

GLOSSOGRAPHY OF THE YTHOTH

**A survey of the fell
RIDERS OF THE WARP**

**Whereunto is added
a catechism of
DEMONIC SEALS
for purposes of weal & woe**

**Together with a rare overview of
Cingulum, Warp Brands, Lesser Relics & their ilk**

**FOUNDED ON
Natural Philosophy, Scripture, Reason, and Astrological Mathematics
As recorded in Eleven Parts with Accompanying Appendices & Tables**

- I. OVERVIEW
 - II. YTHOTH, THE DIMENSIONAL RAIDERS
 - III. PHASE SWORDS OF YTHOTH RAIDERS
 - IV. SURVEY OF GREATER AND LESSER CINGULUM
 - V. YTHOTHIAN LONGSHIPS
 - VI. TREASURES & MINOR RELICS
 - VII. YTHOTH VARIANTS
 - VIII. OVERVIEW OF THE HIGH ASTRAL, AND NOTED WARP CAPTAINS
 - IX. UNIQUE MINOR SEALS
 - X. UNIQUE MAJOR SEALS
 - XI. UNIQUE GREATER SEALS
 - XII. YTHOTHIAN RELICS & ARTIFACTS
- APPENDICES A - F



GLOSSOGRAPHY OF THE YTHOTH

A survey of the fell RIDERS OF THE WARP

SECTION II. YTHOTH, THE DIMENSIONAL RAIDERS

Fierce cousins to the Dimensional Sailors (q.v.), the raiders and reavers calling themselves the ythoth¹ range across the multiverse, raiding for slaves, greenstone shards, and the ythoth mushrooms from which they take their name. Existing beyond fear or pain, the gaunt, blue-skinned reavers live only to feed their desperate hunger for the ythoth mushroom.

The arrival of the reavers is heralded by a thundering boom as reality is split asunder, making way for the great black-hulled longships. Creatures within 1 mile must make DC 10 Fort saves or be stunned for 1d5 rounds, and characters within 100 yards are struck deaf (no saves) for 1d10 rounds. The ship's captain and crew, protected by their vessel's armored prow, are unaffected.

The raiders hurl harpoons from on high, before rappelling down into battle. Characters speared by harpoon are hoisted into the air and treated as prone until they escape (dealing 10 hp of slashing damage to the rope, or tearing the barbed tip free, inflicting an additional 1d4 damage).

Their captains fight with dreaded *phase swords* – warp weapons capable of passing through armor and materializing within the bodies of their foes (v.i. Section III: *Phase Swords of the Ythoth Raiders*).

Following the slaughter, both the dead and living are hauled into the longship by barbed harpoons and wicked hooks. Survivors are cast into the forward hold, to be traded in slave markets, while the dead are packed into the salted rear holds and used as fertile soil for the reavers' corpse flowers.

The longship and its crew exit the plane with the same earth-shaking crack as their material mass ceases to exist, transported back into the astral plane.

Survivors report that the raiders subsist entirely on ythoth mushrooms and the blooms of strange flowers grown from the bodies of the slain. The reavers raid for both, as well as the greenstone shards that power their legendary phase swords. The PCs, with their collections of greenstone shards and mushrooms harvested from the Purple Planet, make ideal targets, offering all three goals of mushrooms, shards and corpses.

A typical raiding party consists of 20-30 blue-skinner raiders, one shipmaster (in charge of navigation and piloting), and the crew's captain. The largest longships are capable of carrying 100 raiders into battle.

Raider Captain: Init +4; Atk phase sword +10 melee (1d14); AC 15; HD 5d8+2; hp 38; MV 30'; Act 2d20; SP harpoon +4 (2d5+4) and target prone until freed; SV Fort +1, Ref +3, Will +6; AL L.

Navigator: Init +2; Atk dagger +3 melee (1d4+1); AC 12; HD 2d8; hp 8; MV 30'; Act 1d20; SP 1/day *Lesser Seal: Stun* (1d3 targets must make Will save DC 15 or take no actions for 1d5 rounds); SV Fort -1, Ref +3, Will +5; AL N.

Dimensional Raider: Init +3; Atk cutlass +6 melee (1d8+3) or dagger +6 (1d4+3); AC 15; HD 3d8+2; hp 14; MV 30'; Act 1d20 and 1d16; SP harpoon +3 (2d5+3) and target prone until freed; SV Fort -1, Ref +3, Will +5; AL N.

¹Ythoth is both the name claimed by the blue-skinned reavers and the name (in Planetary Common) given to the mushrooms that feed the raiders' addiction. Jylog the Younger uses this link to promote his thesis that raiders were once members of the kith race, a claim thoroughly disputed in the *Sepher Raezeel*, by noted savant-sage and demonologist Olms One-Eye.



GLOSSOGRAPHY OF THE YTHOTH

A survey of the fell RIDERS OF THE WARP

SECTION III. PHASE SWORDS OF THE YTHOTH RAIDERS



As noted by Uol the Elder (v.s. Folio Overview), the ythothian captain's weapon of choice is the phase sword (also referred to in various texts as planar or warp brands). Each sword is named, born proudly in runes stamped on the hilt. The blades resemble two-handed swords with bejeweled pommels and quillions, and dulled blades of pitted metal. Unpowered, these blunted blades inflict a mere 1d5 damage.

