

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.

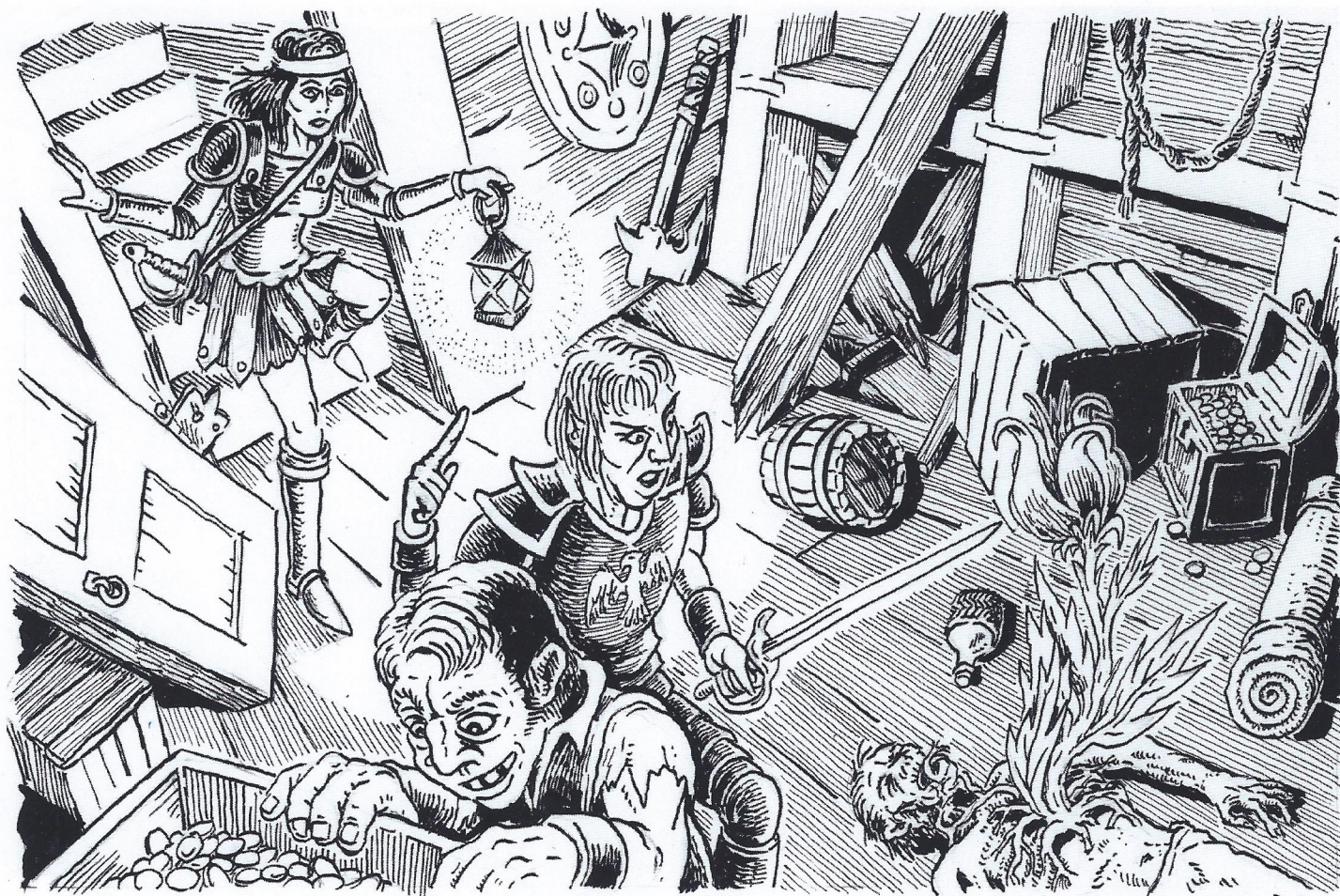
The buckler is powered by greenstone shards. A single shard grants the buckler sufficient power for 5 rounds of combat. It takes one action to activate the ring.

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.