



MONSTERS OF THE MULTIVERSE

THE SPELLJAMMER FILES

MONSTERS FROM WILDSpace AND **BEYOND**

“Even a maniacally depressed robot is better to talk to than nobody.”

- Douglas Adams

BY IGOR COMUNALE



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INTRODUCTION

Mordenkainen Presents: Monsters of the Multiverse adds several new monsters to the game. In many cases they are classic monsters from previous editions. Over the years, adventure modules and handbooks have contributed to create an almost infinite choice of creatures, many not yet updated to the 5th Edition.

Following the same concept, many monsters presented here are converted from past editions of *Dungeons & Dragons*. This manual's intent is expanding the list of interstellar creatures to unleash against characters in your adventures. This guide contains many monsters inspired by past *Spelljammer* adventures and handbooks, and the return of classic creatures like *krajens*.

Almost every monster in this guide has appeared in past official publications, and they could be useful also for create your own adaptation of old modules. Every creature presented in this guide was conceived for the *Spelljammer* setting.

These creatures are particularly suitable for use in the *Spelljammer* setting, but are easily adaptable in any other. These monsters are related to the concept of space and aliens, but can also be used in other contexts. Even in a dungeon, each of these creatures can become an enemy that can challenge the abilities of the characters.

But now it's time to go, a collection of new monsters awaits to be unleashed against your players!

USING THIS GUIDE

To use this guide, you need the main rules of the fifth edition (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*).

Although it is not strictly necessary, to make the most of these creatures we recommend reading *Spelljammer: Adventures in Space*, containing interesting ideas to create adventures that have as protagonists creatures like those described in this guide.

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ALBARI

The albari are a race of magical, bird-like creatures that are at home in wildspace. They are dedicated to the call of chaos and seem to exist for no other reason but to throw other beings' lives into unrest. They often follow spelljamming ships with the only intent to sow chaos among the crew.

An albari possesses a long, almost-human face with a wide beak and slanted, beady eyes. No ears are visible, though an albari's hearing is very keen. The creature's face, like the rest of its body, is covered by short, oily feathers. These range in colour from pure white to sooty gray, with the male's colouration tending toward the lighter shades. An albari's wings are impressive, and many specimens have been found with wingspans of up to nine feet. Small, clawed hands can be found on the wings, about halfway along their length. Graced with a strong opposable digit, an albari's feet are much like human hands. Three sharply taloned digits and one thickly clawed opposable thumb rest at the end of both the albari's long, jointed legs. All albari are capable of balancing on one leg and using the other to manipulate objects.

Though albari revel in chaos, there is often a method to their madness. An albari will decide upon a specific course of action - say, insuring that a ship gets hopelessly lost in wildspace - and stick to it for a short period of time. At the end of that time, the creature might then change its mind or decide to continue. Albari usually do the former. They can be hard set upon ruining a ship one moment, then try everything in their power to save it the next. There is no understandable pattern in their actions.

They use their illusionary powers to sow chaos as much as possible. They sometimes make short-term deals with other creatures in space, agreeing to lure unwary ships to their doom. On the other hand, albari have also been known to lead ships to vast treasures for little or no reward.

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

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



ALBARI

Small monstrosity, chaotic neutral

Armor Class 13
Hit Points 66 (12d6 + 24)
Speed 5 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	16 (+3)	12 (+1)	14 (+2)

Senses passive Perception 11
Languages Albari
Challenge 4 (1,100 XP)

Keen Hearing. The albari has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack. The albari makes two attacks: one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Innate Spellcasting. The albari's innate spellcasting ability is Intelligence. It can innately cast on of the following spells, requiring no material components (spell save DC 13):

At will: *invisibility*, *minor illusion*

2/day each: *blur*, *disguise self*

1/day each: *dream*, *hallucinatory terrain*, *mislead*, *phantasmal killer*

ALLURA

The allura are a race of reptilian monsters who lure spacefaring races 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.

When a spelljammer appears in their area, the allura try to lure it 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 and abilities. 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 Hammerhead ship crew to attack a neogi deathspider. The allura fed well.

After a few days, the captured survivors become listless and drained from the allura's emotional vampirism. The allura incapacitate the now-useless crew and abandon the survivors on the nearest asteroid.

