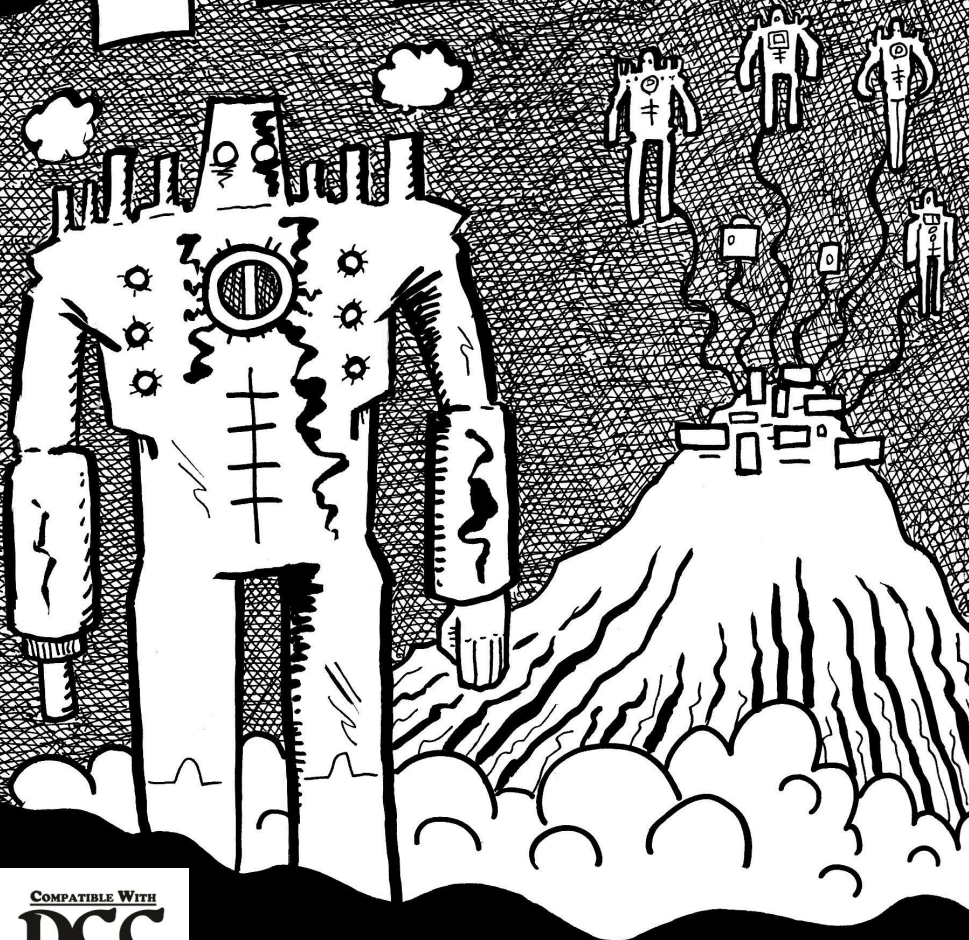


Akashic TITAN



COMPATIBLE WITH

**DCC
RPG**

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Akashic Titan

Volume 1: Starnheim & Related Locales

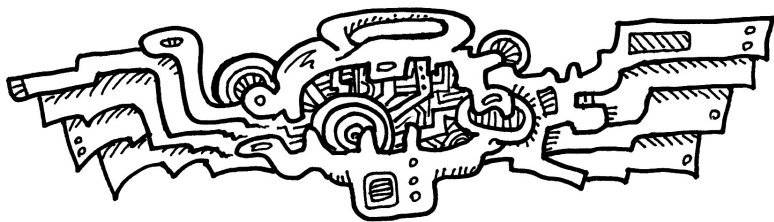
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Introduction

Ellie O’Clock sits in her pilot’s chair and gazes through the heavy glass, watching the aether of the Ulfire Band fizz and pop. Suddenly a nearby patch of void squirms, inverts, and rips open, vomiting forth an obscene tentacled horror. A Stellar Squid! Ellie has no time to think—she grabs a lever, twists, and pulls. Instantaneously the metal behemoth she pilots reacts, swinging a giant metal fist at the Squid . . .

The word *akasha* is sanskrit for “sky” or “aether.” According to some traditions, the akasha is the original element, the basis for everything existing in the material world. Scholars across the worlds speak of the akashic records. Supposedly, every word, action, and thought of every sapient creature across all of Creation is recorded in the etheric plane, and those who train diligently can access these records.

But while many sages speculate about these records, only a precious few know of the akashic titans—giant metal constructs, powered by magic, that soar across the endless void.

Countless books could be written about the akashic titans and the Bands they travel through. This volume serves as a brief introduction, giving Judges concepts they can work into their fantasy adventure RPG sessions. While *Akashic Titan* is designed for use with the *Dungeon Crawl Classics* RPG, it can easily be used with a wide variety of games.

Part 1: Journey to Starnheim (page 5) describes the rumors that might entice PCs to seek out a hidden market, and some of their stops along the way.

Part 2: The Town of Starnheim (p. 14) gives an overview of a hidden market town, including some of the dangerous factions PCs may encounter there.

Part 3: Mount Starnheim (p. 19) describes the port where the akashic titans dock, and the businesses located there.

Part 4: The Akashic Titans (p. 25) describes the workings of the akashic titans, including combat rules, an overview of the crew members' responsibilities, and a sample titan.

Part 5: The Bands (p. 37) describes the colored Bands that the akashic titans travel through, and some of the obstacles they encounter there.

Part 6: The Elaborate Crystal Palace (p. 49) describes a famous locale in the Jale Band, with a list of notable rooms and individuals.

Appendix 1: Spells (p. 67) gives some of the unique spells developed by and for the crew members of akashic titans

Appendix 2: New Character Class (p. 73) gives an overview of the Akashic Pilot character class.

What is the *Dungeon Crawl Classics* RPG?

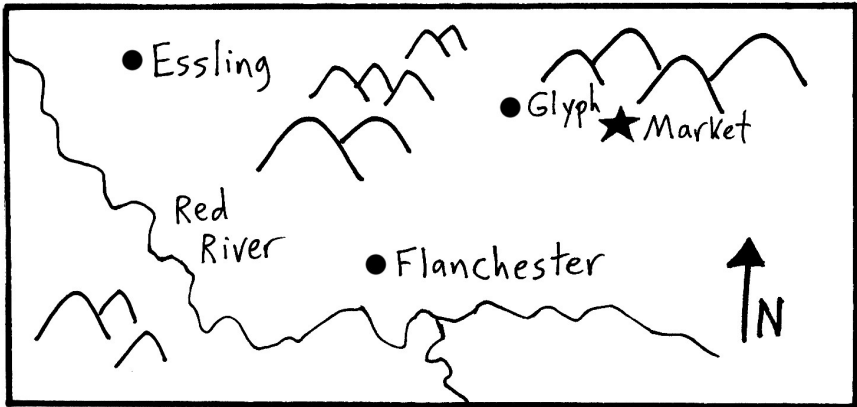
Dungeon Crawl Classics (DCC) is a sword & sorcery role-playing game published by Goodman Games. Mechanically, DCC is based on the world's most popular RPG, but the rules have been reforged—streamlined in some places, expanded in others, and injected with a wild and exciting imagination throughout. The 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.

1. Journey to Starnheim

In the course of their adventures, the Player Characters hear of a hidden market where they can get good money for magic items. Supposedly the merchants there will pay gold coins for any magical trinket, no matter how small or ineffectual. PCs may also hear rumors of a market where magic items are plentiful and affordable. Either way, it sounds like a good deal.

Supposedly this mystery market is located somewhere in the mountains east of the town of Glyph, which is about ten miles north of Flanchester.



H=1 mile

Glyph

Glyph is a small, dirty town whose citizens distrust strangers. They grudgingly take the PCs' money but watch them out of the corners of their eyes. They do not want to volunteer any information about the mysterious marketplace.

The only bar in town is the Stinking Lizard, which is frequented mostly by farmers who are relaxing after a day of back-breaking labor. There are indeed lizards skittering around, so many that they are a nuisance, though the locals barely seem to notice. A few pennies will buy a round of watery

ale in battered tin tankards.

When the locals have consumed enough ale, their lips loosen, and they talk about the market outside of town, which many of them distrust—the traders always have fresh supplies of exotic produce and spices, a clear sign (to the townspeople) that they’ve been robbing caravans. Eventually, PCs may hear some rumors about what’s in the mountains outside of town.

Rumor Table (1d8)

1	There is a secret marketplace hidden underground, accessible by a cave.
2	The cave outside of town is a gateway to the underworld; merchants journey there to make deals with devils.
3	There is a hole in the world, hidden in a cave; if you fall into it, you will fall forever.
4	Every night of the full moon at midnight, the Goblin Market appears just outside the cave, selling wonders from other worlds.
5	The mountain hides a city named Starnheim.
6	There are giants below the earth!
7	Sometimes bat people fly out of the mountain and kidnap children.
8	Legends say that an immortal man lives somewhere in the caves outside of town.

If the PCs believe the stories about a hidden marketplace in a cave, they may buy a map. Maps to the mouth of the cave are generally accurate; maps of the interior of the cave are almost certainly fake (roll 1d6; on a 6, the map is accurate and useful.)

The Market

The mountain range outside of town is not that impressive—more of a series of hills, really.

On the edge of the mountains there is a huge market, consisting of hundreds of tables, where merchants are selling wares. None of the merchants live in Glyph. Many of them live in the nearby hills, though some travel from miles away to set up here. Some vendors are regular fixtures at the market and some are only here for a brief time.

Customers arrive from all directions, some on foot and some on horseback. While the PCs are at the market, there is a 20% chance they will encounter a caravan of traders, coming to pick up a load of spices.

Since there is a great deal of money changing hands, dozens of armed guards are stationed throughout the market. The merchants pool their resources to pay the guards. The guards are, generally speaking, dedicated to their job.

Market Guard

Init +3; Atk sword +1 melee (1d8); AC 15; HD 2d8; MV 20'; Act 1d20; SV Fort +3, Ref +3, Will +1; AL L.

The market sells fresh produce, including some fruits and vegetables the PCs have never seen—kiwi, starfruit, spargul, thaum—and a large quantity of spices—pepper, cinnamon, nutmeg, thyme, and more. There is a greater volume of spices than the PCs have ever seen in one place.

There are no magical items for sale in the market, and no one is interested in buying. The merchants are polite but will avoid answering direct questions about where their goods originated. PCs who politely inquire about selling magical items may, if they talk to the right person, learn that they need to visit the other market, which is underground. With a few bribes, PCs can get directions to this market; for the right price, they can even

buy a map of the cave (roll 1d6; on 3-6, the map is accurate and useful).

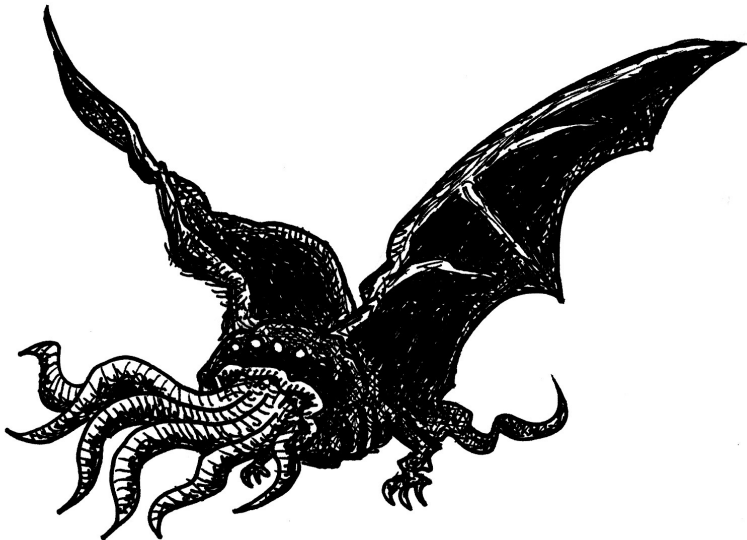
The Cave

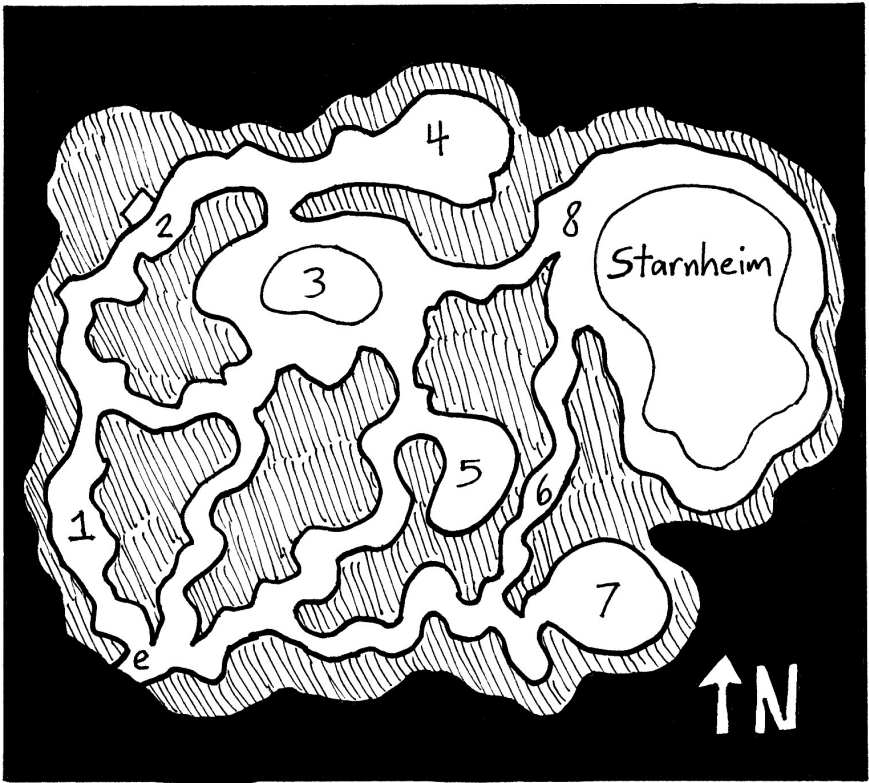
Half a mile from the above-ground market there is a cave opening, clearly visible from a distance. The opening is large enough for two people standing abreast to enter. The cave opens into three winding pathways, all of which lead into pitch blackness.

Unless the PCs have a map, they will have to blindly wander through the cave. Every 1d6 rounds the PCs spend wandering in the cave, roll on the random encounter table below.

Cave Random Encounter Table (1d6)

1-3	Nothing
4	1d3 bandits (see below)
5	1d3 troglogogs (see below)
6	1d3 friendly travelers on the way to Starnheim





H=300'

e. The entrance to the cave.

