

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 *phantasm* 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. *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.*

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)