

DUNGEONS & LASERS



DEUSLAIR:  
ADDITIONAL MATERIALS



DUNGEONS & LASERS®

DEUSLAIR  
ADDITIONAL  
MATERIALS

Version: 1.0 ENG



ARCHON  
STUDIO

©2024 Archon

**Story Creator and Writing Lead:** Alex Kubiak

**Lore Creator:** Alex Kubiak

**Writing:** Szymon Ewertowski, Jacek Karpowicz, Alex Kubiak, Lena Roeske, Michał Tukan

**Editing:** Kamil Białkowski, Jacek Karpowicz, Michał Tukan

**Proofreading:** Szymon Ewertowski, ProofReaders.pl

**Art Director:** Krzysztof Porchowski Jr.

**Illustrations and Arts:** Marcin Jarkiewicz, Aleksandra Kaczmarek, Krzysztof Lasota, Krzysztof Porchowski Jr.,  
Viviane Tybusch Souza, Bartosz Winkler

**Cover Art:** Viviane Tybusch Souza

**Map of the world, Republic of Misty Waters and Fortress of Dragsa:** Bartosz Winkler

**Rest of the maps:** Made using Dungeon Draft

**Graphic Designers:** Anna Gut, Patryk Kubiak

**Project management:** Jakub S. Olekszyk

**Chief Executive:** Michał Pawlaczyk

**Head of studio:** Jarosław Ewertowski

#### **Ownership & Copyright**

This product is compliant with the Open Game License and is suitable for use with System Reference Document 5.1.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, illustrations, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

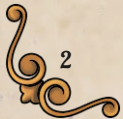
Open Content: Except for material designated as Product Identity (see above), the game mechanics of this game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Archon Studio and the Archon Studio logo are TMs of Archon Spółka z o.o.

Archon Studio is a ® of Archon Studio. All rights reserved to their respective owners. ©2024 Archon

Archon Studio is located at Warsztatowa 8 Street, Piła 64-920, Poland.

Printed in Poland.





# CONTENTS

CONTENTS.....	3
DEUSLAIR’S ITEMS .....	5
Kallonia.....	5
Scareguards.....	10
Encura .....	15
The Godless Lands.....	16
Redoe.....	17
AIRSHIPS RULES .....	23
Traveling with the ship.....	23
Chase and racing rules for ships.....	25
TACTICAL MAPS & HANDOUTS.....	39
Banewood Ambush (Chapter 3).....	39
Fortress Bridge (Chapter 5/6).....	39
Fortress Entrance to the Anara Palace (Chapter 5/6).....	40
Fortress City Streets (Chapter 5/6).....	40
Fortress Square in Front of City (Chapter 5/6).....	41
Fortress Park (Chapter 5/6) .....	41
Fortress Throne Chamber (Chapter 5/6) .....	42
Balame notebook last page (Chapter 3) .....	43
Excerpts from Talmani’s dairy (Chapter 4).....	44



## ABOUT THE BOOK



*“Deuslair: Additional Materials” is a small follow-up supplement to the RPG campaign “The World of Deuslair.” It contains a list of new magical items that can only be found in that world, trade tables for specific services or wares in each region, tactical maps for encounters, handouts, and a whole extra section reserved for an in-depth explanation of the rules designed for airships: standard travel, fights, and chase sequences.*





DEUSLAIR'S ITEMS

# KALLONIA

The huge continent of Kallonia is full of different and interesting cultures, and many exotic items can be found across its various markets.

## MAGICAL ITEMS OR UNIQUE ITEMS

A list of rare, magical items. Items with the “Roots of Life essence” tag were created using the magical ore found only in Deuslair and have only one copy.



### MAGIC SMITH'S GAUNTLETS

*very rare, wondrous item, requires attunement*

The equipment of a Magic Smith. It's a pair of magical gloves inscribed with runes. After attunement, the gloves change their size to fit the wielder.

The gloves can hold up to 4 charges. When found, they start with 1d4 charges. At dusk, they lose 1 charge.

The gloves can be used as a spellcasting focus. The user can use their bonus action to expend a charge to make an unarmed strike for 1d6 + plus their spell modifier lightning damage. While equipped, the user can freely use the Lightning Bolt spell by expending one level 3 spell slot or by expending three charges.

To refill its charges the user needs to have the required knowledge from their background or story. Then each day after a long rest, they can perform a DC 16 Arcane test. On success, the user can spend a number of spell slots to gain charges equal to the sum of the spent spell slots (3 × level 1 spell slots give 3 charges, 2 × level 2 spell slots give 4 charges, 1 × level 1 and 1 × level 3 spell slots give 4 charges and so on.)

### MAGIC SMITH'S BACKPACK

*very rare, wondrous item, requires attunement*

The equipment of a Magic Smith. Most Magic Smiths carry this backpack which enhances their abilities and allows them to store additional magical energy.

The Backpack can hold up to 8 charges. When found, it starts with 1d8 charges. At dusk, it loses 2 charges if it's not attuned.

The user can use their bonus action and expend X charges to regain one level X spell slot up to a 4<sup>th</sup> level spell slot. While casting, the user may expend 2 of the charges to upcast spells between the 1st and 4<sup>th</sup> levels by one level or 3 charges to do the same with spells on the 5<sup>th</sup> and 6<sup>th</sup> levels.

If the user has equipped any other Magic Smith equipment, it prevents them from passively losing charges at dusk and the user can freely transfer the charges between the backpack and their other Magic Smith equipment. To refill the backpack's charges, the user needs to have the required knowledge from their background or story. Each day after a long rest, they can perform a DC 16 Arcane test. If successful, the user can spend a number of spell slots to gain charges equal to the sum of the spent spell slots (3 × level 1 spell slots give 3 charges, 2 × level 2 spell slots give 4 charges, 1 × level 1 and 1 × level 3 spell slots give 4 charges and so on.)

### GLOVES OF PRECISION

*very rare, wondrous item, requires attunement*

A pair of gloves made out of dark suede. After attunement, they change the size to fit the user. The user gains +2 to all Sleight of Hand rolls and gains proficiency with thieves' tools and tinker's tools.

