

# Akashic TITAN: BLUE BOLT



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# BLUE BOLT



COMPATIBLE WITH  
**DCC  
RPG**

# Akashic Titan

## Volume 2: Blue Bolt

**Based on** *Blue Bolt* #1-10 by Joe Simon & Jack Kirby

**Written** by Leighton Connor & Joshua LH Burnett

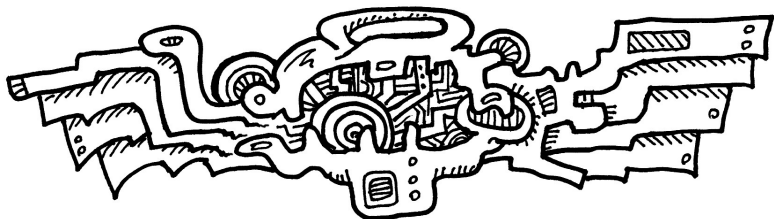
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# Introduction

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“I’ve traveled far, great one! I’ve trod forbidden roads beyond time and space! I have looted vaults whose guardians and their great cities had become dust long before the first ape stood erect to fight.”

—*Blue Bolt* #5

In 1940 Joe Simon introduced a new comic book hero named Blue Bolt in a comic book of the same name, published by Novelty Press. With issue 2 Simon began collaborating with an eager young artist named Jack Kirby. The two clicked immediately; Simon and Kirby went on to become the most successful team in the Golden Age of comics, famously creating Captain America in 1941.

Before they left for higher-profile work, Simon and Kirby wrote and drew ten installments of *Blue Bolt*. The series started out like a superhero comic— a man hit by lightning gains fabulous powers!— but soon became a science-fantasy story about the war between the subterranean nations of Deltos and Voltor. The most compelling aspect of the story is the attraction between Blue Bolt and his archenemy the Green Sorceress. It’s a classic doomed romance. Though they are on opposite sides of the war, Blue Bolt and the Green Sorceress are deeply infatuated with each other and when one of them is in mortal danger, the other inevitably chooses to save them.

Simon and Kirby’s *Blue Bolt* is a fast-paced story packed with black magic, ray guns, dragons, mutants, gangsters, romance, and betrayal, all set in a fantastic world beneath the ground. In short, it’s a perfect setting for role-playing adventure games.

For this book I have drawn on the setting established in the first ten issues of *Blue Bolt* and expanded it, adding new details that are consistent with the published text. Everything here is



intended to add respectfully to the foundation that Simon and Kirby laid.

This volume is the second installment of my *Dungeon Crawl Classics* zine *Akashic Titan*. The akashic titans are giant, magic-powered metal constructs that soar across the endless Bands in their journey from world to world. The first issue of *Akashic Titan* introduces the titans and the Bands and provides two settings, the port city Starnheim and the Jale Band's Elaborate Crystal Palace. It also includes the Akashic Pilot character class.

In this book, the subterranean kingdoms Deltos and Voltor are described as places that akashic titan crews can visit. One could, of course, use the setting in other ways. While both *Akashic Titan* volumes are designed for use with the *Dungeon Crawl Classics* RPG, they can be used with a wide variety of games.

**Part 1: Akashic Titan: The Basics** (page 7) gives a quick overview of the akashic titans for those who haven't read the first volume, or who simply need a refresher.

**Part 2: Port Deltos** (page 11) describes the port's position within the Bands, how akashic titans can travel there, and its general geography.

**Part 3: The History of the Blue and Green Empires** (p. 15) relates the history of these fabled nations, describing how they split apart and how their ancient, never-ending war began.

**Part 4: Life in Deltos and Voltor** (p. 23) describes what visitors can expect to see in the two nations, including their culture, governments, and black markets.

**Part 5: The Wilderness** (p. 33) describes the great expanse of the Inner World that stretches between Deltos and Voltor.

**Part 6: Valuables** (p. 41) details some of the goods akashic

crews can trade for, including the Para-Gun, the Lightning Pistol, the Armored Rocket Car, Lifto Discs, and the unpredictable Compound-N.

**Part 7: Resources for the Judge** (p. 53) lists potential plot developments and enemies from the outer world.

**Part 8: Into the Fourth Dimension** (p. 57) is a short adventure for use with the setting, written by the inestimable Joshua LH Burnett.

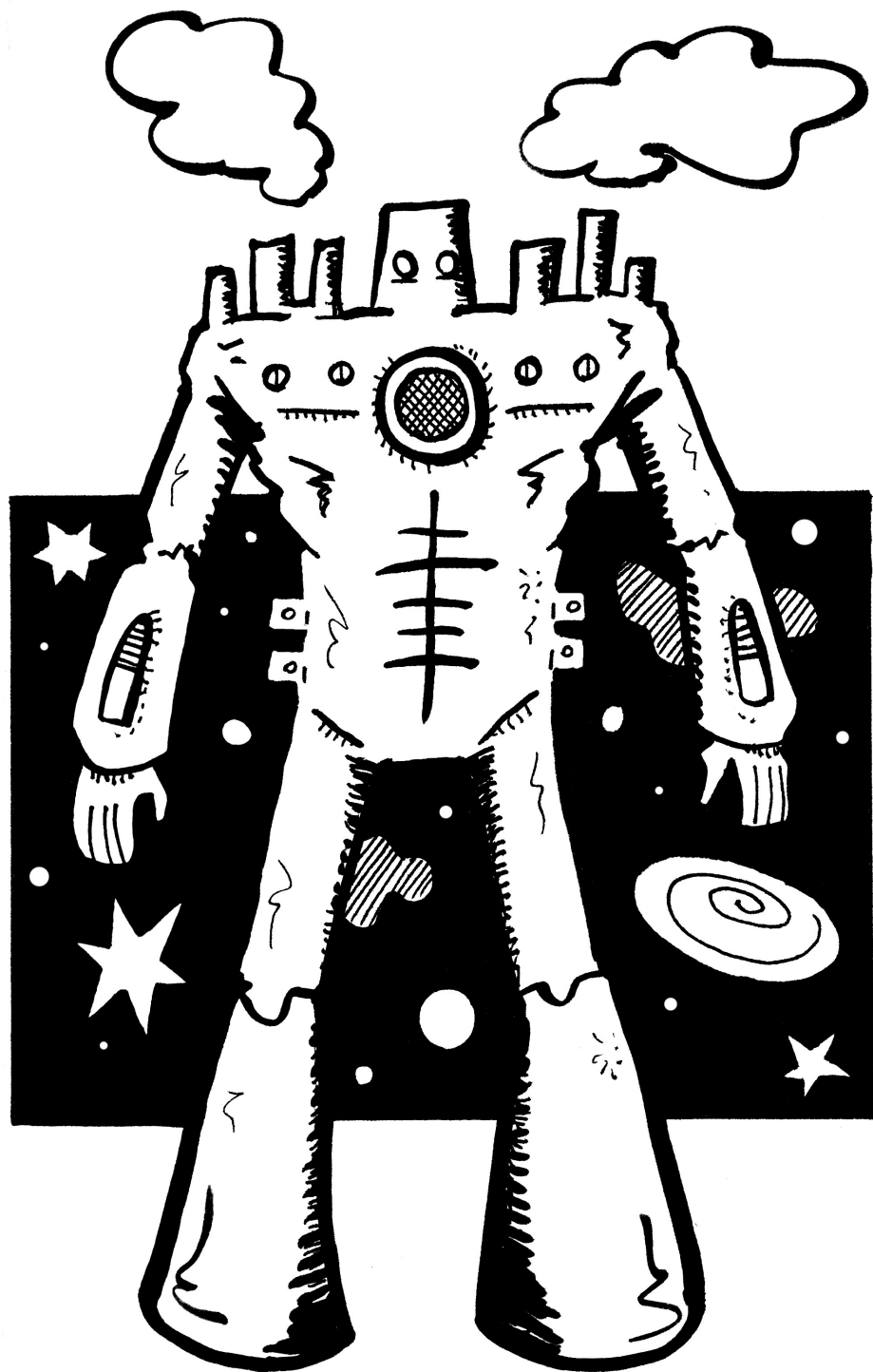
**Appendix 1: Akashic Engineer Character Class** (p. 65) gives you guidelines for a new character class.

**Appendix 2: Recommended Reading** (p. 75) lists some books for further reading.

### **What is the *Dungeon Crawl Classics* RPG?**

*Dungeon Crawl Classics* (DCC) is a sword & sorcery role-playing game published by Goodman Games. Mechanically, DCC is based on the world's most popular RPG, but the rules have been re-forged—streamlined in some places, expanded in others, and injected with a wild and exciting imagination throughout. The fantastical imagery and fast play style are designed to evoke the classic fantasy and science-fiction adventure tales of old. You'll find the influences of Leiber, Moorcock, Howard, Vance, Brackett, and more throughout DCC.

Find out more about *Dungeon Crawl Classics* at [www.Goodman-Games.com](http://www.Goodman-Games.com).



# 1. Akashic Titan: The Basics

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The cosmos is filled with countless inhabited worlds. Some worlds are rich in magic, others boast advanced technology, and still others possess both, or neither. One thing most worlds have in common is that they think theirs is the only inhabited world. Only a small number of people know the truth about the Bands.

The Bands are not in outer space; they are accessed through hidden ports, and allow travel to other worlds. They stretch out endlessly, vast shimmering fields filled with danger and wonder. There are three known Bands, each named for its color: Dolm, Ulfire, and Jale.

## **The Dolm Band**

The color dolm is a mixture of blue and ulfire. At first it is difficult to look at, but one quickly gets used to it. The Dolm Band is conducive to life, with gravity and a breathable atmosphere. While there are dangers such as fields of debris, pirates, and ectotherms, travel across the Dolm Band is generally peaceful. Known ports in the Dolm Band include Starnheim, Pteronomia, and the Alabaster Citadel.

## **The Ulfire Band**

The color ulfire is, according to David Lindsay, “wild and painful.” The Ulfire Band is significantly more dangerous than the Dolm—there is no oxygen, and the Band is filled with harmful radiation, whirlpools, soggy patches of time, and deadly beasts such as Stellar Squids, permeagons, Akashic Husks, and Living Constellations.

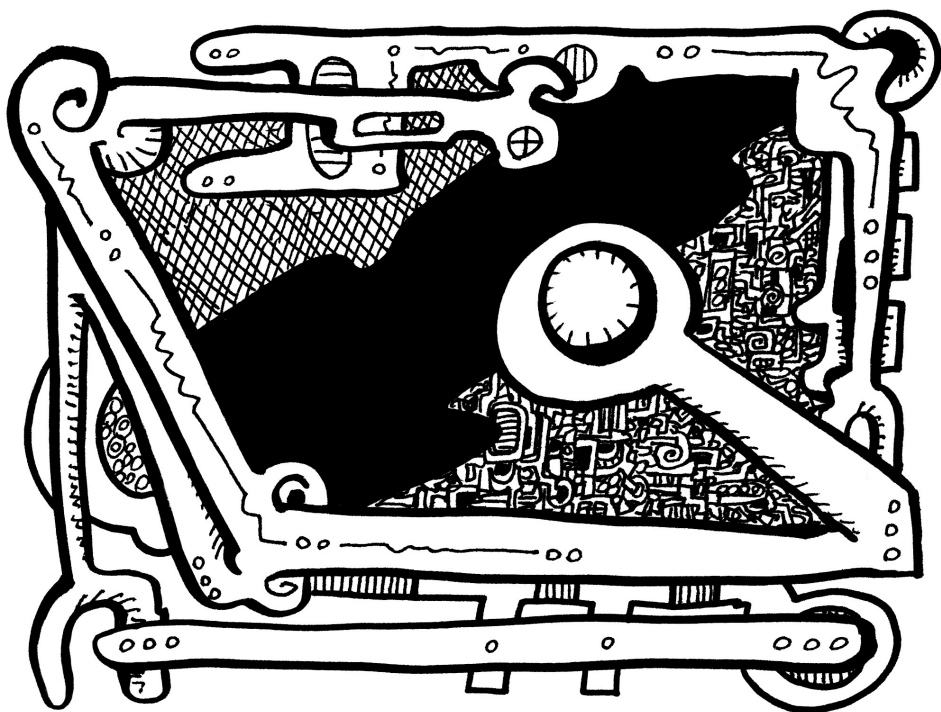
## **The Jale Band**

The color jale is “dreamlike, feverish, and voluptuous.” The Jale Band has air, though also dangerous radiation. It is generally safer for travelers than the Ulfire Band, but more frequented by

pirates. The Jale Band is home to the Elaborate Crystal Palace and other centers of commerce. Some say the Jale Band stretches on forever, to the end of existence; others say it has a boundary, and that past its edge there are unimaginable treasures or unspeakable horrors, depending on who you ask.

## Ports

As mentioned above, there are ports throughout the Dolm and Jale Bands. Each port is directly accessible from the Band, but leads into a separate world. For instance, if you dock at Mount Starnheim and go inside, gravity will flip and you will find yourself at the bottom of a pit. Climb the pit and you will be in a cave. When you exit the cave, you will be on an inhabited world, with a blue sky above, and no sign of the Dolm Band. Akashic scholars have written extensively on this subject, but there is no consensus on how any of it works.



