

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:

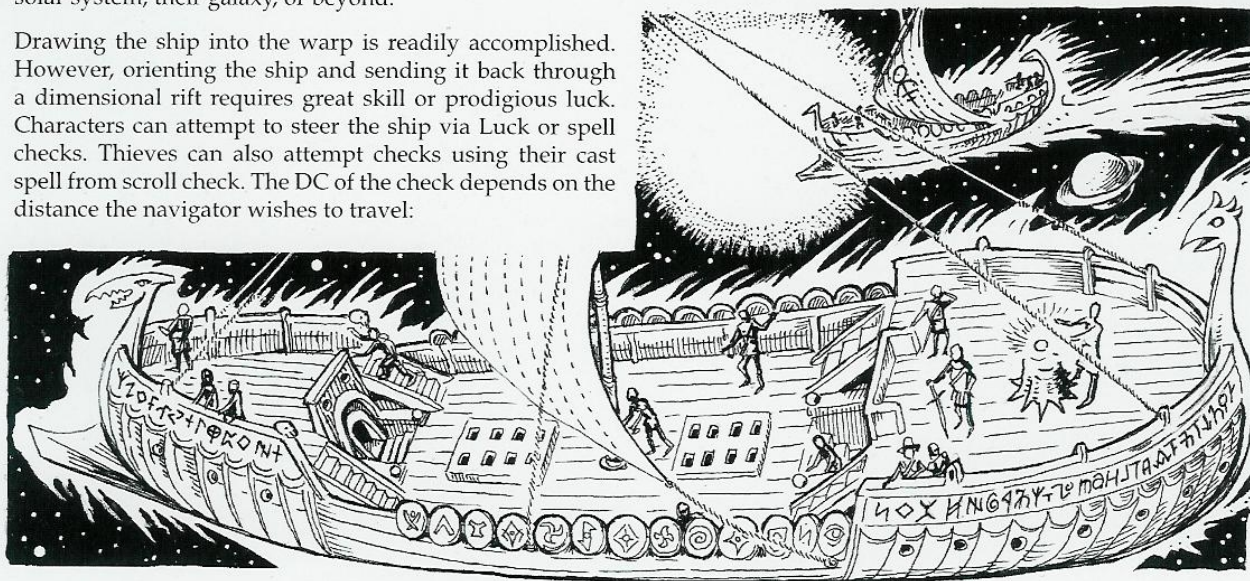
Table V.i: Longship Destination

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:



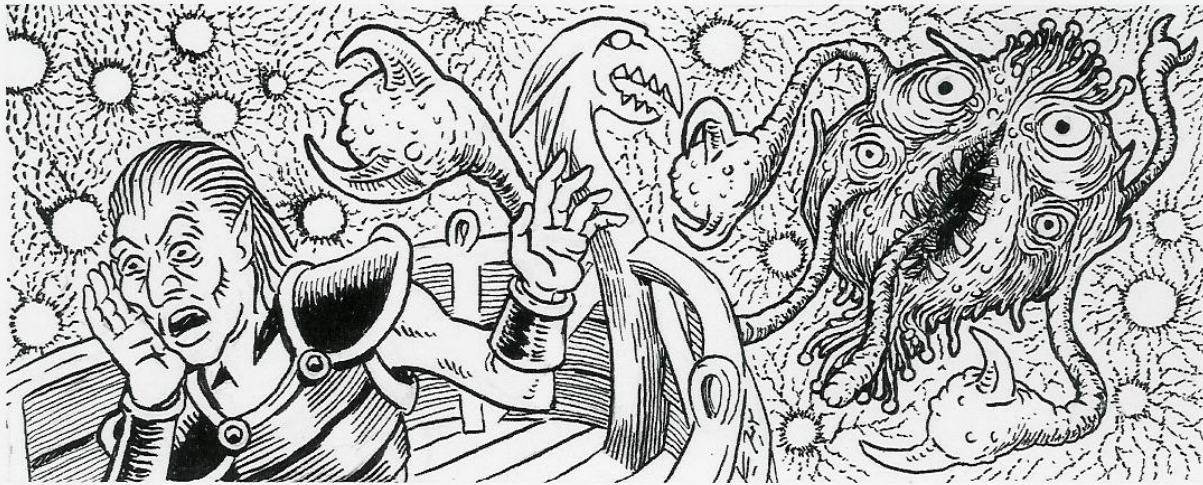


Table V.ii: Mishap Destination

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.