If the allura don't feed on new emotions every four months, their appearance degenerates, revealing their true reptilian form and they can't use their shapechanger ability. Using emotions to regenerate, they regain their shapechanger ability in 1 hour.



ALLURA

Medium monstrosity, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP)

Shapechanger. The Allura can use her action to polymorph into a female humanoid, or back into her true form, which is a giant lizard. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Drain Emotions. A creature charmed by the Allura has its Charisma score reduced by 1d4 and the Allura gains 4 temporary hit points. The target becomes catatonic and helpless if this reduces its Charisma to 0. Otherwise, the reduction lasts 1 week.

Magic Resistance. The Allura has advantage on saving throws against spells and other magical effects.

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.

Mischievous Charm. The Allura targets one humanoid or beast that she can see within 30 feet of her. If the target can see the Allura, it must succeed on a DC 13 Wisdom saving throw or be magically charmed. The charmed creature regards the Allura as a trusted friend to be heeded and protected. Although the target isn't under the Allura's control, it takes the Allura's requests or actions in the most favorable way it can.

Each time the Allura or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the Allura dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the Allura's Mischievous Charm for the next 24 hours.

Innate Spellcasting. The Allura's innate spellcasting ability is Charisma. She can innately cast one of the following spells, requiring no material components (spell save DC 13):

At Will: detect thoughts, friends

1/day each: dominate person, mass suggestion, sleep, suggestion, clairvoyance, mass suggestion

ANCIENT MARINER

An ancient mariner is the undead spirit of a member of a long-lost evil race that once sailed the phlogiston seas. An ancient mariner is basically humanoid in appearance. Its neck is a little too long and its torso is somewhat compressed compared to those of a human. The eyes and jaw bulge out from the face. Its voice is quavery, as if being heard from a great distance. An ancient mariner is partially transparent. It is seen wearing the bright, garish clothing normally associated with pirates and buccaneers. It appears as it did on the day it died, causing each to be unique. Ancient mariners are mostly encountered while travelling the Astral Sea.

ANCIENT MARINER

Medium undead, chaotic evil

Armor Class 13

Hit Points 39 (6d8 + 12)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	12 (+1)	10 (+0)	14 (+2)

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 3 (700 XP)

Incorporeal Movement. The mariner 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 mariner doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The mariner makes two life drain attacks.

Life Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a shadow under the mariner's control, unless the humanoid is restored to life or its body is destroyed. The mariner can have no more than six shadows under its control at one time.

ANCIENT MARINER CAPTAIN

Medium undead, chaotic evil

Armor Class 14

Hit Points 75 (10d8 + 30)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	16 (+3)	14 (+2)	10 (+0)	16 (+3)

Saving Throws Cha +6

Skills Intimidation +6

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Incorporeal Movement. The captain 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.

Ghost Ship. The captain concentrates one full day while touching a spelljamming ship. The ship becomes incorporeal for 1 year. The captain can command the spelljamming ship as if it had a *spelljamming helm*. The captain can have no more than one ship under its control at one time.

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

ACTIONS

Multiattack. The captain makes two life drain attacks.

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 22 (4d8 + 4) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a shadow under the captain's control, unless the humanoid is restored to life or its body is destroyed. The captain can have no more than nine shadows under its control at one time.

Ghost Touch (3/Day). The captain touches an item. That item becomes incorporeal for 24 hours. If the item is worn or held by another creature, the captain must hit the creature with a melee attack to touch the item and make it incorporeal. Corporeal creatures can't touch or use incorporeal items.

ARGOS

Argos are found in the same regions of wildspace as the baleful beholder nations. An argos resembles a giant amoeba. It has one large, central eye with a tripartite pupil, and a hundred lashless, inhuman eyes and many sharp-toothed mouths. An argos can extrude several pseudopods, each tipped with a fanged maw that functions as a hand to manipulate various tools.

Argos colours tend toward shades of transparent blues and violets; they smell like a bouquet of flowers. They are huge beasts ranging in size from 10 to 20 feet in diameter. Though they exhibit signs of being intelligent tool users, they do not wear clothes, choosing rather to carry gear stored in temporary cavities within their bodies. Their digestive juices often ruin devices within two weeks.