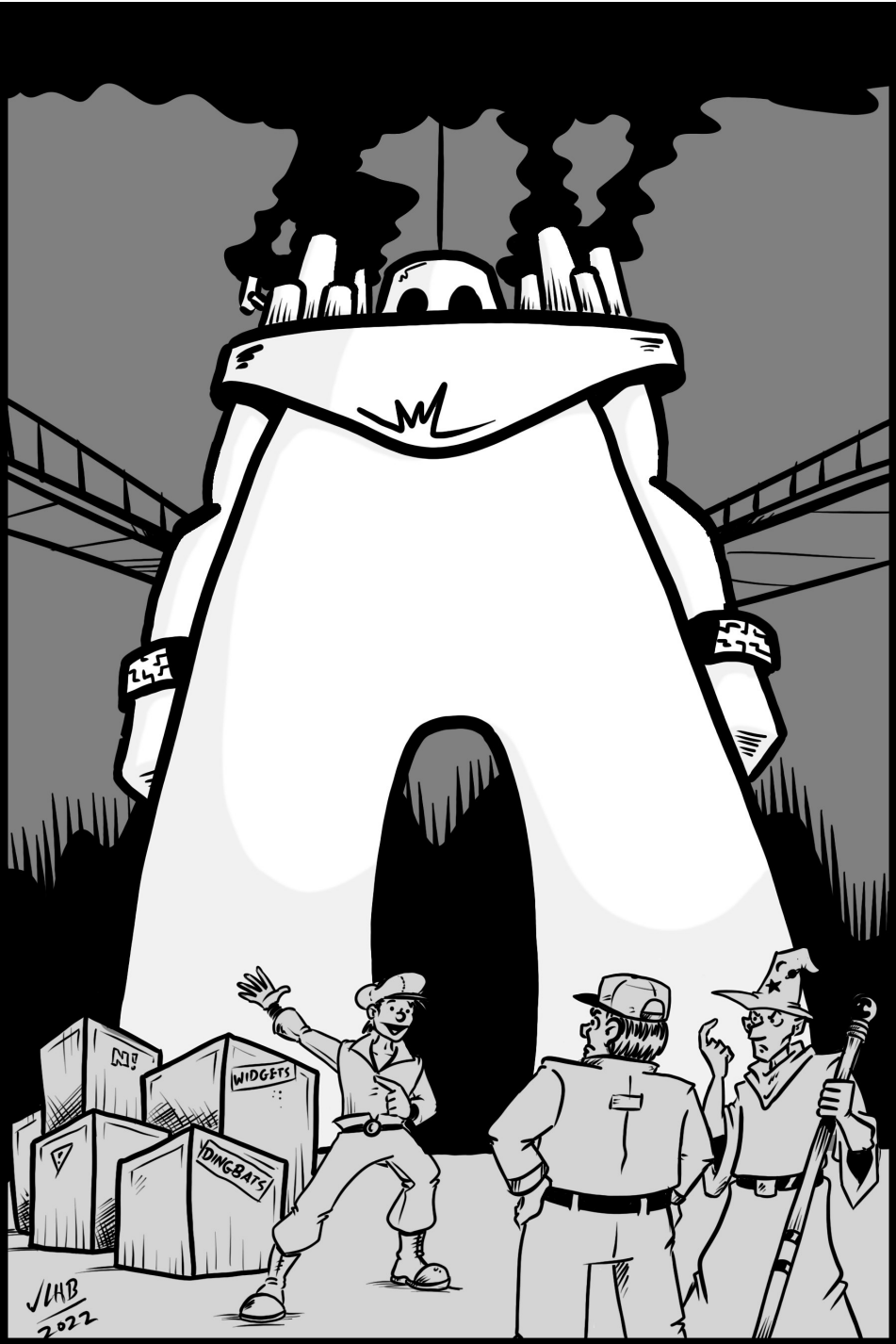
## The Akashic Titans

Some foolhardy entrepreneurs travel the Bands for profit. Their most common vessels are akashic titans, giant humanoid ships. When necessary, titans are able to fight off beasts with their massive fists. Titans are powered by the akashic furnaces in their hearts, which require large amounts of magic, usually acquired by burning magical items. As a byproduct of this process, titans vent toxic steam. Exposure to this steam can cause mutation, disease, and death. Each titan also possesses a shard of the Heart of Creation, which it uses to navigate.

A titan's crew usually includes a captain, an engineer, a navigator, pilots, and sailors who do various odd jobs. Positions may be combined or added as needed. Usually the crew does not own the ship, but works for a trading company. The most powerful company is run by the Androjen family. Titans transport goods from world to world, usually staples like spices, gunpowder, gold, and liquor.

### Missions for an Akashic Titan Crew (1d10)

1	Travel to another world to pick up cargo
2	Transport cargo to a market for sale
3	Transport weapons to an army on another world
4	Transport wealthy passengers
5	Check on a port that has gone mysteriously silent
6	Find a port where a damaged titan can receive necessary repairs
7	Find and rescue the crew of a missing titan
8	Explore an uncharted area
9	Flush out and destroy a band of pirates
10	Journey deep into the Bands to find a legendary treasure



## 2. Port Deltos

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Akashic titan crews on the lookout for promising ports may hear about an out-of-the-way city-state named Deltos. For years the port was closed, but it has recently opened up again.

The rumors say that Deltos is:

1. Technologically advanced and a source of powerful weapons.
2. Rich in the rare mineral Compound-N.
3. An eager market for spices and whiskey.
4. Dangerous, due to its war with a neighboring nation.

The Deltosian port lies in the Jale Band, approximately 33,000 quantules from the Elaborate Crystal Palace, at an orthogonal vector halfway between the Lipid Screamlands and Planet Factory 19, vertijacent to Glorthran. With a successful Navigation check (DC10), a titan can travel from the Elaborate Crystal Palace to Port Deltos in two weeks.

From a distance the crew first sees a spiky mass, like mountain ranges stuck together into something resembling a ball. Near the tip of one of the mountains there is a door of white light. A titan can pass through the door, which opens into a vast metal building that resembles a warehouse. This is the port. Deltos receives few visitors these days, so it is usually empty. Still, there are robot attendants waiting in the port who assist crews in docking and escort representatives into the city. This is not a request; all visitors are required to meet with the Science Council's Trade Secretary before conducting any business.

### Robot Attendant

Init +0; Atk: stun ray +1 ranged (90' range, 1d6 + paralysis); AC 15; HD 6d6 (21hp); MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +0; AL L.

Special: Construct, immune to charm and fear.



Once sailors leave the port, they find themselves in a subterranean hollow known as the Inner World. The Inner World is so vast that the borders are not visible. There is no night here—the land is constantly illuminated by radioactive deposits in the rock far above. A radioactive field blocks passage to the surface world, but if you were to pass through this field you would find yourself in the country Guatanora in a world that appears to be 20th century Earth, circa 1940. The geography does not in any way map to the spiky ball of mountains the titan originally approached; this Earth is a spherical planet situated in a solar system, with no sign of the Bands.

The port is on the edge of Deltos, a gleaming metal and glass city that stretches out for miles beneath the great cavern ceiling. Deltos contains marvels many akashic sailors have never seen—hovercars, beam rifles, monorails, and more. Deltos is, at first glance, a technocratic utopia. But all is not perfect, because Deltos is at war with Voltor, a rival nation approximately 100 miles away.

**What is the Status of the War? (1d6)**

1	There is a temporary lull in fighting.
2	Deltos is celebrating a great victory.
3	Deltos is reeling from a crushing defeat.
4	Deltos is preparing to attack.
5	Deltos is preparing to defend from a Voltorian attack.
6	Undercover Voltorian agents are spreading chaos.

Trade Secretary Yaleena meets with a crew’s representatives in an office at the Commerce Dome, located near the dock. She explains that a previous administration closed down the port due to the populace’s distrust of outsiders and magic. The current leadership, however, is open to negotiating trade deals, as long as the visitors follow certain rules.

Those rules are:

1. Violence of any kind will result in incarceration.
2. Spellcasting and the use of magical items are illegal and will result in incarceration.
3. Theft, vandalism, littering, and other misdemeanors will result in fines and penalties.
4. Do not buy, sell, or trade alcoholic beverages.
5. Travel outside the city borders at your own risk.
6. Do not engage in trade with Voltor.
7. Do not aid the nation of Voltor in any way; this is considered treason against Deltos and will be punished accordingly.

While Deltos has many rare and valuable goods, its most precious resource is Compound-N. Compound-N is a mysterious substance, extremely rare in most worlds but found here in large deposits. It must be handled with extreme care. When used properly, it can power both technology and sorcery. It also causes mutations, and has resulted in bizarre flora and fauna throughout the Inner World. Travelers need to be careful—once they pass outside the border of Deltos, they will find themselves in a wild land of carnivorous plants, poisonous vapors, and dragons.

### **Titan Mobility**

The PCs may want to pilot their akashic titan out of the dock and into the city, where it can serve as an indestructible war machine. They're welcome to try, but it won't be easy. First, the dock is sturdy and designed to contain titans. Second, akashic titans are designed to fly through the Bands, and are too heavy to move efficiently across the ground under normal gravity. Titans on land move slowly, rapidly burn through their energy reserves, and suffer from a greater chance of mechanical breakdowns and toxic gas leaks. Titans that attempt to fly underground run the risk of ramming into the Earth above.



### 3. The History of the Blue and Green Empires

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A thousand years ago the great empire of Deltos sprawled across the Inner World, ruled over by the Council of Sorcerers. Deltos had sophisticated magic that benefited its citizens in many ways—healing, artificial lighting, mystical beasts of labor, and more. The sorcerers had greater magical powers than the world had ever seen, but still they wanted more.

When natural philosophers discovered a rich vein of Compound-N, the Council of Sorcerers was eager to exploit this valuable new resource. Though some urged caution, the charismatic sorcerer Voltorian won over the majority. Compound-N allowed the sorcerers to create miracles. Unfortunately Compound-N is unstable and, it seems, almost malevolent. When the Council introduced a new system to power the city using Compound-N, it worked perfectly for about five minutes. Then purple flames engulfed the power station and everything else within a mile. The fallout from the explosion brought about mass mutations, death, and disease. Three-quarters of the population of Deltos died.

The survivors were outraged. The Council of Sorcerers—most of whom had survived, being secreted away in their tower—insisted that, while they had overreached, there was still room for the positive application of magic. But anti-magic sentiment ran high, and those sorcerers who were not executed were banished from Deltos. Those who still valued the ways of magic followed them.

#### **Voltor**

The sorcerers and their followers fled west to the mountains, where they established their own settlement. Their leader, the sorcerer Voltorius, made a deal with an extra-dimensional entity called The Unholy One. As a result, the Unholy One gave Voltorius great mystical power, power he used to build the city and

defend its people. No one knows the details of the deal Voltorius made, though there are rumors about blood sacrifices. What is known is that Voltorius's flesh turned green, and since then all of his descendants have had green skin. Voltorius named the new nation after himself and declared green the national color. Since that time the nation of Voltor has also been known as "The Green Empire."

When Voltorius eventually died at the age of 175, his daughter Vatra--herself a powerful sorceress--took the throne. This established a sorcerous ruling class for the fledgling nation. In time, Voltor had a full aristocracy centered around the sorcerous elite but also including military leaders.

## **War Begins**

Deltos, meanwhile, had rebuilt. Having rejected magic, they focused on a more systematic, experimental approach to making sense of the natural world. In a few generations they rebuilt their city and made amazing technological advances. Deltos became a bustling, progressive civilization where the people lived in peaceful prosperity.

As Deltos and Voltor grew, they inevitably came into conflict with one another. What began as small skirmishes grew to full-scale war, with Deltos pitting their technology against Voltor's sorcery. Over time, Voltor developed its own technology and the two were locked in an ongoing arms race. Deltos and Voltor both developed weapons centuries more advanced than anything seen on the surface world.

Periodically the leaders of the two nations would negotiate a truce, and the war would cease, only to start up again soon after. Over the centuries, few generations have gone by without the specters of conscription and bloodshed.

By the time the 20th century arrived in the world above, Deltos and Voltor had developed flying vehicles, force guns, and more.

## Bertoff

Centuries ago Deltos's Science Council began the tradition of choosing their greatest scientist to lead the nation, in the belief that such a person would make the most rational decisions for the good of all. Doctor Bertoff never sought out this



office, but when he discovered the Compound-N Extraction Formula and became the first to safely harness the power of Compound-N twenty years ago, there was no denying he was the greatest scientist of his generation. The previous Head Scientist offered Bertoff her position and Bertoff felt obligated to accept.

Bertoff's peers championed his reluctance to lead, pointing out that it was best to give power to one who didn't want it. And while Bertoff made decisions for the good of his people, seldom allowing personal bias to interfere, he still lacked innate leadership ability. He missed Council meetings in order to work in the lab, sometimes developing new technologies for his nation, but other times conducting pure research. The upper echelon's enthusiasm for Bertoff cooled. They looked for a replacement, but no other scientist was close to Bertoff's level.

Presumably Bertoff would have been a more successful leader in a time of peace, but sadly that was not to be. When the Green Sorceress rose to the throne of Voltor, she discarded the tenuous cease-fire that her father had established and resumed the war against Deltos.

This current iteration of the war has raged for over a decade. Bertoff has become a haunted, melancholic man crushed by the weight of his responsibilities. Early on he advocated for peaceful solutions; now, after seeing so many of his people slaughtered in senseless conflict, he works on developing mega-weapons that could wipe out the Green Empire of Voltor.

### Bertoff

Init -1; Atk force pistol -1 ranged (1d10); AC 11; HD 2d8 (hp 15); MV 30'; Act 1d20; SV Fort +1, Ref +0, Will +5; AL L.

“Dr. Bertoff elevates his cycotron, the 2,000-ton electro-beam atom smasher, with which he intends to destroy the land of the Green Sorceress.”

—*Blue Bolt #2*

## **The Green Sorceress**

The current ruler of Voltor is Norzimo, widely known as the Green Sorceress. She took the throne after her father, the Viridescent Wizard, died from drinking poisoned wine.

The Green Sorceress adheres to her own code of justice. Compared to her predecessors, she has been progressive in her treatment of the people. She ended the practice of unfair taxation and her reforms allowed a merchant class to emerge. While she treats the commoners with more respect than her predecessors, she still conscripts them into the army and sends them off to die in droves.

The Green Sorceress would probably be a capable ruler if not for her mad lust for domination. She is aware of the world above and fervently believes it is her destiny to rule it. First, though, she intends to conquer Deltos and seize its supply of Compound-N.



### The Green Sorceress

Init +6; Atk sword +3 melee (1d8); AC 18; HD 7d8 (hp 40);

MV 30'; Act 2d20; SV Fort +4, Ref +5, Will +5; AL C.