However, when drawn and wielded while wearing a raider's ornate cingulum¹, the pitted rod rapidly flickers in and out of existence; swung "through" a living body, the blade tears out great chunks of organs and bone, skipping past armor and leaving jagged, gaping holes in its wake.

Once activated, the phase blade has no inherent mass, and the damage inflicted depends entirely on the wielder's strength (see Table III.i: Phase Weapon Damage Table) and his or her ability to force the flickering blade through its target. Note that Strength mods are not added to this damage score but a Warrior's deed die does add to damage.

**Table III.i: Phase
Weapon Damage
Table**

Strength Score	Phase Weapon Damage
1-3	1d7
4-5	1d8
6-8	1d10
9-12	1d12
13-15	1d14
16-17	1d16
18-20	1d20
21+	1d24

Similarly, the blade inflicts unique critical hits based upon the wielder's Strength. When a character scores a critical hit with a phase blade, use the same damage die as above, modified by Luck and a Warrior's deed die, and roll on the following table:

Table III.ii: Phase Weapon Crit Table

Dmg Roll	Result
1 or less	Blade phases back just as your blow strikes home, shivering off target's armor; 2d5 damage.
2-4	Opponent's weapon is phased and shatters! If no weapon, then +1d12 damage.
5	Your strike glances against foe's head, phasing through his ear and jaw for +1d10 damage. If previously struck, then +1d14 damage.
6	Blade re-materializes in eye socket. Blindness and +1d12 damage. If previously struck, then +1d16 damage.
7-9	You phase-cleave the front of your opponent's face, shearing away its nose, teeth and lips for +1d14 damage.
10-12	The phase blade shears off your target's sword hand, just above the wrist, inflicting +1d12 damage. First player to make an unprompted movie reference receives +1 XP.
13-15	Blade re-materializes in target's chest, leaving sucking wounds. Target suffers an additional +1d14 damage, and is stunned for 1d3 rounds.
16	Strike phases through your foe's sword arm, severing the limb. Inflict +2d10 damage and foe is disarmed, literally and figuratively.
17	Your blade phases through your foe's spine. Inflict +1d12 damage and target is paralyzed for the remainder of what may be a very short life.
18	Blow eviscerates foes, spilling his intestines onto the floor. He dies from shock and massive blood loss in 1d5 rounds, but – with a DC 15 Will save per action – can take a single action each round until he dies.
19	Your blade phases through your foe's skull. DC 30 Fort save or instant death. On a successful save, the target suffers 10d12 damage and a loss of 1d20 Int.
20	The brand phases through your target's neck. Instant decapitation and death.
21+	You draw your flashing blade through your foe's torso, splitting his body in twain. Instant death.



¹ The lesser cingulum grants a +1 bonus to AC, but cannot be worn with armor bulkier than chainmail. The heavy, armored belt is hung with 5 leather straps, each plated with silver and cast to hold a greenstone shard. Each greenstone shard is sufficient to power the phase weapon for 1d5 rounds of combat. Once exhausted, the shard goes dark and crumbles into chalky ash. V.i. Section IV: Survey of Greater and Lesser Cingulum.

GLOSSOGRAPHY OF THE YTHOTH

A survey of the fell RIDERS OF THE WARP

V. YTHOTHIAN LONGSHIPS



he raider's vessels invoke terror wherever they appear: black-hulled longships slicing out of dimensional rifts with the crack of ten thousand lightning bolts as reality is split asunder. Gouting blue-skinned raiders that haul wailing captives into the sky by hook and blade, the ships vanish with a roaring howl as the raiders and their human cargo vanish from the plane, never to return.

The dimensional longships range from 50 to 130' in length, with the largest able to hold 80 raiders or more. The smaller ships, with a crew of 20 blue-skinned raiders, a shipmaster, and their captain, are more common.

The ships' hull are constructed of lacquered woods, while the prow are layered with sheets of hammered bronze. Rows of ornamented shields line both gunwales, with stores of ropes and harpoons stationed nearby. The cargo holds are located both fore and aft; the first for securing the living, the rear for storing the harvested dead.

Longships are "sailed" between dimensions via a rune-carved, waist-high pedestal at the rear of the vessel. Cut from a limb of the ythothian world tree, each pedestal is unique, reflecting the character of the captain and his crew. Any character placing his hands near the top of the pedestal (for example, if searching for traps) invokes a spinning, multicolored orb - the PCs' current planet. This orb is **not** the planet in miniature; instead - astrally - the PCs and their ship have grown quite large. The PCs are looking down on their planet from the astral plane. The PC can reorient the ship in relation to the planet, or draw out to the solar system, their galaxy, or beyond.