1. **Pit.** PCs who are not careful must make a Luck roll to avoid falling into the pit. Falling does 1d6 damage.

2. **The Builder's Home.** There is a golden door on the outer edge of the cave. The door is locked but can be picked (DC 15). Once the PCs open the door, they enter an elegant apartment furnished with goods from a hundred different worlds. The chairs and couches are luxuriously comfortable. Beautiful tapestries decorate the walls; the smell of fresh baked bread wafts in from the kitchen.

This is the home of the Builder. He looks to be in his mid-sixties, but he is

an ancient man from a bygone age, cursed by long-forgotten gods to live forever. He cannot die by any means. Though the Builder is annoyed by the interruption, he will show his guests hospitality. If they violate his hospitality—for instance, by attacking him or trying to steal from him—he will pick up a golden sword displayed on the wall and begin slaughtering them until either they are all dead or they leave his home. If they are friendly, he will make them tea. The tea is delicious, and cures the wounds (1d10 HP) of any who drink it.

The Builder

Init +6; Atk magic sword +3 melee (1d10+3); AC 12; HD 10d30+30 (hp 180); MV 20'; Act 1d20; SV Fort +10, Ref +1, Will +8; AL L.

Special: If the Builder is reduced to 0 hp, he falls to the ground, seemingly dead. He regenerates all hp within 1d6 rounds, then resumes attacking.

The Builder is grumpy but, given some time, will warm up. After all, it's been a long time since he had a conversation with anyone other than his wife. Once the Builder feels like the PCs are not a danger, he will introduce them to his wife, who is also immortal. She offers the PCs fresh bread; it is delicious.

Eventually the Builder reveals that, long ago, he designed and built the dock at Starnheim. For years he oversaw operations here, but eventually he grew tired of the business and retired to this lair.

Once the PCs have finished their bread and tea, the Builder will send them on their way. If they were pleasant to him, he will give them a map to Starnheim and a few loaves of bread.

3. The Magic Pool. The otherworldly energies of Starnheim have seeped into the water supply, resulting in this radiant, shimmering pool. It is a wild and unpredictable mixture of magic; sometimes the pool appears completely normal, but at other times it pops and crackles. Periodically a dozen perfectly spherical, polychromatic bubbles will rise from the pool,

drift about the cavern, and simultaneously pop with the sound of chimes. Some say nothing could live in the pool; others claim that there are fish that sing and grant wishes.

The locals—townspeople, bandits, and troglodytes—know how unpredictable the pool is and give it a wide berth. If a PC enters into the pool or drinks from it, roll on the table below. Careful PCs who bottle the water without touching it are unaffected by the magic, while the bottled water retains its magical properties.

Magic Pool Effect Table (1d20)

1-4	No effect
5	Turn into gas, dissipating immediately
6	1d4 limbs fall off; lose 1d6 hp for each
7	Transform into a frog; retain human intelligence, ability to speak, and HP total, but otherwise stats are those of a common frog
8	Transform into a beautiful coat of many colors; retain human intelligence, ability to speak, and HP total, but otherwise cannot move; any PC who wears the coat gains a +3 to all actions; transformation lasts 1d20 hours
9	Hands and feet switch places; -4 to all actions that involve using hands or feet; transformation lasts 1d20 hours
10	Travel 1d20 hours into the future, immediately disappearing from view from the other characters' perspective
11	Teleport into the Builder's apartment (see above)
12	Wave of Chaos; Lawful character takes 1d6 HP damage, Chaotic character gains 1d6 to any score (player's choice), Neutral character is unaffected
13	Wave of Law; Chaotic character takes 1d6 HP damage, Lawful character gains 1d6 to any score (player's choice), Neutral character is unaffected

14	Have an accurate vision of the future, including useful information
15	Develop photosynthesis ability; PC no longer needs to eat, and now uses sunlight to create food
16	Grow an extra arm, gaining an additional 1d20 action die
17	Gain 1d6 HP
18	Gain 1d4 Luck
19	Gain Laser Vision (ranged attack, +3 to hit, 1d10 damage)
20	Roll twice, keeping both results

4./5. Troglolog Nests. Hidden amongst the shadowy stalactites projecting from the roof of the cave are the sticky, spongy nests of the troglologs. Troglologs are large bat-creatures that vomit up strings of tentacles to entangle their prey; since the tentacles secrete poison, this paralyzes the victim. Troglologs are naturally cooperative and work well as a group. While one has paralyzed a victim with its tentacles, another will swoop in to eat that victim's face. They will then switch roles, ensuring that every member of the pack is fed. Each nest contains 1d6+3 troglologs.

Troglolog

Init +3; Atk bite +1 melee (1d6) and tentacle +2 melee (1d8 + paralysis, DC 14 Fort save to resist); AC 13; HD 1d8 +2; MV fly 40'; Act 1d20; SV Fort +0, Ref +3, Will -2; AL N.

6. Rockslide. A rockslide has sealed off this passageway. With a combined STR score of 40, and an hour's work, PCs can dig their way through.

7. Bandits! A small group of bandits have made their hideout here, so they can prey on merchants coming and going to Starnheim. There is not much to their camp, just some dirty mattresses and a pot of troglolog stew. At any given time there are 1d6 bandits present.

Bandit

Init +2; Atk sword +1 melee (1d8); AC 13; HD 2d8; MV 20'; Act 1d20; SV Fort +1, Ref +3, Will +1; AL C.

8. The Path to Starnheim. The ground begins to slope downward into what appears to be a deep pit, the edges of which are steep but still walkable. A little searching reveals stairs hewn into the rock.

As they continue their descent, the PCs see an eerie green light coming from below. Continuing on they hear barking, like dogs or wolves. Once they get closer they can see that the barking comes from lizards the size of huskies. These are thraks, and they are serving as guard dogs.

Thrak

Init +1; Atk bite +1 melee (1d4); AC 12; HD 1d6; MV 40'; Act 1d20; SV Fort +0, Ref +2, Will -1; AL L.

The thraks are guarding a series of tents set up on the edge of town. There is no day or night, here under the ground, so at any given point about half the locals are asleep and about half are awake. Anyone who wakes up to investigate the barking will likely be annoyed, but direct the PCs farther down into town.

The town, they say, is named Starnheim.

2. The Town of Starnheim

Starnheim is much larger than one would expect an underground settlement to be; at a casual glance, there are hundreds of people coming and going. Though there are ramshackle huts and temporary stands, there are also stone buildings that look as though they have been here for decades. Starnheim has the feel of a port town, filled with buying and selling, bustling with life and activity, all of it bathed in green light. There are markets, merchants, and taverns aplenty. There is, however, no local government or law enforcement. The people here abide by a common set of expectations, knowing that there will be serious consequences should they choose to cheat any of their fellows.

Vendors sell a wide array of fruits, vegetables, herbs, and spices, as well as exotic trinkets, baubles, curios, and antiques. Here a shopper can peruse tapestries, vases, carved animal figurines, delicate tea cups, cigar boxes, halberds, shuriken, towels, gems, harpsichords, salves, ointments, prophylactics, taxidermied beasts, and much more. There are magical items for sale here, and vendors willing to buy magical items, but inquisitive PCs learn that the best prices for selling magic are “on the other side.”

The nature of Starnheim’s “other side” is not a secret. While the average person here will not want to explain everything to random tourists on the street, PCs who ask around will eventually learn the town’s basic set-up (see next chapter for more details).

There are many eating establishments in Starnheim, but the finest is Esteban’s. It is a ramshackle wooden building where guests sit on barrels crowded around small tables. Esteban’s is known for its tacos, soft tortillas wrapped around shredded pork, onions, and a leafy green herb called cilantro, seasoned with a splash of lime.

The proprietor, Esteban Ferrocarrile, is a large, amiable man. Perhaps his

most striking feature is his mechanical arm, a massive affair of gears, tubes, and valves that periodically belches steam. The arm is bright red, though it's hard to tell in Starnheim's ever-present green glare. Esteban used to pilot an akashic titan through the Bands. When he is in a good mood, he sometimes tells stories about those days.

Cilantro is a popular feature in Starnheim, not only in Esteban's tacos, but in sandwiches, soups, and stews. The PCs have probably never had cilantro before, as it is unknown in their part of the world. For each PC who eats cilantro, make a percentage roll. There is a 5% chance that, for a given PC, cilantro tastes like soap. This is genetic and there is nothing they can do about it. For the other PCs, it is delightful.

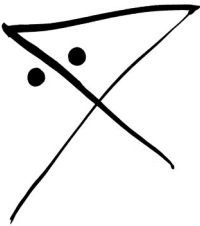
Aside from the merchants and traders, most of the people here appear to be sailors stopping off at port, though there is no sign of any ships or bodies of water. None of them are eager to volunteer information to strangers but, again, with a little determination the PCs can gather some facts about the akashic titans.

Among the crowds here are agents of the Brotherhood of Ixtar, the Death Cult of Klom, and the Androjen family, as well as other dangerous individuals. Consult the table below to see who the PCs run into while they are visiting Starnheim.

Who Do the PCs Run Into? (1d10)

1	Pickpockets
2	Cute little halfling beggar children (who are also pickpockets)
3	Washed-up Space Elf from Vadaquilix (see page 20)
4	Friendly merchants
5	Angry, drunken sailors

6	Crew members of the <i>Zeitgeist</i>
7	Esteban Ferrocarrile
8	The Brotherhood of Ixtar
9	The Death Cult of Klom
10	Agents of the Androjen family



The Brotherhood of Ixtar is a cult, based out of the PCs' world, that is dedicated to the destruction of all magic. They believe that magic is outside of the natural order and has warped the world in ways the gods never intended. To be fair, they're not wrong. Agents of the Brotherhood are here because a great many magical items travel through Starnheim. They are undercover, waiting for a chance to steal magical items they can later destroy. Cult members identify each other by their order's secret symbol (shown to the left.) If they learn that the PCs have magic items, they will pose as merchants and attempt to lure them out of town, in order to ambush them and steal their items.

Member of the Brotherhood of Ixtar

Init +2; Atk sword +1 melee (1d8); AC 15; HD 2d8; MV 20'; Act 1d20; SV Fort +3, Ref +2, Will +3; AL N.

Special: Members of the Brotherhood receive an extra +3 to resist any mind-affecting spell, including *Charm Person* and any illusion

The Death Cult of Klom is also a cult, but one from another world. They hitched a ride here on an akashic titan and have kept a low profile. They worship Klom, a powerful chaos god who is unknown on this world. They are constantly angry that no one has heard of their cult, considering how widely feared it is on their home world. They periodically need to abduct people to sacrifice to Klom.

Sample Member of the Death Cult of Klom

Init +3; Atk long dagger +2 (1d6); AC 14; HD 2d8; MV 20'; Act 1d20; SV Fort +2, Ref +3, Will +4; AL C.

The Androjen family is a major force in shipping among the civilized worlds. They currently have little influence at this port, a fact which causes them considerable annoyance. Their agents are looking for sailors they can recruit to go undercover on the akashic titan *Zeigeist* and act as spies and/or saboteurs. They will offer the PCs generous payment to undertake such a mission.

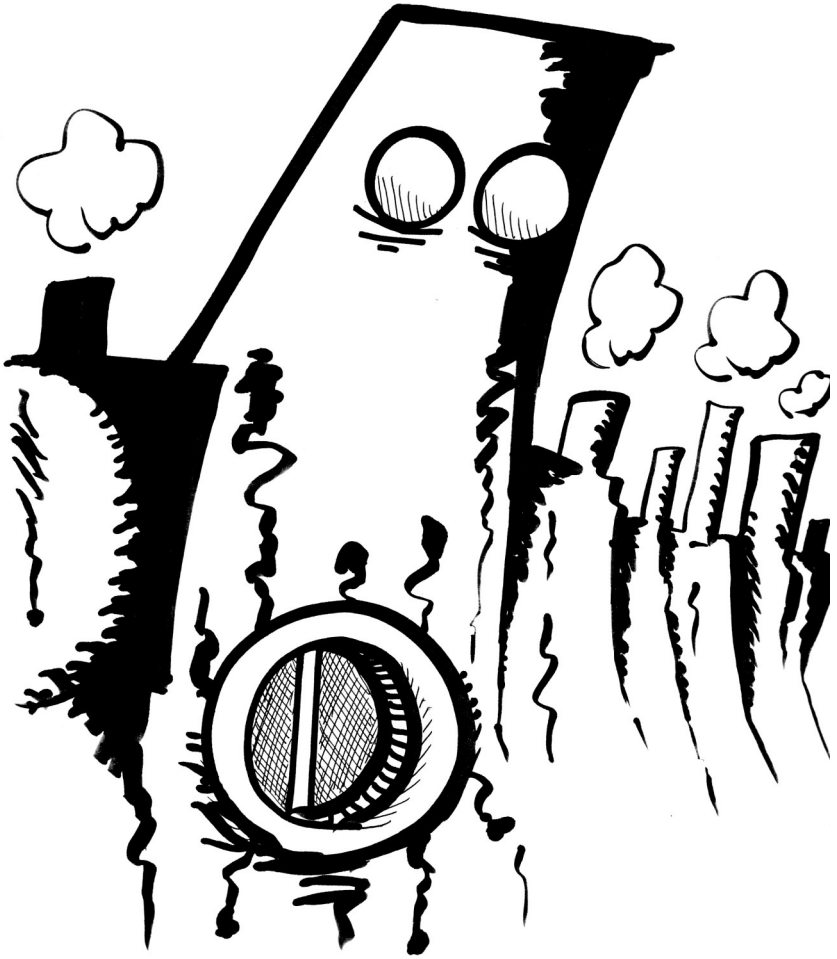
The Gateway

All of Starnheim is built around the round gateway at the bottom of the pit. This gateway is the source of the green light, and the closer one gets, the brighter it is.

If they watch, the PCs see people crawling up out of the gateway. There is nothing remarkable about these people; they look no different from the ones already in the town, and as soon as they arrive, they continue on about their business. Other people from Starnheim approach the gateway, kneel, pull themselves into the green, and disappear. Periodically, teams of laborers reach into the gateway and pull up heavy crates; for truly heavy cargo, a crane is used.

