



D&D

BOO'S ASTRAL MENAGERIE



DUNGEONS & DRAGONS

A collection of space-dwelling creatures for
THE WORLD'S GREATEST ROLEPLAYING GAME™

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13+

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ON THE COVER

Illustrator Justin Gerard shows Minsc the ranger and his stalwart companion, Boo the space hamster, flying through Wildspace on the back of a solar dragon.

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ON THE ALT-COVER

Hydro74 captures the fierce, no-nonsense glare of Boo, the multiverse's most famous space hamster. A cosmic horror graces the back cover.

*Disclaimer: *Squeak squeak* (Translation: You're on Boo's turf now, world-hugger! Unless you want a hamster-knuckle sandwich, you'd better watch where you're spelljamming. And before you blow up a nautiloid, make sure there are no space hamsters aboard it. Otherwise, prepare to face the wrath of Boo!)*

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SHIP OF SPACE CLOWNS



INTRODUCTION

Creatures A to Z

Take heart, fellow adventurers, for you have curried the favor of Boo!

—Minsc

Squeak

—Boo

BOO THE
SPACE HAMSTER



BOO IS A HAMSTER. MORE PRECISELY, HE IS a miniature giant space hamster—a rather famous one, in fact. Boo's adventures with Minsc the ranger, as well as his ferocity, are legendary. But Boo would be the first to tell you that he is just one of the countless amazing creatures that hail from the starry realm known as the Astral Plane.

Apparently, giant space hamsters aren't as bright or as legendary as their smaller cousins. Minsc has shared this information and a host of other pieces of lore from Boo freely and loudly during his travels. This book presents much of that lore, but don't expect commentary from the famous hamster himself. He's too busy saving the multiverse and, as Minsc might put it, "kicking butt for goodness."

ASTRAL VARIANTS

If you want even more creatures to populate your adventures in space, look no further than the *Monster Manual*. Entities of the Outer Planes such as angels, devils, and slaadi are just as likely to be found on the Astral Plane as they are on any Material Plane world. The same can be said for aboleths, giants, mind flayers, umber hulks, vampires, and other *Monster Manual* creatures.

Practically any terrestrial creature can be turned into an astral-dwelling creature, whether it requires air or not. For example, a stone giant living on an asteroid might rely on the asteroid's air envelope for survival, or it might not need to breathe air. Similarly, a mimic stowing away aboard a spelljamming ship might be an ordinary specimen or one that has adapted to life in Wildspace.

You can turn any terrestrial creature into a Wild-space-dwelling variant by giving it the following trait, if nothing else:

Unusual Nature. The creature doesn't require air.

USING A STAT BLOCK

This book is a companion to the *Monster Manual* and uses a similar presentation. If you are unfamiliar with the monster stat block format, read the introduction of the *Monster Manual* before proceeding further. That book explains stat block terminology and gives rules for various monster traits—information that isn't repeated here.

The Stat Blocks by Challenge Rating table sorts the creatures in this book by challenge rating.

STAT BLOCKS BY CHALLENGE RATING

CR	Stat Block Name	Creature Type	CR	Stat Block Name	Creature Type
0	Chwinga astronaut	Elemental	5	Starlight apparition	Celestial
0	Dohwar	Fey	5	Thri-kreen mystic	Monstrosity
0	Space guppy	Beast	5	Vampirate mage	Undead
0	Space mollymawk	Beast	6	B'rohg	Giant
1/8	Hadozee shipmate	Humanoid	6	Giff shock trooper	Humanoid
1/4	Giant space hamster	Beast	6	Psurlon leader	Aberration
1/4	Gray scavver	Monstrosity	6	Vampirate captain	Undead
1/4	Plasmoid explorer	Ooze	7	Astral elf commander	Humanoid
1/4	Space hamster	Monstrosity	7	Githyanki star seer	Humanoid
1/4	Space swine	Beast	7	Kindori	Celestial
1/2	Hadozee warrior	Humanoid	7	Thri-kreen gladiator	Monstrosity
1/2	Space eel	Beast	7	Young lunar dragon	Dragon
1/2	Ssurran poisoner	Monstrosity	8	Astral elf aristocrat	Humanoid
1	Jammer leech	Plant	8	Reigar	Celestial
1	Psurlon ringer	Aberration	8	Young solar dragon	Dragon
2	Aartuk priest	Plant	9	Braxat	Giant
2	Aartuk warrior	Plant	9	Githyanki xenomancer	Humanoid
2	Autognome	Construct	10	Eye monger	Aberration
2	Hadozee explorer	Humanoid	10	Giff warlord	Humanoid
2	Lunar dragon wyrmling	Dragon	11	Megapede	Monstrosity
2	Psurlon	Aberration	11	Void scavver	Monstrosity
2	Space clown	Fiend	12	Esthetic	Aberration
2	Thri-kreen hunter	Monstrosity	13	Adult lunar dragon	Dragon
2	Vampirate	Undead	14	Adult solar dragon	Dragon
3	Aartuk elder	Plant	16	Zodar	Aberration
3	Astral elf warrior	Humanoid	18	Cosmic horror	Aberration
3	Giff shipmate	Humanoid	19	Ancient lunar dragon	Dragon
3	Githyanki buccaneer	Humanoid	20	Ancient solar dragon	Dragon
3	Neogi hatchling swarm	Aberration			
3	Neogi pirate	Aberration			
3	Plasmoid warrior	Ooze			
3	Solar dragon wyrmling	Dragon			
3	Ssurran defiler	Monstrosity			
4	Astral elf star priest	Humanoid			
4	Brown scavver	Monstrosity			
4	Gaj	Aberration			
4	Neh-thalguu	Aberration			
4	Neogi void hunter	Aberration			
4	Plasmoid boss	Ooze			
5	Astral elf honor guard	Humanoid			
5	Feyr	Aberration			
5	Mercane	Giant			
5	Murder comet	Elemental			
5	Night scavver	Monstrosity			

UNUSUAL ATTACKS AND MAGIC

Some creatures have weapons that deal unusual damage types and spellcasting that functions in an atypical way. For example, many astral elves deal extra radiant damage with their weapon attacks. This extra damage isn't a feature of the weapon. Such an exception is a special feature of a stat block and represents how the creature uses its weapon or casts its spells; the exception has no effect on how a weapon or spell functions for a different creature.

MEETING MAGIC ITEM

PREREQUISITES

If a stat block contains the name of a class in parentheses under the creature's name, the creature is considered a member of that class for the purpose of meeting prerequisites for magic items.

ASTRAL ENCOUNTERS

You can generate a random encounter on the Astral Plane by rolling on either the Wildspace Encounters table or the Astral Sea Encounters table, as appropriate, or by choosing an encounter you like. If the encounter is with a spelljamming ship, you can roll on the Ship Encounters table to determine the ship and its crew, or you can create a ship encounter of your own (see the *Astral Adventurer's Guide* for ship descriptions).

Creatures marked with an asterisk (*) appear in this book; the rest are described in the *Monster Manual*. Any creature marked with a dagger (†) can serve as a spelljammer because it is a spellcaster.

If a Humanoid has no specified race, it can be of any race you choose.

INITIAL ATTITUDE

To randomly determine the initial attitude of the creatures encountered, make the attitude roll called for in an encounter table entry, then refer to the appropriate line of the Initial Attitude table.

INITIAL ATTITUDE

Attitude Roll Total	Initial Attitude
4 or lower	Hostile
5–8	Indifferent
9 or higher	Friendly

WILDSPACE ENCOUNTERS

d100	Wildspace Encounter	Attitude Roll
01–03	1d4 chwinga astronauts ,* each mounted on 1 space guppy *	1d6 + 4
04	1 cosmic horror * (30 percent chance it is asleep)	1d6
05	1 esthetic * piloted by 1 reigar *†	1d12
06–07	1 eye monger *	1d6
08–11	1 feyr *	1d6
12–13	1 giant octopus that has a flying speed of 60 feet and doesn't need to breathe air	1d10
14–17	1d6 jammer leeches *	1d8
18–23	1d4 kindori *	1d6 + 3
24–25	1 kindori * with 1 druid † living in a hut on its back	2d6 + 3
26	1 kraken that has a flying speed of 60 feet and doesn't need to breathe air	1d6

d100	Wildspace Encounter	Attitude Roll
27	1 lunar dragon * (your choice of young, adult, or ancient)	1d10
28–35	A tavern or inn built on an asteroid, with docks where ships can berth	—
36–39	1d6 murder comets *	1d6
40–44	1d4 brown scavvers *	1d8
45–48	1 night scavver * and 2d6 gray scavvers *	1d8
49–50	1 void scavver *	1d6
51–52	A shipwreck that might still have treasure or creatures aboard it (choose a ship from chapter 2 of the <i>Astral Adventurer's Guide</i>)	—
53–54	1 solar dragon * (your choice of young, adult, or ancient)	2d6
55–59	1d6 space eels *	1d10
60	1 starlight apparition *	2d6 + 2
61–64	3d6 stirges that don't need to breathe air	1d6
65–70	1d6 will-o'-wisps	1d10
71–00	1 spelljamming ship (roll on the Ship Encounters table)	—

ASTRAL SEA ENCOUNTERS

d100	Astral Sea Encounter	Attitude Roll
01–02	1 aartuk priest *† and 2d4 aartuk warriors *	1d12
03–09	1 archmage † using the <i>astral projection</i> spell	1d10 + 3
10–11	1 braxat *	1d8
12	1 cosmic horror * (70 percent chance it is asleep)	1d6
13–15	1d4 devas † on a divine errand	1d12 + 3
16–28	1 githyanki knight † and 1d6 githyanki warriors †	1d10
29–31	1 githyanki knight † mounted on a young red dragon	1d8
32	1 githzerai zerth † being hunted by githyanki	1d6 + 6
33–38	1d4 kindori *	1d6 + 3
39	1 mercane *† and 1 beholder bodyguard	1d8 + 4
40	1 neh-thalgu *† looking for a portal to the Far Realm	1d10
41–42	1 pentadrone	1d6 + 3

d100	Astral Sea Encounter	Attitude Roll
43–44	1 planetar [†] from a nearby astral dominion	1d12 + 3
45–47	2d4 psurlons ^{*†}	1d8
48–50	Gargantuan floating crystal obelisk of mysterious origin	—
51–52	4d4 quadrones	1d6 + 3
53	1 monodrone that has gone rogue	2d6 + 3
54–56	1d4 gray slaadi [†] in Humanoid form	1d10
57–58	1 green slaad [†]	1d12
59–63	3d6 gray scavvers [*]	1d8
64	1 solar [†] watching over a dead god that drifts nearby	1d12 + 3
65–66	1 solar dragon [*] (your choice of young, adult, or ancient)	2d6
67	1 starlight apparition [*]	2d6 + 2
68–70	1d8 unicorns galloping merrily across the Astral Sea	1d6 + 6
71–00	1 spelljamming ship (roll on the Ship Encounters table)	—

SHIP ENCOUNTERS

d100	Ship Encounter	Attitude Roll
01–07	Bombard <i>Leviathan</i> , captained by Myrtle Hunt (giff warlord [*]) and crewed by 8 giff shipmates [*] and 3 mages [†]	1d10 + 2
08–16	Damselfly ship <i>Voidwinder</i> , captained by Krig Kalu (hadozee explorer [*]) and crewed by 1 drow [†] and 7 hadozee shipmates [*]	2d6 + 3
17–23	Flying fish ship <i>Horizon</i> , captained by Thaal Vod (renegade mind flayer arcanist [†]) and crewed by 9 plasmoid warriors [*]	1d12
24–31	Hammerhead ship <i>Jander Sunstar</i> , captained by Veluna Valderak (vampirate captain [*]) and crewed by 13 vampirates [*] and 1 priest [†]	1d12
32–36	Lamprey ship <i>Astral Prize</i> , crewed by 15 psurlon ringers ^{,*†} including Captain Uscath	1d12
37–39	Living ship <i>Eldervine</i> , captained by Queth (aartuk elder [*]) and crewed by 2 aartuk priests ^{,*†} 8 aartuk warriors [*] and Eldervine (treant)	1d10

d100	Ship Encounter	Attitude Roll
40–45	Nautiloid <i>Nerophage</i> , crewed by 4 mind flayers [†] and 16 kuo-toa , with 1d6 grells and 1d6 intellect devourers as passengers	1d6
46–50	Nightspider <i>Malevolence</i> , captained by Yeshk (neogi void hunter ^{,†}) and crewed by 24 neogi pirates [*] and 5 umber hulks	1d6
51–55	Scorpion ship <i>Claws of Huraj</i> , captained by Huraj (hobgoblin captain) and crewed by 1 bugbear (first mate), 8 hobgoblins , and 2 hobgoblin priests [†]	1d12
56–61	Shrike ship <i>Fedifensor</i> , captained by Yaj (githyanki xenomancer ^{,†}) and crewed by 10 githyanki buccaneers ^{,†}	1d12
62–66	Space galleon <i>Eleventh</i> , captained by Xorpha Eleven-Eyes (beholder) and crewed by 1 spectator (first mate), 3 cult fanatics [,] and 16 cultists	1d12
67–72	Space galleon <i>Great Kindori</i> , captained by Mystan the Mighty (djinni [†]) and crewed by 1 invisible stalker (first mate), 1 couatl ^{,†} 17 aarakocra , and 1 rug of smothering	2d6 + 2
73–78	Squid ship <i>Syken's Reach</i> , captained by the pirate Arviglas Syken (human bandit captain) and crewed by 1 cambion [†] (Syken's daughter, Tenebra) and 11 thugs	1d12
79–84	Star moth <i>Apex</i> , captained by Xaleen (astral elf commander ^{,†}) and crewed by 11 astral elf warriors [*] and 1 astral elf aristocrat ^{,†}	1d12
85–90	Turtle ship <i>Snorkel</i> , captained by Shelby Norkel (gnome mage [†]) and crewed by 15 autognomes [*]	1d10 + 3
91–94	Tyrant ship <i>Doomdreamer</i> , crewed by 2d4 + 2 beholders	1d8
95–00	Wasp ship <i>Adventure</i> , abandoned and adrift (25 percent chance that its <i>spelljamming helm</i> is still aboard)	—



AARTUKS

Aartuks are intelligent plant creatures that live to wage war. Beholders destroyed their original home world and scattered the survivors across the Material Plane. These survivors formed small nomadic cells.

Aartuk cells can be found throughout Wildspace, including aboard spelljamming ships whose former crews were either murdered or forcibly ejected by a band of aartuks.

An aartuk's body is shaped like a five-pointed star and is covered with thick, flexible bark. The tips of its branch-like extremities end in suction cups that allow the creature to climb on vertical surfaces and along ceilings. Each suction cup houses three retractable pseudopods that are used to manipulate small objects.

The head of an aartuk surmounts a 6-foot-tall stalk that can be extruded from the center of the star. The head contains the aartuk's sensory organs, including a long tongue that the creature uses as a weapon.

An aartuk continues to grow throughout its long life. Aartuk elders can be as large as 12 feet in diameter.

An aartuk's preferred method of attack is to shoot forth its gooey tongue and use it to drag enemies toward the center of its body so that it can batter them with its powerful branches. It can also spit pellets of radiant energy.

Aartuks have no deities of their own, but certain groups have adopted various gods of war and vengeance, including Gruumsh, Hextor, and Sargonnas.

The Aartuk language is made up of rustling sounds, snaps, pops, and hisses. It has no written form.

AARTUK ELDER

Large Plant, Typically Lawful Evil

Armor Class 16 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	12 (+1)	14 (+2)	12 (+1)

Senses darkvision 60 ft., passive Perception 12

Languages Aartuk

Challenge 3 (700 XP)

Proficiency Bonus +2

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

ACTIONS

Multiaction. The aartuk makes two Branch attacks, two Radiant Pellet attacks, or one of each.

Branch. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

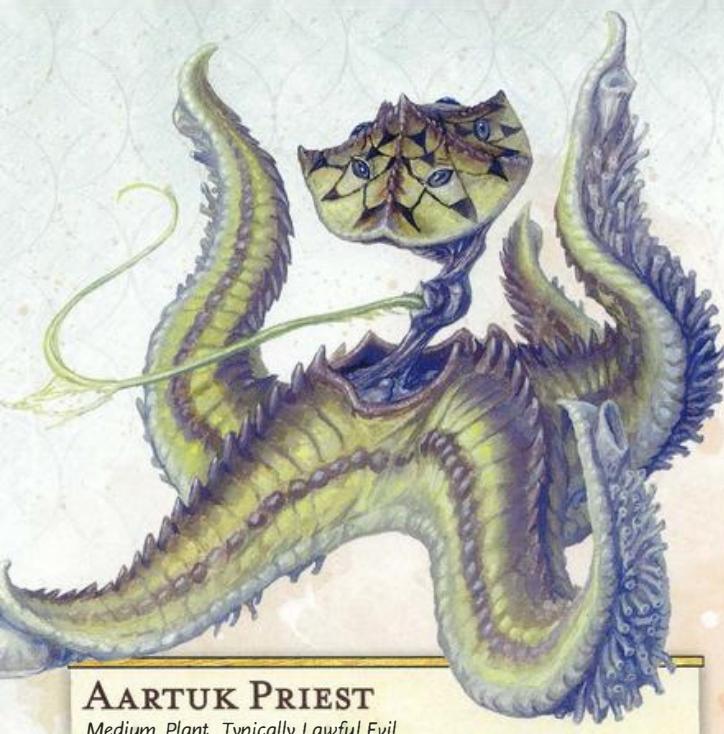
Radiant Pellet. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 10 (4d4) radiant damage.