Special: Green Aura - With one round of concentration, the Green Sorceress can disappear in a cloud of smoke and return to her throne room; Spellcaster (+8 spell check):

*Cantrip, Charm Person, Choking Cloud, Comprehend Languages, Detect Magic, Flaming Hands, Magic Missile, Magic Shield, Sleep, Levitate, Spider Web*

“Convinced that her destiny lies in subjugating the nations of the world to the dominating control of her hidden empire, the Green Sorceress once more prepares her armies for a new assault on the outside world.”

—Blue Bolt #6



## Blue Bolt

In recent years Bertoff began to feel hopeless, until the arrival of a surface man named Fred Parrish. Parrish nearly died when his plane was hit by lightning. Bertoff's men brought him deep below ground to Deltos, where Bertoff used his technology to revive Parrish. With careful applications of Compound-N he "captured the powers of the lightning and harnessed them" in Parrish's body. He outfitted Parrish with a Deltosian general's uniform, dubbed him Blue Bolt, and tasked him with leading the legions of Deltos.



The rank and file soldiers of Deltos had little respect for Bertoff, but they came to love Blue Bolt, who fought alongside them and led from the front. Blue Bolt forged the army into an effective fighting force, and soon Deltos scored significant victories in the war with Voltor.

Since then the two empires have feverishly battled, each winning temporary advantage over the other. The war's progress is complicated by Blue Bolt and the Green Sorceress's deep mutual attraction. Though they have both had ample opportunities, they refuse to kill each other.

### Blue Bolt

Init +6; Atk fists +1 melee (1d10), lightning pistol +5 ranged (75' range, 1d8); AC 18; HD 7d10 (hp 45); MV 30', 500' by leaping; Act 2d20; SV Fort +5, Ref +4, Will +5; AL L.

Special: Blue Bolt's body continually produces electricity, which powers his lightning pistol—as long as he holds it, the pistol does not run out of charge. Once every hour, Blue Bolt can generate an electrical blast and project it through his hands, doing 4d6 damage. Blue Bolt is superhumanly strong and can leap great distances.

“A young American, struck by lightning, has been hurled into the subterranean land of Deltos! Dr. Bertoff—scientist and ruler of Deltos—reviving him with injections of radium—has harnessed the powers of lightning in his body! So was born—the Blue Bolt!”  
—*Blue Bolt #2*



## 4. Life in Deltos and Voltor

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Visiting akashic sailors will find delights and dangers aplenty in this subterranean land.

### **Deltos**

Deltos is the most technologically advanced society most sailors have ever seen. All citizens receive food, shelter, and medical care from the state at no charge, and most manual labor is performed by robots, freeing citizens to pursue science, philosophy, art, sports, and romance.

Though Deltos's akashic titan port has been closed off for generations, some sailors have heard ancient tales and songs describing Deltos as a land of easy amorous conquests. This is due to the culture's liberated attitude toward sexuality. Contrary to dozens of humorous old shanties on the topic, the people of Deltos are not primarily interested in flings; most form stable, committed romantic relationships. Polyamorous relationships are common, with the average Deltosian living in a polycule with 2-4 others of various genders.

While the Deltosians have television technology, they use it only for communication (televisors) and not as a form of entertainment. For entertainment, they prefer the theater, where great dramatists explore the human condition and provide crowd-pleasing spectacle. Deltosian theater is an immersive experience that combines acting, poetry, song, dance, snake juggling, and high-tech special effects. Stories are often drawn from mythology and folklore, and a single performance usually lasts for hours. These shows are incomprehensible to outsiders.

Though mainstream Deltosian society has total faith in science, there are dissenting voices. Magic is outlawed but a fringe movement of Alchemists exists in secret, conducting forbidden

experiments in their quest to elevate the human spirit. They are eager to trade information about magic, and will pay handsomely for spellbooks and magic items.

### Osterkoff the Alchemical

Init +0; Atk staff +1 melee (1d6); AC 10; HD 3d4 (hp 6); MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +3; AL N.  
Special: Spellcaster (+4 spell check): *Chill Touch*, *ESP*, *Invisible Companion*, *Magic Shield*

Osterkoff lives deep in the sub-basement of his housing unit, far from the eyes of society. He has surrounded himself with as many forbidden tomes and tantalizing occult trinkets as he could find. Unlike many alchemists, whose interest is entirely theoretical, Osterkoff has taught himself to cast spells. He still craves more knowledge, and would handsomely reward anyone who could bring him more magical lore from Voltor.

More publicly, there is a small but fervent movement among the youth calling themselves Romantics. The Romantics claim that Deltos has gone too far in its glorification of science and that they have lost touch with their humanity. Romantics are excited to speak to visitors from other worlds, and akashic pilots find them helpful allies when looking to trade in illegal goods.

### Larzo the Sublime

Init -2; Atk poetry book +1 melee (1d3); AC 11; HD 1d5 (hp 3); MV 30'; Act 1d20; SV Fort -1, Ref +0, Will +1; AL N.

Larzo is a passionate young man who will immediately latch onto any outsiders who visit the city and ask to hear stories of other worlds. He will also subject them to his poetry, which is exquisitely terrible.

Because Deltos is so heavily defended by a long line of steel fortifications, the Green Empire knows better than to attempt a

frontal assault. They need people on the inside. Deltos is constantly on guard for undercover agents, but despite their best efforts there are Voltorian spies living and working in Deltos at all times. According to Simon and Kirby, “Even Bertoff’s laboratory staff is not immune from penetration!”

### Colonel Rhux of Green Intelligence

Init +2; Atk dagger +2 melee (1d3); AC 11; HD 1d6 (hp 5); MV 30'; Act 1d20; SV Fort +1, Ref +0, Will +3; AL N.

Special: Rhux has the following thief skills: Backstab +7, Sneak silently +7, Hide in shadows +5, Pick lock +5, Forge document +3, Disguise self +7, Read languages +2, Handle poison +7.

Colonel Rhux is a high-level intelligence operative who has taken on the role of a humble cook in Deltos. He has fully committed to the role and plays it with gusto, so that none of the dozens of Deltosians he interacts with each day suspects him. He moves through secure facilities with ease and, once a week, radios a report to Green Intelligence.

“I’m the new cook, your majesty . . . I ventured to bring your dinner myself! I’d appreciate any worthy comment on my humble endeavors!”

—*Blue Bolt #7*

## **Trade with Deltos**

As mentioned above, crews may negotiate with the Trade Secretary, but they can also deal directly with the citizens of Deltos. Merchants, in particular, are eager to buy and sell goods. Sailors are allowed to wander about the city but are expected to obey local laws. Lawbreakers will be swiftly rounded up by peacekeeping robots and incarcerated.

The people of Deltos traditionally eat two things: 1. Fungi, and 2. Nutrient paste made from fungi. The culture as a whole views food as a necessity for life rather than a source of pleasure. There

are exceptions, however, and plenty of Deltosians are willing to pay hefty prices for spices and delicacies from other worlds. Deltosian law forbids the sale of alcoholic beverages—intoxicants are seen as unhealthy distractions from the search for truth—and it is illegal for akashic sailors to bring such beverages into the city. Obviously this means that there is a tremendous amount of money to be made on the black market, and customers who will pay handsomely for wine and whiskey.

### Peacekeeper Robot

Init +2; Atk: truncheon +3 melee (1d8) or stun ray +2 ranged (90' range, 1d6 + paralysis); AC 18; HD 3d8 (15 hp); MV 30'; Act 1d20; SV Fort +4, Ref +1, Will +0; AL L. Special: Construct, immune to charm and fear. Will attempt nonlethal capture when possible.

### **Common Sights and Sounds in Deltos (1d10)**

1	Dozens of scientists flitting about checking readings and adjusting dials in a laboratory the size of a football field.
2	Actors on stilts tossing flaming disks back and forth in a rehearsal for a big scene.
3	Robots diligently wiping the windows and polishing the brass of the city's skyscrapers.
4	The monorail arriving exactly on time, then cheerful citizens in colorful outfits stepping off onto the gleaming platform.
5	New recruits to the Deltosian military drilling in the center of town, resplendent in their crisp cerulean uniforms.
6	Young Romantics gathered in a Designated Park Area, smoking clove cigarettes and sharing their free verse poetry.
7	Street vendors selling nutrient paste, "Now with Mint and Beef flavors!"

8	A polycule taking their children out for a stroll in the Glass Park.
9	Protestors outside the Science Council's chamber, carrying "Bertoff Must Go!" and "Blue Bolt for President!" signs.
10	A group of children dressed in costumes playing Blue Bolt Vs. the Green Sorceress.

### **Common Deltosian Names (1d20)**

1	Jared	11	Plex
2	Lukas	12	Thurble
3	Fynn	13	Lina
4	Aldagar	14	Elfride
5	Moritz	15	Meier
6	Amarind	16	Triscus
7	Scalla	17	Fluege
8	Anaximillian	18	Vertron
9	Vilsa	19	Larzo
10	Mardon	20	Flon

## **Voltor**

Voltor sits on the other side of a mountain range, making travel between the two nations difficult, especially in the winter. Outside the city lie acres and acres of farmland. The city itself is surrounded by nearly impregnable walls. The walls are generously armed with anti-aircraft cannons, making it almost impossible for enemy airships to approach the city.



Voltor is a society of extreme social stratification. Most of the people belong to the peasant class, growing crops, working in munitions factories, and fighting in the war, all for pitiable wages. A few make a living as merchants or skilled craftsmen in the middle class, and a tiny aristocratic and military elite holds all the power. The aristocracy takes little interest in the well-being of commoners, instead focusing on advancing their ambitions via conspiracy and skullduggery. While the average Voltorian citizen has little interest in the nation's political machinations, most would rather see the Green Sorceress remain in power than one of the military officials who periodically attempt to overthrow her.



Though the powerful aristocracy and military class are constantly scheming and jockeying for position, the Green Sorceress holds on to her position through her supernatural powers and her force of will. More than one failed coup d'etat has resulted in a disgraced noble's head decorating a stake in her throne room.

### Lord Gallus

Init +2; Short sword +3 melee (1d6) or pistol +4 ranged (40' range, 1d8); AC 13; HD 3d8 (20 hp); MV 30'; Act 1d20; SV Fort +2, Ref +3, Will +4; AL C.

Special: Spellcaster (+3 spell check): *Color Spray*, *Invisibility*, *Magic Missile*, *Mirror Image*, *Ray of Enfeeblement*.

A scheming noble of the Voltorian court. Lord Gallus wants the Green Sorceress's power for himself and is constantly watching her, ready to make his move. In addition to his knowledge of sorcery, Gallus has a fondness for technology and is always eager to try out new death machines.

“Fortune smiles on us, gentlemen! If all goes well tonight, the Green Empire shall have a new order tomorrow!”

—*Blue Bolt #4*

### Ogred the Befouled

Init +1; Atk: Harmful spell +3 ranged (2d6); AC 12; HD 3d4 (6 hp); MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +3; AL C.

Special: Spellcaster (+4 spell check): *Cantrip, Detect Magic, Phantasm, Sleep, Spider Web*

A sniveling, obsequious toady, Ogred is constantly attempting to impress the Green Sorceress with his research into dark magic. He is also ready to betray her in an instant if doing so will grant him the slightest shred of power or prestige.

### Private Zarno

Init +1; Atk rifle +1 ranged (150' range, 1d10); AC 14; HD 1d10 (7 hp); MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +1; AL N.

Zarno is under no illusions about the nobility of the Green Sorceress's cause. He serves in the Voltorian army because he was drafted, and because he doesn't want to be executed for desertion. Still, after nearly being killed in battle, he has learned to hate the Deltosions.

## **Trade with Voltor**

The leaders of Deltos forbid akashic crews from dealing with Voltor, but that does not stop the brave and foolish.

Voltor has nearly the same level of technology as Deltos and will be happy to trade weapons and high-tech devices for useful goods. Unlike Deltos, Voltor allows the practice of magic, so there are ample opportunities to purchase magical items and seek out spells.

Alcohol is legal here, so traders may wish to purchase a few casks of Voltorian wine.

The Green Sorceress will welcome any visitors from other worlds into her nation and is happy to deal with akashic crews. She is not the sort of person who revels in cruelty for its own sake. If she has no reason to betray the sailors, she will honor any agreements she has made. However, if she does have a reason to betray someone to advance her own interests—if, say, sending a crew of akashic sailors to their deaths might lure Blue Bolt into a trap—she will absolutely do so.