## MAGIC SMITH'S CHAIN SHIRT

*very rare, armor (Chain Shirt), requires attunement*

The equipment of a Magic Smith. This chain shirt is made from a strangely light and flexible metal. To the average person, it looks like a regular chainmail shirt, but anyone with knowledge of magic is able to see that magical energies emanate from it.

The Chain Shirt can hold up to 4 charges. When found, it starts with 1d4 charges. At dusk, it loses 1 charge.

If it has one or more charges, it grants +1 to AC in addition to what a normal chain shirt would give. Additionally, whenever the wearer is hit by a spell, they may use their reaction and expend one charge to reduce this damage by half.

To refill its charges the user needs to have the required knowledge from their background or story. Then each day after a long rest, they can perform a DC 16 Arcane test. If successful, the user can spend a number of spell slots to gain charges equal to the sum of the spent spell slots (3 × level 1 spell slots give 3 charges, 2 × level 2 spell slots give 4 charges, 1 × level 1 and 1 × level 3 spell slots give 4 charges and so on.)



## RING OF PROTECTION

*rare, ring, requires attunement*

Grants +1 AC.

## CLOAK OF SHADOWS

*rare, wondrous item, doesn't require attunement*

Grants advantage on all stealth checks done while wearing it. Additionally, if the creature wearing it remains obscured by shadows and is standing still, its stealth roll is increased by 5 points.

## BANAZIR'S BLADE

*rare, weapon (scimitar), doesn't require attunement*

A scimitar enchanted with lightning power. Grants +1 to hit and deals an extra 1d6 slashing damage.



## WRATH OF THE GODS

*unique, Roots of Life Essence, weapon (shortsword), requires attunement*

A pair of blades given to Wakamau—a Kutauri from the Banewood Asylum. While they are decorated with ornaments typical for the inhabitants of the Banewood Forest, the rough and unrefined blades seem much older than other weapons usually seen in the region.

The wielder gains +1 to attack and damage rolls made with this magic weapon. After attunement, the user of the blades needs to have both of them in their hands at the same time to use any of its Charges. Whenever the user misses their melee attack, the Wrath of the Gods gains a Divinity Charge, up to a maximum of 6. The weapon loses 1d6 Charges after each rest. Using any other “Roots of Life Essence” abilities causes the weapon to lose its ability to gain any Charges until the next long rest.

**Flurry of Attacks.** After hitting an attack, the wielder can spend 2 Charges to gain one extra attack.

**Bloodseeker.** After killing a creature, the wielder can spend a Charge to dash toward their next target of attack as a bonus action.



## LION'S HEART HAMMER

*unique, roots of Life Essence, weapon (Warhammer), requires attunement*

A hammer with a lion's face engraved on the side of the head. While many mage lineages and noble houses claim to be its creator, the weapon's true origins remains a mystery. What is historically known though, is whenever someone was wielding this hammer, they became a great hero... or died really young.

This hammer is a magical weapon with 6 Divinity Charges and whenever attuned it grants its wielder a +1 bonus to attack and damage rolls. If the weapon is attuned to its wielder, they can spend a number of Charges to activate one of its effects.

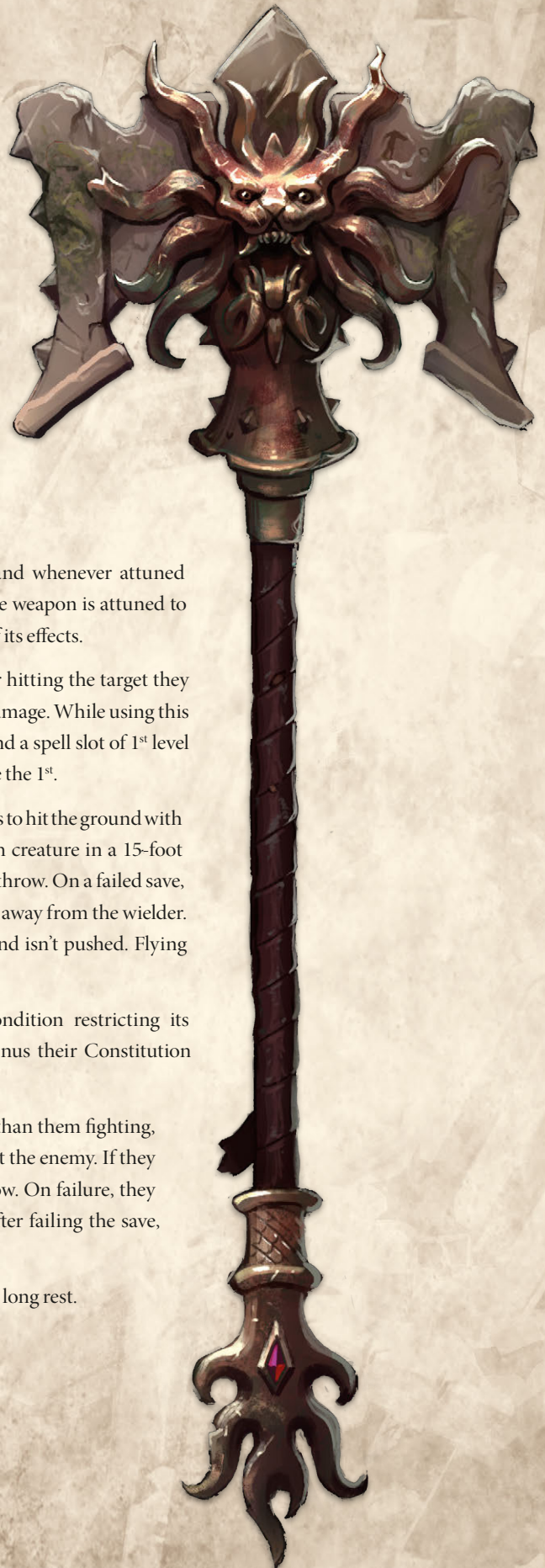
**Heroic Charge.** Whenever the wielder performs a charge, after hitting the target they can expend a Charge to magically deal an extra 7 (2d6) radiant damage. While using this ability, they can additionally spend their bonus action and expend a spell slot of 1<sup>st</sup> level or higher to increase the extra damage by 1d6 for each level above the 1<sup>st</sup>.