Spellcasting (Psionics). The aartuk casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 12):

1/day each: *calm emotions, detect magic, sending*

BONUS ACTIONS

Tongue (Recharge 6). The aartuk tries to use its gooey tongue to snare one Large or smaller creature it can see within 30 feet of itself. The target must make a DC 12 Dexterity saving throw. On a failed save, the target is grappled by the tongue (escape DC 14) and pulled up to 25 feet toward the aartuk. The tongue can grapple one creature at a time.



AARTUK PRIEST

Medium Plant, Typically Lawful Evil

Armor Class 14 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	13 (+1)	16 (+3)	10 (+0)

Skills Religion +3

Senses darkvision 60 ft., passive Perception 13

Languages Aartuk

Challenge 2 (450 XP)

Proficiency Bonus +2

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

ACTIONS

Multiattack. The aartuk makes two Branch attacks, two Radiant Pellet attacks, or one of each.

Branch. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. Hit: 8 (2d6 + 1) bludgeoning damage.

Radiant Pellet. *Ranged Spell Attack:* +2 to hit, range 60 ft., one target. Hit: 7 (3d4) radiant damage.

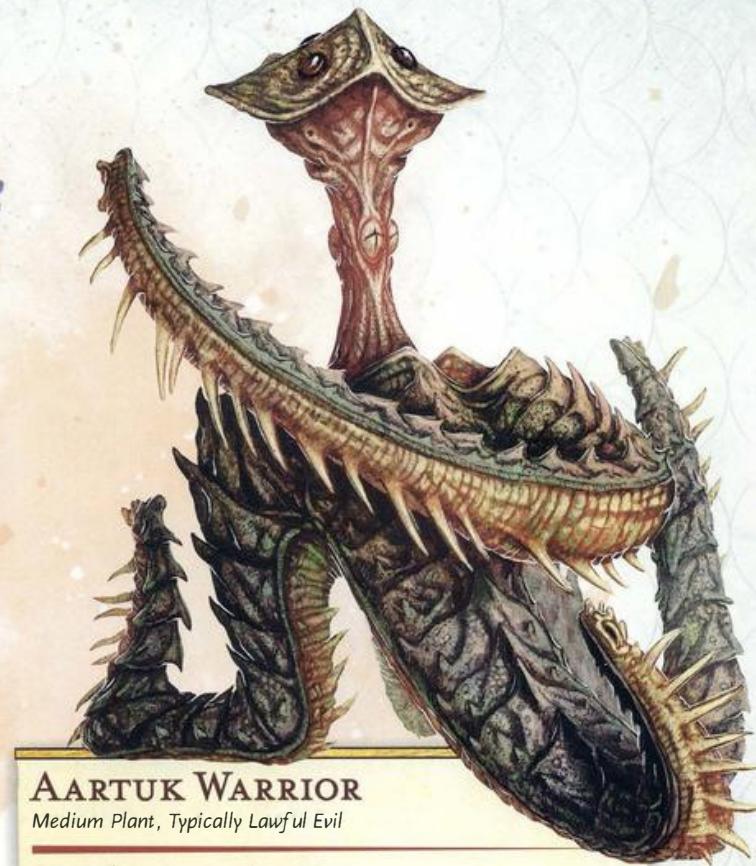
Spellcasting (Psionics). The aartuk casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability:

1/day each: *revivify*, *tongues*

BONUS ACTIONS

Rally the Troops (1/Day). The aartuk magically ends the charmed and frightened conditions on itself and each creature of its choice that it can see within 30 feet of itself.

Tongue (Recharge 6). The aartuk tries to use its gooey tongue to snare one Medium or smaller creature it can see within 30 feet of itself. The target must make a DC 12 Dexterity saving throw. On a failed save, the target is grappled by the tongue (escape DC 11) and pulled up to 25 feet toward the aartuk. The tongue can grapple one creature at a time.



AARTUK WARRIOR

Medium Plant, Typically Lawful Evil

Armor Class 15 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 20 ft., climb 20 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages Aartuk

Challenge 2 (450 XP)

Proficiency Bonus +2

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

ACTIONS

Multiattack. The aartuk makes two Branch attacks, two Radiant Pellet attacks, or one of each.

Branch. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage.

Radiant Pellet. *Ranged Spell Attack:* +3 to hit, range 60 ft., one target. Hit: 8 (3d4 + 1) radiant damage.

BONUS ACTIONS

Tongue (Recharge 6). The aartuk tries to use its gooey tongue to snare one Medium or smaller creature it can see within 30 feet of itself. The target must make a DC 11 Dexterity saving throw. On a failed save, the target is grappled by the tongue (escape DC 12) and pulled up to 25 feet toward the aartuk. The tongue can grapple one creature at a time.



ASTRAL ELVES

Long ago, some elves ventured to the Astral Plane to be closer to their gods. There, they ceased to age and could exist indefinitely without sustenance.

Astral elves were among the first creatures to dwell in the Silver Void. As other explorers have reached for the stars, astral elves have had to reckon with violent neighbors and strange visitors. Over the eons, astral elves have clashed with numerous invaders, including psurlons, mind flayers, and githyanki. When dealing with others, astral elves customarily cover their faces with ornate visors, becoming faceless extensions of their gods. Their fierce devotion to the pantheon of elven deities is repaid with divine power. For example, the gods invest astral elf warriors with the power to channel the radiant energy of starlight through their weapons, just as they empower astral elf leaders with the ability to cast spells and summon solar dragons.

Astral elves ply the Astral Sea and Wildspace in ships of their own design. These ships are fashioned from crystals harvested from Wildspace systems and bound together with an organic, plant-based material that hardens like ceramic. The elves sculpt these substances in various configurations to create star moths (see the *Astral Adventurer's Guide*) and other vessels. The elves also reshape the petrified

bodies of dead gods found adrift in the Silver Void, transforming them into floating cities and citadels.

Although the Silver Void is their home, astral elves often venture into Wildspace systems and place their ships and citadels in orbit around stars. Astral elves do this for several reasons. Proximity to a star allows the astral elves to forge pacts with solar dragons and to collect starlight, which the elves use to grow crystals and repair their ships. Most important, astral elves use their time outside the Deep Astral to replenish their numbers by having and raising children.

Many astral elves are thousands (in some cases tens of thousands) of years old. Whatever their disposition, their longevity gives astral elves a perspective on time that few other kinds of creatures can appreciate. Whether they choose to live in quiet contemplation or strike out to explore the far reaches of the multiverse, astral elves tend to see events happening elsewhere as having little or no meaning to them.

ASTRAL ELVES OF XARYXIS

The adventure included in this product features an amoral astral elf society called the Xaryxian Empire. This empire is based in Xaryxispace, a Wildspace system illuminated by an enormous radiant sun named Xaryxis.

ASTRAL ELF ARISTOCRAT

An astral elf aristocrat is a brilliant, highborn leader gifted with magical abilities, including the power to channel sunlight and summon a solar dragon.

ASTRAL ELF COMMANDER

An astral elf commander leads warriors into battle and usually has one or more spelljamming ships under their command. A commander channels the radiant energy of starlight through their weapons, and they can rescue warriors from a perilous situation by using their gods-given power of teleportation.

ASTRAL ELF HONOR GUARD

The safety of important individuals and locations is entrusted to astral elf honor guards, highly trained warriors who are more than capable of holding their own in combat.

ASTRAL ELF STAR PRIEST

Star priests draw their strength from the pantheon of elven gods and oversee religious practices in astral elf society. It's common for them to serve aboard spelljamming ships, not only as emissaries of the gods but also as spelljammers.

ASTRAL ELF WARRIOR

Astral elf warriors operate elven spelljamming ships and defend elven strongholds throughout the Astral Plane.



ASTRAL ELF ARISTOCRAT

Medium Humanoid (Wizard), Any Alignment

Armor Class 16 (*elven chain*)

Hit Points 103 (23d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	21 (+5)	18 (+4)	18 (+4)

Saving Throws Int +8, Wis +7, Cha +7

Skills Arcana +8, Deception +7, Insight +7, Persuasion +7

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, Common, Draconic, Elvish

Challenge 8 (3,900 XP) Proficiency Bonus +3

Fey Ancestry. The elf has advantage on saving throws it makes to avoid or end the charmed condition on itself, and magic can't put it to sleep.

Special Equipment. The elf wears a suit of *elven chain*.

Unusual Nature. The elf doesn't require sleep.

ACTIONS

Multiaction. The elf makes two Scimitar attacks and uses Radiant Beam (if available).

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage plus 10 (3d6) radiant damage.

Radiant Beam (3/Day). A magical beam of radiance flashes out from the elf's hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a DC 16 Constitution saving throw, taking 18 (4d8) radiant damage on a failed save, or half as much damage on a successful one.

Spellcasting. The elf casts one of the following spells, using Intelligence as the spellcasting ability:

1/day each: *fly*, *mislead*, *send*

BONUS ACTIONS

Starlight Step (3/Day). The elf magically teleports up to 30 feet, along with anything it is wearing or carrying, to an unoccupied space it can see.

Summon Solar Dragon (1/Day). The elf has a 50 percent chance of magically summoning a *young solar dragon* (described later in this book). A summoned dragon appears in an unoccupied space that the summoner can see, acts on its own initiative count, and is an ally of its summoner. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.



ASTRAL ELF COMMANDER

Medium Humanoid, Any Alignment

Armor Class 17 (half plate)

Hit Points 143 (26d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	18 (+4)	18 (+4)	18 (+4)

Saving Throws Dex +5, Con +4, Wis +7, Cha +7

Skills Deception +7, History +7, Intimidation +7, Survival +7

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, Common, Elvish

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Fey Ancestry. The elf has advantage on saving throws it makes to avoid or end the charmed condition on itself, and magic can't put it to sleep.

Unusual Nature. The elf doesn't require sleep.

ACTIONS

Multiattack. The elf makes two Longsword or Longbow attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage when used with two hands, plus 14 (4d6) radiant damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 14 (4d6) radiant damage.

Spellcasting. The elf casts the following spell, using Wisdom as the spellcasting ability:

2/day: *teleport*



ASTRAL ELF HONOR GUARD

Medium Humanoid, Any Alignment

Armor Class 17 (half plate)

Hit Points 93 (17d8 + 17)

Speed 30 ft.

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

Saving Throws Wis +6, Cha +6

Skills Intimidation +6, Perception +6, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Celestial, Common, Elvish

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Fey Ancestry. The elf has advantage on saving throws it makes to avoid or end the charmed condition on itself, and magic can't put it to sleep.

Unusual Nature. The elf doesn't require sleep.

ACTIONS

Multiattack. The elf makes two Longsword or Radiant Ray attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage, or 13 (2d10 + 2) slashing damage when used with two hands, plus 10 (3d6) radiant damage.

Radiant Ray. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 22 (4d10) radiant damage.

ASTRAL ELF STAR PRIEST (LEFT) AND
ASTRAL ELF WARRIOR (RIGHT)



ASTRAL ELF STAR PRIEST

Medium Humanoid (Cleric), Any Alignment

Armor Class 13 (chain shirt)

Hit Points 63 (14d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	10 (+0)	16 (+3)	20 (+5)	17 (+3)

Saving Throws Int +6, Wis +8, Cha +6

Skills Medicine +8, Religion +6

Senses darkvision 60 ft., passive Perception 15

Languages Celestial, Common, Elvish

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Fey Ancestry. The elf has advantage on saving throws it makes to avoid or end the charmed condition on itself, and magic can't put it to sleep.

Unusual Nature. The elf doesn't require sleep.

ACTIONS

Multiaction. The elf makes two Morningstar attacks. It can use Rain of Radiance in place of one of these attacks.

Morningstar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage plus 17 (5d6) radiant damage.

Rain of Radiance. Magical, flame-like radiance rains down on a creature that the elf can see within 60 feet of itself. The target must make a DC 16 Dexterity saving throw, taking 22 (5d8) radiant damage on a failed save, or half as much damage on a successful one.

Spellcasting. The elf casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 16):

2/day each: *cure wounds* (8th-level version), *hold person*

1/day each: *divination*, *sending*, *word of recall*

BONUS ACTIONS

Starlight Step (2/Day). The elf magically teleports up to 30 feet, along with anything it is wearing or carrying, to an unoccupied space it can see.

ASTRAL ELF WARRIOR

Medium Humanoid, Any Alignment

Armor Class 16 (breastplate)

Hit Points 58 (13d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	16 (+3)	16 (+3)	15 (+2)

Saving Throws Dex +4, Wis +5

Skills Intimidation +4, Survival +5

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, Common, Elvish

Challenge 3 (700 XP) **Proficiency Bonus** +2

Fey Ancestry. The elf has advantage on saving throws it makes to avoid or end the charmed condition on itself, and magic can't put it to sleep.

Unusual Nature. The elf doesn't require sleep.

ACTIONS

Multiaction. The elf makes two Longsword or Longbow attacks.

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage when used with two hands, plus 10 (3d6) radiant damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 10 (3d6) radiant damage.



AUTOGNOME

An autognome is a mechanical gnome that resembles the rock gnome who created it, though it could never be mistaken for a gnome. Regardless of what its insides are made of, it has a metallic outer casting painted with gnomish features. It walks with a stiff gait, clanking, wheezing, whirring, and buzzing wherever it goes.

An autognome obeys its creator's commands when it is functioning properly, but a design flaw can cause an autognome to go rogue, forget its orders, and wander Wildspace doing anything except what it was designed for.

No two autognomes are necessarily made of the same materials; magic is what gives them their intelligence. Most autognomes are programmed to obey the following three directives: defend gnomes who are being attacked by non-gnomes, defend yourself if you are attacked, and protect infants and youngsters from harm. The last directive arose from the best intentions, but it doesn't distinguish between species; if an autognome sees a group of adults battling a lunar dragon wyrmling, for instance, it would come to the wyrmling's defense.

AUTOGNOME

Small Construct, Any Alignment

Armor Class 16 (natural armor)

Hit Points 39 (6d6 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	4 (-3)	11 (+0)	6 (-2)

Saving Throws Con +5, Wis +2, Cha +0

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Gnomish

Challenge 2 (450 XP)

Proficiency Bonus +2

Malfunction. Whenever the autognome takes 15 damage or more from a single source and isn't reduced to 0 hit points by that damage, roll a d20 to determine if it suffers a malfunction:

1–10: "All Fine Here!" No malfunction occurs.

11–12: "My Mind Is Going, I Can Feel It." The autognome is incapacitated for 1 minute.

13–14: "You've Disarmed Me!" One of the autognome's arms falls off, reducing the number of Shocking Bolt attacks it can make by 1 until a creature uses an action to reattach the arm.

15–16: "Who Turned Out the Lights?" The autognome's head falls off and deactivates, causing the autognome to be blinded and deafened until a creature uses an action to reattach the head, which reactivates it.

17–20: "Have a Magical Day!" The autognome explodes and is destroyed. Each creature within 20 feet of the exploding autognome must make a DC 11 Dexterity saving throw, taking 22 (4d10) slashing damage on a failed save, or half as much damage on a successful one.

Unusual Nature. The autognome doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The autognome makes two Shock attacks.

Shock. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 60 ft., one target. **Hit:** 7 (2d6) lightning damage.



BRAXAT

A braxat is a towering, warm-blooded carnivore with a thick, articulated shell covering its back, a squarish head topped with horny protrusions, and thick arms ending in large hands with opposable thumbs. The creature walks upright on two legs and speaks in a voice similar to that of a human.

Braxats hunt alone or in pairs, prowling deserts, dry canyons, desolate wastelands, and lonely asteroids in search of prey. Braxats also spew acid, though they tend to do so only as a last resort, since the acid dissolves and ruins the flesh they crave.

A braxat projects an invisible psychic barrier around itself that enhances its natural armor, and it can amplify this magical energy to create shields of rippling force that deflect incoming attacks and absorb *magic missile* spells.

BRAXAT

Huge Giant, Typically Neutral Evil

Armor Class 18 (natural armor, Intellect Fortress)

Hit Points 162 (13d12 + 78)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	22 (+6)	14 (+2)	13 (+1)	7 (-2)

Damage Immunities acid, psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Intellect Fortress. The braxat's AC includes its Intelligence modifier.

ACTIONS

Multiattack. The braxat makes two Greatclub attacks.

Greatclub. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. **Hit:** 21 (3d8 + 8) bludgeoning damage.

Acid Breath (Recharge 6). The braxat exhales a 15-foot cone of acid. Each creature in the cone must make a DC 18 Constitution saving throw, taking 26 (4d12) acid damage on a failed save, or half as much damage on a successful one.

Spellcasting (Psionics). The braxat casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 14):

1/day each: *compulsion*, *fear*

REACTIONS

Psionic Shield (3/Day). When the braxat would be hit by an attack roll or a *magic missile* spell that originates from a source the braxat can see, the braxat can create an invisible barrier of magical force around itself that lasts until the start of its next turn. This barrier gives the braxat a +5 bonus to AC, including against the triggering attack, and prevents *magic missile* spells from damaging it.



B'ROHG

B'rohgs are broad-shouldered, four-armed Giants, 15 feet tall, with burnt-orange skin. They have flat noses, pointed ears, and long hair that grows down the backs and sides of their otherwise bald heads. They wear simple garb and like to hurl heavy rocks. A b'rohg can wield a weapon with each of its four arms, but it prefers to pound enemies with its fists and rip smaller creatures apart with its bare hands.

B'rohgs communicate with one another using grunts and basic hand signals; they have no spoken or written language. They prefer to be left alone and for that reason don't normally pose a threat to smaller creatures. Because of their size and strength, they are popular attractions in gladiatorial arenas, where they are coerced into fighting for food.

