

Spelljammer: Encounters in Wildspace

*Over 50 simple encounters and 6 complex encounters
designed for Spelljammer's Wildspace*



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Introduction

Wildspace of the Spelljammer setting is an endless frontier full of wonder and mystery. It is home to some of the most outlandish aberrations and strange creatures known to the realms, and many bizarre events and anomalies occur within it on a relatively regular basis. Anyone who owns a spacefaring spelljamming ship can travel millions of miles within the span of a day, yet even a single Wildspace system is so vast that an adventurer couldn't explore all of it in a lifetime. Many are content to stay within their own system, but those that venture beyond the Astral Sea may discover Wildspace systems beyond count and collective knowledge.

To a DM, the sheer scope and scale of Spelljammer can be daunting. Luckily, not every corner of the multiverse needs be detailed and prepared in advance to run a campaign in the setting – far from it. In particular, random encounters (and other random tables) are powerful tools to help fill in the blank spaces between the more detailed sections of an adventure, as well as to bring something unexpected to the table each time and make the world feel more alive. The aim of this supplement is to help you diversify your Spelljammer campaigns by providing some new encounters to fill in the void.

The supplement is divided into two sections: [simple encounters](#) and [complex encounters](#). The former consists of short descriptions within d100 tables, while the latter are typically several paragraphs long and can function as mini-adventures by themselves.

Some elements in the encounters are marked with symbols representing the book or supplement those elements appear in. Superscript ^B refers to *Boo's Astral Menagerie*, ^M to *Monstrous Compendium Vol 1: Spelljammer Creatures*, and ^P to *Dungeon Master's Guide*. The ships are described in *Astral Adventurer's Guide*. Everything else is 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.

If you don't have access to one or more of the used books or supplements, you can either reroll, skip, or modify that encounter.

Version 1.2

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Simple Encounters

Simple encounters are typically described in a short sentence or two and presented in the d100 tables below: one for [Wildspace Encounters](#) and one for [Ship Encounters](#). They are designed to be used as relatively common occurrences that are not overly specific, allowing you to find multiple different ways to run the encounter and leaving room for improvisation. The encounters typically do not include treasure, but feel free to add loot as you see fit or by rolling on the Magic Item tables provided in the *Dungeon Master's Guide*.

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	A dust cloud reduces visibility to 60 feet for the next 8 hours, roll another encounter	–
04–05	A gas cloud causes all creatures to become poisoned for the next 8 hours, roll another encounter	–
06–08	2d8 giant crabs that have a flying speed of 30 feet and don't need to breathe air	1d10
09	1d6 giant eagles that don't need to breathe air	1d8 + 3
10–11	2d4 giant sea horses that have a flying speed of 40 feet and don't need to breathe air	1d8 + 2
12–13	Corpse of a space whale (kindori) being eaten by 1d12 giant vultures that don't need to breathe air	1d8
14–16	1d4 killer whales that have a flying speed of 60 feet and don't need to breathe air	1d8
17–19	2d6 giant owls that don't need to breathe air	1d10