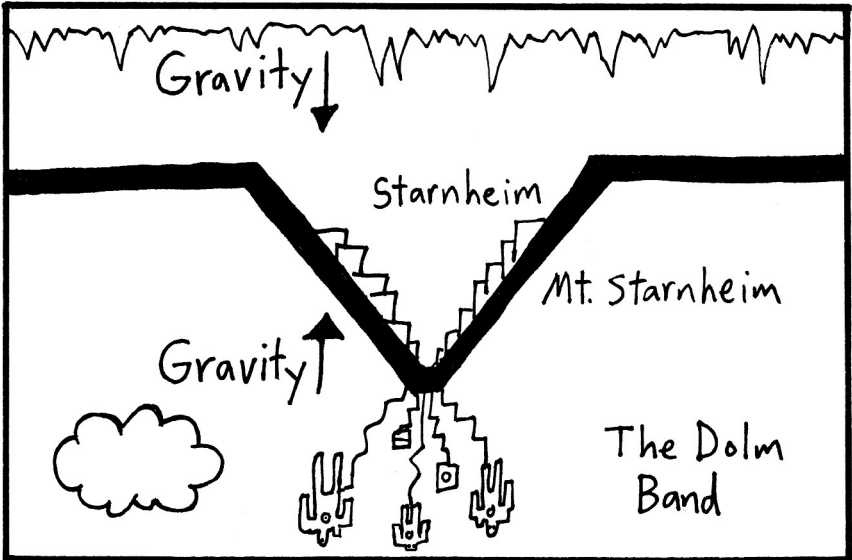
Once someone goes through the gateway, gravity reverses, and down becomes up. If you poke your head down through the green portal, you will be looking up on the other side.

If someone jumps into the gateway, they will fall through to the other side, then fall back from that side, then fall again, until eventually they run out of momentum and find themselves floating in the middle of the green light. When this happens someone on the Starnheim side will fish them out with a long pole, cursing them the whole time.



3. Mount Starnheim

Once a PC passes through the gateway, they find that they are now climbing up, and their former up is now down. They emerge to stand at the top of what looks like a mountain peak, the mirror image of the pit they descended into. The sky above shimmers with eerie light.



This is the light that, on the other side of the gateway, appeared green. Here, it is not quite green, but is an unfamiliar shade the PCs have never seen before. The sailors here call the color dolm, and say that it is a mixture of the colors blue and ulfire. Though it is initially hard to look at this alien color, the PCs soon get used to it and have a hard time remembering what it was like to live in a world with no dolm.

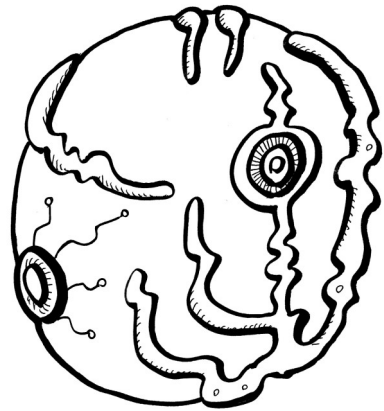
There is no sun in the sky, but there are strange, blinking lights and whorls of color. The lights never fade, meaning there is no nighttime at the dock, just the perpetual dolmian glow.

The air here is thin but breathable, as one would expect at the top of a mountain. Looking down, toward the bottom of the peak, the PCs can only see fog. It is impossible to tell how high up the summit is; but how can there even be a summit, deep below the ground?

The Dock

The flat area on the top of the mountain is about 6000 square feet. It is covered with scaffolding and looks like a dock, only the wooden structures are vertical instead of horizontal. Narrow walkways and gangplanks cover the area, with the workers here seemingly oblivious to the yawning abyss all around. Ropes, chains, and ladders lead upward, tethering giant metal humanoids that float in the air, casting their behemoth shadows on the bustling sailors down below. These are the akashic titans, ships that travel up through the sky and across the Bands of reality.

Though akashic titans are the most common sort of vessel at the dock, there are also some elven sphere-ships. These are giant, opaque glass balls decorated with brass. Though they appear fragile, the spheres are tough enough to survive encounters with hostile akashic titans, and are armed with devastating energy weapons. The spheres are owned and operated by the Space Elves of Vadaquili who hail from a faraway world in the Jale Band. They look like other elves the PCs have seen, only they are blue. They keep to themselves and zealously guard the secrets of their sphere-ships.



The people scurrying about on the top of the mountain are sailors, dockworkers, or laborers, or they are involved in buying or selling magic items. This is a workplace, and tourism is discouraged. If the PCs do not look

like they have a reason to be here, they will be sent back through the gateway or, in extreme cases, shoved off the mountain.

Some captains are looking for crew members, and some are seeking wizards who can help power their ships. They may approach the PCs with job opportunities. Alternatively, the PCs might be arrested on trumped up charges and forced into servitude on an akashic titan.

Descending the Mountain

If a PC falls off the mountain, they will die unless they can cast a spell such as *Feather Fall* to save themselves. PCs may attempt to climb down the mountain but this will take quite some time, and any NPCs nearby will discourage them from attempting it.

Any PCs who survive the descent will find themselves in a desert, surrounded by ravenous monsters called gravulites. There are 1,000 of these monsters, all of them identical. They will swarm anyone who arrives. Any time one of them is wounded it splits in two. The only way to kill them is with fire or magic.

Gravulite

Init +1; Atk bite +1 melee (1d6) and claw (1d4); AC 13; HD 1d10; MV 20'; Act 1d20; SV Fort +0, Ref +1, Will +0; AL N.

Special: Any successful attack that inflicts damage causes the gravulite to split into two identical monsters, both with full HP, unless the attack is magical and/or fire-based. Magical and fire-based attacks do damage as normal and will kill the gravulite with no splitting.

If the PCs somehow get past the gravulites and make it to the base of the mountain, they discover an ornate gold door. It is locked and barred. The door can be opened with a DC 20 Strength check or a DC 15 Pick Locks check. The door opens onto a clean, well-maintained corridor. The corridor is long and winding, but eventually leads to the back entrance to the Builder's quarters (see page 9).

Buildings of Note

While most of the dock consists of scaffolding and wooden planks, there are a few buildings here. Some are built into the dock, some are farther down on the mountain, and two, the Nest and the Congregata Magicae, are floating in the air.

The **Nest** is a bar for sky sailors. It can only be reached by a long rope ladder. While the rank and file crew tend to visit establishments on the other side of the gateway, in Starnheim proper, the Nest is frequented by ships' officers. The men and women who frequent the Nest do not look kindly on outsiders entering their space. If the PCs visit, there is a statistically meaningful chance that a fight will break out.

While many of the Nest's patrons happily imbibe beer and wine, the bar is best known for its liquor. The Nest boasts an unparalleled collection of spirits from a hundred different worlds, certainly the greatest selection the PCs have ever seen. The bartenders are highly trained and can make thousands of different cocktails, with something for every customer's tastes. Obviously, none of this comes cheap. The Nest also sells tacos, though they are not as good as the ones Esteban makes on the other side of the gateway.

Who Do the PCs Meet at the Nest? (1d10)

1	Captain Sophia Morden (see page 32)
2	Pinzo LaFleur (see page 32)
3	Ellie O'Clock (see page 32)
4	Theobard the Unfathomable (see page 34)
5	Legendary pilot Spartacus Manifold
6	Space Elves of Vadaquilix
7	A god disguised as a human

8	Member of the Brotherhood of Ixtar
9	Member of the Death Cult of Klom
10	Agent of the Androjen family

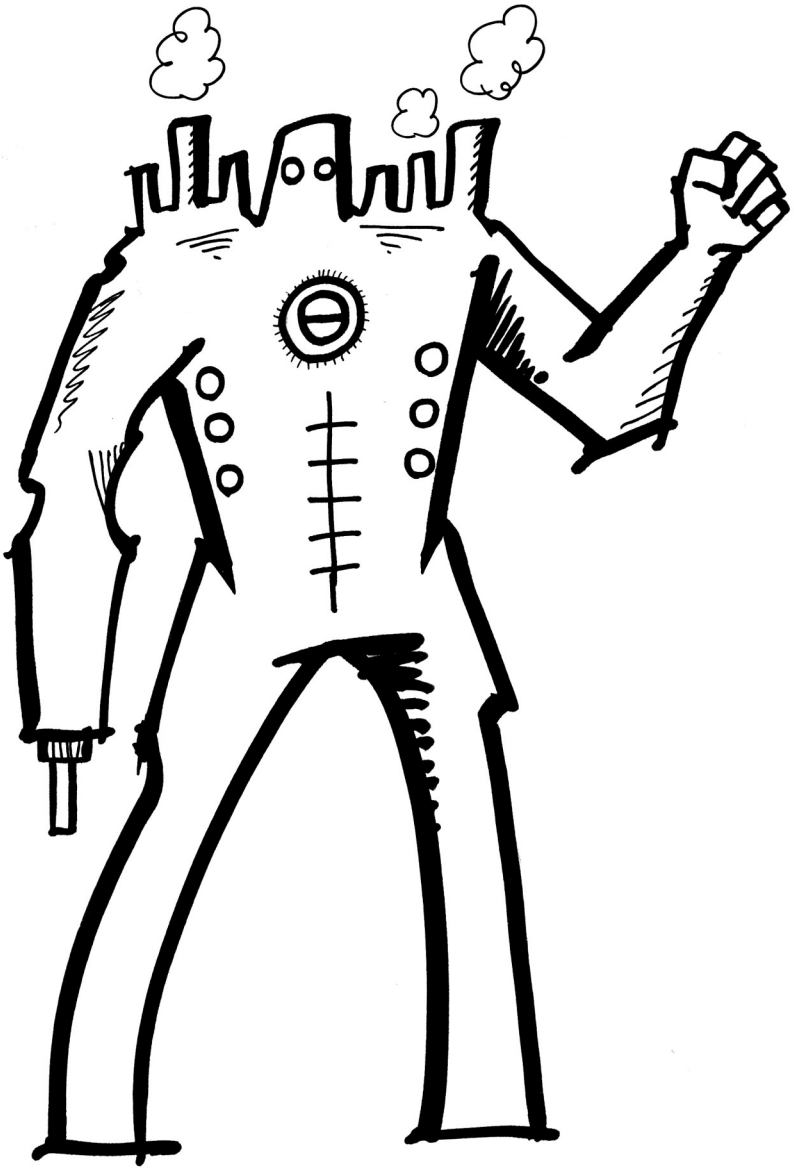
The **Congregata Magicae** is, at last, the place where PCs can sell their magic items. The Congregata is a massive stone building, almost a castle. Visitors approach by a long, winding staircase. There are guards at the door. Once PCs enter the building, they notice that it does not sway in the breeze; they feel as though they are on solid ground. A glance out the window will confirm, however, that they are high in the air.

There is a strict no tolerance policy for theft or acts of violence in the Congregata. It is in visitors' best interest to be polite and follow the rules of the establishment, because the guards have no compunctions about throwing people out the window.

Visitors who have items to sell are led to a room in the middle of the first floor. Here, during regular business hours, six wizards sit behind a counter. They appraise magic items, make offers, and conduct transactions. They are eager to buy, though their prices are not as good as the PCs were led to believe. The wizards are guarded at all times by three armored warriors, each of whom is armed with a Lightning Staff.

Congregata Magicae Guard

Init +5; Atk sword +1 melee (1d8), Lightning Staff ranged (see below); AC 18; HD 3d8; MV 20'; Act 1d20; SV Fort +5, Ref +4, Will +5; AL L. Special: Lightning Staff allows the user to fire lightning bolts, per the *Lightning Bolt* spell (+10 spell check)



4. The Akashic Titans

The akashic titans are monstrous, humanoid metal ships that travel across the Bands of reality, transporting goods for sale from one world to another. This is the source of the produce and spices that are for sale in and above Starnheim.

The akashic titans have been in operation for decades, maybe even centuries, though no one at Mount Starnheim knows exactly where they were built. Supposedly they come from a place called The Foundry, which some say is in the Jale Band, but others say is from beyond even the Jale.

The titans' crew members generally do not handle the business end of things; they are independent contractors or employees of a shipping company. At present, none of the titans docked at Mount Starnheim are owned by the Androjen family, making this port something of an anomaly.

PCs may be interested in sailing on a titan. Or perhaps they might be press-ganged by a short-staffed crew.

Akashic Titan Anatomy

The akashic titans are not alive, but it is helpful to think of them in terms of the human body. Like a human, an akashic titan needs energy in order to function. The titans are powered by magic.

In the belly of the titan is an akashic furnace, which we can think of as the **stomach**. This is where magic is consumed. In some cases a high level wizard casts spells directly into the furnace, but in most cases the crew throws in magic items, which are melted down. Crews constantly need more magic items, which is why there is such a steady trade in the Congregata.

Magic can be seen as a set of potentials outside the normal operation of

the universe. The furnace breaks down the items and frees those potentials, which are then circulated throughout the titan. A system of tubes, pipes, hoses, and wires serves as the titan's **blood vessels**, transporting the magical essence throughout its frame. This energy animates the body, allowing it to move. It seals the body in a protective aura, holding in breathable air for the crew and keeping out the dangerous energies of the Bands. It lessens the hold of gravity on the titan's enormous bulk. And finally, it serves as propulsion, fired from the feet.

Sitting in the titan's head, the pilot serves as its **brain**. The pilot is normally seated, and operates a complex system of levers and switches to control the titan's movements with a surprising degree of accuracy. Note that the levers and switches are not linked to gears and pulleys; from an outsider's perspective, they are not connected to anything. Rather, the controls are connected by an invisible web of spells, a magical **nervous system**, and it is the enchantments on the titan's limbs that cause them to receive the commands and move accordingly. Some pilots may forego traditional controls, and use magic to directly link themselves to the titan's body. This makes their response time slightly quicker, but can have dangerous repercussions, as the pilot may feel pain when the titan is damaged.

Inside the titan's chest is its **heart**, a hovering silver sphere that contains a tiny fragment of the Heart of Creation. Though every titan has one, these fragments are precious. Details are hard to come by, but it is widely known that they were stolen long ago at great cost. Each fragment pulls toward its home at the center of everything. By monitoring the pull, the navigator can calculate the titan's current position relative to a fixed point. Since navigating by sight in the Bands for any extended amount of time is impossible, the crew would be lost without the fragment. Be warned, though, that anyone who touches the fragment with bare skin is instantly transformed into a ghost and doomed to haunt the titan's core.

Like a human, an akashic titan must periodically excrete waste. For the titan, this **excretory system** takes the form of a series of smokestacks that

vent toxic steam. The steam is the necessary by-product of stripping magical items of their potential. It is hot, thick, glowing, and multi-colored, sometimes bright crimson, sometimes sickly green. Prolonged exposure to the steam can cause mutations, disease, and death. It is important to keep a titan's pipes in good working order, otherwise the steam will leak into the crew's living quarters.

Akashic titans are usually armed with weapons. These range from traditional cannons, to ballistae, to magic. Most titans have fireball capability. When possible, captains purchase scrolls with *Fireball* spells and feed them into the titan. Five scrolls give a titan enough power for one fireball attack.

Variations in Magic

Some worlds are richer in magic than others. On magic-rich worlds, scrolls of spells and magic items will be much cheaper than on worlds where magic is rare. Captains must always take these factors into consideration and buy magic at the lowest rates available. Every captain worries about getting stranded at a low-magic world's port.

