will Save (DC 13). Failure makes the swarm take wing, but they hover within 120' of the light with the patience of the single-minded, lingering for days until recharging.

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

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

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

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

Feesu lay 100 eggs every three months. Though most of these egg-laying activities occur in the safety of their lairs, feesu are not particular, occasionally laying eggs in out-of-the-way corners of spelljamming ships.

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

Converted by [Flits3](#)

Flow Fiend

Sometimes travelers between crystal spheres fall (or are thrown) into the phlogiston flow. Most simply calcify. Some evil folk are spared this fate; the powerful and mysterious evil entity called the Great Father “rescues” the castaways by transforming them into smaller versions of himself. Thus the flow fiends are born, and no one knows why the Great Father is creating flow fiends. Some speculate that the monster plans to conquer wildspace.

Flow fiends vary in height, depending on the race of the original victim; as a rule, a victim grows between a quarter and a third of its original height. Flow fiends have four muscular arms, each with a powerful hand with overgrown fingernails. The flow fiend's mouth is filled with razor sharp teeth. The creature walks upright, its body bulging with exaggerated, twisted muscles rippling under a sickly yellow skin. Sometimes, the victim's previous features are recognizable. It has its own language, a form of Common as ugly and transformed as it is.

Flow fiends are genderless, but may seem to have a gender. They “swim” through the flow in search of food or other victims to convert, as this is the only way to add to their numbers. These beasts relish combat and waylay as many ships as possible for they know the flow offers many spelljamming vessels traveling between crystal spheres. When a ship passes by them they use their powerful claws and jaws to grab a spelljammer hull and climb on the deck. If more than three flow fiends are encountered, they attack at different parts of the ship to surround their victims. Sometimes they just toss sailors overboard to other flow fiends waiting in the flow.

Only evil or chaotic neutral characters are “eligible” for “conversion” into flow fiends, and as such the flow fiends will only seek to “subdue” such individuals not kill. They have the ability to discern who is chaotic, evil and good in alignment.

CREATING A FLOW FIEND

“Flow Fiend” is a template that can be added to any humanoid creature (referred to hereafter as the “character”) that has been “converted” by the Great Father. The creature's type changes to “outsider”, and is typically one size larger. It uses all the character's statistics and special abilities except as noted here.

Hit Dice: Same as characters or 1d8, whichever produces the higher hit point total.

Speed: Same as character, plus fly 60 feet (good).

AC: The flow fiend has +8 natural armor or the creature's natural armor whichever is better.

Attacks: A flow fiend gains bite and four attacks with its clawed arms (a few flow fiends may have weapons it likes to use) if it did not have them already.

Damage: Use the damage values in the table below to determine bite and claw attack of a flow fiend:



	Bite	Claw
Size	Damage	Damage
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Face/Reach: Determine by creature's size, for example: medium-sized creature typically has 5 feet by 5 feet /5 feet and large humanoid has 5 feet by 10 feet /5 feet.

Special Attacks: A flow fiend retains all the character's special attacks and also gains the following:

Improved Grab (Ex): To use this ability, the flow fiend must hit with two claw attacks in the same round, the victim is considered pinned. The flow fiend's jaws and other arms hit a pinned foe automatically, to reduce the victim to a bloody pulp. A pinned foe may attempt to break the beast's pin as an action, using the grappling rules found on page 137 of the *Player's Handbook*.

Special Qualities: A flow fiend retains all the character's special qualities, plus dark vision of 60 feet if not has such already and those listed below.

Damage Reduction (Su): A flow fiend's body is tough, giving the creature damage reduction 15/+1.

Immunities (Ex): Flow fiends are immune to the calcifying processes of the flow and to all hold, flesh to stone, paralyzation, and petrification.

Regeneration (Ex): The flow fiend seems to draw from the Phlogiston to heal it self very rapidly, only fire and holy and blessed weapons deal normal damage to a flow fiend, allowing the creature to heal 4 hit points of subdual damage per round.

Spell-like Abilities: At will — detect chaos, detect evil, detect good and detect magic. These abilities are as the spells cast by a 7th level sorcerer (save DC 10 + spell level).

Spell Resistance (Ex): The flow fiend has a spell resistance rating of 14.

Saves: Same as character

Abilities: Modify the character as follows: Str +6, Con +2, Cha -2

Skills: Flow fiends receive a +2 racial bonus to Hide, Listen, Move Silently, Search, Sense Motive and Spot checks, other wise same as character.

Feats: Same as the character plus bonus feat Multidexterity

Climate/Terrain: Phlogiston

Organization: Pair or Pack (2-8)

Challenge Rating: Same as the base creature +2

Treasure: Standard, with the exception of no coinage or gems

Alignment: Always chaotic evil

Advancement: By character class

Flow Fiend Characters

Flow fiends nearly always have character class, favoring fighters and thieves. The flow fiends retain all class abilities it had before its conversion to an outsider.

SAMPLE FLOW FIEND

This example uses a 7th level human fighter as the base character.

Flow Fiend

Large Outsider

Hit Dice: 7d10+28 (70 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 60 ft. (good)

AC: 19 (-1 size, +2 Dex, +8 natural)

Attacks: 4 Claw +11, Bite +6

Damage: Claw 1d4+5, Bite 1d6+5

Face/Reach: 5 ft. by 10 ft. / 5 ft.

Special Attacks: Improved Grab

Special Qualities: Damage reduction 15/+1, darkvision 60 feet, immunities, regeneration 4, spell-like abilities, SR 14

Saves: Fort +9, Ref +4, Will +2

Abilities: Str 20, Dex 15, Con 18, Int 12, Wis 10, Cha 8

Skills: Climb +7, Hide +9, Intuit Direction +2, Listen +7, Move Silently +5, Navigation–Phlogiston +2, Sense Motive +4, Search +4, Spot +4, Swimming +7

Feats: Armor Proficiency (Light, Medium and Heavy), Cleave, Dodge, Improved Initiative, Improved Unarmed Attack, Martial Melee Weapons, Mobility, Multidexterity, Multiweapon Fighting, Power Attack, Shield Proficiency, Simple Melee Weapons, Toughness, Weapon Finesse, and Weapon Specialization.

Climate/Terrain: Phlogiston

Organization: Pair or Pack (2-8)

Challenge Rating: 6

Treasure: Standard, with the exception of no coinage or gems

Alignment: Always chaotic evil

Advancement: By character class

In the Spheres

The flow fiends have forgotten everything about their former lives and now exist as a hunting pack eager to please their master. All flow fiends obey the mysterious entity they call “Great Father.” Scholars speculate that this is a double-strength flow fiend, probably native of the Outer Planes. The flow fiends' greatest goal in life is to please the Great Father by bringing victims for conversion and capturing meat.

Flow fiends take candidates for conversion to a remote spot in the flow resembling a rocky island. This is a platform built of thousands of calcified victims of the flow. The victims even make up decorative columns, a dais, and a 6'x 6' alter.

When the victims are placed on alter, all flow fiends in attendance begin a shrill whistling. In 1d10

hours, the Great Father returns to his secret lair, and the ceremony ends.

Chaotic neutral victims turn chaotic evil. All memories of the victims' past lives give way to a new purpose: Kill and capture for the glory of the Great Father!

Converted by [Mark Doolan](#)

Image by [Ron Pollard](#)

HTML by [Mark Doolan](#)

Notes on this Conversion: I have chosen to make the Flow Fiends a Template because they are 'transformed' individuals that maintained their intelligence, and most people serving on board spelljamming vessels are likely to have a character class even if it means they are only 1st level. Also making them a template allows a dungeon master to modify an encounter to really give a party of adventures a run for their money (or make encounter more likely to be survived)! The reduced damage (with respect to size) is in keeping with most creatures in 3E that have claws that are of given size. The sample flow fiend is very close to the original that was presented in the Monstrous Compendium #9 for those who not want to customize or change much the Flow Fiends, can use this as the standard if they wish. And finally I added treasure for the flow fiends as this will make some of the fiends be more efficient if allowed to keep their old weapons or equipment, and as such the Great Father wanting to create havoc, allows them to maintain such old items. The flow fiends have no need for coinage or gems and as such will be in possession of the Great Father.

Fractine

Medium Construct

Hit Dice: 12d10 (66 hp)

Initiative: +0

Speed: fly 60 ft. (perfect)

AC: 21 (+10 deflection, +1 natural)

Attacks: Slam +9 melee

Damage: Slam 2d4 (no Str bonus)

Face/Reach: 5 ft. by 5 ft./same hex.

Special Attacks: Area attack, Distortion

Special Qualities: Blindsight, Consume Energy, Damage Reduction 20/+1 or silver, Reflection, SR 17, Scry, Shatter, Two-dimensional

Saves: Fort +4, Ref +4, Will +4

Abilities: Str 20, Dex 11, Con —, Int —, Wis 11, Cha 30

Skills: —

Feats: —



Climate/Terrain: Any (primarily wildspace)

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: 6-17 HD (Medium); 18-31 (Large)

Fractines appear as two-dimensional, mirrored, trapezoidal planes. When at rest, fractines resemble vast mirrors and can be manipulated to function as excellent scrying mirrors. Fractines are most commonly encountered in space in an active state, tumbling or folding and refolding like a piece of origami. They react to a variety of stimuli, being attracted to motion, loud sounds, and magical energy.

Combat: A fractine causes a variety of harmful, distortional effects. Physical attacks may be used to destroy or alter its course, but only silver, magical weapons, or spells cause any appreciable damage. Furthermore, a fractine must be struck on one of its two faces to cause any damage.

Area Attack (Ex): A fractine attacks by phasing through the victims in its flight path. This allows it to ignore both the armor and natural bonuses of its target's AC. Also if more than one creature occupies the same hex as the target of the fractine (or if a creature is caught flat-footed, *held*, or purposefully interposes itself in the path of a fractine), then it may make an attack as a free action versus every such creature at its full attack bonus.

Blindsight (Ex): While fractine's do not “see” in the traditional sense, they are attracted to motion, sound, life and magic – especially magic involving light, darkness, and necromancy. They can unerringly sense any and all of the above stimuli within 600 feet of them.

Consume Energy (Ex): Fractines consume life, light, and darkness magical energy. Each level, Hit Dice, spell level, and bonus provides 1 point of food to it – a *Flarecantrip* would give it 1 point of food (0-level spell [0]/–1 to hit penalty [1]) where as a *Sunbeam* spell would give it 14 food points (7-level spell [7]/3d6 damage [3]/–4 Str & Dex check penalty [4]). When a fractine has consumed a number of points equal to its total hit points, it is full and leaves. Its movement rate is increased by 5 feet per point of light energy consumed and decreased by 5 feet per point of darkness (maximum of 120 feet and minimum of 0). A fractine with a 0 movement rate is rendered dormant and is considered “at rest” until a strong enough stimulus stirs it again. Large bursts of energy (such as a *Fireball* or *Lightning Bolt*) repulse active fractines for 1d4 rounds and have a 10% chance per die of damage of awakening a dormant one.

On a related note – since fractines are oblivious of the vast majority of the Prime Material plane and are spatial anomalies rather than creatures, they have no reach, do not threaten any hex other than the one they occupy, do not take advantage of attacks of opportunity and do not provoke attacks of opportunity by their actions.

Distortion (Su): A fractine passes through its victims, causing the listed damage and causing an odd effect to occur to the victim. Roll 1d20 for the effect and consult the following table. Any required save or ability check is made at DC 26 with success negating the effect but not the damage.

Roll 1d20 Result

- | | |
|-------|---|
| 1–3 | <i>Blink</i> [random direction and orientation] |
| 4–5 | <i>Teleport</i> [1d4x10 feet into the air] |
| 6–7 | Deport* [Character's mind views his body from another plane; must roll Wisdom checks each round to control] |
| 8–9 | Turn Ethereal [as per <i>Ethereal Jaunt</i>] |
| 10–12 | Physical Distortion* [Character's form suffers a distortion, DM's choice - Effects may shorten or lengthen limbs, make fat or thin, flatten, stretch, etc. A Dexterity check must succeed each round to perform any desired actions.] |
| 13 | Transpose* [Part of body is exchanged with that of another victim, or it vanishes. Roll an Intelligence check to control body part.] |
| 14 | Reversed* [Any action the character takes becomes reversed] |
| 15 | Duplication** [Creates a duplicate of creature as per <i>Mirror of Opposition</i> ; duplicate attacks] |
| 16–20 | Trap [As a <i>Mirror of Life Trapping</i> ; there is a 25 % chance that another creature is released at the same time] |

* Effect lasts 1d4 minutes.

** Effect lasts 2d4 + 2 minutes.

Flight (Ex): A fractine's body is unaffected by the forces of gravity. This allows it to fly as per the spell, as a movement action, at a speed of 60 feet. Wind can alter a fractine's trajectory however. Spells affecting air can be used to control fractines. The caster must roll a successful Will save (DC 15) each round or lose control.

Reflection (Ex): Fractine's warp the space they surround as well as anything that contacts them. Any physical melee damage to a fractine causes damage to the attacker. The attacker suffers 1d4x25% of the inflicted damage (round fractions up), though he receives Fortitude save (DC 26) to suffer only half damage. A fractine always receives a saving throw vs. any magical effect, if the effect gets past its spell resistance. If the saving throw is successful, the magical effect is redirected at random.

Scry (Sp): Characters can use a dormant fractine as an excellent scrying device. To do so, a spelljamming scholar must focus his willpower on the subject he wishes to view, while touching a fractine. A Scry check (modified by a DM-selected difficulty class usually between 15 to 30) must succeed to view the subject. Failure results in 1d10 subdual damage and fatigue for a like amount of time in hours, and there is a 10% chance that the fractine is stirred into motion. If successful, one can examine a subject's past, future, and weaknesses using the right techniques. However, the fractine's distorted surface may blur the results, obscuring crucial information.

Shatter (Ex): Once per round there is a 1% chance per point of damage inflicted that a fractine shatters into 1d4 independent fragments, each with one-third of the remaining HD and hp (shattering releases any trapped creatures). Shattered fragments either follow divergent paths or merge once again.

Two-Dimensional (Ex): Fractines have length and width, but no depth. It is not known whether fractines are intelligent creatures or merely spatial phenomena. In addition to the qualities of a construct, they share many similarities to incorporeal creatures. A fractine has a deflection bonus equal to its Charisma bonus; however, Ghost Touch weapons offer no special benefits unless they possess an actual magical enhancement bonus. They can pass through solid matter at will, but not force effects. A fractine moves silently and cannot be heard with a Listen check; creatures must make a Spot check at DC 20 in order to notice a fractine for what it is. All attacks made at a flank of a fractine's facing miss 50% of the time; attacks made directly on a perpendicular (90°) to a fractine's facing automatically fail since the fractine does not have a "side". Only attacks directed at one of the fractine's two faces have no "automatic" chance to miss.

Fractines have no way to hit something with force, other than inertial, so they do not add their Strength modifier in when determining attack and damage rolls; its Strength score is merely used to determine the approximate force needed to keep one immobile.

In the Spheres

Fractines appear as natural spatial anomalies that are absolutely oblivious of their surroundings, how they affect them, and even their own state of being. They play no significant part in any ecosystem other than as a hazard to avoid. Fractines heal through extended energy consumption (i.e. the fractine's hit dice in hit points per day if in light) or by having another fractine shard merge with it; both fractine's hit dice and hit points are added together to determine the new fractine's statistics. There are rumors of fractine's reaching such enormous proportions that one could trap an entire spelljamming ship inside itself. Inert shards of a destroyed fractine are useful as power components for scrying devices and any magical mirror. They are only attracted to what they consider nourishment (see *Consume Energy*).

Spelljamming wizards oftentimes capture dormant fractines to use as scrying devices.

Gadabout

Medium-Sized Plant

Hit Dice: 2d8+4 (13 hp)

Initiative: N/A

Speed: Fly 50 ft. (good)

AC: 13 (+3 natural)

Attacks: None

Damage: None

Face/Reach: None

Special Attacks: None

Special Qualities: Blindsight, Generate Air, Plant

Saves: Fort +5, Ref +0, Will +0

Abilities: Str —, Dex 10, Con 14, Int 1, Wis 10, Cha 1

Skills: None

Feats: None



Climate/Terrain: Wildspace

Organization: None

Challenge Rating: ¼

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (medium), 5-6 HD (large)

Spacefaring elves use this small winged plant as personal conveyance for short-distance travel outside a spelljammer's air envelope, such as boarding actions between ships, or as emergency life-support.

Combat: Though gadabouts are hardy, they do not tolerate abuse well. If the air envelope is punctured, the entire plant undergoes rapid decomposition, turning to an evil-smelling mess within two hours. Gadabouts have no attacks forms, and will flee from any attack if possible.

Plant: As a plant, gadabouts are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects.

Blindsight (Ex): Gadabouts have no visual organs, but can sense other life forms within 10 ft.

Generate Air (Ex): The gadabout reflexively wraps its branches around the wearer, spreads its butterfly-like "wings" and allows its wearer to fly through space in a continually refreshed air bubble. This bubble is generated when the plant takes in carbon dioxide and gives off oxygen. The photosynthetic properties of the colorful wing-leaves even provide a nourishing syrup, which the user can drink from a flexible stalk near his or her head. This closed environment persists as long as the wings remain intact and there is sufficient sunlight. In the phlogiston, a daylight spell can substitute for sunlight.

As these plants remain under the elves' control, information about their growth and development is sketchy at best. The elves have only recently sanctioned gadabouts for sale to non-elven races. Gadabouts do not generate seeds. Therefore, each gadabout is a rare commodity. Since the plants are expensive (2500 gp each), owners jealously guard them; no one has yet dissected one.

Easily cared for, the gadabout requires only sunlight and occasional waters. Adventurers of any class can use the gadabout, controlling it by thought as a wizard or priest controls a helm. Scholars do not know how the elves achieved this crucial modification.

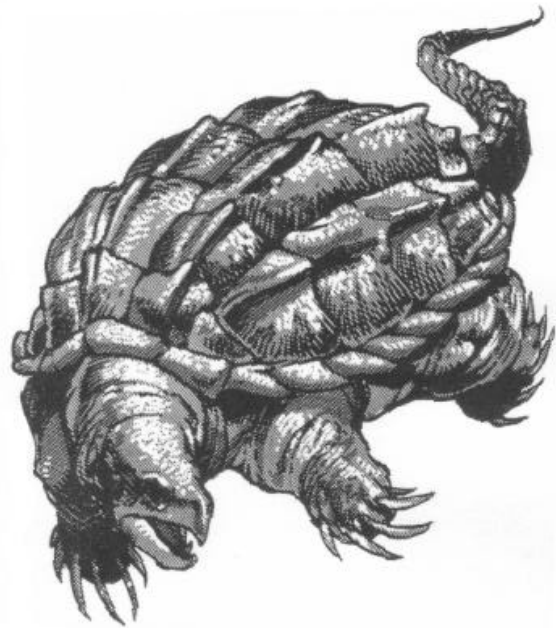
Gadabouts, as well as flitters, men-o-war, and armadas, are modified fruit from the starfly plant. The gadabout is arrested in the motile fruit stage, and modified further to be seedless as well as responsive to commands. Gadabouts live about 25 years. The central part of the plant remains the same size; the only parts that grow are the wings. As with the other elven spacefaring plants, owners must trim the wings occasionally. The central plant is flexible enough to accommodate various humanoid body types. Ogres as well as gnomes have used them.

conversion by Joel Jackson

Gammaroid

Colossal Beast

Hit Dice: 100d10 + 80 (168 hp)
Initiative: +0
Speed: 30 ft., Burrow 30 ft., Spelljamming TM 9
AC: 22 (head & limbs)/ 30(shell) (+18 Natural)
Attacks: Bite +75, Claw +70 (2x)
Damage: Bite (4d6 x 10) + 16, Claw 6d10 + 16
Face / Reach: 5 ft. x 5 ft./5 ft.
Special Attacks: Flame Aura, Body Missile, Swallow Whole.
Special Qualities:
Saves: Fort = +61, Ref = +6, Will = +9
Abilities: Str 42, Dex 10, Con 29, Int 2, Wis 4, Cha 5
Skills: Spot +12, Hide +18
Feats: Alertness, Improved Grab



Climate / Terrain: Any
Organization: Solitary
Challenge Rating: 25
Treasure: Standard
Alignment: Neutral
Advancement:

The gammaroid is a colossal variety of the giant snapping turtle (2500 feet diameter). Like its terrestrial cousin, it has a voracious appetite and rules any territory it occupies. Its unique habits have made it the source of monster legends and religious rites on many worlds.

Combat:

On land or in space, the gammaroid is a fearsome opponent. In space the gammaroid masquerades as an asteroid, allowing smaller rocks to adhere to its body by gravidic attraction. When prey happens by, its enormous head shoots forth, smashing victims with 6d4 hull points of damage (*note: this amount may be modified when combat rules have been converted*) from its powerful jaws. This attack can swallow small vessels whole. The bony ridges of the gammaroid's beak are sharp enough to rip through ship hulls and its claws do 1d6 hull points (*see note*) of rending damage on impact.

Improved Grab (Ex): A gammaroid must make a successful bite attacks to use this ability.

Swallow Whole (Ex): A gammaroid can try to swallow an opponent of up to gargantuan size by making a successful grapple check. Creatures swallowed take 10d10 points of damage per round from the crushing muscle spasms and the digestive fluids. A swallowed creature may cut its way out by doing 75 points of damage to the gizzard (AC = 22). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The gammaroid's interior can hold one Gargantuan, four huge, twelve large or any number of smaller creatures as they are quickly digested to more suitable material. Instead of the gargantuan or huge creatures, the gammaroid can hold one ship of up to 25 tons or three ships of maximal 10 ton each.

Body Missile (Su): A gammaroid can pursue fleeing prey by retracting its head and legs, rotating on its axis and flying at spelljamming speeds (TM 9, MC F). When this deadly missile hits a ship, the target suffers an automatic "Ship Shaken" critical hit. The whirling serrated edge of the gammaroid's shell may cut in half (30% chance, Fortitude save DC 30 will negate) or even utterly destroy a ship of up to 60 tons (10% chance, Fortitude save 30 will negate). This attack deals (10d10 x 10) points of damage. The gammaroid uses this attack primarily against its favorite prey, the gossamer noble (q.v.)

Flame Aura (Su): In atmosphere, atmospheric friction from its body missile attack, creates an enveloping fireball that causes an additional 12d6 points of damage.

Habitat/Society: Gammaroids spawn on planetary bodies larger than size A. They land near geologically unstable regions, homing in on areas where the heat is near the surface (up to ten miles deep). The female digs until she reaches magma, then lays 2d4 eggs in the lava pit. When the egg laying is complete, she crawls from the hole, allowing it to collapse behind her. Within 50 years, the young gammaroids hatch and tunnel upward, usually surfacing far away from the hatchery. This spawning causes great destruction to surface dwellings and even the largest underground monsters are easy prey to the hungry hatchlings.

Ecology: The gammaroid is the undisputed master of any ecosystem it inhabits. Its only natural enemy is the gossamer noble, which it disables by cutting off the tentacles, then attacking with claws and enormous jaws. Though the gammaroid prefers the gossamer noble, it may attack spelljamming ships during times of great hunger to get at the soft, tiny morsels inside. However, the metal-and-wood canisters that hold these small feasts do not settle well with the gammaroid's palate.

The lifespans of gammaroids are very long. Specimens with shell growth patterns indicating millennia of molts have been recorded. The shells of dead gammaroids are quite useful as spelljammer hulls, as the lightness and toughness of the shell combine to make a highly maneuverable armored vessel. They can fetch a king's ransom.

Conversion by Jan-Willem van den Heuvel (Jan-Willem.vandenHeuvel@nl.origin-it.com)

GIFF

Large Monstrous Humanoid

Hit Dice: 4d8+16 (34)
Initiative: +0
Speed: 30 ft
AC: 14 (-1 size, +5 Natural Armor)
Attacks: Unarmed +11, by heavy mace +11 or by pistol +4
Damage: Unarmed 1d6+7, large heavy mace 2d6+7, medium pistol 2d6
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Head Butt 2d6+7
Special Qualities: SR 13, Darkvision 60 ft
Saves: Fort +8, Ref +1, Will +6
Abilities: Str 25, Dex 11, Con 18, Int 8, Wis 14, Cha 12
Skills: Craft (Weaponsmithing) +9, Profession (Siege Engineer) +6, Swim +13,
Feats: Point Blank Shot, Large and in Charge*



Climate/Terrain: Any
Organization: Single or platoon (20-40)
Challenge Rating: 3
Treasure: Double coins; double items (weapons only); no magic items
Alignment: Often Lawful Neutral
Advancement: Giffing 1-3 HD (Medium-sized); By character class

The Giff are a race of powerfully muscled, hippopotami mercenaries. The basic form of the Giff is a humanoid, with stocky, flat, cylindrical legs and a humanoid torso, arms and fingers. The chest is broad and supports a neckless head that looks like a hippopotamus's. Giff's coloration varies from black to gray to a rich gold, however many have colorful tattoos that leave their bodies a patchwork record of past jobs and victories.

Giff speak Common and Giffspeak.

Combat:

A Giff will wade into a brawl just for the pure fun of it, tossing various combatants on both sides around to prove itself the victor. Once weapons are bared the Giff consider the fight to be to the death. In serious battle most Giff love the flash and power of firearms, using their Giff sized pistols to hold the line. If the battle comes to melee, most Giff prefer to use bludgeoning weapons.

Giff will never willingly fight other Giff. If forced into such a situation on a battlefield both groups will retire for at least a day of drinking and sorting out ranks. There is a 10% chance that one platoon will join another in this case, but most likely both will quit their current employment and look for work elsewhere.

Charge (Ex): If a Giff charges into melee combat with an opponent, they may choose to use the thick bone plates in the top of their skull to accomplish a devastating charge attack. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single slam attack that deals 2d6+7 points of damage.

Skills: Thanks to their generous fat deposits Giff gain a +2 on swim checks. Despite their comical appearance, their reputation as fierce fighters is one that every spacer knows, granting them a +2 on all intimidate checks.

Giff Society:

The Giff culture is a mix of fanatical religious theocracy and dedicated racial military. All Giff, male, female and giffing have a rank in society, which can only be changed by someone of higher rank. Within this rank are sub ranks and within those sub ranks are color markings and badges. The highest-ranking Giff gives orders and the others obey. It does not matter if the orders are foolish or even suicidal - following them is the purpose of the Giff in the universe. Their quasi-mystical faith confirms that all things have their place, and the Giff's is to follow orders. This makes the Giff very happy.

The upper echelon of the military is dominated primary by males. This however, is not the case of the rest of their matriarchal culture. Females run almost all of the economic sectors of Giff culture. Most Giff woman take more than one husband.

They are civilized in that they understand the basics of spelljamming, though for the most part they lack mages among their own race. Instead, they hire on with various groups throughout the universe as mercenaries, bodyguards, enforcers, and general leg-breakers.

Giff jobs are usually paid in smoke powder, though they often will accept other weapons and armor. It is purely a barter system, but to hire a Giff for one standard month it requires two pounds of smoke powder (one ounce per day + hazard bonus). In areas where smoke powder is more common the price will rise.

Giff Characters:

A Giff's favored class is fighter and most Giff leaders are fighters. Giff clerics worship Kakwoojeey "The Great One" and can choose any two of the following domains: Law, War, Water and Strength. Giff clerics who take War as one of their domains gain Weapon Focus with the Heavy Mace. A Giff character has a level equivalent of its class levels +5.

*Large and in Charge is a new feat from the guidebook to fighters and monks, Sword and Fist. If these rules are unavailable, then substitute this feat with Power Attack.

*Conversion by Charley "Spot Jill" (spot_jill@yahoo.com)
Photo Composite by Troy Gomm (troy_gomm@hotmail.com)*

Gonn

Huge Aberration

Hit Dice: 18d8+108 (192 hp)

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: fly 120 ft. (good), TM 2

AC: 24 (-2 size, +5 Dex, +11 deflection)

Attacks: Gravity slam +21

Damage: Gravity slam 2d8+8

Face/Reach: 20 ft. by 20 ft. / 5 ft.

Special Attacks: Songs of Destruction

Special Qualities: Blindsight, Immunities, Songs of Creation, SR 17

Saves: Fort +14, Ref +11, Will +18

Abilities: Str 26, Dex 20, Con 22, Int 30, Wis 20, Cha 33

Skills: Appraise +14, Bluff +16, Diplomacy +15, Gather Information +15, Innuendo +10, Intimidate +15, Intuit Direction +10, Knowledge (Arcana) +14, Knowledge (Geography) +14, Knowledge (History) +14, Knowledge (Local) +14, Knowledge (Nature) +14, Knowledge (Nobility and Royalty) +14, Knowledge (The Primes) +14, Knowledge (Religion) +14, Knowledge (Wild Space) +16, Listen +12, Navigation (Wild Space) +14, Perform +15, Search +14, Sense Motive +10, Speak Language (most spacefaring races), Spot +10

Feats: Alertness, Dodge, Endurance, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Remain Conscious, and Toughness

Climate/Terrain: Any space

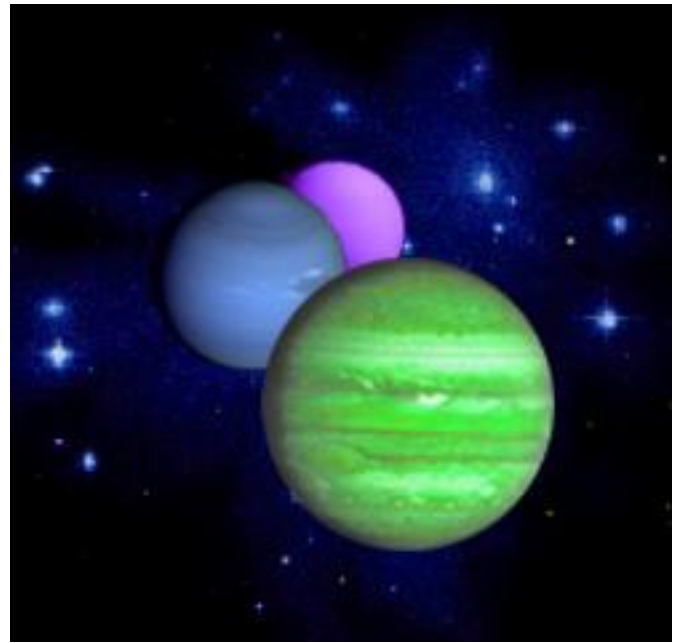
Organization: Solitary, or Scale

Challenge Rating: 13 (19 in scale)

Treasure: Standard

Alignment: Lawful good

Advancement: 19–32 HD (Huge), 33–64 (Gargantuan), 65–128 (Colossal)



Though wildspace is fraught with mind-blasting perils, it also holds great beauty. The musical, pacifistic race known as the Gonnlingdaah (or the Gonn for short) brings much beauty to wildspace. These good beings float through wildspace creating hauntingly beautiful music and preserving life. Though blessed with brilliant intellect, they live a simple but extremely long life. Instead of speaking, they sing. The Gonn can sing in their mysterious language and that of Common.

The Gonn resemble gas giants: perfect spheres with bands of different colors decorating their bodies, a few seem to not have as pronounced bands. To the novice sailor, they appear by a trick of perspective as far-off planets.

Combat: Though the Gonn do not consider combat their first option, they wisely realize that sometimes one must fight to preserve good. Before any combat, however, the Gonn attempt to negotiate with all but the most violent, life hating beings. The Gonn offer to help foes change their violent ways. If the opponent rejects their offers of help and peace, the Gonn bring their full powers to bear with no hesitation.

While the Gonn have the ability to slam an opponent with its 'body' (gravity) doing 2d8+8 points damage, they rarely do so preferring their songs of destruction.

Blindsight (Ex): A Gonn senses its surrounding through a complex heat-sensing, gravity detection and sound process. It unerringly senses any fluctuation in all directions in either condition out to a range of 1,000 yards per point of Wisdom bonus (or just a little under three miles in radius).