20–22	2d4 swarms of quippers that have a flying speed of 40 feet and don't need to breathe air	1d6
23–24	1 beholder zombie	1d6
25–26	1d6 flameskulls [†]	1d6
27–28	2d4 gargoyles	1d8
29	1d2 invisible stalkers	1d6
30–31	2d8 gas spores that don't need to breathe air	2d4
32–34	2d6 harpies that don't need to breathe air	1d8
35–36	2d6 merrows that have a flying speed of 40 feet and don't need to breathe air	1d6
37	1 mind flayer [†] arcanist carrying 1 intellect devourer , both in magical stasis. They reactivate when exposed to breathable air	1d8
38–40	1 wraith and 1d8 - 1 spectres	1d6
41–42	2d6 shadows	Always hostile
43	1 roc that doesn't need to breathe air	1d8
44–46	Field of scrap metal, 10 percent chance that 2d6 flying swords and 1 helmed horror hide among it	Always hostile
47–50	Fish nets attached to buoys and full of space fish, 25 percent chance that angry fishers show up if they are stolen	–
51	Chest containing 1d100 gp, 2d100 sp, and 3d100 cp. 25 percent chance that it is a mimic that doesn't need to breathe air	Always hostile
52	Humanoid corpse containing 1d20 gp and 1d100 sp. 10 percent chance that it is a wight	Always hostile
53–54	Ship is slowed down by webs between asteroids for 1 hour. After 1d10 minutes, 2d4 giant spiders that don't need to breathe air	1d6
55	Ship is slowed down by webs between asteroids for 1 hour. After 1d10 minutes, 1d4 phase spiders that don't need to breathe air	1d6
56	Ship is slowed down by webs between asteroids for 1 hour. After 1d10 minutes, 1 asteroid spider ^M	1d6
57–59	A vast tangle of driftwood, 25 percent chance that 1d2 yggdrasti ^M hide among it	1d6

60	Sarcophagus surrounded by permanent black tentacles (as per the spell), with 1 eldritch lich ^{†M} inside	Always hostile
61–62	1d4 puppeteer parasites ^M attempt to stealthily attach themselves somewhere on the ship and cause mutiny among the crew with suggestion , then attack	Always hostile
63–64	2d10 goon balloons ^M land on the ship	1d6
65–66	1 fractine ^M	1d6
67	1 badly withered gadabout ^M , can be nursed back to health with water and a successful DC 12 Intelligence (Nature) check	Always indifferent
68	Wildspace is unusually cold , each creature on the deck is exposed to 1d4 - 1 brown molds ^D	–
69–70	Each creature on the deck is exposed to 1d6 - 1 yellow mold spore clouds ^D	–
71–98	1 spelljamming ship (roll on the Ship Encounters table)	–
99–00	1 spelljamming ship (roll on the Ship Encounters table) interacting with another encounter (roll on the Wildspace Encounters table)	–

Ship Encounters

d100	Ship Encounter	Attitude Roll
01–05	Wasp ship <i>Solitude</i> , captained by Naesala Daerona (elf archmage [†]) and crewed by 3 helmed horrors and 3 homunculuses	2d4 + 2
06–10	Living ship <i>Eternal Glade</i> , captained by Serissa (dryad [†]) and crewed by 4 centaurs and Rattlebranch (treant)	1d10 + 2
11–17	Space galleon <i>Mistbreaker</i> , captained by Vael Kan (human assassin) and crewed by 1 mage [†] , 1 acolyte [†] , 4 spies and 10 bandits	1d10
18–22	Bombard <i>Doombellow</i> , captained by Zos Vrek (oni [†]) and crewed by 4 ogres and 4 half-ogres	1d6
23–26	Damselfly ship <i>Truthseeker</i> , captained by Rala Dhendasa (Rakshasa [†] disguised as a human) and crewed by 6 weretigers in human form, with 2 tigers as pets	1d8