B'rohgs are accustomed to eking out a meager existence in their natural habitat, and they rarely bond with other kinds of creatures. A b'rohg that benefits from a stranger's act of kindness is at first puzzled by the effort, then wary. If this kindness is sufficient to earn the creature's trust, the b'rohg will try to repay the stranger, perhaps by carrying their gear or helping them navigate perilous terrain. A solitary b'rohg that is befriended by a group of adventurers might follow them around for a while, but it will soon tire of their company and once again seek out others of its own kind.

B'ROHG

Huge Giant, Any Alignment

Armor Class 14 (natural armor)

Hit Points 92 (8d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	21 (+5)	5 (-3)	10 (+0)	7 (-2)

Skills Athletics +8, Survival +6

Senses passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Proficiency Bonus +3

ACTIONS

Multiattack. The b'rohg makes four Fist attacks or two Rock attacks.

Fist. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.
Hit: 12 (2d6 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +5 to hit, range 60/240 ft., one target.
Hit: 23 (4d8 + 5) bludgeoning damage.

Hideous Rend. The b'rohg uses all four of its hands to target one Large or smaller creature it can see within 10 feet of itself. The target must succeed on a DC 16 Dexterity saving throw or be grappled (escape DC 16). Until this grapple ends, the b'rohg can't make Fist attacks or Rock attacks, and the target takes 49 (8d10 + 5) bludgeoning damage at the start of each of its turns. A creature reduced to 0 hit points by this damage is ripped into four pieces.

CHWINGA

Chwingas are tiny elemental spirits that adapt easily to any habitable environment. These gentle creatures protect nature, considering themselves as its humble custodians. Chwingas live inside plants, rocks, and springs far from civilization.

Chwingas resemble 6-inch-tall, animated dolls with mask-like faces, spindly limbs, and wild hair. They don't have names and can't speak.

Chwingas normally avoid other creatures, but they find the trappings of civilization fascinating. They puzzle over creatures that wear armor, carry weapons, use tools, and cook food. When a chwinga encounters one or more such creatures, its curiosity compels it to shadow them for a short time and observe them. If it takes a liking to a particular creature, a chwinga uses its cantrips to aid that creature, or bestows upon it a magical gift before departing. The features that attract a chwinga to a particular creature vary. A chwinga might like the way a certain creature walks or the way it combs its hair, or be smitten by its ability to play music or to eat copious amounts of food.

CHWINGA ASTRONAUTS

Chwingas that live in Wildspace usually dwell on habitable moons and asteroids, though they occasionally stow away on spelljamming ships or ride around on space guppies (described later in this book). Using its Magical Gift ability, a chwinga astronaut can bestow one of the following charms in place of those described in the *Dungeon Master's Guide*.

CHWINGA ASTRONAUT

Tiny Elemental, Typically Neutral

Armor Class 15

Hit Points 7 (3d4)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	14 (+2)	16 (+3)	16 (+3)

Skills Acrobatics +7, Perception +7, Stealth +7

Senses blindsight 60 ft., passive Perception 17

Languages —

Challenge 0 (0 XP)

Proficiency Bonus +2

Evasion. When the chwinga is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails, provided it isn't incapacitated.

Unusual Nature. The chwinga doesn't require air, food, or drink. When it dies, it turns into a tiny pile of moondust, a



A CHWINGA ASTRONAUT RIDES A SPACE GUPPY.



CHARM OF AIR BUBBLES

This charm allows you to cast the *air bubble* spell (see the *Astral Adventurer's Guide*) as an action. Once used three times, this charm goes away.

CHARM OF INSTANT TOOLS

This charm allows you to magically conjure a set of artisan's tools, navigator's tools, or thieves' tools. The conjured tools appear either in your hand or somewhere else in your space (your choice). Once used, this charm goes away, but the tools remain.

cloud of glittering spores, a statuette resembling its former self, a chunk of ice, or a sponge shaped like a dodecahedron (DM's choice).

ACTIONS

Magical Gift (1/Day). The chwinga targets a Humanoid it can see within 5 feet of itself. The target gains a supernatural charm of the DM's choice. See the *Dungeon Master's Guide* for more information on supernatural charms.

Natural Shelter. The chwinga takes shelter inside a rock, a bush, a tree, or a natural source of fresh water in its space. The chwinga can't be targeted by any attack, spell, or other effect while it is magically protected in this way, and the shelter doesn't impair the chwinga's blindsight. The chwinga can use its action to emerge from a shelter. If its shelter is destroyed, the chwinga is forced out and appears in the shelter's space, but is otherwise unharmed.

Spellcasting. The chwinga casts one of the following spells, requiring no material or verbal components and using Charisma as the spellcasting ability:

At will: *druidcraft*, *guidance*, *pass without trace*, *resistance*



COSMIC HORROR

Gargantuan Aberration, Typically Neutral Evil

Armor Class 15 (natural armor)

Hit Points 280 (16d20 + 112)

Speed 50 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	24 (+7)	15 (+2)	24 (+7)

Saving Throws Int +13, Wis +8, Cha +13

Damage Immunities acid, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 240 ft., passive Perception 12

Languages Deep Speech, telepathy 240 ft.

Challenge 18 (20,000 XP)

Proficiency Bonus +6

Legendary Resistance (3/Day). If the horror fails a saving throw, it can choose to succeed instead.

Unusual Nature. The horror doesn't require air.

ACTIONS

Multiattack. The horror makes one Bite attack and two Tentacle attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target.
Hit: 22 (4d6 + 8) piercing damage.

COSMIC HORROR

Cosmic horrors are colossal, malevolent entities that occasionally slip the bonds of the Far Realm and find themselves adrift on the Astral Plane. Drawn to the light of distant stars, these creatures invade Wildspace systems and lay waste to worlds. After feeding on the minds and bodies of a world's inhabitants until it is sated, a cosmic horror usually returns to the void, where it falls into a deep sleep, drifting aimlessly until hunger or some other stimulus awakens it.

Cosmic horrors are among the most powerful creatures spawned by the Far Realm. No two of them have the same appearance, but they have certain qualities in common. Each one is roughly 100 feet long or tall, and its physical form is a seemingly impossible conglomeration of eyes, mouths, wings, tentacles, and less recognizable organs and appendages.

Tentacle. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 18 (3d6 + 8) force damage, and if the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the horror can't use this tentacle against other targets. The horror has 1d8 + 1 tentacles, each of which can grapple one target.

Psychic Whispers (Recharge 5–6). The horror emits dreadful whispers in a 60-foot-radius sphere centered on itself. Each creature in the sphere that isn't an Aberration must make a DC 21 Wisdom saving throw, taking 33 (6d10) psychic damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Crushing Tentacle. The horror crushes one creature it is grappling. The grappled creature must make a DC 22 Constitution saving throw, taking 18 (3d6 + 8) force damage on a failed save, or half as much damage on a successful one.

Poison Jet (Costs 2 Actions). Foul gas squirts from the horror in a 30-foot line that is 5 feet wide. Each creature in the line must succeed on a DC 21 Constitution saving throw or take 14 (4d6) poison damage.

Teleport (Costs 2 Actions). The horror teleports, along with any creatures it is grappling, to an unoccupied space it can see within 120 feet of itself.



DOHWAR

Dohwars are short, pudgy, flightless avians that look and move like penguins. They are inveterate merchants, always looking for an opportunity to turn a profit. Dohwars conduct their dealings in secrecy, preferring to do business in dark alleys and out-of-the-way places even when the items being bought or sold aren't illegal or dangerous. They tend to dress in a garish mishmash of clothing, but many of them also shroud themselves in hooded cloaks. A group of dohwars is called a cartel.

The average dohwar stands 3 feet tall and has bright plumage. Instead of wings, it has arms and tiny hands.

Dohwars prefer to communicate through a form of telepathy they call merging, in which two dohwars stay in mental contact while both are telepathically linked with a third creature.

Dohwars have their own pantheon of deities, made up entirely of gods of commerce and wealth. These deities include Waukeen, Abbathor, and Zilchus. By focusing on the worship of such deities, the dohwars hope to become the best merchants in the multiverse without alienating or offending any god in particular.

DOHWAR

Small Fey, Any Alignment

Armor Class 11
Hit Points 10 (3d6)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	12 (+1)	11 (+0)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +3, Wis +4
Skills Deception +3, Insight +4, Persuasion +3
Senses passive Perception 12
Languages Common, Dohwar, telepathy 30 ft. (see also *Merging* below)
Challenge 0 (10 XP) **Proficiency Bonus +2**

Merging. Two dohwars can have a telepathic conversation with each other and a third willing creature of their choice, provided all three are within 30 feet of one another.

ACTIONS

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

Spellcasting (Psionics). The dohwar casts the following spell, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 11):

3/day: *detect thoughts*



ESTHETIC

An esthetic is a biological, symbiotic creation of a reigar (see “Reigar” later in this book). It is essentially an organic ship with only the barest hint of awareness. Without its reigar to guide it, an esthetic becomes a nearly mindless entity with an instinct for self-preservation.

Reigar use their esthetics as spelljamming warships. When a hostile reigar in its esthetic encounters another spacefaring vessel, it uses a magical vibration to disable the ship’s *spelljamming helm*. The reigar then commands the esthetic to grapple members of the ship’s crew and dissolve their flesh with its acid-secreting tentacles.

Each esthetic is unique in appearance. One might be bilaterally symmetrical (two matching halves, like a humanoid body along its vertical axis), radially symmetrical (like a starfish), or have no definable shape. From a distance, an esthetic is easily mistaken for a giant, space-dwelling jellyfish or cephalopod. Its outer shell is made of bioluminescent resin.

An esthetic contains enough interior space to comfortably accommodate its reigar host and up to six Medium passengers. Access is gained through a hatch that the reigar (and no one else) can open or close with a touch.

An esthetic can survive indefinitely on the Astral Plane, provided its creator is alive. If the esthetic’s creator dies, the esthetic sicken over a period of 1d12 days and then expires.

ESTHETIC

Gargantuan Aberration, Unaligned

Armor Class 14 (natural armor)

Hit Points 217 (14d20 + 70)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	20 (+5)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, prone

Senses blindsight 300 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Bioluminescence. While it has at least 1 hit point, the esthetic sheds bright light in a 30-foot radius and dim light for an additional 30 feet, and its interior compartments are dimly lit.

Spelljamming. The esthetic has the properties of a *spelljamming helm* (see the *Astral Adventurer’s Guide*), but only its reigar creator can attune to it.

Unusual Nature. The esthetic doesn’t require air, food, or drink.

ACTIONS

Multiaction. The esthetic makes two Tentacle attacks.

Tentacle. *Melee Weapon Attack:* +11 to hit, reach 30 ft., one target. *Hit:* 17 (3d6 + 7) force damage, and if the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the creature takes 18 (4d8) acid damage at the start of each of its turns, and the esthetic can’t use this tentacle against other targets. The esthetic has 1d4 × 2 tentacles, each of which can grapple one target.

BONUS ACTIONS

Jammerscream (Recharge 6). The esthetic targets one spelljamming ship within 300 feet of itself, magically suppressing the properties of the ship’s *spelljamming helm* for 2d10 days. If the ship has more than one helm aboard it, randomly determine which helm is affected. A creature attuned to that helm can choose to make a DC 17 Charisma saving throw. On a failed save, the creature takes 42 (12d6) psychic damage, and the helm is suppressed for 2d10 hours instead of 2d10 days. On a successful save, the creature takes half as much damage, and the helm is suppressed for 2d10 minutes instead of 2d10 days.



EYE MONGER

When its large eye and mouth are closed, an eye monger looks like nothing more than a 12-foot-diameter asteroid. When it senses vibrations in the space around it, the eye monger opens its eye and reveals its true, menacing nature.

An eye monger has no use for treasure, but its belly might hold a fair amount of incidental

valuables that it can't digest, including coins, metal weapons, gemstones, and magic items that belonged to the creatures it swallowed.

Although an eye monger doesn't project an antimagic cone from its eye as a beholder does, magic is suppressed inside its gullet, which prevents a swallowed creature from using magic to escape.

EYE MONGER

Large Aberration, Typically Lawful Evil

Armor Class 17 (natural armor)

Hit Points 149 (13d10 + 78)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	6 (-2)	23 (+6)	7 (-2)	13 (+1)	7 (-2)

Senses darkvision 120 ft., tremorsense 120 ft. while the eye monger's eye is closed, passive Perception 11

Languages Deep Speech

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Antimagic Gullet. Magical effects, including those produced by spells and magic items but excluding those created by artifacts or deities, are suppressed inside the eye monger's gullet. Any spell slot or charge expended by a creature in the gullet to cast a spell or activate a property of a magic item is wasted. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration. No spell or magical effect that originates outside the eye monger's gullet, except one created by an artifact or a deity, can affect a creature or an object inside the gullet.

False Appearance. If the eye monger is motionless and has its eye and mouth closed at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the eye monger move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the eye monger is animate.

Unusual Nature. The eye monger doesn't require air.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 12 (2d6 + 5) piercing damage, and if the target is a Medium or smaller creature, it must succeed on a DC 18 Dexterity saving throw or be swallowed by the eye monger and deposited in the eye monger's gullet (see Antimagic Gullet). The eye monger can swallow one creature at a time. A swallowed creature is blinded and restrained, has total cover against attacks and other effects originating outside the eye monger, and takes 35 (10d6) acid damage at the start of each of its turns.

If the eye monger takes 25 damage or more on a single turn from a creature inside its gullet, the eye monger regurgitates the swallowed creature, which falls prone in a space within 10 feet of the eye monger. If the eye monger dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.



FEYR

A feyr (pronounced “fear”) is a tentacled horror that feeds quietly on strong emotions. To minimize the chance of harm to itself, it prefers to devour the nightmares of other creatures while they sleep.

Feyrs shun bright light but aren’t harmed by it. Consequently, they are as much at home in the void

of Wildspace as they are in dark alleys and dungeons. A feyr that comes across a spelljamming ship tries to enter the ship’s air envelope and stow away, remaining secluded and invisible until it finds a sleeping victim it can attack. It retreats rather than allows itself to perish in a confrontation.

FEYR

Large Aberration, Typically Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 88 (16d10)

Speed 0 ft., fly 50 ft. (hover)

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

Saving Throws Int +5, Wis +5

Skills Perception +5, Stealth +9

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Unusual Nature. The feyr doesn’t require air.

ACTIONS

Multiattack. The feyr makes one Frightful Bite attack and one Tentacle attack.

Frightful Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) piercing damage, and each creature within 10 feet of the feyr that can see it must succeed on a DC 13 Wisdom saving throw or be frightened of the feyr until the end of the feyr’s next turn.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 17 (4d6 + 3) psychic damage, and the target is grappled (escape DC 13). Until this grapple ends, the feyr can’t use this tentacle against other targets. The feyr has two tentacles, each of which can grapple one creature.

Invisibility. The feyr becomes invisible until it attacks, uses Nightmare Fuel, or uses a bonus action to become visible.

Nightmare Fuel (1/Day). The feyr targets one unconscious creature it can see within 10 feet of itself. The target must succeed on a DC 13 Wisdom saving throw or take 27 (5d10) psychic damage, and the feyr gains temporary hit points equal to the damage dealt.



GAJ

Gaj are hideous hunters that prey on other intelligent life forms. They crawl on six insectile legs and attack with their mandibles. They ambush prey by burying themselves under sand or silt and lying in wait, lurking in dark caves, or perching on natural stone ledges, where they blend in with their surroundings. Gaj have no language, but they have the magical ability to understand the speech of other creatures.

A gaj's head is a spongy globe about 2 feet in diameter, with three feathery antennae protruding from the top. Spaced around the head are six compound eyes, and six finger-like appendages hang over its mouth. A gaj can try to read the thoughts of another intelligent creature by wrapping its antennae around the creature's head. Regardless of whether the attempt succeeds, this mental probe is painful and takes a toll on the victim's well-being.

GAJ

Large Aberration, Typically Neutral Evil

Armor Class 16 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	12 (+1)	15 (+2)	7 (-2)

Skills Perception +6, Stealth +4

Senses darkvision 60 ft., passive Perception 16

Languages understands all languages but can't speak

Challenge 4 (1,100 XP)

Proficiency Bonus +2

ACTIONS

Multiattack. The gaj makes one Mandibles attack and uses Mind-Probing Antennae or Paralyze (if available).

Mandibles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage, and the target is grappled (escape DC 11). Until the grapple ends, the target takes 10 (2d6 + 3) slashing damage at the start of each of the gaj's turns. While it is grappling a creature, the gaj can't use its mandibles to attack other creatures.

Mind-Probing Antennae. The gaj targets one creature grappled by it. The target must make a DC 12 Wisdom saving throw. On a failed save, the target takes 16 (3d10) psychic damage, and the gaj magically pulls one piece of information from the target's mind that the gaj wants to know. On a successful save, the target takes half as much damage, and the gaj learns nothing.

Paralyze (Recharge 6). The gaj magically targets one creature it can see within 60 feet of itself. The target must succeed on a DC 12 Wisdom saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



GIFF SHIPMATE

Medium Humanoid, Any Alignment

Armor Class 12

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

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

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP)

Proficiency Bonus +2

Firearms Knowledge. The giff's mastery of its weapons enables it to ignore the loading property of any firearm.

Steady as She Goes. On the deck of a ship, the giff has advantage on ability checks and saving throws made against effects that would knock it prone or shove it overboard.