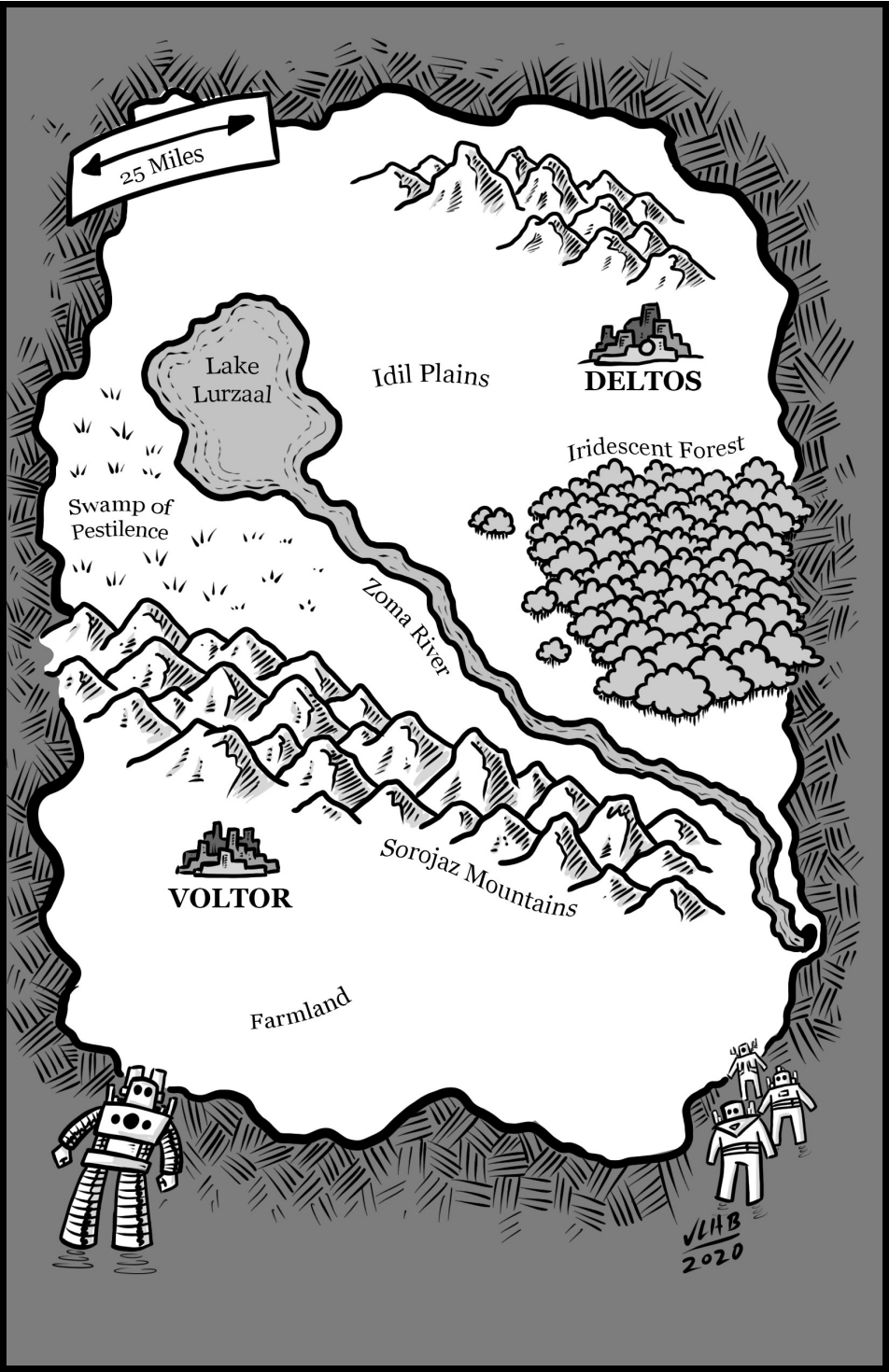
**Common Sights and Sounds in Voltor (1d10)**

1	Peasants toiling in the fields as the overseers shout at them to keep working.
2	Hover-cycle scouts patrolling the perimeter on the lookout for foreign invaders.
3	A noble berating a cobbler for sub-par work on a pair of dress shoes.
4	Armored rocket cars parading down a central street as a listless crowd watches.
5	Guards standing watch outside the Wave Station as it beams communications across Voltor.
6	A group of nobles dining on irradiated mer-pheasant in a luxury dirigible wafting over the city.
7	A citizen falling to his knees then screaming, as all of his blood erupts in a torrent out of his eye sockets, while other pedestrians walk around him.

8	Aura-Belt Troopers conducting a door-to-door search for suspected Deltosian sympathizers.
9	The Green Sorceress's face appearing on giant television screens for her hourly address to the people, wherein she explains that the war is going well and will surely be won soon.
10	A drunken group of soldiers staggering out of a bar, singing a song about the Deltosians' sexual inadequacies.

### **Common Voltorian Names (1d20)**

1	Gorth	11	Ghron
2	Altho	12	Rhux
3	Kardo	13	Sarn
4	Drogar	14	Lhokar
5	Varikhan	15	Chag
6	Gallus	16	Farno
7	Anthor	17	Feng
8	Kadronin	18	Rhoskul
9	Zarno	19	Thalla
10	Lhanos	20	Rhondo



## 5. The Wilderness

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Deltos and Voltor only cover a small percentage of the Inner World's acreage. Most of the land is untamed wilderness. There's normal terrestrial flora and fauna but, thanks to the Compound-N deposits, there is also a wide variety of mutated lifeforms, many of them dangerous. Aside from a few farmers, hermits, and nomads, humans are scarce in the wilderness.

Though there is no sun above, the radioactive deposits high overhead provide constant light. The people of the Inner World have never seen night; if the radioactive deposits were weakened, for example by a Compound-N explosion, darkness would fall and terrify the populace.

Even though there is earth above instead of sky, the Inner World has weather and seasons similar to that of the world above. There is rain in the spring and snow in the winter. Every winter when the heavy snowfall comes and the mountain passes are coated in ice, travel into and out of Voltor becomes nearly impossible.

Time does not flow quite normally in the Inner World, and does not predictably sync up with time outside. In Deltos and Voltor there are clocks and calendars, which give a sense of consistency and dull the effect. Out in the wilderness, below the unchanging glow with no sun, moon, or stars, the time distortions become more obvious. It is not unknown for soldiers sent into the wilderness to return a few hours later, ravenous and exhausted and swearing they were gone for weeks.

### **Travel**

For every 6 hours the PCs travel through the wilderness, roll on the table below. Obviously this is just a starting point; there are innumerable other dangers the PCs might encounter.

## **Wilderness Encounters (1d20)**

1-10	No incidents
11	Time distortion (roll on Time Distortion Table)
12	Voltorian troops (2d10)
13	Delosian troops (2d10)
14	Nomads (2d6)
15	Giant Insect (roll on Giant Insect Table)
16	Croco-Tiger
17	Flooms (1d6)
18	Magmoids (1d4)
19	Voltorian Dragons (1d4)
20	Vulders (1d5)

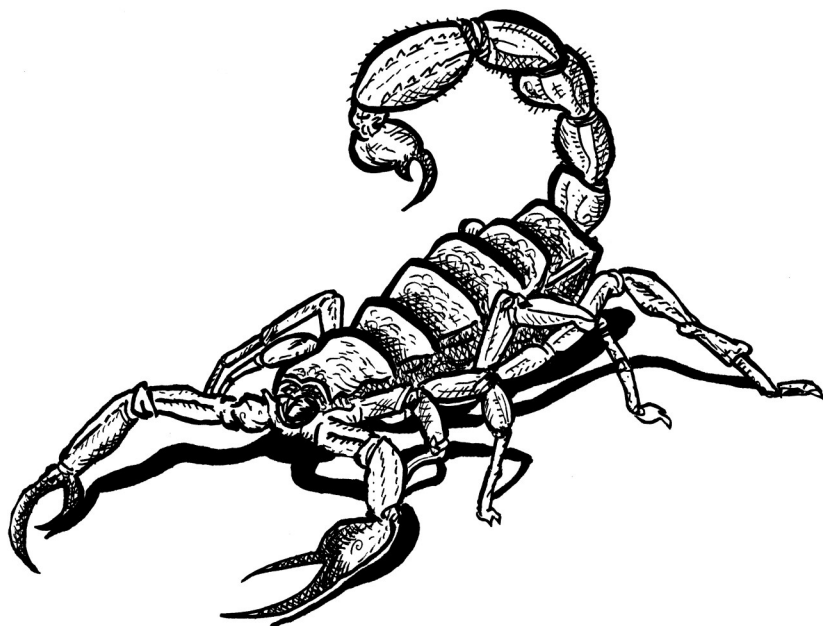
## **Time Distortion Table (1d10)**

1	Time slows down for the party; their travel takes 10% longer than it should.
2	Time slows down for the party; their travel takes 25% longer than it should.
3	Time slows down for the party; their travel takes 50% longer than it should.
4	Time slows down for the party; their travel takes 75% longer than it should.
5	Time slows down for the party; their travel takes twice as long as it should.
6	Time speeds up for the party; their journey takes 10% less time than it should.

7	Time speeds up for the party; their journey takes 25% less time than it should.
8	Time speeds up for the party; their journey takes 50% less time than it should.
9	Time speeds up for the party; their journey takes 75% less time than it should.
10	Time speeds up for the party; their journey seems to have taken no time at all.

### **Giant Insects (1d5)**

1	Ant, Giant (DCC p. 394)
2	Beetle, Giant (DCC p. 397)
3	Centipede, Giant (DCC p. 398)
4	Killer Bee (DCC p. 419)
5	Scorpion, Giant (DCC p. 425)





## Monsters of the Inner World

Due to the abundant Compound-N deposits, the Inner World is host to a wide range of mutated creatures including, but certainly not limited to, the ones listed below.



### Croco-Tiger

Init +4; Atk Bite +6 melee (2d6) and claw +5 melee (1d6+1); AC: 14; HD 3d10 (20 hp); MV 30'; Act 2d20; SV Fort +7, Ref +8, Will +3; AL N.

Special: Regenerates 1d3 hp at the end of each round.

A Croco-Tiger is shaped like a crocodile, but is covered in striped, orange fur like a tiger. An excellent swimmer, it is equally at home in the water or on the land. It combines the savagery of a crocodile and a tiger and, once it attacks, will not relent until it is dead.

## Floom

Stats vary depending on size; see below.

(Small)

Init -3; Atk Bite -3 melee (1d3-1); AC: 8; HD 1d3 (3); MV 10'; Act 1d20; SV Fort -3, Ref +1, Will +0; AL N.

Special: See below.

(Medium)

Init +0; Atk Bite +1 melee (1d4); AC: 12; HD (see below); MV 20'; Act 1d20; SV Fort +0, Ref +3, Will +0; AL N.

Special: See below.

(Large)

Init +3; Atk Bite +3 melee (1d6+1); AC: 15; HD (see below); MV 30'; Act 1d20; SV Fort +3, Ref +5, Will +0; AL N.

Special: See below.

Flooms are small, fluffy creatures that gather around travelers and make an adorable little “Meep meep!” sound as they beg for food. They enjoy the same foods people do, and will happily devour bread, fruit, cheese, meat, or even nutrient paste. Every time someone feeds a Small floom, it gains 1d3 hp. Once a floom reaches 10 hp, it grows to the size of a large dog, switches to the Medium size stats, and tries to eat any nearby humans. A floom that eats a human gains 1d8 hp and grows to its Large size, about 5' tall.

## Magmoid

Init +1; Atk Stone club +3 melee (1d5), Vomit lava +4 ranged (20' range, 1d10); AC: 13; HD 1d8 (6 hp); MV 30'; Act 1d20; SV Fort +3, Ref -1, Will -1; AL N.

Special: Infravision 300', immune to heat-based attacks, cold-based attacks do double damage; “vomit lava” can be used once every 3 rounds, up to 6 times per day.

The magmoids are smoldering lava people who live deep underground in a subterranean kingdom far below the Inner World. Periodically the magmoid king sends bands of warriors to spy on the Inner World, which he calls “The World Above.” The magmoids are entirely unaware of the surface world.

### Nomads

Init +1; Atk Longsword +1 melee (1d8); AC: 13; HD 1d8 (5 hp); MV 30'; Act 1d20; SV Fort +3, Ref +2, Will +2; AL N. Special: +5 to any wilderness survival rolls.

Wandering humans who choose to live outside of Deltosian and Voltorian society. Some live out here because they



refuse to participate in endless war; others were banished. All are untrusting of outsiders, but are willing to consider mutually beneficial trade.

### Voltorian Dragon

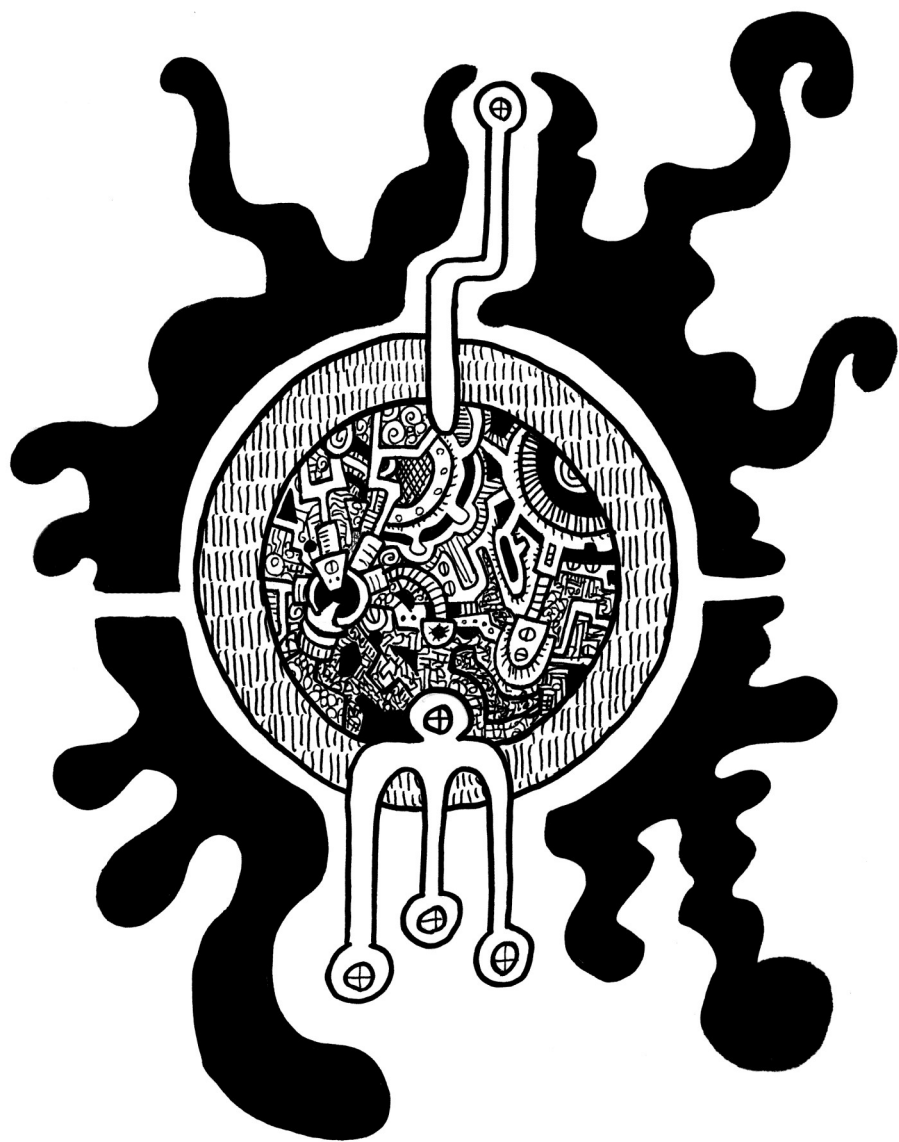
Init +4; Atk Bite +8 melee (3d6), Claw +7 melee (2d4); AC: 18; HD 8d10 (40 hp); MV 30'; Act 2d20; SV Fort +10, Ref +6, Will +3; AL N.  
Special: Infravision 300'.

