

APPENDIX D: YTHOTHIAN LICHE KINGS

An expansion of the Purple Planet Author's Edition Glossography

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Not un-dead in the traditional sense, the ancient ythoth ("corpse kings") are readily mistaken for animated cadavers. Dessicated from centuries of exposure to the warp and pockmarked from habitual abuse of the ythoth mushrooms, the liche emanate the foul odor of flesh rotting on the bone. Their rattling breath carries a hoary stink, and their gaunt faces and taut skin gives the impression of blued vellum, stretched to the point of tearing. Liche commonly wrap their diseased bodies in filthy bandages, further reinforcing the appearance of un-dead.

Amongst dimensional raiders, liche kings are spoken of in apocryphal whispers: withered ythoth who are ancient beyond comprehension and command entire armadas of raiders; who are no longer subjects to their addictions, yet dine on the brains of astral captains; whose mental powers rival the gods. The truth is less grandiose, though no less deadly.

The hazards of the warp and vastness of the High Astral ensure that very few dimensional raiders survive to become corpse kings. Driven by an insatiable craving for the ythoth, liche prey upon weaker dimensional raiders, seizing their caches of greenstones and ythoth mushrooms. Captured sailors are conscripted into the crew; captains are beheaded, their rich, fungi-saturated brains offering a brief respite from the liche's destructive addiction¹. The brain of a fellow liche is prized above all.

Liche survive the predations of their brethren by rallying whole fleets of dimensional raiders to their banners. A successful liche might have a dozen ships sailing under his command, stalking the High Astral in search of lone vessels and small flotillas. They commonly make their lairs from the wreckage of captured ships, chaining together flotsam to create a maddening maze of hulls, masts, ropes, canvas, and catwalks, defended by ravening ythoth addicts bent on slaughter.

Corpse kings rely upon psychic powers to augment their ruined bodies. Whether in combat, or simply rising from their elaborate divans, a liche can summon considerable mental energy to its aid.

A corpse king wields weapons through mental powers alone, with a range of 100'. In lieu of an attack, a liche can spend an action die to fly, stop an incoming attack (melee or ranged), or strip a weapon from his foe's grasp (DC 10 Fort save to to avoid) – and likely turning that same weapon against its former master.

Finally, every liche king has unique psychic powers, born from centuries of ythoth consumption. Judges should roll on the following table or pick powers to their liking. As above, powers are activated for a single round by spending an action die. Except when noted, the target's Will save DC is equal to the roll of the action dice (1d24).

Liche King: Init +5; Atk phase sword +10 melee (1d14) or by weapon type +10; AC 10; HD 9d8+6; hp 63; MV 20' or fly 45'; Act 5d24; SP disarm foe (DC 10 Fort save to avoid), telekinesis (up to 200 lbs.), psychic powers; SV Fort -3, Ref +2, Will +7; AL L.



¹ See Appendix F: Brain Leeches & Other Ephemera for additional information on the strange appetites of the Liche Kings.

PSYCHIC POWERS OF THE LICHE KINGS

1d14	Psychic Power
1	Domination: Liche mentally targets single character within line of sight. Will save or fall subject to the liche's mental commands. Action and save must be repeated each round domination is maintained.
2	Telepathy: Liche "hears" the thoughts and emotions of all creatures within 60'; Will save to conceal.
3	Apportation: Liche causes object weighing 50 lbs. or less to teleport between two points, both within line of sight. If object is held by a PC, Will save to avoid.
4	Psychic crush: Liche mentally targets up to 3 characters within line of sight. Will save or target stunned for 1 round.
5	Stone skin: Liche's skin takes on the hardness of stone; AC improves by +10.
6	Phase shift: Liche shifts in and out of astral plane at random; any attack suffers 25% miss chance.
7	Dispel magic: As per spell (DCC RPG core rulebook, p. 208); d24+7 spell check.
8	Teleportation: Transport self and items carried to a known location within 500 miles.
9	Pyrokinesis: Mental energy causes object within line of sight to catch flame for 1d6 damage; no save.
10	Psionic blast: Liche crushes foe's mind; Will save or 1d5 Int damage. Targets reduced to 0 Intelligence are rendered mindless vegetables.
11	Soul drain: Liche consumes target's soul, within line of sight. Target suffers 1d16 damage (Will save to avoid). Lost hit points are added to liche's total for the next hour.
12	Psychic Thief: Cleric, wizard, or elf loses 1 memorized spell (determined at random, Will save to avoid). Stolen spells may be cast by the liche (1d24+7 spell check).
13	Roll twice, ignoring 11s or 12s.
14	Roll thrice, ignoring 11s or 12s.