ACTIONS

Multiattack. The giff makes two Longsword or Musket attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Musket. *Ranged Weapon Attack:* +4 to hit, range 40/120 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

Force Grenade. The giff throws a grenade up to 60 feet, and the grenade explodes in a 20-foot-radius sphere. Each creature in that area must make a DC 15 Dexterity saving throw, taking 17 (5d6) force damage on a failed save, or half as much damage on a successful one. After the giff throws the grenade, roll a d6; on a roll of 4 or lower, the giff has no more grenades to throw.

GIFF

It's easy to spot giff in a room: these burly folk are 7-foot-tall, hippopotamus-headed people. In Wildspace and its associated ports, giff are most often encountered as spacefaring mercenaries. These troops are renowned for their martial training and love of explosives and are typically armed with gleaming firearms.

Every aspect of these spacefaring giff's society is organized along military lines. From birth until death, each has a military rank. Promotions don't depend on time in service but are granted by superiors as rewards for valor.

Muskets and grenades are the specialties of many giff regiments. The bigger the boom, the brighter the flash, and the thicker the smoke it produces, the greater the glory for the one wielding the weapon.

GIFF SHIPMATE

Giff shipmates, who make up the bulk of the crew on most giff vessels, are disciplined sailors.

GIFF SHOCK TROOPER

A giff shock trooper is trained to mount assaults on enemy strongholds. Each one is adept at softening up the enemy from a distance with firearms before charging into melee to mop up the foes that remain standing.

GIFF WARLORD

A high-ranking giff who takes up the life of an independent mercenary might amass enough power and influence to become a warlord.

A giff warlord usually commands a small fleet of spelljamming ships and operates out of a heavily defended stronghold. Anyone who shares the warlord's ideology—whatever it might be—is eligible to join the ranks of the warlord's army, which is mainly made up of mages who helm the ships of the fleet and provide magical firepower, sellswords of various species, and guns for hire in the form of giff shock troopers.



GIFF SHOCK TROOPER

Medium Humanoid, Any Alignment

Armor Class 18 (plate)

Hit Points 93 (11d8 + 44)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Str +8, Con +7, Wis +4

Skills Athletics +8, Intimidation +7, Perception +4

Senses passive Perception 14

Languages Common

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Firearms Knowledge. The giff's mastery of its weapons enables it to ignore the loading property of any firearm.

Headfirst Charge. If the giff moves at least 20 feet in a straight line and ends within 5 feet of a Large or smaller creature, that creature must succeed on a DC 16 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone.

Siege Monster. The giff deals double damage to objects and structures.

ACTIONS

Multiaction. The giff makes two Greatsword or Musket attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Musket. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 15 (2d12 + 2) piercing damage.

Thunder Bomb. The giff lights a grapefruit-sized bomb and throws it at a point up to 60 feet away, where it explodes. Each creature within a 10-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw, taking 18 (4d8) thunder damage on a failed save, or half as much damage on a successful one. After the giff throws the bomb, roll a d6; on a roll of 4 or lower, the giff has no more bombs to throw.



GIFF WARLORD

Medium Humanoid, Any Alignment

Armor Class 17 (half plate)

Hit Points 178 (21d8 + 84)

Speed 30 ft., swim 30 ft.

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

Saving Throws Str +10, Dex +6, Con +8, Wis +6

Skills Athletics +10, Insight +6, Intimidation +12

Senses passive Perception 12

Languages Common

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Firearms Knowledge. The giff's mastery of its weapons enables it to ignore the loading property of any firearm.

Legendary Resistance (2/Day). If the giff fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiaction. The giff makes two Morningstar attacks.

Morningstar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Double-Barreled Musket. *Ranged Weapon Attack:* +6 to hit, range 40/120 ft., one target. *Hit:* 28 (4d12 + 2) piercing damage.

LEGENDARY ACTIONS

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

Move. The giff moves up to its speed without provoking opportunity attacks.

Rallying Cry. The giff ends the frightened condition on itself and each creature of its choice that it can see within 30 feet of it.

Weapon of Choice (2 Actions). The giff makes two Morningstar attacks or one Double-Barreled Musket attack.

LEFT TO RIGHT: GITHYANKI STAR SEER, GITHYANKI XENOMANCER,
AND GITHYANKI BUCCANEER



GITHYANKI

Githyanki descend from an ancient people who were also the progenitors of githzerai. These tall, gaunt folk have potent psionic powers and dwell, for the most part, on the Astral Plane. Among the best-known githyanki are the followers of the Lich-Queen Vlaakith. They terrorize the Astral Plane, raiding into Wildspace to plunder the multiverse of its magic and riches.

The *Monster Manual* and *Monsters of the Multiverse* contain a variety of githyanki for your use. This section provides additional options.

GITHYANKI BUCCANEER

Githyanki buccaneers ply the Astral Plane for riches, which they haul back to their hidden fortresses in the Deep Astral. Many of them are warriors who lost the will to serve the Lich-Queen Vlaakith; they prefer to live by their own code or revel in their unbridled freedom.

GITHYANKI STAR SEER

Githyanki star seers believe that the stars are the eyes of the multiverse. They use their magic to contact ancient stellar entities such as Acamar,

Caiphon, and Hadar, hoping to learn their secrets, then record these secrets in journals. They scour Wildspace in search of new entities as well, hoping to be the first to contact them.

Some of the secrets learned are so cryptic that they require years of research to decipher, but time is of little concern to a star seer, who resides mainly on the Astral Plane.

GITHYANKI XENOMANCER

A githyanki xenomancer travels to the farthest reaches of Wildspace and the Astral Sea, even visiting worlds of the Material Plane from time to time, to study and catalog creatures it has never encountered before. Friendly contact with sapient creatures can bring the xenomancer's diplomatic skills to the forefront, while hostile contact becomes a test of the xenomancer's survival skills.

Sometimes a xenomancer's research requires that a specimen be captured and imprisoned (to study its behavior) or killed and dissected (to study or harvest its insides). Many xenomancers prefer to do this work in their laboratories on the Astral Plane.

GITHYANKI BUCCANEER

Medium Humanoid (Gith), Any Alignment

Armor Class 16 (breastplate)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Saving Throws Con +4, Int +5, Wis +3

Skills Athletics +5, Deception +3, Perception +3, Survival +3

Senses passive Perception 13

Languages Common, Gith

Challenge 3 (700 XP)

Proficiency Bonus +2

ACTIONS

Multiattack. The githyanki makes two Greatsword or Telekinetic Bolt attacks.

Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage plus 3 (1d6) psychic damage.

Telekinetic Bolt. Ranged Spell Attack: +5 to hit, range 60 ft., one target. Hit: 13 (3d6 + 3) force damage.

Spellcasting (Psionics). The githyanki casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 13):

At will: *light*, *mage hand* (the hand is invisible)

1/day each: *plane shift*, *telekinesis*

BONUS ACTIONS

Astral Step (Recharge 4–6). The githyanki teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

GITHYANKI XENOMANCER

Medium Humanoid (Gith, Druid), Any Alignment

Armor Class 14

Hit Points 157 (21d8 + 63)

Speed 30 ft.

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

Saving Throws Dex +8, Con +7, Wis +8

Skills Animal Handling +8, Nature +6, Perception +8, Survival +8

Senses passive Perception 18

Languages Gith plus any four languages

Challenge 9 (5,000 XP)

Proficiency Bonus +4

ACTIONS

Multiattack. The githyanki makes three Staff attacks, three Telekinetic Bolt attacks, or a combination thereof.

Staff. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) blud-

GITHYANKI STAR SEER

Medium Humanoid (Gith, Warlock), Any Alignment

Armor Class 13 (mage armor)

Hit Points 110 (17d8 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	14 (+2)	19 (+4)	16 (+3)	14 (+2)

Saving Throws Con +5, Int +7, Wis +6

Skills Arcana +10, History +10

Damage Resistances radiant

Senses passive Perception 13

Languages Common, Gith

Challenge 7 (2,900 XP)

Proficiency Bonus +3

ACTIONS

Multiattack. The githyanki makes three Astral Bolt attacks.

Astral Bolt. Melee or Ranged Spell Attack: +7 to hit, reach 5 ft. or range 60 ft., one target. Hit: 20 (3d10 + 4) radiant damage.

Spellcasting (Psionics). The githyanki casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: *light*, *mage hand* (the hand is invisible)

2/day each: *detect magic*, *invisibility* (self only), *mage armor* (self only), *tongues*

1/day each: *contact other plane* (as an action), *plane shift*, *telekinesis*

BONUS ACTIONS

Astral Step (Recharge 4–6). The githyanki teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

geoning damage when used with two hands, plus 14 (4d6) psychic damage.

Telekinetic Bolt. Ranged Spell Attack: +8 to hit, range 60 ft., one target. Hit: 20 (3d10 + 4) force damage.

Spellcasting (Psionics). The githyanki casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 16):

At will: *druidcraft*, *light*, *mage hand* (the hand is invisible)

2/day each: *invisibility* (self only), *pass without trace* (self only)

1/day each: *dominate monster*, *forcecage*, *plane shift*, *telekinesis*

BONUS ACTIONS

Astral Step (Recharge 4–6). The githyanki teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

REACTIONS

Parry. The githyanki adds 4 to its AC against one melee attack that would hit it. To do so, the githyanki must see the attacker and be wielding a melee weapon.



HADOZEE

Hadozees are slender, highly adaptive Humanoids with simian features and their own language. Their feet are fully as dexterous as their hands, even to the extent of having toes that serve as opposable thumbs. Membranes of skin hang loosely from their arms and legs. When stretched taut between outstretched limbs, these membranes enable a hadozee to glide.

On Yazir, their home world, hadozees lived high up in the trees to avoid large predators that walk on land. Today, Wildspace is where most of them feel at home. Hadozees are often hired as mercenary crews by other spacefaring folk. Their natural climbing ability comes in handy, as does their ability to glide. A hadozee accustomed to space travel knows how to use a ship's gravity plane to its advantage in combat, by diving off one side of the ship, gliding under the keel, and appearing on the opposite side of the ship from where it leapt off.

HADOZEE EXPLORER

Hadozee explorers scour Wildspace systems for riches and adventure. They often serve as navigators aboard spelljamming ships. To them, the Astral Plane is a mostly uncharted expanse worthy of further exploration.

HADOZEE SHIPMATE

Hadozee shipmates make up much of the crew aboard some spelljamming ships.

HADOZEE WARRIOR

Hadozee warriors make their living as mercenaries, sometimes in the company of pirates. Squads of warriors often adopt colorful names, such as the Soaring Hadozees, the Jammin' Wingbats, and the Night Howlers.

HADOZEE EXPLORER

Medium Humanoid, Any Alignment

Armor Class 15 (studded leather)

Hit Points 49 (9d8 + 9)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	13 (+1)	17 (+3)	14 (+2)

Saving Throws Con +3, Wis +5

Skills Athletics +2, Perception +5, Stealth +5, Survival +5

Senses passive Perception 15

Languages Common, Hadozee

Challenge 2 (450 XP)

Proficiency Bonus +2

Glide. If it isn't incapacitated or wearing heavy armor, the hadozee can extend its skin membranes to move up to 5 feet horizontally for every 1 foot it descends in the air.

ACTIONS

Multiaction. The hadozee makes two Shortsword attacks.

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

Musket. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 16 (2d12 + 3) piercing damage.

BONUS ACTIONS

Nimble Escape. The hadozee takes the Disengage or Hide action.

REACTIONS

Safe Descent. When it would take damage from a fall, the hadozee extends its skin membranes to reduce the fall's damage to 0, provided it isn't wearing heavy armor.



HADOZEE SHIPMATE

Medium Humanoid, Any Alignment

Armor Class 12

Hit Points 9 (2d8)

Speed 30 ft., climb 30 ft.

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

Saving Throws Dex +4, Con +2

Skills Perception +4, Survival +6

Senses passive Perception 14

Languages Common, Hadozee

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Glide. If it isn't incapacitated or wearing heavy armor, the hadozee can extend its skin membranes to move up to 5 feet horizontally for every 1 foot it descends in the air.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

REACTIONS

Safe Descent. When it would take damage from a fall, the hadozee extends its skin membranes to reduce the fall's damage to 0, provided it isn't wearing heavy armor.



HADOZEE WARRIOR

Medium Humanoid, Any Alignment

Armor Class 16 (breastplate)

Hit Points 16 (3d8 + 3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +5, Con +3

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

Senses passive Perception 13

Languages Common, Hadozee

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Glide. If it isn't incapacitated or wearing heavy armor, the hadozee can extend its skin membranes to move up to 5 feet horizontally for every 1 foot it descends in the air.

ACTIONS

Multiaction. The hadozee makes two Shortsword attacks.

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

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

REACTIONS

Safe Descent. When it would take damage from a fall, the hadozee extends its skin membranes to reduce the fall's damage to 0, provided it isn't wearing heavy armor.

Uncanny Dodge. The hadozee halves the damage that it takes from an attack that hits it, provided it can see the attacker.



JAMMER LEECH

Tiny Plant, Unaligned

Armor Class 12 (natural armor)

Hit Points 27 (5d4 + 15)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	1 (-5)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

Condition Immunities charmed, frightened, prone

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Spelljammer Overload. If the leech is reduced to 0 hit points while attached to a ship that has a *spelljamming helm*, the creature attuned to that helm must make a DC 13 Constitution saving throw. On a failed save, the creature takes 10 (4d4) psychic damage and is incapacitated for 1 minute. On a successful save, the creature takes half as much damage and is incapacitated until the end of its next turn.

Unusual Nature. The leech doesn't require air or sleep.

JAMMER LEECH

A jammer leech is a barnacle-like creature that begins life as a space-dwelling spore that attaches to the hull of a spelljamming ship, with the leech inside in larval form. A spore that remains attached to a ship for a few days punctures the hull and begins to develop a hard shell that roughly matches the color of the hull. The shell is affixed to the ship by a glue-like substance secreted by the leech. The shell grows until it's about 1 foot in diameter. The leech inside is reddish-purple in color, with a body resembling that of a snail. It has a single watery eye at one end and a spiked tentacle protruding from just below the eye, which it uses to defend itself.

A mated pair of leeches produces 1d6 spores every month. Some of these spores might join their parents on the hull of the ship, while others float off, waiting to attach themselves to another unwary vessel.

A jammer leech damages the hull of the ship to which it is attached and absorbs magic from the ship's *spelljamming helm*. It can discharge this magic from time to time as a defensive measure. If the crew of a ship becomes aware of leeches that have become attached, it's customary for them to try to scrape the leeches off the hull rather than attack them with weapons. Killing a leech while it is attached to the ship is dangerous, because the trauma of its death can be felt by the ship's spelljammer, who is weakened and incapacitated by the shock.

ACTIONS

Spiked Tentacle. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

BONUS ACTIONS

Attach to Hull. The leech attaches itself to a ship's hull in its space, dealing 2 (1d4) piercing damage to the ship (ignoring the ship's damage threshold). This damage can't be repaired until the leech is scraped off the hull. While the leech is attached, its speed is 0, and it can detach itself as a bonus action. As an action, a creature within reach of the leech can try to scrape it off the hull, doing so with a successful DC 18 Strength check. On a failed check, the action is wasted as the leech remains attached to the hull. Removing the leech in this way deals no damage to the leech or the ship.

REACTIONS

Magical Discharge (1/Day). When it takes damage, the leech can discharge a bolt of magical energy from its eye that targets one creature it can see within 30 feet of itself. The target must succeed on a DC 13 Dexterity saving throw or take 10 (3d6) force damage and be stunned until the end of its next turn.



KINDORI

Kindori are among the largest creatures found in Wildspace. They resemble aquatic whales in general shape and are mammals as well. An adult specimen can be up to 80 feet long.

A kindori lacks a noticeable mouth. The leading edge of its body is dotted with small eyes that can emit bright beams of light, which the creature uses to blind predators before making its escape. Kindori communicate with one another over long distances by sending flashes of light from their eyes and draw their nourishment from the light of suns and stars.

A kindori is large enough to have its own gravity plane and air envelope, enabling smaller creatures to live and travel on its body. Mosses, molds, and other parasitic organisms grow on its surface, which in turn attract predators to clean them off. A kindori might have scavengers feeding on these parasites, which it doesn't mind. An extremely old or sick kindori can be identified by the overgrowth of vines and vegetation on it.

The bones and cartilage of a dead kindori do not deteriorate after parasites devour the creature's flesh. A kindori skeleton can be transformed into a spelljamming ship by placing a *spelljamming helm* inside it.

Kindori are peaceful creatures but have many natural enemies, including lunar dragons, solar dragons, and various peoples that inhabit Wildspace.

KINDORI

Gargantuan Celestial, Unaligned

Armor Class 11 (natural armor)

Hit Points 202 (15d20 + 45)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	7 (-2)	17 (+3)	6 (-2)	14 (+2)	7 (-2)

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Unusual Nature. The kindori doesn't require food, drink, or air.

ACTIONS

Tail. Melee Weapon Attack: +10 to hit, reach 5 ft., one target.

Hit: 23 (3d10 + 7) bludgeoning damage.

BONUS ACTIONS

Blinding Eyes (Recharge 6). The kindori emits bright light in a 120-foot cone. Each creature in the cone must succeed on a DC 14 Wisdom saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LUNAR DRAGONS

Lunar dragons (also known as moon dragons or phase dragons) are capricious, xenophobic creatures that make their lairs inside desolate moons by burrowing through the rock.

Before laying eggs, a female lunar dragon stocks her lair with food; she won't leave the lair again until the eggs hatch and the offspring are old enough to fend for themselves. Lunar dragon eggs have stony shells that are pale white to light gray in color. Lunar dragons are alabaster white when they hatch and gradually turn darker as they age. Ancient moon dragons are the color of slate.