Immunities (Ex): Gonn are immune to destructive energies of sound, thus many spells can't bring them harm (otherwise the Gonn would have destroyed them selves with their own songs of destruction). Also due to their size and being composed of energy, gases and gravity they are not subject to critical hits, disease, paralysis, polymorphing, poisons, sleep and stunning.

Songs of Destruction (Su): The Gonn's power is music, and their songs can accomplish amazing feats. Their most powerful song is a high-pitched keening that affects all within 240 feet of the Gonn. All targets take 10d10 points of sonic damage (make a fortitude save at DC 27 for half damage). Targets that fail their save also make fortitude save for their equipment as well. Due to the enormous destructive power of this song to all around, the Gonn are loath to use it except against the most destructive foes. It should be noted that few beings in the known universe can withstand all eight Gonn singing this song as the damage would be 80d10 points of damage (unless hiding in a *silence* spell).

Another destructive musical attack is a single shrill note. All non-living matter in 240' is destroyed except very large structures (those objects that have more 100 or more hit points. Objects that get a save must make Fortitude check (DC 27) or be destroyed those that save take 10d10 points of damage. All living beings with in this area take 2d10 points of damage and must make Fortitude check (DC 27) or be deafened for 2d6 rounds. Beings that are deafened must make a second Fortitude check (DC 27) or be permanently deafened.

The Gonn prefer a gentle, soothing song of pacification. All targets must make Will save (DC 27) or immediately cease combat and relax, listening to the sweet music. In addition, 30% of victims fall asleep for 2d10 turns. Those who save are confused and can take no action for one round.

Gonn can cause magical spells within 240' to cease functioning by singing a little ditty that acts as a *greater dispelling* at 20th level of effect.

A Gonn can sing each of these songs three times a day. Gonn prefer to sing in groups of eight, call "scales." All Gonn in a scale must sing the same song. A Gonn sings solo only if it has no other choice. Such a song is diminished in power (DC 25).

Songs of Creation (Su): Besides their songs of destruction, Gonn can also sing the following spells of creation that helped create all of creation: *analyze dweomer*, *create food and water*, *legend lore*, *major creation*, *minor creation*, *heal*, *greater restoration*, *regeneration*, and *true resurrection*. Costs for these each of these spells is a song or story, plus 2,000 gp in gems for the following songs: *analyze dweomer*, *heal*, *legend lore*, *greater restoration*, *regeneration* (*true resurrection* cost 7,000 gp in gems). However, Gonn defend, rescue, and heal anyone that they see hurt by evil without charge (or are where caught up in a song of destruction, when the Gonn was trying to destroy that evil).

Since Gonn music comes from their every pore, silence spells are useless against them. However, enemies in the radius of effect of the *silence* spell are immune to Gonn songs (enemies should not get to bold, as the Gonn still have the ability to dispel such protect). Bard songs cannot counteract Gonn songs,

since the behemoths sing so powerfully that they drown out any other sound.

In the Spheres

Gonn wander wildspace, collecting songs and tales and have a life span of six millennia. Each Gonn's name is a long song that would take 1d20 hours to sing. Among the shorter-lived races they adopt shorter melodies as temporary names.

In every scale, one Gonn is the leader, called the “conductor.” The scale moves in formation, each Gonn singing one note.

Thought the Gonn love to answer questions, the asker had best be ready for a long answer. They ramble on and on, singing instead of talking. Typically, one who seeks information from one of these singing sages must listen through 1d8 days of non-stop singing. Each day, there is a cumulative 10% chance the Gonn gives the information. The price of the answer is a song or story (making a non-weapon proficiency check to produce a successful song). Failing this, the Gonn accepts gems worth 500 gp instead. The Gonn wander often, and like the Fal (q.v.), they dislike intrusions by the same visitors more than once a year. It is practically impossible to find the same scale of Gonn one met before.

Once a century, a scale of Gonn engages in a song of perpetuity, which takes 1d12 months and results in the birth of 2d4 immature Gonn. The young cannot sing for five years, when they reach maturity. Until then, they hum.

The Gonn try to preserve life any way they can. Some speculate that Apollo, Oghma or Perun or some other power with domains over knowledge and/or music created them to bring beauty to the universe.

Conversion and HTML by [Mark Doolan](#)

Image by [Ron Pollard](#)

Gossammer

Tiny Beast

Hit Dice: 1/4d10-1 (2 hp)

Initiative: +3 (+3 Dex)

Speed: fly 30 ft. (perfect)

AC: 15 (+2 size +3 Dex)

Attacks: 1 Stinger -3 (+2 Size -5 Str)

Damage: Stinger 1 hp

Face/Reach: 2½ ft. by 2½ ft. /0 ft.

Special Attacks: Poison

Special Qualities: None

Saves: Fort +1, Ref +5, Will -1

Abilities: Str 2, Dex 16, Con 10, Int 1, Wis 4, Cha 4

Skills: Spot -4

Feats: Lightning Reflex

Climate/Terrain: Any wildspace

Organization: Shoal

Challenge Rating: 1/4

Treasure: None

Alignment: Always neutral

Advancement: None

Gossamers are the spacefaring cousins of the jellyfish. They travel in groups known as shoals. Gossamers usually drift among the rocks of asteroid fields and the junk of space sargassos, though they occasionally venture into open space. They scavenge leftover prey, cleaning areas of organic junk.

Gossamer shoals offer beautiful color displays that communicate their moods. Contented gossamers are awash with waves of cool colors - green, blue and purple punctuated with bright flecks of yellow and orange. When danger threatens, waves of red and amber wash over the shoal from the point of contact. These displays lead some sages to theorize a group-mind among gossamer shoals.

Combat: Like the jellyfish, the standard gossamer grows stinging tentacles. These tentacles secrete a nauseating paralytic poison (DC=13 or take 1 point of damage). Gossamers only attack prey smaller than themselves. If the offending object is larger than 1', the shoal immediately changes direction away from the offending critter. The gossamer may accidentally collide with and sting larger creatures, or foolish crewmen may touch a dead gossamer that has landed on a ship deck.

Habitat/Society: Most of the gossamer's body consists of empty space, and depends on weightlessness to maintain its structural integrity. If introduced to a gravity plane, the gossamer collapses under its own weight and dies. Air also renders the gossamer's body liquid. Dead gossamers collapse in 1d3 minutes into viscous pools of evil-smelling liquid. The liquid is a solution of the enzymes that cause the gossamers to sting, and remains dangerous until it evaporates (one turn).

Gossammer Noble

Actually a colony of specialized life forms, the gossamer noble is 10d10 foot in diameter, with enormous sacs that act as sails, allowing it to navigate at spelljamming speeds. Cloudy currents and colorful lightning-like fashes fill its pearly, translucent body.

Hundreds of tentacles trail from the noble's base. These are long (50-500'), supple hawsers with wicked spikes that inflict 1d12 points each on exposed flesh. The gossamer noble uses 1d10 of these tentacles in battle. Victims must make Fortitude Save (DC 15) or the spikes' digestive enzymes inflict an additional 1d6 points of damage per round. These solitary predators live on spacefaring life forms (including smaller spelljamming ships) and are highly dangerous. They are the prey and natural enemy of gammaroids (q.v.).

Conversion, HTML and manipulation of Image by [Jan-Willem van den Heuvel](#)

Grav

Medium-sized Humanoid (Grav)

Hit Dice: 1d8+2 (7 hp)

Initiative: -1 (-1 Dex)

Speed: 20 ft.

AC: 11 (-1 Dex, +2 armor-leather)

Attacks: Pick +1 melee

Damage: Pick 1d6+1

Face/Reach: 5 ft. by 5 ft./ 5 ft.

Special Attacks: Gravity reduction, grav traits

Special Qualities: Gravity reduction, grav traits

Saves: Fort +5, Ref -1, Will +0

Abilities: Str 12, Dex 8, Con 15, Int 6, Wis 10, Cha 8

Skills: Craft (stonework) +3, Listen +2, Spot +2

Feats: Alertness

Climate/Terrain: Any asteroid or underground

Organization: Team, or Work Gang (1-20 plus 1-2 Elites)

Challenge Rating: ½

Treasure: No coins, double goods, standard items

Alignment: Usually lawful neutral

Advancement: By character class

Gravs are short stocky humanoids who have the ability to manipulate gravity. They mine ore and gems from unclaimed asteroids and moons. A Grav is short, squat and square, averaging 4 feet tall and weighing as much as a full-grown Half-Orc. They have broad thick shoulders, and flat circular leg's, their heads appear drastically small when compared to the rest of their bodies.

Combat: Grav's are a peaceful race, intent on their mining and leaving other races alone. If provoked, however, grav's utilize their special abilities with great skill. Grav's will typically demonstrate their gravity manipulating powers to would-be attackers. If this warning is ignored the Grav will typically seek suspend their opponent and incapacitate him.

Gravity Reduction (Su): At will, a grav can decrease the effects of gravity by 25% per round on a single object or individual no greater than one size category larger than the grav. After four rounds of this the target becomes weightless and begins to float. This is considered a move-equivalent action, maintenance of the achieved level of reduction is a free action that lasts until the grav decides to end the effect or is rendered unconscious. This effect has a range of 60 feet.

The grav have not control over the course of the weightless creature and thus it might drift out of range and plummet into the nearest gravity plane. The target can attempt to avoid this effect by succeeding at a Reflex save (DC 10+Level). Use of this power does not allow a grav to wield weapons that are too large for it, as such limitations are a subject of mass, not weight.

Grav Traits (Ex): Gravs benefit from a number of racial traits.

- Darkvision up to 60ft.
- Grav are automatically immune to the effects of the Grav's Gravity Reduction power.
- Gravs bear an intense hatred of metal-eaters such as Silatics, and Rust Monsters, and gain a +1 racial bonus to attack them.

Skills*: All Grav receive a racial bonus of +2 to all Craft, Knowledge, or Profession rolls regarding Stone, or metal work or mining.

Grav Elites Grav Elites are the absolute leaders of grav society. They stand as a breed apart from the "low" grav. They are thinner than their worker minions but are still squat. They wear refined, foppish clothing and seldom sully their hands with manual labor. The Elite are the only Grav's traditionally allowed to pursue Spellcasting classes, usually Wizards. It is these Elites who pilot the Grav Argosy, their asteroid-like Spelljamming ships.

An Elite Grav's typical ability scores are Str 10, Dex 8, Con 12, Int 13, Wis 8, Cha 11. But otherwise bear the same powers and traits as the common grav.

Grav Society Grav society is strictly hierarchical. The elite order the miners (workers), who obey almost without thinking. Miners who question this structure are promptly "brought in for questioning" and moved to a position "better suited to their talents"-servitude to some minor elite. This is ultimate shame.

The name and location of the grav homeworld are unknown. Conversations with Elite gravs reveal that their homeworld is divided into fiefdoms, each ruled by an elite family. Family prestige depends on wealth.

Some say that the scarcity of information on the grav homeworld represents the elites desire to foil potential thieves. However Thievery is a totally alien concept to the grav race. Any thought or suggestion of thievery confuses a grav. The elite may maintain secrecy to prevent outsiders from disrupting grav society.

Grav Characters

On rare occasion, an individual Grav may seek to leave the strict class structure of the Grav. Whether this is the escape the near-slavery of the low grav, or an elite seeking to sample the riches of the greater universe. A "Low" grav's favored class is Fighter, while an "Elite" grav's favored class is Wizard.

Conversion by [Aaron Siddall](#)

Great Dreamer

Titanic Outsider

Hit Dice: 60d8+600 (870 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: Swim 60 ft., fly 1,350 ft. (good),

AC: 31 (-16 size, +1 Dex, +36 natural)

Attacks: Bite +80, tail slap +75

Damage: Bite 5d10+20, tail slap 2d8+10

Face/Reach: 80 ft. by 160 ft. /20 ft.

Special Attacks: Improved grab, sound lance, summon elementals, swallow whole, waterspout

Special Qualities: Aura of beauty, grant immortality, living water planet, spelljamming

Saves: Fort +42, Ref +23, Will +32

Abilities: Str 51, Dex 13, Con 30, Int 21, Wis 30, Cha 30

Skills: Animal Empathy +41, Appraise +15, Bluff +20, Decipher Script +23, Diplomacy +48, Gather Information +25, Handle Animal +30, Hide +5, Innuendo +16, Intimidate +28, Intuit Direction +44, Knowledge—Astronomy +30, Knowledge—Arcana +15, Knowledge—Architecture and Engineering +14, Knowledge—Geography +25, Knowledge—History +28, Knowledge—Local +15, Knowledge—Nature +28, Knowledge—Nobility and Royalty +15, Knowledge—Plane +28, Knowledge—Planetology +30, Knowledge—Religion +28, Knowledge—Spelljamming Lore +28, Knowledge—Wildspace Navigator +28, Listen +75, Move Silently +11, Perform +28, Search +25, Sense Motive +23, Speak Language (Aquan, Celestial, Druidic, Dwarvish, Elven plus 40 other languages), Spot +62, Swim +83, Use Magic Device +23, Wildspace Lore +28

Feats: Alertness, Cleave, Combat Reflex, Dodge, Endurance, Expertise, Flyby Attack, Great Cleave, Improved Initiative, Iron Will, Large and in Charge*, Leadership, Lightning Reflex, Power Attack, Skill Focus (Knowledge—Astronomy), Skill Focus (Knowledge—Planetology)



Climate/Terrain: Any wildspace and ocean

Organization: Solitary, or Entourage (2–12 delphinid “knights” each of which are 10 to 12 Hit Dice, 1–4 leviathans, each with the following attendants: 2–20 colossal whales and 10–100 gargantuan whales)

Challenge Rating: 24

Treasure: Standard

Alignment: Always lawful

Advancement: As character class

These enormous space-going cetaceans are apparently responsible for the occurrence of whales and other cetaceans, both in space and on worlds with plentiful water. They travel through space in a spherical envelope of *Living Water* so large that weather patterns occur on its surface, creating the image of an immense elemental whale swimming through the cosmos. Within this spelljamming size class A planet swims the Great Dreamer's and its "entourage".

Like the delphinid, the Great Dreamer is trilaterally symmetrical. Its three eyes, equidistant around the

head, shine with reflected starlight.

Combat: The Great Dreamers do not normally engage in combat; their great power speaks for itself. If the Great Dreamer cannot dissuade attackers, then the Dreamer's entourage will commit an all out onslaught upon the those so foolish.

Aura of Beauty (Su): The aura given off by these beings is so powerful that those who fail Will save (DC 50) are enraptured by the beauty of the Great Dreamer. Beings enraptured by the Great Dreamer's beauty will not perform any acts of violence, it will only stare at this great beast in awe.

Grant Immortality (Su): Perhaps as a function of this guardianship of life, the Great Dreamers has the power to grant immortality to one being, once per year. Usually the champion who receives this honor is a cetacean. Rarely, however, a humanoid that has greatly aided the Dreamers' subjects may receive this gift.

Improved Grab (Ex): To use this ability, the Great Dreamer must hit a huge-size or smaller opponent with its bite attack. If it gets a hold, it can try to swallow the foe.

Living Water Planet (Su): The Great Dreamer can open a gateway to the Elemental Plane of Water, thus creating it's size class A water planet. This water planet instantly responds to the Great Dreamer's commands, moving at what ever speed the Great Dreamer does. This living water planet is very magical as it bestows to all who enter its watery domain the ability to breath water. In addition the Great Dreamer can control the tides within the living water planet.

Sound Lance (Ex): The Great Dreamer can assault an opponents or ship with a sound lance that is within the range of 6000 feet. The lance width is equal to it smaller of its two facings (i.e., the Great Dreamers has a beam that is 80 feet wide). Targets must make Fortitude save DC 50 or be stunned for 1d4 minutes. The sound lance's tone can also changed causing the lance to resonate with the ship's hull, causing a ship to rattle itself to pieces (12d10 hit points of damage per round). Members of the great dreamers entourage have the sound lance ability, but the effects are less so (i.e., Range of 100 feet per Hit Dice of member, Damage is 1d10 per 5 HD of entourage member, and Fortitude save is 10 plus ½ the members HD plus Constitution modifier — a delphinid knight does 2d10 hit points of damage and DC 18 for the Fortitude save to avoid being stunned and have a range of 1000 feet).

Spelljamming Ability (Su): When not within 3,750 feet of 10-ton ship/object or within an atmosphere, great dreamers have the innate ability to spelljam across great distances of wildspace. When not moving at spelljamming speed the Radiant dragon moves either by flight or by swimming.

Summon Elementals (Su): The Great Dreamer can also contact the Elemental Planes of Water and Air, summoning 1d8 Elder Elementals to do its bidding. The elementals either wash or destroy an offending spelljammer; only when the Great Dreamer or its entourage takes severe injury does a Dreamer order its elementals to kill an opponent.

Swallow Whole (Ex): An Great Dreamer can swallow a Huge or smaller opponent or object by making a successful grapple check. The swallowed creature is rushed to the Great Dreamer's stomach

where it 10 hit points of acid damage per round. A swallowed creature can attempt to cut its way out by using claws or large sized or smaller weapon to deal 100 points of damage to the stomach (AC 25). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out.

The Great Dreamer's stomach can hold four Huge, eight large, sixteen medium-sized, thirty-two Small, sixty-four Tiny, and numerous diminutive and fine opponents. Once the Great Dreamer's stomach is full the it cannot swallow any more opponents, but may still bite!

Telepathy (Su): Communication with the Great Dreamers is not difficult; their broad-band telepathy makes conversation easy within a range of 1,000 miles. Their "speech" can be circular, seemingly wandering from topic to topic in a stream of consciousness, but they invariably return to the subject at hand.

Waterspout (Su): If necessary, the Great Dreamer uses its magical ability to project a giant waterspout from its water envelope. This waterspout is 20 feet in diameter has a range of 2 miles and ships and those directly in the path of the waterspout take 20d10 hit points of damage.

In The Spheres

These beings remain in the flow, traveling from sphere to sphere, attending to cetacean affairs on many worlds. Every 1000 years, the leviathans of each world receive an audience with the Great Dreamers to report on the events of the previous millennium. They remain for a year before returning to their homeworlds.

Great Dreamers preserve the abundance of life both in the seas and in the endless ocean of the flow. They perceive existence to be a continuous song, an endless paean to life itself. All members of a Great Dreamer's entourage continuously sing this hypnotic song.

The Great Dreamers are neutral toward humanoids and most other races that ply the spaceways.

Conversion by [Mark Doolan](#)

Image by [Ron Pollard](#)

Notes on this Conversion: The first thing that one will notice is that I did away with the "old" SR rating and used only Flight in its place be it in a planet's atmosphere or in space. The old SR would place it at 27,000 feet over a minutes time, I broke this down to 6 second intervals and then halved it to represent its movement. For attacks I toned them down by 1/10th when concerning attacks that have ranges listed in miles. The great dreamers are very powerful beings and it is not likely that any group of characters should succeed in slaying such a magnificent beast.

Grommam

Medium-Sized Humanoid

Hit Dice: 2d8 (9 hp)

Initiative: +0

Speed: 25 ft. / 35 ft. in trees (or similar)

AC: 15 (+5 armor – chainmail)

Attacks: per weapon +2 Str

Damage: per weapon +2 Str

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: None

Special Qualities: None

Saves: Fort +4, Ref +0, Will +0

Abilities (male): Str 15, Dex 11, Con 11, Int 8, Wis 8, Cha 8

(female): Str 11, Dex 11, Con 11, Int 12, Wis 12, Cha 8

Skills: Balance +4, Climb +8, Knowledge (Religion) +3, Listen +2, Tumble +5, Use Rope +2

Feats: Ambidexterity, Two Weapon Fighting

Climate/Terrain: Temperate and tropical/Forests

Organization: Clan (1–12)

Challenge Rating: 1

Treasure: Standard

Alignment: Mostly Lawful Good

Advancement: By character class

Grommams are gorilla-like apes with heavy upper-body musculature. Their feet are roughly soled and their toes have a limited ability to grasp objects. Grommams have short, rough, copper-red fur all over their bodies except on their faces, the palms of their hands, and the soles of their feet. Their skin is a rich chocolate brown. Most grommams are five feet tall and have arm spans up to nine feet wide. Males weigh 350-500 lbs., while females weigh half as much.

Grommams use a gestural and finger-sign language. Body postures, facial expressions, and a variety of vocal hoots, screams, grunts, and calls add to the basic language, called “grommish” by other races.

Grommams prefer to wear loose, brightly colored clothing, particularly short-sleeved kimonos. They are fond of belts, arm straps, and leg straps, to which they attach weapons and tools that are tied down.

Combat: Grommams prefer to use weapons when attacking, though some enjoy wrestling and similar martial arts. Almost any melee weapon that a human can use can also be used by a grommam without change. Chain mail is used almost exclusively for its light weight and flexibility. Shields can be used, but most grommams take advantage of their ambidexterity and use a weapon in either hand.

Habitat/Society: Grommams are close-knit people. Grommams make their homes in the forests, but they enjoy the same sorts of climates as humans. They climb extremely well and some build treehouses, but most grommams are ground dwellers. A grommam family usually consists of one adult male, 1 or 2 adult females, and 1 to 4 children. One female generally cooks, cleans, and manages the children, while

the other directs all household affairs such as finances, purchases, and dealings with other grommam families. The male performs heavy labor either for the family or for a local guild or business. Several dozen related families form a clan, the basic social units, and 2 to 8 clans form a house, which is led by a demigod (see below). In most clans, only the “director” female is allowed to vote on political issues. Unmarried males form the backbone of the military forces, and more than a few become adventurers.

Like other races, grommams have gods – but their gods (of demigod level) openly live among the grommams themselves as their rulers and advisors. Grommams are highly religious and organized, and most are lawful good.

Typical stats for a demigod:

Class Levels: Fighter or Monk (females) 15; Thief 15; Cleric 12

Abilities: 18s plus character level bonuses

When grommams take classes males generally become fighters, thieves, or clerics and females generally become monks or clerics. Grommams automatically gain +1 to their climb skill when they gain any class level.

Grommam spelljammer ships (usually purchased from humans) are altered to appear powerful and dramatic, with bright colors and wild designs, but they work just like any other ships. Because grommams are so adept at climbing, they make heavy use of ropes, riggings, and swing bars.

Ecology: Grommams are omnivorous, eating almost any sort of fruits, vegetables, nuts, roots, and small game animals. They have no trouble eating the food of any human or demihuman race. Grommams have little effect on the affairs of other races.

Conversion by [Troy Gomm](#)

Gullion

Small Animal

Hit Dice: 1d8+1 (5 hp)

Initiative: +3 (+3 Dex)

Speed: 10 ft, 40 ft (Good)

AC: 13 (+1 Size, +2 Dex)

Attacks: Beak +4

Damage: Beak 1d2 –2

Face/Reach: 5 ft. by 5 ft./5 ft

Special Attacks: None

Special Qualities: Low-light vision 90 ft., Tumbling Flight

Saves: Fort +3, Ref +5, Will +1

Abilities: Str 6, Dex 17, Con 12, Int 1, Wis 12, Cha 6

Skills: Listen +6, Spot +6

Feats: Weapon Finesse (Beak)



Climate/Terrain: Wildspace ships and ports

Organization: Flock (10–100)

Challenge Rating: ¼

Treasure: None

Alignment: Always neutral

Advancement: None

Gullions are related to terrestrial seagulls but have adapted to life in space. Spelljamming crews despise them, because they waste precious air and demand a good deal of food. Due to exposure to many different magics and climes, the gullions vary widely in color, from purple to orange to normal gull colorings, but all are shaped like large seagulls.

Combat: Gullions try to steal food. For birds with animal intelligence, they are incredibly sneaky; the sometimes stage diversions in order to get their beaks on someone's dinner. Gullions only attack in numbers and only when extremely hungry.

Tumbling Flight (Ex): Gullions have adapted to flight in gravity planes and use the gravity line to fly erratically. This gives a gullion a +4 circumstance bonus to AC while in flight in a gravity plane area.

Conversion by [Richard Wortmann](#)

Hamster, Giant Space (Standard)

	Giant Space Hamster, Adult	Giant Space Hamster, Juvenile	Giant Space Hamster, Young
	Large Beast	Medium Beast	Small Beast
Hit Dice:	4d8 +12 (30 hp)	2d8 + 2 (11 hp)	1d8 (4 hp)
Initiative:	+0	+0	+0
Speed:	25 ft., Burrow 10 ft	20 ft., Burrow 5 ft	10 ft.
AC:	13 (-1 size, +4 natural)	13 (+4 natural, -1 Dex)	13 (+1 size, +4 natural, -2 Dex)
Attacks:	Bite +7	Bite +2	Nil
Damage:	Bite 2d4 + 4	Bite 1d4	Nil
Face/Reach:	5 ft. x 10 ft./5 ft.	5 ft. x 5 ft./5 ft.	5 ft. x 5 ft./5 ft.
Special Attacks:	Improved Grab, Swallow Whole	Nil	Nil
Special Qualities:	Disease Immunity	Disease Immunity	Disease Immunity
Saves:	Fort +7, Ref +0, Will +1	Fort +4, Ref -1, Will +0	Fort +2, Ref -2, Will -1
Abilities:	Str 18, Dex 10, Con 16, Int 2, Wis 4, Cha 14	Str 10, Dex 8, Con 12, Int 2, Wis 4, Cha 14	Str 6, Dex 6, Con 10, Int 2, Wis 4, Cha 14
Skills:	Listen +4, Search +6, Spot +4	Listen +4, Search +6, Spot +4	Listen +4, Search +6, Spot +4
Feats:	Improved Bull Rush, Trample	Trample	Trample
Climate/Terrain:	Any	Any	Any
Organization:	Family (1d4)	Family (1d4 per adult female)	Litter (1d4 per adult female)
Challenge Rating:	2	½	½
Treasure:	Standard	Standard	Standard
Alignment:	Neutral	Neutral	Neutral
Advancement:	5-8 (Large); 8-12 (Huge)	Nil	Nil

Giant space hamsters are exactly what they sound like – cute but brown-bear-sized rodents with thick fur. They are found on worlds having colonies of Gnomes. Giant space hamsters come in a variety of colors, but are usually golden brown with underbellies, bands and spots. They are well muscled but appear fat. A giant space hamster can store up to 200 lbs. of food in its cheeks.

Combat:

Giant Space Hamsters normally have only one mode of attack – a nasty bite. They avoid even this on most occasions, as domestic breeds have been cowardly. However, wild breeds are more aggressive, and they briefly charge at anyone who approaches a burrow. They use their trample feat to knock the opponent down and get one attack before they run like hell away to safety.

Careless gnome handlers have sometimes been bitten and stuffed in a cheek pouch. Trapped gnomes are merely covered in hamster spit, and are eventually spat out like old chewing gum when the hamster sees food.

Improved Grab (Ex): To use this ability, the giant space hamster must hit with its bite attack. If it gets a hold it can attempt to swallow the foe.

Swallow Whole (Ex): A giant space hamster can try to swallow a medium-size or smaller opponent by making a successful grapple check. The swallowed creature is stuffed in a cheek pouch and takes no damage whatsoever but is quickly covered in hamster spit. A swallowed creature can cut its way out by using claws or a small or tiny slashing weapon to deal 2 points of damage to the cheek. In reflex the Hamster will spit the swallowed creature out. A successful strength-check will have the same result.

Habitat/Society:

Giant space hamsters are normally kept on huge hamster ranches run by gnome colonists on various worlds. These giant space hamsters travel in small packs, browsing the local landscape and living in special hamster hutches constructed by their gnomish keepers. The hamster hutches often include huge artificial burrows, giant treadmills and some gnomes have constructed enormous and colorful pipe systems (some of them transparent) through which these creatures may crawl aboveground.

Wild packs of these creatures have evolved from escaped domestic species and exist on wolds long settled by gnomes, though they make easy prey for many carnivores and are thus quite rare in the wilderness. Wild giant space hamsters are the same size as domestic ones, but they dig their own burrows (about six feet wide and 120 to 180 feet long) in hillsides. They can dig through hard earth with a speed of 10 feet per round.

Like their tiny ancestors, giant space hamsters enjoy all sorts of green vegetables, fruits, nuts, grains and water. They sometimes eat raw or cooked meats; wild giant space hamsters especially enjoy large insects (like Umber Hulks?). One giant space hamster can easily put away 30 lbs. of food and ten gallons of water per day. These creatures are very clean; their gnome handlers often dump wood shavings in their lairs.

A small pack of giant space hamsters consists of 1d4 adults (start with a female and select the sexes alternating thereafter) with a 20% chance per adult female of 1d4 young being present.

Gnomes are unable to figure out how to reduce their breeding rates, aside from separating the sexes (this

conclusion was suggested after a 22-year-long research program that included five gnome fatalities). Giant space hamsters can easily have several litters in one year and they grow to breeding adulthood in but two years. These creatures live 18 years at most and remain fertile all their adult lives.

The giant space hamster is cowardness incarnate. If a gnome jumps in front of a giant space hamster and shouts: "BOO" it most certainly will turn its tail and run. In fact one of the most striking signs of gnome-presence from high altitude is the many straight "roads" through the vegetation created by fleeing giant space hamsters. In fact a gnome research committee is at this time debating the appliance of giant space hamster usage in infrastructure approval.

Ecology:

Giant space hamsters easily fill the niche occupied by large browsing animals, such as the elephant and the rhino on Earth, though most of them lack any real means of defending themselves. In the wild, they often die out despite their extraordinary reproductive rate. They are preyed upon, by large and medium sized carnivores alike, but they are immune to all parasites and diseases, magical or not. Cold weather forces them to hibernate for up to six months until the weather improves.

These creatures did not evolve naturally as one might guess. They were created by a gnome research committee attempting to develop a relatively passive creature large enough to wind up the giant rubber bands attached to the huge running wheels inside gnomish spelljammer craft. These devices produce internal power from torque. (Teams of gnomes formerly filled this job.) The giant space hamster produced by the committee, ran for hours inside their big wheels and were eventually spread through space.

Gnomes have found that the meat of giant space hamsters is quite tasty. Space hamster meat is called "space ham" or the shorter version: "spaham". Many gnomes eat large quantities of spaham with every meal. Many hamster ranches simply breed giant space hamster as livestock.

Gnomish colonies without such ranches sometimes send forth whole expeditions of fearless Hamster Hunters, gnomes who drive through the cosmos on their sidewheelers, singing the praises of spaham as they go hunting for prey.

Hamster, Giant Space (Variations)

Subterranean
Large Beast

Sabretoothed
Large Beast

Rather Wild
Large Beast

Invisible
Large Magical Beast

Hit Dice:	4d8 +12 (30 hp)	4d8 +12 (30 hp)	4d8 +12 (30 hp)	4d10 +12 (34 hp)
Initiative:	+0	+0	+0	+0
Speed:	25 ft, Burrow 15 ft	25 ft, Burrow 10 ft	25 ft, Burrow 10 ft	25 ft, Burrow 10 ft
AC:	13 (-1 size, +4 natural)	13 (-1 size, +4 natural)	13 (-1 size, +4 natural)	13 (-1 size, +4 natural)
Attacks:	Claw +7 (2x)	Bite +7	Bite +9	Bite +7
Damage:	Claw 4d4 + 4	Bite 2d8 + 4	Bite 2d4 + 6	Bite 2d4 + 4
Face/Reach:	5 ft. x 10 ft./5 ft.	5 ft. x 10 ft./5 ft.	5 ft. x 10 ft./5 ft.	5 ft. x 10 ft./5 ft.
Special Attacks:	Improved Grab, Swallow Whole	Improved Grab, Swallow Whole	Improved Grab, Swallow Whole	Improved Grab, Swallow Whole
Special Qualities:	Disease Immunity	Disease Immunity	Disease Immunity, Adrenaline Rush	Disease Immunity, Invisibility
Saves:	Fort +7, Ref +0, Will +1	Fort +7, Ref +0, Will +1	Fort +7, Ref +0, Will +1	Fort +7, Ref +1, Will -2
Abilities:	Str 18, Dex 10, Con 16, Int 2, W 4, Cha 14	Str 18, Dex 10, Con 16, Int 2, W 4, Cha 14	Str 18, Dex 10, Con 16, Int 2, W 4, Cha 14	Str 18, Dex 10, Con 16, Int 2, W 4, Cha 14
Skills:	Listen +4, Search +6, Spot +4	Listen +4, Search +6, Spot +4	Listen +4, Search +6, Spot +4	Listen +4, Search +6, Spot +4
Feats:	Improved Bull Rush, Trample	Improved Bull Rush, Trample	Improved Bull Rush, Trample	Improved Bull Rush, Trample
Climate/Terrain:	Any	Any	Any	Any
Organization:	Family (1d4)	Family (1d4)	Family (1d4)	Family (1d4)
Challenge Rating:	2	2	2	2
Treasure:	Standard	Standard	Standard	Standard
Alignment:	Neutral	Neutral	Neutral	Neutral
Advancement:	5-8 (Large); 8-12 (Huge)	5-8 (Large); 8-12 (Huge)	5-8 (Large); 8-12 (Huge)	5-8 (Large); 8-12 (Huge)

Subterranean Giant Space Hamster:

This creature can dig through any material up to soft rock with a speed of 15 ft. It uses its enlarged massive claws for burrowing. These claws deal a impressive 4d4 points of damage.