A species of lizard mutated by centuries of exposure to Compound-N, Voltorian Dragons are not related to the highly intelligent dragons of other worlds.

### Vulder

Init +0; Atk Bite +3 melee (1d6) and talon +5 (1d8); AC: 17; HD 2d8 (9 hp); MV 30', fly 70'; Act 1d20; SV Fort -1, Ref +3, Will -1; AL N.

Vulders look similar to terrestrial vultures, except that they are human-sized and four-legged, with thick armored hides and long tails. Unlike vultures, they prefer fresh meat and are vicious predators. They hunt in packs.



# 6. Valuables

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Below is a list of some of the valuable items akashic sailors can acquire in Deltos. This list is by no means exhaustive.

## Weapons

Deltosian law strictly forbids the sale of weapons to outsiders, but it is fairly easy to purchase force guns, paralyzer guns (commonly called para-guns), and beam rifles on the black market. Lightning guns are specifically designed for Blue Bolt, and are onerously difficult for most people to get access to.

Type	Damage	Range	Charges	Price (GP)	Notes
Force Gun	1d10	40 80 120	10	500	1-handed. Chance of knock back on crit.
Para-Gun	1d8	100 200 300	20	600	2-Handed. Non-lethal.
Beam Rifle	1d12	150 300 450	8	800	2-handed. Customizable.
Lightning Pistol	1d8 per charge	75 150 225	Special	N/A	1-handed. Limited availability. Recharged by <i>lightning bolt</i> spell.

## **Force Gun**

This pistol-sized weapon consists of a series of lenses and emitters designed to focus kinetic energy produced by the miniature cyclotron at the core of the device. When the activator stud on the handle is depressed, the force gun emits a pale yellow beam of rippling energy accompanied by the distinctive whine of the cyclotron. When the user scores a critical hit, in addition to the usual critical effects, the target must make a DC 15 Strength check or be knocked backwards 4d6 feet and land prone.

Damage: 1d10

Range: 40/80/120

Charges: 10

Price: 500gp

## **Para-Gun**

Commonly called the “para-gun,” the paralyzer rifle is a 2-handed longarm that emits focused alpha-delta microwaves that cause synaptic misfires in the brain and nervous system of the target. This allows the user to take down enemies without causing (much) lasting physical trauma. If a para-gun takes a target to 0 hit points or less, they are rendered unconscious but stable, and will regain consciousness in 1d10 turns with 1hp. Magical healing will also revive an unconscious target. Some victims of the para-gun report experiencing nightmares and low-grade hallucinations for several weeks after. Para-guns have no effect on creatures without an organic nervous system.

Damage: 1d8

Range: 100/200/300

Charges: 20

Price: 600gp

## **Beam Rifle**

The trusty beam rifle is the preferred weapon of both soldiers and gangsters. There are numerous models and manufacturers available in both Deltos and Voltor, but most are functionally identical to each other. This longarm usually consists of a metal barrel and energizer chamber mounted to a stock of wood, metal, or a

composite material. The stats below are for the base rifle, but the weapon is easily modified. Specific organizations and operators will customize a beam rifle to suit their own needs. Scoped models have increased range (200/400/800). Affixed bayonets allow the user to wield the rifle like a spear (1d8 melee damage). An ungoverned capacitor lets the shooter increase the damage to 3d6, but the shooter must make a Luck roll after each shot to avoid totally draining the battery.

Damage: 1d12

Range: 150/300/450

Charges: 8

Price: 800gp

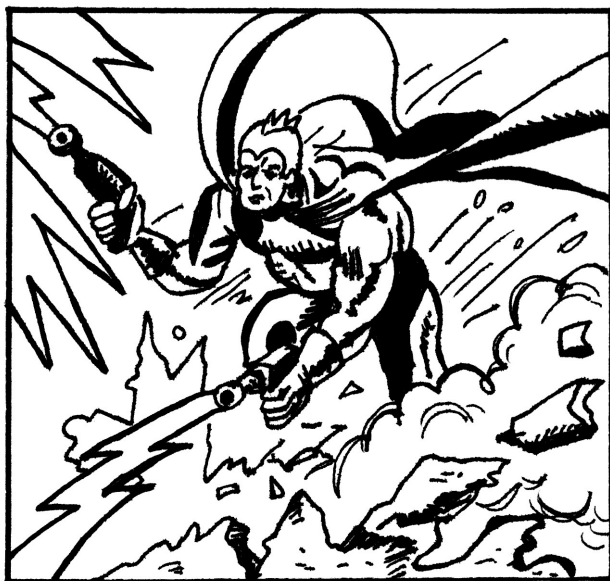
Scope: +100gp

Bayonet: + 25gp

Ungoverned capacitor: +300gp

## Lightning Pistol

These rare weapons are the very guns used by Blue Bolt himself. Small and utilitarian in design, the lightning pistol fires a crackling beam of destructive electricity from its barrel-mounted emitter disk. Only the most dedicated and well-connected of buyers could ever hope to get their hands on one. Even then, most owners value the lightning gun as a valuable collectable more than as a weapon. The lightning gun is designed to be recharged by Blue Bolt directly. Otherwise, the lightning gun can





only be recharged by spellcasters with access to the *lightning bolt* spell. A wizard or other caster who knows *lightning bolt* can cast the spell directly into the central dynamo of the pistol. The number of charges placed into the dynamo depends on the spellcasting roll of the wizard. A failed roll has the same consequences of loss, failure, misfire, etc. as with a normal casting of the spell.

Roll	Charges
16-17	6
18-21	10
22-23	12
24-26	15
27-31	18
32-33	20
34-35	24
36+	30

If another *lightning bolt* spell is cast into the dynamo before all the charges are spent, the new roll replaces the existing charges (they are not cumulative).

The wielder of a lightning pistol decides how many charges to expend before making an attack roll. Any single shot cannot discharge more than 5 charges at once. The weapon kicks hard, and the user suffers a -1 to their attack roll for each charge spent on the shot. (Blue Bolt doesn't suffer for this penalty. If you quest for it, maybe he'll teach you how to overcome it, too.) A successful hit inflicts 1d8 damage per charge.

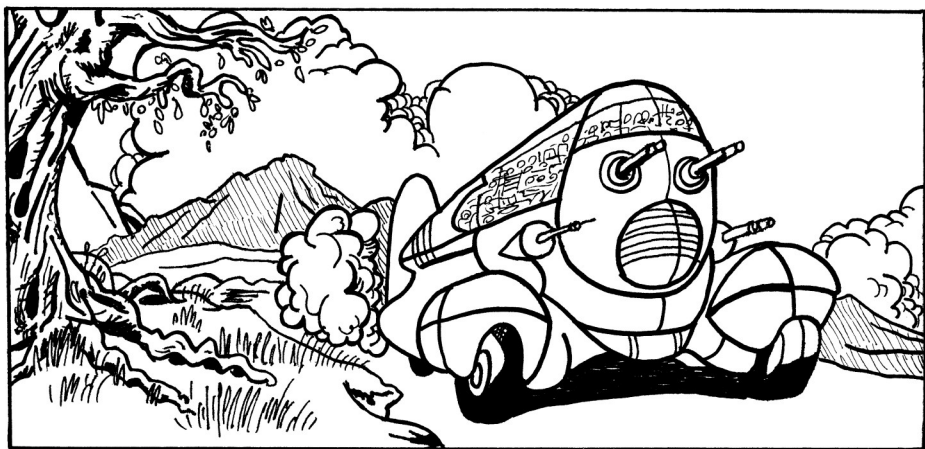
Damage: 1d8 per charge (maximum 5d8)

Range: 75/150/225

Charges: See above

Price: Not available for general sale. Quest for it!

## Equipment



### Armored Rocket Car

The rocket car is the preferred method of high-speed ground transport across the Inner World. Many makes and models are available for civilian usage, and both Delos and Voltor have adapted the vehicles for military purposes. The armored rocket car is a bullet-shaped vehicle that rolls on three large wheels (two in front, one in the rear). It can carry up to four passengers in addition to the pilot and two gunners. The car's atomic engine allows it to reach incredible speeds overland and lets it deploy to the battlefield quickly.

The armored rocket car listed below is an older model of the type that often finds its way into the hands of independent operators after being decommissioned from military usage. The vehicle is statted like a monster, though as an inanimate object, it is immune to anything that affects living biologies, minds, or spirits. Its size and construction makes it immune to human-portable weapons. The cannons use the attack bonuses of the gunners, and the pilot and gunners all use their own action dice. The listed movement speed is for combat purposes. Out of combat it moves significantly faster.

Cost: 25,000gp

**Armored Rocket Car:** Init +4; Atk: 2x Cannons +x ranged (5d6, 200' range); AC 18; HD 6d12 (40 hp); MV 240'; Act as operator; SV Fort +6, Ref +4, Will n/a; Special: Immune to anything that affects biology, mind, or spirit. Immune to human-portable weapons.

## **Lifto Disks**

Lifto Disks are used by Voltor's Special Air Dragoons. While they are nominally exclusive to the Voltorian military, many disks have made their way to the black market thanks to defectors, spies, and saboteurs. A set consists of a pair of flat silver disks, each about 18" across and less than an inch thin. An Air Dragoon stands atop the disks, one foot on each, held in place by adjustable brackets. Miniaturized repeller beams housed within each disk allow the operator to fly with a speed of 60'. The operator controls their flight by subtle adjustments to their center of gravity. This takes special training, only readily available at Voltor's strike academies.

Characters who lack the right training (either through 0-level occupation or in-game experience) find Lifto Disks clumsy and dangerous. An untrained operator must make a DC 15 Reflex save every time they make an attack, take damage, or attempt a saving throw. Failure means they must either spend their next round struggling to regain control of the disks (no roll needed) or fall off the disks. Untrained operators are also limited to a 30' flying speed.

Cost: 1500gp

## **Vandelin**

Vandelin is a chemical compound created by Bertoff to remove the Green Sorceress's "black magic" and turn her away from evil. The effects of the original batch proved to be less effective than hoped, but Bertoff has since gone on to develop a weaker but more reliable version of the compound that has proven effective in temporarily severing the connection between sorcerers and the phlogiston flow. Deltosian law enforcement and government

agents often use Vandelin to disable rogue spellcasters and Volorian wizards.

Vandelin must be injected into a spellcaster’s bloodstream in order to be effective. A wizard, elf, or other character that uses wizardly magic must make a DC 15 Fortitude save (DC 18 for spellcasters with a supernatural patron). Failure means that the spellcaster cannot cast any spells for 24 hours. The wizard may attempt to make another save each day to overcome the effects of Vandelin. The DC is reduced by one for each failed save. The wizard can spellburn in order to boost their Fortitude save to resist Vandelin (+1 to the roll per stat point burned).

Cost: 1000gp

**Vitala Reflectors**

These scientific marvels promote healing through the use of vita-rays. The apparatus consists of a series of reflectors and emitters arranged in a rough circle around the wounded or ailing subject. Proper set-up and operation is difficult and requires a trained vita-ray technician. Characters without the proper scientific or medical background occupation (or in-game training) make the subsequent Intelligence roll on a d10.

To use the vitala reflectors, the subject must stand within the glow of the vita-rays for 10 minutes (one turn) while the operator makes an Intelligence roll, adding their level. Compare the results of the roll to the chart below. A subject can only benefit from an application of vita-rays once every 24 hours.

Cost: 30,000gp

Operation Roll	Vitala Result
1 or lower (or natural 1)	<b>Mutagenic disaster!</b> The subject does not heal but instead suffers corruption. (Roll 1d6. 1-3: minor corruption, 4-5: moderate corruption, 6: major corruption.)
2-10	<b>Minimal effect.</b> The subject regains 1d4hp.

11-14	<b>Standard effect.</b> The subject regains one hit die worth of hp.
15-19	<b>Optimal effect.</b> The subject regains 1d3 hit dice worth of hit points or is purged of one mundane toxin.
20-22	<b>Exceptional effect.</b> The subject regains 1d4+1 hit dice worth of hit points or is purged of all toxins, or is cured of one mundane disease.
23-26	<b>Extreme effect.</b> The subject regains 2d3 hit dice worth of hit points or is purged of all toxins, or is cured of one disease (mundane, magical, or otherwise), or regenerates a lost limb.
27-29	<b>Maximal effect.</b> The subject regains all lost hit points and is purged of all toxins and disease.
30+	<b>Lazarus effect!</b> As above, or the subject can be brought back to life within 24 hours of death. The resurrected character will awaken with one hit die's worth of hit points.

## Compound-N

Deltos has rich deposits of Compound-N, a glowing blue-green ore somewhere between crystal and metal that seems to ignore the laws of physics and biology. Scientists and sorcerers alike attest that Compound-N warps reality around itself in ways that sometimes seem malicious.

Deltos is extremely protective of its Compound-N. Outsiders may not purchase it without undergoing extensive interviews and training classes, and must learn the approved Bertoffian method

for transporting and handling it. If a character attempts to mine Compound-N without any training or instruction, there is a 75% chance it will explode, killing the character and anyone else within 1d100 feet.

Compound-N is prized by wizards for the way it greatly enhances spellcasting abilities. A wizard who carries just a handful of Compound-N receives a +5 to any spellcasting check. However, any time the wizard rolls a natural 1, they must roll on the table below in addition to the normal effects of rolling a 1. There is no save, but the player may burn Luck to modify their roll downward.