27–31	Scorpion ship <i>Crimson Eye</i> , captained by Krugak son of Gruk (orc war chief) and crewed by 2 orc eyes of Gruumsh† , 2 orogs and 7 orcs	1d6	81–83	Lamprey ship <i>Endless Night</i> , captained by Szatszothi (yuan-ti abomination†) and crewed by 4 yuan-ti malisons† and 8 cultists , with 4 giant poisonous snakes as pets	1d6
32–38	Hammerhead ship <i>Valor</i> , captained by Ethro Sunstrider (human noble) and crewed by 2 priests† , 5 knights and 7 guards	1d10 + 3	84–87	Flying fish ship <i>Ctha-dak's Mandible</i> , captained by Glak-nuk (thri-kreen mystic†B) and crewed by 4 thri-kreen hunters†B and 5 thri-kreen	1d10
39–43	Turtle ship <i>Call of the Wild</i> , captained by Zusk Droknaxl (lizardfolk king/queen) and crewed by 3 lizardfolk shamans† and 12 lizardfolk	1d8	88–92	Damselfly ship <i>Fortune</i> , captained by Xzav Khel (mercane†B) and crewed by 2 mercanes†B and 5 plasmoid warriorsB	2d6 + 2
44–45	Space galleon <i>Everdawn</i> , captained by Vaerius Argentrock (death knight†) and crewed by 3 wights and 15 skeletons	1d6	93–96	Shrike ship <i>Beak of Destiny</i> , captained by Ookel Khur (dohvar†B) and crewed by 2 giff shock troopersB and 5 dohvars†B , with 5 space swineB pets (used as mounts by the dohvar)	2d6 + 2
46–48	Scorpion ship <i>Bone Collector</i> , captained by Faye Tangleroot (night hag†) and crewed by 1 cult fanatic† and 8 grimlocks , with 4 giant frogs as pets	1d6	97–98	Squid ship <i>Gallant Glee</i> , filled with musical instruments, bottles, goblets, and other festive objects, but also a dozen humanoid corpses. The corpses are the previous victims of 11 space clowns†B (including captain Jovial Jek) that use their <i>Phantasmal Form</i> to appear as the festive objects, attacking if their ship is boarded	Always hostile
49–52	Lamprey ship <i>Dugluubleb</i> , captained by Gloogbul (kuo-toa archpriest†) and crewed by 2 kuo-toa whips† and 7 kuo-toa	1d6	99–00	Nightspider <i>Conquest</i> , crewed by 25 clockwork horrors†C	1d6
53–56	Hammerhead ship <i>Luxury</i> , captained by Neshishia (lamia†) and crewed by 14 jackalwere	1d8			
57–60	Squidship <i>Fathomless Deep</i> , captained by Sethek (sahuagin baron) and crewed by 2 sahuagin priestesses† and 10 sahuagin	1d6			
61–66	Wasp ship <i>Problemsolver</i> , crewed by an adventuring party that includes captain Devon Tharias (human veteran), 1 berserker , 1 priest† , 1 mage† and 1 spy	1d8 + 2			
67–71	Flying fish ship <i>Fishbait</i> with a crew of fishers. Captained by Barask 'One-Eyed' (half-orc veteran) and crewed by 2 acolytes† , 2 scouts and 5 commoner sailors	1d8 + 4			
72–76	Bombard <i>Moradin's Hammer</i> , captained by Argor Stonemight (dwarf gladiator) and crewed by 2 dwarf priests† , 4 dwarf veterans and 5 dwarf guards	1d8 + 3			
77–80	Star moth <i>Silkweaver</i> , captained by Zarvyll Myval (drow priestess of Lolth†) and crewed by 1 drow mage† , 2 drow elite warriors† and 8 drow† , with 4 giant spiders as pets	1d8			

Complex Encounters

Complex encounters are unique occurrences that are described in much greater detail than those in the d100 tables above. They range from interesting locations to weird anomalies and usually involve some new mechanics or factions. While some of them can still be resolved quickly, others are small adventures unto themselves.

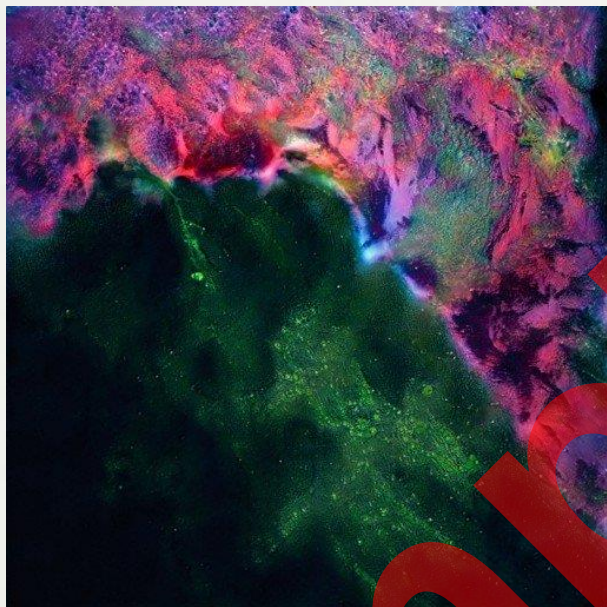
These types of encounters are designed to be used sparingly. You may roll a d6 or simply choose the encounter that suits the current situation the best. The encounters include a boxed text, which you can read or summarize to the players at the start of the encounter. Note that while most of the encounters offer some chances to avoid combat (or do not involve combat at all), some of them can be extremely deadly to low level characters if they end up fighting. It is recommended