Sabre-Toothed Giant Space Hamster:

A nasty overbite lets this hamster attack for 2d8 points of damage with its fangs (it is still omnivorous though).

Rather Wild Giant Space Hamster:

Adrenaline Rush (Ex): When confronted by non-hamsters, this one will charge them, giving it a +2 attack and damage bonus (already applied in the statistics).

Invisible Giant Space Hamster:

Invisibility (Ex): This one can turn invisible at will (as an extraordinary power) for 5 – 8 minutes once per day. This is the same effect as by Improved Invisibility spell, so the hamster remains invisible even when attacking.

Hamster, Giant Space (Variations)

	Ethereal	Carnivorous Flying	Great Horned	Abominable (Cold)
	Large Magical Beast	Large Beast	Large Beast	Large Beast
Hit Dice:	4d10 +12 (34 hp)	4d8 +12 (30 hp)	4d8 +12 (30 hp)	4d8 +12 (30 hp)
Initiative:	+0	+0	+0	+0
Speed:	25 ft, Burrow 10 ft	25 ft., Fly 25 ft (Average)	25 ft, Burrow 10 ft	25 ft, Burrow 10 ft
AC:	13 (-1 size, +4 natural)	13 (-1 size, +4 natural)	13 (-1 size, +4 natural)	13 (-1 size, +4 natural)
Attacks:	Bite +7	Bite +7, Claw +2	Bite +7 or Gore +9	Bite +7
Damage:	Bite 2d4 + 4	Bite 3d4 + 4, Claw 2d4 + 2	Bite 2d4 + 4 or Gore 1d12 + 6	Bite 2d4 + 4
Face/Reach:	5 ft. x 10 ft./5 ft.	5 ft. x 10 ft./5 ft.	5 ft. x 10 ft./5 ft.	5 ft. x 10 ft./5 ft.
Special Attacks:	Improved Grab, Swallow Whole	Improved Grab, Swallow Whole	Improved Grab, Swallow Whole, Charge	Improved Grab, Swallow Whole
Special Qualities:	Disease Immunity, Scare	Disease Immunity	Disease Immunity	Disease Immunity, Cold Subtype
Saves:	Fort +7, Ref +1, Will -2	Fort +7, Ref +0, Will +1	Fort +7, Ref +0, Will +1	Fort +7, Ref +0, Will +1
Abilities:	Str 18, Dex 10, Con 16, Int 2, W 4, Cha 14	Str 18, Dex 10, Con 16, Int 2, W 4, Cha 14	Str 18, Dex 10, Con 16, Int 2, W 4, Cha 14	Str 18, Dex 10, Con 16, Int 2, W 4, Cha 14
Skills:	Listen +4, Search +6, Spot +4	Listen +4, Search +6, Spot +4	Listen +4, Search +6, Spot +4	Listen +4, Search +6, Spot +4

Feats:	Improved Bull Rush, Improved Bull Rush, Improved Bull Rush, Improved Bull Rush,	Improved Bull Rush, Improved Bull Rush, Improved Bull Rush, Improved Bull Rush,	Improved Bull Rush, Improved Bull Rush, Improved Bull Rush, Improved Bull Rush,	Improved Bull Rush, Improved Bull Rush, Improved Bull Rush, Improved Bull Rush,
	Trample	Trample	Trample	Trample
Climate/Terrain:	Any	Any	Any	Any
Organization:	Family (1d4)	Family (1d4)	Family (1d4)	Family (1d4)
Challenge Rating:	3	2	3	2
Treasure:	Standard	Standard	Standard	Standard
Alignment:	Neutral	Neutral	Neutral	Neutral
Advancement:	5-8 (Large); 8-12 (Huge)	5-8 (Large); 8-12 (Huge)	5-8 (Large); 8-12 (Huge)	5-8 (Large); 8-12 (Huge)

Ethereal Giant Space Hamster:

Not really ethereal this critter is translucent and its skeleton can be seen.

Scare (Ex): The first sight of this beast produces fright. Treat this as a (passive) gaze attack (DC 13 Will) or be effected as by the Scare-Spell.

Carnivorous Flying Giant Space Hamster:

A “regrettable if understandable line of inquiry” led to this bat-winged version. Its wings have a 25 feet span- width which give this hamster an average flight capability.

Great Horned Giant Space Hamster:

Charge (Su): This one has a rhino-like horn on its nose, with which it inflicts 1d12 points of damage when charging. If a charge is used the hamster receives +2 on attack and damage rolls (already applied to the statistics).

Abominable Giant Space Hamster:

An albino version adapted to arctic weather. This one feeds on conifers.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Hamster, Giant Space (Variations)

	Sylvan (Jungle)	Miniature	Armor Plated	Yellow Musk
	Large Beast	Large Beast	Large Beast	Large Magical Beast
Hit Dice:	4d8 +12 (30 hp)	4d8 +12 (30 hp)	4d8 +12 (30 hp)	4d10 +12 (34 hp)
Initiative:	+0	+0	+0	+0
Speed:	25 ft., Climb 25	3 ft.	25 ft, Burrow 10 ft	25 ft, Burrow 10 ft
AC:	13 (-1 size, +4 natural)	21 (+4 size, +7 Dex)	17 (-1 size, +8 natural)	13 (-1 size, +4 natural)
Attacks:	Bite +7	Bite +4	Bite +7	Bite +7
Damage:	Bite 2d4 + 4	Bite 1 hp	Bite 2d4 + 4	Bite 2d4 + 4
Face/Reach:	5 ft. x 10 ft./5 ft.	6 “ x 3”	5 ft. x 10 ft./5 ft.	5 ft. x 10 ft./5 ft.
Special Attacks:	Improved Grab, Swallow Whole	Nil	Improved Grab, Swallow Whole	Improved Grab, Swallow Whole
Special Qualities:	Disease Immunity	Disease Immunity	Disease Immunity	Disease Immunity, Poison
Saves:	Fort +7, Ref +0, Will +1	Fort +2, Ref +7, Will -1	Fort +7, Ref +0, Will +1	Fort +7, Ref +1, Will -2
Abilities:	Str 18, Dex 10, Con 16, Int 2, W 4, Cha 14	Str 1, Dex 24, Con 10, Int 2, W 4, Cha 14	Str 18, Dex 10, Con 16, Int 2, W 4, Cha 14	Str 18, Dex 10, Con 16, Int 2, W 4, Cha 14
Skills:	Listen +4, Search +6, Spot +4, Climb +8	Listen +4, Search +6, Spot +4, Hide +4	Listen +4, Search +6, Spot +4	Listen +4, Search +6, Spot +4
Feats:	Improved Bull Rush, Trample	Nil	Improved Bull Rush, Trample	Improved Bull Rush, Trample
Climate/Terrain:	Any	Any	Any	Any
Organization:	Family (1d4)	Family (1d4)	Family (1d4)	Family (1d4)
Challenge Rating:	2	½	2	3
Treasure:	Standard	Standard	Standard	Standard
Alignment:	Neutral	Neutral	Neutral	Neutral
Advancement:	5-8 (Large); 8-12 (Huge)	Nil	5-8 (Large); 8-12 (Huge)	5-8 (Large); 8-12 (Huge)

Sylvan Giant Space Hamster:

This creature is also called the Jungle Giant Space Hamster. It can climb any non-slick surface with a speed of 25 ft. It also gains a +8 racial bonus on climb checks in respect to slick surfaces.

Miniature Giant Space Hamster:

Being the same size as a normal hamster this creature is often kept as a pet.

Armor Plated Giant Space Hamster:

Furless and covered by a rhino-like hide this very aggressive critter is a hazard.

Yellow Musk Giant Space Hamster:

Poison (Ex): This yellow-furred hamster has a terrible odor. It emits a 30-foot radius cloud of poisonous gas 6 times a day and if a Fortitude save is missed (DC 13) it causes nausea (slowed), blindness (-4 attack penalty) and weakness (4 levels of temporary Strength-damage).

Hamster, Giant Space (Variations)

	Two-Headed Lernean Bombardier	Fire-Breathing Phase Doppelganger (Fire)	Tyrannohamsterous- Rex	Giant Space Hamster of Ill Omen (Wooly Rupert) Colossal Magical Beast
Hit Dice:	4d10 +12 (34 hp)	4d8 +12 (30 hp)	16d8 +112 (184 hp)	32d10 +288 (464 hp)
Initiative:	+0	+0	+0	+0
Speed:	25 ft, Burrow 10 ft	25 ft, Burrow 10 ft.	50 ft.	60 ft., Burrow 30 ft, Climb 25, Fly 25 ft (Poor)
AC:	13 (-1 size, +4 natural)	13 (-1 size, +4 Dex)	18 (- 4 size, +13 natural, -1 Dex)	23 (- 8 size, +22 natural, -1 Dex)
Attacks:	Bite +7 (2x)	Bite +7	Claw +24 (2x)	Bite +48, Claw +43 (2x) or Gore +50
Damage:	Bite 2d4 + 4	Bite 2d4 + 4	Claw 10d10 + 12	Bite 5d12 +16, Claw 10d10 + 8, Gore 4d20 + 18
Face/Reach:	5 ft. x 10 ft./5 ft.	5 ft. x 10 ft./5 ft.	20 ft. x 40 ft./15 ft.	40 ft. x 80 ft./15 ft.
Special Attacks:	Improved Grab, Swallow Whole	Improved Grab, Swallow Whole, Breath Weapon,	Improved Grab, Swallow Whole	Improved Grab, Swallow Whole

				Adaptation, Alter Self, Belch, Charge, Cold Subtype, Disease Immunity, Ethereal Jaunt, Fire Subtype, Invisibility, Poison, Regeneration 3, Scare, Spellcasting, Spelljamming, SR 25
Special Qualities:	Disease Immunity, Regeneration 3, Belch	Disease Immunity, Fire Subtype, Alter Self, Ethereal Jaunt	Disease Immunity	
Saves:	Fort +7, Ref +0, Will +1	Fort +2, Ref -3, Will -1	Fort +17, Ref +4, Will +7	Fort +26, Ref +9, Will +15
Abilities:	Str 18, Dex 10, Con 16, Int 2, W 4, Cha 14	Str 1, Dex 24, Con 10, Int 2, W 4, Cha 14	Str 34, Dex 8, Con 24, Int 2, W 4, Cha 14	Str 42, Dex 8, Con 28, Int 22, W 20, Cha 18
Skills:	Listen +4, Search +6, Spot +4	Listen +4, Search +6, Spot +4	Listen +4, Search +6, Spot +4	Listen +4, Search +6, Spot +4
Feats:	Improved Bull Rush, Trample	Nil	Improved Bull Rush, Trample	Improved Bull Rush, Trample, Power Attack, Cleave, Great Cleave, Alertness
Climate/Terrain:	Any	Any	Any	Any
Organization:	Family (1d4)	Family (1d4)	Family (1d4)	Unique
Challenge Rating:	3	4	7	18
Treasure:	Standard	Standard	Standard	Standard
Alignment:	Neutral	Neutral	Neutral	Neutral
Advancement:	5-8 (Large); 8-12 (Huge)	5-8 (Large); 8-12 (Huge)	Nil	Nil

Two-Headed Lernean Bombardier Giant Space Hamster:

“Well, we’re certain not likely to make this mistake again or at least not more than once again anyway”. Each head can make a normal biting attack for 2d4 points of damage.

Regeneration (Ex): The hamster regenerates 3 points each round (but cannot regenerate lost body parts).

Belch (Sp): Once a day it can belch so loudly that anyone within 30 feet range must roll a fortitude save (DC 13) or be stunned for 2-5 rounds (1d4+1).

Fire-Breathing Phase Doppelganger Giant Space Hamster:

“We completely fail to see why everybody is so upset, especially since biology is such an inexact science and for every step we take forward there must be two steps backwards. With this type we can go pretty much forwards again. Anyway we said we were sorry and we’d like our funding back so we can pay our bail and go home.” This one is not only nasty but intelligent also. It quickly learns from its mistakes and uses its talents for the best results.

Alter Self (Su): This hamster can assume the shape of any bear-sized mammal. This works like alter self as cast by an 18 th -level sorcerer. It can assume a new form or return to its own as a standard action.

Breath Weapon (Ex): This monster breathes a 30 feet cone of fire three times a day for 3d8 points of damage (Ref save for half damage).

Ethereal Jaunt (Su): This hamster can shift from the Ethereal to the Material Plane as a free action, and shift back again as a move-equivalent action (or during a move-equivalent action). The ability is otherwise identical with ethereal jaunt cast by a 6 th -level sorcerer.

Fire Subtype (Ex): Fire Immunity; double damage from cold except on a successful save.

Tyrranohamsterous Rex:

This immense space hamster has absolutely no attacks whatsoever, unless it runs in fright and steps on someone. Any display of magic, fire, bright light, loud noise, etc. frightens this beast which then crashes through all terrain features for 1d4 miles in its panic to escape. The now-defunct gnome colony that first bred this species did so “because it was there.”

Giant Space Hamster of Ill Omen:

This possibly legendary creature is an individual rumoured to be of unusual size, even larger than the Tyrannohamsterous Rex. “Wooly Rupert” as he is known among gnomes, is also said to be highly intelligent. Tales say he is not well disposed towards gnomes of any sort, preferring to squash them with his titanic paws. Gnomes everywhere fear the wrath of Wooly Rupert, though they laugh nervously and claim otherwise.

The gnomes are mistaken about one thing: “Wooly Rupert” is not male, she is a female. Unfortunately in her youth she bred with another of the same litter before she escaped pregnant. The gnomes destroyed the litter when they discovered their fault. Wooly Rupert returned the favor and all that remained of the gnome colony was one giant “road” leading into the jungle of that particular world. It is believed that the Tyrannohamsterous Rex, that caused the "road", is still running!

The pregnant “Wooly Rupert” is searching now for a sufficient large planet to create a burrow and raise her young. Let’s hope she never finds it.

Adaptation (Su): This creature inherits all the special abilities of other giant space hamsters. If a new creature is created, the new ability is added to the specifics of the giant space hamster of ill omen.

Adrenaline Rush (Ex): When confronted by non-hamsters, this one will charge them, giving it a +2 attack and damage bonus (not applied in the statistics).

Alter Self (Su): This hamster can assume the shape of any bear-sized mammal. This works like alter self as cast by an 18 th -level sorcerer. It can assume a new form or return to its own as a standard action.

Belch (Sp): Once a day it can belch so loudly that anyone within 30 feet range must roll a fortitude save (DC 13) or be stunned for 2-5 rounds (1d4+1).

Breath Weapon (Ex): This hamster breathes a 30 feet cone of fire three times a day for 3d8 points of damage (Ref save for half damage).

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Ethereal Jaunt (Su): This hamster can shift from the Ethereal to the Material Plane as a free action, and shift back again as a move-equivalent action (or during a move-equivalent action). The ability is otherwise identical with ethereal jaunt cast by a 6 th -level sorcerer.

Fire Subtype (Ex): Fire Immunity; double damage from cold except on a successful save.

Invisibility (Ex): This one can turn invisible at will (as an extraordinary power) for 5 – 8 minutes once per day. This is the same effect as by Improved Invisibility spell, so the hamster remains invisible even when attacking.

Poison (Ex): This hamster has a terrible odour. It emits a 30-foot radius cloud of poisonous gas 6 times a day and if a Fortitude save is missed (DC 13) it causes nausea (slowed), blindness (-4 attack penalty) and weakness (4 levels of temporary Strength-damage).

Regeneration (Ex): The hamster regenerates 3 points each round (but cannot regenerate lost body parts).

Scare (Ex): The first sight of this hamster produces fright. Treat this as a (passive) gaze attack (DC 13 Will) or be effected as by the Scare-Spell.

Spellcasting (Sp): The hamster casts spells as a 15 th -level sorcerer.

Spelljamming (Su): The hamster is able to achieve spelljamming speed as a 15 th -level sorcerer with a minor helm. The hamster will create a semi-real creation of side-wheels with gnomes running in the wheels, thus gaining its spelljamming speed.

Helot

Helots are the golem-like creatures that the reigar and their servants, the lakshu, use. They appear quite similar to their organic counterparts, but possess none of the special abilities or spell-like abilities of the creature they depict. Only the reigar know the arcane methods of permanently imbuing an object with the semblance of life and thought.

Helots are used aboard reigar esthetic ships as obedient entertainment, servants, manual labor, and guards for their masters when the need arises. In these tasks, they excel. Helots can duplicate beasts, humanoids, smaller giants, quadrupeds, and even some aberrations. They are typically more sturdy and stronger than their organic version and are trainable in a variety of menial duties.

CREATING A HELOT

“Helot” is a template that can be added to any non-elemental, non-fey, non-outsider, non-shapechanger, non-undead, Large-sized or smaller organic corporeal creature with an Intelligence score of 1 or more (referred to hereafter as the “base creature”). The creature's type changes to “construct”. It uses all of the base creature's statistics and abilities except as noted here. Helots may not possess a player character class and never advance from their station.

Hit Dice: The helot possesses +2 hit dice than its normal organic variety, and all its hit dice are converted to d10. Also remember that as a construct it possesses no Constitution score.

Speed: Same as the base creature, except if the mode of locomotion would be spell-like or supernatural. In that case, the helot has 30-foot base ground movement.

AC: The creature's natural armor bonus improves to +8, or it improves by +1 if the base creature's natural AC bonus is +8 or greater.

Damage: Damage dice is as per base creature, unless the damage is supernatural or spell-like. All damage done is considered normal damage, not subdual, even if the base creature's natural attack form is only subdual.

Special Abilities and Qualities: Helots possess none of the base creature's spell-like and/or supernatural abilities. They do possess any extraordinary ability the base creature would normally possess. Helots can be repaired by successful use of the Healing and Craft (sculpture) skills at DC 15 and various exotic raw materials worth 50 gold pieces per hit point of damage to repair.

As a construct, the helot is immune to mind-influencing effects (*charms*, compulsions, phantasms, patterns, and morale effects) and to poison, *sleep*, paralysis, stunning, disease, death effects, and necromantic effects.

Helots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to anything that requires a Fortitude save (unless the effect also works on objects). Helots are not at risk of death from massive damage (see Injury and Death in Chapter 8: Combat in the *PHB*), but when reduced to 0 hit points or less, they are immediately destroyed. Since it was never truly alive, a construct cannot be *raised* or *resurrected*. Helots have darkvision with a range of 60 feet.

Saves: A helot always uses the worst save bonus when determining its base save when comparing its total hit dice to Table 3-1 on page 22 of the *Player's Handbook*.

Abilities: A helot gains +4 to its Strength score. Helots have only rudimentary intelligence compared to its base creature, but for some helots that might not be noticeable. In fact, most animal helots seem to display comparably greater intellect than its bestial counterpart. Helots lose –4 Intelligence, but can never fall below 6. If the base creature normally has less than a 6 Intelligence, raise the helot's

Intelligence score to equal 6.

Skills: At creation, helots receive Perform and any single Profession skill both at 6 skill ranks. If the base creature naturally possesses racial bonuses to any skill, the helot shares a similar bonus but at only half efficiency (for instance, a tiger helot only has a +2 bonus when using the Hide and Move Silently skills).

Feats: Same as the base character.

Climate/Terrain: Any

Organization: Troupe (1 reigar, 1 esthetic, 2-20 lakshu, and 1-3 helots per occupant of the ship)

Challenge Rating: As the base creature +1

Treasure: None

Alignment: Always Neutral

Advancement: None

Helot

Medium-Size Construct

Hit Dice: 3d10 (16 hit points)

Initiative: +0

Speed: 30 ft.

AC: 20 (+8 natural, +2 leather)

Attacks: Halfspear +3 (or strike +2)

Damage: d6+2 (or d3+2 strike)

Face/Reach: 5ft. by 5 ft./5 ft.

Special Abilities: None

Special Qualities: Construct

Saves: Fort +1, Ref +1, Will +1

Abilities: Str 15, Dex 11, Con —, Int 8, Wis 10, Chr 10

Skills: Perform +6, Profession—*Sailor* +6, Climb +8, Use Rope +6, Balance +4, Jump +6

Feats: Light Armor Proficiency, Simple Weapon Proficiency, Skill Focus (Profession—*Sailor*), Weapon Focus (Halfspear)



Climate/Terrain: Any

Organization: Troupe (1 reigar, 1 esthetic, 2-20 lakshu, and 1-3 helots per occupant of the ship)

Challenge Rating: 3

Treasure: None

Alignment: Always Neutral

Advancement: None

Construct: Helots are immune to mind-influencing effects (*charms*, compulsions, phantasms, patterns, and morale effects) and to poison, *sleep*, paralysis, stunning, disease, death effects, and necromantic effects.

Helots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to anything that requires a Fortitude save (unless the effect also works on objects). Helots are not at risk of death from massive damage (see Injury and Death in Chapter 8: Combat in the *PHB*), but when reduced to 0 hit points or less, they are immediately destroyed. Since it was never truly alive, a construct cannot be *raised* or *resurrected*. Helots have darkvision with a range of 60 feet.

Conversion and Image Manipulation by [Ron Pollard](#)

Hurwaet

Medium-sized Humanoid (Reptilian)

Hit Dice: 1d8+3 (7 hp)

Initiative: +0

Speed: 30 ft.

AC: 14 (+4 Natural)

Attacks: Weapon +1

Damage: By Weapon

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Attacks: None

Special Qualities: Fog Cloud, Leap

Saves: Fort -1, Ref +2, Will +3

Abilities: Str 10, Dex 10, Con 9, Int 11, Wis 13, Cha 10

Skills: Bluff +5, Jump +17, Spot +2

Feats: Toughness

Climate/Terrain: Any

Organization: Solitary, Group (2–8), or Crew (10–100)

Challenge Rating: ½

Treasure: Standard

Alignment: Often neutral

Advancement: By character class

They 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. Hurwaeti favor simple clothing, usually long, brightly colored loin cloths, and belts and packs for carrying equipment. They also like to wear jewelry, particularly large earrings mad from ceramic, as well as armbands and bracelets.

Combat: Hurwaet fight with weapons be they melee or range. The only quality that is observed by all crews that serve along side a hurwaet is that they will never surrender to a neogi, illithid, or beholder, or any ship crewed by members of these races.

Favored enemy: Due to their hatred against aberrations such as beholders, illithids, and neogi, all hurwaeti gain a +1 bonus to hit and damage rolls against these creatures. This stacks with the ranger ability of the same name.

Leap: Their frog-like, strong legs allow hurwaeti to make astounding leaps. They gain a + 15 racial

bonus on jump checks, and their jump distance is not limited by their actual height.

Fog Cloud: Once per day, a hurwaet can produce a fog cloud, as per the obscuring mist spell. This cloud also refreshes ten man-days of ship's atmosphere.

Conversion by Matthias Schuch

Kindori (*Space Whale*)

Colossal Magical Beast

Hit Dice: 24d10+216 (348 hp)

Initiative: +4 (Improved Initiative)

Speed: fly 50 ft. (good)

AC: 17 (-8 size, +1 Dex, +14 natural)

Attacks: Tail fluke +32

Damage: Tail fluke 2d6+25

Face/Reach: 40 ft. by 80 ft. / 20 ft.

Special Attacks: Blinding

Special Qualities: No need to breath

Saves: Fort +23, Ref +15, Will +10

Abilities: Str 43, Dex 12, Con 28, Int 6, Wis 14,
Cha 6

Skills: Listen +5, Navigation–Wild Space +3,
Spot +9

Feats: Flyby Attack, Improved Initiative

Climate/Terrain: Any space

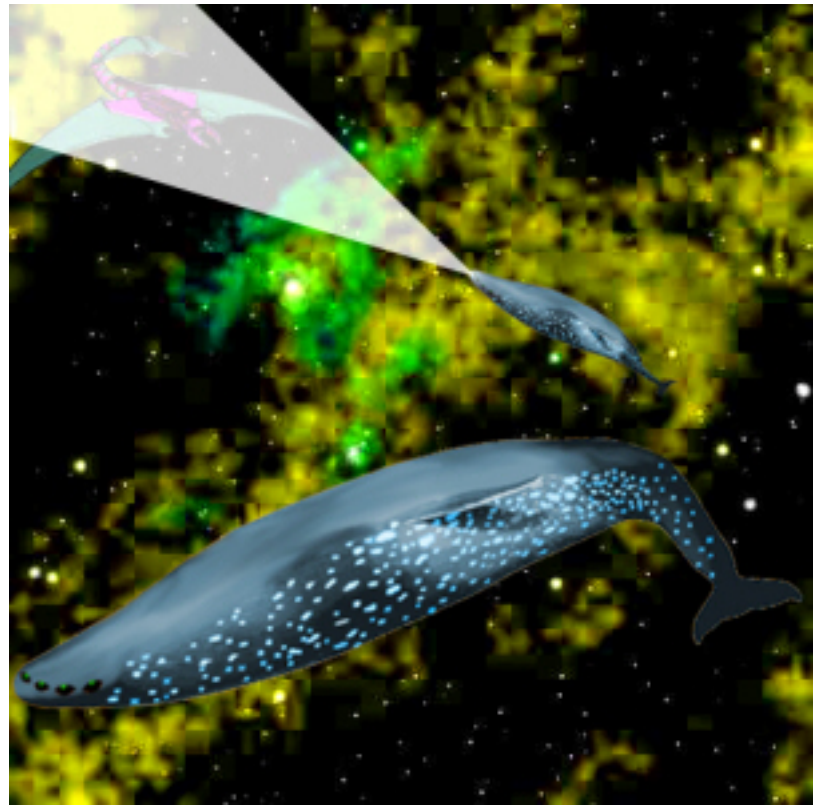
Organization: Solitary, Pod (2–8) or Herd (6–30)

Challenge Rating: 11

Treasure: Incidental

Alignment: Lawful neutral

Advancement: 25–39 HD (Colossal)



Kindori are called space whales, and they are among the largest living creatures found in space (80 to 120 feet in length). They resemble aquatic whales in general shape and are mammals as well. However, they lack any noticeable mouth, and the leading edge of their whale like bodies is dotted with eyes.

Combat: The kindori tend to be peaceful except when threatened. In normal conditions, this usually means a direct attack, but during herding periods (see Habitat/Ecology below), any individual approaching the herd is seen as a danger.

The kindori's massive tail flukes are the main physical weapons, which it uses to batter their opponents. While kindori recognize the presence of humans, beholders, and other small creatures, they direct such attacks first and foremost against the ships that are almost their size, the kindori work together to batter a single attacker to bits, then go to the next one, until all assailants are defeated.

Blast of Light (Su): The leading eyes of the kindori can emit a concentrated blast of light. This light is projected as a cone in the direction of the kindori's choice, with a 1,500 foot range and a base of 1,200 feet. All those within the cone must make Reflex save (DC 20) or be blinded for 4d4 rounds. The kindori will use this form of attack against individuals they cannot beat; using the confusion it creates to escape.

No need to Breath (Ex): The kindori have no need to breath, but have an air envelope, for this reason many savage races will often maintain farms and herd terrestrial beasts on the backs of the kindori.

Habitat/Society: The kindori travel in small groups, called pods, of 2–8 members. For large (7–8 members) pods, there will be a bull of 32 to 39 hit dice present. This bull will be the forward line of defense if the pod is attacked.

Every so often (roughly annually, depending on the sphere), several pods will gather together into larger herd of 6–30 members. There will be 3–6 bulls present in such a herd, and during this time, any ships that pass near the herds will be attacked.

During herding the male kindori are particularly violent, engaging in tail-slapping contests with other young males (and often with ships that come to close). These tail-slapping create a pecking order within the herd, which in turn determines the mating rights of various members. The oldest bulls always have first rights among the females, followed by the more powerful young.

The kindori young gestate for six months and are born live in space. A herd will be extremely protective during this time, since the young are prey to scavvers and other attackers.

With these exceptions, kindori are generally peaceful and have been domesticated by a number of spaceborne barbarians. Such groups either travel short distances, such as within an asteroid belt, clusters, or ring; or are far-ranging space nomads making long voyages. The kindori is such that mosses, molds, and other parasites nest on their backs, which in turn brings other predators to clean them off. A kindori might (20% chance) have 3-18 gray or brown scavvers working over the growing population on their sides.

Some kindori that have been domesticated (see below) later go feral as their masters die or let them loose. These kindori sometime have the ruins of old buildings (generally called howdahs) on their backs, along with more terrestrial plant and animal life. Such structures and life survive only on the back and sides of the kindori.

Ecology: A kindori does not eat, as do most other creatures of space. It instead soaks in the rays of the sun, stars, and other shining bodies in its area of space. The "belly" of the kindori is dotted with tiny white patches, each of which sends energy deep within the creature, to be stored within its large mass.

Keeping this belly clean of parasites is a common act of herd behavior, as the great creatures rub each other to flake off old skin and parasites. They are less concerned with their backs, which is why small islands of life often spring up there.

An extremely old or sick kindori can be spotted by the overgrowth of vines and vegetation on it. Such creatures are near death, and often fall prey to the larger scavvers and other creatures.

Even in death kindori are powerful creatures, as their skeletons do not break up when parasites destroy their flesh. Undead creatures such as lichens and vampires often use skeletal kindori as their ships for slow, leisurely invasions of new lands (the undead have forever). Such dead kindori have 300 hit points, plus whatever modifications (weapons, etc) are made to them.

There have been stories of hitching a spelljamming helm to a kindori. It is generally agreed that the action of moving at spelljamming speeds spooks them, and even domesticated kindori will head off for parts unknown, seeking to scrape the irritating helm from their flesh. Some skeletal kindori have been fitted with such helms by undead marauders and used as warships.

The kindori have many natural enemies, including krajen, the radiant dragons, and the various humanoid races. Beholders and mind flayers, sensitive to the creature's light-emitting eyes, have a particular dislike of them. The former will avoid kindori whenever possible, while the latter will engage

in wholesale slaughter of them, massing armadas to take out whole pods that lie too close to their outposts.

The flesh of the kindori can be rendered into oil, much like the aquatic whale, and it is this kindori flesh that is the source of most greek fire for various races. The lizard men, who use greek fire regularly, often put together whaling parties to hunt kindori, and are working on a mobile base, towed in pieces by multiple wasp-class ships, that can render the flesh of the creature in the field.

In the Spheres

Savage races in space will often use the kindori for short-range travel, usually in the period before they gain enough savvy and trading goods to deal with the arcane on a regular basis. These "savage rages" vary empires ruled by philosopher kings, to degenerate standard races, to savage marauders who will attack everything in sight who will attack everything in sight.

The kindori can be domesticated, but the savage races will operate in them in pod or herd groups, and will not split the kindori family groups. Only old solitary bulls will be found on their own, and then usually on exploration duty.

The savage races (which can be human, dwarf, elf, gnome, or even halfling) do not cut into the flesh of the kindori, but rather secure buildings, weapon platforms, and the like with short hooks that lightly snag the thick hide of the beast.

A typical kindori/savage race group will number some 2–8 kindori, each with a crew of 10–20 warriors. Dress and weapons vary from place to place, from bone spears to bronze armor and short swords. There will be at most one light catapult per kindori, save for the bulls, which can carry heavy catapults. The crew arrangements will be an extension of the savage's native group, with a captain or shaman or chieftain leading the herd.

