

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.

