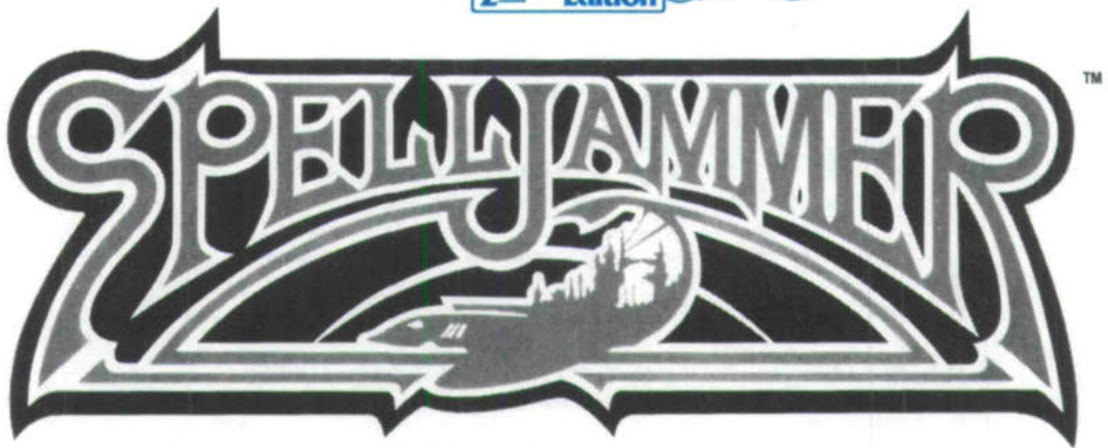


Advanced Dungeons & Dragons[®]
2nd Edition



Monstrous Compendium

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About This Product

The SPELLJAMMER™ fantasy setting was introduced in late 1989. It took the AD&D® game into a new realm—the realm of space. A handful of new monsters were introduced, and a bunch of old favorites (beholders, mind flayers, lizard men, etc.) were given new life in new worlds. But these were a starting pack at best. Something, as they say, had to be done.

Folk from many different departments at TSR came together to design this project. They were attracted by the challenge. They were attracted by the downright weirdness of it. But most of all, they were attracted by the idea that the money that would normally be spent for freelance design would go into the Party Fund, so we could throw a few bashes that were more than a bathtub full of soda and some cheese logs.

It was an experiment, and here are the results. More than 50 creatures of space: new races, stowaways, hazards, and natives of wildspace and the Flow. The powerful and the wimpy, the awe-inspiring and the amusing.

Just so you know whom to blame when the giant space hamsters chew your rigging to bits, or your favorite mage ends up on the bad side of a jammer leech, here is a list of who did what.

Jeff Grubb: Design Coordinator & General Noodger
Karen Boomgarden & Newton Ewell: Synthetic, Lakshu, Reigar
Tim Brown: Focoid, Gravislayer, Piasman
William W. Connors: Clockwork Horror, Radiant Golem
Troy Denning: Blazozoid, Misi
Dale Donovan: Pirate of Gish, Voocesea Giant
Andria Hayday: Lumineau
Bruce Heard: Aartuk, Rogue Moon, Space Mimic
Dale "Slade" Henson: Symbiont
Harold Johnson: Argon, Beholder-kin, Fractine, Mortiss
J. Paul LaFountain: Apscreator, Phlog-Crawler
Jim Lowder: Aps Jammer Leech, Zard
Blake Mobley: Plasmoid (DeGleash, Dralad, Ontalak),
Wizshade, Zodar
Kim Mohan: Nay-Churr
Roger Moore: Furnace Golem, Giant Space Hamster,
Grommann, Infinity Vine
Bruce Nesmith: Ancient Mariner, Asteroid Spider, Colossus,
Delphinid, Dizantar
Doug Niles: Chattur, Hadozee, Puffer, Rastipede, Syllix
Jean Rabe: Lutum, Murderoid, Spiritjam
Steven Schend: Q'Nidar
Skip Williams: Wiggle, Wryback
Steve Winter: Rock Hopper, Slinker, Survivor
Have fun in the Spelljammer Universe!

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



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

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

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

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

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

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

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

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

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

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

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

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

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

with them.

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

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

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

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

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

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

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

Aartuk worship deities of various origins, though all of these

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

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

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

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

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

Elder Aartuk

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

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

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

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

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Any or nil
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	1, Fl 33 (B)
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3/1-3 or 1-2/1-3
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	75%
SIZE:	S (3'-4' tall)
MORALE:	Steady (11-12)
XP VALUE:	4,000



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

An albari possesses a long, almost-human face with a wide beak and slanted, beady eyes. No ears are visible, though an albari's hearing is very keen. The creature's face, like the rest of its body, is covered by short, oily feathers. These range in color from pure white to sooty gray, with the male's coloration tending toward the lighter shades. An albari's wings are impressive, and many specimens have been found with wingspans of 6 to nine feet. 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 activities, the albari uses its feet. Graced with a strong opposable digit, an albari's feet are much like human hands, with the main difference being the number and type of "fingers." Three sharply taloned digits and one thickly clawed opposable thumb rest at the end of both the albari's long, jointed legs. All albari are practiced in balancing on one leg and using the other to manipulate objects.

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

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

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

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

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

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

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

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

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

Ancient Mariner



CLIMATE/TERRAIN:	Phlogiston
FREQUENCY:	Very rare
ORGANIZATION:	Crew
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Very (11-12)
TREASURE:	H
ALIGNMENT:	Chaotic evil
<hr/>	
NO. APPEARING:	1-6
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	5 +3
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Elite (14)
XP VALUE:	Normal: 2,000 Captain: 3,000 Mariner shadow: 650



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

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

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

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

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

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

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

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

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

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

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

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

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

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