Drawing the ship into the warp is readily accomplished. However, orienting the ship and sending it back through a dimensional rift requires great skill or prodigious luck. Characters can attempt to steer the ship via Luck or spell checks. Thieves can also attempt checks using their cast spell from scroll check. The DC of the check depends on the distance the navigator wishes to travel:

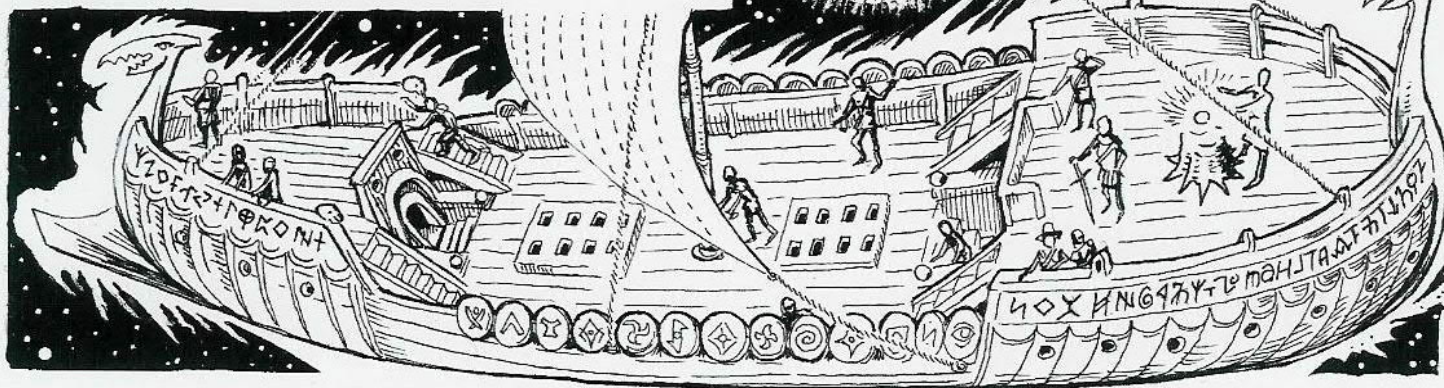
Table V.i: Longship Destination

Destination is...	DC
...within 500 miles.	10
...within 1000 miles.	15
...on the same planet.	20
...another planet.	25
...another plane.	30

Note that while PCs (and their players) cannot know the DCs of a warp jump, they will immediately experience the difficulty of fine navigation. The slightest mis-gesture and the globe expands to vast galaxies, planes and multi-verses.

With a successful check the longship re-enters the material plane with an earth-shattering boom (creatures within 1 mile must make DC 10 Fort saves or be stunned for 1d5 rounds, and characters within 100 yards are struck deaf without save for 1d10 rounds). Note that characters on the ship are unaffected.

On a failed navigation check, the longship's drop out of the astral plane goes horribly awry. A thundering crack washes over the ship, hurling unsecured PCs across the boards for 1d10 damage (DC 10 Fort save to avoid). The navigator must make two additional navigation checks (as before: Luck, spell checks or thief checks to cast from scroll). The first check determines where the longship arrives, the second determines the condition of the ship and its crew:



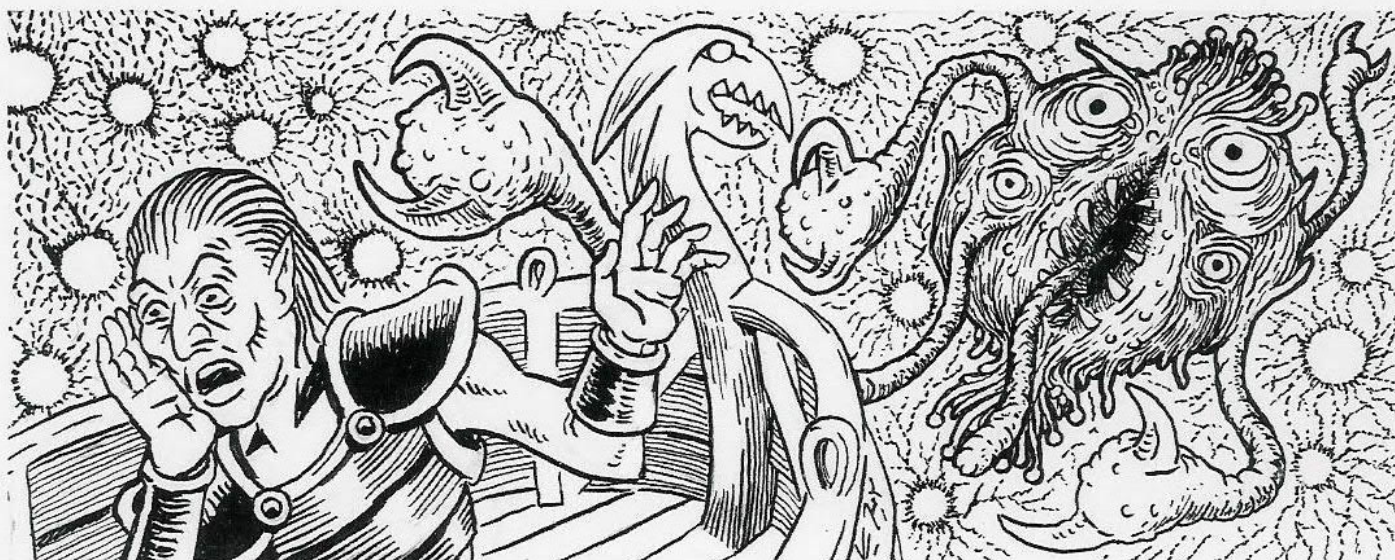


Table V.ii: Mishap Destination

Roll	Result
0 or less	PCs and their ship are cast across the multi-verse. If a fell entity bears them enmity, they arrive on its doorstep. Otherwise roll 1d4: (1) 666th plane of hell; (2) City of Brass; (3) Oubliette of Dead Gods; (4) R'yleh. Regardless of the specific outcome, subtract 5 from the navigator's roll on Table V.iii.
1-5	The longship arrives on the wrong planet and is immediately beset by (roll 1d5): (1) dragonriders; (2) winged ape-men; (3) pteradons; (4) paladins astride pegasi in service of the world-emperor; (5) hunter-killer drones.
6-10	The longship appears on the correct planet, but in the wrong hemisphere.
11-15	The PCs arrive on the correct planet, but 1d100x10 miles distant from their intended destination.
16+	The PCs arrive within 25 miles of their destination.

Table V.iii: Longship & Crew Condition

Roll	Result
0 or less	Longship breaks apart on re-entry, pitching PCs and any cargo into freefall. Roll 1d100 x 10 to determine the distance to the ground.
1-5	Longship slams into the earth, and is utterly destroyed. Any cargo is destroyed, and those aboard must make DC 15 Fort saves or suffer 1d20 damage on impact.
6-10	The longship skips and slides to a shuddering halt. All aboard must make DC 5 Ref saves or take 1d5 damage in the rough landing. The ship will need 1d20 x 10 hours of repairs before it is sky-worthy once more.
11-15	The longship careens through the dimensional rift. Depending on destination, there is a 25% chance (less the navigator's Luck score) that the longship collides with any tall structures (trees, city walls, watch towers, mountainsides). If there is an impact, the ship will need 1d30 hours of repairs before it can attempt to re-enter the astral plane.
16+	The longship crashes through the rift, and slows to a gentle stop, hovering 30' in the air.

Sailors of the warp will note that while the longships can hover at will, they have no other arcane means of movement. Each ship is equipped with one or more sails; while not leaping through the astral plane, the longships rely on wind power for their motive force.

GLOSSOGRAPHY OF THE YTHOTH

A survey of the fell RIDERS OF THE WARP

VI. TREASURE & MINOR RELICS



crew's treasure is held in their common strongbox: a great iron coffer bolted to the deck and secured with a lock (DC 20 pick lock check) and defended by a slime that lurks inside the nested coffer. If any object other than the coffer's true key is inserted into or against the lock (including lockpicks, magical skeleton keys, the ear of listening thieves, etc.) the slime silently oozes forth – likely winning surprise.

Primeval slime: Init (always last); Atk pseudopod +4 melee (1d10) plus paralyzing touch; AC 10; HD 3d8; hp 12; MV 5', climb 5'; Act 1d20 per 5' square; SP half damage from slicing and piercing weapons, target must make DC 14 Fort save or suffer paralysis for 1d5 rounds; SV Fort +6, Ref -8, Will -6; AL N.

A longship's treasure depends on its crew and their success as raiders. Judges should consult the following table for chance guidelines, and adjust accordingly. New items are noted below.



Table VI.i: Raider Treasure

Size of Crew	Corpse Flower	Warp Buckler	Greenstone Shards	Seals of Power	Other Magic Items*	Coinage & Gems
15-20	50%	5%	10%, 1d3 shards	3%, 1 Lesser Seals	None	1d100 gp, 2d100 sp, 2d100 cp
21-30	75%	10%	25%, 1d5+1 shards	7%, 1d3 Lesser Seals	1d3 potions, 1d2 scrolls	1d10 pp, 1d100 gp, 2d100 sp, 2d100 cp, 1d7 gems
31-60	Always 2d3 flowers	15%	50%, 1d8+5 shards	14%, 1d3 Lesser Seals, 1 Major Seal	1d3 potions, 1d2 scrolls, 1 miscellaneous magic item.	1d20 pp, 3d100 gp, 2d100 sp, 2d100 cp, 1d14 gems
61+	Always 3d5 flowers	20%, 1d3 bucklers	75%, 1d14+5 shards	25%, 1d3 Lesser Seals, 1d2 Major Seals, 1 Greater Seal	1d3 potions, 1d2 scrolls, 1d2 miscellaneous magic items, 1d2 miscellaneous magic weapons	1d100 pp, 5d100 gp, 2d100 sp, 2d100 cp, 1d20 gems

*Consult classic treasure tables for lists of specific items.