Lunar dragons enjoy depriving other creatures of treasure more than acquiring the treasure themselves. Often found among the treasures in a lunar dragon's hoard are one or more *spelljamming helms* (see the *Astral Adventurer's Guide*) taken from vessels that dared to invade the dragon's territory.

ANCIENT LUNAR DRAGON

Gargantuan Dragon, Typically Neutral Evil

Armor Class 18 (natural armor)

Hit Points 297 (17d20 + 119)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	24 (+7)	12 (+1)	15 (+2)	17 (+3)

Saving Throws Con +13, Wis +8

Skills Perception +14, Stealth +13

Damage Immunities cold

Senses darkvision 240 ft., passive Perception 24

Languages Draconic

Challenge 19 (22,000 XP)

Proficiency Bonus +6

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and leaves a 20-foot-diameter tunnel in its wake.

Unusual Nature. The dragon doesn't require air.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target.
Hit: 15 (2d6 + 8) piercing damage plus 7 (2d6) cold damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target.
Hit: 15 (2d6 + 8) slashing damage.

A lunar dragon can become incorporeal, but not to the extent that it can pass through other creatures or solid objects. In this semi-incorporeal state, roughly half of the dragon's body has a dark, indistinctly spectral form.

A LUNAR DRAGON'S LAIR

The cave complex where a lunar dragon makes its lair contains ample space for food, as well as one or more hidden chambers where the dragon keeps its treasure. Depending on the composition and features of the moon, the lair might contain natural springs and heat vents, wild gardens, crystal formations, magical phenomena, or an ecosystem of lesser life forms that have adapted to living with the dragon.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target.
Hit: 15 (2d6 + 8) bludgeoning damage.

Cold Breath (Recharge 5–6). The dragon exhales a blast of frost in a 90-foot cone. Each creature in the cone must make a DC 21 Constitution saving throw. On a failed save, the creature takes 36 (8d8) cold damage, and its speed is reduced to 0 until the end of its next turn. On a successful save, the creature takes half as much damage, and its speed isn't reduced.

BONUS ACTIONS

Phase (3/Day). The dragon becomes partially incorporeal for as long as it maintains concentration on the effect (as if concentrating on a spell). While partially incorporeal, the dragon has resistance to bludgeoning, piercing, and slashing damage.

LEGENDARY ACTIONS

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

Tail Attack. The dragon makes one Tail attack.

Treacherous Ice. Magical ice covers the ground in a 20-foot radius centered on a point the dragon can see within 120 feet of itself. The ice, which is difficult terrain for all creatures except lunar dragons, lasts for 10 minutes or until the dragon uses this legendary action again.

Wing Attack (Costs 2 Actions). The dragon beats its wings.

Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 12 (1d8 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its speed without provoking opportunity attacks.





REGIONAL EFFECTS

The region containing an ancient or adult lunar dragon's lair is warped by the dragon's magic, which produces one or more of the following effects:

Black Frost. A thin layer of black frost covers the ground, which kills all ordinary plants growing within 6 miles of the lair if the dragon is ancient, or within 3 miles if the dragon is an adult.

Haunting Moan. A haunting sound gets louder or fainter (dragon's choice) the closer one gets to the lair. The moan is audible 6 miles from the lair if the dragon is ancient, or 3 miles if the dragon is an adult.

Moon Devils. Swirling funnels of dust and frost known as moon devils crisscross the area within 1 mile of the lair, intercepting other creatures they encounter. A moon devil is a free-willed **air elemental** that deals cold damage instead of bludgeoning damage.

If the dragon dies, the moaning stops, the moon devils dissipate, and the black frost disappears over the course of 1d10 days, allowing plant life in the area to recover.

ADULT LUNAR DRAGON

Huge Dragon, Typically Neutral Evil

Armor Class 17 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	20 (+5)	10 (+0)	13 (+1)	15 (+2)

Saving Throws Con +10, Wis +6

Skills Perception +11, Stealth +11

Damage Immunities cold

Senses darkvision 240 ft., passive Perception 21

Languages Draconic

Challenge 13 (10,000 XP)

Proficiency Bonus +5

Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and leaves a 15-foot-diameter tunnel in its wake.

Unusual Nature. The dragon doesn't require air.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 13 (2d6 + 6) piercing damage plus 3 (1d6) cold damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. Hit: 13 (2d6 + 6) bludgeoning damage.

Cold Breath (Recharge 5–6). The dragon exhales a blast of frost in a 60-foot cone. Each creature in the cone must make a DC 18 Constitution saving throw. On a failed save, the creature takes 36 (8d8) cold damage, and its speed is reduced to 0 until the end of its next turn. On a successful save, the creature takes half as much damage, and its speed isn't reduced.

BONUS ACTIONS

Phase (3/Day). The dragon becomes partially incorporeal for as long as it maintains concentration on the effect (as if concentrating on a spell). While partially incorporeal, the dragon has resistance to bludgeoning, piercing, and slashing damage.

LEGENDARY ACTIONS

The dragon can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Tail Attack. The dragon makes one Tail attack.

Treacherous Ice. Magical ice covers the ground in a 20-foot radius centered on a point the dragon can see within 120 feet of itself. The ice, which is difficult terrain for all creatures except lunar dragons, lasts for 10 minutes or until the dragon uses this legendary action again.



YOUNG LUNAR DRAGON

Large Dragon, Typically Neutral Evil

Armor Class 16 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	8 (-1)	10 (+0)	13 (+1)

Saving Throws Con +7, Wis +3

Skills Perception +6, Stealth +7

Damage Immunities cold

Senses darkvision 240 ft., passive Perception 16

Languages Draconic

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

Unusual Nature. The dragon doesn't require air.

ACTIONS

Multiaction. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 7 (1d6 + 4) piercing damage plus 3 (1d6) cold damage.

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

Cold Breath (Recharge 5–6). The dragon exhales a blast of frost in a 30-foot cone. Each creature in the cone must make a DC 15 Constitution saving throw. On a failed save, the creature takes 27 (6d8) cold damage, and its speed is halved until the end of its next turn. On a successful save, the creature takes half as much damage, and its speed isn't reduced.

BONUS ACTIONS

Phase (2/Day). The dragon becomes partially incorporeal for as long as it maintains concentration on the effect (as if concentrating on a spell). While partially incorporeal, the dragon has resistance to bludgeoning, piercing, and slashing damage.

LUNAR DRAGON WYRMLING

Medium Dragon, Typically Neutral Evil

Armor Class 15 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 40 ft., burrow 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	6 (-2)	10 (+0)	9 (-1)

Saving Throws Con +5, Wis +2

Skills Perception +4, Stealth +5

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Proficiency Bonus +2

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and leaves a 5-foot-diameter tunnel in its wake.

Unusual Nature. The dragon doesn't require air.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6 + 2) piercing damage plus 3 (1d6) cold damage.

Cold Breath (Recharge 5–6). The dragon exhales a blast of frost in a 15-foot cone. Each creature in the cone must make a DC 13 Constitution saving throw. On a failed save, the creature takes 13 (3d8) cold damage, and its speed is halved until the end of its next turn. On a successful save, the creature takes half as much damage, and its speed isn't reduced.

BONUS ACTIONS

Phase (2/Day). The dragon becomes partially incorporeal for as long as it maintains concentration on the effect (as if concentrating on a spell). While partially incorporeal, the dragon has resistance to bludgeoning, piercing, and slashing damage.



MEGAPEDE

Megapedes are enormous centipedes that can be as much as 150 feet long, though most specimens top out at between 100 and 120 feet. Their dozens of legs are each 5 feet long and tipped with flexible claws, and they have fur-covered carapaces. A megapede that lives in a sandy environment often buries itself in the sand and waits for prey to wander nearby, but megapedes also nest in cavernous underground chambers.

A megapede's bite is poisonous. In addition, the creature has magical abilities that make it a

superior predator. It can exude an invisible aura of life-draining energy, or it can fix its gaze on one creature and implant a psychic bomb in that creature's mind.

After a megapede lays eggs, it attaches the eggs to its body using sticky saliva and carries them on its back until the eggs hatch. Newly hatched megapedes grow to full size within weeks by consuming as much as they can, possibly including one another if food is scarce.

MEGAPEDE

Gargantuan Monstrosity, Unaligned

Armor Class 15 (natural armor)

Hit Points 175 (13d20 + 39)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	17 (+3)	1 (-5)	10 (+0)	3 (-4)

Saving Throws Con +7, Wis +4

Skills Perception +8, Stealth +4

Senses darkvision 120 ft., passive Perception 18

Languages —

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Bite. Melee Weapon Attack: +10 to hit, reach 20 ft., one target. **Hit:** 22 (3d10 + 6) piercing damage plus 22 (5d8) poison damage.

Life Drain. The megapede magically drains life energy from other creatures nearby. Each creature within 15 feet of the megapede must make a DC 15 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

Psychic Bomb. The megapede targets one creature it can see within 60 feet of itself. The target must make a DC 15 Wisdom saving throw. On a failed save, the target takes 22 (5d8) psychic damage and is incapacitated until the end of its next turn. On a successful save, the target takes half as much damage and isn't incapacitated.

ACTIONS

Multiattack. The megapede makes one Bite attack and uses either Life Drain or Psychic Bomb.



MERCANE

Mercanes are merchants who trade primarily in magic items and advanced technology, including artifacts and *spelljamming helms*. These 12-foot-tall, lanky, blue giants dress in elegant robes and have elongated heads and long, spindly fingers. They use spelljamming ships to cross the Astral Sea and travel from world to world within Wildspace systems, where they conduct most of their business. It's rare to see more than one mercane at a time, though it's common for a mercane to be accompanied by underlings or bodyguards.

Mercanes will conduct business with anyone, fairly and reliably, provided the other party has neither harmed nor swindled another mercane in the past. Mercanes have a special form of telepathy that enables them to communicate with one another across the multiverse. A mercane often uses this ability to warn another mercanes about individuals who are dangerous or unreliable. Once a mercane has been offended by someone, getting back into their good graces is next to impossible.

MERCANE

Large Giant, Typically Lawful Neutral

Armor Class 13 (mage armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft.

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

Saving Throws Int +7, Wis +6, Cha +5

Skills Insight +9, Perception +6, Persuasion +5

Senses passive Perception 16

Languages Common, Giant, telepathy 60 ft. (see also Mercane Telepathy)

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Mercane Telepathy. The mercane can communicate telepathically with any other mercane it knows, regardless of the distance between them.

ACTIONS

Multiattack. The mercane makes three Psi-imbued Blade attacks.

Psi-imbued Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, and if the target is a creature, it must succeed on a DC 15 Wisdom saving throw or be frightened of the mercane until the end of the target's next turn.

Spellcasting (Psionics). The mercane casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: *detect magic, light*

1/day each: *dimension door, invisibility, mage armor* (self only)



MURDER COMET

Evil spellcasters create murder comets by combining the essence of earth elementals with that of fire elementals. A murder comet looks like a screaming stone head wreathed in flame. It trails fire behind it as it flies through Wildspace, either singly or in a posse with other murder comets, looking for ships, crews, and other unsuspecting targets to destroy.

A murder comet's creator can bind their spirit to the comet. In this form, the comet's creator becomes

ageless and immortal, free to race across Wildspace without need for air, sleep, or sustenance. The murder comet's face takes on the appearance of its creator's, and its statistics change as follows:

- Replace the comet's Intelligence, Wisdom, and Charisma scores with those of its creator.
- Replace the comet's alignment and languages with those of its creator.

MURDER COMET

Medium Elemental, Typically Neutral Evil

Armor Class 19 (natural armor)

Hit Points 66 (7d8 + 35)

Speed 0 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	20 (+5)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities fire, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 240 ft., passive Perception 10

Languages Ignan, Terran

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Explode. When the comet drops to 0 hit points, it explodes in a 20-foot-radius sphere centered on itself. Each creature in the sphere must make a DC 16 Dexterity saving throw, taking 28

(8d6) fire damage on a failed save, or half as much damage on a successful one.

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

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

Siege Monster. The comet deals double damage to objects and structures.

Unusual Nature. The comet doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The comet makes one Slam attack and one Spit Fire attack.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 7 (2d6) fire damage.

Spit Fire. *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. *Hit:* 13 (2d10 + 2) fire damage.

NEH-THALGGU

Known throughout the multiverse as brain collectors, neh-thalggu consume the brains of Humanoids and use them as receptacles to enhance their magical abilities.

Neh-thalggu are born in the nightmarish Far Realm, but they spread across the Astral Plane and find their way onto the various worlds of the Material Plane, where brains are much more abundant. A neh-thalggu has a bulbous body and six legs resembling those of a crustacean. Four bulging eyes and a tooth-filled maw dominate its hideous visage. Behind and above these features, one or more lumps protrude from its body, each one containing a brain the neh-thalggu has consumed.

After a neh-thalggu kills a victim, it uses its pincers to cut open the victim's head and remove the brain. It then swallows the brain whole. The collected brain is stored inside one of several pockets in the neh-thalggu's head. Once it has collected twelve brains in this fashion, it is overcome by an urge to return to the Far Realm and begins devoting all its energy to finding a way home.

In an encounter with a neh-thalggu, roll a d12 to determine how many brains it has already collected.



NEH-THALGGU

Large Aberration, Typically Chaotic Neutral

Armor Class 14 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	18 (+4)	12 (+1)	11 (+0)	7 (-2)

Senses darkvision 120 ft., passive Perception 10

Languages Deep Speech; see also Brain Dump

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Brain Dump. Whenever the neh-thalggu consumes a brain, it gains the magical ability to speak and understand languages known by the brain's previous owner.

Unusual Nature. The neh-thalggu doesn't require air.

ACTIONS

Multiattack. The neh-thalggu makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 11 (2d8 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) slashing damage.

Extract Brain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one incapacitated Humanoid. *Hit:* 35 (10d6) piercing damage. If this damage reduces the target to 0 hit points, the neh-thalggu kills the target by extracting and consuming its brain.

Mind Blast (Recharge 5–6). The neh-thalggu magically emits psychic energy at one Humanoid it can see within 10 feet of itself. The target must make a DC 14 Wisdom saving throw. On a failed save, the target takes 9 (2d8) psychic damage and is incapacitated until the end of its next turn. On a successful save, the target takes half as much damage and isn't incapacitated.

Spellcasting (Psionics). The neh-thalggu casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 11). It must have consumed the requisite number of brains to cast the spell, as indicated:

1/day each: *arms of Hadar* (1 brain), *detect magic* (2 brains), *magic missile* (3 brains), *Tenser's floating disk* (4 brains), *darkness* (5 brains), *hold person* (6 brains), *invisibility* (7 brains), *spider climb* (8 brains), *fear* (9 brains), *hypnotic pattern* (10 brains), *major image* (11 brains), *stinking cloud* (12 brains)

NEOGI

A neogi looks like an outsize spider with an eel's neck and head. It can poison the body and the mind of its targets and can subjugate even beings that are physically superior.

Neogi usually dwell in far-flung locations on the Material Plane, as well as on the Astral Plane and the Ethereal Plane. They left their home world long ago to conquer and devour creatures in other realms. During this era, they dominated umber hulks and used them to build sleek, spidery ships capable of traversing the multiverse.

NEOGI HATCHLING SWARM

A neogi lives about a century. When an individual is rendered weak by advanced age, the other neogi in the group overpower it and inject it with a special poison. The toxin transforms the old neogi into a bloated mass of flesh. Younger neogi lay their eggs atop it, and when the hatchlings emerge, they devour the old neogi and one another until only a few of the strongest newborns are left. Sometimes the newborns, united by a singular evil purpose, coalesce into a skittering swarm instead.

NEOGI PIRATE

Neogi pirates are adult neogi that serve as crew members aboard nightspiders (see the *Astral Adventurer's Guide*) and other neogi-controlled vessels.

Neogi society makes no distinction between individuals, aside from the ability that a given creature has to control others, and they don't comprehend the emotional aspects of existence that humans and similar beings experience. To a neogi, hatred is as foreign a sensation as love, and showing loyalty in the absence of authority is foolishness.

Neogi pirates (and adult neogi in general) mark themselves and those they capture through the use of dyes, transformational magic, and other markings intended to signify rank, achievements, and the identity of the individual's leader. By these signs, neogi can identify each other's place in the hierarchy—and they must defer to those of higher station or risk harsh punishment.

NEOGI VOID HUNTER

A neogi void hunter is bigger than a typical adult neogi and often fills the role of captain aboard a nightspider (see the *Astral Adventurer's Guide*). The void hunter pledges fealty to one or more stellar entities in exchange for a taste of their immense power. These entities—known by such names as Acamar, Caiphon, Gibbeth, and Hadar—resemble stars and embody the essence of evil.



NEOGI HATCHLING SWARM

Medium Swarm of Tiny Aberrations, Typically Lawful Evil

Armor Class 11

Hit Points 52 (8d8 + 16)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	6 (-2)	10 (+0)	9 (-1)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

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

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

ACTIONS

Swarm of Bites. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 22 (6d6 + 1) poison damage, or 11 (3d6 + 1) poison damage if the swarm has half of its hit points or fewer, and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

NEOGI VOID HUNTER

Medium Aberration (Warlock), Typically Lawful Evil

Armor Class 14 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft., climb 30 ft.

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

Saving Throws Wis +3, Cha +6

Skills Arcana +5, Deception +6, Intimidation +6, Perception +3, Persuasion +6

Senses darkvision 120 ft., passive Perception 13

Languages Common, Deep Speech, Undercommon, telepathy 30 ft.

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Devil's Sight. Magical darkness doesn't impede the neogi's darkvision.

