



Appendix

Monstrous Compendium

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ALPHABETICAL INDEX TO SPELLJAMMER™ MONSTERS

This index includes all monsters published to date for the AD&D® SPELLJAMMER™ campaign background. The code following each monster's name designates its source:

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MC7—the first SPELLJAMMER Monstrous Compendium

MC9—this Monstrous Compendium

SJA1—Adventure 1, *Wildspace*

SJA2—Adventure 2, *Skull & Crossbows*

SJA3—Adventure 3, *Crystal Spheres*

SJR1—Accessory 1, *Lost Ships*

D#159—DRAGON® Magazine #159, July '90

P#55—POLYHEDRON™ Magazine #55 (Sept/Oct 90)

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Alchemy Plant

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Single Plant
ACTIVITY CYCLE:	Any
DIET:	Any
INTELLIGENCE:	Semi- (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	See below
MOVEMENT:	Nil
HIT DICE:	1
THACO:	Nil
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (1-3' tall)
MORALE:	Nil
XP VALUE:	25



An alchemy plant can change its essence into that of any inorganic matter that touches it. The plant can also convert one material into another, as explained below. Matter that was formerly alive, such as a wooden staff, cotton or wool clothing, or a corpse, also qualifies for transformation purposes. The plant is highly sought by alchemists.

The plant normally looks like an unremarkable bush with serrated green leaves. It grows anywhere, using its transmuting ability to thrive in exotic environments. The only distinguishing characteristic is the lack of other vegetation in a 10-foot radius around the plant.

Combat: The alchemy plant easily falls victim to a thoughtless swing of an adventurer's sword or the teeth of a hungry herbivore. However, it senses other live plants growing within 20'; when such plants take damage, the alchemy plant recognizes this and instinctively reacts to preserve itself by transforming into some nearby substance.

For this reason, the alchemy plants that survive best grow beside rocks. As a herbivore is about to chomp into the succulent brown stalks, the alchemy plant turns into a plant-shaped rock. The plant can also transform in the split-second after a weapon makes contact and before it cuts through the plant, resulting in a solid steel plant. The plant saves vs. crushing blow, using the column appropriate to the material it has duplicated. Of course, a weapon striking such a plant must also save! The transformation lasts so long as danger still threatens.

Habitat/Society: Alchemy plants grow wild, converting inorganic matter in the soil into food. They do not photosynthesize; thus, they do not require light. Alchemy plants take in carbon dioxide and exhale oxygen, providing an important service to spell-jamming vessels.

The alchemy plant can transform substances into other substances. When two objects touch the plant, one is transformed into the other's substance. Roll randomly (an even chance) to determine the object transformed. Thus, to make the plant create gold, touch the plant with a rock, then a piece of gold—and cross your fingers! An alchemy plant can convert one pound of matter per foot of plant height, to a maximum of three pounds. The transformation works only once per day.

Supposedly smart people have touched gold to an alchemy plant, watched the plant turn to gold, then pulled it out of the ground. The result is a dead green bush: The plant must stay alive to keep its own transformation intact, though this does not apply to other transformed matter.

A *charm plant* spell or a *potion of plant control* ensures precisely the transformation the caster desires. Attempts to convince the plant to effect a transformation using *speak with plants* seldom work. The plant cannot be bullied, as it has no concept of its own death or pain. Only a druid can hope to convince the plant to create a transformation; the druid must make an Intelligence check to succeed.

Alchemy plants cannot duplicate magical energy. Thus, for instance, a *candle of invocation* touched against the alchemy plant creates only a small block of wax.

Every month, the alchemy plant has a 5% chance to produce a new seed. The seed is hurled by explosive force to a new spot 10d6 yards away from the parent. (An unfortunate character who intercepts the seed in its flight takes 1 hp damage.) The seed grows from seedling to maturity in two weeks.

Ecology: Alchemy plants are at the bottom of the food chain, giving nutrition to wandering herbivores. Beyond this, only sages, mages, and alchemists have any interest in the plant, since its performance is undependable. Still, the alchemy plant can be found on board human, elvish, and illithid ships, where it freshens the air and possibly provides needed substances.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Highly (14)
TREASURE:	W
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-6
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	6 + 1
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (weapon)
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	20%
SIZE:	M (5')
MORALE:	Elite (14)
XP VALUE:	975

The allura are a race of reptilian monsters who lure spacefaring men to their doom using innate magical abilities. They use their limited shapechanging power to disguise themselves as beautiful females of their victims' race. Spells or devices that pierce illusions cannot detect an allura's true form.

The allura most often resemble beautiful human women, always wearing ornate clothing and flashing exquisite jewelry.

Combat: Allura feed on the emotions created by terror, excitement, and fear. To gather these emotions, the allura can cast the following spells at 12th level once per day: *charm person*, *sleep*, *friends*, *suggestion*, *demand*, *clairaudience*, *clairvoyance*, *delude*, and *mass suggestion*.