It is not known whether the following items are native to the Purple Planet, pillaged from the far reaches of dead space, or offered in exchange for bloodied slaves in the foul market at the World's End, but it does seem unlikely that the relics are of ythoth make since – by survivors' accounts – the reavers exist only to raid.

Warp Buckler: The item resembles an unadorned ring of blued metal. Activated, the ring projects a translucent blue shield 3' from the wearer. The force shield grants +2 to AC, +3 to Ref and Fort saves against spells, and utterly blocks magic missiles.

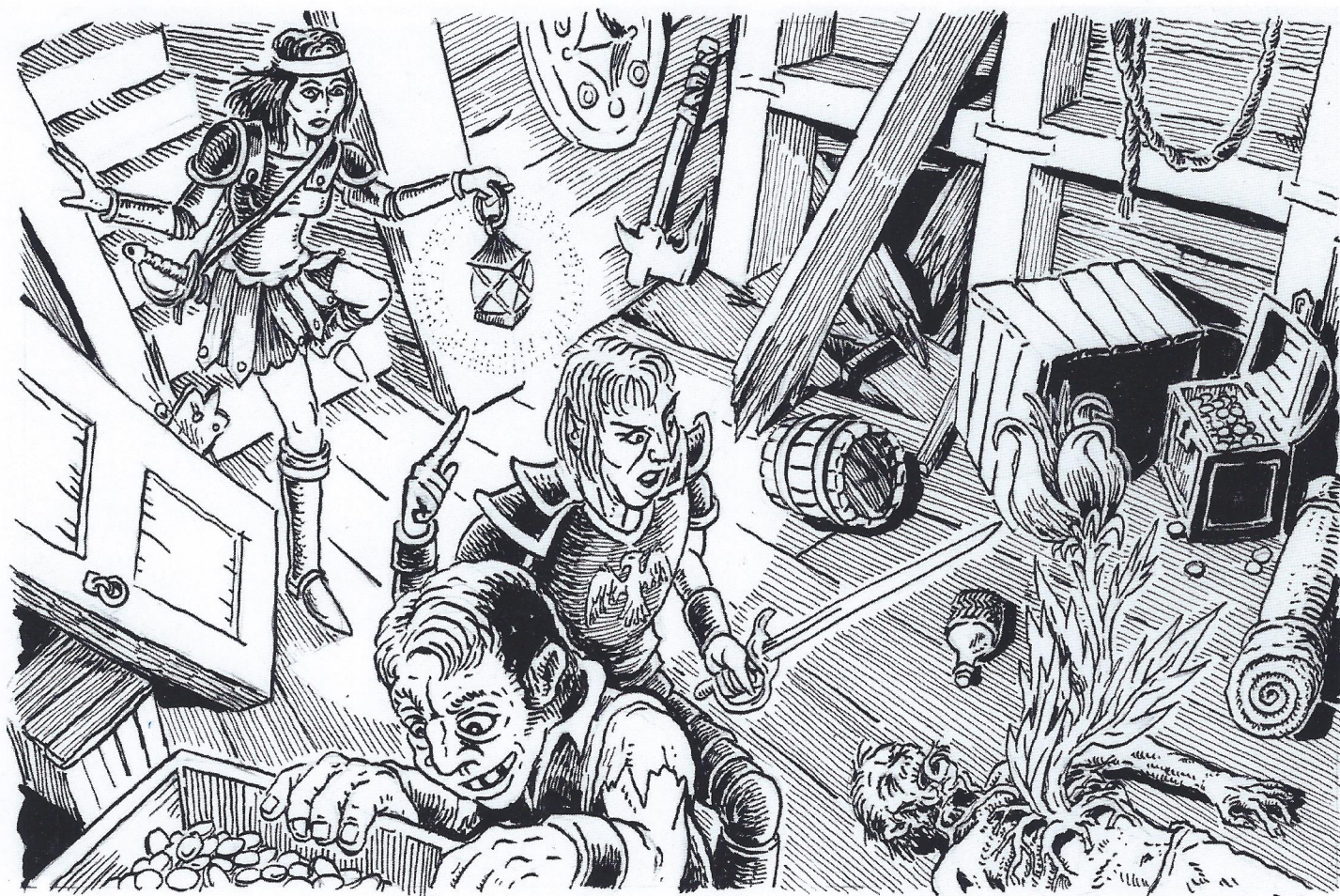
The buckler is powered by greenstone shards. A single shard grants the buckler sufficient power for 5 rounds of combat. It takes one action to activate the ring.

Corpse Flower: Commonly found as bulbs, the black flower only takes root if planted within the chest of a humanoid

that died of violence. It takes 1d4 weeks for the flower to come to fruition with a single black blossom dripping with yellow ichor. Eaten, the blossom extends the character's life by the amount of years the host's life was cut short. Thus, young corpses produce vibrant blossoms that can extend a character's life by whole decades, whereas corpse flowers harvested from old bodies might only yield a year or two.

The ythoth cherish the corpse flowers, keeping salted bodies in their cargo holds to serve as hosts. This also drives the ythoth raiders to seek out young prey, so that they might extend their lives as far as possible.