Mental Fortitude. The neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

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

ACTIONS

Multiattack. The neogi makes one Bite attack and two Claw attacks, or it makes two Eldritch Bolt attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 7 (1d8 + 3) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 7 (1d8 + 3) piercing damage.

Eldritch Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one creature. *Hit:* 20 (3d10 + 4) force damage.

Spellcasting. The neogi casts one of the following spells, using Charisma as the spellcasting ability:

1/day each: *dimension door, invisibility*

BONUS ACTIONS

Enslave (Recharges after a Short or Long Rest). The neogi targets one creature it can see within 30 feet of itself. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the neogi for 1 day, or until the neogi dies or is more than 1 mile from the target. The charmed target obeys the neogi's commands and can't take reactions, and the neogi and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

NEOGI PIRATE

Small Aberration, Typically Lawful Evil

Armor Class 16 (breastplate)

Hit Points 33 (6d6 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Deep Speech, Undercommon

Challenge 3 (700 XP) Proficiency Bonus +2

Mental Fortitude. The neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

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

ACTIONS

Multiattack. The neogi makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

PLASMOIDS

Plasmoids are intelligent oozes that can alter their shape at will. Their amorphous bodies have a soft, malleable texture, and plasmoids can extrude up to five pseudopods, each one up to 5 feet long. They use their pseudopods for locomotion as well as for manipulating objects.

Every plasmoid has a mass of nerves for a brain. Plasmoids don't have internal organs as humans know them, but they have pores through which they absorb oxygen. Up to four times in its life, a plasmoid can reproduce by joining with another member of its species. After this merging, the two plasmoids separate, and one of them (determined randomly) divides in half. When a plasmoid splits in two, one of the resulting creatures is the original, and the other is a physical duplicate that lacks the experience and knowledge of its parent.

A plasmoid talks by forcing air through tubular cavities in its body, giving its voice a whistling quality.

PLASMOID BOSS

On occasion, due to some biological anomaly, a plasmoid balloons in size upon reaching adulthood (around the age of twenty years). Plasmoids who use their increased size and strength to boss around smaller, weaker creatures can easily end up in positions of power, surrounded by loyal underlings, sycophants, and would-be usurpers. A plasmoid boss might be the master of a guild, the leader of a criminal enterprise, the lord of a plasmoid community, or the captain of a spelljamming ship. Regardless of the roles they secure for themselves, plasmoid bosses need no small amount of charm and wit, in addition to their strength and size, to stay in power for long.

PLASMOID EXPLORER

Wanderlust compels some plasmoids to explore the Astral Plane and visit different worlds of the Material Plane. Such an explorer usually travels light, keeping its possessions in a backpack or similar container.

PLASMOID WARRIOR

These battle-hardened plasmoids can toughen their outer surfaces, giving themselves protection comparable to light armor.



PLASMOID BOSS

Large Ooze, Any Alignment

Armor Class 11

Hit Points 82 (11d10 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	14 (+2)	13 (+1)	15 (+2)

Saving Throws Con +4, Wis +3

Skills Deception +4, Intimidation +4, Persuasion +4

Damage Resistances acid, poison

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 4 (1,000 XP)

Proficiency Bonus +2

Amorphous. The plasmoid can squeeze through a space as narrow as 1 inch wide, provided it is wearing and carrying nothing. It has advantage on ability checks it makes to initiate or escape a grapple.

Hold Breath. The plasmoid can hold its breath for 1 hour.

ACTIONS

Multiattack. The plasmoid makes three Pseudopod attacks.

Pseudopod. Melee Weapon Attack: +6 to hit (with advantage if the plasmoid has one or more allies within 10 feet of itself), reach 10 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Uncanny Dodge. The plasmoid halves the damage that it takes from an attack that hits it. The plasmoid must be able to see the attacker.



PLASMOID EXPLORER

Medium Ooze, Any Alignment

Armor Class 11

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Perception +4, Survival +4

Damage Resistances acid, poison

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Amorphous. The plasmoid can squeeze through a space as narrow as 1 inch wide, provided it is wearing and carrying nothing. It has advantage on ability checks it makes to initiate or escape a grapple.

Hold Breath. The plasmoid can hold its breath for 1 hour.

ACTIONS

Multiaction. The plasmoid makes two Pseudopod attacks. It can replace one of those attacks with a Javelin attack.

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

PLASMOID WARRIOR

Medium Ooze, Any Alignment

Armor Class 16 (natural armor, shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

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

Skills Athletics +5, Stealth +4

Damage Resistances acid, poison

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 3 (700 XP)

Proficiency Bonus +2

Amorphous. The plasmoid can squeeze through a space as narrow as 1 inch wide, provided it is wearing and carrying nothing. It has advantage on ability checks it makes to initiate or escape a grapple.

Hold Breath. The plasmoid can hold its breath for 1 hour.

ACTIONS

Multiaction. The plasmoid makes three Pseudopod attacks. It can replace one of those attacks with a Spear or Pistol attack.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage when used with two hands to make a melee attack.

Pistol. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

PSURLONS

Psurlons are malevolent, wormlike creatures that live on the Astral Plane. A fully grown specimen is 7 feet long. They have legs that end in hooves and arms that end in hands with three long fingers. A psurlon's eyeless head resembles that of an earthworm, capped by a maw ringed with teeth. Psurlons adorn themselves in richly colored robes and rarely wear armor or carry weapons.

Psurlons live for thousands of years because they spend most of their time in the Deep Astral. Every hundred years or so, psurlons leave their astral strongholds, invade Wildspace systems, and indulge in a seven-year-long ceremony called the Feast of Worlds, during which they consume as many sentient life-forms as they can before returning to the Astral Plane. Psurlons prefer the flesh of humans and halflings but don't mind feasting on other folk. They use their spellcasting abilities to infiltrate the settlements of their intended victims.

On the Material Plane, psurlons have been known to work with mind flayers. Together, they collect victims to feed on; the illithids devour the victims' brains while the psurlons consume the rest of the prey. Githyanki despise psurlons because of this alliance and attack psurlon strongholds in the Deep Astral wherever they are found.

When a psurlon dies, other psurlons store the corpse in a safe place. As the corpse decays, the psurlons lay one or more eggs inside it. These eggs hatch 24 hours later, each one producing a Tiny worm. For the next seven days, the worms feed on the corpse and on each other until only one remains. This worm crawls out of the putrescent remains of its dead host as an adult psurlon.

PSURLON LEADER

One out of every hundred psurlons is a mutant with two heads, one at each end of its body, and a superior intellect. Other psurlons look to the two-headed ones for leadership.

PSURLON RINGER

A psurlon can use magic to assume the form of a specific Medium Humanoid. First, the psurlon must consume the creature it wants to imitate. It then enters a psionic trance for 8 hours, at the end of which it takes on the appearance of the creature it ate. The psurlon gains that creature's memories and languages, but none of its class features or other abilities. The transformation is permanent and can be undone only by a *wish* spell. Despite appearances, the psurlon ringer is still an Aberration, and other psurlons recognize it for what it is.



PSURLON

Medium Aberration, Typically Lawful Evil

Armor Class 15 (mage armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	17 (+3)	11 (+0)	7 (-2)

Damage Resistances psychic

Condition Immunities blinded, charmed

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 10

Languages Deep Speech, telepathy 120 ft.

Challenge 2 (450 XP)

Proficiency Bonus +2

Aberrant Mind. Magic can't read the psurlon's thoughts or put the psurlon to sleep.

ACTIONS

Multiattack. The psurlon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.
Hit: 6 (1d8 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) slashing damage.

Psychic Crush. The psurlon targets one creature it can see within 120 feet of itself. The target must make a DC 13 Wisdom saving throw, taking 14 (2d10 + 3) psychic damage on a failed save, or half as much damage on a successful one.

Spellcasting (Psionics). The psurlon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 13):

2/day each: *disguise self, mage armor* (self only)
1/day: *suggestion*

PSURLON LEADER



PSURLON LEADER

Medium Aberration, Typically Lawful Evil

Armor Class 15 (mage armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	20 (+5)	11 (+0)	7 (-2)

Saving Throws Wis +3, Cha +1

Skills Perception +6

Damage Resistances psychic

Condition Immunities blinded, charmed

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 16

Languages Deep Speech, telepathy 120 ft.

Challenge 6 (2,300 XP) **Proficiency Bonus +3**

Aberrant Mind. Magic can't read the psurlon's thoughts or put the psurlon to sleep.

Two Heads. The psurlon has advantage on saving throws it makes to avoid or end the frightened, stunned, or unconscious condition on itself. While one of the psurlon's heads is asleep, its other head is awake.

ACTIONS

Multiattack. The psurlon makes two Bite attacks and two Claw attacks. It can also use Pacify (if available) or Psychic Crush.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage.

Pacify (Recharge 5–6). The psurlon targets one creature it can see within 120 feet of itself. The target must succeed on a DC 16 Wisdom saving throw or fall unconscious for 10 minutes. The condition ends if the target takes any damage or if another creature uses its action to shake the target awake.

Psychic Crush. The psurlon targets one creature it can see within 120 feet of itself. The target must make a DC 16 Wisdom saving throw, taking 21 (3d10 + 5) psychic damage on a failed save, or half as much damage on a successful one.

Spellcasting (Psionics). The psurlon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 16):

2/day each: *disguise self*, *mage armor* (self only)

1/day each: *dimension door*, *suggestion*

PSURLON RINGER

Medium Aberration, Typically Lawful Evil

Armor Class 13 (mage armor)

Hit Points 31 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	10 (+0)	17 (+3)	11 (+0)	7 (-2)

Saving Throws Wis +3, Cha +1

Skills Perception +6

Damage Resistances psychic

Condition Immunities charmed

Senses passive Perception 10

Languages Deep Speech plus the languages of the Humanoid it is imitating, telepathy 120 ft.

Challenge 1 (200 XP) **Proficiency Bonus +2**

Aberrant Mind. Magic can't read the psurlon's thoughts or put the psurlon to sleep.

ACTIONS

Multiattack. The psurlon makes two Dagger attacks.

Dagger. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 2 (1d4) piercing damage plus 4 (1d8) psychic damage.

Psychic Crush. The psurlon targets one creature it can see within 120 feet of itself. The target must make a DC 13 Wisdom saving throw, taking 12 (2d8 + 3) psychic damage on a failed save, or half as much damage on a successful one.

Spellcasting (Psionics). The psurlon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 13):

2/day: *mage armor* (self only)

1/day: *suggestion*



REIGAR

Reigar are androgynous folk who evolved into a humanoid shape from a species of cephalopods similar to octopi. They have bioluminescent freckles and the ability to change the coloration of their skin. A glory (or halo) surrounds each of them. This magical display is a cloud of twinkling, glittering motes that changes color randomly and repels attacks.

Reigar don't trust one another, which has been the case ever since they destroyed their home world in a war that ended with a cataclysmic event called the Master Stroke. The planet's destruction was the culmination of a plot to create the most beautiful display of carnage the multiverse had ever seen. Reigar exist solely to make art and wage war. They consider warfare to be the highest form of artistic endeavor, and every act of violence they commit is done with the intent of creating something beautiful.

Reigar wander Wildspace and the Astral Sea in search of artistic inspiration, traveling in symbiotic organic ships that they create (see "Esthetic" earlier in this book). Each reigar possesses a magic item called a *talarith*, which it created and to which it alone can attune. If this object is lost or destroyed, it takes 1d10 + 20 days for the reigar to craft another one.

TALARITH

Wondrous Item, Legendary (Usable Only by the Reigar Who Created It)

The reigar who creates this piece of jewelry chooses its form: bracelet, brooch, diadem, or necklace. While the reigar wears the *talarith*, any weapon



wielded by the reigar deals an extra 1d6 force damage when it hits.

As an action, a reigar can use its *talarith* to summon a golem that looks just like the reigar. The golem obeys the reigar's commands and uses the reigar's statistics, except it is a Construct that doesn't have a *talarith* of its own. The golem vanishes after 1 hour, or when it is reduced to 0 hit points. After summoning a golem, the reigar must finish a short or long rest before this property can be used again.

REIGAR

Medium Celestial, Typically Chaotic Neutral

Armor Class 19 (Glory)

Hit Points 82 (15d8 + 15)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	12 (+1)	19 (+4)	16 (+3)	24 (+7)

Saving Throws Dex +5, Con +4, Wis +6, Cha +10

Skills Arcana +7, History +7, Performance +10, Persuasion +10

Senses passive Perception 13

Languages Celestial, Common, Deep Speech, Draconic

Challenge 8 (3,900 XP)

Glory. The reigar's Armor Class includes its Charisma modifier.

Hold Breath. The reigar can hold its breath for 1 hour.

Special Equipment. The reigar wears a *talarith*.

ACTIONS

Multiattack. The reigar makes two Trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) force damage if the reigar is wearing its *talarith*.

Chromatic Bolt. *Ranged Spell Attack:* +10 to hit, range 90 ft., one target. *Hit:* 22 (5d8) damage of a type chosen by the reigar from the following list: cold, fire, lightning, or radiant.

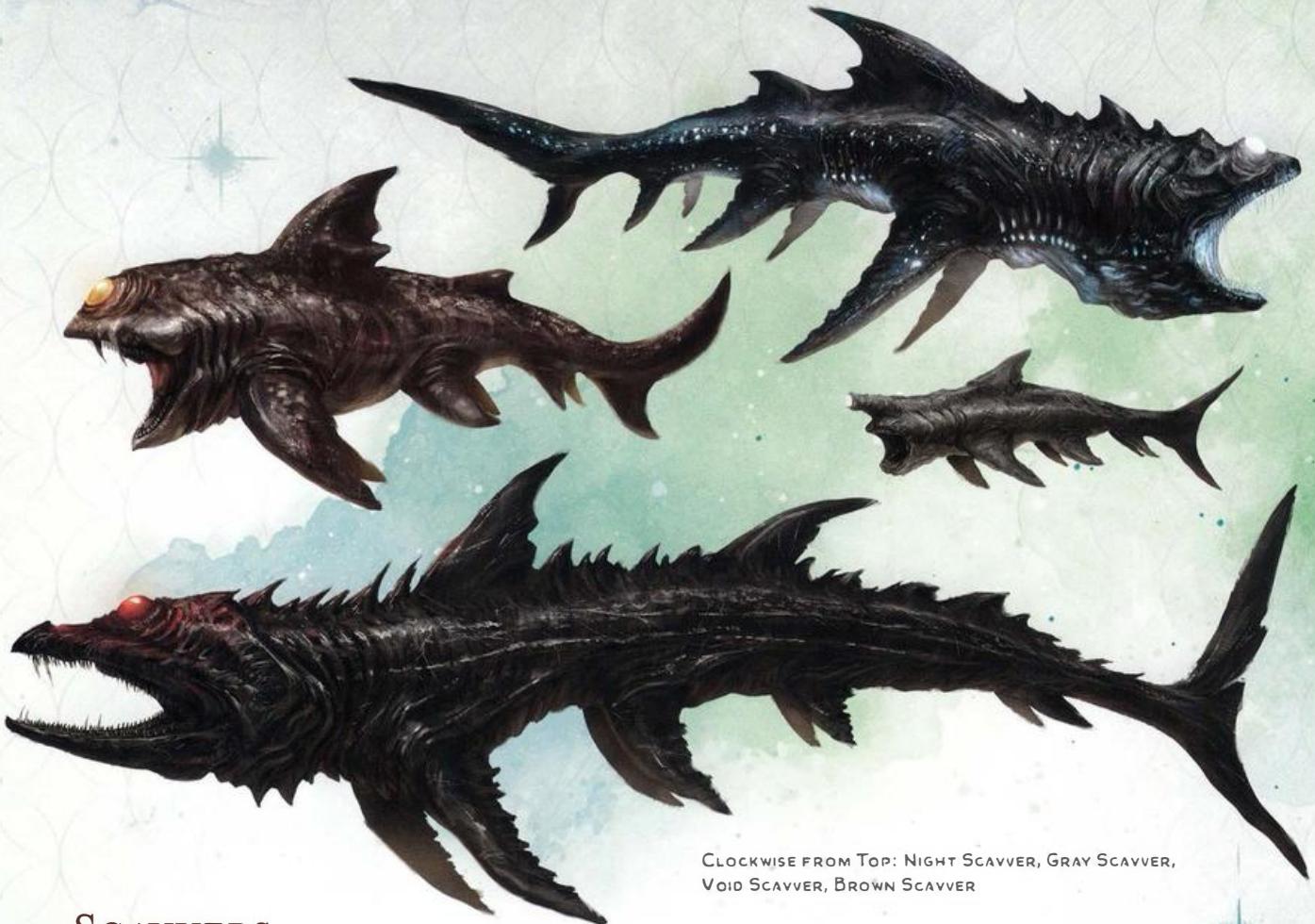
Spellcasting (Psionics). The reigar casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *light, mage hand, prestidigitation*

2/day each: *dimension door, phantasmal force*

1/day each: *mass suggestion, sending*

Summon Golem (Recharges after a Short or Long Rest). Using its *talarith*, the reigar summons a golem-like duplicate of itself. The duplicate obeys the reigar's commands and uses the reigar's statistics, except it is an unaligned Construct that doesn't have a *talarith* of its own. The duplicate takes its turn immediately after the reigar. It vanishes after 1 hour or when it is reduced to 0 hit points.



CLOCKWISE FROM TOP: NIGHT SCAVVER, GRAY SCAVVER,
VOID SCAVVER, BROWN SCAVVER

SCAVVERS

Scavvers are shark-like scavengers that fly through space, feeding on whatever they can fit in their mouths. Scavvers are not always aggressive; often they trail behind larger creatures as well as ships and asteroids, living off droppings and discarded refuse. They can enter the air envelopes of these bodies, so that as their “host” moves (often at high speed), the scavvers keep pace. The lesser varieties—brown and gray—rarely rise above the level of nuisances. The larger varieties are more formidable, in part because they often don’t wait for their meals to come to them.