**Shock Wave.** As a bonus action, the wielder can expend 2 Charges to hit the ground with their Hammer and send a shockwave through the ground. Each creature in a 15-foot cone originating from the wielder must make a Dexterity saving throw. On a failed save, the creature takes 18 (4d8) thunder damage and is pushed 10 feet away from the wielder. On a successful save, the creature takes half as much damage and isn't pushed. Flying creatures are not affected.

**Reckless Courage.** Whenever the wielder is affected by condition restricting its movement, they can expend a Charge and suffer 11 (1d10) minus their Constitution modifier slashing damage, to end that condition.

**The need to help.** Whenever the wielder sees someone weaker than them fighting, or one of their allies being attacked, they feel the urge to charge at the enemy. If they refuse to act, they need to succeed a DC 17 Wisdom saving throw. On failure, they can choose to either act or suffer 11 (2d10) psychic damage. After failing the save, this effect cannot trigger again for next hour.

The weapon regains 1d6 expended Divinity Charges daily, after a long rest.





## THORNY SHIELD OF THE FOREST SPIRITS

*unique, roots of Life Essence, shield, requires attunement*

A shield which seems to be created by countless intertwining vines. There are also several wooden spears sticking out from it. The vines seem to be slowly moving.

This shield possesses 10 Divinity Charges. It allows the user to manipulate vines in forest areas to bind someone. After attunement, the vines grow into the user's hand and make the shield impossible to remove. The user can normally use both hands since the shield is attached to their arm and doesn't need to be held, but they cannot use any weapon in that hand nor use weapons with both hands. If they forcefully try to remove it, the user suffers 1d10 piercing damage, and the attunement ends.

**Spear of Nature.** The user can use their bonus action and expend one charge to create a wooden spear covered in vines. After throwing or hitting someone with it, the spears can be impaled into enemies. These spears count as magical weapons.

**Ensnaring Vines.** The user can use their action or bonus action and expend up to 4 Charges to point at a creature within 30 feet range and restrain them with magical vines that burst out from the ground. The target can escape this effect with a Strength saving throw performed at the beginning of their turn with DC of 10 + 2 for each expended Charge. A Large or larger creature has an advantage on this saving throw. If the target succeeds on the save, the vines shrivel away.

**Vine Thorns.** The user can use their bonus action and expend up to 2 Charges to cause thorns to appear on the vines, dealing 2d6 piercing damage to creatures ensnared with the vines or pierced with the Spear of Nature. If used on the Spear, it shatters, causing this ability to not be usable on the spear again.

## WARUNAS LANTERN

*uncommon, wondrous item, doesn't require attunement*

Whenever a Warunas dies, there's a small chance of finding a lantern among its belongings. These lanterns hold the Warunas' feathers, and once someone pours mana into the lantern it begins to dimly glow, illuminating the way and revealing hidden objects. It is said that staring at its light for too long causes one to hear the voices of the dead.

The lantern sheds a dim light in a 45-foot radius and grants its user +2 bonus to any skill test performed to find hidden traps, creatures and passive perception. Invisible creatures are visible within its light. Each lantern has 5 of these feathers which can only be extinguished manually by the one who lit them, but cannot be relit.



## FAIRYLIGHT'S BOOK OF RECORDS

*rare, wondrous item, requires attunement by a wizard*

A personal copy from the Fairylight archives. Each member of the Fairylight family possesses one and expands it during their lifetime. Once every 10 years, they meet to exchange information and update their copies using facts gathered by the other holders of the book. Apart from information about the history of Deuslair, the book contains the following spells, which are wizard spells after attuning to the book: Detect Poison and Disease, Identify, Find the Path, Locate Animals or Plants, Locate Creature, Magnificent Mansion, Minor illusion, Mislead.

It function as a spellbook and a spellcasting focus.

The book has 2 charges, which are regained daily at dawn:

- After spending 1 minute studying the book, the user can expend 1 charge to replace one of their prepared wizard spells with a different spell in the book.
- Once per day, they may cast the spell Legend Lore without using a spell slot or any components.
- Spend one bonus action or 1 minute outside of combat to gain advantage on your first attack during the combat, when attacking a creature from Deuslair. Doesn't work against the Disciples of Chaos or creatures from other planes.

## OWL GOGGLES

*rare, wondrous item, doesn't require attunement*

Grants the user 60 feet of darkvision and widens their field of view to 320°—the user does not see directly behind them.

## DRAGON'S HEART DAGGER

*rare, weapon (dagger), requires attunement*

A dagger that resembles a small saber in its shape. It is gifted to anyone who joins the ranks of the Dragon Huntress organization. It is both a weapon and a symbol of status, made with a rare white steel and silver alloy.

It is a magical weapon granting +2 to both attack and damage rolls. Damage done by this weapon cannot be healed by any magical means or through creature abilities.

## BANAZIR'S NECKLACE

*rare, wondrous item, requires attunement*

The silver pendant resembles an eye open wide, with triangle-shaped sunrays circling it. When worn, it grants the user +4 to all Insight Checks against creatures as long as they look at the other creature's eyes. Doesn't work on constructs.

## NECKLACE OF ENDURANCE

*very rare, wondrous item, requires attunement*

This necklace has 1 charge. When the creature's life is in danger, and their normal hit points fall below 5, it automatically expends 1 charge, granting 10 temporary hit points. It regains its expended charge daily at dawn.

Each time this happens, the necklace invokes memories of the user's loved ones... or their biggest enemies, bolstering their will to survive.

# SCAREGUARDS

As the party explores the floating archipelago, they may encounter various weapons and unique items that prove challenging to procure elsewhere.