The savages will trade with spaceborne races (if they are peaceful) but do not or trust spelljammer helms, which make their mounts mad.

Conversion and HTML by [Mark Doolan](#)

Image by [Ron Pollard](#)

K'r'r'r

Medium-Size Monsterous Humanoid

Hit Dice: 1d8 (5hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30ft, 20ft

AC: 15 (+2 Dex, +3 Natural)

Attacks: Shortspear +1 melee, Bite +1 melee

Damage: Shortspear 1d6, Bite 1d4

Face/Reach: 5 ft. by 5ft/ 5ft

Special Attacks: None

Special Qualities: K'r'r'r Traits, Low-Light vision

Saves: Fort +0, Ref +4, Will +2,

Abilities: Str 10, Dex 15, Con 11, Int 13, Wis 11, Cha 7

Skills: Appraise +4, Knowledge (Local, Spelljammer) +6, Search +5*, Spot +7*, Move Silently +4.

Feats: Improved Initiative

Climate/Terrain: Wildspace, Jungle

Organization: Community (1-20)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually Lawful Neutral

Advancement: By character class

The k'r'r'r are sentient spiders that developed in deep space. Unfettered by a dependency on gravity, the k'r'r'r are not locked into the two-dimensional thought processes that seem to affect other races. Their homes and ships can be built of three-, four-, or five-sided designs to suit their needs.

The k'r'r'r are firm in their belief that their place is at the apex of creation. The rest of the Known Spheres is a larder for their kitchens and a quarry for their constructions. It is their destiny to exploit all the resources that have been made available to them.

The k'r'r'r look like thin spiders resting on stilt-like legs. Whereas most spiderlike beings are relatively horizontal with bodies held close to the ground, the k'r'r'r are upright with torsos held 2 feet off the ground.

The k'r'r'r come in shades of black and dark blue. A sky blue strain appears from now and then, and is considered a mark of blessing.

Combat: K'r'r'r typically employ sound and clever maneuvers in battle, using ranged weapons and spells as much as possible. In a pinch, K'r'r'r have been known to employ their bite attack, though amongst k'r'r'r this is considered crude at best.

Wallcrawling (Ex): With the use of its six stilt-like spider legs a k'r'r'r gains the natural equivalent of a *spider climb* spell, with permanent effect and personal range. Because of this ability while a k'r'r'r's legs are planted, it is completely immune to the effects of shifting gravity planes, and zero gravity.

K'r'r'r traits (Ex): The K'r'r'r possess a number of racial quirks that helps to make them interesting opponents (or allies).

- **Low-light vision:** K'r'r'r can see twice as far as humans in starlight, moonlight, or torchlight.
- **Multi-eyed vision:** The k'r'r'r have two primary, and seven secondary eyes, allowing for great visual perceptions. This grants them a +4 racial bonus to detect illusions.
- **Hexopod:** Because they have six chitinous legs, the k'r'r'r are harder to Bull rush and Trip (see chapter 8 of the players handbook). However, because of their unusual body structure, k'r'r'r must use barding, or purchase masterwork armor to improve its armor class.
- **Poor Leverage:** The k'r'r'r body is poorly designed to employ weapons that require slashing strokes, (such as swords) and suffer a –2 attack penalty while using such weapons. K'r'r'r are also completely incapable of using bows of any kind, relying instead upon crossbows and the like.

Skills*: K'r'r'r gain a racial bonus of +2 to Spot, and Search checks.

Habitat/Society: The k'r'r'r believe that they have the right to colonize and exploit the remainder of the universe. Their logic to support this philosophy is straightforward: Other races in space apparently come from one groundling society or another—they have no more purpose in space than a fish on land. The k'r'r'r, however, were born to the void.

To that end the k'r'r'r are expanding their infiltration of various spheres with their unity fleets. These fleets are like caravans to the stars, identical ships being constructed, and sent out one after another. The ships are modular, and once they arrive on the scene they can link up to form larger, more powerful ships to defeat an enemy. The peculiar nature of the k'r'r'r allows their ships to move quickly on a tactical scale, even if the ships have linked together and exceed the normal 100-ton limit. It is a combination of the k'r'r'r's mindset and their specialized helms that allows them to pull off this maneuver—a maneuver that other races, even with k'r'r'r helms, have not been able to duplicate.

Generally the wisest and most aggressive lead the k'r'r'r. Their leaders are generally fighters, though a fair number of wizards also fill the position. Clerics of the k'r'r'r's wise queen support and advise their leaders, but never hold the position themselves.

Ecology: The k'r'r'r are carnivores and will eat any creature, including their own dead, in order to survive. However, they are extremely efficient feeders and do not need to eat often, and a single meal will hold a k'r'r'r for two months or so. There will be dried meats of unknown origin on k'r'r'r ships.

K'r'r'r characters

Individual k'r'r'r are sometimes sent out into the known spheres to try to understand the other races, and to find alternate ways to exploit them. While others are merely curious. K'r'r'r are considered +1 characters in regards to experience, and their favored class is fighter.

Conversion by [Aaron Siddall](#)

Lakshu

Medium Humanoid

Hit Dice: 1d12+4d10+8 (37 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft. 50 ft. (mode of locomotion varies by shakti)

AC: 21 (+1 Dex, +3 Armor)

Attacks: Weapon +7 and shakti effect, strike +6

Damage: Weapon +3, Strike 1d3+1

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Attacks: Barbarian Rage, Shakti, SR 15

Special Qualities: Helots, Shakti

Saves: Fort +7, Ref +2, Will +1

Abilities: Str 12, Dex 12, Con 12, Int 12, Wis 10, Cha 10

Skills: Climb +5, Craft (any) +9*, Intimidate +5,

Jump +5, Listen +4, Profession (Tattooist) +5*

Feats: Armor Proficiency (Heavy, Light, and Medium), Combat Reflexes, Dual Strike [see below], Improved Unarmed Strike, Martial Weapon Proficiency (All weapons), Simple Weapon Proficiency, Shield Proficiency, Toughness, Weapon Focus, Weapon Specialization



Climate/Terrain: Any

Organization: Division (2-20)

Challenge Rating: 5

Treasure: Half standard

Alignment: Usually neutral

Advancement: By character class

Lakshu are tall, beautiful, well-muscled, green-haired amazons. These teeth-gritting, armored harridans have laid waste to a thousand worlds, all in the name of their masters, the reigar. Lakshu have a fondness for tattoos, body paint, and ornate raiment (when not in battle dress). Their physical appearance is virtually identical; the only identifying marks are their tattoos, and their individual tastes in off-duty clothing. The principle form of identification comes from their individual shaktis (see entry on Reigar for complete shakti information). Consequently, each lakshu is known by her totem animal (e.g., Phoenix, Manta, etc.).

Combat: Lakshu are deadly in combat, exhibiting extreme proficiency in their weapon of choice. They are equally skilled in armed and unarmed combat, having been adapted by the reigar expressly as

bodyguards/shock troops and shakti repair experts.

Barbarian Rage: When the lakshu needs to, she can fly into a screaming blood frenzy. In a rage, the lakshu gains phenomenal strength and durability, but becomes a reckless and less able to defend herself. She temporarily gains +4 to Strength, +4 to Constitution, and +2 morale bonus on Will saves, but suffers a -2 penalty to AC. See the Barbarian class (page 25 of the Player's Handbook) for complete details concerning barbarian rage.

Of special note – if the Dual Strike optional feat is used, the lakshu can still gains the benefits from that feat regardless of her raging or not; lakshu have trained since birth to work in tandem with each other and such coordination is second nature to them.

Helots: In battle, each lakshu can call and command up to three helots (see individual *Helot* entry for details). These helots are used by the reigar in coordination with the lakshu as organized fighting units, in addition to serving as crewmembers on the reigar esthetics.

Shakti (Sp): Each lakshu uses a fully functional shakti magic item given to her from her master, and it is only usable by her. Each shakti is as different and unique as its owner. The shakti can be commanded to become a set of full plate armor and corresponding weapon (+10 armor bonus [not including any enchantment bonus her reigar has imbued into her item]/+8 max. Dex bonus/30 ft. base move/-20% chance for arcane spell failure/-0 armor check/always considered as “light” armor/10 pounds weight; weapon as per individual lakshu's taste but always with an additional magical effect occurring with each successful strike.) See *Shakti* magical item description for more information on specific types and suggested powers

Skills: A lakshu receives a +2 racial bonus on Craft and Profession (Tattooist) skill checks.

#Dual Strike is a feat described in the optional rulebook for fighters and monks, *Sword & Fist*. If this optional feat is unavailable, please substitute “Dodge” [and recalculate the lakshu's Armor Class as appropriate for the use of that feat], or any single “Exotic Weapon Proficiency”, instead [if the Exotic WP is chosen, then the lakshu's Weapon Focus and Weapon Specialization is with that weapon].

Habitat/Society: It is not known how the association of the reigar and the lakshu came to be, but for as long as either race can remember they have been partners of sorts. The most accepted theory is that a raiding party of lakshu landed on the reigar home world with intent to dominate, little knowing what awaited them. (They had heard about these namby-pamby artistes, but nothing was said to them about the lengths to which these artistes would go in their search for the ultimate experience.) As soon as the lakshu saw the shakti devices, they realized that an alliance was the best possible move for them. By accident it was discovered that the lakshu also had an affinity for shakti repair, which suited the reigar. (Repairs are not part of the reigar style - they are repetitious and mundane, two concepts that are foreign to the reigar.)

The reigar liked the lakshu's war-like temperament, and they were likewise pleased at the lakshu's ease with the shaktis. So the reigar set about appropriating the lakshu as a work of art. This entailed creating a uniform appearance for their race, in keeping with the reigar ideal of a single work of art. In this case,

that meant re-creating the appearance of the lakshu as a whole, to gain the currently uniform height, weight, body mass, etc.

Lakshu are now the elite troops of the reigar, and they serve as crewmembers on esthetics, in which capacity they are in charge of the daily operations of the crafts. In return for their services, lakshu receive room, board, travel, and (for those who are especially favored or who perform above and beyond the call) sometimes gifts - uniquely created for them by their commanding reigar. And, of course, they are given personal shaktis that function in the same way as the reigar's.

Their society, such as it is, is military in structure. Whenever two or more lakshu are present in one place, one must be superior to the others. A strict hierarchy is maintained, so that each lakshu knows her place and does not aspire to elevate herself.

Lakshu reproduce via parthenogenesis. At specific times they give birth to a young lakshu, who is raised in a crèche with the other offspring.

Ecology: Since their alliance with the reigar, the lakshu have become dependent on the esthetics for all their food needs. Their war-like raiding has been controlled as well; no longer are they laying waste at will. Now they lay waste when told to by their masters.

Lakshu Characters: A lakshu's favored class is fighter. Lakshu leaders are simply the highest-level fighters in any given division. Lakshu clerics are almost unheard of, but one would gravitate toward a power devoted to war or strength.

Notes on this Conversion: This conversion is what an average lakshu warrior would be, who was in the employ of a reigar. The leader of a division would most likely have a high-end feat - such as Great Cleave or Whirlwind Attack - as well as the necessary levels to back it up. Lakshu have been under their master's rule for so long that these class choices (Barbarian and Fighter) are mandatory classes for them to learn, provided that the lakshu is raised in such an environment ("Where else would she be raised?" you ask? That's up to the GM!) If raised apart from the reigar's "loving attentions", lakshu could learn any class but would still be war-like and confrontational anyway.

Land-bound lakshu (i.e. lakshu who, for generations, have been separated from a reigar's genetic/magical manipulation) could/should follow closely the Lakshu, Land bound article written by Mark T. Doolan and myself (also posted on Troy Gomm's [Return to the Void](#)). I chose not to duplicate the information in that article since it would just eat up web space to duplicate the information.

I gave them a CR equal to their hit dice since they are nearly as versatile as a standard PC, with the major exception being that they are well equipped for their level by their reigar master. Fortunately for GMs, lakshu treasure usually consists of odd trinkets and personal effects and not much combat-related material; reigar masters don't want their elite troops being ravaged over for their mysterious shakti devices let alone having their own weaponry used against them at a later date. The other reason why I chose to keep it at CR 5 versus CR 6 was that they are predictable - a party can overcome them by playing upon their weak Will saves {similar to orcs} and not allowing themselves to be flanked.)

I see lakshu magic resistance being dependant upon the proximity of the lakshu to her master/reigar's "glory" aura; if said lakshu was to be removed from her master's influence for a long period of time (let alone generations) then the SR would disappear.

A very special thanks goes to [Tristan Entropy](#) for giving me permission to use this photo of women modeling some of his armor he makes to be used for the lakshu warrior! Just follow the link or double click on the lakshu pic to make your way to his web site. Tristan also has given me permission to use other photos from his site, kewl!

Lhee

	Lesser	Common	Greater
	<i>Tiny Beast</i>	<i>Small Beast</i>	<i>Medium Beast</i>
Hit Dice:	1d10+1 (7 hp)	3d10+6 (23 hp)	5d10+10 (38 hp)
Initiative:	+4 (+4 Dex)	+2 (+2 Dex)	+0
Speed:	20 ft. Fly 30 ft. (average)	20 ft. Fly 30 ft. (average)	20 ft. Fly 30 ft. (average)
AC:	14 (-1 Size, +4 Dex, +1 natural)	12 (-1 Size, +2 Dex, +1 natural)	11 (+1 natural)
Attacks:	Bite +6	Bite +5	Bite +6
Damage:	Bite 1d3–1 hp	Bite 1d4	Bite 1d6 +2
Face/Reach:	2½ ft. by 2½ ft. /0 ft.	5 ft. x 5 ft./5 ft.	5 ft. x 5 ft./5 ft.
Special Attacks:	None	None	None
Special Qualities:	Lhee traits	Lhee traits	Lhee traits
Saves:	Fort +3, Ref +4, Will +1	Fort +5, Ref +3, Will +1	Fort +7, Ref +2, Will +1
Abilities:	Str 8, Dex 18, Con 13, Int 7, Wis 13, Cha 14	Str 11, Dex 14, Con 14, Int 5, Wis 10, Cha 14	Str 14, Dex 10, Con 15, Int 3, Wis 7, Cha 14
Skills:	Listen +3, Hide +3, Spot +1	Listen +5, Hide +5, Intimidate +4, Spot +1	Listen +5, Hide +2, Spot +5
Feats:	Weapon Finesse (Bite)	Weapon Focus (Bite)	Improved Trip
Climate/Terrain:	Any	Any	Any
Organization:	Pack (4-12)	Pack (5-20)	Pack (2-8)
Challenge Rating:	2	4	6
Treasure:	Standard	Standard	Standard
Alignment:	Always Chaotic Neutral	Always Chaotic Neutral	Always Chaotic Neutral
Advancement:	None	None	None

The lhee are canine pranksters of wildspace, more of a nuisance than anything else. Their behavior swings wildly from acting like regular groundling dogs to being irresponsible imps.

Although there are three types of lhee, they all share certain physical characteristics. All lhee have a pair of dextrous human-oid hands instead of front paws. Each type of lhee has a pair of great, snowy-white dove wings mounted just behind the shoulderblades. All lhee speak a language of yaps, growls, and woofs. They can also speak with blink dogs.

The three types of lhee resemble different breeds of dogs. Lesser lhee resemble dachshunds, chihuahuas, and miniature poodles. Common lhee look like pit bull terriers, doberman pinschers, and rotweilers. Greater lhee appear as great danes, St. Bernards, and sheepdogs.

Common

Combat: The common lhee's bite does 1d4 damage. The common lhee actively look for fights.

Lhee traits (Ex): Lhee benefit from the following: Low-light Vision, Darkvision 60 ft and Scent.

Magic Use (Su): All lhee can cast *Invisibility* (at will), and *Ghost Sound*, *Dancing Lights*, *Blur*, and *Darkness 15' radius* three times a day each. Common lhee's magic functions as a 3rd level sorcerer.

Lesser

What the lesser lhee lack in size and ferocity, they make up in brains and mischief. They enjoy pestering spelljamming sailors by pulling little innocent pranks on them. Lesser lhee are the most intelligent type of space canine, and they prefer to wriggle out of combat situations by spell use.

Combat: Lesser lhee bite for 1d3-1 damage. These small animals avoid battle if at all possible.

Lesser lhee have a +10 skill bonus in picking pockets. They love to steal little things and commit small acts of sabotage on spelljammers.

Lhee traits (Ex): Lhee benefit from the following: Low-light Vision, Darkvision 60 ft and Scent.

Magic Use (Su): Lesser Lhee can cast *Invisibility* (at will), and *Ghost Sound*, *Dancing Lights*, *Blur*, and *Darkness 15' radius* three times a day each. In addition to these spells the lesser lhee can cast *Grease*, *Scare*, and *Silent Image* three times a day. Lesser lhee's magic functions as a 2nd level sorcerer.

Greater

Greater lhee act like big, friendly dogs. They exhibit many traits of groundling dogs, such as loyalty, frantic displays of happiness at seeing humans, a fierce love of playing, and a gullibility that shocks even the lesser lhee. For instance, a greater lhee will fetch a burning stick tossed into the phlogiston. Like other lhee, greater lhee love to play jokes on spelljamming sailors, though they believe the sailors want them to!

Combat: The greater lhee's bite does 1d6+2 damage, and they are not reluctant to fight. They feel fights are part of a dog's life.

Lhee traits (Ex): Lhee benefit from the following: Low-light Vision, Darkvision 60 ft and Scent.

Magic Use (Su): Lesser Lhee can cast *Invisibility* (at will), and *Ghost Sound*, *Dancing Lights*, *Blur*, and *Darkness 15' radius* three times a day each. Greater lhee's magic functions as a 6rd-level sorcerer.

Habitat/Society: The lhee have a definite heirarchy. The bigger lhee bully the smaller. A pack of lhee consists of all one type, though not necessarily all one breed. Each pack has a leader that the others follow, if they feel like it.

A pack of lhee lairs inside caves or hollows in small moons or planetoids. Common lhee chew everything they find to small bits; consequently, they have no treasure.

The life of a lhee consists of racing comets, eating, chasing spelljammers, eating, and annoying sailors. And eating. They exhibit some groundling dog habits such as a love for chasing felines, and a strong attraction to trees, wizard's staves, ship masts, and the like.

Common lhee are the most violent, aggressive, and downright nasty lhee. They enjoy pulling pranks, though their jokes tend to be violent. ("Hey, let's push that torch-wielding halfling through that portal

into the phlogiston!") They tend to be stupid, and the lesser lhee are forever tricking them.

Ecology: Each pair of lhee encountered is a mated pair. There is a 10% chance that the pair have a litter of 2d4 puppies. These puppies have no powers or abilities until they reach adulthood at six months old. Lhee are difficult to train, though it is possible if the trainer can get a puppy no older than three weeks. Training takes a full year. Trained lhee are sometimes used as watchdogs, but this does not always work, since the dogs have a horrendously limited attention span.

Conversion and HTML by [Jan-Willem van den Heuvel](#)

Lutum

Medium Shapechanger

Hit Dice: 6d8+18 (45 hp)

Initiative: +5 (Dex, +4 Improved Initiative)

Speed: 30 ft., roll 50 ft.

AC: 13 (+1 Dex, +2 natural)

Attacks: 2 slams +7 melee, bite +5 melee; or by weapon +7

Damage: Slam 1d6+3, bite 1d8+3; or by weapon type +3

Face/Reach: 5 ft. by 5 ft. /5 ft

Special Attacks: Spell-like abilities, Smother

Special Qualities: Immunities

Saves: Fort +8, Ref +6, Will +8

Abilities: Str 16, Dex 13, Con 16, Int 16, Wis 16, Cha 16

Skills: Bluff +13*, Concentration +7, Diplomacy +6, Disguise +13*, Listen +7, Spot +8, Sense Motive +7

Feats: Alertness, Expert Tactician[#], Improved Initiative, Multiattack



Climate/Terrain: Any

Organization: Solitary or Clan (1-8)

Challenge Rating: 5/7

Treasure: Double Standard

Alignment: Always Lawful Evil

Advancement: By character class

In their true forms, the malicious lutums appear to be amorphous beings of tan, gelatinous clay that move by rolling. They fashion limbs for themselves as needed to aid in locomotion or combat. Lutums are able to sculpt themselves into bipedal and quadrupedal forms; with few exceptions they choose humanoid female shapes. Most lutums prefer these forms to their own as it more readily allows them to use the goods and treasure they have acquired.

Furthermore, because all lutums have an innate ability to cast *Alter Self* four times a day, with duration of four hours for each spell, they can so closely resemble female humans, half-elves, and elves (including drow), that others cannot tell their true nature. These women appear nearly perfect in form and have beautiful, striking features. The lutums have learned that imitating attractive women - rather than plain ones or men - helps them further their goals. Because of their other spell-like abilities, many pose as wizards or druids.

Some lutums prefer to take on the images of existing humans and demihumans. This enables them to be automatically accepted in certain circles, and their behavior usually causes much embarrassment for the people they mimic.

Combat: In humanoid form, lutums posing as spellcasters usually attack with their spell-like abilities

and magical items first. If they are forced to melee, they prefer to attack with weapons, further adding to the ruse that they are humans or demihumans. However, if pressed or if their true forms are revealed, lutums attack with two clay-like arms and with their large maws.

A common combat tactic of a lutum is to lure a male victim close by using its feminine charms, cast *Charm Person* to keep him off guard, and then attack with surprise in an attempt to smother him. If the lutum is planet-side, it uses *Stone Shape* to catch the victim, and then pummels him to death. Its *Passwall* ability is usually held in the event it needs to escape.

Immunities (Ex): Lutums are immune to *Transmute Rock to Mud*, *Stone to Flesh*, and both spells' reverses. An *Earthquake* spell instantly kills lutums, and a *Move Earth* spell incapacitates them for 1d6 minutes.

Lutums suffer full damage from blunt weapons, but only half damage from slashing and piercing weapons. They are also immune to biological poisons (but not mineral-based ones), paralysis, and sleep. Since lutums can fashion limbs as needed from their mass when in their natural forms, they cannot be flanked; however, they are still subject to critical hits and stunning.

Spell-Like Abilities: 4/day – *Alter Self* (duration 4 hours each use); 2/day – *Detect Thoughts*; 1/day – *Charm Person*, *Clairaudience* (only), *Passwall*, *Stone Shape*, and *Stoneskin*. These abilities are as the spells cast by a 10th-level sorcerer (DC 13 + spell level).

Smother (Ex): If a victim is struck with both slams and a bite, he is caught in the gelatinous clay mass of the lutum and it forcibly shoves itself into the victim's airways. If the victim cannot free himself, he suffocates in 1d4 +1 rounds.

Skills: A lutum receives a +4 racial bonus to Bluff and Disguise checks. *When using *Alter Self*, a lutum receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's thoughts, it gains an additional +4 circumstance bonus to Bluff and Disguise checks.

In the Spheres

Lutums prefer to act on their own. Their greed is so overpowering that they would rather not share anything with others of their kind. However, some lutums have learned that when they combine forces they can gain more power and wealth. In such lutum clans there is always a leader, usually the largest lutum.

Lutums desire to gather the most magic and wealth possible, and to do so by assimilating themselves into human and demihuman societies. Lutums especially love magic that enables them to retain their human and demihuman forms longer. Lutums try whenever possible to study about magic and become spellcasters.

Lutums are also power-hungry. Some have been known to rise to important positions in human and demihuman governments by marrying the leaders, killing them, and then inheriting control, or simply by marrying the leaders and pulling their strings. In democratic societies, lutums prefer to rise to power on their own merits, campaigning for office and frequently winning because of their beauty, poise, and ruthlessness.

Lutums enjoy traveling from planet to planet, acquiring power and wealth. They usually find passage on ships by appearing as beautiful women in dire need of transportation. A few lutums who have used their

charms on the crew have been taught how to operate the ships, and they have subsequently taken them over.

Ecology:

The origin of lutums is a mystery. Some believe a mad wizard experimenting with earth elementals gave them life. Others think that they are a variety of mimic from the plane of Ooze. Lutums must eat rocks, minerals, and a variety of clay compounds to gain nourishment.

Lutums are asexual. They reproduce by splitting in half, but only when they feel a need to increase the power of their race; this usually occurs when one or more lutums in a clan die. The new lutums are born as adults with full abilities.

Expert Tactician is a feat in the guidebook to fighters and monks, *Sword & Fist*. If these rules are unavailable, substitute Combat Reflexes.

Conversion and Image by [Ron Pollard](#)

HTML by [Mark Doolan](#)

Metagolem

	Copper	Tin	Bronze
	Medium Construct	Medium Construct	Medium Construct
Hit Dice:	9d10 (50 hp)	9d10 (50 hp)	9d10 (50 hp)
Initiative:	-4 (-4 Dex)	-3 (-3 Dex)	-3 (-3 Dex)
Speed:	20 ft. (can't run)	20 ft. (can't run)	20 ft. (can't run)
AC:	14 (-4 Dex, +8 natural)	15 (-3 Dex, +8 natural)	16 (-3 Dex, +9 natural)
Attacks:	Fist +8, +3 melee	Fist +9, +4 melee	Fist +10, +5 melee
Damage:	Fist 1d6+2	Fist 1d6+3	Fist 1d6+4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like Abilities	Spell-like Abilities	Spell-like Abilities
Special Qualities:	Construct; Hardness 8, Electricity Absorption, Immunities, Spelljamming, Cold and Fire Resistance	Construct; Hardness 8, Electricity Absorption, Immunities, Spelljamming, Cold and Fire Resistance	Construct; Hardness 9, Electricity Absorption, Immunities, Spelljamming, Cold and Fire Resistance
Saves:	Fort +3, Ref +4, Will +4	Fort +3, Ref +4, Will +4	Fort +3, Ref +4, Will +4
Abilities:	Str 14, Dex 3, Con —, Int 12, Wis 12, Cha 7	Str 16, Dex 5, Con —, Int 12, Wis 12, Cha 7	Str 18, Dex 5, Con —, Int 12, Wis 12, Cha 7
Skills:	Bluff +3, Concentration +8, Disable Device +5, Hide +1, Open Lock +1, Listen +6, Move Silently +1, Spot +6	Bluff +3, Concentration +8, Disable Device +5, Hide +2, Open Lock +2, Listen +6, Move Silently +2, Spot +6	Bluff +3, Concentration +8, Disable Device +5, Hide +2, Open Lock +2, Listen +6, Move Silently +2, Spot +6
Feats:	Power Attack, Cleave, Great Cleave	Power Attack, Cleave, Great Cleave	Power Attack, Cleave, Great Cleave

Climate:	Any
Challenge Rating:	7 (8 for gold and platinum)
Treasure:	None
Alignment:	Any
Advancement:	10–16 HD (Large)

Metagolems are hollow medium sized metallic constructs that have been given magical life; they resemble humanlike beings such as humans, elves, dwarves, and gnomes. There are as many varieties of metagolems as there are metals, ranging from those made of copper to those made of platinum alloys. Like normal golems, elemental spirits animates metagolems. However, they are also given considerable intelligence and can speak. Metagolems have no free will, though, and always strive to fulfill the wishes of their creators. The methods of creating metagolems are not widely known, but only wizards of 18th level and above can make them. A metagolem has the alignment of its creator.



What the metal the metagolem is made of determines the AC and strength, and the more exotic the metal type the better AC, strength and to some extent dexterity. Statistics for metagolems made of common metals are given below:

	Iron	Steel	Silver
	Medium Construct	Medium Construct	Medium Construct
Hit Dice:	9d10 (50 hp)	9d10 (50 hp)	9d10 (50 hp)
Initiative:	–3 (–3 Dex)	–2 (–3 Dex)	+1 (+1 Dex)
Speed:	20 ft. (can't run)	20 ft. (can't run)	20 ft. (can't run)
AC:	17 (–3 Dex, +10 natural)	18 (–2 Dex, +10 natural)	19 (+1 Dex, +8 natural)
Attacks:	Fist +11, +6 melee	Fist +12, +7 melee	Fist +13, +8 melee
Damage:	Fist 1d6+5	Fist 1d6+6	Fist 1d6+7
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like Abilities	Spell-like Abilities	Spell-like Abilities
Special Qualities:	Construct; Hardness 10, Electricity Absorption, Immunities, Spelljamming, Cold and Fire Resistance	Construct; Hardness 10, Electricity Absorption, Immunities, Spelljamming, Cold and Fire Resistance	Construct; Hardness 8, Electricity Absorption, Immunities, Spelljamming, Cold and Fire Resistance
Saves:	Fort +3, Ref +4, Will +4	Fort +3, Ref +4, Will +4	Fort +3, Ref +4, Will +4

Abilities:	Str 20, Dex 5, Con —, Int 12, Wis 12, Cha 7	Str 22, Dex 7, Con —, Int 12, Wis 12, Cha 7	Str 24, Dex 12, Con —, Int 12, Wis 12, Cha 7
Skills:	Bluff +3, Concentration +8, Disable Device +5, Hide +2, Open Lock +2, Listen +6, Move Silently +2, Spot +6	Bluff +3, Concentration +8, Disable Device +5, Hide +3, Open Lock +3, Listen +6, Move Silently +3, Spot +6	Bluff +3, Concentration +8, Disable Device +5, Hide +6, Open Lock +6, Listen +6, Move Silently +6, Spot +6
Feats:	Power Attack, Cleave, Great Cleave	Power Attack, Cleave, Great Cleave	Power Attack, Cleave, Great Cleave

Combat: Metagolems are quite intelligent and employ sound tactics in battle. Aside from their limited selection of spells, they never use weapons, preferring to rely on their fists instead. Although quite intelligent, they are completely emotionless and can never be swayed from their goals.

Construct: Immune to mind-influencing effects, poison, disease, and similar effect. Nor subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Electricity Absorption (Ex): Unlike regular golems, metagolems occasionally require a supply of energy — in the form of electricity — in order to continue functioning. Hungry metagolems are known to insult powerful wizards for the sole purpose of making the mages so angry that they cast lightning bolts at the metagolems. Every hit point of damage from electricity powers a metagolem for one week, to a maximum charge of 100 weeks of continuous operation. Without this power, metagolems become dormant until given a new charge. This ability to absorb electrical damage also makes them immune to electrical attacks.

Hardness (Ex): A metagolem has hardness rating depending on the material it is composed of. The hardness rating is as follows: Copper 8, Tin 8, Bronze 9, Iron 10, Steel 10, Silver 8, Electrum 7, Gold 6 and Platinum 10.

Immunities (Ex): Metagolems are immune to Illusions, Phantasmal and Transmutation effects and spells. The only exception to this is the *fly* spell.

Resistance (Ex): Metagolems have cold and fire resistance 12.

Spelljamming (Ex): Metagolems due to their very magical essence are able to spelljam. The speed to which they can spelljam is dependent on what material they are made of. All metagolems can reach a Tactical Movement rate of 1, and those made of electrum, gold and platinum can reach Tactical Movement rate of 2. This not depended on type of helm (major or minor).

Spell-like Abilities: Metagolems can cast magic missile, web, fly, flaming sphere, fireball, and stinking cloud spells once each per day as a 10th level sorcerer.