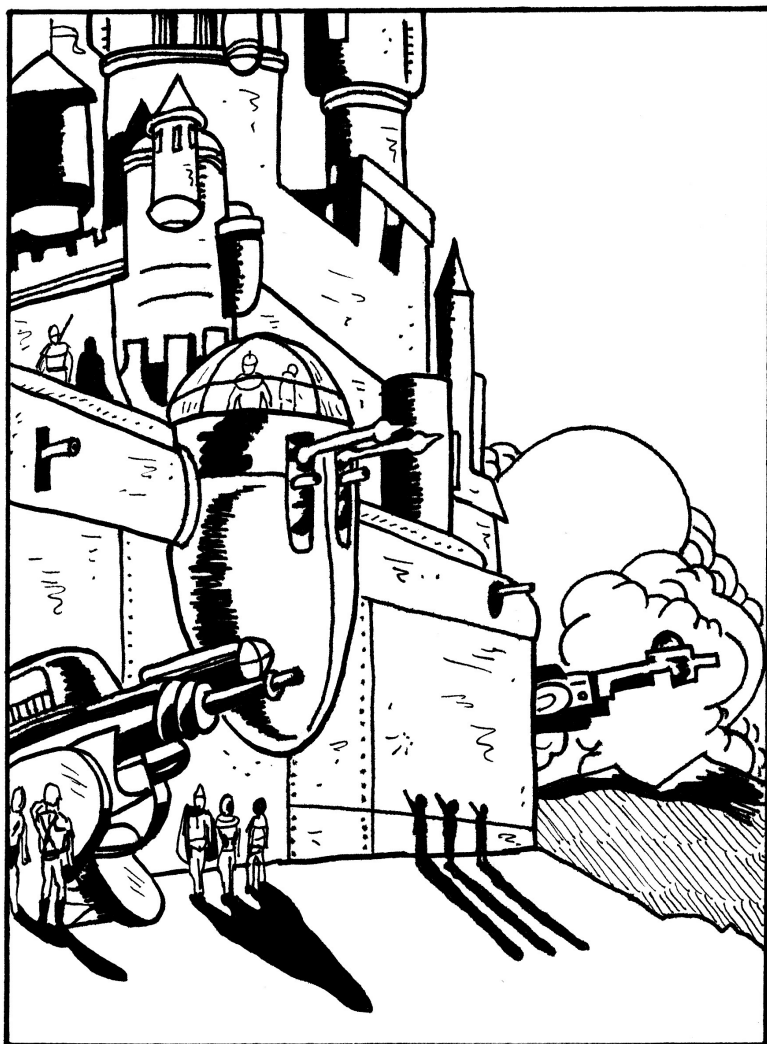
### **Compound-N Spellcasting Effects (1d5)**

1	The wizard mutates; roll on the Greater Corruption table.
2	The Compound-N explodes, inflicting 1d20 damage to the wizard and anyone within 10'.
3	The wizard accidentally summons an angry demon.
4	The wizard's body is taken over by an evil spirit who immediately lashes out at the PC party. After 1d3 rounds, the Wizard may make a Will save (DC 10) to regain control of their body; if this fails, the Wizard may reroll every 3 rounds.
5	The wizard explodes, dying instantly and doing 1d10 damage to every character within a 20' radius (DC 10 Reflex Save for half damage.)

Compound-N can be used to power an akashic titan. It is extremely effective, yet more dangerous than traditional power sources. Instead of rolling on the standard Mutagenic Effects Table when PCs are exposed to waste from the titan, roll on the table below.

### **Compound-N Mutagenic Effects Table (d20)**

1-3	No effect
4-9	Roll on Minor Corruption table
10-15	Roll on Major Corruption table
16-20	Roll on Greater Corruption table



## **What is Compound-N?**

Though there is no scholarly consensus, occultists in the faraway city of Xöthma-Ghül believe that Compound-N is simply another name for the substance they call *thaumalite*. Magic, they say, originates as phlogistonic energy channeled from the Thaumatic Plane and shaped into spells through the synaptic patterns burned into the brains of trained sorcerers. Even the smallest of spells dumps large amounts of phlogiston into the environment, and trace amounts linger long after the spell is cast. Residual phlogiston is rarely harmful to living things, but over centuries, thaumatic residue pools together, forming sumps and sinkholes of dangerous magical energy. These phlogistonic cysts cause environmental corruption, spawn alien monstrosities, and weaken the barriers between worlds. Eventually, these pools of magical fallout coalesce and mineralize into thaumalite. Is this truly the origin of Compound-N? No one knows for sure. Those who study the substance closely tend to end up dead or hideously mutated.





## 7. Resources for the Judge

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The Simon and Kirby *Blue Bolt* comics are good, and you should read them, but don't think of them as giving a set timeline of events. Take them as inspiration for the constantly evolving, ever escalating war between Deltos and Voltor. There are always new twists and turns, alliances formed and broken, conspiracies and betrayals, mega-weapons and counter-weapons. No matter what happens the war always rages in the background, like the war between the Autobots and the Decepticons, or Apokolips and New Genesis.

Player Characters may arrive in Deltos with simple plans to buy and sell goods, but inevitably they will get drawn into the latest twists and turns of the war. The table below offers some suggestions to get you started. A full sample adventure, "Into the Fourth Dimension!," is given in the next chapter.

### **Things That Could Happen (1d20)**

1	Bertoff has developed a potion that could turn the Green Sorceress good, if only someone could inject it into her.
2	The Green Sorceress has unleashed the Micro-Magnetic Tower to destroy Deltos.
3	Bertoff has developed a shrinking potion so that volunteers could shrink down to tiny size, sneak into the Green Sorceress's citadel, and spy.
4	The Unholy One has brought the Green Sorceress the secret of travel through the fourth dimension, allowing her armies to suddenly appear from out of nowhere!
5	Voltor has discovered a passageway to the surface world and the Green Sorceress goes to investigate.
6	Dream Plants from the fourth dimension have burst through the walls of reality and sprouted across the land, appearing to civilians in the guise of their greatest loves and then consuming them.

7	Voltor has constructed a giant force gun, and the only way to destroy it is with a daring air raid.
8	Voltor has developed a Fifth Column and placed spies all throughout Deltos—even in Bertoff's lab.
9	The Green Sorceress has immobilized Blue Bolt with a paralyzer ray, and he is now on display in her lair until some brave volunteers sneak in to rescue him.
10	Lord Gallus and a cabal of Voltorian nobility stage a coup d'état, overthrow the Green Sorceress, and throw her into a dungeon.
11	Voltor seizes control of the Compound-N deposits, but because they do not have the Extraction Formula their clumsy efforts at mining unleash horrific devastation.
12	Travelers from the surface world have journeyed to Deltos, though their intentions may not be as innocent as they appear.
13	Blue Bolt recently saved the Green Sorceress's life, so she is living in Deltos, having given up her ambitions of conquest . . . but, for how long?
14	Blue Bolt has amnesia and the Green Sorceress has convinced him that he is her loyal consort.
15	Rocky Roberts, a gangster from the upper world, has taken over Voltor and is extorting and exploiting the peasants.
16	Fascist soldiers from the world above discover Deltos and Voltor and plan to conquer them both.
17	Bertoff has developed the cycotron and wants to use its awesome power to wipe Voltor off the map—but if he does, is he truly any better than the Green Sorceress?
18	The mutant scientist Marto has super weapons beyond anything developed by Delos or Voltor and is using them to threaten both nations.
19	The Unholy One has made a deal with Major Varikhan, who will become the sorcerer king of Voltor once he offers up 100 Deltosians in a blood sacrifice.
20	Blue Bolt and the Green Sorceress have both disappeared, throwing the two nations into chaos.

## Enemies from Above

In addition to the many threats that lurk in the subterranean lands of Deltos and Voltor, there are also dangers from the surface world. Mutants, gangsters, Nazis, and more can journey below the ground and wreak havoc.

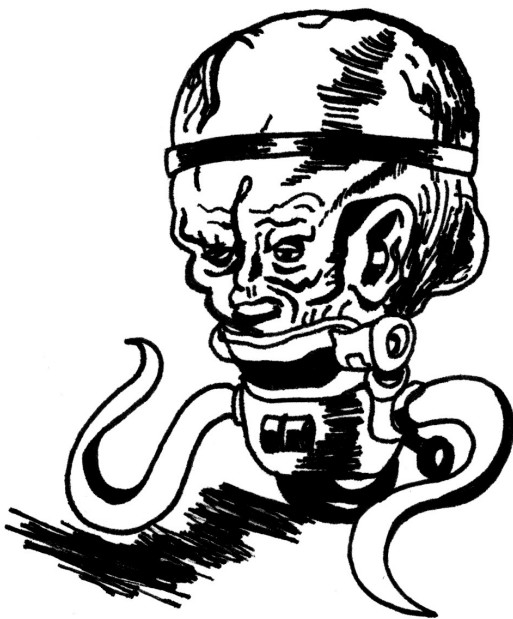
### Marto

Init +7; Atk mental stun ray +5 ranged (60' range, DC 13 Fort save or stun for 1d6 rounds); AC 18; HD 5d10 (30 hp); MV fly 45'; Act 2d20; SV Fort +3, Ref +3, Will +6; AL C.

Special: Immune to sleep, charm, fear, poison, and disease; can fly.

Marto was once Martin Hall, a physicist who studied cosmic rays, until an accident mutated him and, as he explained, "I built this mechanical body to house and support my great brain and nearly useless limbs."

Marto possesses scientific knowledge even greater than Bertoff's and can blast victims with his mental stun ray. He will propose alliances when it suits him but cannot be trusted.



"I am Marto, your majesty . . . a creation of my own experiment! Once a mere scientist trying to wrest a great secret from the cosmos . . . now the lone representative of a race that will never exist!"

—Blue Bolt #6

### Rocky Roberts

Init +1; Atk revolver +3 ranged (30' range 1d10); AC 14; HD 2d8 (10 hp); MV 30'; Act 1d20; SV Fort +3, Ref +2, Will +3; AL C.

A gangster from the surface world who has found his way to Voltor. Rocky is eager to set himself up as the ruler of Voltor and extort the people just as he did in New York.

“Sounds like a sweet set-up, all right! The G-Men would never tink o’lookin’ for me there! Ya got somethin’, Pfeifer . . . only it’s a little twisted! I’m gettin’ ideas o’ me own about this underground country—and they concern me an’ this green babe . . . only!”

—*Blue Bolt #9*

### Totenkopf, the Nazi Ubermensch

Init +5; Atk super strength punch +6 melee (3d10); death ray vision +6 ranged (30' range 3d10); AC 20; HD 8d8 (32 hp); MV 30', fly 60'; Act 2d20; SV Fort +6, Ref +5, Will +3; AL C.

Special: Immune to non-magical weapons; can fly.

Totenkopf is the Nazis' ultimate secret weapon. He wears a costume, including a black mask and a cape, and spreads terror wherever he goes. Now, it seems, he has been sent to bring Deltos and Voltor under the sway of the Third Reich.

“I am the perfect man. Forged by alchemy, powered by the occult . . . I have no superior.”

—*The Electric Team #10*

# 8. Into the Fourth Dimension!

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## An Adventure for 4-6 Level 2 Characters

By Joshua LH Burnett

### Adventure Premise

The PCs must travel to the fourth dimension to track down the one man who has a component necessary to repair their akashic titan.

### What Has Happened

Two weeks ago, the Green Sorceress combined science and black magic to create a portal to the fourth dimension (see *Blue Bolt* #5, October 1940). Using this dimensional shortcut, she was able to sneak troops past Deltos's defenses and invade Dr. Bertoff's sanctum. Fortunately, Dr. Bertoff had his own fourth dimension machine, and was able to transport Blue Bolt to that alien plane. After encountering weird monsters and otherworldly dangers, Blue Bolt was able to repel Voltor's forces.

Jorgen Scott is a citizen of Deltos and a shiftless smuggler and dealer of illicit goods specializing in antiquities, esoteric technology, and exotic animals. After hearing about Dr. Bertoff's machine (it was in all the papers) he became obsessed with using it to travel to the fourth dimension and collect alien wonders to sell on the black market. He befriended and bribed a number of Deltos guards, and together they slipped into Bertoff's lab and teleported themselves to the fourth dimension. The trip was only supposed to last a couple of hours; it's been three days. This morning, one of the guards staggered out of the portal covered in strange wounds and babbling incoherently. He cursed Jorgen Scott's name before dying on the lab floor.

### Getting the PCs Involved

Due to some misadventure in the Bands, or perhaps just good

old-fashioned wear and tear, the PCs' titan needs a new plasmic regulator couple. This carrot-sized component is vital for a titan to operate, but they are devilishly hard to find on the open market. After some legwork, the PCs discover that Jorgen Scott is the only man in Deltos to have a plasmic regulator couple. Further investigation in some of the seedier parts of Port Deltos reveal that Jorgen Scott had an insane plan to break into Dr. Bertoff's lab and use his Fourth Dimension machine. No one has seen him since.

After the PCs arrive at Bertoff's Lab, the good doctor is happy to let the PCs use his machine to track down Jorgen Scott and his wayward guards. He'd like for them all to see justice. If the PCs bring the criminals back to him, he will make sure the PCs get the plasmic regulator couple they need.

