

GLOSSOGRAPHY OF THE YTHOTH

A survey of the fell RIDERS OF THE WARP

VII. YTHOTH VARIANTS



Unknown to all but the most erudite sages, the highly-sought ythoth mushroom is but one instance in a genus of spore-bearing fungus found on the Purple Planet. Some members of the genus are beneficial, some offer only woe, but all possess strange and inexplicable powers. It is believed that but a fraction of the variants have been discovered and reported to sages, and are noted below. Nearly all are a mere 2' in height, with caps 1' across, and differentiated solely by color. No more than 1d3 instances of a variant has ever been found in a single location. Consuming any of the variants risks addiction (see below).

Table VII.i: Ythoth Mushroom Variants

Name	Descriptor	Effect
Bas-butrose	Soot black	Placed in the mouth of a corpse, the fungus animates the body, along with all its original intelligence, for 24 hours.
Unusyur	White, with crimson veins	Eaten, or drank as a tea, removes one corruption.
Sulaymn	Deep red	Grants +1d3 to all physical stats. Character suffers delusion that he or she is Death made incarnate.
Alfshua	Deep blue caps atop a dark stem	Grants character the ability to rewrite creation (1d3 + Luck mod wishes). Using a wish alerts 1d4 Hounds of Tindalos to the PC's existence; the Hounds stop at nothing to consume the PC.
Rhaman	Sickly yellow	Grants the eater powers of psychokinesis. The character can move an object weighing up to his Personality x 10 in lbs. This power can be used once per day, per character level.
Thamire, "Sin-Eater"	Faint green, luminescent	Ingester experiences mystical vision. If a cleric, the vision removes all deity disapproval and one quest obligation. If not cleric, character has opportunity to bond with patron, as per the spell (d20 + Personality mod).
Siguroth	Violet, and covered in glowing green worms	The cap and stem of the ythoth are deadly to the touch (DC 20 Fort save or death), but consuming the <i>worms</i> grants the character +1d3 Luck and extends his life by 100 years.
Ilbrahim	Earthy brown stem with black cap	Characters ingesting the mushroom fall into a deep sleep lasting 1d5 hours (DC 20 Will save to avoid sleep and subsequent effects). When the character awakens, his mental stats are entirely transformed (re-roll Intelligence and Personality, adding half the character's level in additional, discretionary points).
Bas-Shazad	Bone white	Grants the PCs 1d3 + Luck mod additional hit dice in hp, and creates a shadow clone of the PC somewhere in the multiverse. The clone does its best to hunt the PC down.

Explorers beware: the consumption of any of these variants risks the same addiction that plagues the ythothian raiders. Of those that dare to consume the fungus, there are only the lucky and the dead.

The first time a character consumes a ythoth mushroom, he must attempt a DC 15 Will save to avoid addiction. Subsequent doses increase the Will save DC by +5.

Characters failing any of these saves become "Thralls to the Bloom." Day and night (and even in his dreams) the PC is consumed by the overwhelming desire to once again partake of the ythoth. They lose weight as eating becomes an afterthought, and their skin slowly takes on a pale shade

of blue. Over the course of 1d5 weeks, the character slowly comes to resemble a ythoth raider.

Every week that the PC fails to consume a ythoth mushroom, he suffers -1d3 stat damage to his Strength, Intelligence, and Personality. Consuming a single mushroom is sufficient to return his weakened stats to their original scores +1d3 for one week, after which the stat loss begins again.

Once a character is addicted, additional mushrooms no longer have any effects, short of reversing the stat loss.

It is left to the judge and the player to decide whether to continue playing the PC or retire the character to the cursed life of an NPC space mushroom junkie.