All the ranged weapons from the Republic of Misty Waters use the DEX modifier for their attack rolls.

## Weapons

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
<b>Simple Handgun</b>	100 gp	1d8 piercing	3 lb	<i>Ammunition (bullets), reload 2, light, range 40/120</i>
<b>Arquebus</b>	150 gp	1d10 piercing	10 lb	<i>Ammunition (bullets), reload 1, heavy, two-handed, range 60/200</i>
<b>Musket</b>	500 gp	2d8 piercing	10 lb	<i>Ammunition (bullets), reload 2, heavy, two-handed, range 80/240</i>
<b>Blunderbuss</b>	200 gp	3d4 piercing	6 lb	<i>Ammunition (pellets), reload 2, two-handed, range 30/90</i>
<b>Hand Cannon</b>	1500 gp	2d10 bludgeoning	40 lb	<i>Ammunition (cannonball), heavy, loading, two-handed, special, range 40/400</i>
<b>Multiple-Barrel Revolver</b>	2000 gp	1d8 piercing	3 lb	<i>Ammunition (bullets), light, reload 6, range 40/120</i>

**Reload X.** After X shots are fired, the character must spend their action to reload the weapon if they want to use it again. If they have a free hand, they can use their bonus action instead. The Reload action can be performed before reaching the weapon's limit.

**Hand Cannon.** Every creature within 10 feet of the target (including the target) must make a DC 15 Dexterity saving check or take 1d8 fire damage.

## Ammunition

NAME*	AMOUNT	COST	WEIGHT
<b>Bullets</b>	A stack of 10	2 gp	2 lb
<b>Bullets +1</b>	A stack of 10	15 gp	2 lb
<b>Bullets +2</b>	A stack of 10	100 gp	2 lb
<b>Pellets</b>	Enough for 10 shots	3 gp	3 lb
<b>Pellets +1</b>	Enough for 10 shots	20 gp	3 lb
<b>Pellets +2</b>	Enough for 10 shots	150 gp	3 lb
<b>Cannonball</b>	Single ball	10 gp	8 lb
<b>Cannonball +1</b>	Single ball	100 gp	8 lb
<b>Cannonball +2</b>	Single ball	400 gp	8 lb

## Grenades

NAME	COST	WEIGHT	PROPERTIES
<b>Grenade</b>	25 gp	2 lb	<i>Thrown (60 ft). Every creature within 20 feet takes 4d6 fire damage. A successful Dexterity saving check decreases the damage by half.</i>
<b>Shrapnel Grenade</b>	40 gp	3 lb	<i>Thrown (60 ft). Every creature within 40 feet takes 2d8 piercing damage. Additionally, every creature within 20 feet takes 2d8 fire damage. A successful Dexterity saving check decreases the damage by half.</i>
<b>Incendiary Grenade</b>	50 gp	2 lb	<i>Thrown (60 ft). Every creature within 20 feet takes 5d6 fire damage and starts burning. A successful Dexterity saving check decreases the damage by half and prevents the burning.</i>

## MAGICAL ITEMS OR UNIQUE ITEMS

A list of rare, magical items. Items with the “Roots of Life essence” tag were created using the magical ore found only in Deuslair and have only one copy.

### SKY CONQUEROR’S RING OF LONGEVITY

*unique, roots of Life Essence, ring, requires attunement*

This ring has 4 Divinity Charges. During the wearer’s turn, if the ring has at least 2 Charges, the creature wearing it can expend 1 of its Charges as a bonus action to gain advantage on their next Constitution saving throw, neutralize the effects of any poison, or heal 5 hit points. When the creature’s life is in danger and its normal hit points fall below 5, the ring automatically expends 1 Charge, granting 10 temporary hit points to its wearer and returning consciousness to the wearer if it was lost. It regains 1d4 expended Charges daily at dawn.

Additionally, the creature wearing the ring stops aging and is immune to all diseases.

If the ring is removed at any point, the previous wielder’s aging accelerates, doubling in speed each week until it reaches the pace of hundreds times the normal rate. When the creature’s body age catches up to the last third of its actual age, this effect slowly diminishes before returning to its normal aging rate around the moment they both match.

The ring is a heirloom passed down in the Sky Conqueror lineage.



### SKY CONQUEROR’S REVOLVER

*rare, weapon (Multiple-Barrel Revolver), requires attunement*

A Revolver claimed to be wielded by the legendary Sky Conqueror. But it seems to be in too good shape to be that old...

**Explosive shot.** The revolver has a special chamber allowing the user to stock up gunpowder for one stronger shot. After spending a Charge, it deals extra 1d8 piercing damage but the range is limited to 40 feet, beyond which it automatically misses. The weapon has 1 Charge and regains it after each reload.