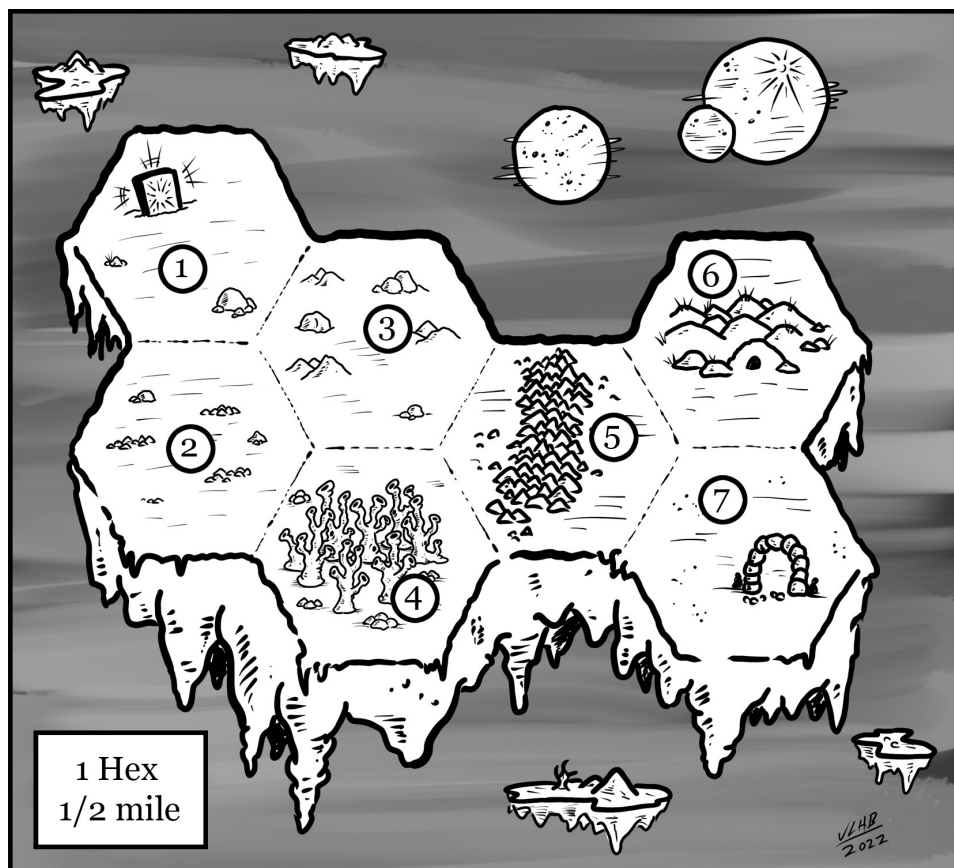
Dr. Bertoff turns on his machine, and the PCs walk through the glowing silver gate . . .

**"Say, Doc, where is Blue Bolt in all of this?"**

Dr. Bertoff explains: "Blue Bolt told me that he had it on good authority that the Green Sorceress was hiding away, alone in some secret cabin in the wilderness. He decided that it was too dangerous for anyone else and that he should confront her alone. He said that he might be gone for several days and that under no circumstances should we send anyone out to look for him. Damn, what a man!"

## **Into the Fourth Dimension**

The fourth dimension is an alien plane composed of rocky islands of harsh red stone floating through a burning purple sky dominated by three yellow-orange moons. The air tastes sour and a hot, dry wind carries fine, coarse grit in swirling eddies across the landscape. Dr. Bertoff's machine delivers the PCs to a medium-sized island covered by jagged boulders, improbable stone formations, and strange scrubby weeds.



Each hex is half-a-mile across, but the terrain is so rough and treacherous that it takes the party 30 minutes to travel from the center of one hex to the center of another. The Judge may require the party to expend food and water while in the fourth dimension. Nothing edible or potable can be found on the plane.

### 1) Dr. Bertoff's Gate

- A **shimmering, square portal of silver energy**. Anyone passing through it will be teleported back to Bertoff's lab in three-dimensional space.
- From the top of this short plateau, the PCs can get a vague idea of the layout of the floating island. The Judge should reveal the Players' Map (above.)
- A **narrow path** gently winds 30' down to the lower terrain.



## 2) Dead Voltor Troops

- A blasted plain of **jagged red scree**. The **dry, musty scent** of desiccating flesh is thick in the air.
- **Five dead Voltor troops** are fused into the ground, half-in, half-out. Unfortunate members of the Green Sorceress's invasion force, fallen victim to dimensional mishap.
- To search a body, make a Luck roll. If successful, roll 1d6 to see what has been salvaged.
  - 1) Beam rifle
  - 2) 1d3 beam rifle energy packs
  - 3) Voltor war helm. No bonus to AC, but fashionable.
  - 4) Officer's sword (1d8 damage)
  - 5) 3d6x10gp in Voltor coinage
  - 6) Autographed photo of the Green Sorceress
- An **ultratellurian corpse-wurm** hides in the abdominal cavity of the third body examined. It will attack with surprise unless precautions are taken.
- **Utratellurian Corpse-Wurm:** Init +4; Atk bite +4 melee (1d6 and venom. Fort Save DC 15 or 2d4 INT damage); AC 14; HD 3d6 (10 hp); MV 15'; Act 1d20; SV Fort +2, Ref +6, Will +3; AL N.

## 3) Disguised Dream Plant

- **Rocky plain** littered with **large boulders**.
- **Jorgen Scott**, a short man with a raspy voice and a bushy black widow's peak, stumbles out from behind a boulder. He calls to the PCs. *"Monsters! Everywhere! You have to save me!"*
- This is actually a **dream plant**, projecting an illusion of the thing the PCs want to find. A DC 16 INT check will notice that "Jorgen Scott's" shadow flickers unnaturally. Otherwise, the plant will attack with surprise once a PC comes within 10'.

**Dream Plant:** Init +2; Atk tendrils +3 melee (1d6 and grapple. DC 14 STR check or held immobile. 1d6 damage each round from crushing 10' reach.); AC 15; HD 4d8 (20 hp); MV 30'; Act 2d20; SV Fort +4, Ref +2, Will +4; AL C; Immune to charm or fear. Can disguise itself with illusions.

  - An 8' tall plant with orange, rugose hide. Long tendrils studded with nubby thorns. Distressingly intelligent.

#### 4) Lost Voltorians

- A weird **forest of pale yellow coral**, tall but widely spaced.
- **Six Voltorian soldiers** scream wildly and attack. They were stranded in the Fourth Dimension after the Green Sorceress's invasion. Two weeks of hunger and alien terror have driven them **mad**.
- **Stripped to the waist** and covered in blood and filth. Their guns are empty, but they swing them with berserker strength.
- A DC 13 INT check allows the PCs to find their **hidden camp** among the coral: Military tunics torn into rough blankets. Poorly butchered flesh of some uncanny mole-like creatures (1d3 rations worth). A magnetic compass that spins wildly while in this realm.

**Insane Voltorian Soldier (6):** Init +2; Atk rifle club +2 melee (1d6+1); AC 13; HD 1d10 (5 hp each); MV 30'; Act 1d20; SV Fort +2, Ref +2, Will -1; AL C.

#### 5) Crumbling Ridge

- A **30-foot-tall ridge of jagged and crumbling red stone**. PCs will need to climb over it, unless they have access to flight or some other unusual movement.
- The ridge is not very steep and does not require any rolls to climb over. However, descending the other side requires a DC 13 Reflex save to avoid slipping on the **loose stones** and tumbling down to the bottom of the ridge (1d6 damage).
- If three or more people fail and tumble, enough rocks are displaced to reveal a **glowing green skeleton wearing a strange helmet**. This can also be found with 1d3 hours of digging.

##### ***Celestial Helmet of the Cosmic Wanderer***

Cylindrical helmet with a machine-like face and square fins on the side. Red and yellow with an orange pectoral attached. If worn . . .

- +1 AC, no extra armor modifier or fumble dice.
- 60' Infravision.
- Understand all spoken languages.
- Breathe freely within the Bands or outer space.
- If the wearer is a wizard, add *Planar Step* to their spell list (does not count towards maximum spells).

## 6) Jorgen Scott's Last Stand

- A series of **low, stony hills** covered in **wiry purple weeds**. A **small cave** at the foot of one of the hills.
- A **giant, spherical monster** with multiple tentacles and one giant eye floats in front of the cave, trying to get at whatever hides inside.
- **Jorgen Scott** and his **two remaining guards** hide in the cave. The PCs can hear them **screaming in terror**. They are low on ammo and desperate.

**Floating Eye Monster:** Init +3; Atk tendrils +4 melee (1d8, 10' reach) or eyebeam +3 ranged (2d6, 60' range); AC 13; HD 5d10 (30 hp); MV 45' fly; Act 2d20; SV Fort +3, Ref +5, Will +2; AL C.

**Wayward Guards (Shooty and Bangbang):** Init +1; Atk pistol +1 ranged (1d6, 60' range, 2 shots left); AC 11; HD 1d8 (5 hp each); MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL N.

**Jorgen Scott:** Init +0; Atk holdout pistol +2 ranged (1d5, 30' range, 3 shots left); AC 11; HD 3d6 (9 hp); MV 30'; Act 1d20; SV Fort +0, Ref +3, Will +3; AL C.

- Jorgen Scott is a short man with a raspy voice and a bushy black widow's peak. People only ever refer to him by his full name. A liar and wheedler, he will say whatever he thinks the PCs want to hear in order to ingratiate himself to them. He would very much like to defect to Voltor instead of returning to Deltos, and knows where the Green Sorceress's gate is. He carries 20pp in various coinage and a plasmic regulator couple.
- **Plasmic Regulator Couple:** A ridged, carrot-sized metal cylinder made of iridium and mithral. +10 to couple plasmic regulators, +5 to regulate plasma couples.

## 7) Closed Gate to Voltor

- **Cracked plain of red dust and soil**, well-trod as if by dozens of booted feet, heading towards Hex 5.
- A wide **arch of green-black stone**, carved with diabolic runes. The ground beneath is scorched and partially melted.
- Two **acolytes of the Unholy One** lounge in the shadow of

the arch. **Robed, dwarf-like creatures** with large, pointy ears and bulgy, unblinking eyes. **Not hostile** unless given a reason to be.

- **The gate to the Green Sorceress's lab** in Voltor is closed. But if the PCs sacrifice a human soul for the acolytes, they will gladly activate the portal. The arch fills with magical flame that will allow travelers to pass into Voltor. There is no other way to activate the gate from this side.

**Acolytes of the Unholy One (2):** Init +2; Atk blasphemous fire +3 ranged (1d8, 30' range); AC 16; HD 3d6 (10 hp each); MV 30'; Act 1d20; SV Fort +1, Ref +3, Will +4; AL C.

Special: Immune to fire and poison. Considered unholy by most Lawful religions.

## Concluding the Adventure

If the PCs return with Jorgen Scott and the guards alive, Dr. Bertoff will be delighted. Not only will he make sure they get the plasmic regulator couple, he will also reward them with 500gp in Deltos scrip and offer to introduce them to Blue Bolt when he gets back from his encounter with the Green Sorceress. If Jorgen Scott or any of the guards are killed, Bertoff will be disappointed, but will still make sure the PCs get the titan part they need.

Should the PCs manage to smuggle Jorgen Scott through the gate to Voltor, the Green Sorceress will be amused by their audacity and offer them asylum. Where the campaign goes from there is certain to be a series of exciting twists.



# Appendix 1: New Character Class

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## Akashic Engineer

An akashic titan requires a large crew to function properly. Specialists tend to the machinery and inner workings of the giant automatons, replacing gears, repairing bulkheads, tending fuel lines, and stoking the furnaces. While a titan may have several crew members on its engineering staff, it only has one engineer.

An akashic engineer is a spellcaster who has bonded themselves to an akashic titan. While not as magically powerful or versatile as a wizard (or even an elf), the bond they share with their titan gives them a variety of unique abilities. When an akashic engineer bonds with a titan, a glowing, fist-sized crystal sprouts out of their chest, right over their heart chakra. This “bonding gem” connects the engineer directly to the furnace in the titan’s belly. Unlike a true wizard, an akashic engineer does not have an awakened phlogistonic gland, and thus cannot draw magical energy from the Thaumatic Plane. Instead, the akashic engineer draws magical power directly from their titan, thanks to their connection via the bonding gem.

Akashic engineers are responsible for maintaining the furnaces in a titan’s belly. They choose what magical items to feed to the flames and will cast spells directly into the furnace if need be. They are generally in charge of overseeing crews performing mundane repairs and maintenance. The engineer works closely with the captain and the navigator to make sure the titan has the fuel required to arrive at their next destination and to ward off any threats they may encounter along the way. Traditionally, an aspiring engineer apprentices under an active engineer for several years to learn the functions of a titan. They only take over and bond with their titan when their master dies or retires. Akashic engineers tend to maintain professional networks with other engineers. An opening on one titan can quickly be filled by a worthy apprentice from another, ready to bond to their first titan.

An engineer can only maintain a bond to one titan at a time, and a titan can only have one engineer bonded to it. Should an engineer's titan ever be destroyed, they will lose all their spellcasting and magical abilities until they can bond to another titan. Since new titans are rarely if ever constructed, and living engineers are loath to break their bonds, this can be quite a challenge. Pity the poor akashic engineer mourning their dead titan as they sit alone, drunk, and powerless in the shadowed corner of some unwholesome wharfside tavern.

**Hit Points:** 1d6 per level

**Weapon Training:** An akashic engineer is trained in dagger, club, crossbow, mace, short sword, spear, staff, warhammer, machine pistol, black powder pistol, and ray pistol. Additionally, they can treat any hand tool of proper size and construction (wrench, mallet, tongs, etc.) as a mace.

**Armor:** Armor modifiers affect an engineer's spellcasting rolls, but not their augment rolls.

**Alignment:** While their training in mechanical systems often makes them lean towards Law, engineers can easily be found following any alignment.

**Infravision:** Due to their attunement to the inner workings of their titan, an akashic engineer can see 120' in the dark, but only while on board an akashic titan (theirs or someone else's).

**Luck:** The engineer's Luck modifier affects their augment activation rolls.

**Soul-Claimed:** Due to the bond with their titan, the engineer cannot learn, cast, or benefit from the *Patron Bond* spell.

**No Spellburn:** Unlike wizards, akashic engineers cannot spellburn, but see the *Spell Siphon* augment below.

**Languages:** At first level, thanks to their travels, an akashic engineer knows Common, two more languages of their choice, plus one more language for each point of INT modifier.

**Practical Knowledge:** In addition to the skills and aptitudes gained from their o-level occupation, an akashic engineer is assumed to have knowledge of mundane engineering, chemistry, alchemy, metallurgy, classical physics, artifice, team management, and magical theory.

**Magic:** Engineers draw magical power directly from the akashic furnace in the belly of their titan. Through practice, some training, and nootropic programming imparted by the fragments of enchantments consumed by the furnace, engineers learn to channel this energy into executable thaumic applications (or “spells” to the layman).