The Crew

Each titan has a full crew of sailors. The sailors keep the inside of the ship clean, make repairs, haul goods, and more. In addition, there are at least four officers on each titan.

Captain: The person in charge, who chooses the course, makes the decisions, and gives the orders. The captain can often be found on the bridge, which is traditionally located in the titan's chest, though in times of crisis the captain is generally in the titan's head alongside the pilot.

Navigator: Responsible for plotting a course by consulting maps and charts, checking the titan's location, and making sure it stays on course. The navigator traditionally stays in the titan's heart, near the navigational fragment.

Pilot: Controls the titan's movements through a system of levers and pulleys. If the titan gets into a fight, it is the pilot who throws the punches. The pilot is traditionally located in the titan's head and can see out through the eyes. Some pilots use spells or magic items to give themselves greater awareness of their surroundings.

Engineer: Responsible for maintaining the akashic furnace in the belly of the titan and keeping its occult workings in good repair.

Sometimes these roles are combined—if a crew is understaffed, they may have a navigator who is also an engineer. More heavily-armed titans will also have at least one dedicated gunner in charge of firing weapons. Crews also employ back-ups and apprentices; someone has to tend the akashic furnace while the engineer is asleep.

There are various ways for members of the crew in different parts of the titan to communicate—some ships use runners to convey messages, some have pneumatic tubes to carry written orders, and some rely on magical artifacts that allow them to communicate in real time.

Generally the crew of a titan will stay in one of six areas: the bridge, the observation deck, the furnace, the heart, the artillery area, and the living quarters. There are, however, maintenance tunnels, corridors, stairs, and ladders leading all through the titan's body.

There's a reason captains are often on the lookout for new crew members. Every member of an akashic titan's crew is periodically exposed to the titan's steam and run-off from the akashic furnace. Over time, this exposure causes mutations, ranging from the mild to the horrific, as well as degenerative diseases.

When a character is directly hit by steam, sludge, or some other form of akashic waste, roll on the table below and consult the Corruption tables in the DCC core book. Alternatively, you may choose to roll for a Defect on

the Mutations table in *Mutant Crawl Classics*. As with corruption, a character may burn Luck to avoid these effects.

Mutagenic Effects Table (d20)

1-10	No effect
11-15	Roll on Minor Corruption table
16-18	Roll on Major Corruption table
19-20	Roll on Greater Corruption table

Burning Luck

The members of an akashic titan crew live in cramped quarters as they journey through an environment filled with toxic radiation and giant monsters. One mistake could doom them all; their fates are intertwined. As such, PC crew members can pool their Luck. Any time a crew member makes a roll that will affect the titan as a whole—a navigator plotting a course, for example, or a pilot battling a Stellar Squid—other characters may burn Luck to assist. This only applies to Player Characters.

When Titans Clash

Akashic titans are shaped like humans primarily so that they can fight like humans. When a giant monster attacks, an akashic titan can dodge, grapple, and punch. It is up to the pilot to maneuver the titan and swing its mighty fist.

When an akashic titan gets in a fight, its effectiveness is determined by the pilot. The pilot rolls to attack, using their Agility modifier instead of their Strength modifier. If you use the Akashic Pilot character class, described on page 73, there are additional modifiers.

It is extremely difficult to damage an akashic titan. Imagine a battleship with a steel hull. Now imagine yourself swinging a sword at that hull, hit-

ting it over and over. No matter how good a swordsman you are, you're not going to dent the hull. A battleship is not indestructible, though—if a projectile hits with enough force, it can penetrate the hull.

An akashic titan is similar. Any attack that does less than 50 HP of damage has no effect; the titan absorbs it without harm. It takes a full 50 points to damage a titan and a titan only takes damage in units of 50.

For example:

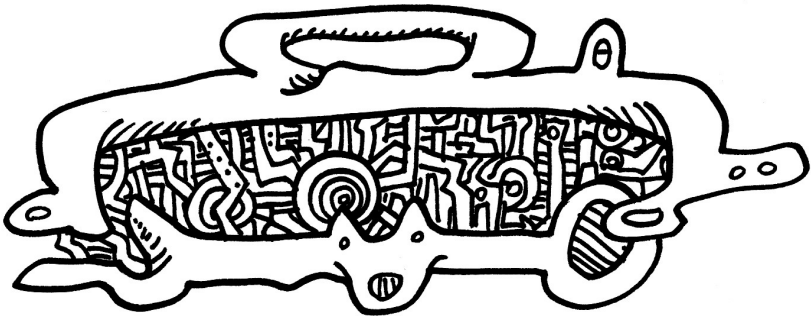
If someone attacks a titan and rolls 35 points of damage, the titan loses 0 HP.

For 50 points of damage, the titan loses 50 HP.

For 98 points of damage, the titan loses 50 HP.

For 112 points of damage, the titan loses 100 HP.

The average akashic titan has 500 HP. Hit Points are standardized, so spells do the same amount of damage to a titan as they would a human. Armor Class is different. In human terms, an average akashic titan would have a ridiculously high AC. When akashic titans fight, however, they are not fighting humans; they are fighting titan-sized monsters. A titanium behemoth that is impossible for a band of PCs to dent might be quickly ripped apart by a Stellar Squid. So a titan's AC is given relative to other titan-scale creatures. This is indicated with an asterisk (*).



Sample Titan: The *Zeitgeist*

The *Zeitgeist* is one of the most celebrated of the akashic titans, known for its high number of successful voyages.

INIT: +5

ATTACK: Fist +5 melee (1d100 + 50), fireball cannon ranged (20d6)

AC: *16

HP: 500

MV: fly 2000'

Act: 1d24 + 1d20

Fort: +6

Ref: +4

Optimal Crew Size: 20

Cargo Capacity: 10,000 tons

Weapon Capacity: Fireball cannon holds up to 15 charges

Special: An *Astral Bridge* enchantment enables the captain to communicate with her crew. To activate, the captain sends out a psychic invitation to up to 6 chosen recipients. The recipients hear this invitation in their heads and can choose to either accept or decline. Those who accept find their astral selves sitting together in a room where they can converse. At the same time, they are still aware of their bodies' physical locations and can continue to act in the physical world. The Astral Bridge lasts for 1d12 rounds.

Owner: Baron Warhoon, a shipping magnate based out of the Jale Band. A native of the planet Barsoom, he left his homeworld centuries ago and made a fortune among the Bands. The Baron's primary competition is the Androjen family, who seek to monopolize trade among the worlds, and who are not above the occasional act of sabotage.

Baron Warhoon

Init +5; Atk +6 two-handed sword melee (1d10); AC 16; HD 3d10 (hp 24); MV 30'; Act 2d20; SV Fort +6, Ref +3, Will +6; AL N.

Special: Has four arms, carries two two-handed swords, and can attack

twice per round.

Captain: Sophia Morden, who hails from a world in the Jale Band. Rumor has it she is a disgraced noblewoman. Her dream is to earn enough to buy the *Zeitgeist* from Baron Warhoon and work as an independent contractor. She has a glass eye that allows her to see people's true intentions and carries a sword laced with Jale Band energy.

Sophia Morden

Init +3; Atk energy-laced sword +1d7 melee (1d10+1d7); AC 18; HD 5d12 (hp 45); MV 20'; Act 1d20+1d14; SV Fort +3, Ref +3, Will +2; AL L.

Special: Glass eye works as a *Detect Evil* spell (+7 spell check); 1d7 Deed Die

Navigator: Pinzo LaFleur, a brilliant cartographer and mathematician who is also, unfortunately, an addict. When he takes his glafara root, he stays awake for days on end, frantically calculating efficient routes through the Bands. When he inevitably crashes, he is useless. Captain Morden carefully monitors his intake and is not above threatening him with bodily harm.

Pinzo LaFleur

Init +3; Atk mace +2 melee (1d6); AC 15; HD 3d8 (hp 16); MV 20'; Act 1d20; SV Fort +1, Ref +1, Will +2; AL N.

Special: Abusing drugs gives Pinzo +3 to all rolls for 1d20 hours, then a -5 to all rolls for 1d20 hours; +5 to all navigation checks

Pilot: Ellie O'Clock, a brilliantly gifted pilot who has, alas, been affected by prolonged exposure to the *Zeitgeist*'s vented steam. Her hair has turned purple, one of her arms is now a tentacle, and she experiences bouts of synesthesia. While she is self-conscious about the changes, none of them have so far impacted her piloting.



Ellie
O'Clock

Ellie O'Clock

Init +4; Atk dagger +4 melee (1d4), pistol ranged (1d8); AC 17; HD 4d6 (hp 20); MV 20'; Act 1d20; SV Fort +2, Ref +4, Will +1; AL N.

Special: Luck score is 13; burns Luck as a Thief, with a d6 Luck die; restores Luck at rate of 1 point/day

Engineer: Theobard the Unfathomable, a wizard who has specialized in the akashic arts. Theobard is a large, hairy man who speaks in a thick accent and feels a great affection for his fellow crew members, which he frequently expresses through hugs.

Theobard the Unfathomable

Init +2; Atk longsword +2 melee (1d8); AC 14; HD 5d4 (hp 20); MV 20'; Act 1d20; SV Fort +2, Ref +1, Will +3; AL L.

Special: Spellcaster (+5 spell check): *Band Bubble*, *Charm Person*, *Magic Missile*, *Titan Bond*, *Fireball*, *Polymorph*

Twenty Other Prominent Titans

1. *Abaddon*
2. *Aku*
3. *Emet*
4. *Enkidu*
5. *Fire & Fury*
6. *Gertrude*
7. *The Golden Scorpion*
8. *Gorthanc*
9. *The Ineluctable Modality*
10. *In Medias Res*
11. *Lysistrata*
12. *Memento Mori*
13. *Pangloss*
14. *Perestroika*
15. *The Pragmatist*
16. *Pretorius*
17. *Thesens*
18. *The Trilobite*
19. *Tzadkiel*
20. *Urilloyd*

What Cargo Is the Akashic Titan Carrying? (1d20)

1-2	Salt
3-4	Pepper
5-6	Cinnamon
7-8	Nutmeg
9-10	Tea
11	Chile peppers
12	Vegetables
13	Sugar
14	Rum
15	Wine
16	Whiskey
17	Passengers
18	Gunpowder
19	Gold
20	Magic items



5. The Bands

Do the akashic titans travel through space, to other dimensions, or across planes? Or is the entire system of Bands somehow located inside an unbelievably large Hollow Earth? Though the wizards who work in the Congregata Magicae have their theories, no one at Mount Starnheim truly knows. The Bands are a mystery to be traversed, not understood. This chapter is only a brief introduction; Judges are encouraged to expand, elaborate, and ignore as they see fit.

Mount Starnheim sits at the edge of the Dolm Band. When titans leave port, they fly up into the Dolm, eventually passing through the Ulfire Band, and then into the Jale Band, where most trading takes place. Every captain knows how important it is to hire a good navigator to keep the ship on course, but no course through the Bands is entirely devoid of perils.

Navigation

The sense of distance in the Bands is, at best, hazy. Navigators use a unit of measurement called “quantules,” though it is difficult to specify what that represents. Navigators are an elite and esoteric lot and they dislike explaining their methods.

While navigators all use maps and notes, and many claim to be able to recognize landmarks in the seething energies of the Bands, the navigator’s most important tool is the fragment in the ship’s heart that unerringly points toward the center of Creation. This is the akashic titan’s equivalent to a compass. Any time a navigator does not have access to it, they suffer a -5 penalty to navigation checks.

For each journey across a Band, the navigator sets the course by making a DC 10 navigation check, adding any Intelligence modifiers. If the roll succeeds, the akashic titan stays on course and makes it across the Band in

the standard number of days (assuming, of course, that the titan does not encounter any serious impediments). Every time the navigator fails the roll, an additional day is added to the journey.

The Dolm Band

The Dolm Band is conducive to life. There is gravity, though it is less than what the PCs are used to. More importantly, the atmosphere is breathable. The Dolm Band produces a mild tingling sensation on human skin that is non-toxic and almost pleasant.

At normal speed, with successful navigation, traveling from Starnheim to the Ulfire Band takes 5 days. Traveling across the band is like sailing across the ocean—there are long hours, even days, of calm, periodically interrupted by sudden danger. Every other day the titan is in the Dolm Band, roll on the table below.

Traveling the Dolm Band (1d20)

1-10	Smooth sailing
11-12	Port
13	Debris field
14	Pirates!
15	Abandoned ship
16	Rival akashic titan
17	Friendly akashic titan
18	Elven sphere
19	Ectotherm
20	Stowaway

Port: Ports are convenient places for sailors to rest, resupply, refurbish, and repair. They can also be hotbeds of intrigue and jumping-off points for adventure. There are only a few ports in the Dolm Band. They tend to be smaller than the ports in the Jale Band.

Debris field: Occasionally there are clouds of debris drifting through the Band, which can damage a titan. The pilot must make a DC 15 piloting check or the titan takes 1d3 x 50 HP damage (half with a DC 15 Fortitude save).

Pirates! Pirates can be hiding inside a debris field, in the abandoned hulk of a titan, or may have their own ship.

Ectotherm: An ectotherm is a strong “wind,” a ripple in the fabric of the Band. Depending on its severity it can nudge a titan off course or, in extreme cases, tear the titan apart.

Ectotherm Effects Table (1d6)

1	Titan is knocked slightly off course, but can immediately correct with a successful navigation check
2	Titan is knocked off course; it will take 1 day to correct, with a successful navigation check
3	Titan takes 1d3 x 50 damage and is knocked slightly off course, but can immediately correct with a successful navigation check
4	Titan takes 1d3 x 50 damage and is knocked off course; it will take 1 day to correct, with a successful navigation check
5	Titan takes 1d4 x 50 damage and is knocked off course; it will take 1 day to correct, with a successful navigation check
6	Titan takes 1d5 x 50 damage and is knocked off course; it will take 2 days to correct, with a successful navigation check

Stowaway: The creatures that crews have nicknamed “Stowaways” are, in their natural environment, brightly colored blobs, about 7’ long, that cling to debris or sometimes float through the Band. When one of these blobs encounters an akashic titan it attaches itself to the hull and, when it gets an opportunity—a crew member opens a hatch, or an enemy tears a hole in

the hull—it sneaks inside. The Stowaway moves stealthily through the ship until it finds a lone human, which it will then eat. Once it eats a person, it takes on that person’s shape, gaining their skills and their memories. It then poses as that person. A Stowaway can pass well enough in a crowd, though something about its affect and mannerisms appear off, and those who know the victim well will notice. When the Stowaway consumes another victim, it splits in two, and continues dividing until it has replaced the entire crew.

Stowaway (as blob)

Init +5; Atk consume +3 melee (1d10); AC 14; HD 2d8; MV 20'; Act 1d20; SV Fort +0, Ref +0, Will +0; AL C.