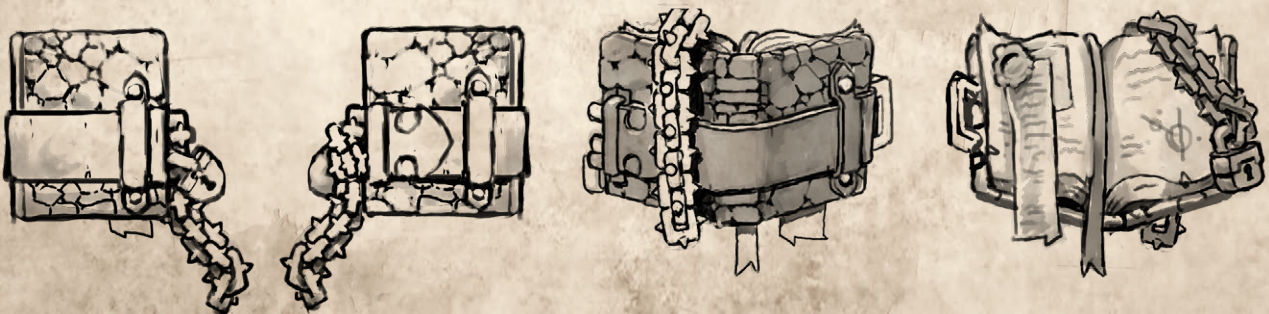
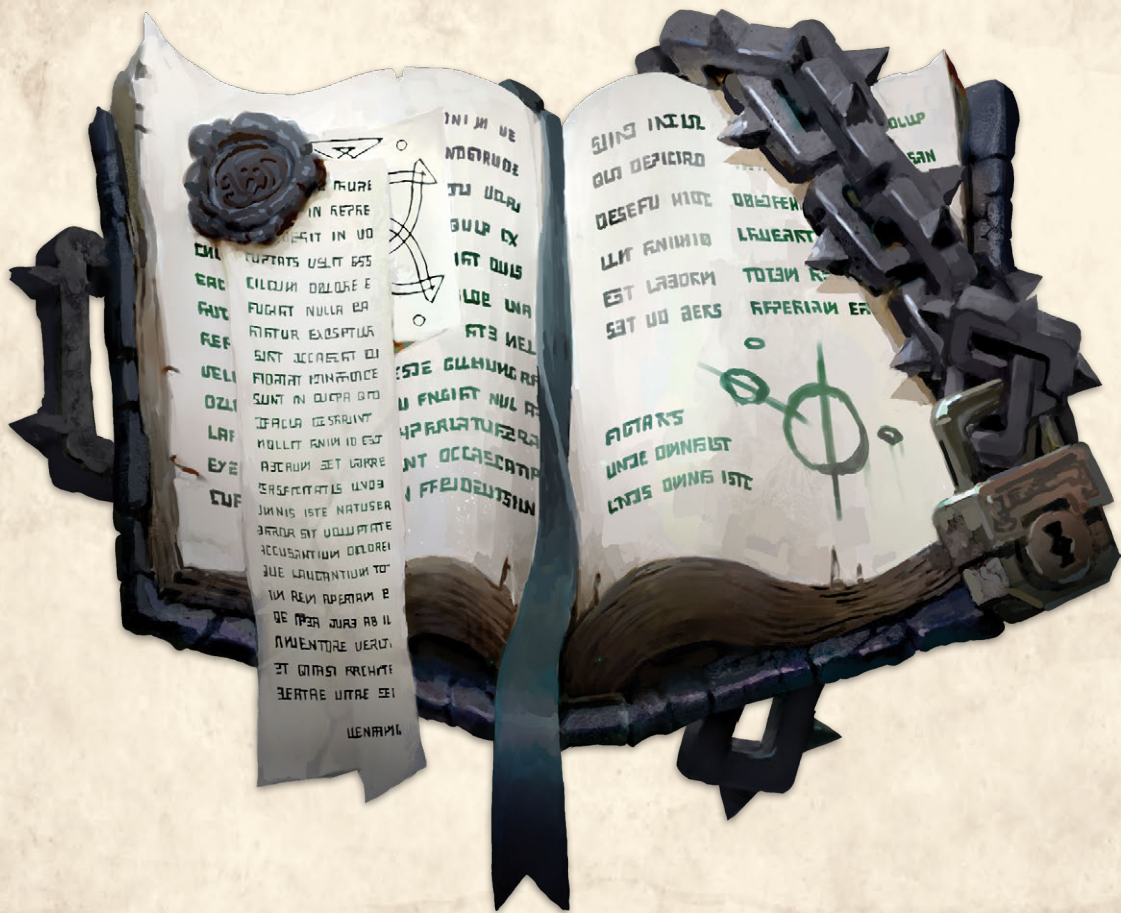
## MIST TRANSFORMATION, STORAGE, AND USAGE BY GABRIELA DARCIANI

*rare, wondrous item, doesn't require attunement*

An old compendium of knowledge, covering a list of basic facts known to the Sky Engineers. It covers a wide range of topics, from practical knowledge about aethroium creation and how it is used in airship engines, to Darciani's wild theory about Roots of Life veins in the sea below Scareguards, and its connection to the mist covering the whole archipelago.

While some elements are already outdated, this book describes the intricacies of handling aethroium and airship engines. If a character has an intelligence score of at least 14, they can spend 72 hours over a period of 12 or less days, studying the book's contents. Once they are finished, they gain Tool proficiency with Vehicles (Airships). Only one person at a time can use this effect.

The book can also function as a spellbook and spellcasting focus for a wizard after attunement. While using the book, whenever the character casts a cantrip, they can reroll any die with a result of 1 from their first damage roll.











The underwater kingdom is a place where creativity meets utility. All the items found in this place bear resemblance to the underwater material from which they were created.

## MAGICAL ITEMS OR UNIQUE ITEMS

A list of rare, magical items. Items with the “Roots of Life essence” tag were created using the magical ore found only in Deuslair and have only one copy.



### EARRING OF WATER EMBRACING

*Uncommon, wondrous item, doesn't require attunement*

Grants the wearer the ability to breathe underwater and makes their swimming speed equal to their walking speed if it is lower.



### SELENE GLOVES

*Very Rare, wondrous item, requires attunement*

These elbow-length fingerless gloves are covered in ancient writings and designs. After putting them on, they slow down the symptoms of the marble fingers condition and relieve the pain felt while moving. According to the legends, these same gloves were used by Selene.

These gloves have 2 charges and regain both of them at dawn. Whenever the wearer is affected by petrification or any other effect which would restrict the user's movement or slows them down, they can use their reaction and expend a charge to negate its effect. Additionally, they are immune to being disarmed.

### KRAKEN'S TOOTH

*unique, roots of Life Essence, weapon (spear), requires attunement*

A spear made from bone and polished by the sands of the ocean floor. It is infused with poison and corrodes flesh or any material, except things like metal and bones. While it is not clear if it really is carved from a part of a Kraken's body, it is undoubtedly ancient. Older than all of the buildings in Encura.

This weapon has 6 Divinity Charges and regains 1d6 expended Divinity Charges daily at dawn.