The allura have another innate ability, *detect life*. This ability lets the allura automatically detect the presence of life within 500'.

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

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

Once they control most of the crew, the allura create illusions that evoke strong emotion, such as battles or the dangers of wildspace. One tale tells of allura who convinced a dragonship crew to attack a neogi deathspider. Though the dragonship was destroyed, the allura fed well.

After two weeks, the captured survivors become listless and drained from the allura's emotional vampirism. Crew members in this condition have their Constitution, Strength and Intelligence scores temporarily halved. The allura magically incapacitate the now-useless crew and abandon the survivors on the nearest asteroid. The allura end up adrift on an empty ship, unable to spelljam, looking for new victims.



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

Ecology: If the allura don't feed on new emotions every four months, their appearance degenerates, revealing their true reptilian form. While in this state, they hide when a ship comes into their range and provoke their first victim into fighting a fellow crew member. Using these emotions to regenerate, they regain their beauty in 2d4 rounds.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	E (O, V)
ALIGNMENT:	Chaotic neutral (good)
NO. APPEARING:	5-50
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	1 +1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	M (5-6' tall)
MORALE:	Steady (11)
XP VALUE:	175
Sword:	975
Umbra:	975
Clan leader:	3,000



The Aperusa are wildspace gypsies. They are a swarthy, nimble, handsome folk who dress in colorful silks and lots of jewelry. For all intents and purposes, they act like groundling gypsies, though no one knows whether the Aperusa are groundling gypsies who somehow made it into space, or spacefarers who met gypsies and chose to imitate them. Like other gypsies, the Aperusa are silent about their origins, and they resent intrusions into their pasts. This fanatical concealment of their past overrides even their love for money and "stuff."

These fun-loving folk wander wildspace in brightly painted, slapdash spelljammers. The Aperusa salvage wrecks, run confidence games, engage in petty thievery, and tell fortunes. They speak their own secret tongue, as well as Thieves' Cant and Common.

Combat: Treat most Aperusa as 1st-level thieves, their thief skills modified by appropriate Dexterity bonuses.

Any Aperusa quickly points out that they are lovers, not fighters. They pursue wealth and fun, not combat and its result, pain. They gladly let others fight their battles for them; in fact, the Aperusa reward their benefactors by selling them healing balms—at bargain prices!

If combat is inevitable, the Aperusa try to delay fighting until they get the advantage. They defend themselves with short swords and main-gauches (40%), daggers and slings (30%), rapiers (20%), or longswords (10%). They wear no armor, trusting their tough skin and high Dexterities. Some (20%) wear *protection* rings and cloaks, or *bracers of defense*.

Every Aperusa can feign death once per day, usually after taking a small flesh wound, or falling and pretending to hit his head. After the foe leaves the fight, the Aperusa plot a rematch, making sure the assailants won't know what hit them.

Aperusa are slightly magic-resistant and 75% immune to all detection spells. Their minds cannot be read, and they cannot have psionic abilities. Furthermore, due to their hearty nature and constant exposure to wildspace, Aperusa have learned to use very little air. Their bodies retain enough air to let them breathe for 2d10 days.

Habitat/Society: Aperusa, not aggressive overall, give the responsibility of fighting and spying to two groups.

The first, Blades, are accomplished warriors, with saving throws and abilities of 5th-level fighters, along with the normal Aperusa thieving skills (also 5th-level). In addition, Blades can cast spells as a 5th-level bard. Thus Blades can power the helm of a spelljammer. Blades are responsible for strategy and tactics for their clans. Only males can be Blades.

The second group, the Umbra, are spies who infiltrate other races to gather information, scout, and (rarely) assassinate a powerful enemy. Umbra are 5th-level thieves and have the spell abilities of a 5th-level bard. Males and females can be Umbra. In rare cases, some races hire Umbra to carry out spy missions. The Umbra usually cannot resist pilfering a few things for themselves, and they usually get caught.

Clans: For every 10 Aperusa there are two Blades and one Umbra. (Blades and Umbras look like normal Aperusa.) Twenty or more adult Aperusa make up a familial clan, led by a matriarch or patriarch (or both) of 10th level—the eldest male and his wife. The clan includes 2d6 children who have the skills of 1st-level thieves, the first skills taught to them. Aperusan clan surnames have a distinctly wildspace flavor. The best known clans are the Wildjammers, Phlogestos, and the Astralusians.

Clan leaders, called Beloved Grandfather and Beloved Grandmother, are either Blades or Umbras, with appropriate abilities at 10th level. A leader usually has at least one protective magical item, often a symbol of authority. Clan leaders do not enter combat, though in direst emergencies they can summon a constellation (q.v.) once per year to fight for their clans. The leader permanently loses 1 hp for each summoning.

If the Grandfather dies, his widow rules the clan, but she may never remarry. If the Grandmother dies instead, the Grandfather may remarry. Aperusans are monogamous.