Curiously, sages have found that elves prove immune to the flower. A corpse flower placed within the chest of a dead elf has a 13% chance of animating the corpse and spirit of the elf as a lich. Such accursed creatures are driven by an absolute hatred (and envy) of the living.



Seals of Power: While largely ignorant of wizardry, the ythoth are masters of diabolism and the art of dealing with fiends. By binding minor demons and devils directly into sheaves of vellum, the ythoth succeed in creating scrolls of remarkable power and utility.

Each scroll bears a magic circle, illuminated with luminous inks and precious metals. A single demon or devil – signified by the fiend’s true name – is bound within the circle’s sigils, trapped within the scroll. By correctly breaking the seal and reading the true name, the reader releases the fiend, channeling its power to his will.

However, if the seal or the true name are misread, the fiend is released to exact its vengeance upon its former captors before vanishing back to its plane of torment.

There are three ranks of known seals – minor, major and greater – corresponding to the unholy might of the demon or devil bound within. Each requires an increasingly more elaborate and precise rendering of the demon-binding seal. To invoke a seal, the PC must make a spell check or cast spell from scroll check; the DC is listed by the power of the seal below. If the check fails, the demon is released and attacks the would-be caster. The demon fights as long as it is amused, or until it starts to lose the battle.

If the reading is successful, then the reader makes a spell check (1d24) plus a bonus for the demon’s power (+2 / +4 / +6, respectively) for the appropriate spell. The reader does not add his level or Intelligence modifier to this casting roll, but does add his Luck modifier. If the reading is successful, the spell cannot fail; even a spell check roll of 1 results in the least successful casting result.

A minor seal may be used once, a major seal thrice, and a greater seal five times, before being destroyed.

Each seal is created with a single task (or spell). Common spells are listed below:

Minor (DC 15, Type II Demon, +2 to casting): *Blessing, magic missile, magic shield, sleep, word of command.*

Major (DC 20, Type III Demon, +4 to casting): *Banish, curse, monster summoning, ray of enfeeblement, scorching ray.*

Greater (DC 25, Type IV Demon, +6 to casting): *Animate dead, demon summoning, dispel magic, eldritch hound, eternal champion, exorcise, fly, planar step, truename.*

For examples and illustrations of unique Minor, Major and Greater seals of power, v.i. folio Sections IX through XI.

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.

DIASPORA OF THE DEATH ORMS

The Worms are in ascension. The Age of the Kith has passed.

— Self-reading from the intestines of Sorloth the Haruspex

Sages have shown us how the Purple Planet is awash in warring factions, each vying for supremacy. But what may appear an eternal struggle is merely a function of the limited lens of the viewer. In the broader scope of time – one that encompasses eons rather than centuries – there is an end, indeed to all life inhabiting the multiverse, and that end will begin on the Purple Planet.

We only know of this thanks to the sacrifice of Sorloth of Archbridge, who divined our collective doom through the inspection of his own entrails. Fearing his prophecy would inspire doomsday cults exalting the Worm, it was declared that Sorloth's dying prophecy would be carried by a single emissary. And so it came to be that the remainder of Sorloth's apostles bricked themselves inside the Tomb of the Haruspex, while their chosen agent was dispatched to Pungar to be ensconced in the City of the Gods.

In this way, his prophecy has passed down through the ages, from sole emissary to emissary, until it found its way to you.

The content of Sorloth's work has not been shared with any others, not even the sage-savants dictating their divinations to the scribes of the Purple Planet. The question before you now is the same question that has been put to a thousand emissaries before you. What you do with the knowledge contained herein is left to your best judgment.

Perhaps this scroll is best destroyed, so that we might live in the peace of false security until our doom is nigh. Or perhaps criers should share it far and wide, so that mighty armies of every race might be raised to combat the worms. Or perhaps it should be simply passed to another, as has been done so many times before. The choice is yours.

An enduring mystery of the Purple Planet is the death orm's all-consuming lust for the greenstone. Sorloth's divination revealed that the orms' titanic, worm-like form is not their adult form, but merely their larval stage. The orms seek the greenstone to fuel their metamorphosis.

Transformation from an orm's larval form to the imago stage is sudden and a thing of terror. Its chitinous shell hardens over the span of 1d5 rounds, rendering the orm immobile and easily mistaken for dead. A heat, not unlike the birth of several suns, erupts from within the belly of the orm, charring the outer shell. Nearby flammable objects catch fire, and characters take 1d5 points of heat damage every round they remain within 100' of the larval orm. On the 10th round, the heat intensifies, reducing the charred shell to ash, and the orm's imago form emerges: a colossal winged serpent, wreathed in flames, shrieking with deafening wails, and reeking of melted fat.

Driven by a blind need for destruction, the orm sweeps over the world, charring all in its wake.

The imago orm triggers the same transformation of other orms it encounters, which then awaken other orms, igniting a worldwide conflagration. Oceans evaporate, deserts melt into glass, and all else is reduced to cinders and soot.

Once nothing remains, the imago orms take to the space between the planets, spreading like an interplanetary plague, awakening and igniting orms in their conquest of the multiverse.