Special: When the Stowaway kills a character it consumes them and takes on their appearance and attributes. The character’s HP, Action Dice, and saving throw bonuses are added to the Stowaway’s. Compare the ACs and keep the higher one. The Stowaway also retains any weapons and special abilities (spells, thief skills, Deed Die, etc.) the PC may have had. When the Stowaway consumes a second victim, it splits, essentially creating another Stowaway; this creature’s stats are also based on the original Stowaway combined with the victim.

The Ulfire Band

You will remember that dolm is a mixture of blue and ulfire; eventually, the Dolm Band transitions into the Ulfire Band. The color is not pleasing to human eyes. In his novel *A Voyage to Arcturus*, David Lindsay describes ulfire as “wild and painful.” Not surprisingly, the Ulfire Band is turbulent and chaotic.

Because travelers pass through the Band as quickly as they can, there are no ports here. Outside of a vessel, there is no oxygen, though there is an atmosphere of sorts—at times it feels like air, at times like a liquid. Prolonged exposure is toxic. Any traveler who leaves their titan to enter into the Ulfire Band needs to either wear a special suit or use the *Band Bubble* spell (see page 67). Any time an unprotected character is exposed to Ulfire

Band radiation for more than three minutes, they take 1d8 damage (DC 10 Fortitude save for half).

There are stars in the Ulfire Band, though they are smaller than traditional stars. Some navigators use the stars to help set a course, though it is foolish to put too much faith in them, especially as some are prone to moving. Sometimes a cluster of malicious stars will form a Living Constellation, the most dreaded beast of the Ulfire Band. There are also areas throughout the Ulfire Band where space and time have been damaged. Navigators struggle to avoid these patches.

At normal speed, and with successful navigation, traveling through the Ulfire Band to reach a bordering band takes 10 days. Every other day the titan is in the Ulfire Band, roll on the table below.

Traveling the Ulfire Band (1d20)

1-4	Smooth sailing
5	Debris field
6	Pirates!
7	Pirate hideout
8	Abandoned ship
9	Rival akashic titan
10	Friendly akashic titan
11	Elven sphere
12	Ectotherm
13	Whirlpool
14	Frayed string

15	Soggy patch of time
16	Stowaway
17	Steller Squid
18	Permeagons
19	Living Constellation
20	Roll twice, keep both results

Whirlpool: This is a swirling rift in the fabric of reality that pulls titans into it. The pilot must make a DC 13 roll to get the ship out. If the titan is sucked into the whirlpool, it is either ripped apart or transported to another universe.

Frayed string: Occasionally travelers in the Ulfire Band can see rips in reality, exposing the strings underlying existence. Sometimes these strings are frayed. Unless the pilot can safely avoid the strings (DC 10), the titan will be whisked away to another location.

Frayed String Destination Table (1d10)

1-3	The Dolm Band
4-6	The Jale Band
7-9	Another spot in the Ulfire Band
10	Another universe

Soggy patch of time: Time can become soggy in the Ulfire Band, and if a titan enters a soggy patch, time will either speed up or slow down.

Soggy Time Effect Table (1d5)

1	PCs arrive at their destination 1 month later than anticipated
2	PCs arrive at their destination 1 month earlier than anticipated
3	PCs all age 1d6 years
4	PCs all de-age 1d6 years
5	PCs travel into their recent past and encounter their past selves

Stellar Squid: These beasts resemble their aquatic counterparts, but are vastly larger than even the giant squids that lurk in the ocean's darkest depths. Stellar Squid swim through the Bands looking for food. Though they normally consume the natural energies of the Band, they prefer to crack open a titan and feed on its akashic furnace.

Stellar Squid

Init +5; Atk tentacle +5 melee (1d100+50) and bite +3 melee (2d100+50) and ink jet +5 ranged (see below); AC *16; HD 1d8 x 10; MV fly 2000'; Act 1d24 + 1d20; SV Fort +5, Ref +5, Will +2; AL N.

Special: The Stellar Squid must make two successful tentacle attacks, entangling its prey in its tentacles, before pulling its victim in to bite; ink jet destroys visibility for the pilot for 1d6 rounds, giving them a -5 to hit; only takes damage in units of 50, like an akashic titan

Permeagons: These are many-sided, faceted geometric shapes from a non-Euclidean universe that have slipped through a tear in the Bands. They are impossible to describe in traditional 3-D terms and the mere sight of them can drive humans mad. They travel in packs, drawn toward movement. When they sense an akashic titan, they swarm it, crushing it between their bodies.



Permeagons

Init +3; Atk bludgeon melee +3 (2d30); AC *16; HD 1d6 x 50; MV fly 1000'; Act 2d20; SV Fort +1, Ref +1, Will +0; AL C.

Special: These stats are for a pack of permeagons. Treat the pack as a single creature. As the pack takes damage, it grows smaller and disperses. At 0 HP, the pack breaks apart; the surviving permeagons are no longer a threat.

Living Constellation: The “stars” of the Bands are mobile, sentient balls of fire that form into patterns, sometimes creating a humanoid shape capable of devastating physical attacks. The living constellations have a fiery hatred of akashic titans, for reasons unknown. There is no monster that crews fear more.

Living Constellation

Init +6; Atk brawling +5 melee (1d6 x 50) and solar sword (1d8 x 50), stellar blast +2 ranged (1d10 x 50); AC *18; HD 1d10 x 100; MV fly 2000'; Act 2d24; SV Fort +10, Ref +4, Will +2; AL C.

Special: Stellar blast can only be used once every 3 rounds; only takes damage in units of 50, like an akashic titan

Akashic Husk: Akashic titans are not alive, so it stands to reason that they could never be undead. Unfortunately, that is the best description of the akashic husk. Broken down akashic titans, usually with huge holes ripped in their hulls, their crews dead, yet their eyes still glowing, they are animated by some hideous force, and lurch their way through the Bands in search of functional akashic titans to destroy. No one knows what animates an akashic husk—some suspect an infestation of permeagons, while others believe it is an interaction between the radiation of the Ulfire Band and malignant fragments of the Heart of Creation.

Akashic Husk

Init +5; Atk fist +5 melee (1d5 x 50), death ray ranged (1d6 x 50); AC *15; HD 1d10 x 50; MV fly 2000'; MV fly 40'; Act 1d24 + 1d20; SV Fort +6,

Ref +3, Will +0; AL C.

Special: Undead; unlike a normal akashic titan, which has a limited reserve of weapons, the akashic husk is powered by a mysterious and unholy source and has unlimited death ray attacks; only takes damage in units of 50, like an akashic titan

The Jale Band

David Lindsay describes the color jale as “dreamlike, feverish, and voluptuous.” The Jale Band is calmer than the Ulfire, filled with ports and bustling with trade. Because of this, however, pirates are more common. The peacefulness of the Band is also misleading—though there is air, there is also dangerous radiation. Humans and halflings should not walk around unprotected in the Jale Band for more than a few minutes at a time. Elves and dwarves, on the other hand, are unaffected.

Any time an unprotected human or halfling character is exposed to Jale Band radiation for more than three minutes, they take 1d6 damage (DC 13 Fortitude save for half).

While some ports in the Jale Band are connected to planets, as Starnheim is in the Dolm Band, some of them float freely in the void. The most famous structure in the Jale Band is the Elaborate Crystal Palace, which is described in more detail in the next section.

For every two days the titan travels in the Jale Band, roll on the table below.

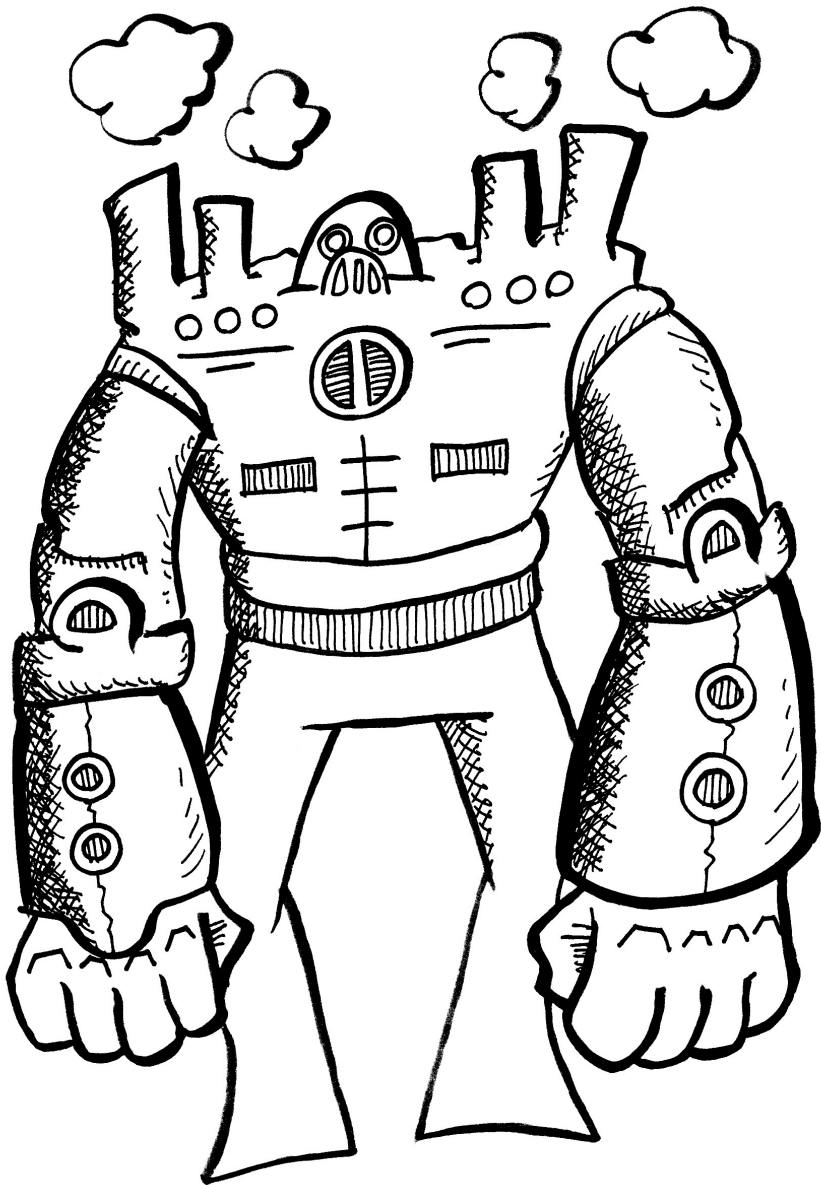
Traveling the Jale Band (1d20)

1-5	Smooth sailing
6-9	Port
10-11	Pirates!
12	Rival akashic titan

13	Friendly akashic titan
14	Elven sphere
15	Ectotherm
16	Stellar Squid
17	Permeagons
18	Stowaway
19	Akashic Husk
20	Living Constellation

What Is Beyond the Jale Band?

The Jale Band is vast, and some say it goes on forever. Others say that if one sails long enough, one can pass through the Jale Band and into the realm of the gods themselves. No one knows if this is true, but if so, could anyone resist the lure of such riches?



6. The Elaborate Crystal Palace

The most famous location in the Jale Band is the Elaborate Crystal Palace, a beautiful and ancient structure. Even from a great distance sailors can see its majestic crystalline spires gleaming in the coruscating luminescence of the Jale Band. The whole structure is made of crystal, spreading out for what must be miles in every direction. The Palace's architecture incorporates hyper-geometry that allows it to fold and twist upon itself, making its interior seemingly infinite. Though the Palace is unconnected to any world, and appears to float freely in the Jale Band, it does not move. It is, according to its inhabitants, a fixed point, rooted in the under-levels of reality itself.

Dozens of different docks jut from the Palace's perimeter. Depending on which entrance you use, you enter at different time periods, separated by centuries or millennia. Each dock flies a different flag, indicating which era that entrance leads into. Though conflicts have broken out between them, in general the different eras coexist peacefully.

The Elaborate Crystal Palace is a major hub of trade, with the royal family paying generously for cargo and sometimes commissioning their own ships. In addition to trade, akashic titan crews go to the Palace in search of magic, knowledge, or power; some go to relax. All of these outcomes are possible but none of them are certain.

The Court

For millennia the Elaborate Crystal Palace has been home to the Perfect family. Aside from a few revolutions or coups, no matter what era you enter, there will be a Perfect on the throne. The Perfects claim to be the rulers of the cosmos. While their authority is not recognized anywhere outside the Palace, guests generally maintain this polite fiction and address them with titles such as "Your Omniscience" and "Your Royal Highness, Queen of the Multiverse."

No matter the era, the Perfect on the throne will lament that they rule over an age of decadence and decline, so different from the Palace's long-ago Golden Age. No akashic titan crew has yet found this alleged Golden Age.

Across eras the court is a hotbed of conspiracies, broken alliances, and intrigue. Visiting sailors only understand a tiny fraction of the political machinations going on at any given time, but are often used as pawns in byzantine power struggles. A few key members of the royal family are listed below.

Christobel Perfect: The Queen of the Multiverse and Associated Provinces, Christobel Perfect caused a scandal when she married her own great-great-great-great-grandfather, a young man 20 years her junior, who hails from another era of the Palace. While she is welcoming to visitors who show her the proper respect and is fair in her business transactions, she always projects an air of sadness. Her melancholy stems from her perpetual disappointment in her children and her wish that she could have ruled over a different, better time.

Christobel Perfect

Init +1; Atk sword +1 melee (1d7); AC 15; HD 3d10 (hp 20); MV 20³; Act 1d20; SV Fort +2, Ref +1, Will +5; AL L.

Special: Spellcaster (+6 spell check): *Charm Person, Magic Missile, Magic Shield, Sleep, ESP, Locate Object, Ray of Enfeeblement, Eternal Champion*

Bridget Perfect: The Queen's daughter, Bridget Perfect is said to be the most beautiful woman in the Palace. Queen Christobel was eager to arrange an appropriate marriage for her. Unfortunately for the Queen, Bridget had other plans, and from a young age dedicated herself to studying the art of killing. She and her mother reached a compromise—Bridget will marry the suitor who can defeat her in single combat. Since that time, she has killed over a hundred men, women, and non-binary individuals who have sought her hand. She is still single.

Bridget Perfect

Init +8; Atk sword +5+d7 melee (1d10 + 1d7); AC 18; HD 5d12 (hp 50); MV 20³; Act 1d20+1d14; SV Fort +4, Ref +5, Will +3; AL N.

