

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.