that you read the description in advance and adjust the difficulty if necessary.

You can jump to a particular encounter by using these hyperlinks:

- 1 – [Space Coral Reef](#)
- 2 – [Thunderous Crystals](#)
- 3 – [Flumph Space Ship](#)
- 4 – [Mines of Iron and Rust](#)
- 5 – [Clockwork Throne](#)
- 6 – [Knights of the Swallowed Sun](#)

1 – Space Coral Reef



An almost indescribable sight opens ahead of your ship: a vast and vibrant coral reef teeming with life and stretching for miles on end. Numerous types of space kelp and algae thrive on its surface, producing an air bubble around it, and frequent rains have left behind pools and streams of fresh water. Many creatures - including various space crabs, fish, whales, and birds - take shelter in the many cracks and crevices within the thick layer of coral exoskeleton. The reef glows with a soft, fluorescent light.

Despite the abundance of life on the coral reef, the ecosystem it supports is also delicate and vulnerable. Creatures such as **jammer leeches**^B, **kindori**^B, **scavvers**^B, **space eels**^B, **space guppies**^B, and flying astral variants of various beasts such as **giant crabs** and **quippers** are all common here – and the aforementioned creatures represent only a small fraction of the diversity present on the reef.

While many creatures on the reef don't require air to breathe, there is a breathable atmosphere up to a few miles in height, as well as a weather cycle including seasonal rains.

It takes a few hours for a spelljamming ship to fly over the entire reef, but after one hour of traveling, sounds of distant mining can be heard. Soon, the ship is approached by a group of eight peaceful **merfolk** that have a flying speed of 30 feet and don't need to breathe air. They ask for aid in stopping a group of dwarven miners from destroying the coral reef.

The dwarves represent a mining company called Forgefire Industries. They are mining for coral (which can sell for 5 cp per lb.) and have bought a bombard from the giff as a cargo ship. They've also hired some giff mercenaries as additional protection. A few temporary crew barracks (consisting mostly of sheet metal and wooden supports) have been set up on top of the reef. In the middle of the buildings is a large open mine.

About two dozen dwarven miners (**commoners** with mining picks) are hard at work down in the mines, while another dozen or so are resting in or near the crew quarters. Eight dwarf **guards**, two dwarf **priests**† and the project's supervisor Yara Leadhand (female dwarf **veteran**) watch over the operation.

The bombard is docked nearby with two dwarf **guards**, four **giff shipmate**^B mercenaries, a dwarf **priest**†, and four dwarf **commoners** as sailors. Only two tons of the ship's total cargo capacity of 150 tons is currently filled, but at full capacity the coral would be worth around 15,000 gp.

The dwarves haven't really contemplated the environmental impact of their mining operation, but they are also inclined to not care about it too deeply. Characters trying to simply convince the dwarves to leave will have their work cut out for them, but it may be attempted. In this case, roleplay the situation freely and call for DC 15 Charisma (Persuasion) checks whenever the characters present a good argument against the mining operation, marking down the number of successes and failures. Talking points worthy of such checks include (but are not limited to):

- The reef's ecosystem is delicate, and the mining operation may cause greater and more long-lasting destruction than anticipated.
- Other sentient beings live on the reef, and their livelihoods are at risk.
- The reef has value for Wildspace travelers as an oasis of fresh air and water.