Electrum

Medium Construct

Gold

Medium Construct

Platinum

Medium Construct

Hit Dice:	9d10 (50 hp)	9d10 (50 hp)	9d10 (50 hp)
Initiative:	+3 (+3 Dex)	+5 (+5 Dex)	+2 (+2 Dex)
Speed:	20 ft. (can't run)	20 ft. (can't run)	20 ft. (can't run)
AC:	20 (+3 Dex, +7 natural)	21 (+5 Dex, +6 natural)	22 (+2 Dex, +10 natural)
Attacks:	Fist +14, +9 melee	Fist +15, +10 melee	Fist +16, +11 melee
Damage:	Fist 1d6+8	Fist 1d6+9	Fist 1d6+10
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like Abilities	Spell-like Abilities	Spell-like Abilities
Special Qualities:	Construct; Hardness 7, Electricity Absorption, Immunities, Spelljamming, Cold and Fire Resistance	Construct; Hardness 6, Electricity Absorption, Immunities, Spelljamming, Cold and Fire Resistance	Construct; Hardness 10, Electricity Absorption, Immunities, Spelljamming, Cold and Fire Resistance
Saves:	Fort +3, Ref +4, Will +4	Fort +3, Ref +4, Will +4	Fort +3, Ref +4, Will +4
Abilities:	Str 26, Dex 16, Con —, Int 12, Wis 12, Cha 7	Str 28, Dex 21, Con —, Int 12, Wis 12, Cha 7	Str 30, Dex 14, Con —, Int 12, Wis 12, Cha 7
Skills:	Bluff +3, Concentration +8, Disable Device +5, Hide +8, Open Lock +8, Listen +6, Move Silently +8, Spot +6	Bluff +3, Concentration +8, Disable Device +5, Hide +10, Open Lock +10, Listen +6, Move Silently +10, Spot +6	Bluff +3, Concentration +8, Disable Device +5, Hide +7, Open Lock +7, Listen +6, Move Silently +7, Spot +6
Feats:	Power Attack, Cleave, Great Cleave	Power Attack, Cleave, Great Cleave	Power Attack, Cleave, Great Cleave

Habitat/Society: Metagolems are magical automatons created by powerful wizards to accomplish certain goals, such as protecting or flying a spelljammer ship, chasing down hated enemies, collecting treasure, and so forth. They have no society as such, but they do seem to bear a strange fondness for others of their kind. Occasionally, several metagolems can be found relaxing together on worlds particularly prone to violent lightning storms.

Often, a metagolem will join a party of adventurers if it is clear that doing so will prove beneficial to accomplishing its master's goal. Although a metagolem makes a surprisingly amiable companion, it is usually mistrusted, for its companions never know when the metagolem's true instructions will interfere with the group's plans. There have even been reports of metagolems joining spelljammer crews, and then leading mutinies for the purpose of accomplishing their secret goals.

Ecology: As with other golems, metagolems can be created only by powerful wizards.

Conversion by [Mark Doolan](#)

Original Art – Tom Baxa

First appeared in Issue 159 of the Dragon Magazine, page 35

Notes on this Conversion: First off the one aspect to the original write up of the metagolem that I did not maintain is the outrageous damage the metagolems could do. I also gave them some skills and feats on par with elementals, as this is the 'spirit' that inhabits them. Hardness was particularly challenging, as I not know what the hardness of the given metal are, so I took a guess at them. The original write up also gave them equivalent spellcaster level when determining what “SR” they could travel at when in a particular helm, I just gave them all “TR” 1 except for gold and platinum to which I gave “TM” 2. I added Cold and Fire Resistance, as I not see this creature being effect to low amounts of damage for either of these sources of damage. I also made sure to include a set of stats for each of the metagolems for while they are all so similar, I figured that I save a DM the trouble of figuring the stats for each. I also keep them to all the same speed as trying to round up and down would put them all fairly close to the same movement rate.

Monitor

Large Outsider

Hit Dice: 4d8 + 6d10+30 (81 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 50 ft., fly 120 ft. (good), TM 2

AC: 20 (-1 size, +2 Dex, +9 natural)

Attacks: Longsword +14/+9, 2 hooves +9

Damage: Longsword 1d8+4, hooves 1d6+2

Face/Reach: 5 ft. by 10 ft. / 5 ft.

Special Attacks: Cold Breath, Paladin (6th level)

Special Qualities: Immunity to all charms, SR 22, Keening of the vanquished, Celestial Qualities, Paladin (6th level),

Saves: Fort +17*, Ref +13*, Will +13*

* This include the Divine Grace ability

Abilities: Str 18, Dex 14, Con 17, Int 16, Wis 15, Cha 21

Skills: Bluff +8, Concentration +3, Diplomacy

+8, Gather Information +8, Intimidate +8, Knowledge Local +6, Knowledge–Nobility and royalty +5, Knowledge–Religion +7, Knowledge–Wild Space +7, Listen +4, Navigation–Wild Space +10, Search +7, Sense Motive +10, Speak Language (most spacefaring races), Spellcraft +7, Spot +10, Swim +8, Use Rope +4

Feats: Ambidexterity, Armor Proficiency (light, medium and heavy), Flyby Attack, Improved Initiative, Martial Weapons, Shield Proficiency, Simple Weapons, Track, Weapon Focus (longsword)



Climate/Terrain: Any phlogiston, upper outer plane, and wildspace

Organization: Solitary or Patrol (4-7 [1d4+3])

Challenge Rating: 6

Treasure: Standard

Alignment: Always lawful good

Advancement: By character class

The monitors are benevolent beings who patrol the farflung reaches of wildspace and the phlogiston. However, space is quite large, and the monitor's forces are spread thin. Understandably, not everyone feels comfortable around monitors. Their absolute, black-and-white code alarms beings that compromise or bend rules to accomplish things.

Monitors manifest in two different ways. In a crystal sphere or on the Outer Planes, they appear as gold-skinned, winged centaurs. Their eyes seem to gleam with an inner fire, with their hair ranging in color from hues that are found in flames of a fire. In the phlogiston, monitors appear as silver-skinned pegasi, with icy blue eyes and manes. Both form have the same movement rate.

Monitors speak their own complex language, common, and most of the tongues of native to wildspace and the phlogiston.

Combat: Monitors are not adverse to combat when necessary, though they usually give opponents a chance to surrender before starting hostilities. When in their centaur form, monitors wield flame tongue longsword +2. The swords strike twice per round, inflicting 1d8 hit points of damage (see page 188 of the DMG for more info on this magic weapon). In addition, either of the monitor's forms may strike with two fore hooves, doing 1d6 hit points damage each. This is however, is a last ditch measure, as the monitors consider it undignified.

Celestial Qualities: Protective aura, Immune to electricity and petrification, tongues, +4 save against poison and keen vision (low light vision and 60 foot darkvision).

Cold Breath (Su): Only while in pegasus form can a monitor breathe a cone of cold three times per day at 10 level of abilities.

Immunities (Ex): Monitors are immune to all spells from the school of enchantment/charm.

Keening of the Vanquished (Su): A monitor reduced to 0 hit points falls and dies in 1d4+1 rounds. Before the monitor expires, it makes a loud keening noise. This special distress call relays who is dying, where they fell, and the descriptions of those who committed the deed. Any monitors in the same crystal sphere immediately receive the report. Satisfied, the monitor dies, its body and sword becoming a puff of golden smoke.

Paladin: All monitors are at least 6th level paladins (the above stats and what is mention here is for a monitor of 6th level paladin), and gain all benefits that paladin gets for class and level. As such monitors have the following: *aura of courage*, *detect evil*, *divine grace* +5 to all saves (not included in the above saves), *divine health*, *lay on hands* (30 hit points), *smite evil* +5 to hit with +6 damage – once per day, *turn undead*, 2 first level spells, *remove disease* twice per week.

Habitat/Society:

Monitors travel in patrols with a rotating leader, giving all squad members the chance to command. The squads wander everywhere, enforcing the tenets of their lawful good alignment, punishing evil, rescuing the helpless, and protecting all innocent life from harm or malice. They personify goodness, raising the alignment of lawful good almost to an art.

Monitors are unselfish, just, brave, unswervingly loyal to their ethos, and dedicated to their mission of eradicating or reforming evil. They are not intimidated by anything and calmly face overwhelming odds. One tale tells of a monitor who was surrounded and outnumbered by a horde of Pirates of Gith. When asked for her last words, the monitor replied, “You are all charged with murder, piracy, and threatening a monitor. Surrender now, and things will go easy for you”. The scary thing is, that after the dust of battle settled, she had won.

Unfortunately, monitors are not the greatest diplomats. They have a black-and-white view of right and wrong. Compromise is repellent. As they say, “Shades of gray may feature a bit of white, but they also harbor a bit of black”. In some cases, monitors have rescued halfling thieves from the clutches of illithids, and then turned the thieves over to the proper authorities for incarceration.

With all the evil races such as neogi, illithids, and beholders in wildspace, other races are reluctant to

alienate a powerful race of good beings that try to stem the tide of evil. Monitors are the butt of many complaints, jokes, and grumblings, but people turn to them first when a great evil arises.

Ecology:

Though monitors appear as beautiful male or female centaurs, they do not reproduce. Young monitors have never been seen. Some scholars guess that monitors are the spirits of deceased paladins, rewarded by various good deities with these powers and responsibilities. Some cynical observers believe that opposite: paladins who were not “good enough” have been stuck with the task of policing space.

Monitors do not require air, food, or drink, though they sometimes eat food to make others beings feel at ease. Even so, they are strict vegetarians.

In the Spheres

The monitors do as their name suggest, they monitor all activities of space, learning of nobility and royalty of wildspace and the local communities. They keep an ever vigilant for the forces of evil and bring to justice all who would other wise escape justice. When groups of monitors meet they exchange information, it is only at theses times that monitors will number more than seven. Depending on circumstance that brings them together they may number as many as 35 (almost unheard of number). Monitors can be a great source of information on a given sphere they patrol and the phlogiston that surrounds that sphere.

My notes on this conversion: This was my most wayward conversion yet. When converting them I decided early into the conversion to have them outsiders, I determined there number of outsider hit dice based on the centaur's hit dice. I thought it very kewl if I had them spirits of paladins reborn for more service. Thus they have six levels in paladin. I also added some Celestial Qualities as befits their outsider station. I choose strength score of 18, as this is what a centaur is given in the monster manual (original description of monitor has the monitor at a strength score of 17. Hope all enjoy this conversion.

Conversion and HTML by [Mark Doolan](#)

Image by [Ron Pollard](#)

Neogi

Neogi

Small Aberration

Hit Dice:	5d8+5 (25)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	20 ft.
AC:	17 (+1 Size, +4 Dex, +2 Natural)
Attacks:	1 Bite +7, 2 Claws -2
Damage:	1d6 Bite, 1d3 Claws
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Poison
Special Qualities:	Slave defenders
Saves:	Fort +3, Ref +5, Will +5
Abilities:	Str 10, Dex 18, Con 12, Int 14, Wis 13, Cha 13
Skills:	Appraise +10, Concentration +10, Diplomacy +9, Intimidate +9, Knowledge (Local, Spelljamming) +10, Profession (slaver) +9, Spellcraft +10
Feats:	Improved Initiative, Weapon Finesse (Bite)

Great Old Master

Huge Aberration

Hit Dice:	20d8+5 (25)
Initiative:	+1 (+1 Dex)
Speed:	20 ft.
AC:	16 (-2 Size, +1 Dex, +7 Natural)
Attacks:	1 Bite +15
Damage:	2d6 +10 Bite
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Poison, SR 14
Special Qualities:	Slave defenders, Young spawn
Saves:	Fort +18, Ref +7, Will +13
Abilities:	Str 30, Dex 12, Con 22, Int 4, Wis 12, Cha 4
Skills:	None
Feats:	Weapon Focus (Bite)

Climate/Terrain:	Any space	Any space
Organization:	Tribal (3-18)	Solitary (1)
Challenge Rating:	3	5
Treasure:	Half standard, double gems/jewelry	None
Alignment:	Always Lawful Evil	Always Neutral
Advancement:	By character class (favored class: wizard)	None

The neogi appear as a cross between a wolf spider and a moray eel. The short, furry, eight-limbed body is topped by a lithe, bare, fleshy neck with a serpentine head, its mouth filled with needle-sharp teeth. The ends of its limbs are tipped with small claws. The fur of the neogi is a light tan, but dyed a variety of colors to signify rank, power, accomplishments, and warnings to other neogi. The older a neogi is, the more colorful its hide becomes. A neogi with a bare pelt has no status.

The neogi are hated throughout the Known Spheres, and their spiderships are often attacked without giving them the chance for provocation. The reason is that neogi are ruthless slayers and plunderers to the last being, and think nothing of eating their enemies, servants, or fallen comrades. In all the variety of the universe, one truth remains: the Neogi are a hateful, xenophobic race that has no friends.

Neogi speak neogi, common, and umber hulk, and more intelligent neogi learn the languages of commonly owned slaves.

Neogi



Combat: If the neogi is forced into combat, it first sends forth its Uंबर Hulk slaves and slave-kin. When forced into melee it attacks with a bite and waits for the poison to slow the opponent.

Slave Defenders (Ex): Neogi are not powerful fighters unto themselves, but have some advantages not taken lightly. First and foremost is their enslavement of other races, most notably the Uंबर Hulks. Neogi have a limited Charm Monster ability that affects Uंबर Hulks, and each neogi has at least one such slave. This umber hulk serves as bodyguard, manservant, and a useful set of hands, and as such is every neogis' first line of defense (offense?). Other races are not affected by this ability, but can be forced, cowed, or magically encouraged to fight on the neogi's behalf.

Poison (Ex): On a successful bite the victim must make a Fortitude save (DC 14); initial damage slowed 1d8 rounds, no secondary damage, but successive bites are cumulative in duration.

Neogi Great Old Master

Combat: The great old master is almost helpless in combat. It may instinctively bite but most of the time it just feeds on the meat the Neogi feed him.

Poison (Ex): On a successful bite the victim must make a Fortitude save (DC 14); initial damage

slowed 1d8 rounds, no secondary damage, but successive bites are cumulative in duration.

Young Spawn (Ex): If the skin of a great old master is penetrated it will release 2d4 infant Neogi to defend itself. These will be taken from the future brood (see ecology) and will not be replaced. Blunt weapons will not penetrate the skin and therefor will not bring forth these young. Piercing and slashing weapons or magical spells that perce or burn will produce this defensive reaction.

Habitat/Society: The neogi are a slaving race with an inborn sense of property: everything is either owned or owner, slave or neogi. Even neogis are slaves to other neogis, but thes slave-neogis may hav their own slaves and eventually establish themselves as full masters in ther own rights.

The neogi worldview of "own or be owned" has resulted in a paranoid outlook that borders on xenophobia, and their relentless attacks on any ships result in ther being hated throughout the crystal spheres. Neogi ships are attacked on sight when possible and evaded otherwise.

Even the Arcane, who will deal with the most scum-ridden space nations in the universe will only deal with the neogi through intermediaries. The only normal race with extensive ties are the Illithids, who make a fat profit on the neogi slave trade.

Ecology: The neogi live according to an ugly life cycle that is characteristic to their race. As a neogi grows older and his mind fades, his orders became confused and his slaves become more disobedient. His fellow neogi may then choose for him to become a Great Old Master. The "small lords" then poison the elder at once by biting him almost to death. The different poisons moving through the body overload the old neogi's system and it begins its change into a Great Old Master.

Neogi making the transformation swell to a 20 foot height and a similar girth. Its legs and arms become useless, and the lasst of its intelligence fades: It lives now only to eat. During this time the other neogi begin to hunt exclusively for the Great Old Master. Slaves, captives, anything edible that comes across their path and can be captured is fed to the master. Life flesh is preferred but dead will sustain it.

After 2 months of such activity, the skin of the Great Old Master burst open, killing the master, and a new crop of mature neogi spills forth. These are unmarked and barely sentient upon their birth. The remains of the Great Old Master are consumed by the surviving young and after that they turn on each other. For the next week the brood area resounds with combat as the young neogi kill each other for food. Most neogi consider the fate of the master to be the equivalent of a human dying of old age.

Of the 20-40 neogi that eat their way out of the master, only about 3-6 survive. These are considered slaves of the entire ship, to be killed or risked in combat, untill such time as they claim and command an Umber Hulk as their personal slave. At this point they are officially part of the neogi community.

Converted by Joel Jackson and Flits3

Owl, Space

Small Magical Beast

Hit Dice: 3d8+3 (17 hp)

Initiative: +4 (+4 Dex)

Speed: 10 ft., fly 50 ft. (average)

AC: 17 (+1 size, +4 Dex, +2 natural)

Attacks: 2 claws +8 melee, bite +3 melee

Damage: Claw 1d4, bite 1d3

Face/Reach: 5 ft. by 5 ft./5 ft

Special Attacks: None

Special Qualities: Space owl traits

Saves: Fort +4, Ref +5, Will +5

Abilities: Str 10, Dex 19, Con 13, Int 18, Wis 18, Cha 10

Skills: Appraise +6, Diplomacy +2, Intuit Direction +14, Knowledge (architecture and engineering) +6, Knowledge (astronomy) +6, Knowledge (history)

+6, Knowledge (nature) +6, Knowledge (planetology) +6, Knowledge (spelljamming lore) +6, Listen +14, Move Silently +16, Profession (wildspace navigator) +8, Reading Lips +6, Spellcraft +6, Spot +14, Wildspace Lore +6

Feats: Weapon Finesse (claw, bite)



Climate/Terrain: Any

Organization: Solitary, pair or parliament (2–8)

Challenge Rating: 2

Treasure: None

Alignment: Usually chaotic good

Advancement: By character class

Space owls resemble normal owls, with coloration ranging from dark brown to snowy white. They have big, yellow, unblinking eyes. The owls stand about 2 ½ feet tall, with a wingspan of 7 feet.

These highly intelligent birds can communicate with all birds, both groundling and wildspace origin. Space owls also speak Common plus number of additional languages equal to its intelligence modifier.

Combat: These cerebral birds are reluctant to enter combat. They would much rather discuss the conflict with their foe, trying to dig deep into the enemy's subconscious to explain their violent tendencies. Is it nature? Is it a bad upbringing? Since most foes resent being mentally dissected, this practice winds up infuriating an enemy even more.

Thus, the space owls have no choice but to defend themselves, using their two set of sharp talons to inflict 1d4 damage each. The space owls follow up with a beak blow, doing an additional 1d3 damage.

Space Owl Traits (Ex): Space owls benefit from a number of racial traits.

- Low light vision
- *Conserve Air (Ex)*: Normally a creature will foul its personal supply of air in a single days worth of time, but a space owl only consumes one man-day worth of air every 4 days. Normally a small creature consumes one man-day worth of air every 2 days.
- *Light Blindness (Ex)*: Abrupt exposure to bright light (such as sunlight or daylight spell) blinds space owls for 1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.
- *Memorize the Stars (Ex)*: Space owls instinctively memorize the positions of all heavenly bodies in any crystal sphere that they have resided in for at least a year. However a space owl can study a crystal sphere, taking about one month or 1–4 days if accurate map of the crystal sphere available, in order to memorize the positions of the heavenly bodies of that crystal sphere.
- Spell-like Abilities: 3/day— *invisibility*, *mirror image*, *blink*, *ventriloquism*, and *spook*; 1/day—*find the path*, *true seeing*, and *augury*, These abilities are as the spells cast by a 6th-level sorcerer.
- +8 racial bonus to Intuit Direction, Listen, Move Silently, and Spot checks.

In the Spheres

Every spelljamming ship needs a navigator; wildspace is big, and the chance for error is great. Space owls are intelligent owls with a gift for navigation. Humans, dwarves, and gnomes use them most often.

Besides navigation, space owls are adept at calculating planetary orbits, debating philosophy or science, and even playing chess. Their only drawback is an unfortunate tendency to ramble, over-analyze, and use huge polysyllabic words.

Space owls congregate in small groups called parliaments. They nest in trees, wrecks of spelljammer ships (they will try to rebuild the ship over time), but favor the roofs of buildings that house knowledge (observatories, sage house, mage towers, libraries and laboratories). An even number of owls in a parliament is mated pairs. For each pair, there is a 20% chance of 14 owlets, or a 10% chance of 1d4+1 eggs.

They eat almost anything, including cooked food, wine, and sweets. In the wild, they eat plants, insects, and tiny rodents. Space Owls live for 100+10d10 years. They are nocturnal, and so love the starry night sky of wildspace.

Conversion by [Mark Doolan](#)

Power Symbiont

Fine Aberration

Hit Dice: 1d8 (3 hp)

Initiative: -4 (-4 Dex)

Speed: 1 ft.

AC: 9 (+8 size, -4 Dex, +1 natural)

Attacks: None

Damage: None

Face/Reach: 2½ ft. x 2½ ft./0 ft.

Special Attacks: None

Special Qualities: Detect Magical Aura, Reflect Magic

Saves: Fort -2, Ref -4, Will -2

Abilities: Str 2, Dex 2, Con 6, Int 3, Wis 3, Cha 5

Skills: Hide +4, Spot +1

Feats: None

Climate/Terrain: Any

Organization: Group (1-12)

Challenge Rating: 1

Treasure: Standard

Alignment: Always neutral

Advancement: None

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 ¼ inch in diameter.

Combat: These creatures have no physical attack forms whatsoever. Their supernatural ability to turn magic back upon its wielders resets the balance.

Reflect Magic (Su): 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.

Detect Magical Aura (Su): Power symbionts can sense the auras of magical items from 20 feet away.

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 feet 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 infant 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:

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

Converted by [Flits3](#)

Puffer

Large Beast

Hit Dice: 9d8+45 (85 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft., fly 20 ft. (clumsy)

AC: 17 (–1 size, +1 Dex, +7 natural)

Attacks: Bite +13, stinger +8

Damage: Bite 2d6+8, sting 2d4+4

Face/Reach: 5 ft. by 10 ft. / 10 ft.

Special Attacks: Improved Grab, Poison

Special Qualities: —

Saves: Fort +11, Ref +7, Will +5

Abilities: Str 27, Dex 13, Con 21, Int 13, Wis 14, Cha 8

Skills: Climb +14, Hide +7, Listen +6, Spot +13, Move Silently +7



Climate/Terrain: Any space

Organization: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 10–12 HD (Large)

The puffer is a durable creature that can bear the rigors of wildspace for years at a time while in its dormant state. Yet, when it lands upon an asteroid or ship and becomes active, it can become a terrible killing machine, often leaving a wasteland in its wake.

In its dormant state the puffer resembles a tightly stretched balloon – a featureless sphere floating wildspace. It can be as large as 40 feet in diameter or perhaps as small as half that, depending on how long it has been dormant. Upon close inspection its smooth skin looks different from an asteroid or other natural object.

When active, the puffer resembles a cross between a crocodile and a scorpion. It has a mouthful of sharp fangs and a poison stinger in its tail, which is kept curled over its back, ready to strike a foe in any direction.

A puffer can propel itself slowly through wildspace by exhaling a small trickle of air. It cannot approach spelljamming speed, of course, but it can sense any ship or other large object with 100 miles. The puffer slowly approaches the object and, if it can catch it, lands and immediately becomes active.

A puffer can make some 5–10 attempts to land somewhere before its supply of air is exhausted. If this occurs before it can land, the puffer dies in space without reproducing.

Combat: A puffer can fight only in active mode. It can be slain when dormant, if characters reach it in wildspace. As soon as a puffer comes into contact with more than one ton of air, however, it becomes active. When in active mode it attacks with its bite and stinger.

Poison (Ex): Those struck by the stinger must roll a successful fortitude save (DC 20), initial damage 1d4 temporary Strength, secondary damage 1d4 temporary strength.

Habitat/Society:

Puffers spend most of their lives in the ultimate seclusion — the eternal dark and cold of wild space beyond the outmost planets. Once in its life, however, a puffer tries to land. After landing, it must kill some creature to serve as host for its eggs. These it lies, and then returns to wildspace to die.

In about three to four weeks the eggs hatch, 1d100 diminutive active puffers into whatever environment fortune has placed them (¼ Hit Dice (1 hit point) attack bonus +0, damage 1 hit point for both stinger and bite, AC 20 [+4 size diminutive, +5 Dex, +1 natural], CR ¾).

These tiny puffers have stingers every bit as lethal as the adults. Each of them seeks a warm-blooded animal as a victim, which they attempt to sting to death. If successful, the little puffer devours the kill, growing quickly as it does so.

After the meal, it slowly begins to inhale air, inflating until it is a dormant ball some 30 to 40 feet across. Then, with an expulsion of air, it shoots slowly into wildspace at non-spelljamming speed, where it will spend the next years or even decades.

Ecology:

Puffers feed on meat, and they seek creatures of human size or larger for their kills. They can grow and lay their eggs using smaller creatures for sustenance, but it takes many of these for each activity, as opposed to one good-sized carcass of 150 – 200 lbs.

Puffers cannot survive the extreme of a fall from space to a full-size planet, nor can their air-blown drives carry them from a planet to space. Thus, they confine their activities to ships, asteroids, and other small objects in space.

Conversion and HTML by [Mark Doolan](#)

Image by [Ron Pollard](#)

Q'nidar

Huge Magical Beast

Hit Dice: 7d10+35 (74 hp)

Initiative: +1 (+1 Dex)

Speed: fly 40 ft. (Average)

AC:17 (+1 Dex, +6 natural)

Attacks: 2 Claws +15

Damage: Claw 2d4+8

Face/Reach: 10 ft. by 5 ft. /15 ft.

Special Attacks: Breath Weapon

Special Qualities: Fire Feeding, Fire Immunity, Lowlight Vision

Saves: Fort +10, Ref +5, Will +3

Abilities: Str 26, Dex 13, Con 20, Int 8, Wis 6, Cha 10

Skills: Disguise +8*, Listen +6, Profession (Sailor) +4, Search +4, Spot +6

Feats: Lighting Reflexes, Deflect Arrows

Climate/Terrain: Any wildspace

Organization: Pack (5-20)

Challenge Rating: 5

Treasure: Standard, double gems

Alignment: Always neutral

Advancement: 8-10 HD (Huge), 11-16 HD (Gargantuan)

The Q'nidar are bat-like creatures that frequent the warmer areas of wildspace in search of food. They appear as gigantic bats with a semi-crystalline hide (not unlike that of the radiant dragon in appearance). The Q'nidar feed on heat and light, which can be seen constantly arcing around and through them; from afar, these heat and light patterns streak behind them, resembling a vaporous trail.

The dracon were the first to encounter these creatures and named them "Q'nidar" or heat-eaters. The rest of the races in space usually refer to these creatures as "Vapor Bats".

The Q'nidar have a unique form of communication: They "speak" via a thermal breath that is easily detected and understood by other Q'nidar. Even though they feed on heat and light, they are not always found near heat-based celestial bodies; too much background heat confuses their senses and their speech.

Combat: Q'nidar are attracted to spelljamming ships because of the lights and activity, as well as curiosity. In the past, Q'nidar would confuse ships with other vapor bats and "speak" with the ships, resulting in disaster.

Breath Weapon (Ex): The breath of a Q'nidar is extremely hot. It is harmless in the void, but deadly when exposed to the atmospheric envelope of a ship.

The breath weapon is a cone of fire 30 feet long that is ten feet wide at its far end. Anyone within the area of the flame must make a Reflex Save (DC 15) or suffer 2d12 points of damage, success means 2d6 points of damage.

Fire Feeding (Su): The vapor bats generally wait for fires they started to build to 5d6 hitpoint intensity (roughly 20 hitpoints of damage per round), and then they begin absorbing the heat and light from the flames. This process extinguishes the flames in two rounds.

Thus, the bats extinguish put out any flames they caused, but only if given the chance. If attacked while "talking," a vapor bat will scream at the ship, causing an additional 1d12 points of damage with its breath, and an added point of hull damage. It continues to scream until it is no longer interrupted while feeding.

Fire Immunity (Ex): The Q'nidar is immune to fire and heat effects, since it absorbes them to sustain its unique metabolism. Overexposure kills them, but untill that time they convert up to 1d6 points of consumed heat or fire to healing energy, resulting in an increase of 1d6 hitpoints.

Habitat/Society: Q'nidar travel in a single-line formation to feed upon the heat trails of the pack leader. Their flight in wildspace is erratic because they get confused by background thermals. The vapor bats have learned that much food is generated by talking with spelljamming ships, and thus they are commonly found along the spaceways and trade lanes of space. They are simple creatures, meaning no malice, but they are still one of the feared monsters of the void.

Q'nidar are capable of moving at spelljamming speed (TM 3), but only after they have absorbed major amounts of heat and light. If a q'nidar is brought out of spelljamming speed by a passing ship, it needs "food" to maintain its speed, and it begins breathing on the ship to generate heat and light for its needs.

Q'nidar rarely need to absorb more than 10 or 15 points of heat energy before returning to spelljamming speed.

Q'nidar are never found in the phlogiston except in their rare, crystalline form (see "Ecology"). In the phlogiston, the vapor bats' breath causes a constant fireball about the q'nidar and effectively kills them by overabsorption of heat. Q'nidar killed in the phlogiston this way have a different crystal structure, and this crystal is quite useful for creating a crystal ball. Q'nidar subjected to fireballs of greater Hit Dice than their own will absorb all the heat and light, forming this same crystal.

Ecology: The hides of the q'nidar make effective components of heat-and light-based spells. When heated, the scales are quite effective for extra lighting. Remains of the q'nidar are rarely encountered, outside of those killed along the tradeways.

Responding to some racial instinct, the dying q'nidar dive toward the nearest star, absorbing heat and light until their bodies crystalize fully. Often, these bodies of crystal simply get pulled into the star, but some have been recovered. The crystalline formation reacts like a spelljamming helm, absorbing not only heat and light, but magic. The crystalline remains may be carved into a small chair, creating a minor spelljamming helm.

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Reigar

Medium Humanoid

Hit Dice: 16d4+32 (72 hp)

Initiative: +2 (Dex)

Speed: 30 ft., 50 ft. (mode of locomotion varies by shakti)

AC: 30+ (+2 Dex, +8 deflection, +10 armor & enchantment bonus based on shakti)

Attacks: by weapon +8/+3

Damage: by weapon type

Face/Reach: 5 ft. by 5 ft./5 ft

Special Attacks: Shakti, Spells

Special Qualities: Glory, SR 21, Shakti

Saves: Fort +7, Ref +7, Will +13

Abilities: Str 10, Dex 15, Con 14, Int 26, Wis 17, Cha 26

Skills: Appraise +21*, Craft (any four) +33*, Concentration +17, Diplomacy +11, Innuendo +13, Intimidate +13, Knowledge (Art) +17*, Knowledge (Wildspace) +13, Search +13, Sense Motive +8, Spellcraft +18, Spot +12

Feats: Armor Proficiency (Light), Craft Magic Arms and Armor, Craft Wondrous Item, Martial Weapon Proficiency (*or* any single Exotic Weapon Proficiency *or* any single Weapon Focus), Simple Weapon Proficiency, Spell Focus (any one school), Spell Penetration



Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 10

Treasure: Standard coins; Triple Goods and Items

Alignment: Always Chaotic Neutral

Advancement: By character class

The reigar are a near-legendary race, only rarely encountered by the average space faring adventurer. They are famed for their artistic prowess and fabulous command of craftsmanship.

As a people, the reigar are androgynous. Their men are very beautiful and their women are extremely handsome. They are of tall human proportions, willowy of build, with reddish-blond hair. Their natural beauty is augmented by the halo or glory surrounding each reigar. This glory is a cloud of twinkling, glittering motes that change color in random patterns. Some rumors say that this glory is lighter in color when the reigar is pleased, and darker when one is displeased. This has yet to be fully documented. This glory contributes to the reigar's tough Armor Class and high magic resistance.

Combat: Reigar prefer not to enter into combat personally, as their time is better spent in artistic pursuits (naturally). If attacked, they first send in their helots (see *Helot* entry for details). If that fails, they call in the lakshu (also, see separate entry). Only if the lakshu fail to defeat the opponents does a reigar deign to go toe-to-toe, as it were, with the attackers. And when it does, several hells break loose.

In combat the reigar use an item called a shakti. This is a small (palm-sized) statuette that resembles a Figurine of Wondrous Power (an item rumored to have been first created by a reigar). Each shakti is designed by and for its user, rendering each one effectively a unique item.

Creation (Ex): Reigar are supreme at creation, especially magical items. When creating items, reigar always use materials of the highest potency and quality and methods that put masters to shame. If the power component variant for magic item creation (*Dungeon Master's Guide*, pg.96) is used, reigar have to pay half (or less) the required XP cost, taking in to account such power components. If the variant is not used, the reigar still only has to pay half the required XP cost. However due to the incredible quality and alien materials used making their items (not to mention the reigar's attention to perfection), the gold piece cost is always at least ten times the base cost required.

It is possible that a reigar could be commissioned to create an item for an adventurer or a party, but the cost would be astronomical (no pun intended). There is very little a normal adventurer could have that would interest a reigar (except transport; see the "Esthetic" entry), but flattery goes a long way toward successful negotiation.