Special: Wears thin, lightweight armor crafted by the Weaponsmiths of P^rTarr that gives +5 to AC and counts as unarmored; 1d7 Deed Die

Maximillian Perfect: The youngest son of Queen Christobel, Maximilian is a ruthless sociopath who is obsessed with claiming the throne for himself. Years ago he backstabbed a fairy queen who, with her dying breath, cursed him so that he cannot lie. This has made plotting and scheming difficult, but Maximillian has compensated by creating a joking persona for himself, where he will frequently talk about his murderous ambitions in a campy, exaggerated tone. “Why OF COURSE I want to murder my mother in her sleep!” he’ll say with a smile. “Probably bathe in her blood, too!” Other members of the court, including his mother, find this hilarious.

Maximilian Perfect

Init +1; Atk sword +1 melee (1d8); AC 16; HD 3d10 (hp 20); MV 20³; Act 1d20; SV Fort +3, Ref +4, Will +5; AL C.

Special: Cannot lie, and when asked a question, must answer truthfully.

Entering the Palace

Akashic titan crews are always careful to dock and enter at the same point, to keep their experiences of the Palace in chronological order. Every dock is run by a small crew of humans but primarily staffed by automata, human-shaped machines powered by magic. They resemble tiny akashic titans.

At the edge of each dock a row of crystalline stairs leads up to a massive door. There are four guards at each door. If the visitors are known to the royal family, carry a writ of safe passage, or include some august personage, they will be allowed to enter. Otherwise, they will need to bribe the guards. The guards expect bribes as part of their job and, once bribed, will

allow anyone who is not overtly hostile to enter. If visitors are hostile, the guards will obviously attempt to kill them and loot the bodies.

Palace Guard

Init +4; Atk sword +5 melee (1d8), akashic machine pistol ranged (2d10; 40' range); AC 18; HD 4d8; MV 20'; Act 1d20; SV Fort +4, Ref +3, Will +1; A N.

Navigating the Palace

Once past the guards, the PCs enter a vestibule. If the PCs know the way, they will be able to move briskly through a few rooms and reach the throne room. If not, they may end up wandering through the Palace forever.

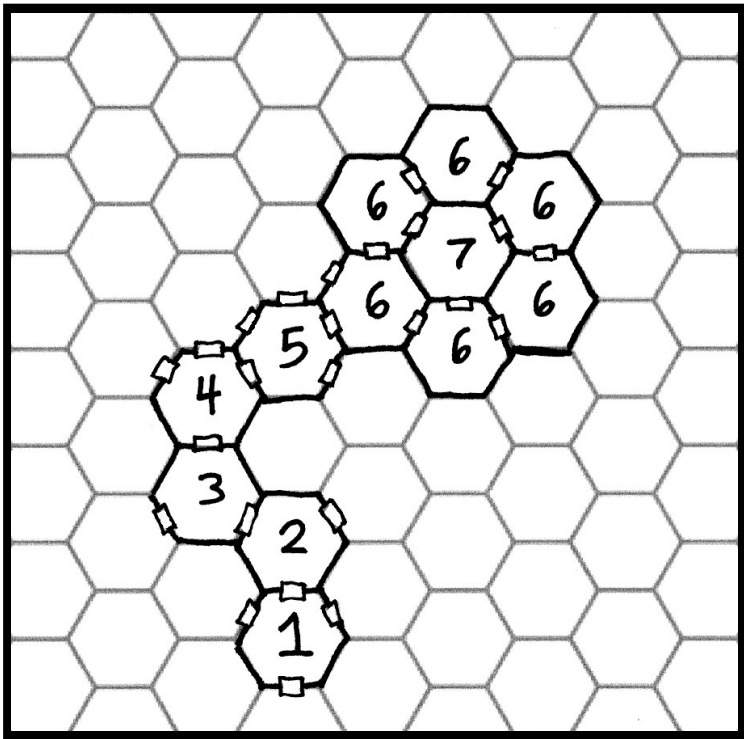
As the PCs wander through the Palace, they encounter all sorts of people from different worlds; roll on the Random Encounter Table.

Palace Random Encounter Table (1d20)

1	Palace guards (1d6)
2	Palace servants (1d3)
3	Akashic titan crew (friendly)
4	Akashic titan crew (rivals)
5	A Stowaway in the form of an akashic titan crew
6	Vikings
7	Samurai
8	Space Elves of Vadaquilix
9	An order of knights
10	Ambassadors from the Dwarven Kingdoms
11	Clerics of Justicia, goddess of justice and mercy
12	Clerics of Bobugbubilz, demon lord of evil amphibians

13	Kobolds (1d20)
14	A time traveler from Victorian England
15	Feral halflings
16	Talking animals
17	Demigods
18	Dragons in human form
19	Zombies
20	Older versions of the PCs who have been lost in the Palace for years

Rooms 1-7 on the map are defined. For these rooms, refer to the descriptions below. For any other rooms, refer to the Random Rooms list.



1. Vestibule. The walls, floor, and ceiling are all made of crystal. Windows set in the walls allow the dolmian light of the Band to reflect and refract throughout the room, illuminating the dozens of statues commemorating historical figures from the Palace's past. There are three doors leading out of the vestibule. Each door is closed but none of them are locked.

2. Art Gallery. This room is designed like a labyrinth with tall walls that spiral toward the center. The walls are covered with paintings from across the millennia of countless different cultures, a radical *mélange* of styles and subject matters, each neatly labeled with a small plaque that identifies the artist, time period, and world of origin. Sometimes, out of the corner of your eye, you can see the subjects in the paintings move.

3. Parlor. A well-kept room decorated with sumptuous carpets, gaudy wallpaper, and comfortable furniture. When the PCs enter, there are already people in the room. Roll on the Palace Random Encounter Table.

4. Library. No matter who the PCs are or where they have been, they have never seen so many books. The Librarian urges them to move along and tells them not to touch anything. With persuasion or violence, the PCs can access the library. There is near limitless knowledge here, ancient mysteries explained, the answers to questions they have never thought to ask. Unfortunately, the cataloguing system is unclear and finding the information they are looking for could take years or even lifetimes. Finding useful information takes 1d10 turns of searching and a successful DC 15 Intelligence check.

5. Room of Fungi. This room was designed to display Anatol Perfect's prized fungus collection. Unfortunately the fungi got out of control, grew out of their display cases, and covered the entire room. Every surface is slimy and squishy; many are covered in pulsating mounds. Though most of the fungus is harmless, there are some carnivorous strains mixed in, which will attack anyone who enters.

Carnivorous Fungus

Init +3; Atk tendril +3 melee (1d6), spit acid ranged (1d8; 10' range); AC 16; HD 2d10; MV 20'; Act 1d20+1d14; SV Fort +5, Ref -2, Will +0; AL N.

Special: Takes half damage from fire

6. The Everlasting Party. A party rages in the six rooms surrounding the throne room, just as it has for years. There are tables loaded down with a staggering array of food, ranging from light snacks to gourmet delicacies. There is wine, beer, liquor, and a cornucopia of recreational drugs. In one room, someone is playing the harpsichord and people are dancing; in another, a large group is playing charades. Elsewhere, someone has had too much to drink and is about to get into a fight. The elite of Palace society mingle with commoners and ruffians. There are elves, dwarves, pixies, minotaurs, Martians, cyborgs, and representatives of a hundred different worlds.

7. The Throne Room. Here Queen Christobel sits atop her majestic throne and receives visitors, under the watchful eye of dozens of royal guards and attentive servants. If the PCs follow protocol she will welcome them to the Palace and invite them to attend the party raging just outside the throne room. She will not personally discuss business with them, but will refer them to her Minister of Finance. The Minister of Finance will meet with the PCs and give them a fair hearing, but she won't spend too much time with them; after all, there's a line of people waiting to talk.

Random Rooms

When the PCs stray from the defined rooms, roll on the list below to determine which room they enter. Roll 1d6 to determine how many doors that room has and then draw the doors onto the map. The list below is not exhaustive; there are limitless other rooms in the Elaborate Crystal Palace.

1-2 Spiral Staircase. A spiral staircase leads down to another level (which is identical to the previous level).

3-4 Staircase. A wide crystalline staircase leads up to another level (which is identical to the previous level).

5-6 Exit. A small room containing a ladder and a hatch in the ceiling. The hatch leads, no matter how improbably, to the exterior of the Palace. PCs may stand on the roof of the Palace and take in the majesty of the Jale Band, at least until the radiation poisoning sets in.

7-8 Concert Hall. An orchestra of frog-people plays a beautiful symphony as an enthralled audience watches.

9-10 Forgotten Art Gallery. An art gallery, like the one described above, only rundown and dusty. Some of the figures in the paintings are bitter and vengeful, and sneak out of their canvases to attack.

Paint Creature

Init +3; Atk slam melee (1d8); AC 15; HD 3d8; MV 20'; Act 1d20; SV Fort -2, Ref +2, Will +0; AL C.

Special: Once every two rounds, can turn itself two-dimensional, giving it AC 20; if the creature's painting is destroyed, it immediately dissolves into nothingness

11-12 Art Gallery of Despair. Another art gallery, only this one is devoted to the saddest, most disturbing, most perfectly heartbreaking paintings of a thousand worlds. Any PC who attempts to traverse the room must make a DC 10 Will save or break down in tears for 1d3 rounds.

13-14 Art Gallery of the Self. Another art gallery, only instead of framed paintings there are mirrors, hundreds of mirrors, with the PCs' faces gazing back at them. It's disturbing.

15-16 Gladiatorial Rink. Burly warriors fight for their lives on the dirt floor below, while well-dressed audience members in the stands watch and wager on the outcome.

17-18 Master Ballroom. Beautiful music plays as glamorous lords and ladies cavort on the dance floor. The dancers are all ghosts, but the PCs won't mind—once they hear the music, they must make a DC 12 Will save, or join the dance. The dancing gets increasingly intense; after 6 rounds, if characters have not snapped out of it, they take 1d3 points of damage per round.

19-20 Minor Ballroom. A string quartet plays in the corner. Nervous teenagers sit on either side of the dance floor, awkwardly making and breaking eye contact, blushing, trying to work up the nerve to ask someone to dance.

21-22 Chapel. A small, tasteful room decorated with vibrant stained glass windows. The chapel is to a god of (1-2) Law, (3-4) Neutrality, (5-6) Chaos. A cleric of the same alignment may pray and receive a bonus of +2 to all spell checks for the remainder of the day.

23-24 Servants' Quarters. Servants who have just ended their shifts and are about to go to bed eye the PCs warily and wonder why they're intruding here.

25-26 Servants' Dining Hall. Exhausted servants gather for a simple meal and few blessed minutes of camaraderie. If the PCs are friendly, the servants may be willing to share food and gossip.

27-28 Study. A once-beautiful but now faded room, the sole occupant is a delusional old man who calls himself Don Quixote. Though physically weak, he believes that he is the greatest of all knights, the "last flower of chivalry." Don Quixote hails from 16th century Earth, specifically La Mancha in Spain. In the course of his adventures he entered into the mys-

terious Cave of Montesinos and found himself in the Elaborate Crystal Palace. He has been wandering through its corridors for days, lost and confused. If he decides the PCs are evil he will attack them without hesitation.

Don Quixote

Init -2; Atk sword -3 melee (1d4); AC 11; HD 1d8; MV 20'; Act 1d20; SV Fort -2, Ref -2, Will +6; AL L.

Special: Has 18 Luck, burns Luck as a Thief, with a d6 Luck die; restores Luck at rate of 1d6 points/day

29-30 Observatory. A massive telescope dominates the room, built into the wall and pointing out into the Jale Band. PCs can see far-off events through the telescope. There are charts and maps scattered on the tables. With a DC 15 Intelligence check PCs can adjust the telescope to view the world of their choice, including worlds in other Bands.

31-32 Room of Fire. A raging inferno fills the room. Any PC who steps into the room catches fire; the fire does 1d6 damage per round until it is extinguished.

33-34 Room of Ice. The room at first appears to be made of crystal, like the rest of the Palace. A closer look reveals that the entire room is coated in ice. PCs must make a DC 15 Agility check to make it through the room; otherwise they slip and fall, becoming the laughingstock of the party.

35-36 Room of Mists. This is a long room, much longer than should be able to fit in the available space. The dense collection of mists makes it impossible to see more than 3' ahead. PCs must walk for 10 rounds to make it to the other end of the room.

37-38 Room of Colors. Every known color is catalogued in this room, on 4" squares of cardboard in glass cases. Some colors, like infrared and ultraviolet, are invisible to the human eye. Others, like dolm, ulfire, therradine,

florn, and quelpp, are rare and somewhat disturbing. Mixed in amongst the display is one color that drives anyone who sees it mad. Any PC who spends more than one round looking at the colors must make a DC 10 Luck check to avoid seeing the color. A PC who looks at the color must make a DC 15 Will save or go mad for 1d8 rounds and immediately attack the nearest character.

39-40 Room of Webs. Millions of spider webs, ranging from the tiny to the gigantic, fill the room. It is possible to make it through the room without getting stuck but it requires a DC 15 Agility check. Failing the check means the PC is stuck in a web. If the PCs flail around too much, they will summon giant spiders.

Giant Spider

Init +3; Atk bite +3 melee (1d8, DC 12 Fort save or 1d4 Strength damage); AC 14; HD 3d8; MV 40'; Act 1d20; SV Fort +1, Ref +3, Will +0; AL C.

Special: 120' Infravision; can walk across vertical or upside-down surfaces at normal movement rate; cast *Spider Web* (spell check +3)

41-42 Room of Chaos. The interior of the room is constantly shifting—one moment there's brand new furniture, the next the furniture is old and worn, the next there's no furniture at all, just squirming blobs of color. Sometimes there are frogs; sometimes the frogs breathe fire. Lawful characters take -3 to all rolls in this room, while Chaotic characters receive +3. Reaching a particular door requires a successful DC 10 Will save.

43-44 Room of Potions. Racks and racks of glass vials contain potions of all colors. None of them are labeled. If a PC ingests a potion, roll on the Magic Pool Effect Table (page 11).

45-46 Room of Contemplation. An extremely relaxing room, its walls painted a calming color, filled with plump, fluffy cushions and prayer mats. Any PC who spends 3 or more rounds resting here regains 1d3 HP.

47-48 Room of Panic. This room is empty. The walls, floor, and ceiling are all painted in an intense pattern designed to induce panic. Anyone who enters the room must make a DC 10 Will save or FREAK OUT and attack the person nearest them. This effect lasts until they make a successful Will save or are removed from the room.

49-50 Hall of Romance. A beautiful, peaceful room filled with delicately carved crystal furniture. Lovely portraits hang on the walls. A gentle stream runs down the middle of the room. Anyone who drinks from the stream develops an intense and obsessive crush on the next person they see. The person with the crush is so preoccupied with the object of their desire that they take a -2 penalty to all actions. To get over the crush, the PC must make three consecutive DC 12 Will saves.

51-52 Banquet Hall. Men and women dressed in black suits sit at rows and rows of tables. It's a feast! Unfortunately, those men and women are vampires, feeding on the blood of the innocent.