It is believed that the Vaty-Ib did is drawing near her apotheosis. A mere handful of greenstone shards will trigger her transformation.

The imago form of the Vaty-Ib did defies comprehension. Over a mile in length, her sheer mass is so great the PCs' armor is rendered worthless.

Simply coming within 100' of the imago subjects the PCs to her terrible heat: each round the PCs must make a DC 20 Fort save or suffer 1d16 damage from the intensity of the flames. On a failed check, mundane items catch fire or begin to melt, rendering weapons and armor useless. Spells granting resistance to heat are rapidly exhausted (reduce durations in turns to rounds; if already measured in rounds, reduce the duration by half).

The Vaty-Ib did does not attack the PCs so much as threaten them blindly. Each round, have the PC with the worst Luck make a DC 25 Luck check. If the check is successful, the PCs suffer no attacks that round. However, if the PC fails, roll 1d12 on the following table. Roll again for every 5 points difference in the failed check.





Example: Sandor rolls a 24 on his Luck check, a difference of 1, granting the Vatya-Ibdiid one attack. On the next round he only rolls a 13, for a difference of 12, granting the orm two attacks. If he had rolled a 10, the orm would have made three attacks.

1d12 Attack

- 1 The gods protect the PCs. No attack.
- 2-4 The flap of the great wings drives a maelstrom of heat and flames at the PCs. All must make DC 20 Fort saves or suffer 1d16 damage. Flammable items are incinerated, non-magical metal is reduced to slag.
- 5 The Vatya-Ibdiid shrieks its undying hatred of all living things; DC 15 Fort save or deafness and blindness for 1d5 rounds as blood erupts from PCs' eyes and ears.
- 6 The orm's tail lashes the ground. PCs in contact with the earth within 100' of the impact must attempt DC 10 Fort saves to maintain their balance, and a billowing dust cloud obscures all sight until the end of the next round. Those failing the save on a natural 1, 2 or 3, slip into a crevasse unearthed by the attack, tumbling some 30' into the earth and crashing amid the rocky rubble for 3d6 damage.
- 7-9 The orm swats at a single PC. DC 20 Ref save to avoid, or 10d6+20 damage as the PC is hurled 100' through the air before crashing back to earth.
- 10 The Vatya-Ibdiid exhales a cone of flame towards the PCs. The cone starts as 20' wide, extends 500' feet and is 100' wide at it terminus. Those caught within the cone take 2d24 damage (DC 15 Fort save for half).
- 11-12 The orm bites at a group of PCs, targeting all within a 20' radius (DC 15 Ref save to avoid). Those that fail are swallowed and begin taking damage each round: 1d20 points of heat damage plus 1d16 points of constriction damage. The PCs can cut themselves free by inflicting 50 or more points of damage.

Treasure: The death orms bear no treasure, but if the PCs somehow succeed in arresting the spread of the imago orms, all the gods in the heavens owe them their thanks. Each PC receives +3 to his Luck, an additional 5 points to be spread over no less than 2 stats, and 1 wish.

Death Orm, Imago: Init +10; Atk see text; AC 25; HD 40d24; hp 750; MV 1,500'; Act 2d12 (see above); SP Immune to normal-sized critical hits and all fire-based damage, flame aura; SV Fort +30, Ref -20, Will +25; AL C.

APPENDIX D: YTHOTHIAN LICHE KINGS

An expansion of the Purple Planet Author's Edition Glossography

By Harley Stroh • Art by Stefan Poag

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.



APPENDIX F: THE YTHOTH RAIDER

An expansion of the Purple Planet Author's Edition Glossography

By Harley Stroh • Art by Stefan Poag



You are a gaunt, blue-skinned raider, ranging across the multiverse in your quest for the ythoth mushroom. Any desire for food, love or power has faded like the memory of a forgotten dream. Friends, allies and lovers are reduced to mere tools to be discarded when they are no longer useful. Now there is only the endless quest for the bloom, a hunger that can never be sated.

The raider class is taken by a PC after the character succumbs to the power of the ythoth mushrooms. There are only five levels in the class, reflecting an increasingly greater reliance on the mushrooms.

Once a character becomes a thrall to the bloom, all subsequent advancement must be in the ythoth class. The character's previous abilities and powers are not lost, but – apart from divine or diabolic intervention – the character can no longer advance in his original class.

The raider's bonuses to attacks, action dice and saves are cumulative with the PC's prior class. The character takes the best of the two classes' crit dice and tables.

Hit Points: The ythothian raider retains his original hit points and gains 1d5 hit points with each new level.

Weapon training: The character retains any previous training. If part of a ythothian raiding crew, the PC quickly learns the use of the longsword, two-handed sword, javelin and war-grapple. The character gains no new armor training.

Alignment: The desire for the bloom overrides any moral impulse or philosophy; a raider's belief system is secondary to acquiring the coveted ythoth. Lawful raiders are often calculating commanders, demanding strict and immediate obedience from their crews and peers. Neutral raiders are soulless automatons, completely indifferent to the world and the harm they cause. Chaotic raiders are wild-eyed, desperate junkies, fomenting disorder and tumult to achieve their ends.