Glory (Su): Surrounding the reigar is a nimbus of ever changing, colorful, sparkling motes of light. This aura is responsible for the deflection bonus of a reigar's Armor Class and her Spell Resistance score. A reigar gains a deflection bonus to her AC equal to her Charisma modifier, and her SR is equal to 12 + Charisma modifier.

Shakti (Sp): Reigar use fully functional shakti magic items of their own making. Each shakti is as different and unique as its owner. The shakti can be commanded to become a set of full plate armor and corresponding weapon (+10 armor bonus [not including any enchantment bonus the reigar has imbued into her item]/+8 max. Dex bonus/30 ft. base move/0% chance for arcane spell failure (for reigar only)/-0 armor check/always considered as "light" armor/10 pounds weight; weapon as per individual reigar's choice but always with an additional magical effect occurring with each successful strike.) See *Shakti* magical item description for more information on specific types and suggested powers. The shakti, and any other magical item in her arsenal, can be expected to be used with chilling efficiency as need arises.

Spells: All reigar are marvelous sorcerers of at least 16th level (summary above is for such an example) with all abilities except as detailed here. Their spells are saved at DC 18 (20 with spells from her chosen school) + spell's level. Reigar are not limited to any particular school, but illusions are not likely to be in their repertoire - reigar consider it gauche to create something that isn't real. Any spell can be considered to have artistic merit; it all depends on the time and place. For example, offensive spells like *Cloudkill* afford the artistic caster a greater enjoyment of his opponents' deaths - rather than frying instantly, as with a *Fireball*; the poor wretches choke, writhe, gasp, and beg. To a reigar, this is art at its best. A reigar will always have *Polymorph Any Object* as (one of) her 8th level spells, as this is her main tool in the creation process.

Reigar do not attract a familiar as a regular sorcerer would. Instead, the reigar creates her familiar - her esthetic ship (see separate entry for details on its abilities and powers shared with its creator).

Skills: A reigar receives a +6 racial bonus to all Craft checks as well as a +4 racial bonus on Appraise and Knowledge (Art) checks.

Habitat/Society: Legend has it that this race taught the elves everything they know about creating beautiful items - and the elves forgot most of it. Supposedly they also taught the dwarves the same arts - with the same results. Their love of creation for its own sake was also given to the tinker gnomes of Krynn, or so it is said. However, the gnomes did not retain the reigar's love of beauty - they seized on the creative process and took it to a technical extreme. It is rumored that the reigar built the first spelljamming helm, and never repeated the act. Their mottoes are "Art for art's sake" and "The ends always justify the means."

While reigar are visually stunning to begin with, they are experts at heightening their already striking appearance. Hairstyles are an expression of individuality and, of course, artistic creativity. Men and women both may wear short or long tresses, highly decorated or intricately styled or both. They ornament themselves with fine jewelry of their own making and exquisite raiment of their own design. Facial makeup and tattoos for both sexes are not uncommon. This is not a function of class status or of wealth. It is merely a fact of reigan life - one should always strive to outdo everyone else in all aspects of life, and do it with style, beauty, and élan. Their passion for artistic creativity extends to all aspects of their lives.

Reigar are consummate users of magical spells, especially those that enhance the creative process. Items such as Nolzur's Marvelous Pigments and the Lyre of Building are particular favorites.

The reigar as a race have been without a home world for millennia. The rumored reason: their pursuit of art for art's sake led them to the total destruction of their world, using means of warfare never heard of before or since. The search for the ultimate artistic expression of war was carried out by reigar who were off-world in their esthetics, with no regard for those remaining on the ground. This is a classic example of the reigar code of conduct - "Anything for art, nothing without style, and everyone for himself!" Since this decimation of the race (also known as "The Master Stroke"), and the destruction of the home world, the few remaining reigar have been wandering from sphere to sphere in search of artistic inspiration. Each esthetic will have no more than one reigar on board, but there is a crew of helots and lakshu to take care of the mundane tasks.

The reigar are the source of many a legend in the universe. It is said that, in addition to teaching the elves and dwarves everything they know about craftsmanship, they are suppliers for the arcane. This is unlikely, as it implies repetition in creation - a bane to reigar. Art is not a repetitive process. A reigar may well have created the first spelljamming helm, but he would not have gone on to mass-produce them. That would quell his artistic expression and prevent him from pursuing the ultimate artistic experience.

Another tale told about the reigar concerns their relationships with other races. The arcane, who look on all other races with total disdain, are said to bow to the reigar and do as the reigar tell them without question. Similar rumors exist about the mind flayers, but any mind flayer questioned on the subject has hotly denied this tale. Still other legends would have the listener believe that the reigar created these races themselves, as an expression of their creativity and artistic license. Some go so far as to credit the reigar with the creation of humans - denied as hotly by humans as the rumor about mind flayers is crushed by that species. The neogi refer to reigar as "damn liars!" One race the reigar are never credited with creating is the clockwork horrors. Reigar detest these life forms as "bad art" and refer to them as "springheads".

Ecology: Depending on which rumors are believed, the reigar have either had a significant effect on

their environment (aside from blowing up their own planet, of course) or they have done nothing but make pretty trinkets. The only unquestionable fact is that they did destroy their home world, and did so with weapons more powerful than can be imagined in present times. No one knows for certain whether that knowledge is retained by the reigar still in existence; but if it is, it could be very, very valuable to anyone, and dangerous in the extreme (especially in the wrong hands - like neogi hands).

Reigar are self-sufficient, obtaining their needs from their esthetics. These esthetics provide not only shelter and defenses, but also nourishment and entertainment. Their crews of helots and lakshu are also sustained by the esthetics.

Reigar mate extremely infrequently, since each individual reigar is extremely egotistical. Reigar mate, as would be expected, beautifully and perfectly. A male and female intermingle their 'glory's together and spontaneously create an infant reigar. How and where the child learns how to practice magic and her art is unknown, but reigar are never found collectively for any pursuit other than the brief, if spectacular, mating ritual. Reigar are thought to be immortal, but in reality they live for several centuries and then pass away. Each reigar plans for as suitably extravagant (and possibly explosive) a passing as possibly imaginable – an appropriate ending to a life spent in such panache.

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Rock Hopper

Small Humanoid

Hit Dice: 2d8 (9 hp)

Initiative: +1 (+1 Dex)

Speed: 20 ft.

AC: 13 (+1 size, +1 Dex, +1 natural)

Attacks: By weapon +1

Damage: By weapon

Face/Reach: 5 ft. by 5 ft./5 ft

Special Attacks: None

Special Qualities: Poison Use

Saves: Fort +2, Ref +4, Will +2

Abilities: Str 10, Dex 12, Con 11, Int 9, Wis 7, Cha 10

Skills: Climb +6*, Jump +6*, Spot +2

Feats: Endurance

Climate/Terrain: Astroids

Organization: Group (1–12)

Challenge Rating: 2

Treasure: Standard

Alignment: Always lawful good

Advancement: By character class

Rock hoppers are small humanoids about the size of gnomes. Their backs and the backs of their arms and legs are covered with very short, white hair. A much thicker, stiffer mane of hair grows across the top of their heads. Their eyes are quite large and round as are their faces. Their noses are small, pointy, and covered by a hard shell, almost like a beak. Overall, they have a very owlish appearance.

Typical rock hopper dress consists of a short leather skirt or kilt, a stiff vest, leather arm guards, and sandals or low boots. They always carry a variety of tools in a shoulder bag; they often wield knives or short swords.

Rock hoppers are almost never encountered far from their skiffs. If they aren't traveling, they are making repairs, camped alongside, or gathering or exploring nearby.

Combat: Rock hoppers are not combative by nature. They generally do not attack strangers unless they clearly present a threat. Given an avenue of escape, rock hoppers usually choose discretion over valor. This is not out of cowardice, but simple, honest realization of the fact that they are weaker than most other wildspace travelers.

Poison Use (Ex): Each rock hopper skiff carries a small cask of brown scavver poison for use in special circumstances. Primarily, this is reserved for those rare times when the rock hoppers encounter a kindori. Though they do not seek out these space whales, they have been known to kill kindori with poisoned harpoons in chases lasting days or even weeks.

Habitat/Society: Rock hoppers live in asteroid fields. They are nomadic, so they rarely build permanent bases. When they do, they excavate rooms and tunnels into the asteroids, often including hangars for their skiffs.

Rock hoppers build skiffs that they use to travel between the asteroids. These skiffs are not magical and do not carry spelljamming helms. Instead they are powered by propellers that operate from a turncrank attached to foot pedals. The pedalers sit on benches in much the same way that rowers sit in a Viking long-boat. A system of gears transmits their effort to a central drive shaft that runs the length of the skiff to one or sometimes two propellers at the rear. This propeller churns through the air inside the skiff's air envelope and moves the skiff forward. (Several scholars - who have examined the rock hopper propulsion system - have declared that it simply cannot work. These sages' only response to the fact that it obviously does work is that there is no reason why it should, and therefore it cannot.)

Using their skiffs, rock hoppers travel from asteroid to asteroid (their skiffs carry too little air for longer voyages). Upon reaching a likely-looking spot, they raise their colorful awnings to shield themselves from the sun, explore, maintain their skiffs, and hunt.

Their main source of food is the herds of scavvers they presumably cultivated at some time in the past, but which now roam freely throughout the asteroids. The rock hoppers follow these herds on their migrations, pedalling out to hunt them with harpoons when the need arises. They hunt gray and night scavvers primarily for food, while they hunt brown scavvers for poison. They hunt void scavvers for sport and to protect themselves.

Ecology: Sages do not believe that rock hoppers are native to the asteroids. Rather they were transplanted there long ago by some unknown agency. It is known that they will not trade with the arcane, and many sages believe that therein lies the secret of their condition.

Skills: Rock hoppers have a +4 competence bonus on Climb and Jump checks, due to their close rock-related environment.

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Scavvers

	Gray	Brown	Night
	Medium Beast	Large Beast	Huge Beast
Hit Dice:	3d10+3 (20 hp)	7d10+21 (58 hp)	12d10+60 (126 hp)
Initiative:	+2 (Dex)	+2 (Dex)	+2 (Dex)
Speed:	fly 30 ft. (average)	fly 30 ft. (average)	fly 50 ft. (average)
AC:	15 (+2 Dex, +3 natural))	17 (+2 Dex, -1 size, +6 natural)	20 (+2 Dex, -2 size, +10 natural)
Attacks:	Bite +4 melee	Bite +9 melee	Bite +17 melee
Damage:	Bite 1d6+2	Bite 1d8+4	Bite 2d6+8
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft	10 ft. by 20 ft./10 ft
Special Attacks:	None	Swallow whole, Poison, Improved Grab	Swallow whole, Improved Grab
Special Qualities:	Keen scent; low light vision and dark vision	Keen scent; low light vision and dark vision	Keen scent; low light vision and dark vision
Saves:	Fort +4, Ref +5, Will +2	Fort +8, Ref +7, Will +3	Fort +13, Ref +10, Will +5
Abilities:	Str 14, Dex 15, Con 13, Int 1, Wis 12, Cha 2	Str 18, Dex 15, Con 17, Int 1, Wis 12, Cha 2	Str 26, Dex 15, Con 20, Int 1, Wis 12, Cha 2
Skills:	Listen +7, Spot +7	Listen +7, Spot +7	Listen +7, Spot +7
Feats:	—	—	—
Climate/Terrain:	Any space	Any space	Any space
Organization:	Solitary or Pack (6-30)	Solitary or Pack (2-12)	Solitary or Pack (2-5)
Challenge Rating:	1	5	6
Treasure:	• coins, 50% items	• coins, 50% items	½ coins, 50% items
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	4–6 HD (Medium)	8–11 HD (Large)	13–19 HD (Huge)

Void

Huge Beast

Hit Dice:	20d10+100 (210 hp)
Initiative:	+2 (Dex)
Speed:	fly 50 ft. (average)
AC:	20 (+2 Dex, -2 size, +12 natural)
Attacks:	Bite +23 melee
Damage:	Bite 2d8+8
Face/Reach:	10 ft. by 20 ft./10 ft

Scavvers are long, shark like creatures of space, dominated by a single huge, shark like eye at the leading edge of the head, and a wide, sweeping mouth. General body details such as a number of fins vary depending on the origin of the creature, but their behavior and general coloring divide them into four basic groups: gray, brown, black, and void scavvers.

Scavvers trail ships, asteroids, and larger creatures for droppings and refuse. They drift inside the air envelopes of these large bodies so that as they move (often at high speeds) the scavvers traits being that

Special Attacks:	Swallow whole, Poison, Improved Grab
Special Qualities:	Sense invisible, keen scent; low light vision and dark vision
Saves:	Fort +17, Ref +7, Will +7
Abilities:	Str 26, Dex 15, Con 20, Int 1, Wis 12, Cha 2
Skills:	Listen +7, Spot +7
Feats:	—

Climate/Terrain:	Any space
Organization:	Solitary or Pair
Challenge Rating:	10
Treasure:	½ coins, 50% items
Alignment:	Always neutral
Advancement:	21–32 HD (Huge)

they will be found at the trailing edge of a small celestial body or ship, along the plane of gravity. Most scavvers travel in packs, drifting between the planets waiting for a free meal. Unless repelled, they will follow a ship until a better or larger target presents itself. Many large cities, like the Rock of Bral, have a permanent scavver crew whose job is to kill scavvers that come onto the rock from arriving ships. The scavver crew is usually made up of ship captains and crews guilty of bringing these creatures in.

Ecology: In deep space, all scavvers can shut down their basic body functions, so that they require no air or food for long, periods of time. In this fashion they drift until their paths collide with a passing ship or a solar body.

The scavvers tend to avoid large planets, since flying against gravity is too much work. They are found in every known sphere in the phlogiston as well.

Gray Scavver

The gray scavvers are the smallest and the least dangerous of the lot, though they travel in large packs. The appearance of grays in a ship's air envelope is usually dangerous only because the grays will be using (and fouling) the air at a rate equivalent to an additional man per scavver. Usually a well-armed party can drive off gray scavvers. The meat of gray scavvers is drab, but nutritious for those on long voyages.

Brown Scavver

they suck up needed air. The larger scavvers are more deadly, in that they will often not wait for their meals to come to them. The eyes of the scavvers glow when they are awake.

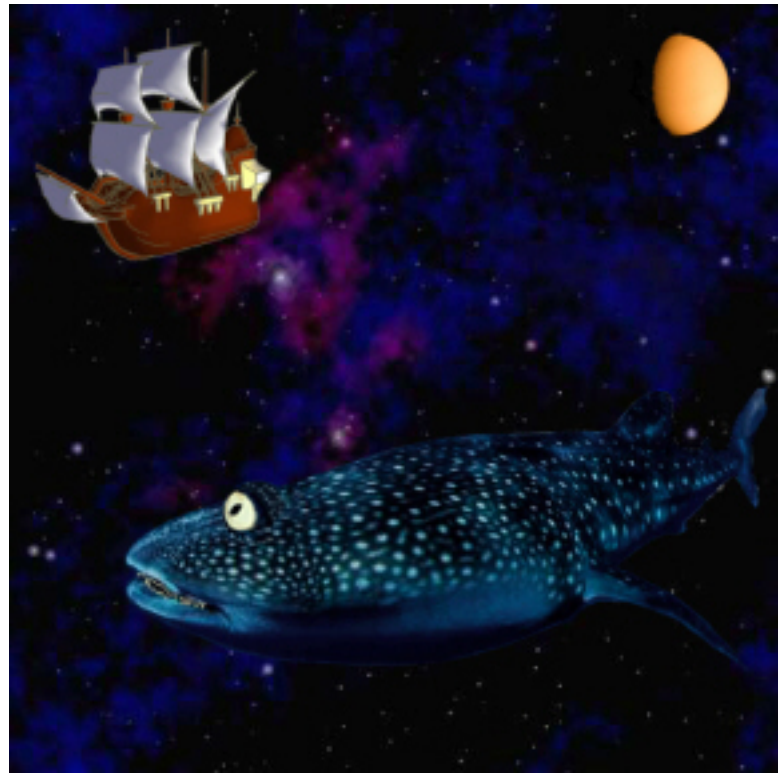
Combat: The scavvers are built along the lines of minimum effort – they are little more than gullets with enough brains to point them selves in the right direction. Combat details are given below for each type.

Flight (Ex): A Scavver's body is naturally buoyant. This buoyancy allows it to fly as per the spell, as a movement action, at a speed of 30 feet for gray and brown scavvers, and 50 feet for void and night scavvers. This buoyancy also grants it a permanent *feather fall* effect with personal range.

Habitat/Society: Most are lazy by nature, such that

The brown scavvers, which range from a sun-dappled gold to a dark rusty umber, are larger and only marginally brighter than the grays. The browns are pure scavengers, and will flee a particular bit of trash if challenged, only to return later. They have two abilities that make them less desirable than their smaller cousins. The first is that they can swallow a creature up to medium-sized or smaller creatures whole and have poisonous bite and gaseous cloud around them at all times.

The flesh of a brown scavver is laced with its gullet poison: as a result, it is not eaten, but often saved by spelljamming crews and used as poisoned bait for other scavvers. Most other space life will avoid dead browns, but gray scavvers will eat and die whenever the flesh is offered. A company of Shou dragon ships has declared the brown to be perfectly palatable if prepared properly, and one captain swears to have served the scavver to the Emperor himself. Cynics believe that the Emperor had priests with *detect*, *slow*, and *remove poison* spells on hand, and that the captain was run back into space as a result.



Improved Grab (Ex): To use this ability, the brown scavver must hit a medium-size or smaller opponent with its bite attack. If it gets a hold, it can try to swallow the foe.

Swallow Whole (Ex): A brown scavver can try to swallow a medium-size or smaller opponent by making a successful grapple check. The swallowed creature takes 1d8+4 points of crushing damage per round plus 4 points of acid damage from the scavver's gullet. A swallowed creature can cut its way out by using claws or a small or tiny slashing weapon to deal 8 points of damage to the gizzard/stomach (AC 22). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. Unfortunately, the scavver does not learn from experience, and will try to swallow the same reluctant piece of food several times before giving up or dying.

The scavver's gullet can hold one Medium-sized, two Small, four Tiny, eight diminutive or smaller opponents. Once the scavver's gullet is full the scavver cannot swallow any more opponents, but may still bite!

Poisonous Gullet (Ex): Once a victim is swallowed, the poisons in the gullet requires the victim to make a Fortitude save (DC 17); initial damage 1d6 temporary Constitution and 1d6 temporary Dexterity, secondary damage 2d6 temporary Constitution and 2d6 temporary Dexterity.

Poisonous Cloud (Ex): A brown scavver evacuated from its gullet a small cloud of poisonous gas that is used against an attacker (5 ft. diameter). Outside the gullet, the droplets of poison are less potent, requiring Fortitude save (DC 14), but are no less deadly (initial damage 1d6 temporary Constitution and 1d6 temporary Dexterity, secondary damage 2d6 temporary Constitution and 2d6 temporary Dexterity).

The brown scavver can do this once per day to a single target in front of it. Brown scavvers are immune to their own poison, though the poison of other species of scavvers can affect them

Night Scavver

The night scavvers are generally black with spots of white along their length. With its dark flesh and white spangles, the night scavver fades in with the background of the void. This omnivorous version of the common scavver has the distressing habit of not waiting for food to come to it. It will sneak onto the deck of a ship and cruise about looking for loose food and other items. As a result, the belly of the night scavver is often littered with small but valuable debris, ranging from a few gold coins to perhaps a magical ring. The DM can determine the belly hoard of the scavver by using a randomly determined treasure at half standard.

The night scavver is relentless in its quest for food, once committed, and while one will not attack an obviously crowded ship, it will slip on during the night watches and refuse to budge from its new location, even if threatened with superior physical force.

Night scavvers are considered delicious, and crews will often use open fires on the deck to roast them in celebration of planet fall or a good voyage. As a result, they are considered a good omen at the end of a trip.

Improved Grab (Ex): To use this ability, the night scavver must hit a large-size or smaller opponent with its bite attack. If it gets a hold, it can try to swallow the foe.

Swallow Whole (Ex): A night scavver can try to swallow a medium-size or smaller opponent by making a successful grapple check. The swallowed creature takes 2d6+8 points of crushing damage per round plus 8 points of acid damage from the scavver's gullet. A swallowed creature can cut its way out by using claws or a small or tiny slashing weapon to deal 15 points of damage to the gizzard/stomach (AC 25). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. Unfortunately, the scavver does not learn from experience, and will try to swallow the same reluctant piece of food several times before giving up or dying.

The night scavver has an instinctive reaction when it takes any internal damage from reluctant prey, it brings the victim forward to its mouth, chews on it a while (one attack at +4 bonus to attack roll), then send it back down again. The night scavver's gullet can hold one Large, two Medium-sized, four Small, eight Tiny and sixteen diminutive or smaller opponents. Once the scavver's gullet is full the scavver cannot swallow any more opponents, but may still bite!

Void Scavver

Void scavvers are jet black except for their single eye. They are the most dangerous of the breed, as they are man-eaters. While the other scavvers will be content with digesting a few kitchen scraps, the void scavvers will go after the cook. These creatures are solitary and have a fine, animal cunning for preying on their targets. They will find a lair hidden from most of the guards on a ship and use that as their base, treating the rest of the ship as their own personal icebox.

The void scavver is relentless, and will strip a ship clean if it can get away with it. It will batter down doors and hatches to reach its prey. Legends tell of rare gargantuan void scavvers attacking full ships, ripping the hulls apart in search of food.

The void scavver is a solitary hunter, and will drive off other scavvers that threaten its prey. The void

scavver will attack any of the other scavver types, and it will kill but not eat the brown scavver.

Improved Grab (Ex): To use this ability, the night scavver must hit a large-size or smaller opponent with its bite attack. If it gets a hold, it can try to swallow the foe.

Poisonous Gullet (Ex): Once a victim is swallowed, the poisons in the gullet requires the victim to make a Fortitude save (DC 25); initial damage 1d6 temporary Constitution and 1d6 temporary Dexterity, secondary damage 2d6 temporary Constitution and 2d6 temporary Dexterity.

Sense Invisible (Ex): Its sight, touch, and smell of a night scavver are so superb, such that invisible creatures can be detected and attacked by the scavver without penalty.

Swallow Whole (Ex): A void scavver can try to swallow a large-size or smaller opponent by making a successful grapple check. The swallowed creature takes 2d8+8 points of crushing damage per round plus 8 points of acid damage from the scavver's gullet. A swallowed creature can cut its way out by using claws or a small or tiny slashing weapon to deal 25 points of damage to the gizzard/stomach (AC 27). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. Unfortunately, the scavver does not learn from experience, and will try to swallow the same reluctant piece of food several times before giving up or dying.

The void scavver's gullet can hold one Large, two Medium-sized, four Small, eight Tiny and sixteen diminutive or smaller opponents. Once the scavver's gullet is full the scavver cannot swallow any more opponents, but may still bite!

Conversion by [Mark Doolan](#)

Image by [Ron Pollard](#)

Notes on this Conversion: I did my best to stay true the original scavvers; I did deviate from the standard hit dice to bring them in line with other creature of their size. I also classified them, as 'beast' as about the only quality that could make them 'magical beasts' is their ability to fly. But I compared the flight ability of a beholder which is extraordinary ability would not cease to exist in an anti-magic field, thus is not a 'magical ability'.

Scro

Medium-Sized Humanoid (orc)

Hit Dice: 3d8+6 (20 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft.

AC: 16 (+1 Dex, +3 armor [studded leather], +2 natural)

Attacks: By weapon +5 melee, +4 range

Damage: By weapon +2 melee

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Attacks: None

Special Qualities: Darkvision 60 ft., SR 13, 3rd level warrior

Saves: Fort +5, Ref +2, Will +0

Abilities: Str 15, Dex 12, Con 15, Int 13, Wis 9, Cha 8

Skills: Profession (void sailor)+3, Craft (weaponsmith) +4, Craft (armorer) +4, (+8 additional skill points for the DM to assign to the scro warrior)

Feats: Armor Proficiency (Heavy, Light, and Medium), Blind-Fighting, Improved Unarmed Strike, Martial Weapon Proficiency (All weapons), Simple Weapon Proficiency, Shield Proficiency



Climate/Terrain: Any (usually wildspace)

Organization: Squad (2–4 plus 4th level sergeant) War Party (10–15 plus three 4th level sergeants, one 6th level captain, and one 6th level war priest), or Tribe (50–200 plus appropriate leaders, and one Almighty Leader (usually a war priest of 8–11th level)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

The highly militaristic scro are a violent goblinoid race that has only recently appeared. They are still rarely encountered, but if present trends continue, wildspace travelers will unfortunately see much more of them.

The scro resemble muscle-bound orcs, fully armored and armed to the teeth. Scro have the orc's characteristic pig-like snout; however, the scro stand proud and erect, and their high foreheads resemble humanity's. Scro have large canine teeth that they sharpen to a fine point; they decorate teeth and ears with tribal mini-totems. Scro eyes appear human, but they glow a sickly phosphorescent green in dim light. Hide color ranges from slate gray, burnt orange, light tan, and moss green, to jet black and even, in rare cases, albino white.

Scro armor is well oiled, well maintained studded leather with each stud filed to a sharp point. The

armor is always jet black, though the studs are painted different colors. Their numerous weapons are just as well maintained. Scro often complete their wardrobe with a night-blue cloak.

Scro carry no standards, but each scro wears an insignia that identifies its tribe. This is worn either as a shoulder patch or on the left side of the chest.

The scro speak a distant variant of the orcish tongue. Curiously, some speak fluent elvish, for they have fanatically preserved the language of their worst enemies so that when the scro slaughter the elven race, the marauding humanoids can tell their victims, in their own tongue, who is doing this to them.

Combat: The Scro live for combat. They have raised it to the highest form of expression in their society. They fight easily in any environment and are well disciplined. Though the scro can be just as bloodthirsty as orcs, they have tempered their savagery with pragmatism and strategic and tactical cunning. Scro actually obey most of the civilized rules of warfare and do not fire on messengers or truce-bearers.

Scro use a bewildering array of weaponry. Because of their extensive military training, scro are proficient in all simple and martial weapons as well as all firearms.

Scro armor spikes cause 1d6 points damage to any foe that the scro grapples, and all scro are considered proficient with their armor spikes. If all else fails, a scro bites with its powerful teeth for 1d3 damage. If a scro kills an opponent with its teeth, the triumphant warrior affixes a small gem or bauble on one of its oversized canines. It then takes a tooth from the opponent and puts it on a necklace called a toregkh. This necklace is prized as a totem of strength. If it is stolen, the warrior flies into a berserk rage against the offender (+4 to Str and Con, +2 versus Will saves, -2 AC).

Strangely, the scro are notably articulate. They prefer to begin combat by shouting long, literate insults against their opponents, to show that they hold their enemies in contempt. The mere sight of a goblinoid spouting offensive alliterations might disorient the most battle-hardened veteran long enough to let the scro gain initiative in combat.

Direct sunlight does not affect scro combat ability.

Warriors: Scro that are encountered at typically 3rd level warriors.

Scro Society: Scro live in a regimented society, based on a complex system of laws and customs that call for unswerving loyalty and obedience. Each scro is a valued member of society and has a duty to fulfill. Leaders are respected and obeyed unless they show obvious cowardice in battle. In that case, it is the strongest scro's duty to overthrow the coward's authority and lead the troops in glorious battle.

The scro homeworld's location is unknown. Thus far, they have seldom ventured into civilized areas, preferring to keep out of sight until they are truly ready. On the homeworld, Dukagsh, the scro live in well-planned, spartan cities with stout towers, strong fortresses, and efficient shipyards. Though the place is no garden spot, neither is it smoky, ugly, or garbage-strewn. Each city has 10,000 to 100,000 scro.

Each of Dukagsh's 24 tribes is led by an Almighty Leader. The entire planet is ruled by the Ultimate High Overlord, a 16th level scro who is guarded by 24 Captains, one from each tribe. Each tribe has a social rank, with those of lower rank subordinate to the higher tribes.

Scro are not interested in conquering the multiverse. Their sole purpose is to drive all groundling human, demi-human, and humanoid races out of wildspace for good. The war priests see this, not as planetary conquest, but as their holy mission. As for the races native to wildspace...well, the scro will need slave labor, and those pitiful races will do quite nicely. The scro are merely waiting for the right

moment to strike. This philosophy that is sure to produce plenty of enemies when they make their presence felt. Thus far, the scro know much about the other space-faring races, but those races are unaware of the scro's existence, save for a few rumors from unreliable sources. Like their orcish forebears, scro are fecund. They produce litters of 1d4 + 1 offspring, most with an excellent chance of survival beyond infancy. Unlike their orcish ancestors, the scro live for an average of 80 years.

History: The scro trace their ancestry back to the orc tribes that fought and lost the Unhuman Wars. Some crews and troops of the few surviving orc vessels made their way to a remote but habitable planet and settled down. This ragtag band was led by a huge orc called Dukagsh, who appointed himself the first Almighty Leader.

By orc standards, Dukagsh was a visionary. He recognized that the orcs lost the Unhuman Wars because of their one-dimensional ideas and outmoded tactics. Brutality for its own sake had gotten them nowhere. Dukagsh realized that the orcs needed to fight in an organized way, and that each soldier must realize his full potential.

In the ensuing years, Dukagsh whipped his people into shape, making sure that they learned fighting, survival, and even culture. To make sure no one forgot who caused the orc's misfortune, each orc had to learn fluent elvish.

Sometimes, the orcs salvaged equipment from drifting space junk, the remains of human, elven, dwarven, and goblinoid ships from the Unhuman War battles. Occasionally they found books, and Dukagsh made his people read them.

Before Dukagsh died, he declared that his people were on the path to success. The old ways were dead, he claimed, and a new race was born, a race that was more than any orc could ever be. He named them the scro.

At his death, his grateful followers named their homeworld in his honor. Dukagsh's tomb now floats over the homeworld's north pole, so that the deceased leader may look down on his people and watch their progress.

The Half Scro: The scro are fanatic race, and do not “breed” with the lesser races. However, there are a few of these scro-human crossbreeds, although they would be extremely rare. A half-scro could be found anywhere, and are physically only slightly different than half-orcs. They have slightly green eyes, with skin color ranges similar to their scro parent, as well as two pronounced canines. They stand fully upright. Typical ability scores for a half-scro are Str 14, Dex 10, Con 14, Int 11, Wis 10, Cha 8. Half-scro have 60 ft darkvision.

Scro and Half Scro Characters: A scro's favored class is fighter, and scro leaders are either fighters or multiclassed fighter/clerics. Scro clerics worship Gruumsh (favored weapon: any spear) and can choose two of the following domains: Evil, Strength, and War. Scro receive a +4 Str, +2 Dex, +4 Con, +2 Int, -2 Wis, and a -2 Cha

A half-scro's favored class is his first class chosen. Half-scro receive a +2 Str and a -2 Cha.

Conversion by Joel Jackson

Skullbird

Large Beast

Hit Dice: 7d10+7 (46 hp)

Initiative: +2 (+2 Dex)

Speed: 15 ft. Fly 20 ft. (average)

AC: 18 (-1 Size, +2 Dex, +7 natural)

Attacks: 2 Claws +9, Bite +4

Damage: Claw 1d8, Bite 3d4

Face/Reach: 10 ft. x 5 ft./5 ft.

Special Attacks: Improved grab

Special Qualities: Low-light Vision, Darkvision 60 ft, Slippery Hide

Saves: Fort +6, Ref +7, Will +2

Abilities: Str 14, Dex 15, Con 12, Int 7, Wis 8, Cha 5

Skills: Listen +4, Search +5, Spot +7

Feats: Dodge, Lightning Reflexes

Climate/Terrain: Any

Organization: Pack (2–5)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 8–16 (Large)

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.

Improved Grab (Ex): To use this ability, the skullbird must hit a medium-size or smaller opponent with both its claw attacks. It then tries to snatch up its prize and fly away to its foul nest. If the prey struggles for more than one round, the skullbird drops the victim, in hopes that the falling damage will finish it off.