**Jagged Wounds.** When the user hits a creature with this weapon and it is not a construct, they can expend a Charge to cause the target to bleed profusely. At the end of each of its turns, the target must make a Constitution saving throw with DC equal to 10 + proficiency modifier of the user of this weapon. On a failed save, the target takes 1d8 necrotic damage. On a successful save, the bleeding stops. The bleeding also stops if the target receives any magical healing or if the target or a creature within 5 feet of it uses an action to make a DC 13 Wisdom (Medicine) check and succeeds on the check.

**Primal Spirit.** After being attuned to this item for more than a week, the user gains darkvision and resistance to poisons, and the pupils of their eyes become vertical slits. They also gain disadvantage for any tests involving sight from a distance farther than 15 feet while in daylight and start craving meat, regardless of their previous diet. Canceling the attunement causes the user to suffer 1d6 poison damage after the first long rest, which repeats 3 more times, each time gaining 1d6 damage. The wielder may re-attune with the weapon to remove the symptoms. On 4<sup>th</sup> day, the affected character reverts to the state before attunement.



# THE GODLESS LANDS

The lands under the reign of the Disciples of Chaos are currently known as wastelands, where almost no life can survive, except for monsters from beyond this realm. But beneath the ashes and ruins of old empires, one can still find forgotten treasures... along with their owners.

Chaos' influence has played a large role in changing the landscape of this area. Along with the Disciples' activity, the mountains in the Godless Lands have started to be covered with a dark mineral. For lack of a better name, people started to call it Black Rock. It is a strange material found exclusively in the mountainous areas surrounding the Wurgar region. Initially dubbed for its dark appearance, it possesses unique properties that make it highly sought after. In its raw form, Black Rock is brittle, but with proper treatment, it can be transformed into a substance comparable to tin.

However, the most captivating aspect of Black Rock lies in its strange allure. While the inhabitants of the Godless Lands regard it as nothing more than ordinary rocks, those outside of the region feel strangely drawn toward anything crafted from it. This allure has led to exorbitant prices on the black market, a fascination beyond its real worth. Furthermore, Black Rock has been exploited for its potential as a drug. When ground into powder and inhaled, it exhibits effects such as pain relief and euphoria. After just a few years, it has become known as a highly addictive substance, prompting authorities to ban its sale. Despite the risks associated with its consumption, there are still individuals willing to partake in its use, highlighting the allure and dangers of it.

## Black Rock Prices

NAME	AMOUNT	COST	WEIGHT
Chunks of untreated Black Rock	Several chunks	35 gp	1 lb
Slab of Black Rock	One slab	500 gp	10 lb
Black Rock Powder	Four pouches	100 gp	1 lb

## MAGICAL ITEMS OR UNIQUE ITEMS

A list of rare, magical items. Items with the "Roots of Life essence" tag were created using the magical ore found only in Deuslair and have only one copy.

### A COPY OF "FANTASTIC CRYSTAL VEINS AND WHERE TO FIND THEM"

*rare, wondrous item, requires attunement by a wizard*

A new print of an (in)famous book created by a fearless group of explorers who delved deep into the tunnels of the Godless lands. It is always covered with black dust, no matter how long one tries to clean it. Apart from the information about the historical and geological wonders of the region, the book contains the following spells, which become wizard spells after attuning to the book: Commune with Nature, Continual Flame, Darkvision, Detect Poison and Disease, Create Food and Water (it works only in caves and the food or water is something found in a cave), Feather Fall, Find the Path (works only for underground passages).

It functions as a spellbook and can be used as a spellcasting focus.

The book has 2 charges, which are regained daily at dawn:

- After spending 1 minute studying the book, the user can expend 1 charge to replace one of their prepared wizard spells with a different spell in the book.
- Spend one bonus action or 1 minute outside of combat to gain advantage for any history or survival checks concerning caves or underground routes as well as on any first attack on the creatures living in the caves.

## REDOE

From the forests untouched by human hands, to the ice-cold and inhospitable mountains of Herenyakal, Redoe is a place where treasures can be buried just beneath the thin layer of snow... though many can be also just found in the stores of the crafty dwarves.

### Magical forging of the Dwarves from Hyste Talma

EFFECT NAME	FOR	COST	MATERIALS*	PROPERTIES ADDED
<b>Runic</b>	Weapons	1000/ 4000 gp	body parts of magical animals	+1 or +2 to attack and damage rolls.
<b>Runic</b>	Armor or shield	2000 gp	body parts of magical animals	+1 to AC if you don't get any from other magical items.
<b>Elemental (chosen at creation)</b>	Weapons	3000 gp	the essence of an elemental	As a bonus action, you can imbue the weapon with elemental power to add 1d6 damage of the chosen type for subsequent attacks.
<b>Ancestral protection</b>	Armor or shield	5000 gp	items or body parts with remnants of otherworldly power	On the first hit that day, gives the wearer a temporary 10 Hit Points before the damage roll.
<b>Vampiric</b>	Weapons	5000 gp	vampire blood, item with a strong curse	As a bonus action after a successful hit, the user can deal 1d10 necrotic damage, then heal for the same amount if the target was alive.
<b>Draconic</b>	Armor or shield	20 000 gp	scales of a dragon	Resistance to one type of damage
<b>Reforged</b>	Weapons or armors	Half the price of the item	phoenix feather	Transfer the item's proprieties to another item (if deemed possible by GM decision).

Providing the raw materials can lower the cost of the process by 10–30%

All effects add magical properties and the object must be non-magical before the process. Any residual magic in the item makes the process much more difficult with a high chance of failing. Consequently, only one effect can be added to a weapon. If the buyer wants the weapon to be crafted from zero, add the cost of the weapon along with the effect.



## MAGICAL ITEMS OR UNIQUE ITEMS

A list of rare, magical items. Items with the “Roots of Life essence” tag were created using the magical ore found only in Deuslair and have only one copy.

### DIN HUINE BOW

*Very rare, weapon (Longbow), requires attunement*

These bows are usually only created for the Din Huine themselves, but can be sometimes found in the possessions of shady traders... better not ask from where. Their cost varies from 10 000 to 20 000 gp.