53-54 Empty Room. A hexagonal room has been carved out of the crystal, but it contains nothing.

55-56 Indoor Pond. Surprisingly large, the pond stretches off into the distance and its bottom is not clearly visible. If anyone is willing to put in the effort, they can catch plenty of fish.

57-58 Infirmary. Beds with crisp white sheets and fluffy pillows fill the room, which is staffed by a team of nurses. Anyone who seeks medical care recovers 1d8 HP.

59-60 Laboratory. The room is jam-packed with arcane machinery sparking, buzzing, and belching smoke. This is the personal laboratory of Doctor Prometheus P. Perfect, who is currently on the verge of achieving his grand goal—tapping into the Pranic Field to imbue an inanimate object with the VERY ENERGIES of LIFE ITSELF! Dr. Perfect is eager to

take on assistants and/or acquire test subjects in this work.

Dr. Prometheus P. Perfect

Init +4; Atk dagger melee (1d6), lightning rifle ranged (1d12+2, 40' range); AC 14; HD 3d8 (hp 20); MV 20'; Act 1d20; SV Fort +2, Ref +2, Will +3; AL C.

61-62 Maritime Library. A well-appointed, sumptuously decorated library stocked exclusively with books about the sea.

63-64 Cartographers' Guild Workroom. This room once housed the Cartographers' Guild, an organization dedicated to creating an accurate map of the Elaborate Crystal Palace. The project drove them all mad. Scattered maps and pages of notes litter the floor and tables; profane slogans and obscene drawings cover the walls. PCs can attempt to assemble the assorted papers in order to figure out where they are and, with a DC 10 Intelligence check, can determine the location of any one room in the Palace.

65-66 Shrine to Stardust. This room, once a gallery of some type, has been transformed into a shrine to Stardust the Super Wizard. Stardust is a godlike figure, said to live in a private star, who occasionally visits an inhabited planet and enforces his harsh, ironic sense of justice on that world's "evil-doers." The peoples of a thousand worlds live in mortal terror of someday seeing Stardust appear in the sky. This shrine is maintained by a zealot who prays day and night for Stardust to come and burn the Palace with his cleansing flame.

Zealot

Init +2; Atk club +1 melee (1d6); AC 14; HD 2d8; MV 20'; Act 1d20; SV Fort +2, Ref +2, Will +4; AL L.

Special: Casts Cleric spells (+3 spell check): *Detect Evil*, *Holy Sanctuary*, *Paralysis*, *Protection from Evil*, *Word of Command*

67-68 Aquarium. Sturdy tanks display a wide variety of undersea life, from tiny minnows to giant squids.

69-70 Parlor. The wallpaper is shredded and the furniture broken in this room, which is currently inhabited by 1d6 Laser Ponies. The Laser Ponies are intelligent talking ponies from the magical land of Panagonia who, thanks to their evil nemesis the Chasm Queen, ended up lost in the Elaborate Crystal Palace. They are unaccustomed to humans, but if the PCs are friendly, they will be friendly in return. They may even teach the PCs a lesson about friendship. If the PCs attack, the Laser Ponies will blast them with lasers.

Laser Pony

Init +3; Atk hooves +3 melee (1d6), laser eyes ranged (1d10, range 30'); AC 15; HD 2d10; MV 20'; Act 1d20; SV Fort +2, Ref +3, Will +1; AL L. Special: If the Laser Ponies have a common cause they all believe in, they can harmonize their spirits and call upon the mysterious force known as Pony Power. This allows them to fire all their lasers in unison, combining the damage with an additional +10.

71-72 Office. Accountants sit at desks, their quill pens scritch on sheets of parchment. The Elaborate Crystal Palace is a major center of trade, and that means there is a tremendous volume of paperwork. The accountants do not appreciate interruptions. If they feel endangered, or annoyed, they will ring for the guards.

73-74 Salon. That dashing, rakish rogue Gideon Perfect holds court, surrounded by dozens of adoring ladies, gentlemen, and non-binary individuals who hang on his every word. He regales the audience with tales from his life, drinks strong wine, and, if the mood strikes him, he may even play the cello.

Gideon Perfect

Init +5; Atk rapier +d3 melee (1d8 +1d3); AC 16; HD 4d8; MV 20'; Act

2d20; SV Fort +3, Ref +6, Will +4; AL N.

75-76 Storage room. Hundreds of wooden crates fill the room. Each crate is crammed full of tools, equipment, *objets d'art*, knick-knacks, tchotchkes, and assorted miscellany. If the PCs look for a particular type of non-magical equipment, there is a 65% chance they can find it here with 1d10 rounds of searching.

77-78 Pantry. Boxes of food weigh down the shelves. Racks of spices cover the walls. Dried meat hangs from the ceiling. Barrels of flour and other staples rest in the corner. There's enough here to feed the PCs for weeks, if they so choose.

79-80 Priscilla's Bedroom. A colorful, festively appointed child's bedroom. The Queen's youngest daughter Priscilla Perfect (age 10) has been sent to her room to think about what she's done, after setting an emissary from the Mer People of Yandolar on fire. Priscilla is not malicious, necessarily, just very curious and very excited to practice casting spells. She is delighted to see the PCs and wants to play with them.

Priscilla Perfect

Init +3; Atk bite +2 melee (1d4 -1); AC 12; HD 3d6 (hp 10); MV 20'; Act 1d20+1d14; SV Fort -1, Ref +3, Will +3; AL N.

Special: Spellcaster (+5 spell check): *Cantrip, Color Spray, Sleep, Fire Resistance, Invisible Companion, Invisibility, Fireball*

81-82 Guest Bedroom. A frail, blue, androgynous figure sleeps in the four-poster canopy bed. They twist and turn, drenched in sweat, moaning. Periodically they murmur, "We went too far, the seal is broken!" and "Woe betide the galaxies, the Space Gods wake from their slumber!"

83-84 Closet. This room is filled with clothes of all sizes, styles, and colors, enough clothing to outfit a fashionable army.

85-86 Bacchanalia. The dimly lit room is filled with barrels of wine, as well as dozens of figures drinking to wild excess and indulging their most lascivious carnal urges. The room is loud and the smell is almost overpowering.

87-88 Garden. Once beautifully maintained, this garden has run wild; verdant growth conceals the cobblestone walkways, forcing travelers to hack their way through. A secret passageway in the heart of the garden (DC 15 to uncover) leads to the long-lost sarcophagus of Peregrine Perfect, a patriarch of the Perfect clan. The sarcophagus is filled with precious statuary and jewelry.

89-90 Engineering Room. A group of agents from E.D.I.C.T., the Extra Dimensional Invasion Control Team, are working feverishly to repair a giant machine that fills the room. The machine coruscates and crackles with otherworldly energy. The agents say that “the tesseract is inverting” and “total spatial collapse is imminent” if they can’t fix it. If the PCs offer to help, the agents will send them off to find parts.

E.D.I.C.T. Agent

Init +3; Atk fisticuffs +3 melee (1d4), wrist-mounted ray beam (1d10; range 20’); AC 17; HD 3d8; MV 20’; Act 1d20; SV Fort +2, Ref +2, Will +3; AL L.

Special: E.D.I.C.T. agents wear high-tech bracelets that include a ray beam and a force field generator (+5 AC). The bracelets also allow an agent to locate and repair localized breaches in the space-time continuum. Without special training, using this equipment requires a DC 15 Intelligence check.

91-92 Automata Repair Center. Rows and rows of tables are covered with broken automata. The walls are lined with replacement parts. The technicians in charge of repairing these clockwork beings are nowhere to be seen, and everything is coated in a layer of dust.

93-94 Lavatory. There are many people coming and going through this

vast, unisex lavatory, but thankfully the plumbing works, allowing PCs a chance to find blessed relief.

95-96 The Queen's Bedroom. Sumptuously appointed, filled with priceless treasures, the Queen's Bedroom is splendid beyond all imagining. It is also off-limits to visitors. Every 1d3 rounds the PCs spend in the room, guards come by on patrol. If the PCs fight the guards, the guards will call for reinforcements.

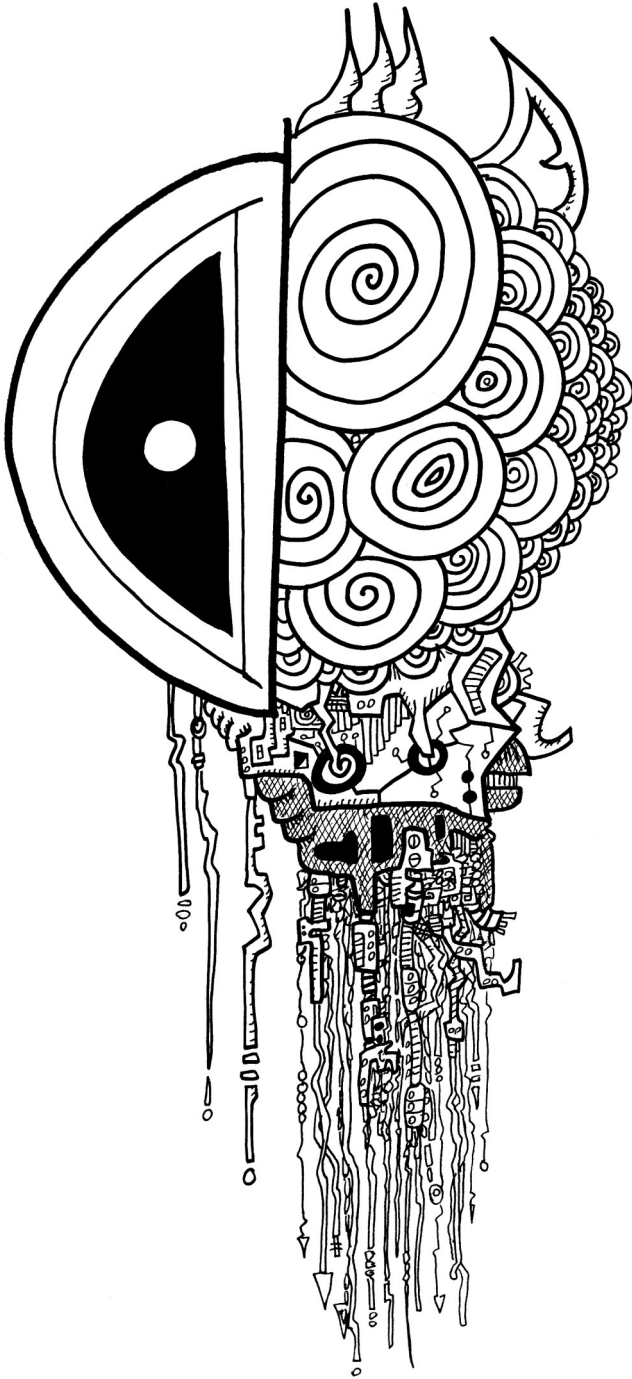
97-98 Tomb. The stone vaults in this dank, dark room contain the mortal remains of hundreds of members of the Perfect family. Those versed in the history of the Perfect family will notice that the sarcophagus of Peregrine Perfect is absent. If the PCs are not careful, they will awaken Fortinbras Perfect, an ancient undead abomination dedicated to the eradication of all life.

Fortinbras Perfect

Init +6; Atk sword +3 melee (1d8), Energy draining touch (see below); AC 18; HD 7d8 (hp 45); MV 30'; Act 2d20; SV Fort +5, Ref +1, Will +5; AL C.

Special: Undead; Energy draining touch (PC loses 1d3 points of Strength, Agility, or Stamina, Judge's choice, DC 10 Will save to resist); Spellcaster (+5 spell check): *Chill Touch, Charm Person, Magic Missile, Magic Shield, Detect Invisible, Invisibility*

99-100 Access Tunnel. This tunnel contains six labeled doors. Roll six times from this list; the tunnel doors lead directly to those rooms. The labels are all accurate.



Appendix 1: Spells

Below are some of the unique spells developed by and for akashic titan crew members.

Band Bubble

Level: 1

Range: Varies

Duration: Varies

Casting Time: 1 action

Save: None

General: The caster creates a mystical bubble that holds in oxygen and protects from the Bands' toxic atmosphere and radiation.

Manifestation: Roll 1d4: (1) strands of shimmering goo shoot out of the caster's fingers, weaving together to form a bubble; (2) a pinprick hole in reality appears, and a second later tiny bubbles float through, then congregate around the caster to form one large bubble; (3) the caster vomits an undulating silver mass that forms a bubble; (4) hundreds of bubbles spew out of the caster's eyes, ears, and mouth, then coalesce.

Corruption: Roll 1d4: (1) caster's eyes become bright blue and pupil-less; (2) caster's hair becomes bright blue; (3) caster's hands are always damp and slightly sticky; (4) caster periodically vomits stinking blue liquid.

Misfire: Roll 1d4: (1) bubble forms around nearby object; (2) bubble forms around caster's legs but fails to protect top half; (3) bubble forms inside caster's throat, causing 1d4 choking damage before disappearing; (4) bubble ricochets wildly around the room, hitting anyone within 10' who fails a DC 10 Reflex save for 1d3 damage.

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corrup-

tion + misfire + patron taint, (1-2) corruption, (3) patron taint (or corruption if no patron), (4+) misfire.

2-11: Lost. Failure.

12-13: One human-sized target is engulfed in a shimmering blue bubble which provides oxygen and protection from the Bands for 1d6 rounds.

14-17: Up to 1d3 human-sized targets are engulfed in shimmering blue bubbles which provide oxygen, protection from the Bands, and +2 AC for 1d8 rounds.

18-19: Up to 1d6 human-sized targets are engulfed in shimmering blue bubbles which provide oxygen, protection from the Bands, and +2 AC for 1d8 rounds.

20-23: Up to 1d8 human-sized targets are engulfed in blue bubbles which provide oxygen, protection from the Bands, and +3 AC for 1d10 rounds.

24-27: Up to 1d10 human-sized targets are engulfed in shimmering blue bubbles which provide oxygen, protection from the Bands, and +3 AC for 1d10 turns.

28-29: Up to 1d20 human-sized targets are engulfed in shimmering blue bubbles which provide oxygen, protection from the Bands, and +4 AC for 2d10 turns.

30-31: Up to 2d20 human-sized targets are engulfed in shimmering blue bubbles providing oxygen, protection from the Bands, and +4 AC for 3d10 turns.

32+: Up to 3d20 human-sized targets, or an area up to the size of an akashic titan, are engulfed in a shimmering blue bubble which provides oxygen, protection from the Bands, and +5 AC for up to 24 hours.

Titan Bond

Level: 2

Range: 1 akashic titan

Duration: Varies

Casting Time: 1 round

Save: None

General: This spell enables the user to connect spiritually with an akashic titan, to feel what it is feeling, and to sense what is going on inside and out. Engineers can use this to diagnose problems.