A scavver has a single large eye in the leading edge of its head. This eye glows while the creature is awake. Its wide mouth is full of sharp teeth. A scavver flies in lazy circles when it sleeps but otherwise moves through space much as a shark swims through water.

BROWN SCAVVER

Brown scavvers are 10 feet long and range in color from sun-dappled brownish gold to dark umber. It takes them days to digest a meal, during which time they attack only in self-defense.

A brown scavver likes to swallow its prey whole. The creature’s stomach is filled with poisonous gas, which kills off anything that survives being swallowed.

GRAY SCAVVER

Gray scavvers are 6 feet long and travel in packs. The scent of blood sends them into a feeding frenzy, but wounding one usually weakens it enough to make it break off its attack.

NIGHT SCAVVER

Night scavvers are 15 feet long. Their coloration resembles that of Wildspace itself: white spots (representing stars) sprinkled amid dark patches and patterns of color. They fearlessly invade the air envelopes of spelljamming ships and attack crew members on deck.

Cooked night scavver meat is a popular offering in taverns across Wildspace.

VOID SCAVVER

Void scavvers are 20 feet long. Each one is a solitary menace with a pitch-black hide. While most other scavvers are content to feed on kitchen scraps, a void scavver goes after the cook.

A void scavver can emit an invisible ray from its eye that causes its target to feel fear even more intense than what it might normally experience given the creature’s size and nature.

NIGHT SCAVVER

Huge Monstrosity, Unaligned

Armor Class 14 (natural armor)

Hit Points 114 (12d12 + 36)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+3)	1 (-5)	10 (+0)	1 (-5)

Skills Perception +6, Stealth +8

Senses darkvision 120 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Unusual Nature. The scavver doesn't require air.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit (with advantage if the target is a creature that is missing any hit points), reach 10 ft., one target. *Hit:* 27 (4d10 + 5) piercing damage.

BROWN SCAVVER

Large Monstrosity, Unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	1 (-5)	10 (+0)	1 (-5)

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Unusual Nature. The scavver doesn't require air.

ACTIONS

Swallowing Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Dexterity saving throw or be swallowed by the scavver. The scavver can have one creature swallowed at a time.

A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the scavver, and takes 13 (3d8) poison damage at the start of each of the scavver's turns from the poisonous gas in the scavver's gullet.

If the scavver takes 15 damage or more on a single turn from a creature inside it, the scavver must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the scavver. If the scavver dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

GRAY SCAVVER

Medium Monstrosity, Unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	1 (-5)

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Unusual Nature. The scavver doesn't require air.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit (with advantage if the target is a creature that is missing any hit points), reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

VOID SCAVVER

Huge Monstrosity, Unaligned

Armor Class 15 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	19 (+4)	4 (-3)	13 (+1)	5 (-3)

Skills Perception +5, Stealth +11

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Unusual Nature. The scavver doesn't require air.

ACTIONS

Swallowing Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 45 (6d12 + 6) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed by the scavver. The scavver can have one creature swallowed at a time.

A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the scavver, and takes 11 (2d10) acid damage at the start of each of the scavver's turns from the digestive juices in the scavver's gullet.

If the scavver takes 25 damage or more on a single turn from a creature inside it, the scavver must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the scavver. If the scavver dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

BONUS ACTIONS

Ray of Fear (Recharge 4–6). The scavver's eye emits an invisible, magical ray that targets one creature the scavver can see within 60 feet of itself. The target must succeed on a DC 16 Wisdom saving throw or be frightened of the scavver until the start of the scavver's next turn.

SOLAR DRAGONS

A solar dragon (also known as a radiant dragon or a sun dragon) is born in the heart of a star. It divides its time outside its lair between patrolling its territory and hunting for food. The dragon has a serpentine body, a pair of ventral limbs ending in long fins, nebulous wings that give off light, and gleaming, multicolored scales. It can see clearly even in blindingly bright light.

Solar dragons are fond of treasure just as all dragons are, but in the airless void of Wildspace, they value food even more. Solar dragons typically feed on kindori, scavvers, and other forms of space-dwelling wildlife. A solar dragon might mistake a distant spelljamming ship for possible prey and come within range of the vessel's weapons before realizing its error and veering away. A wise or experienced captain won't take the dragon's approach as a sign of hostility. Solar dragons that are fired upon have been known to batter the offending ships to flinders.

Solar dragons are territorial carnivores, and they behave accordingly. A young solar dragon might lay claim to an asteroid belt, where food is relatively plentiful, while an ancient solar dragon might consider an entire Wildspace system its hunting

ground. They tend to give a wide berth to Humanoid folk, whom they find violent and tiresome. Trespassers who are detected in a solar dragon's lair can expect to be met with resistance, followed by hostility, especially if the lair contains eggs.

A solar dragon egg has an obsidian shell, shiny black and opaque. When an egg is close to hatching, the shell becomes translucent, allowing the light from the unborn wyrmling's wings to shine through.

A SOLAR DRAGON'S LAIR

A solar dragon customarily lairs in a star's radiant core or nests in a gigantic, hollowed-out rock engulfed by the star's blinding radiance. A star in which a solar dragon makes its lair has the following effects on creatures:

Blinding Radiance. A creature that is within 10 miles of the star or inside it is blinded by its intense light unless the creature has protective gear to shield its eyes, such as *goggles of night* or a similar form of eyewear.

Stellar Incineration. Any creature that enters the star or starts its turn inside it takes 132 (24d10) radiant damage.

ANCIENT SOLAR DRAGON

Gargantuan Dragon, Typically Neutral

Armor Class 18 (natural armor)

Hit Points 333 (18d20 + 144)

Speed 30 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	15 (+2)	26 (+8)	17 (+3)	18 (+4)	16 (+3)

Saving Throws Dex +9, Con +15, Wis +11, Cha +10

Skills Perception +18, Stealth +9

Damage Immunities radiant

Condition Immunities blinded

Senses darkvision 240 ft., passive Perception 28

Languages Draconic

Challenge 20 (25,000 XP)

Proficiency Bonus +7

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

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Nebulous Thoughts. Magical attempts to read the dragon's mind or glean its thoughts fail automatically.

Siege Monster. The dragon deals double damage to objects and structures.

Unusual Nature. The dragon doesn't require air.

ACTIONS

Multiaction. The dragon makes one Bite attack and one Tail attack.

Bite. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 19 (3d6 + 9) piercing damage plus 10 (3d6) radiant damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 13 (1d8 + 9) bludgeoning damage.

Photonic Breath (Recharge 5–6). The dragon exhales a flashing mote of radiant energy that travels to a point the dragon can see within 240 feet of itself, then blossoms into a 40-foot-radius sphere centered on that point. Each creature in the sphere must make a DC 23 Constitution saving throw, taking 66 (12d10) radiant damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Tail Attack. The dragon makes one Tail attack.

Blinding Brilliance (Costs 2 Actions). The dragon emits magical light in a 30-foot-radius sphere centered on itself. Each creature in this area must succeed on a DC 23 Wisdom saving throw or be blinded until the end of its next turn.





SOLAR DRAGON EGGS

ADULT SOLAR DRAGON

Huge Dragon, Typically Neutral

Armor Class 17 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 30 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	22 (+6)	15 (+2)	16 (+3)	14 (+2)

Saving Throws Dex +7, Con +11, Wis +8, Cha +7

Skills Perception +13, Stealth +7

Damage Immunities radiant

Condition Immunities blinded

Senses darkvision 180 ft., passive Perception 23

Languages Draconic

Challenge 14 (11,500 XP)

Proficiency Bonus +5

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

Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Nebulous Thoughts. Magical attempts to read the dragon's mind or glean its thoughts fail automatically.

Siege Monster. The dragon deals double damage to objects and structures.

Unusual Nature. The dragon doesn't require air.

ACTIONS

Multiaction. The dragon makes one Bite attack and one Tail attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. Hit: 14 (2d6 + 7) piercing damage plus 7 (2d6) radiant damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. Hit: 10 (1d6 + 7) bludgeoning damage.

Photonic Breath (Recharge 5–6). The dragon exhales a flashing mote of radiant energy that travels to a point the dragon can see within 180 feet of itself, then blossoms into a 30-foot-radius sphere centered on that point. Each creature in the sphere must make a DC 19 Constitution saving throw, taking 55 (10d10) radiant damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Tail Attack. The dragon makes one Tail attack.

Blinding Brilliance (Costs 2 Actions). The dragon emits magical light in a 20-foot-radius sphere centered on itself. Each creature in this area must succeed on a DC 19 Wisdom saving throw or be blinded until the end of its next turn.



SOLAR DRAGON WYRMLING

YOUNG SOLAR DRAGON

Large Dragon, Typically Neutral

Armor Class 16 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 20 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	13 (+1)	14 (+2)	12 (+1)

Saving Throws Dex +6, Con +9, Wis +6, Cha +5

Skills Perception +10, Stealth +6

Damage Immunities radiant

Condition Immunities blinded

Senses darkvision 120 ft., passive Perception 20

Languages Draconic

Challenge 8 (3,900 XP)

Proficiency Bonus +4

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

Unusual Nature. The dragon doesn't require air.

ACTIONS

Multiaction. The dragon makes one Bite attack and one Tail attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 12 (2d6 + 5) piercing damage plus 7 (2d6) radiant damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target.
Hit: 8 (1d6 + 5) bludgeoning damage.

Photonic Breath (Recharge 5–6). The dragon exhales a flashing mote of radiant energy that travels to a point the dragon can see within 120 feet of itself, then blossoms into a 20-foot-radius sphere centered on that point. Each creature in the sphere must make a DC 17 Constitution saving throw, taking 44 (8d10) radiant damage on a failed save, or half as much damage on a successful one.

SOLAR DRAGON WYRMLING

Medium Dragon, Typically Neutral

Armor Class 15 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +4, Con +6, Wis +3, Cha +2

Skills Perception +5, Stealth +4

Damage Immunities radiant

Condition Immunities blinded

Senses darkvision 120 ft., passive Perception 15

Languages Draconic

Challenge 3 (700 XP)

Proficiency Bonus +2

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

Unusual Nature. The dragon doesn't require air.

ACTIONS

Multiaction. The dragon makes one Bite attack and one Tail attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) piercing damage plus 3 (1d6) radiant damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.
Hit: 5 (1d4 + 3) bludgeoning damage.

Photonic Breath (Recharge 5–6). The dragon exhales a flashing mote of radiant energy that travels to a point the dragon can see within 120 feet of itself, then blossoms into a 10-foot-radius sphere centered on that point. Each creature in the sphere must make a DC 14 Constitution saving throw, taking 22 (4d10) radiant damage on a failed save, or half as much damage on a successful one.

SPACE CLOWN

Space clowns are the inhabitants of a Wildspace system known as Clownspace. The humans who once inhabited the system's three ring-shaped worlds placed their faith in a god of revelry. Their worship ceremonies were centered on festivals and frivolity. Over time, the people's happiness hinged on the ever-increasing consumption of an elixir called Thrill Joy. Only after they became addicted did they discover that the priests of their faith had distilled the elixir from demonic ichor and the nectar of the bozo flower. Eventually, Thrill Joy transformed the faithful into fiendish creatures and "blessed" them with clown-like appearances.

Space clowns acquired their first *spelljamming* helms from dohwar merchants (see "Dohwar" earlier in this book). Subsequent visits to other Wildspace systems led to contact with a multitude of other folk. In the wake of these encounters, love and fear of clowns has spread to all corners of the multiverse, just as the space clowns have done themselves.

Marauding space clowns feed on Humanoid flesh. They travel through space in garishly decorated



ships and sometimes take up residence on populated worlds, where they set up carnival tents to lure curious onlookers into their clutches. They are armed with colorfully painted ray guns that work only for them; these toys are harmless in the hands of anyone else.

SPACE CLOWN

Medium Fiend, Typically Chaotic Evil

Armor Class 13

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Acrobatics +5, Performance +5, Sleight of Hand +5

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Common

Challenge 2 (450 XP)

Proficiency Bonus +2

Dying Burst. When the clown drops to 0 hit points, it pops like a balloon, releasing a splash of putrid, corrosive ichor. Each creature within 5 feet of the clown when it bursts must make a DC 12 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Squeakers. The clown wears shoes that squeak when it walks. The squeaking can be heard out to a range of 30 feet. The squeaking is silenced while the clown's Phantasmal Form is in effect.

ACTIONS

Shock. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) lightning damage.

Ray Gun. *Ranged Spell Attack:* +5 to hit, range 120 ft., one creature. *Hit:* 7 (2d6) psychic damage, and if the target is a Humanoid with an Intelligence score of 3 or higher, it must make a DC 12 Wisdom saving throw. On a failed save, the target perceives everything it sees or hears as hilariously funny and is incapacitated for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The clown casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability:

At will: *friends*, *mage hand*, *prestidigitation*
1/day each: *mirror image*, *spider climb*

BONUS ACTIONS

Phantasmal Form (3/Day). The clown veils itself and everything it is wearing and carrying in an illusion that makes it look like some other creature of its size or smaller (such as a child) or an object small enough to fit in the clown's space (such as a floating balloon). Maintaining this effect requires the clown's concentration (as if concentrating on a spell), and the illusion fails to hold up to physical inspection. As an action, a creature that can see the clown's illusory form can make a DC 15 Wisdom (Insight) check, piercing the illusion and discerning the clown's true form on a success.



SPACE EEL

Space eels avoid confrontations with larger creatures unless the eels are starving. These 5-foot-long scavengers might trail a spelljamming ship and feed on barnacles they detach from the ship's hull. Wildspace hunters try to catch and kill the eels for their meat—a task easier to describe than to accomplish.

SPACE EEL

Small Beast, Unaligned

Armor Class 14

Hit Points 7 (2d6)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	11 (+0)	1 (-5)	10 (+0)	1 (-5)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Unusual Nature. The eel doesn't require air.

ACTIONS

Multiaction. If it isn't attached to a creature, the eel makes one Bite attack and one Tail Spine attack.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the eel attaches to the target. While attached, the eel can't make Bite attacks. Instead, the target takes 4 (1d6 + 1) piercing damage at the start of each of the eel's turns. The eel can detach itself as a bonus action. A creature, including the target, can use its action to detach the eel.

Tail Spine. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



SPACE GUPPY

Space guppies are 2- to 3-foot-long, fish-like creatures that glide through Wildspace and the Astral Sea. Chwinga astronauts (described earlier in this book), sprites, and other Tiny creatures occasionally use space guppies as mounts.

SPACE GUPPY

Small Beast, Unaligned

Armor Class 13

Hit Points 3 (1d6)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	1 (-5)	10 (+0)	1 (-5)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Air Envelope. If it has at least 1 hit point, the guppy can generate an air envelope around itself when in a vacuum. This air envelope can sustain the guppy and one other Tiny creature in its space indefinitely.

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

ACTIONS

Tail Slap. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.



Giant Space Hamster

Large Beast, Unaligned

Armor Class 11

Hit Points 22 (4d10)

Speed 30 ft., burrow 10 ft.

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

Senses passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

ACTIONS

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

SPACE HAMSTERS

Space hamsters resemble their terrestrial kin, both in their appearance and general demeanor, and they come in a variety of colors.

Giant Space Hamster

Giant space hamsters are cute, plant-eating rodents as big as brown bears. They tend to avoid other creatures, especially threatening ones, but they can be trained to serve as mounts and beasts of burden. Gnomes have tried to build spelljamming ships powered by giant space hamster wheels, so far without success.

SPACE HAMSTER

The first space hamsters were created by wizards who used magic to shrink giant space hamsters to wee size, leading their creators to refer to them as miniature giant space hamsters. The magic also made the space hamsters smarter and telepathic.

These benign rodents are native to Wildspace, though countless numbers of them have found their way to worlds throughout the Material Plane, where they are known simply as hamsters. They keep their telepathic ability hidden from most other creatures they come near.

SPACE HAMSTER

Tiny Monstrosity, Typically Neutral Good

Armor Class 15

Hit Points 10 (4d4)

Speed 20 ft., burrow 5 ft.

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

Skills Perception +3, Stealth +7

Senses passive Perception 13

Languages telepathy 5 ft.

Challenge 1/4 (50 XP)

Proficiency Bonus +2

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 1 piercing damage.

Go for the Eyes (Recharge 6). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 15 Dexterity saving throw or be blinded until the start of the hamster's next turn.

BONUS ACTIONS

Escape. The hamster takes the Dash or Disengage action.



SPACE MOLLYMAWK

Space mollyawks are as common in Wildspace as albatrosses are on the Material Plane. They perch on the hulls of spelljamming ships and move from one ship's air envelope to another's when they need to.

A fully grown specimen is 3 feet tall with a 10-foot wingspan, and it eats whatever it can scavenge. If it finds a reliable food source, it lingers in the area (usually around a ship) until the food becomes scarce. Superstitious Wildspace voyagers consider it bad luck to kill a space mollyawk.

SPACE MOLLYMAWK

Small Beast, Unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 10 ft., fly 50 ft.

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

Skills Perception +5

Senses passive Perception 15

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

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

Hold Breath. The mollyawk can hold its breath for 15 minutes.

ACTIONS

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

SPACE SWINE

Space swine are a species of winged boar bred by dohwars (described earlier in this book) for a variety of uses. They can serve as mounts for Small creatures, and they also make fine trackers and capable beasts of burden. Space swine that are trained for battle are typically outfitted with half-plate barding and are referred to as death squealers.