This weapon deals force damage instead of piercing and uses magical energy instead of traditional ammunition. To activate it, the wielder needs to spend one of their 2<sup>nd</sup> or higher level spell slots, which gives them 20 shots. After deactivating the bow, it cannot be activated for the next 10 min.

Additionally, they can be seen in a few variations:

- **Elemental.** Replaces force damage with one of the element damage types, chosen when the bow is created. As a bonus action, the user can burn additional spell slots to imbue the next shot with more power. A spell slot of the 2<sup>nd</sup> level gives it 1d8 extra damage and it increases by 1d8 for each level above the 2<sup>nd</sup>.
- **Precise.** Gives advantage to the first shot done in each fight and adds a bonus to all attack and damage rolls made with this bow. It's effect changes with used spell slot for ammunition. Using a 2–3 level spell slot gives it +1 bonus, 4–5 gives +2, and any level above that gives +3.
- **Birdsong.** Makes the weapon have an additional function as an instrument. As a bonus action, the user can draw out more power from the reserved spell slot to imbue the next shot with elusive bard magic, lowering the number of shots by 4. Successful hits give an inspiration die to one other party member. A spell slot of 2–3 level gives 1d4 die, 4–5 level gives a 1d6 die, and any level above that gives a 1d8 die. Only one die can be given to each party member at a time with this weapon.

### ORIGINAL BOOK OF FAMILIARS

*unique, roots of Life Essence, wondrous item, requires attunement*

A strange book that seems to be crumbling because of its age, yet each page seems impossible to damage. The cover is made from a strange hide and is full of claw marks, which change each time you look at it. Many less potent copies of this book's pages circulate this world.

It functions as a spellbook for a wizard and can be used as a spellcasting focus by any class.

If used as a spellcasting focus, the user gains a bonus +2 to spell attack rolls and to the saving throw DCs of their spells.

This item has 4 Divinity Charges. The user can expend 1 of its Charges to cast Conjure Animals as if they were using a 5<sup>th</sup> level slot or they may cast Polymorph on themselves. Additionally, the user can expend a Charge to heal 4d6 Hit Points shared among the summoned creatures, or expend two charges to repeat a turn for summoned animals or yourself if polymorphed. While using this item, the user starts hearing the voices of the animals residing within the book—after each long rest, the GM should perform

a DC 14 Wisdoms saving throw. The test results are a secret from the players. On a failed save, the DM can impose a disadvantage on any two of the user's skill or attack tests during that day.

The book regains 1d4 Charges at dawn.

Animals summoned by this book share a consciousness and act as a single entity—thus they cannot move apart more than 30 feet and the controller makes only a single roll whenever the animals perform an action or attack. To determine how many of them succeed, take the roll result, subtract the AC of the target or DC of the test then add half of the creatures in the group (rounded up)\*.

\*With this rule you assume that the roll shows the middle value for the group while each individual got an outcome one higher or lower than one another. For example if you have 5 animals and the roll for attack ends up at 16 while the AC of the enemy is also 16, it means that 3 of the animals hit (14, 15, 16, 17, 18). If the AC was 17, 2 of them would hit.



## PAGES FROM THE BOOK OF FAMILIARS

*Rare, wondrous item, requires attunement*

A few pages containing secrets of the art of summoning animals. They are copies of an ancient book, which was lost to time.

It functions as a spellbook for a wizard and can be used as a spellcasting focus by any class.

This item has 1 charge and regains it at dawn. The user can use expend 1 of its charges to cast Conjure Animals. After choosing what animal it summons, it can only summon that animal.

## STAFF OF ORDER

*unique, roots of Life Essence, staff, requires attunement*

The Staff of Order is one of the few artifacts remaining in Deuslair that is believed to hold echoes of Order's power. The staff's last known owner was Talmani, and it absorbed her icy power making it always covered with a thin layer of frost.

It can function as a spellcasting focus by any class. The user gains a bonus +2 to spell attack rolls and to the saving throw DCs of their spells.

This staff has 10 Divinity Charges and can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls. If the Staff is attuned to its wielder, they can spend a number of Charges to activate one of its effects.

**Cold strike.** As a bonus action, the wielder of the staff can expend 2 Charges after the attack to magically deal an extra 7 (2d6) cold damage to the target. While using this ability, they can additionally expand a spell slot of the 1<sup>st</sup> level or higher to increase the extra damage by 1d6 for each level above the 1<sup>st</sup>.

**Cold body.** As a bonus action, the wielder can expend up to 5 Charges to gain 4 temporary hit points for each Charge spent that way. These temporary hit points cannot exceed their normal maximum hit points.

**Spell enhancement.** After casting a spell, the wielder can expend a number of Charges to reroll damage dice up to the number of used Charges, give the target disadvantage on its next roll by spending 2 Charges, or if the spell targets only one creature and doesn't have a range of self, spend a number of Charges equal to the spell's level to target a second creature in range with the same spell. The spells cast that way are visually changed to match the icy power held within the staff, and if they deal any elemental damage, it is changed to cold.

The staff regains 1d10 + 1 expended Divinity Charges daily, after a long rest. If it was not at 10 Charges before resting, and then regained Charges above its limit, the wielder suffers 2d6 cold damage, which also lowers their maximum hit points. At the same time, they gain temporary hit points equal to all the cold damage suffered from this staff since the last attunement. This effect stops after reaching one-third of the character's maximum hit points, granting them resistance to cold damage but vulnerability to fire damage. Whenever someone cancels attunement with this item, they lose all temporary hit points and then suffer 2d10 cold damage. After that, for the next week, they gradually regain their normal maximum hit points.

## THE CURSED RING OF TALMANI

*unique, roots of Life Essence, ring, requires attunement*

A simple-looking ring made of silver, engraved with the word "remember" written in elegant elvish script.