Argos are solitary creatures, though it is not unheard of to discover an argos guardian aboard an eye tyrant ship. Argos appear capable of replenishing their own air envelope and thus may be encountered wandering asteroid rings and dust clouds alone.

Despite its relative intelligence, the argos is a ravenous creature driven by its hunger. It tries to lure prey into its grasp, feeding until it has consumed enough. It then slips away to digest its meal for a period of two hours. If an argos is unable to find food within a week, it will hibernate for up to a year by crystallizing its outer shell and forming a chrysalis.

Argos consume anything that moves and is digestible. Their preference is to use their abilities to lure their prey into traps and then to pick off individuals one at a time.



ARGOS

Large Aberration, neutral evil

Armor Class 14 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft., climb 20 ft., fly 10 ft. (hover)

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

Saving Throws Con +6

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Deep Speech, Undercommon

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The argos makes three attacks: three attacks with its pseudopods or three melee attacks each with a different weapon.

Halberd. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

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.

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (3d4 + 4) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 14) and restrained until the grapple ends. The argos can produce limitless pseudopods, each of which can grapple one target.

Swallow. The argos makes one pseudopod attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the pseudopod's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the argos, and it takes 14 (4d6) acid damage at the start of each of the argos's turns.

If the argos takes 20 damage or more on a single turn from a creature inside it, the argos must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the argos. If the argos dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Spellcasting. The argos casts up to three spells using its eyes, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 13). The argos can't cast the same spell more than once in the same round.

At will: bane, bestow curse, blindness/deafness, burning hands, charm monster, clairvoyance, confusion, darkness, detect thoughts, dispel magic, fear, flesh to stone, heat metal, hold monster, light, phantasmal force, slow, suggestion, Tasha's hideous laughter, tongues

ARGOS, HUGE

Huge Aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 30 ft., climb 20 ft., fly 10 ft. (hover)

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

Saving Throws Con +8

Skills Perception +8

Senses darkvision 120 ft., passive Perception 18

Languages Deep Speech, Undercommon

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The argos makes three attacks: three attacks with its pseudopods or three melee attacks each with a different weapon.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage.

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

Halberd. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage. If the target is Large or smaller, it is grappled (escape DC 15) and restrained until the grapple ends. The argos can produce limitless pseudopods, each of which can grapple one target.

Spellcasting. The argos casts up to three spells using its eyes, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 15). The argos can't cast the same spell more than once in the same round.

At will: *bane, bestow curse, blindness/deafness, burning hands, charm monster, clairvoyance, confusion, darkness, detect thoughts, dispel magic, fear, flesh to stone, heat metal, hold monster, light, phantasmal force, slow, suggestion, Tasha's hideous laughter, tongues*

Swallow. The argos makes one pseudopod attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the pseudopod's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the argos, and it takes 28 (8d6) acid damage at the start of each of the argos's turns.

If the argos takes 25 damage or more on a single turn from a creature inside it, the argos must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the argos. If the argos dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

ARGOS, GARGANTUAN

Gargantuan Aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 232 (15d20 + 75)

Speed 30 ft., climb 20 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Con +9

Skills Perception +11

Senses darkvision 120 ft., passive Perception 21

Languages Deep Speech, Undercommon

Challenge 12 (8,400 XP)

ACTIONS

Multiattack. The argos makes three attacks: three attacks with its pseudopods or three melee attacks each with a different weapon.

Greataxe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

Halberd. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Pseudopod. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage. If the target is Huge or smaller, it is grappled (escape DC 16) and restrained until the grapple ends. The argos can produce limitless pseudopods, each of which can grapple one target.

Spellcasting. The argos casts up to three spells using its eyes, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17). The argos can't cast the same spell more than once in the same round.

At will: *bane, bestow curse, blindness/deafness, burning hands, charm monster, clairvoyance, confusion, darkness, detect thoughts, dispel magic, fear, flesh to stone, heat metal, hold monster, light, phantasmal force, slow, suggestion, Tasha's hideous laughter, tongues*

Swallow. The argos makes one pseudopod attack against a Huge or smaller creature it is grappling. If the attack hits, the target takes the pseudopod's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the argos, and it takes 42 (12d6) acid damage at the start of each of the argos's turns.

If the argos takes 30 damage or more on a single turn from a creature inside it, the argos must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the argos. If the argos dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.