Culture: Aperusan culture is thoroughly sexist. Males, considered the brains and brawn of the clan, make all decisions, enjoy the most freedom, and take the best loot found. Females, besides

Aperusa

bearing children, doing domestic duties, and tending the sick and wounded, serve the clan in "glamorous" roles like fortunetellers, bait for scam victims, and dancers.

Truly motivated women can become Umbras, though such women still must obey orders from any adult male. Males view non-Aperusa women no better. They especially enjoy taking advantage of women who think the gypsy life "romantic."

The Aperusa have no single faith; rather, in an effort not to offend or slight any patron whose good graces may someday be needed, they worship whoever seems most impressive at the moment. If an Aperusa is healed by a cleric of Ptah, for instance, the whole clan will be impressed and undergo a mass conversion. Everyone sings and chants to Ptah, wears Ptah's symbols, and swears eternal loyalty to Ptah. This lasts until a cleric of another patron performs a similar feat the following week, whereupon the Aperusa undergo mass conversion and swear to follow the new patron until the end of time.

Aperusa clans excel at making loaded dice, decks of cards (normal and marked), and small melee weapons such as daggers, knives, darts, and mains-gauche.

Ecology: The Aperusa help keep wildspace tidy, because they wander space collecting salvage. They are notorious packrats, for they never know what debris may be in demand.

Inquiries about an Aperusan homeworld are usually greeted with, "What's a homeworld?" Still, some scholars and shamefully optimistic adventurers insist the homeworld exists and is cluttered with treasures that all Aperusa clans give as tribute to the sovereign "King and Queen of the Aperusa."

Proponents of the homeworld theory each point to one solid piece of evidence: star maps that show the location of the Aperusa homeworld. Of course, the maps were bought from the Aperusa. Of course, no two maps are alike. Of course.

Relations With Other Races

Because of the Aperusa's troublemaking, many other races do not get along with them. The Aperusa act blissfully unaware of this enmity, wonder what all the fuss is about, feign an innocent air, and languidly dismiss tales of Aperusa cunning and trickery. Their most quoted expression is "Who, us?"

The dohwar (q.v.) hate the Aperusa, for the gypsies are immune to the dohwar's mind-reading abilities. Even worse, the Aperusa are flooding the market with their own cheap goods and services, offering more competition to the dohwar, who are already exhausted trying to keep up with the Arcane. Thus most dohwar, in sheer frustration, lash out at the Aperusa or run them over with a space swine (q.v.).

Aperusa adore the reigar. Though the feelings are not mutual, the reigar do not dislike the Aperusa, preferring to judge them on an individual basis. The Giff tolerate the gypsies, who hire them often. Only the Arcane truly frighten the Aperusa; the Arcane are just too strange for their taste. On the other hand, the Arcane have no qualms about dealing with the Aperusa.

Tinker gnomes and the Aperusa like each other. Lots of trading goes on at their riotous parties, since the gnomes love the slapdash Vagabond ships (see below), and the gypsies enjoy gnomish inventions.

Aperusan Characters

Aperusan characteristics are generated as humans, but Dexterity, Constitution, and Charisma must be at least 15.

Adult male Aperusans usually have the Land-riding, Gaming, Appraisal, and Tumbling non-weapon proficiencies. Females usually have Cooking, Dancing, Fortunetelling, and Healing. Blades have Blind-fighting, Endurance, Running, and Weaponsmithing. Umbras have Disguise, Read Lips, Information Gathering, and Observation. Beloved Grandmothers learn Herbalism, Astrology, and Spellcraft.

Clan members are fiercely loyal, first to their nuclear family, then to their clan, and finally to their race. Though not usually literate, the Aperusa have their oral history and traditions. Like true salvage experts, they borrow and incorporate and pieces of other cultures.

Though unpredictable, the Aperusa almost never hurt anyone unless they are hurt first. But vendettas against particularly harsh enemies are not unheard of. Aperusa have long memories. Still, the Aperusa are content to wander the stars, collecting the living that they feel that the multiverse owes them. Even so, their thefts and con games are small operations. Since they know what it is to lack things at times, Aperusa do not pull scams on poor, starving folk. Unfortunately, not many sailors of wildspace are poor, so the gypsies have no qualms about robbing or swindling spelljammers.

The Aperusa Vagabond

Built by:	Aperusa	Armor Rating:	7
Used primarily by:	Aperusa	Saves as:	Thick wood
Tonnage:	30 tons	Power Type:	Minor helm
Hull Points:	30	Ship's Rating:	5
Crew:	10/40	Standard Armament:	None
Maneuver. Class:	E	Cargo:	15 tons
Landing—Land:	Yes	Keel Length:	90'
Landing—Water:	No	Beam Length:	20'

The Vagabond is an assorted collection of parts from other vessels, usually attached to a wooden hull. The ships are asymmetrical nightmares, but they work. Vagabonds are painted in bright, clashing colors, with multi-colored banners hanging from masts that seem to have no apparent function. They are unarmed. Each clan has its own ship, though some large clans require two or more ships.