Slippery Hide (Ex): 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 against fire-based attacks, and +2 hp per die of fire damage. Waving torches or other open flames around a skullbird for one round probably chases them away.... if they are not too hungry (which is almost always the case).

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 croak-ing 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.).

Conversion, HTML and manipulation of Image by [Jan-Willem van den Heuvel](#)

Sleek

Tiny Beast

Hit Dice: 3d10+10 (20 hp)

Initiative: +4 (+4 Dex)

Speed: 90 ft.

AC: 20 (+2 Size, +4 Dex, +4 natural)

Attacks: Bite +8 and 2 Claws +4

Damage: Bite 2d6+2, Claw 1d4+1

Face/Reach: 2½ ft. x 2½ ft. / 2½ ft.

Special Attacks: Battle Frenzy, Sever Vein

Special Qualities: Low-light Vision, Darkvision 60 ft, Poison Immunity

Saves: Fort +3, Ref +5, Will +2

Abilities: Str 14, Dex 18, Con 12, Int 9, Wis 12, Cha 14

Skills: Jump +3, Listen +7, Hide +11, Move Silently +5, Spot +7

Feats: Multiattack, Weapon Finesse (bite)

Climate/Terrain: Any

Organization: Pack (4–12)

Challenge Rating: 2

Treasure: Half standard

Alignment: Usually neutral

Advancement: 4–6 (Tiny), 7–9 (Small)

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: 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.

Sever Vein (Ex): A roll of 20 indicates that the sleek has opened a major blood vessel, causing a halfling-sized or larger victim to lose 1hp per minute through bleeding. First aid, such as a tourniquet or direct pressure, stops this hp loss, as does healing magic. Smaller targets must make a Fortitude Save (DC = 13). Failure means the victim dies immediately, its spinal cord severed.

Poison Immunity (Su): 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!

Battle Frenzy (Ex): 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 pas-sageways. 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.

Conversion and HTML by [Jan-Willem van den Heuvel](#)

Space Swine

Medium-Sized Beast

Hit Dice: 4d10+16 (34 hp)

Initiative: +0

Speed: 20 ft., fly 30 ft.

AC: 16 (+6 natural)

Attacks: Gore +7 melee, horn +2 melee

Damage: Gore 1d8+3, horn 1d10+1

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Attacks: Foolish Dive

Special Qualities: Tracking Scent

Saves: Fort +8, Ref +4, Will +2

Abilities: Str 17, Dex 11, Con 18, Int 4, Wis 13, Cha 6

Skills: Listen +7, Spot +6

Feats: Endurance



Climate/Terrain: Any

Organization: Herd (1–4)

Challenge Rating: 3

Treasure: None

Alignment: Usually neutral good

Advancement: 5–6 (Large)

Space Swine, often given the derogatory nickname 'Star pork,' are a species of boar that have been bred by the Dohwar. Space swine serve as mounts, beasts of burden, pets, garbage disposals and convenient snack items. They also make good trackers due to their incredible sense of smell. Space swine also taste delicious roasted with applesauce on the side.

The six foot long space swine resembles its terrestrial cousin the boar but also has a pair of pigeon like wings sprouting out from its shoulders with a wingspan of 8 feet. A blunt horn juts out from the creature's forehead. A space swine's hide is generally dirty or mottled brown but breeds with pure black or white coloration are not unknown and are generally owned by influential Dohwar.

Space swine have a gentler disposition than the standard boar, though not by much, and will generally act unfriendly towards strangers. Space swine are more intelligent than regular swine and are remarkably affectionate to their masters, although not always particularly loyal, and will have no qualms about abandoning its master if he has done something particularly stupid (although they will feel incredibly guilty about it afterwards).

Although space swine do not speak or have a language of their own, they can recognize their own name as well as simple instructions. Space swine tend to grunt like pigs and occasionally coo like pigeons. Considering the typical Dohwar reaction, they are not supposed to coo.

Combat: Space swine tend to be very straightforward in combat, charging the closest target and goring it with its large tusks. Flying space swine occasionally dive on a target with their horn.

Foolish Dive (Ex): Occasionally a space swine is goaded to far. If a space swine dives at least 120 ft (the distance covered can be over multiple turns) it can do a foolish dive. In addition to the damage from its horn, add 1d10 points of ramming damage (Remember to add in charging bonus damage). The space swine gains the same amount of points in subdual damage and must make a Fortitude save to avoid falling unconscious. The DC for this save is the same amount of damage it just received. A rider actually TRYING to get a space swine to do this must make a handle animal check (DC: 17) and will be violently thrown off on impact if he fails a riding check (DC: 25).

Tracking Scent (Ex): The nose of a space swine is particularly keen. Range increments are doubled for all Scent effects. Additionally, the space swine gains a +10 racial bonus to scent based tracking.

Training a space swine: Training a space swine as a mount require a successful Handle Animal check (DC: 20) and that the space swine be willing. Due to its intelligence, a Space swine is treated as if under the effect of an animal friendship spell for training purposes. Riding a space swine requires an exotic saddle. A space swine can fight while carrying a rider but the rider cannot also attack unless he makes a successful Ride check. Space swine refuse to use armor of any type and will pout until it is removed, however, they do like tassels and streaming ribbons.

A trained space swine warmount (to those who actually want one) costs 1,000 gp. An untrained space swine costs five gp.

Carrying Capacity: A space swine has a light load capacity of 129 pounds; medium load of 260 pounds; and heavy load capacity of 390 pounds.

Conversion by Don Shaffer

Spiritjam

Spiritjams are souls of an evil divine or arcane spellcaster that remained behind when their physical body died while in they sat seated in the helm. A Spiritjam appears as a floating, diaphanous form resembling its former body. One can easily differentiate a spiritjam from other undead because of its eyes, which sparkle like stars, and its hands, which have abnormally long fingers endings in claws. Hair of a Spiritjam flows wildly around its head.

Spiritjams envy and hate all life, especially spacefarers, because they detest their own undead state. They pass through a ship's walls, remaining hidden and observing crew until it has selected its first target. Their primary targets are spelljamming arcane or divine casters 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 few spiritjams seek out enemies their former selves faced in life.

CREATING A SPIRITJAM

“Spiritjam” is a template that can be added to any creature that died while seated on a spelljamming helm. The creature (referred to hereafter as the “base creature”) must have at least a Charisma score of at least 8. The creature's type changes to “undead”. It otherwise uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to 1d12.

Speed: Spiritjam have a fly speed of 60 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

AC: Natural armor is the same as the base creature but applies only to ethereal encounters. When the spiritjam manifest (see below) its natural armor value is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attacks: The spiritjam retains all the special attacks of the base creature, although those relying on physical contact do not affect non-ethereal creatures.

Damage: Against ethereal creatures, a spirit uses the base creature's damage ratings. Against non-ethereal creatures, the spiritjam usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests (see below).

Special Attacks: The spiritjam retains all the special attacks of the base creature, although those relying on physical contact do not affect non-ethereal creatures. The spiritjam also gains manifestation ability plus 1d3 other special attacks described below. Saves have a DC of 10 + 1/2 spiritjam's HD + spiritjam's Charisma modifier unless noted otherwise.

Manifestation (Su): All spiritjams have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, spiritjams become visible but remain incorporeal. However, a manifested spiritjam can strike with its touch attack or a ghost touch weapon. A manifested spiritjam remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting spiritjam is on the Ethereal Plane, its spells cannot



affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting spiritjam manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested spiritjam's touch spells don't work on material targets.

Frightful Moan (Su): The spiritjam can moan as a standard action. All living creatures within a 30-foot spread must succeed at a Will save or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same spiritjam's moan for one day.

Intelligence Damage (Su): The touch of a spiritjam deals 1d6 points of temporary intelligence damage to a living foe. A creature reduced to intelligence 0 by a spiritjam dies.

Transfixing Gaze (Su): Creatures meeting the gaze of a spiritjam must make a Will save. Those failing the save are paralyzed with fear for 1d4 rounds.

Sense Life (Su): Spiritjams can sense life within 500-mile radius of themselves, and they can sense someone spelljamming within a 5000-mile radius

Special Qualities: A spiritjam has all the special qualities of the base creature and those listed below.

Immunities (Ex): Spiritjams have cold immunity. They're diaphanous and flowing bodies causes them to take no damage from bludgeoning weapons, be they magical or mundane.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magical weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always move silently.

Spellcasting: Spiritjams retain the spellcasting ability they had in life. A Spiritjam that is a spellcaster is typically 7th level or higher in a spellcasting class. To randomly determine the spellcasting level, roll 1d6 and add 6. Spellcasting spiritjams use their Charisma modifier when making Concentration checks.

Spell Resistance (Ex): The spiritjam has a spell resistance rating of 15.

Starlight Empowered (Ex): Spiritjams manifested powers only work when stars are visible outside. For this reason, most spiritjams restrict their travels to space.

Turn Resistance (Ex): A spiritjam has +4 turn resistance.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects (charms, compulsions, phantasms, and morale effects). Not subject to critical hits, subdual damage, ability damage or drain, energy drain, or death from massive damage. They have no Constitution scores and are therefore immune to any effect requiring Fortitude save (unless it affects objects).

Saves: Same as base creature

Abilities: Same as the base creature, except that the spiritjam has no Constitution score, and its Charisma score increases by +4.

Skills: Spiritjams receive a +8 racial bonus to Hide, Listen, Search, and Spot checks, otherwise same as the base creature.

Feats: Same as the base creature

Climate/Terrain: Wildspace

Organization: Solitary

Challenge Rating: Same as the base creature +2

Treasure: Same as the base creature

Alignment: Usually evil

Advancement: Same as the base creature

Ethereal Equipment

When a spiritjam forms, all its equipment and carried items usually become ethereal along with it. In addition, the spiritjam retains 1d4 items that it particularly valued in life (provided they are not in another creature's possession). The equipment works normally on the Ethereal Plane but passes harmlessly through material objects or creatures. A weapon of +1 or better enchantment, however, can harm material creatures when the spiritjam manifests, and enchanted weapons can harm the spiritjam.

The original material items remain behind, just as the spiritjam's physical remains do. If another creature seizes the original, the ethereal copy fades away. This invariably angers the spiritjam, who stops at nothing to return the item to its original resting place.

SAMPLE SPIRITJAM

This example uses a 10th level human wizard as the base character.

Spiritjam

Medium Undead

Hit Dice: 10d12 (65 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: fly 60 ft. (good)

AC: 15 when manifested in prime material plane (+1 Dex, +4 deflection) or 17 when in ethereal plane (+1 Dex, +6 armor [bracers])

Attacks: Incorporeal touch +5

Damage: Incorporeal touch 1d6 temporary Intelligence

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Attacks: Manifestation, intelligence damage, transfixing gaze and spells

Special Qualities: Undead, incorporeal, +4 turn resistance, immunity to cold and bludgeoning weapons, sense life, SR 15 and starlight empowered

Saves: Fort +3, Ref +6, Will +8

Abilities: Str 11, Dex 12, Con —, Int 16, Wis 13, Cha 18

Skills: Alchemy +5, Appraise +4, Concentration +16, Gather Information +9, Hide +12, Listen +12, Knowledge (Astronomy) +5, Knowledge (Planetology) +5, Profession (Wildspace Navigator) +6, Scry +8, Search +14, Sense Motive +3, Spellcraft +11, Spot +12

Feats: Dodge, Empower Spell, Improved Initiative, Lightning Reflex, Quicken Spell, Scribe Scroll, Spell Focus (evocation and transmutation)

Climate/Terrain: Wildspace

Organization: Solitary

Challenge Rating: 12

Treasure: Triple Standard

Alignment: Always evil

Advancement: By character class

In the Spheres

They make their homes on celestial bodies, most being barren, near populated worlds. The spiritjams observe these worlds and gather information on the comings and goings of ships. After obtaining 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. The lairs sometimes resemble trophy rooms, containing objects from the ships the spiritjam attacked. Once a lair is established, the spiritjam loathe leaving 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.

Conversion by Mark T. Doolan
Image manipulation by Ron Pollard

Notes on this Conversion: I choose to make the spiritjam a template, as they are more of less a Ghost with just a few unique powers. This made the spiritjam a simple conversion that just time to do.

Spirit Warrior (Template)

	Carnivore	Herbivore	Nectar
	<i>Huge Construct</i>	<i>Huge Construct</i>	<i>Huge Construct</i>
Hit Dice:	as base creature +10d10	as base creature +10d10	as base creature +10d10
Initiative:	as base creature	as base creature	as base creature
Speed:	40 ft., fly 40 ft. (Poor)	40 ft., fly 40 ft. (Poor)	40 ft., fly 40 ft. (Good)
AC:	25 (-2 Size, -1 Dex, +18 Natural)	25 (-2 Size, -1 Dex, +18 Natural)	25 (-2 Size, -1 Dex, +18 Natural)
Attacks:	2 Claws (by base +9), Bite (by base +9) or Sword (by base +9) or Longbow (by base -1)	2 Claws (by base +9), Screech (by base) or Sword (by base +9) or Longbow (by base -1)	2 Claws (by base +9), Stinger (by base -1) or Sword (by base +9) or Longbow (by base -1)
Damage:	3d6+9 Claw, 5d6+9 Bite or Sword 3d8+9 or Longbow 3d6 +Special (5%)	3d6+9 Claw, 2d10 Screech or Sword 3d8+9 or Longbow 3d6 +Special (5%)	3d6+9 Claw, 3d6 Stinger or Sword 3d8+9 or Longbow 3d6 +Special (5%)
Face/Reach:	10ft x 10ft / 10ft	10ft x 20ft / 10ft	10ft x 20ft / 10ft
Special Attacks:	Crush, Improved Grab	Charging Jump, Crush, Improved Grab, Sonic Screech	Crush, Improved Grab, Greek Fire
Special Qualities:	Balance	Balance, Sound Immunity	Balance
Saves:	Fort as base +7, Ref as base +2, Wil as base +7	Fort as base +7, Ref as base +2, Wil as base +7	Fort as base +7, Ref as base +2, Wil as base +7
Abilities:	Str 28, Dex 9, Con as base, Int as base, Wis as base, Chr as base	Str 28, Dex 9, Con as base, Int as base, Wis as base, Chr as base	Str 28, Dex 9, Con as base, Int as base, Wis as base, Chr as base
Skills:	as base creature	as base creature	as base creature
Feats:	as base creature	as base creature	as base creature
Climate/Terrain:	Any	Any	Any
Organization:	Tribe (1-20)	Tribe (1-20)	Tribe (1-20)
Challenge Rating:	as base +5	as base +5	as base +5
Treasure:	as base creature	as base creature	as base creature
Alignment:	Always Neutral Good	Always Neutral Good	Always Neutral Good
Advancement:	as base creature	as base creature	as base creature

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. They also wield various melee weapons scaled to their size.

Combat: Spirit warrior's number of attacks and combat bonuses (if any) depends on its master's level. Most spirit warriors attack with a giant longsword, doing triple normal damage (3d8). Some warriors use special bows with a range increment of 600 feet. The arrows do triple normal damage (3d6); there is a 5% chance that a Spirit Warrior carries one *arrow of slaying*. All spirit warriors can deliver two claw attacks for 3d6 per claw, in lieu of the weapon strike.

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 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 (+10 on Hide-Check). Their screech attack does 2d6 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 Jump-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.

Balance (Su): A Spirit Warrior is immune against desorientation magic, such as *Confusion*.

Charging Jump (Ex): When a *Herbivore* successfully pass a Jump check and that action is followed by an attack, the *Herbivore* receives a +2 attack bonus.

Crush (Ex): When a Spirit Warrior gets a hold on its opponent it automatically deals 1d6+9 points of

damage for each round.

Improved Grab (Ex): To use this ability, the Spirit Warrior must hit with one of its Claws. If it gets a hold it can attempt to *crush* the foe.

Sound Immunity (Su): The *Herbivore* is immune to sound-based attacks. Charm and compulsion work normally.

Sonic Screech (Su): The *Herbivore* can emit a sonic screech in a 20 ft. sphere dealing 2d6 points of vibration damage.

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, 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 un-breakable 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 percent-tile dice and consult this table.

Die Roll Effect

01-25	Unconscious for 1d3 days
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26-85	Stroke (cerebral hemorrhage); victim incapacitated. DM's choice of specific effects: <ul style="list-style-type: none"> ● Loss of motor skills ● Speech impairment, ● Etcetera
86-100	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.

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.

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.

Skills: A *Herbivore* has a +20 racial bonus on Jump and +10 racial bonus on Hide Checks.

Zwarth

Gargantuan Construct

Hit Dice: as base creature +20d10

Initiative: as base creature

Speed: 60 ft., fly 80 ft. (average)

AC: 28 (−4 Size, −1 Dex, +23 natural)

Attacks: Claw 2x (by base +15) or Sword (by base +15) or Longbow (by base +10)

Damage: 3d6+13 Claw, Sword 3d8+13 or Longbow 3d6

Face/Reach: 20 ft. by 40 ft. / 10 ft.y

Special Attacks: Spell enhancement

Special Qualities: Balance

Saves: Fort as base +7, Ref as base +2, Wil as base +7

Abilities: Str 36, Dex 8, Con as base, Int as base, Wis as base, Chr as base

Skills: As base creature

Feats: As base creature



Climate/Terrain: Any

Organization: Group (1–10)

Challenge Rating: As base +10

Treasure: As base creature

Alignment: Always neutral good

Advancement: As base creature

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.

Spell Enhancement (Su): The zvarth has the magical power of spell projection. A spellcaster in a zvarth can amplify attack spells, so each dice is upgraded one step (1d4 becoming 1d6, 1d6 becoming 1d8 with a maximum of 1d12) and all spells are cast as if they were cast with the Maximized Spell feat. For instance, if an ordinary fireball does 6d6 points of damage, then the same fireball, cast through the zvarth's hands, would do 48 (6d8) points of damage!

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

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.

Sample Spirit Warrior / Zwarth

	Base elven Fighter 5 / Mage 5	This example uses an elven Fighter 5 / Mage 5 as the base.	This example uses six elven Fighter 5 / Mage 5 as the base.
	<i>Medium Humanoid</i>	<i>Carnivore Spirit Warrior: Huge Construct</i>	<i>Zwarth Spirit Warrior: Gargantuan Construct</i>
Hit Dice:	5d10 +5d4 +10 (50 hp)	5d10 +5d4 +10d10 +10 (105 hp)	300 +20d10 (410 hp)
Initiative:	+4 (Improved Initiative)	+4 (Improved Initiative)	+4 (Improved Initiative)
Speed:	30 ft	40 ft., Fl 40 ft (Poor)	60 ft., Fl 80 ft (Average)
AC:	+4 (Bracers of Armor)	25 (-2 Size, -1 Dex, +18 Natural)	28 (-4 Size, -1 Dex, +23 Natural)
Attacks:	Longsword +11/+6 (base attack +7/+2)	2 Claws +16, Bite +16 or Sword +16/+11 or Longbow +6/+1	2 Claws +22 or Sword +22/+17 or Longbow +17/+12
Damage:	Longsword 1d8+5	3d6+9 Claw, 5d6+9 Bite or Sword 3d8+9 or Longbow 3d6 +Special (5%)	3d8+13 Claw, Sword 3d10+13 or Longbow 3d8
Face/Reach:	5ft. by 5 ft./5 ft.	10ft x 10ft / 10ft	20ft x 40ft / 10ft
Special Attacks:	None	Crush, Improved Grab	Spell Enhancement
Special Qualities:	Low-Light Vision 90 ft, Immune to magical sleep effects.	Balance, Immune to magical sleep effects, Low-Light Vision 90 ft	Balance, Immune to magical sleep effects, Low-Light Vision 90 ft
Saves:	Fort +6, Ref +2, Will +6	Fort +13, Ref +4, Wil +13	Fort +13, Ref +4, Wil +13
Abilities:	Str 16, Dex 10, Con 13, Int 15, Wis 12, Chr 8	Str 28, Dex 9, Con 13, Int 15, Wis 12, Chr 8	Str 36, Dex 8, Con 13, Int 15, Wis 12, Chr 8
Skills:	Varies	Varies	Varies
Feats:	Weapon Focus (Longsword), Improved Initiative, Power Attack, Weapon Specialization (Longsword), Combat Casting, Brew Potion	Weapon Focus (Longsword), Improved Initiative, Power Attack, Weapon Specialization (Longsword), Combat Casting, Brew Potion	Weapon Focus (Longsword), Improved Initiative, Power Attack, Weapon Specialization (Longsword), Combat Casting, Brew Potion
Climate/Terrain:	Any	Any	Any
Organization:	Any	Tribe (1-20)	Group (1-10)
Challenge Rating:	10	15	23
Treasure:	Standard	as base creature	as base total
Alignment:	Any non-evil	Always Neutral Good	Always Neutral Good
Advancement:	By character class	By character class	None

Conversion, HTML and manipulation of Image by [Jan-Willem van den Heuvel](#)

Selki, Star

Medium-Sized Shapechanger

Hit Dice: 4d8+4 (22 hp)

Initiative: +0

Speed: 30 ft., Fly 30 (Average), Spelljamming TS 5

AC: 18 (8 Natural), 10 in human form

Attacks: Slam +5 or by weapon type +?

Damage: Slam 4d6+2 (includes strength bonus) or by weapon type +2 in human form

Face/Reach: 5 ft. by 5 ft./5 ft

Special Attacks: Ram

Special Qualities: Alternate form, Possible spell use

Saves: Fort +5, Ref +4, Will +4

Abilities: Str 14, Dex 10, Con 13, Int 13, Wis 10, Cha 12

Skills: Appraise +3, Concentration +2, Diplomacy +8, Hide +3, Knowledge–Wildspace +5, Listen +2, Move Silently +2, Navigation–Wild Space +5, Search +2, Sense Motive +1, Speak Language (most spacefaring races), Spot +5

Feats: Alertness, Flyby Attack, Proficient Simple Weapons



Climate/Terrain: Any

Organization: Solitary, Family (2-6, [2d3]), and Enclave (10-25, [5d4+5])

Challenge Rating: 2

Treasure: Standard (minimum 1 item, treat mundane items as minor magic items)

Alignment: Always neutral good

Advancement: By character class

Star Selkies, though large and carnivorous, are actually an ethereal, shape-changing humanoid race. In their human form, they are gentle, individuals of remarkable beauty. Like terrestrial selkies, they have striking green, blue, or black eyes, with irises that sparkle with an inner light. Though somewhat absent minded, they are highly intelligent and well versed in the lore of wildspace.

Selkies may retain their human form for up to two weeks at a time. In human form, the selkie communicates in both its own language and Common. In flight, selkies understand spoken language, but communicate among themselves in an unspoken tongue that is yet unknown.

It is said that star selkies originated from a group of Ptah worshippers whose colony barge crashed on a barren asteroid. In answer to their prayers of salvation, Ptah turned them into the graceful, space-adapted selkies. However, there is only circumstantial evidence of this legend.

Combat: In flight, star selkies are savage, deadly fighters. Their armored, bullet-shaped bodies have razor-sharp guide fins and a prow sheathed in natural armor (AC 18). This armored prow does 4d6+2-hit points of damage. As high-speed battering rams, they impale their prey. The selkie then extrudes ten

tentacles that automatically hit impaled victims. These tentacles, tipped with lamprey-like mouths, attach to the victims and drain 1 hit point per round. A successful strength check at DC 18 to destroys one tentacle. A victim can roll to destroy a tentacle once per round.

Spelljamming Ability (Su): Star selkies have innate spelljamming ability. They naturally have TS 5.

Habitat/Society: Star selkie communities resemble to their terrestrial counterparts. Both sexes hunt and gather food and share responsibilities for child rearing. If anything, star selkies are more gregarious than their sea-going kin, occasionally even settling larger human habitation in selkie enclaves. The selkie predilection for scavenging space wrecks has proven to very useful to them. A number of selkie merchants deal in “reclaimed goods”.

Though primarily carnivorous, selkies consider eating humanoid flesh an act of cannibalism. They prefer to eat the wild life of wildspace, and do not normally attack spelljamming ships (except in self defense). On the contrary, star selkies sometimes help lost travelers, leading them to safe, well-charted areas.

Elders in the star selkie community often have a special feat that allows them cast the following spells each once per day: create air, charm monster, cure critical wounds, stone shape and sunray, these spell are cast as an 8th level sorcerer.

Ecology: Though the star selkie is a carnivore, it is sensitive to over-hunting of its habitat. Trade with ground dwelling inhabitants supplements its diet. The star selkie population has increased slightly, but their birthrate is still low.

Star selkies have a special gland that produces oxygen, allowing them to travel in space as long as there is food to eat. This gland does not function properly until the selkies third year of life, so selkies habitats (called “enclaves”) must be air filled.

Star selkies occasionally attract and take human mates. Offspring of such a pair breed true as selkies. Such mixed colonies are easy to spot, for the enclaves sport intricate freeform surface dwelling to accommodate the human mates. These dwelling tend to be large Egyptian-style structures, leading further credence to the theory of Ptah-worshipping ancestry.

Selkie Elder [Special]

Elder selkies often gain this feat to better help the selkie community. This feat is believed to be granted to the elders by Ptah or other god or goddess the selkie community holds as patron god.

Prerequisites: Selkie, 15 Wis, Divine spell caster level 4th+

Benefit: The selkie leaders can cast the following spells once per day: create air, charm monster, cure critical wounds, stone shape and sunray, these spell are cast as an 8th level sorcerer.

Converted by [Mark Doolan](#)

Image by [Ron Pollard](#)

Slinker

Tiny Beast

Hit Dice: 1/2d10+1 (4 hp)

Initiative: +3 (+3 Dex)

Speed: 30 ft.

AC: 15 (+2 Size, +3 Dex)

Attacks: Bite +5

Damage: Bite 1d2-2

Face/Reach: 2½ ft by 2½ ft/0 ft

Special Attacks: Improved Grab

Special Qualities: Low-light Vision, Darkvision 60 ft.

Saves: Fort +3, Ref +5, Will +1

Abilities: Str 6, Dex 17, Con 12, Int 2, Wis 12, Cha 6

Skills: Listen +2, Hide +13*, Move Silently +9*, Spot +2

Feats: Weapon Finesse (Bite)

Climate/Terrain: Any

Organization: Pack (8-10)

Challenge Rating: ¼

Treasure: None

Alignment: Always neutral

Advancement: 1-2 HD (tiny), 3-4 HD (small)

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. A short, hairless tail trails behind each slinker.

Combat: Slinkers are nearly helpless in any sort of fight with any creatures larger than themselves. Thus they almost always flee upon catching sight of larger, more intimidating creatures. They do not attack creatures larger than themselves 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. 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.

Improved Grab (Ex): To use this ability, the slinker must hit with its bite attack. If it gets a hold, it latches onto the target, and can automatically deal bite damage. Even though the slinker is tiny, it does not suffer a size penalty to grapple checks. Their grapple affects larger creatures, even though slinkers may be much smaller.

Skills: Slinkers receive a + 4 racial bonus to hide and move silently checks.

Converted by [Richard Wortmann](#)

Spider, Astroid

Large Beast

Hit Dice: 6d10+6 (39 hp)

Initiative: +1 (+1 Dex)

Speed: 20 ft. Web 40 ft.

AC: Belly 13 (-1 Size, +1 Dex, +3 Natural) or Head 18 (-1 Size, +1 Dex, +8 Natural)

Attacks: 6 Claws +9 or Bite +8

Damage: Claw 1d3+3, Bite 1d6 +Poison

Face/Reach: 10 ft. x 10 ft./5 ft.

Special Attacks: Poison

Special Qualities: Low-light Vision, Darkvision 60 ft

Saves: Fort +5, Ref +3, Will +1

Abilities: Str 16, Dex 13, Con 12, Int 9, Wis 7, Cha 7

Skills: Listen +6, Hide +15*, Spot +9

Feats: Weapon Focus (Claw)

Climate/Terrain: Asteroids

Organization: Colony (12-48)

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral

Advancement: 7–10 HD (Large), 11–15 (Huge)

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.

Until the mouth is trying to bite, only the top of the body (AC 18) is exposed. The vulnerable underbelly (AC 13) is held close to the web. When the mouth attacks, the belly of the spider is an easy target.

Combat: Against the black background of wildspace, the asteroid spider is 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.

Improved Grab (Ex): The spider must make three or more successful attacks in a single round to use this ability. If the spider gets a hold, it deals automatically damage the following round or the spider may

transfer the victim to its mouth and try a bite attack with a +4 circumstance bonus.

Poison (Ex): A successful bite requires a Fortitude Save (DC 15). Failure means the victim is paralyzed for 2d6 minutes. 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.

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.

Skills: Asteroid Spiders have a +10 racial bonus on Hide checks.

Conversion by [Flits3](#)

Zombie, Stellar

Medium-sized Undead

Hit Dice: 5d12 (34 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 20 (+1 Dex, +6 natural)

Attacks: 2 Claws +4 or Bite -1

Damage: Claw 2d4+1, Bite 3d4+1

Face/Reach: 5 ft. by 5 ft./ 5 ft.

Special Attacks: Attach, Choke, Drain Blood

Special Qualities: Darkvision 90 ft, Negative Energy Enhancement, +4 Turn Resistance, Undead

Saves: Fort +1, Ref +2, Will +3

Abilities: Str 12, Dex 12, Con —, Int 7, Wis 8, Cha 8

Skills: Disguise +8*, Listen +6, Profession (Sailor) +4, Search +4, Spot +6

Feats: Improved Initiative, Weapon Focus (Claws)

Climate/Terrain: Wildspace

Organization: Solitary (1), Pack (8–10)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral evil

Advancement: 6–10 HD (Medium-sized)

Stellar zombies are the corpses of sailors lost in wildspace animated by raw negative energy. Stellar zombies crave the warmth of blood.

Due to the preserving nature of wildspace, stellar zombies look much as they did in real life. Stellar zombies are often pallid and gaunt, but this can easily be attributed to being marooned. Stellar zombies maintain traces of intelligence, although it has been warped into a desire to mingle with the living and to be warm again by drinking their blood. Although their bodies and clothes show traces of how they died, these undead are intelligent enough to hide these wounds and pull out any weapons to better maintain the illusion of life. Stellar zombies, when among the living, will try to maintain the act of being alive as long as possible.

Stellar Zombies remember all known languages from before its death and can speak one of them, although they tend to speak using monosyllables.

Combat: Stellar Zombies must make a willpower saving throw (DC: 10) to overcome the need to attack. The DC increases by +1 for every turn the stellar zombie is in proximity with a living being. It will not voluntarily attack unless it is 'discovered' or its blood lust overcomes the need to act as though it were still alive. Stellar Zombies are close to mindless when they finally succumb to their blood frenzy. They will try to attack the nearest living opponent with their claws until they grab hold, at which point they will sink their teeth into the neck and drain their victim's blood.

Attach (Ex): A stellar zombie that successfully bites a grappled opponent will attack itself to its

victim's neck with its jaws, doing automatic bite damage while attached. A successful grapple roll is necessary to detach a stellar zombie's jaw. While attached, the zombie's AC is 16.

Choke (Ex): If a stellar undead hits with both sets of claws, it automatically initiates a grapple attack and starts choking the victim for 2 point of damage per round. Additionally, the stellar zombie automatically hits with its bite attack while the victim remains grappled.

Drain Blood (Ex): If a stellar undead attaches its jaws to a victim, in addition to automatic damage, it will drain 1d4 points of temporary constitution damage as it drains its victim's blood.

Undead: Immune to mind-influencing events, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Negative Energy Enhancement (Su): If within 5 miles of an entrance to the negative energy plane, a stellar zombie gains the following abilities:

- **Turning Immunity (Su):** The stellar zombie may not be turned.
- **Regeneration (Su):** The stellar zombie regenerates 2 hp per round. Fire and acid do normal damage. The stellar zombie will reattach severed limbs but may not grow new ones.
- **Challenge Rating:** Challenge rating increases by +2

Skills: Due to the preserving effects of wildspace, stellar zombies gain a +4 racial bonus to disguise checks. They may only attempt to disguise themselves as what they were before undeath.