Thrall to the Bloom: Ythoth addiction becomes increasingly worse the longer the character survives. There is no escape for the PC save death.

This descent is represented by the character's bloom die and how often he must partake of the space fungi. At 1st level, every week that the PC fails to consume a ythoth mushroom, he suffers stat damage equal to his bloom die to his Strength, Intelligence, and Personality.

Consuming a single mushroom is sufficient to return his weakened stats to their original scores plus the character's bloom die for one week, after which the stat loss begins anew.

If any of the character's stats fall below 0 or are elevated above 24, the character collapses, dead. Luck can be burned to increase or reduce the result. Attempts at divine healing are fruitless, but the body can still be recovered, per the core rules.

As the character advances, the period of time shortens, and the blessings and curse of the ythoth increase.

Consuming multiple mushrooms within this window has no additional effects, save for sating the raider's desire. Due to the character's increased tolerance, he enjoys none of the ythothian mushrooms' special powers.

Action dice: A ythoth receives a second action die at 1st-level. This is in addition to any action dice from the PC's original class. Ythoth can only use this extra action dice for mental powers.

Cosmic Mind: Regular consumption of the weirdling mushrooms exposes the PC raider's mind to alternate realities; this knowledge of higher worlds manifests as mental powers. With each level gained, roll once on the following table.

TABLE 1-1: DIMENSIONAL RAIDER

Level	Attack	Crit Die / Table	Action Die	Bloom duration / Die	Ref	Fort	Will
1	+1	1d8/I	1d5	1 week / d3	+0	+0	+1
2	+2	1d10/I	1d7	6 days / d5	+1	+0	+1
3	+3	1d12/I	1d10	5 days / d7	+1	+0	+2
4	+4	1d14/I	1d14	3 days / d10	+1	+1	+2
5	+5	1d16/I	1d16	2 days / d14	+2	+1	+2

TABLE 1-2: MENTAL POWERS

1d14	Mental Power
1	Force manipulation (as the 1st-level wizard spell).
2	Ventriloquism (as the 1st-level wizard spell).
3	ESP (as the 2nd-level wizard spell).
4	Resist cold or heat (as the 1st-level cleric spell).
5	Magic shield (as the 1st-level wizard spell).
6	Levitate (as the 2nd-level wizard spell).
7	Lotus stare (as the 2nd-level cleric spell).
8	Shatter (as the 2nd-level wizard spell).
9	Consult Spirit (as the 3rd-level wizard spell).
10	Gust of wind (as the 3rd-level wizard spell).
11	Haste (as the 3rd-level wizard spell).
12	Planar step (as the 3rd-level wizard spell).
13	Transference (as the 3rd-level wizard spell).
14	Roll twice and select one.

Treat the character's raider level as his caster level. When a character activates a power, roll his action die, adding his CL and any Personality modifier.

While the raider has no ability to spellburn, a character with multiple action dice can add them together for a single mental power roll.

Example: Ameri Beni is a 3rd-level warrior and a 1st-level raider. He receives a d20 action die from his former class, and a d5 from his raider class; by forgoing any other actions, he can combine both action dice in a single mental power attempt, rolling, d20+d5.

A character can continue activating a mental power until failing on the power roll. On a failed check, roll on the following table, modified by the PC's Luck:



TABLE 1-3: POWER FAILURE

1d7	Result
-1	Character's head explodes from the mental effort. Instant death.
0	Character collapses into unconsciousness for 1d3 rounds. All mental powers lost for 1 day.
1	Character's eyes, ears and nose weep blood. Mentalist suffers 1d5 damage per round until the character succeeds on a DC 10 Fort save. Attempted power lost for 1 day.
2	A wave of agony and despair washes over every character within 50', affecting friends and foe alike: DC 10 Fort save or 1d5 damage. Attempted power lost for 1 day.
3	The mentalist's maddening thoughts are made visible, in a communal hallucination that affects all creatures within line of sight: as per the <i>phantasm</i> spell (spell check 1d30 + CL), however the illusions are not controlled by the caster. Attempted power lost for 1 day.
4	Power takes effect, but not in the way the character intended. Judge adjudicates a twisted version of the power.
5-7	The mental power attempt exhausts the PC. For the next 3 rounds all actions are attempted at -2d.
8+	A bright, colored aura surrounds the PC like a halo. If the character attempts the same mental power the next round, he may add the previous power check. <i>Example: Ameri Beni attempts a power and fails on a roll of 5. The next round he may add 5 in an attempt at manifesting the same power.</i>

As the powers are mental and not magical, raiders do not suffer corruptions or take mercurial magic effects.

Suggested Reading:

Burroughs, William S.: *Junkie*; *Naked Lunch*; the "Nova Trilogy"

Crowley, Aleister: *Diary of a Drug Fiend*

DeQuincey, Thomas: *Confessions of an English Opium-Eater*

Moorcock, Michael: *Elric of Melniboné*; and the original saga (esp. the first three books)