Manifestation: Roll 1d4: (1) caster places palms against the akashic titan, which vibrates slightly in response; (2) electricity crackles from the caster's head, surging into the titan; (3) an image of the titan appears, overlaid on the caster; (4) caster mimics the titan's movements as their eyes glow green.

Corruption: Roll 1d6: (1-3) minor; (4-5) major; (6) greater.

Misfire: Roll 1d4: (1) caster's mind is trapped inside the titan's heart for 1d6 rounds; (2) caster permanently links their nervous system to the titan, so that every time the titan is damaged, they take 1 point of damage; (3) caster loses their sense of self and becomes amnesiac for 1d6 rounds; (4) caster draws in a fraction of the titan's power, causing them to burst into flame for 1d6 points of damage.

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint, (1-2) corruption, (3) patron taint (or corruption if no patron), (4+) misfire.

2-11: Lost. Failure.

12-13: Failure, but spell is not lost.

14-15: Locate damage to the titan and diagnose what needs to be fixed.

16-19: Locate damage to the titan and diagnose what needs to be fixed; eavesdrop on anyone in the titan, audio only, for 1d6 rounds.

20-21: Locate damage to the titan and repair 1d3 x 50 HP; eavesdrop on anyone in the titan, audio only, for 1d8 rounds; sense the titan's exterior, getting a clear visual of anything within 100'.

22-25: Locate damage to the titan and repair 1d4 x 50 HP; eavesdrop on anyone in the titan, with both audio and visual, for 1d10 rounds; sense the titan's exterior, getting a clear visual of anything within 300'.

26-29: Locate damage to the titan and repair 1d5 x 50 HP; eavesdrop on anyone in the titan, with both audio and visual for 1d12 rounds; sense the titan's exterior, getting a clear visual of anything within 500'.

30-31: Locate damage to the titan and repair 1d6 x 50 HP; eavesdrop on anyone in the titan, with both audio and visual, for 1d20 rounds; sense the titan's exterior, getting a clear visual of anything within 1000'.

32-33: All previous, plus caster can change the titan's course.

34+: All previous, plus caster, not the pilot, now controls the titan's movements.

Access Akashic Library

Level: 3

Range: Self

Duration: Varies

Casting Time: 1 round

Save: None

General: This spell enables the user to access the Akashic Library, a record of every sapient being's every thought, word, and action. The Library is vast and difficult to navigate, but with some luck, the caster can find a desired piece of information.

Manifestation: Roll 1d4: (1) caster's body slumps to the ground, as the caster's spirit wanders through a vast library; (2) caster sees endless books and scrolls appear, and can look through them; (3) caster's eyes turn black, as limitless knowledge pours through their brain; (4) caster is surrounded by vast alien intelligences, looking down with cruel judgment, who are willing to answer questions.

Corruption: Roll 1d6: (1-3) minor; (4-5) major; (6) greater.

Misfire: Roll 1d4: (1) caster's mind is cast out of body and lost in the aether for 1d4 turns; (2) caster absorbs too much information all at once and goes insane for 1d4 turns; (3) caster revisits a painful memory, causing them to sob uncontrollably for 1d4 turns; (4) caster is pulled bodily into the Akashic Library, becoming intangible for 1d4 turns.

1. Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint, (1-2) corruption, (3) patron taint (or corruption if no patron), (4+) misfire.

2-11: Lost. Failure.

12-15: Failure, but spell is not lost.

16-17: The caster can ask 1d3 questions about a person located within 10 miles and/or 10 years of the caster and the Judge will answer truthfully.

18-21: The caster can ask 1d3 questions about a person located within 100 miles and/or 100 years of the caster and the Judge will answer truthfully.

22-23: The caster can ask 2d3 questions about a person located within 100 miles and/or 100 years of the caster and the Judge will answer truthfully.

24-26: The caster can ask 2d3 questions about a person located within 1000 miles and/or 1000 years of the caster and the Judge will answer truthfully.

27-31: The caster can ask 2d6 questions about a person, being, or entity who lives or once lived on the caster's homeworld or the world where the caster is currently located and the Judge will answer truthfully.

32-33: The caster can learn anything they want to know about a person, being, or entity who lives or once lived on the caster's homeworld or the world where the caster is currently located.

34-35: The caster can learn anything they want to know about a person, being, or entity, including deities and demigods, who lives, once lived, or has visited any world the caster or any of the caster's friends has ever visited.

36+: Caster can learn anything about anyone who has ever existed anywhere in the multiverse, including deities, demigods, and people who once existed but were erased by changes to the timeline.

Appendix 2: New Character Class

Akashic Pilot

You are a daredevil of the Bands, an adrenaline junkie who laughs at danger. Why settle for back alley fisticuffs when you can square off in the shimmering void, throwing five-ton metal haymakers? Akashic pilots control akashic titans, wielding brute force in fighting off enemies and finesse in maneuvering their ships through fields of debris. People from all walks of life become pilots—some study theory at one of the prestigious flight schools in the Jale Band, while others start out as street urchins who learn on the job. Some are forceful and some stealthy, some quiet and retiring while others are the life of the party. There are two traits, though, that all akashic pilots share: an almost pathological lack of fear and a yearning for new worlds and new experiences.

Hit points: 1d6 per level

Weapon training: Blackjack, blowgun, crossbow, dagger, dart, longsword, machine pistol, black powder pistol, rapier, ray pistol, short sword, staff

Alignment: Any

Pilot skills: In their line of work, akashic pilots pick up a range of specialized skills. The pilot receives a bonus to these skills, as shown in the Pilot Skills Table below. To use a pilot skill, roll 1d20 and add the appropriate modifier. You must beat a DC assigned by the Judge.

Akashic Brawling: When an akashic titan gets into a fight, it is the pilot who is throwing the punches. Add this modifier in addition to any Agility modifier and Attack Bonus.

Gunnery: While some titans have designated gunners, pilots are still

expected to be able to operate the ship's weaponry. Firing a titan's lightning gun or fireball cannon is a different skill set than throwing punches and requires careful accuracy. Add this modifier in addition to any Agility modifier and Attack Bonus.

Evasive Maneuvers: Used when the pilot is flying through an asteroid belt, trying to escape an enemy, or otherwise avoiding danger. Add this modifier in addition to any Agility modifier.

Jury-Rig: Pilots make do with what they have, and sometimes they have to patch up equipment, making repairs on the fly. This skill does not allow the pilot to restore lost HP to a titan, but can allow them to make damaged systems operational again. Add this modifier in addition to any Intelligence modifier.

Navigate: Over time pilots develop a sense of their titan's relative position in the Bands. Unlike navigators, who use charts and tools, pilots navigate with intuition based on personal experience. With a successful check, a pilot can get a lost titan back on course.

Danger Sense: Pilots develop a sixth sense about approaching danger, which they can roll if they are heading into an ambush or surprise attack. This applies whether the pilot is aboard or outside the titan.

Carousing: Outside their titans, pilots tend to be the life of the party, always up for celebrating at the local tavern. In relaxed social gatherings, add this modifier and any Personality modifier to win people over. Additionally, this modifier is added to Fort saves to avoid intoxication, allowing the pilot to drink others under the table.

Languages: Pilots are well-traveled, spending time around diverse crew members and at ports in different worlds, so they frequently pick up new languages. At 1st level a pilot knows Common and 1d3 other languages, as well as one additional language for every point of Intelligence modifier.

Luck: Like a thief, a pilot gains additional bonuses when expending Luck. The pilot rolls a luck die when they expend Luck. The luck die is indicated in the table below. For each point of Luck expended, they roll one die and apply that modifier to their roll. For example, a 2nd level pilot who burns 2 points of Luck adds 2d5 to a d20 roll. Unlike most other classes, the pilot recovers lost Luck. The pilot regains Luck equal to their level each night. This process cannot take their Luck score past its natural maximum.

Mutations: Pilots spend a great deal of time exposed to the radiation of the Bands. Every time a pilot advances in level, they make a Fort Save, the DC determined by the level they are advancing to (see the Mutation Table below). If the character fails the save, they roll on the appropriate Corruption table in the DCC core book. Alternatively, they may choose to roll for a Defect on the Mutations table in *Mutant Crawl Classics*. As with corruption, a character may burn Luck to avoid these effects. Luck burned in this way is lost permanently, reducing the character's natural maximum.

Advancement Table

Level	Attack	Crit Die/ Table	Action Dice	Luck Die	Ref	Fort	Will
1	+0	1d10/II	1d20	d4	+1	+0	+0
2	+1	1d12/II	1d20	d5	+2	+1	+0
3	+2	1d14/II	1d20	d6	+2	+1	+0
4	+2	1d16/II	1d20	d7	+3	+1	+1
5	+3	1d20/II	1d20	d8	+3	+2	+1
6	+4	1d24/II	1d20+1d14	d10	+4	+2	+2
7	+5	1d30/II	1d20+1d16	d12	+4	+2	+2
8	+5	1d30+2/	1d20+1d20	d14	+5	+3	+3
9	+6	1d30+4/	1d20+1d20	d16	+5	+3	+3
10	+7	1d30+6/	1d20+1d20	d20	+6	+3	+4

Pilot Skills Table

Skill	1	2	3	4	5	6	7	8	9	10
A. Brawl	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Gunnery	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Evasive M.	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Jury-Rig	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Navigate	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Danger S.	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Carousing	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13

Mutation Table

Level	Fort Save DC	Corruption Table
1	4	Minor
2	6	Minor
3	8	Minor
4	10	Major
5	12	Major
6	14	Major
7	16	Greater
8	18	Greater
9	20	Greater
10	22	Greater (roll twice, keep both)

Level Titles

Level	Title
1	Flyboy/Flygirl
2	Band Jockey
3	Titan Wrangler
4	Aviator
5	Ace

Thanks for Reading!

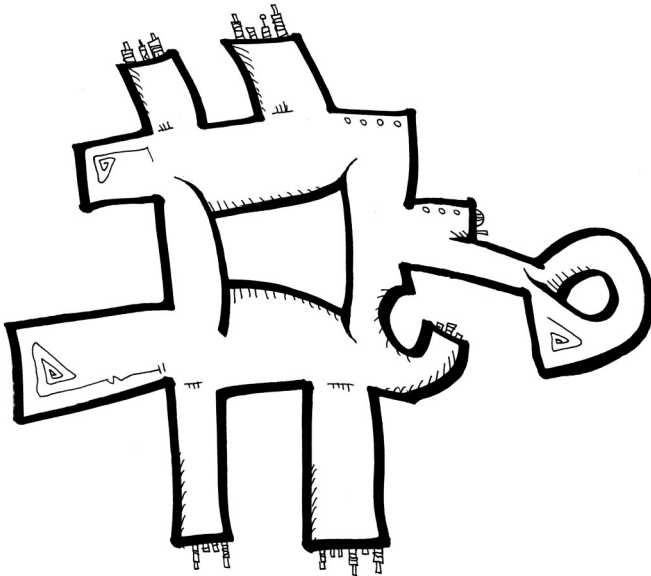
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Leopard Women of Venus: Co-written with Josh “Bernie the Flumph” Burnett, LWOV is a mechanism designed to inject delirious pulp sci-fi adventure into your tabletop RPG sessions. That is, it’s a detailed setting book for *Dungeon Crawl Classics* based on the comics of Golden Age artist Fletcher Hanks. Available from JLHB Polytechnic.

Gaming the System: A collection of three short stories and two novellas I wrote about Ross Fulton, Ohio’s greatest occult detective, and his faithful assistant Ted. Available now on Amazon!

The Electric Team: A post-apocalyptic fantasy adventure comic I co-created with my daughter Abi, available at www.electricteamcomic.com.

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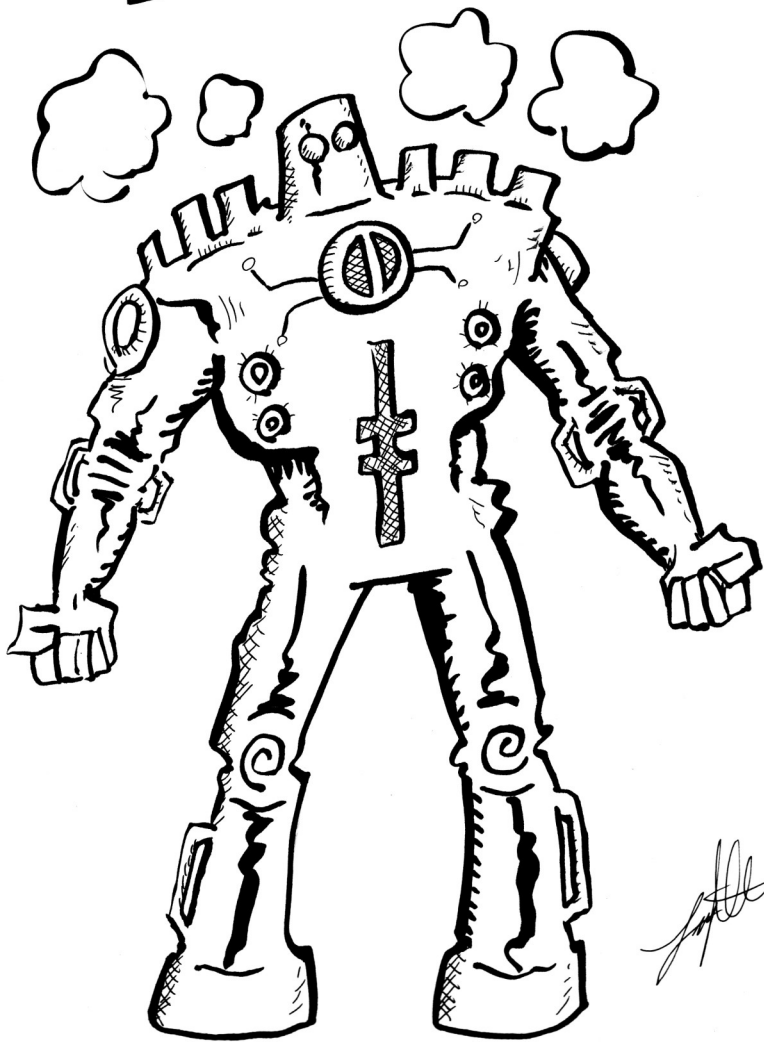
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Akashic TITAN



The akashic titans are giant, magically-powered metal constructs that soar across the endless Bands in their journey from world to world. In addition to giving an overview of the akashic titans and the Bands, this zine provides two settings that Judges can work into their *Dungeon Crawl Classics* games: Starnheim, a port city for the titans, and the Elaborate Crystal Palace of the Jale Band.

Also included are new monsters (such as the Stellar Squid, the Stowaway, and the Living Constellation), spells, NPCs, the Akashic Pilot character class, and random tables.



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