Conversion by [Don Schaffer](#)

Notes on this Conversion: Based on the Stellar Undead with some changes to make it easier to fit into 3rd ed rules.

Suneagle

Huge Magical Beast

Hit Dice: 5d10+15 (43 hp)

Initiative: +3 (+3 Dex)

Speed: 10 ft., fly 600 ft. TM 10

AC: 15 (-1 size, +3 Dex, +3 natural)

Attacks: 2 claws +8 melee, bite +2 melee

Damage: Claw 1d6+4, bite 1d8+2

Face/Reach: 10 ft. by 20 ft. / 10 ft.

Special Attacks: Tongue of Fire

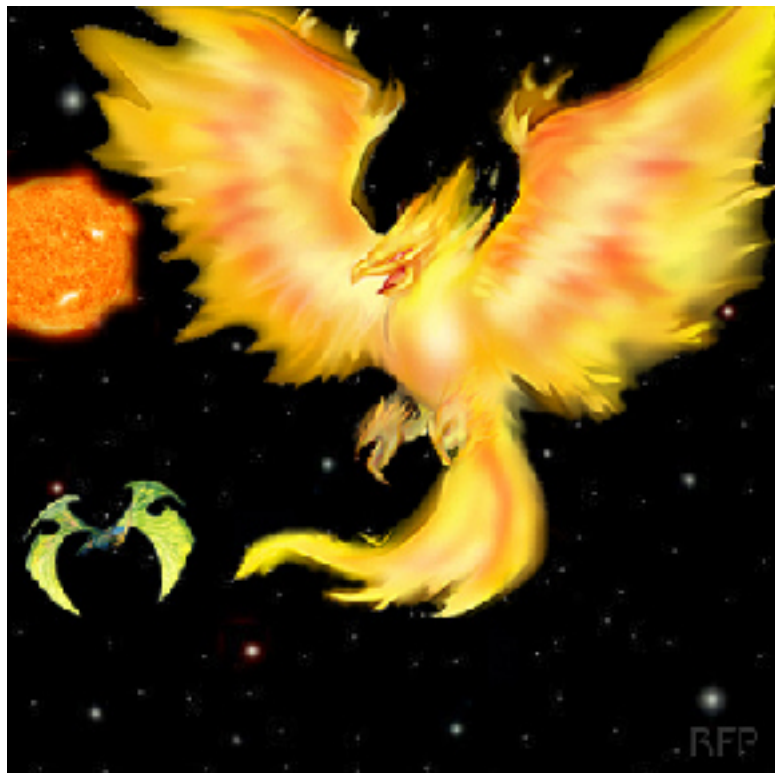
Special Qualities: Evasion, Damage Reduction 15/+1, Fire Corona, Fire Immunity, Cold Resistance and Spelljamming Ability

Saves: Fort +5, Ref +4, Will +4

Abilities: Str 18, Dex 17, Con 17, Int 7, Wis 12, Cha 10

Skills: Knowledge-Wild Space +3, Listen +3, Spot +9

Feats: Alertness, Flyby Attack



Climate/Terrain: Any space or fire planet or plane

Organization: Solitary, Pair or Flight (2-20)

Challenge Rating: 6

Treasure: Goods and Magic only (all such treasure must be able to withstand great amount of heat)

Alignment: Usually neutral

Advancement: 6-8 HD (Huge); 9-12 HD (Gargantuan)

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

Combat: Like its terrestrial cousins the giant eagles, the suneagles typically attacks using its claws and beak as primary weapons.

Cold Resistance (Ex): Cold resistance 15, this is due to the intense heat generated by the suneagle, as much of the cold damage is reduced as it hit the fire corona.

Fire Immunity (Ex): Suneagles are completely immune to fire damage.

Tongue of Fire (Ex): The tongue of fire is a blowtorch like attack does 2d10 points of fire damage. The suneagle must make a touch attack and has a critical threat range of 17-20/x2.

Fire Corona (Ex): The raging fire that the suneagle radiates from its body, sends forth waves of heat dealing 2d4 points of fire damage to all creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. This damage is dealt every time a creature enters the area of effect of the fire corona and each round it remains within the fire corona. In addition the fire corona cause additional 1d6+5 hit points of fire damage to each creature that strikes the suneagle in melee. Note that melee weapons with exceptional reach, such as two-handed spears do not endanger their user to this additional fire damage.

Spelljamming Ability (Ex): Because of the great amount of fire generated internally, the suneagle is able to spelljammer at a TM speed of 10 when not within 3,750 feet of a ship/object of 10-ton or greater size or within an atmosphere, this allows suneagles the ability to move across great distances of wildspace. When not moving at spelljamming speed the suneagle moves either by flight or running.

Skills: Suneagles receive a +4 racial bonus to Spot checks.

Suneagles prefer to nest in asteroids and mated pairs of suneagles roost in shifts, one keeping watch while the other sleeps. They are particularly fond of gnomish vessels (and will make nest in such); and will use their blowtorch-like tongue of fire to cut their way into the hulls in search of both giant space hamsters and their gnomish handlers. Using their tongue of fire ability, they hollow out the stone or metal, blowing the molten liquid with rapid beats of their wings into fantastic free-form nests. The nests are then lined with the shed feathers of the parents. These feathers glow like burning embers, providing heat for the suneagle eggs and hatchlings.

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

Suneagles fill an ecological niche by feeding on small pests. Unfortunately for star travelers, the suneagle considers the crews of spelljammers "small pests" and the advent of spelljamming has provided suneagles with tender pre-packaged meals that are fairly easy to catch. Their feathers can be used as "power components" (page 96 of the DMG) for magics that are fire based or involving longevity. The power component value of "50 XP" and fetches a gold piece value 250 gp per feather, just enough to scribe one 5th level spell onto a scroll. An adult suneagle has 1d3 x 10 usable feathers after it is slain.

Notes on this Conversion: This is a very close "conversion" of the Firebird, but not perfect, as such I have used the name of Suneagle. Purist can convert the firebird using the awesome 12d6 damage the fire sheath does, but I for one figure the 12d6 fire damage was way to high. For my version of the fire sheath I treated it as a verision of *fire sheild* and *wall of fire* spells.

A very special thanks goes to [Mia Bengtsson](#) for giving me permission to use of fire eagle pic. All Mia

Bengtsson asked is that if any want to use her pic that they ask her first. You can email her at milky_moo@hotmail.com.

Conversion by Mark Doolan
Image Manipulation (adding the sun, stars and elven ship) by Ron Pollard
The "Man-o-War" is from the original spelljammer box set.

Syllix

Medium-sized Humanoid

Hit Dice: 3d8+3 (17 hp)

Initiative: +5 (+1 Dex, Improved Initiative)

Speed: 20 ft., Slither 30 ft.

AC: 13 (+1 Dex, +2 Natural)

Attacks: Shortsword +4, light crossbow +4

Damage: Shortsword 1d6 or light crossbow 1d6

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Attacks: None

Special Qualities: Syllix traits, warrior 3rd level

Saves: Fort +4, Ref +2, Will +1

Abilities: Str 10, Dex 13, Con 12, Int 10, Wis 10, Cha 6

Skills: Hide +4, Listen +1, Move Silently +3, Spot +3, Swim +2

Feats: Improved Initiative, Weapon Focus (shortsword)



Climate/Terrain: Any temperate or tropical land and wildspace

Organization: Solitary, patrol (2–4), or company (8–80), or eruption (30–300)

Challenge Rating: 2

Treasure: Double standard

Alignment: Usually lawful evil

Advancement: By character class

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.

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

Creatures of other races do not know the fate of the prisoners, 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 that they need for space travel. Prisoners are kept immobilized, but conscious and alive, for months, often in excruciating pain. During this time, their brains are literally sucked out of their skulls by a developing mage-star.

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

Syllix Traits (Ex): Syllix benefit from a number of racial traits.

- **Low-light Vision:** Syllix can see twice as far a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 moral bonus to saving throws against fear.
- **Tremorsense:** A syllix can automatically sense the location of anything within 60 feet that is in contact with the ground.
- Syllix gain the +1 bonus to hit while under the great compulsion called the Eruption.

Skills: The syllix is very agile. They receive a +2 racial bonus to Hide, Open Locks and Pick Pockets.

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 are natural sorcerers, gleaning experience from the brains of those that consumed over the years, and as such have the ability to activate a spelljammer helm. When these mage-stars reach maturity (after about three years), the syllix suddenly go through the great compulsion of their society called the Eruption.

An erupting band of syllix has typically has 6-36 mage-stars ranging in level from 2nd level to 12th level sorcerer (this combined with types of helms the syllix have access to determines the speed of each ship in the eruption).

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.

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 there breeding stage.

Syllix Characters

Syllix receive a +2 Dexterity and -4 Charisma and thier favored class is psion. Syllix leaders are usually multiclass psion. If as DM you not use or have the Psionic Handbook then make the favored class

of the syllix rogue.

Conversion by Mark T. Doolan
Image manipulated by Ron Pollard

Notes on this Conversion: This was my very first conversion of spelljamming monsters, I have held off putting it up on site in hopes to find the perfect picture of the Syllix as they are one of my favorite monsters from the spelljamming setting. Syllix's should be allowed to develop unique individuals that have class other than warrior and sorcerers (this would make encounters with these slimy horrors are real terror!).

In a campaign that I ran I made the leaders of the syllix psions and this gave them a really creepy feel for most of my players, this is the reason I have them listed as psions as a favored class.

Wildspace Plants

Alchemy plant (CR 1/2)

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

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

The alchemy plant easily falls victim to a thoughtless swing of an adventurer's sword or the teeth of a hungry herbivore. However, it senses other live plants growing within 20'; when such plants take damage, the alchemy plant recognizes this and instinctively reacts to preserve itself by transforming into some nearby substance. For this reason, the alchemy plants that survive best grow beside rocks. As a herbivore is about to chomp into the succulent brown stalks, the alchemy plant turns into a plant-shaped rock. The plant can also transform in the split-second after a weapon makes contact and before it cuts through the plant, resulting in a solid steel plant. The attacker must make a Reflex save (DC 12) or have his weapon stuck in a newly transformed plant. The transformation lasts so long as danger still threatens.

Alchemy plants do not photosynthesize; thus, they do not require light. Alchemy plants take in carbon dioxide and exhale oxygen, providing an important service to spelljamming vessels.

The alchemy plant can transform substances into other substances. When two objects touch the plant, one is transformed into the other's substance. Roll randomly (an even chance) to determine the object transformed. Thus, to make the plant create gold, touch the plant with a rock, then a piece of gold and cross your fingers! An alchemy plant can convert one pound of matter per foot of plant height, to a maximum of three pounds. An alchemy plant can only transform something else once per day. The plant must stay alive to keep its own transformation intact, though this does not apply to other transformed matter.

A command plant spell ensures precisely the transformation the caster desires. Attempts to convince the plant to effect a transformation using speak with plants seldom work. The plant cannot be bullied, as it has no concept of its own death or pain. Only a druid can hope to convince the plant to create a transformation; the druid must make a Diplomacy/Charisma check (DC 30) to succeed.

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

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

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

Infinity Vine (CR 2)

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/ inch 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.

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 one cubic foot 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. 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 (one cubic foot per round) until it has vanished. Fire, acid, and electricity 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, diminish plants, entangle, spike growth, antiplant shell, 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 10 cubic feet per round (though still limited to ten feet deep over the surface it is on). Command plant can cause the vine to stop growing within the areas of effect. Speak with plants could be used to help entangle/untangle someone on a friendly roll, but will not permanently affect growth.

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. 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.

The infinity vine is immune to all known plant diseases, and possesses the immunities common to all plants.

Sluk (CR 3)

Sluk is wildspace seaweed, with the same ship-miring ability as sargasso seaweed in planetary seas. An unintelligent parasite, it feeds on magical energy. It is attracted to sources of magic, and moves towards them much as a groundling sunflower turns to face the sun.

Sluk is a dark blue weed with small silver nodules in its leaves. It drifts in 50 ft long, stringy clumps called "beds," waiting for ships to run into it. Its coloration acts as near-perfect camouflage in wildspace (DC 24 to spot). In the phogiston, the plant is easy to spot (DC 4).

If a spellcaster or anyone carrying three or more magical items falls into a sluk bed, the seaweed wraps itself around the victim. It then grapples with Strength 18 as it leeches magical energy, inflicting 1d6 damage per round to a spellcaster, or draining effects on magical items. Magical items lose one charge per round; permanent magical items lose their magic permanently after one hour in the sluk, but recover their powers within 1d10 turns if removed before then. Relics and artifacts are not affected.

Sluk can mire spelljamming vessels. Each 50 square feet of sluk bed can stop five tons of vessel; the bed's area is 2d10 x 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 Balance check (DC 10) or lose their balance and fall. A vessel traveling 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 per 50 ft section.

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.

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 speed from 10; the result is the number of rounds (minimum 1) the sluk must hold the ship motionless to reproduce. Thus, a vessel with a speed of 4 lets the plant reproduce in six rounds. Sluk can only bleed motionless ships. In reproducing, the sluk doubles the size of its patch, possibly miring the ship even deeper in the bed.

Drain effects: The sluk temporarily reduces a trapped spelljammer's speed 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 speed instead. The ship regains 1 point of speed per hour once it escapes from the sluk. Once a ship is reduced to a speed of 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.

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

Starfly Plant (No CR)

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.

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 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 liveworld.

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 anyone who can confirm it.

Conversion by Joel Jackson

Witchlight Marauder

	Primary	Secondary	Tertiary
	Colossal Aberration	Huge Aberration	Medium Aberration
Hit Dice:	75d8 + 1500 (1800)	8d8 + 40 (72)	4d8 +16 (32)
Initiative:	+0	+0	+6 (+2 Dex, +4 Imp. Init)
Speed:	20 ft. (max)	120 ft., Climb 60 ft.	40 ft.
AC:	25 (-8 Size, +23 Natural)	20 (-2 Size, +12 Natural)	18 (+2 Dex, + 6 Natural)
Attacks:	Maw +48, 6 Bites +43	2 Claws +12, Bite +10, Tail +10	2 Armblades +8
Damage:	Maw 5d12 +15, Bite 3d6 +7	Claw 6d6 +8 + Poison, Bite 3d6 +4, Tail 2d10 +4	Armblade 2d6 +5
Face/Reach:	50 ft. x 500 ft./5 ft. (25 ft.)	10 ft.x 10 ft./15	5 ft.x 5 ft./5 ft.
Special Attacks:	Frightful Presence, Poison, Swallow Whole	Spit acid, Poison, Swallow Whole	Nil
Special Qualities:	Blindsight, Marauder Immunities, Damage Reduction 25/Huge source	Blindsight, Scent, Immune to Fear and Charms, Damage Reduction 15/Medium Source	Blindsight, Scent, Immune to Fear and Charms, Damage Reduction 5
Saves:	Fort +58, Ref +1, Will +16	Fort +12, Ref +2, Will +6	Fort +8, Ref +3, Will +4
Abilities:	Str 40, Dex 1, Con 50, Int 2, W 10, Cha 2	Str 27, Dex 10, Con 20, Int 4, Wis 10, Cha 2	Str 20, Dex 14, Con 18, Int 6, Wis 10, Cha 2
Skills:	Listen +4, Search +6, Spot +4	Climb +15, Jump +9, Listen +4, Search +6, Spot +4	Jump +12, Listen +4, Search +6, Spot +4
Feats:	Great Fortitude, Iron Will, Improved Grab, Alertness, Improved Critical (Maw), Weapon Focus (Maw, Bite)	Multiattack, Improved Critical (Claw), Improved Grab	Improved Initiative
Climate/Terrain:	Any	Any	Any
Organization:	Solitary or Group (2-3)	Horde (2d10 per Primary)	Swarm (1d4 per Secondary)
Challenge Rating:	25	8	4
Treasure:	Nil	Nil	Nil
Alignment:	Chaotic Evil	Chaotic Evil	Neutral Evil
Advancement:	None	None	None

The Witchlight Marauder were enormous slug-like monstrosities, dwarfing even great red wyrms, that destroyed and devoured everything in its path. The marauder was created long ago by Orc priests to “counter ruthless elf aggression.” They were the first-strike doomsday weapons of the goblinoid forces, and were meant to destroy entire elven worlds within a matter of weeks. Everything within its way

became food for its cavernous maw, while secondary mouths sprouted randomly to catch anything along its side. Nothing could withstand their mindless and tireless onslaught (marauders do not sleep or rest). As it gorged itself, it would periodically eject smaller (20' tall) marauders to range throughout the area, homing in on elven blood and destroying all in its path.

These secondaries were well equipped to do this, as they could slash and rend with their poisonous talons (six on each hand), steel teeth, or spiked tail. Further still, these marauders ejected even smaller marauders. These tertiary marauders went everywhere the two larger marauders could not, killing everything they came across in a frenzied and berserk fashion, using their sword-bladed hands.

After a week's "foraging", the primary would burrow deep underground and establish a lair. In the two weeks that followed, guarded by secondaries, the primary split into two primaries. The cycle continued until the marauders ran out of food, whereupon they turned on and destroyed each other.

The primary marauders were surpassed in size by the great space marauders, creatures of unbelievable proportions. These vast monstrosities were the transports for the primaries. They traveled through space on sails spun from special organs on their bodies. These sails doubled as focussing mirrors to focus a deadly sunburst blast on targets. Space marauders had crocodilian heads (replete with red, glowing eyes, thousands of yard-long razor-sharp teeth, and six flexible necks ending in eyeless heads with gaping mouths) and tree-trunk bodies, which ended in a writhing mass of tentacles. At the center of this squirming mass were the umbilicals, which could carry up to three primary marauders. In addition to the primaries, space marauders gave birth to remote marauders-flying gullets, which would engulf matter from destroyed planets, rocks, asteroids, and enemies to take back to the space marauder for additional nourishment. Luckily, every primary created was found and destroyed by the Elven Imperial Navy. At least, that's what elven records state.

	Remote	Space
	Colossal Aberration	Titanic Aberration
Hit Dice:	20d8 + 140 (220)	250d8 + 5000 (6000)
Initiative:	+0	+0
Speed:	20 ft. Spelljamming TS 5	Spelljamming TS 3
AC:	15 (-8 size, +13 Natural)	23 (-12 size, +25 Natural)
Attacks:	Bite +22	Maw + 48, 6 Bites +43, Sunbeam +23
Damage:	Bite 10d6 +15	Maw 10d12 +20, Bite 5d12 +10, Sun Beam 25d10
Face/Reach:	550 ft.x 550 ft./5 ft.	100 ft.x 1000 ft./ 5 ft. (25 ft.)
Special Attacks:	Swallow Whole	Frightful Presence, Sun Beam
Special Qualities:	Blindsight, Marauder Immunities, Damage Reduction 25/Huge source	Blindsight, Marauder Immunities, Damage Reduction 25/Huge source
Saves:	Fort +19, Ref +1, Will +12	Fort +147, Ref +1, Will +16
Abilities:	Str 40, Dex 10, Con 25, Int 10, W 10, Cha 2	Str 50, Dex 10, Con 50, Int 2, Wis 10, Cha 2
Skills:	Listen +14, Spot +14	Nil
Feats:	Improved Grab, Weapon Focus (Bite)	Flyby Attack, Weapon Focus (Maw, Bite)

Climate/Terrain:	Space	Space
Organization:	Group (1d4+1 per Space Marauder)	Solitary
Challenge Rating:	18	30
Treasure:	Nil	Nil
Alignment:	Neutral	Chaotic Evil
Advancement:	None	None

Combat: Should anyone be insane enough to actually want to engage a witchlight marauder in combat, there are a few abilities they should be aware of.

Blindsight (Ex): All marauders have no eyes or ears, and rely on smell or tactile sensation to determine their surroundings. This ability extends out to 60 ft plus 10 ft per hit die. Listen and spot checks are not required for anything within that range, though anything outside that range does require such rolls.

Damage Reduction (Ex): As a result of their sheer size, the three largest marauders have slight immunities to physical attacks. This effectively gives a damage reduction versus all physical and related attacks. Weapons used against a marauder must be of the size indicated to bypass any marauders DR.

Note that the construction or magical enhancement of the weapon does not matter. Against creatures of such size, it is size that matters most. Note also that a marauders DR is an exceptional ability, not a supernatural ability, as it is a direct result of size, not genetic make-up. DR does not apply to most magical attacks.

Frightful Presence (Ex): The mere knowledge of a marauder in the area will unsettle most intelligent beings. The sight of marauder will cause widespread panic and fear. All creatures under 5 hit dice within 1000 feet of a primary or space marauder will flee in unbridled fear. Creatures between 5 and 10 hit dice receive a Will save (DC 20) to stay in the area. Creatures over 10 hit dice require no save, but will most likely leave anyway.

Improved Grab (Ex): A marauder must make a successful attack to use this ability.

Marauder Immunities (Ex): The primary, space, and remote marauders are immune to all forms of poison, sleep, paralysis, stunning, and polymorphing. Because of their immense size they are immune to flanking and critical hits. Because of their alien and completely savage mindset, all marauders are immune to all mortal forms of charming or fear.

Poison (Ex): The primary marauders may belch forth a poisonous gas cloud (30 ft spread), which kills opponents on a failed Fortitude save (DC 19) or deals 2d10 damage if the save is made successfully. This may be done once after each 10 HD of consumed flesh. Secondary marauders excrete a poison on their metallic talons, which cause an additional 1d10 points of damage on a failed Fortitude save (DC 19). There is no secondary damage.

Scent (Ex): While the larger marauders rely on tactile sensory to “see” their environment, the

secondary and tertiary marauders have an uncanny sense of smell. They can differentiate races and creatures with ease, and will always attack anything elven first. Their range of smell is 60 feet.

Spit Acid (Ex): Secondary marauders can spit acid once per round for 1d8 points of damage. Their range is 30 feet. Treat as a grenade-like weapon attack.

Sunbeam (Ex): A space marauder can focus its spelljammer sails to focus the light from fire-bodies in the crystal sphere to emit a high energy-beam on targets. The marauder needs to make a range touch attack to hit and it deals 25d10 damage. In the phogiston the diffuse light only enables the focus of a mere 10d10 sunbeam. Needless to say, if there is no light available, this ability doesn't work.

Swallow Whole (Ex): If a second successful grapple check is made after a grab, a marauder will swallow its opponent whole. This ability only works with the maw attack, not the secondary mouth attacks. Creatures swallowed take 5D8 points of acid damage per round from the gizzard. A swallowed creature may climb out with two successful climb checks (DC 25). It is fairly impossible to cut ones way out of a marauders gizzard. The marauders' interior can effectively hold unlimited creatures, as its digestive juices work quickly to destroy all matter that is consumed.

Conversion by [Flits3](#)

Notes on this Conversion: I converted the stats according to the Monster Compendium.

Primary: Since the digestive juices works hard to destroy all matter, I have eliminated the crushing damage since it is trivial to the strong eating mechanisms of the primary. In the novel "Radiant Dragon" the primary belches forth, poison gas so I added that feature too. The occurrence of weapons of colossal size is almost zero. Even the claws of a Great Red Wyrn are smaller therefor I have diminished the size to a more playable size.

Secondary: The secondary marauder has two forelimbs with claws that consists of six poisonous talons. The 2 nd ED secondary had 6 attacks (one for each claw). I have converted this into two attacks each of half strength, thus hitting with 3 talons each. This has a more natural feel than 6 attacks for each talon on one limb while the other limb does nothing.

Space: I added the 2 nd ED sunbeam as described.

Zard

Tiny Beast

Hit Dice: 1d10 (5 hp)

Initiative: +0

Speed: 10 ft., fly 50 ft. (average)

AC: 14 (+2 size, +2 Dex)

Attacks: Bite +4 melee

Damage: Bite 1d4–2

Face/Reach: 2½ ft. by 2½ ft./0 ft.

Special Attacks: —

Special Qualities: Blindsight (Ex)

Saves: Fort +2, Ref +4, Will +0

Abilities: Str 6, Dex 15, Con 10, Int 2, Wis 11, Cha 2

Skills: Listen +5, Spot +5

Feats: Weapon Finesse (bite)

Climate/Terrain: Wildspace

Organization: Solitary, Pair, Pack (10–40), Swarm (50–100, i.e., 10d6+40)

Challenge Rating: ½

Treasure: None

Alignment: Always neutral

Advancement: 2–3 HD (Small)

Zards are tiny 8-legged reptiles that have webbing between each leg allowing it to fly. At the end of each leg is a sharp claw, which it uses to hold on to whatever it is eating. Zards breathe air so they are mostly found near a source of fresh air, but some have been found in the phlogiston. Zards are also born hungry. They eat anything they can chew, and have been know to eat their own kind if food runs low. They find their food by sound, as they are blind, and will attack anything that they pick up. Zards are also very tasty and are hunted for their meat by many of the races in Wildspace.

Combat:Zards travel together in Wildspace liked by their claws. When they detect an object they swarm it. They land on the target and begin to eat until nothing is left.

Blindsight (Ex): Zards can "see" by emitting high-frequency sounds, inaudible to most creatures that allow them to locate objects and creatures within 200 feet. A silence spell negates this and rends the Zard blind.

Skills: Zards receive a +4 racial bonus to spot and listen checks. These bonuses are lost if Blindsight is negated.

Conversion by [Daniel Davis](#) and the [Spelljammer Mailing List](#)

Zodar

Medium Monstrous Humanoid

Hit Dice: 16d10+80 (168 hp)

Initiative: +1 (+1 Dex)

Speed: 60 ft.

AC: 29 (+1 Dex, +18 Natural)

Attacks: Slam +33/+28/+23/+18 or weapon
+33/+28/+23/+18 and +33/+28

Damage: Slam 2d20+17 or by weapon +17

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Attacks: Bear Hug

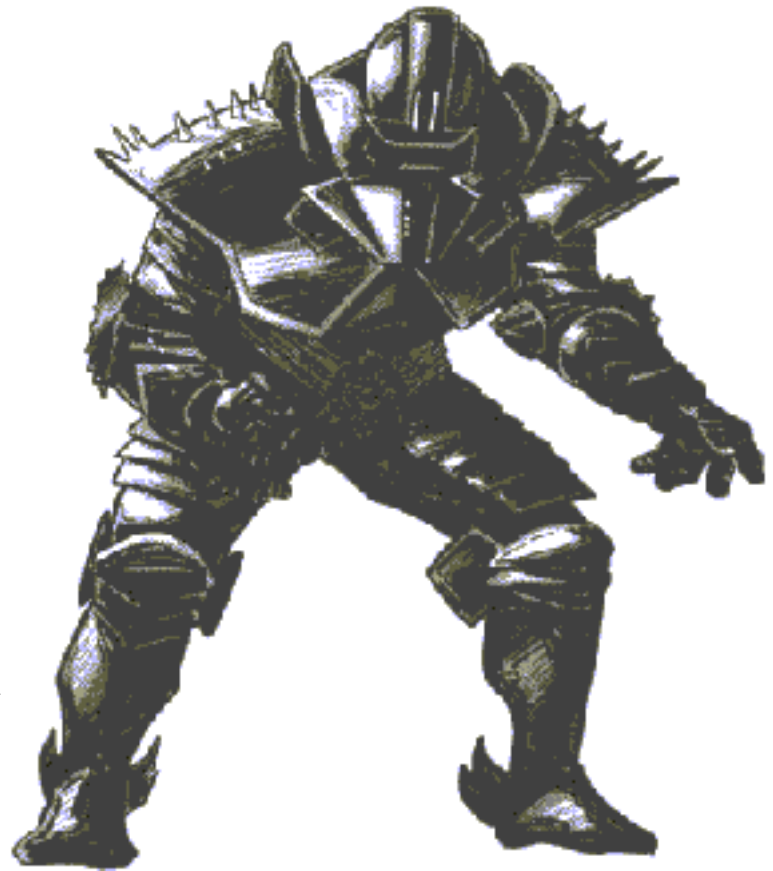
Special Qualities: Spell Immunity (SR 100),
Environmental Immunities, Spell Ability, Wish

Saves: Fort +15, Ref +6, Will +9

Abilities: Str 45, Dex 12, Con 20, Int 18, Wis 18, Cha
11

Skills: Intimidate +8, Jump +19, Spot +11

Feats: Ambidexterity, Great Cleave, Improved Grab,
Improved Two-Weapon Fighting, Power Attack



Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 18

Treasure: None (see below)

Alignment: Chaotic neutral

Advancement: 16-20 HD (Medium-sized), 21-28 HD (Large), 29-36 HD (Huge)

Zodar are an incredible 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 other emotion has been issued from a Zodar.

The entire internal areas of a Zodar are comprised of muscle fibers, thus accounting for their incredible 45 strength. They weight 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 60 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 melee weapons. They suffer no penalty when attacking with two weapons.

Zodar do not defend themselves in combat except by attacking back. Their great AC is due to their strange exoskeleton and may assist by their unusual relationship with magic.

Bear Hug (Ex): When a Zodar hits with both arms it can opt to forgo its other attacks and put the opponent in a bear hug. It automatically deals 2d20 + 17 points of damage for each attack it had left. Most of the time this will reduce the opponent to mushy pulp in no time. The victim may escape by successfully passing a grapple check. Unlikely but it is theoretical possible.

Environmental Immunity (Su): Only physical blows cause a Zodar any obvious harm. Fire, temperature, acid, sonic vibrations, poison, submersion in water, etc. all have no effect upon them.

Improved Grab (Ex): To use this ability, the Zodar must hit with both arms. If it gets a hold it can attempt to use the bear hug on the opponent.

Spell Ability (Su): Three times in a lifetime a Zodar can cause any one spell to occur as if cast by it.

Spell Immunity (Su): Zodar are impervious to magic (even that which is cast to aid them). For game purposes treat this as though a Zodar has SR 100. It takes direct divine intervention to affect a Zodar.

Wish (Su): 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 postulate 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 others 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. The rest of the statistics remain the same. They are just harder to defeat.

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 towards 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. The magical weapons are 50% likely to be a specific magical weapon.

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 the exoskeleton is a bunch of fragments.

Skills: A Zodar has a +20 racial bonus on Jump and Intimidation Checks.

- Jan-Willem van den Heuvel

Zurchin

Diminutive Beast

Hit Dice: 1d10+5 (10 hp)

Initiative: +0

Speed: 20 ft.

AC: 16 (+4 size, +2 natural)

Attacks: Poisonous spines +4 ranged

Damage: Poisonous spine 1d2

Face/Reach: 1 ft. by 1 ft./0 ft

Special Attacks: Poisonous spines, implant eggs

Special Qualities: Consume structures

Saves: Fort +7, Ref +2, Will +1

Abilities: Str 2, Dex 11, Con 21, Int 1, Wis 12, Cha 2

Skills: Listen +6, Spot +6

Feats: —



Climate/Terrain: Any

Organization: Solitary, pair or colonies (2–200)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2–3 Hit Dice (Tiny)

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.

Poisonous Spines (Ex): The zurchin shoots its poisonous hollow spines with deadly accuracy. These dart do 1d2 hit points of damage and have 60 feet range increment. Their poison is released on impact, expelled by a small sac inside the spine, requiring Fortitude save (DC 16); initial and secondary damage 1–3 hit points of damage and 1–2 temporary Strength. A zurchin typically has hundreds of spines.

Implant Eggs (Ex): Each female zurchin's has 10–20 darts that contain thousands of microscopic eggs instead of poison. There is only 1 in 20 chance that any given dart striking a target has eggs, such dart injects the eggs into the a victim, naturally 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.

Consume Structures (Ex): The zurchin spines conceal a complex 40-part mouth that can extrude hard, sharp teeth that can excavate holes in wood, rock, and even iron. Given enough time the zurchin will consume a ship at a rate of 1 hit point every 3 days, more than one dragonfly ship has suddenly broke apart, surprising the crew and leaving nothing intact but the helm and a few hundred zurchins.

In the Spheres

Zurchins are peaceful scavengers that inhabit the rocks of asteroid reefs, eating bits of cast-off food that fall into the gravity planes. The zurchin teeth often creates holes which in turn they use as hiding places or mating areas, some times these areas are found among colonies of mortises.

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 Sun Eagles consider zurchin meat tasty.

Conversion and by [Mark Doolan](#)