The akashic engineer casts spells from the Wizard spell list. At first level, they know two randomly determined spells, plus one more for every point of INT modifier. As they increase in level, they learn more spells. The number of spells an engineer knows per level is listed on the chart below and is adjusted by their INT modifier. An engineer’s spells have mercurial effects, just like a wizard’s.

Spellcasting roll:  $1d20 + \text{Level} + \text{INT modifier}$ , modified by armor penalties

### **Bonded Augments**

While the engineer does not have the raw spellcasting ability of a wizard, their spiritual bond with their titan and the Heart of Creation grants them specialized magical powers known as *augments*. Augments allow the engineer to mimic the abilities of their titan or boost their titan’s operational performance.

Augments are controlled by the engineer’s force of will and their personal connection to their akashic titan. To activate an



augment, the engineer rolls  $1d20 + \text{Level} + \text{PER modifier} + \text{LUCK modifier}$  and compares the results to the augment's tables. This roll is not modified by armor penalties.

## **Spell Siphon**

Just as a titan's akashic furnace can consume enchantments as fuel, an engineer can siphon away the power of spells as they are cast. Siphoned spells form a "phlogiston pool" of points that the engineer can spend to boost spellcasting rolls, much as a wizard uses spellburn.

Spell siphon only works on wizardly spells (spells that risk misfire/corruption), not clerical spells (spells that risk disfavor). The engineer cannot siphon their own spells.

The engineer can only siphon away spells at the moment they are cast. It has no effect on previously cast enchantments. When a spellcaster within 90' casts a spell, the engineer can use their action to try and absorb the energy. If the engineer has not acted this round, they can sacrifice their upcoming action to activate spell siphon. Otherwise, they can hold their action to try and siphon a spell later in the round.

The engineer makes an augment activation roll and compares the result to the wizard's spellcasting roll. The engineer and the spellcaster should roll at the same time.

- If the spellcaster's roll simply fails, nothing happens to the engineer, good or bad. There is no spell to siphon.
- If the spellcaster suffers misfire, corruption, or patron taint, the engineer shares the same consequences as the wizard due to arcane resonance. There is no spell for the engineer to siphon.
- If the augment roll beats the successful spell roll, the engineer steals the energy of the spell. The spell fails (with no fallout for the caster) and the engineer adds 1 point to their phlogiston pool per spell level.
- If the spell roll beats the augment roll, the spell goes off as

normal. The engineer takes 1 point of damage per spell level due to arcane feedback.

When casting a spell (or using either of their other augments) the engineer can burn points from their phlogiston pool to boost their spellcasting roll, +1 to the roll for each point spent. These points must be spent before the roll is made. The engineer cannot burn these points to modify other spell siphon rolls.

The engineer's phlogiston pool can hold a maximum number of points equal to their Stamina score. The pool drains to zero if the engineer falls asleep or becomes unconscious. Due to energy conflicts between phlogiston and theurgic mana, the engineer cannot benefit from healing magic while storing points in their phlogiston pool.

### **Spellcasters Who Don't Follow the Rules**

At some point, an akashic engineer is likely to encounter NPCs who, while narratively wizards, don't follow the standard spellcasting rules—no casting roll, no spell levels. In these instances the Judge will need to determine if the engineer's spell siphon ability works on them, what numbers they must beat, and what the ersatz spell level is. 15+Hit Dice is a decent number to compare to the engineer's siphon roll. Compare the NPC's magic to actual spells to estimate a likely spell level. If all else fails, roll 1d4 for spell level and call it good.

### **Akashic Overclock**

This augment allows the engineer to access their bonded titan's morphic field and reroute magical energy to specific systems. The engineer can boost the titan's speed and power, project defensive screens, and increase the operational efficiency of the mighty machine. In addition to specifically defined abilities, this overall performance boost is expressed as a pool of temporary Luck points that can be used by any member of the crew to improve any roll made for the benefit of the titan (see *Akashic Titan* volume 1, page 29). Any remaining Luck points in this pool are lost if the

augment is activated again (multiple activations do not “stack”).

On a failed roll, the engineer loses access to this augment until they spend 6 hours meditating in the glow of their titan’s heart.

Roll	Effect
Fallout	Roll 1d6: 1) The titan suffers 50hp of damage. 2) the engineer suffers 2d4 damage. 3) The engineer is struck blind for 3d6 turns. 5) -1d penalty to all navigation rolls until systems are repaired in drydock. 5) the titan attracts a patch of soggy time. 6) Mutagenic steam vents into a section of the titan (1d5: 1) head, 2) torso, 3) left arm, 4) right arm, 5) left leg, 5) right leg.)
1	Failure. Lost. Fallout.
2-11	Failure. Lost.
12-13	The titan gains a temporary pool of 1d4 Luck points.
14-17	The titan gains a temporary pool of 1d4 Luck points. Additionally, the titan gains +10 to all weapon damage for 1d6+Level rounds.
18-19	The titan gains a temporary pool of 1d6 Luck points. Additionally, the engineer can grant the titan one of these bonuses, which lasts for 1d6+Level rounds. <ul style="list-style-type: none"> <li>• A force field that provides 50 bonus hit points.</li> <li>• An additional 1d14 action die.</li> <li>• +20 damage to all weapons.</li> <li>• +3 AC.</li> </ul>
20-23	The titan gains a temporary pool of 1d6 Luck points. Additionally, the engineer can grant the titan two of these bonuses, which last for 1d6+Level rounds. <ul style="list-style-type: none"> <li>• A force field that provides 50 bonus hit points.</li> <li>• An additional 1d14 action die.</li> <li>• +20 damage to all weapons.</li> <li>• +3 AC.</li> </ul>

24-27	<p>The titan gains a temporary pool of 1d8 Luck points. Additionally, the engineer can grant the titan two of these bonuses, which last for 1d6 rounds per level.</p> <ul style="list-style-type: none"> <li>• A force field that provides 75 bonus hit points.</li> <li>• An additional 1d16 action die.</li> <li>• +35 damage to all weapons.</li> <li>• +4 AC.</li> </ul>
28-29	<p>The titan gains a temporary pool of 1d8 Luck points. Additionally, the engineer can grant the titan three of these bonuses, which last for 1d6 rounds per level.</p> <ul style="list-style-type: none"> <li>• A force field that provides 75 bonus hit points.</li> <li>• An additional 1d16 action die.</li> <li>• +35 damage to all weapons.</li> <li>• +4 AC.</li> </ul>
30-31	<p>The titan gains a temporary pool of 2d4 Luck points. Additionally, the engineer can grant the titan three of these bonuses, which last for 1d6 rounds per level.</p> <ul style="list-style-type: none"> <li>• A force field that provides 100 bonus hit points.</li> <li>• An additional 1d20 action die.</li> <li>• +50 damage to all weapons.</li> <li>• +5 AC.</li> </ul>
32+	<p>The titan gains a temporary pool of 2d6 Luck points. Additionally, the engineer can grant the titan all four of these bonuses, which last for 1d6 rounds per level.</p> <ul style="list-style-type: none"> <li>• A force field that provides 100 bonus hit points.</li> <li>• An additional 1d20 action die.</li> <li>• +50 damage to all weapons.</li> <li>• +5 AC.</li> </ul>

### **Titanic Aspect**

By tapping into the morphic field of their bonded titan, the engineer can change their own body, transmogrifying themselves into a smaller version of their titan. This augment lasts 1 turn per engineer level. On a failed roll, the engineer loses access to this augment until they spend 6 hours meditating in the glow of their titan's akashic furnace.

Roll	Effect
Fallout	Roll 1d6: 1) Skin turns to nonflexible metal. 1d4 AGI damage. 2) Phlogiston burn. 1d6 hp damage. 3) Engineer glows brightly for 1d4 turns. Attackers get +1d to hit the engineer. 4) Demeanor becomes cold and machine-like. 1d4 PER damage. 5) Violent phlogiston venting. Engineer takes 1d6 damage. All creatures within 10' must make DC 13 Reflex save or take 1d4 damage. 6) Engineer becomes an inanimate metal statue for 1d6 hours.
1	Failure. Lost. Fallout.
2-11	Failure. Lost.
12-13	The engineer is shrouded by a transparent holographic image of their titan and gains +2 AC for the duration of the augment.
14-17	Metal plates cover large patches of the engineer's body and hands, +2 AC. Metal fists do 1d4 damage.
18-19	The engineer is encased in a metal shell, +3 AC. They can use an action to make two metal fist attacks (1d16/1d16 to attack) which each inflict 1d6 damage. A cannon sprouts over their shoulder, which can make ranged attacks (1d8 damage, 30/60/90 range).
20-23	The engineer gains a foot in height and is encased in a metal shell, +4 AC. Their large metal fists inflict 1d8 damage. A cannon sprouts over their shoulder, which can make ranged attacks (2d4 damage, 40/80/120 range).
24-27	The engineer gains a foot in height and is encased in a metal shell, +4 AC. Their large metal fists inflict 1d8 damage. A cannon sprouts over their shoulder, which can make ranged attacks (2d4 damage, 40/80/120 range). Jets on the bottoms of their feet give them a 20' flying speed.

28-29	The engineer gains 2 feet in height and becomes metal (+4 AC, +10hp, +1d to STR rolls, +1 melee damage). They can use an action to make two fist attacks (1d16/1d16 to attack) which each inflict 1d8 damage. A cannon sprouts over their shoulder, which can make ranged attacks (2d6 damage, 40/80/120 range). Jets on the bottoms of their feet give them a 30' fly speed.
30-31	The engineer gains 3 feet in height and becomes metal (+5 AC, +20hp, +2d to STR rolls, +2 melee damage). They can use an action to make two fist attacks (1d16/1d16 to attack) which each inflict 1d8 damage. A cannon sprouts over their shoulder, which can make ranged attacks (4d4 damage, 50/100/150 range). Jets on the bottoms of their feet give them a 40' fly speed. The engineer's sealed systems allow them to survive in the vacuum of space or the pressure of the deep ocean.
32+	The engineer gains 3 feet in height and becomes metal (+5 AC, +30hp, +2d to STR rolls, +2 melee damage). They can use an action to make two fist attacks (1d16/1d16 to attack) which each inflict 1d10 damage. A cannon sprouts over their shoulder, which can make ranged attacks (3d6 damage, 60/120/180 range). Jets on the bottoms of their feet give them a 40' fly speed. The engineer's sealed systems allow them to survive in the vacuum of space or the pressure of the deep ocean.

## Level Titles

Level	Title
1	Akashic Journeyman
2	Akashic Operator
3	Akashic Specialist
4	Titan Keeper
5	Titan Speaker

## Advancement Table

Level	Attack	Crit Die/ Table	Action Dice	Known Spells	Max Spell Level	Ref	Fort	Will
1	+0	1d8/ III	1d20	2	1	+0	+1	+1
2	+1	1d8/ III	1d20	3	1	+0	+1	+1
3	+1	1d10/ III	1d20	4	1	+1	+2	+1
4	+2	1d10/ III	1d20	5	2	+1	+2	+2
5	+2	1d12/ III	1d20	6	2	+1	+3	+2
6	+3	1d12/ III	1d20+ 1d14	7	2	+2	+4	+2
7	+3	1d14/ III	1d20+ 1d16	8	3	+2	+4	+3
8	+4	1d14/ III	1d20+ 1d20	9	3	+2	+5	+3
9	+4	1d16/ III	1d20+ 1d20	10	4	+3	+5	+3
10	+5	1d16/ III	1d20+ 1d20	12	4	+3	+6	+4

## Appendix 2: Recommended Reading

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Simon and Kirby's ten *Blue Bolt* stories are in the public domain and as such they have been widely reprinted by a variety of publishers. A quick internet search should turn up plenty of options.

If you're looking for a high quality printing of the stories from a reputable publisher, we recommend the book **Simon and Kirby Library: Science Fiction** from Titan Books. This handsome hardcover volume includes all ten of Simon and Kirby's *Blue Bolt* stories, plus a variety of other science fiction stories. The coloring and the paper quality are excellent.

Greg Sadowski's anthology **Supermen!: The First Wave of Comic Book Heroes 1936-1941** only includes one *Blue Bolt* story, but it is a wonderful resource for getting a feel for Golden Age comics and well worth a read.

Other Golden Age comics anthologies we recommend include **Amazing Mysteries: The Bill Everett Archives volume 1**, edited by Blake Bell; **Turn Loose Our Death Rays And Kill Them All!: The Complete Works Of Fletcher Hanks**, edited by Paul Karasik; and **Creeping Death From Neptune: The Life and Comics of Basil Wolverton Volume 1**, edited by Greg Sadowski.

If you enjoy Jack Kirby's style of science fiction you have many options, but in particular we recommend his **Fantastic Four**, **The New Gods**, and **OMAC**.

If you'd like to know more about Jack Kirby, we recommend the graphic novel **Jack Kirby: The Epic Life of the King of Comics** by Tom Scioli and the magazine **The Jack Kirby Collector** published by TwoMorrows Press.



# Thanks for Reading!

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I appreciate everyone who paid their hard-earned money for this book, especially those of you who backed the Kickstarter. If you enjoyed *Akashic Titan: Blue Bolt*, you might also like some of the other games I've worked on. For instance . . .



**Leopard Women of Venus**, co-written by Josh “Bernie the Flumph” Burnett, is another DCC setting based on Golden Age comics, in this case the works of Fletcher Hanks. Journey to Venus, a tropical hell-planet inhabited by four human factions. In addition to fending off the endlessly lethal flora and fauna, they must also keep watch for invaders from other worlds and the constant threat of betrayal by the other factions. Can even the mighty Leopard Women prevent humanity’s extinction?

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**Board your akashic titan**, a giant magic-powered metal behemoth, and soar across the Bands to the Inner World, a subterranean land where the kingdoms of Deltos and Voltor wage an eternal war. Based on the Golden Age comics by Joe Simon and Jack Kirby, *Akashic Titan: Blue Bolt* transports you to a land where the heroic general Blue Bolt battles the beautiful-but-wicked Green Sorceress and her high-tech Green Empire, in a setting filled with magic, ray guns, dragons, mutants, gangsters, and romance.

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