A fully grown specimen stands 3 feet high at the shoulder and is 5 to 6 feet long. Space swine eat just about anything, but they prefer truffles. A space swine also tastes delicious when roasted and served with applesauce.

SPACE SWINE

Medium Beast, Unaligned

Armor Class 11 (16 with half-plate barding)

Hit Points 22 (4d8 + 4)

Speed 40 ft., fly 40 ft.

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

Skills Perception +4, Survival +4

Senses passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) piercing damage.

SSURRAN

Ssurran are lizardfolk who have adapted to life in arid climates and in Wildspace. You can use the lizardfolk stat blocks in the *Monster Manual* to represent them, in addition to the variants described below.

SSURRAN DEFILER

Ssurran defilers can lay waste to the plant life around them and draw vital energy at the same time from other creatures that are caught in the area.

SSURRAN POISONER

Ssurran poisoners coat their weapons with toxin and hurl bombs that release poisonous gas.

SSURRAN DEFILER

Medium Monstrosity (Lizardfolk), Any Alignment

Armor Class 16 (natural armor, Intellect Fortress)

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)	15 (+2)	15 (+2)	7 (-2)

Saving Throws Con +5, Int +4

Skills Arcana +4, Perception +4, Stealth +3, Survival +4

Damage Resistances necrotic

Senses passive Perception 14

Languages Draconic

Challenge 3 (700 XP)

Proficiency Bonus +2

Hold Breath. The ssurran can hold its breath for 15 minutes.

Intellect Fortress. The ssurran's AC includes its Intelligence modifier.

ACTIONS

Multiattack. The ssurran makes two Claw attacks and uses Defile (if available).

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage plus 4 (1d8) necrotic damage.

Defile (Recharge 6). Ordinary vegetation within 10 feet of the ssurran withers and dies. In addition, each creature within 10 feet of the ssurran must make a DC 11 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one. The ssurran regains 5 (1d10) hit points for each creature that fails the saving throw.

Spellcasting (Psionics). The ssurran casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability:

At will: *mage hand* (the hand is invisible)
1/day: *invisibility* (self only)



SSURRAN POISONER

Medium Monstrosity (Lizardfolk), Any Alignment

Armor Class 16 (natural armor, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

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

Skills Perception +3, Stealth +3, Survival +3

Senses passive Perception 13

Languages Draconic

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Hold Breath. The ssurran can hold its breath for 15 minutes.

ACTIONS

Multiattack. The ssurran makes two Claw attacks.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 4 (1d8) poison damage.

Poison Bomb. The ssurran throws a tangerine-sized bomb at a point up to 60 feet away, where it explodes, releasing a 10-foot-radius sphere of poisonous gas that disperses quickly. Each creature in the sphere must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. After the ssurran throws a bomb, roll a d6; on a roll of 4 or lower, the ssurran has no more bombs to throw.



STARLIGHT APPARITION

The transparent projections of unfortunate souls who perished in Wildspace or in the Astral Sea are known as starlight apparitions. Each one has a luminous, incorporeal appearance that resembles its former self, but with eyes that glow.

A starlight apparition is different from a ghost. While a ghost is doomed to haunt the place where it died until some promise or goal it couldn't achieve in life is fulfilled, the goal of a starlight apparition is to help someone else avoid or overcome a perilous obstacle or accomplish a difficult task. A starlight apparition comes into being when the soul of a deceased individual, from its resting place in the afterlife, projects a spectral copy of itself across a vast distance with the help of a deity or another powerful celestial entity. The apparition lasts only as long as its services are needed to complete the task at hand; then it fades away, never to return.

STARLIGHT APPARITION

Medium Celestial, Typically Neutral Good

Armor Class 10

Hit Points 72 (16d8)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	11 (+0)	10 (+0)	18 (+4)	16 (+3)	16 (+3)

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, radiant

Condition Immunities blinded, charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Astral Existence. The apparition can exist only on the Astral Plane. If it is sent to a location not on the Astral Plane, the apparition is destroyed.

Illumination. While it has at least 1 hit point, the apparition sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Incorporeal Movement. The apparition can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Unusual Nature. The apparition doesn't require air, drink, food, or sleep.

ACTIONS

Radiant Eruption. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 20 (5d6 + 3) radiant damage, and if the target is a creature, it must succeed on a DC 14 Wisdom saving throw or be blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Possession (Recharge 6). One Humanoid that the apparition can see within 5 feet of itself must succeed on a DC 14 Charisma saving throw or be possessed by the apparition; the apparition then disappears, and the target is incapacitated and loses control of its body. The apparition now controls the body but doesn't deprive the target of awareness. The apparition can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the apparition ends it as a bonus action, the body leaves the Astral Plane, or the apparition is forced out by an effect like the *dispel evil and good* spell. When the possession ends, the apparition reappears in an unoccupied space within 5 feet of the body. If it reappears in a location not on the Astral Plane, the apparition is destroyed. The target is immune to this apparition's Possession for 24 hours after succeeding on the saving throw or after the possession ends.



THRI-KREEN

Thri-kreen are carnivores with insectile features and two pairs of arms. Because their bodies are encased in protective chitin, they tend to eschew armor. Although thri-kreen don't need to sleep, they do require periods of inactivity to revitalize themselves.

The Thri-kreen language doesn't employ words in the usual sense. To demonstrate emotion and reaction, thri-kreen clack their mandibles and wave their antennae, indicating to other thri-kreen what they are thinking and feeling. Other creatures find this method of communication difficult to interpret and impossible to duplicate. To interact with creatures of other sapient species, thri-kreen rely on a form of telepathy.

Thri-kreen often use weapons of their own design, particularly the gythka (a two-handed polearm with a blade at each end) and a light thrown weapon called a chatkcha (a flat, triangular wedge with three serrated blades). Gythkas typically have shafts of bone and obsidian blades, while chatkchas are usually made of sharpened bone or crystal.

A generic thri-kreen stat block appears in the *Monster Manual*. This section provides a few more options.

THRI-KREEN GLADIATOR

Thri-kreen gladiators relish opportunities to test their mettle in combat and often paint their carapaces with the blood of their enemies.

THRI-KREEN HUNTER

Thri-kreen hunters are skilled foragers and stalkers. A thri-kreen hunter encountered in Wildspace might be on the trail of a fugitive or leading a gang of pirates.

THRI-KREEN MYSTIC

Thri-kreen mystics use psionics to navigate difficult terrain in Wildspace, turn invisible, and drain life from their prey. They often serve as spelljammers aboard thri-kreen ships.

THRI-KREEN GLADIATOR

Medium Monstrosity, Any Alignment

Armor Class 17 (natural armor)

Hit Points 142 (19d8 + 57)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	10 (+0)	15 (+2)	11 (+0)

Saving Throws Str +7, Dex +7, Wis +5

Skills Acrobatics +7, Athletics +7, Perception +5

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 15

Languages Thri-kreen, telepathy 60 ft.

Challenge 7 (2,900 XP)

Proficiency Bonus +3

ACTIONS

Multiattack. The thri-kreen makes two Gythka attacks and one Chatkcha attack.

Gythka. *Melee Weapon Attack:* +7 to hit (with advantage if the thri-kreen is missing any hit points), reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Chatkcha. *Ranged Weapon Attack:* +7 to hit (with advantage if the thri-kreen is missing any hit points), range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

BONUS ACTIONS

Leap. The thri-kreen leaps up to 20 feet in any direction, provided its speed isn't 0.

REACTIONS

Parry. The thri-kreen adds 3 to its AC against one melee attack that would hit it. To do so, the thri-kreen must see the attacker and be wielding a melee weapon.



THRI-KREEN HUNTER

Medium Monstrosity, Any Alignment

Armor Class 16 (natural armor)

Hit Points 60 (11d8 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	10 (+0)	14 (+2)	9 (-1)

Skills Perception +4, Stealth +5, Survival +6

Senses darkvision 60 ft., passive Perception 14

Languages Thri-kreen, telepathy 60 ft.

Challenge 2 (450 XP)

Proficiency Bonus +2

ACTIONS

Multiaction. The thri-kreen makes two Gythka or Chatkcha attacks.

Gythka. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

Chatkcha. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

BONUS ACTIONS

Chameleon Carapace. The thri-kreen changes the color of its carapace to match the color and texture of its surroundings, gaining advantage on Dexterity (Stealth) checks it makes to hide in those surroundings.

Leap. The thri-kreen leaps up to 20 feet in any direction, provided its speed isn't 0.

REACTIONS

Parry. The thri-kreen adds 2 to its AC against one melee attack that would hit it. To do so, the thri-kreen must see the attacker and be wielding a melee weapon.

THRI-KREEN MYSTIC

Medium Monstrosity, Any Alignment

Armor Class 15 (natural armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	12 (+1)	16 (+3)	10 (+0)

Skills Perception +6, Stealth +5, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Thri-kreen, telepathy 60 ft.

Challenge 5 (1,800 XP)

Proficiency Bonus +3

ACTIONS

Multiaction. The thri-kreen makes two Gythka attacks or four Psychic Bolt attacks.

Gythka. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 1) slashing damage.

Psychic Bolt. Ranged Spell Attack: +6 to hit, range 60 ft., one creature. Hit: 6 (1d6 + 3) psychic damage.

Drain Vitality (Recharges after a Short or Long Rest). The thri-kreen targets one creature it can see within 30 feet of itself. The target must make a DC 14 Constitution saving throw, taking 32 (5d12) necrotic damage on a failed save, or half as much damage on a successful one. The thri-kreen regains hit points equal to the damage dealt.

Spellcasting (Psionics). The thri-kreen casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability:

At will: *levitate* (self only), *mage hand* (the hand is invisible)
1/day each: *freedom of movement* (self only), *invisibility* (self only)

BONUS ACTIONS

Chameleon Carapace. The thri-kreen changes the color of its carapace to match the color and texture of its surroundings, gaining advantage on Dexterity (Stealth) checks it makes to hide in those surroundings.



VAMPIRATES

Vampirates are the walking, talking husks of dead pirates who refused to go quietly into the afterlife. They ply the void in their ships, plundering unsuspecting vessels and feeding on the life energy of those unlucky enough to cross their path.

A vampirate appears as a gaunt figure with milky-white eyes and skin as dry as parchment. Some have a peg leg or a hook in place of a hand—memorials of a life of misadventure. A vampirate has fangs like a vampire's but doesn't use them to draw vital fluids from prey, which vampires consider an unsavory act. Rather, a vampirate drains life energy from another creature by touching it or by siphoning off its energy from a short distance away. As it feeds on the energy of other creatures, its appearance becomes more robust, although it never truly looks alive.

Vampirates eat, drink, and sleep because they like to, not because they must. They rest in wooden coffins or crates full of grave dirt. In the absence of such containers, they can treat their ship's hold as one big coffin and sleep amid their cargo. When they're not sleeping or marauding, a crew of vampires whiles away the hours by drinking rum and singing grim chantneys.

A ship crewed by vampires usually has one or more **shadows** aboard—the Undead remains of some of the vampires' victims.

VAMPIRATE

Medium Undead, Typically Lawful Evil

Armor Class 14 (natural armor)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	18 (+4)	10 (+0)	11 (+0)	12 (+1)

Damage Vulnerabilities radiant

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages the languages it knew in life

Challenge 2 (450 XP)

Proficiency Bonus +2

Explode. When the vampirate is reduced to 0 hit points, it explodes in a cloud of ash. Any creature within 5 feet of it must

succeed on a DC 14 Constitution saving throw or take 5 (1d10) necrotic damage.

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

Unusual Nature. The vampirate doesn't require air or drink.

ACTIONS

Energy Drain. *Melee or Ranged Spell Attack:* +4 to hit, reach 5 ft. or range 30 ft., one creature. *Hit:* 11 (2d10) necrotic damage. A Humanoid reduced to 0 hit points by this attack dies and instantly transforms into a free-willed **shadow** under the DM's control.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

VAMPIRATE CAPTAIN

How a crew of vampires conduct itself depends entirely on the mood and disposition of the captain. The crew of one ship might behave like a murderous mob, while another might abide by an ancient code of chivalry. One captain might allow the crew of a plundered ship to live, while another might leave only flotsam and jetsam in the pirates' wake.

The captain is often accompanied by an undying companion, such as a **crawling claw** or a **will-o'-wisp**.

VAMPIRATE CAPTAIN

Medium Undead, Typically Lawful Evil

Armor Class 15 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	18 (+4)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Con +7, Wis +4, Cha +6

Damage Vulnerabilities radiant

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Explode. When the captain is reduced to 0 hit points, it explodes in a cloud of ash. Any creature within 5 feet of it must succeed on a DC 15 Constitution saving throw or take 16 (3d10) necrotic damage.

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

Unusual Nature. The captain doesn't require air or drink.

ACTIONS

Energy Drain. Melee or Ranged Spell Attack: +6 to hit, reach 5 ft. or range 30 ft., one creature. **Hit:** 22 (4d10) necrotic damage. A Humanoid reduced to 0 hit points by this attack dies and instantly transforms into a free-willed **shadow** or **vampire** (captain's choice) under the DM's control.

Heavy Crossbow. Ranged Weapon Attack: +6 to hit, range 100/400 ft., one target. **Hit:** 19 (3d10 + 3) piercing damage.

Ship Invisibility (Recharges after a Short or Long Rest). A ship upon which the captain stands, along with all creatures and objects aboard it, becomes invisible to creatures not aboard the ship. The captain must concentrate on this magical effect to maintain it (as if concentrating on a spell), and it lasts for up to 1 hour. The effect ends if the captain leaves the ship.

REACTIONS

Uncanny Dodge. The captain halves the damage that it takes from an attack that hits it. The captain must be able to see the attacker.

VAMPIRATE MAGE

A ship of vampires needs a spellcaster to operate the *spelljamming helm*. A vampirate mage rarely, if ever, leaves the helm.

VAMPIRATE MAGE

Medium Undead, Typically Lawful Evil

Armor Class 14 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	18 (+4)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Wis +5, Cha +5

Damage Vulnerabilities radiant

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Explode. When the mage is reduced to 0 hit points, it explodes in a cloud of ash. Any creature within 5 feet of it must succeed on a DC 14 Constitution saving throw or take 11 (2d10) necrotic damage.

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

Unusual Nature. The mage doesn't require air or drink.

ACTIONS

Multiaattack. The mage makes two *Ray of Cold* attacks.

Energy Drain. Melee or Ranged Spell Attack: +5 to hit, reach 5 ft. or range 30 ft., one creature. **Hit:** 22 (4d10) necrotic damage. A Humanoid reduced to 0 hit points by this attack dies and instantly transforms into a free-willed **shadow** under the DM's control.

Ray of Cold. Ranged Spell Attack: +5 to hit, range 120 ft., one target. **Hit:** 11 (2d8 + 2) cold damage.

Spellcasting. The mage casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 13):

At will: *mage hand, message*

1/day: *darkness, dimension door, fly, hypnotic pattern*



ZODAR

A zodar is a bipedal entity whose body is encased in an obsidian exoskeleton. It has no facial features aside from two narrow, vertical slits that resemble eyes, and its countenance betrays no hint of pain or emotion. Underneath its armored exterior, a zodar's body is composed of tightly knit muscle fibers that make it incredibly strong and heavy. A zodar weighs 1,500 pounds.

No one knows how many zodars exist or where they came from, but the most popular hypothesis is that they are the creations of some long-forgotten god. Zodars interact with other sapient creatures in a manner that goes beyond mere aloofness. They simply hover in silence. When a zodar finally performs some significant action, the reasons for that action aren't always clear.

One interpretation of this behavior posits that each zodar has a specific mission and is relentless in its pursuit of the goal, but it reacts oddly to situations that don't involve its mission because it doesn't know what else to do. Another theory is that all zodars are working in concert to achieve some master objective. A third, less ominous idea is that zodars lost their sense of purpose when their creator vanished, and they are struggling to find their new role.

A zodar can cause speech to issue from the air around it on three occasions in its lifetime. When it feels compelled to speak, it chooses its words wisely. It can also warp the fabric of the multiverse to cast the *wish* spell as its final act—it is destroyed once the spell is cast.

ZODAR

Medium Aberration, Typically Neutral

Armor Class 20 (natural armor)

Hit Points 200 (16d8 + 128)

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

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	26 (+8)	12 (+1)	15 (+2)	18 (+4)

Saving Throws Con +13, Int +6, Wis +7, Cha +9

Damage Immunities acid, fire, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 12

Languages see Disembodied Voice below

Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Disembodied Voice. Up to three times in its life, the zodar can cause a message of up to twenty-five words to issue from the air around it. It speaks only when it has something profoundly important to say, and the message can be understood by any creature that has an Intelligence score of 2 or higher.

Legendary Resistance (3/Day). If the zodar fails a saving throw, it can choose to succeed instead.

Transport Inhibitor. The zodar can't be teleported or sent to any plane of existence against its will.

Unusual Nature. The zodar doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The zodar makes two Crushing Fist attacks. Before or after these attacks, the zodar uses Forced Teleport.

Crushing Fist. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 21 (2d10 + 10) force damage.

Forced Teleport. The zodar magically warps space around one creature it can see within 60 feet of itself. The target must make a DC 21 Constitution saving throw. On a failed save, the target takes 22 (4d10) force damage, and the zodar teleports it, along with any equipment it's wearing or carrying, up to 60 feet to an unoccupied space that the zodar can see and that can support the target. On a successful save, the target takes half as much damage and isn't teleported.

Wish. The zodar casts the *wish* spell, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17). After casting this spell, the zodar turns to dust and is destroyed.

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