This ring has 4 Divinity Charges. When the wearer is about to take elemental damage from a spell, they can expend up to 4 Charges to use their reaction to absorb the spell into the ring. Each Charge allows the wearer to absorb up to 10 points of damage. After that, they can use their bonus action to hold their hand out and shoot out a ray of damage that element in a 15-foot cone. Each creature in that area must make a Dexterity saving throw with a DC equal to 10 + the caster's proficiency bonus, taking 1d6 damage of the absorbed element for each 10 damage absorbed that way (rounded down) on a failed save, or half as much damage on a successful one.

The ring cannot be removed normally and it deals 1d6 necrotic damage to its user after a long rest if it had zero charges before that. If placed on the finger of a dwarf, it instead deals 4d6 necrotic damage to them after every long rest until it is removed. There are only two ways to get rid of the curse: cut off the finger with the ring or use the Remove Curse spell.



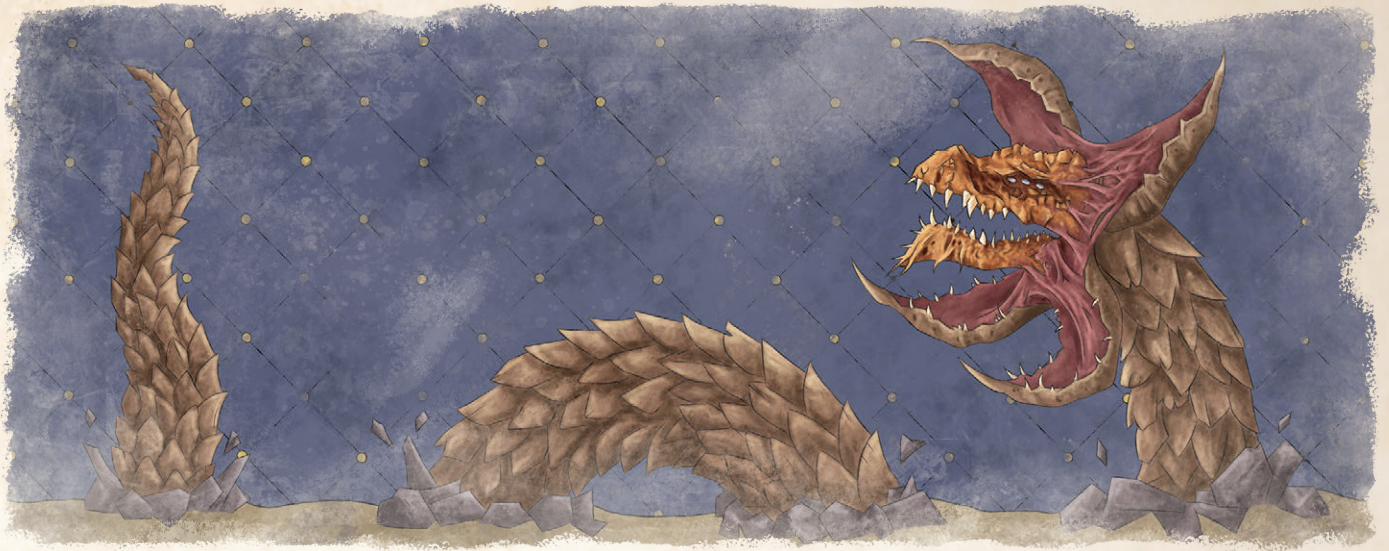




∞ AIRSHIPS RULES ∞







The tables and rules below are helpful tips for running adventures with airships from the Scareguards archipelago. They can also be adapted to other settings with similar elements.

## Traveling with the ship

### TWO DIFFERENT WORLDS

The full rules for using the airship for travel will not be covered in this supplement, as we are still testing some of its elements. Instead we present to you a few quick rules and tables, which are adapted for the campaign from the book *The World of Deuslair*.

In that story, at the end of the first chapter, the players are given four things:

- The ship model.
- One crew member who can act both as an Engineer and a Pilot.
- 110 lb of Aerothium.
- One broken equipment of their choice (more on this in the next subchapter).

This setup makes it perfect for the party to start their adventure and gives them a bit of leeway before they need to worry about getting more fuel. Because yes—it can run out. For the ship to work, it needs Aerothium. This alchemical concoction is transported in a crystal form, sometimes referred to as Aerothium Crystals. Normally, they should be only available in the Scareguards archipelago, but they can be obtained in few shady places around the world of Deuslair. For an adequate price of course.

Aerothium Crystals prices are as follow:

- Between 2 to 3 gp for 1 lb in Scareguards, where they are produced.
- Between 4 to 6 gp for 1 lb in places with active trade with them, like Woodhaven or the Fortress of Dragsa.
- Between 8 to 12 gp for 1 lb in places with no active trade with them, like Encura or Banewood.

The ship's fuel consumption is as follows:

- 1 lb for taking off from the ground.
- 1 lb for each day of idly hovering in one place.
- 5 lb for each day of traveling at normal speed.
- The cost of every action increases by 1 lb for every 200 pounds above the ship's maximum weight (rounded down).
- The characters' weight without equipment is ignored.

To calculate the exact fuel consumption, please refer to the table below. If players decide to stop in between these places, or change the route in the middle of flight, you will need to estimate using the world map from the campaign.

## Ship's travel time (days), using normal speed

FROM/TO	BAY OF SLEEPERS	DUM RAMIL	TURTLE ISLAND	UROBOROS	ENCURA	WOOD-HAVEN	FORTRESS OF DRAGSA
BAY OF SLEEPERS	—	7	8	8	17	15	13
DUM RAMIL	7	—	5	12	18	22	20
TURTLE ISLAND	8	5	—	8	12	14	16
UROBOROS	8	12	8	—	10	8	11
ENCURA	17	18	12	10	—	18	21
WOOD-HAVEN	15	22	14	8	18	—	3
FORTRESS OF DRAGSA	13	20	16	11	21	3	—

Additionally, any of the characters can declare that they are either piloting the ship or managing the engines. With both of these roles come different skill tests, which can affect how well the party is using the ship. Make each role perform one skill test when they begin traveling, then one more skill test for every two days of traveling.

The character who takes on the role of the pilot needs to roll for Dexterity and can add their proficiency from vehicles (airships). The DC of the test is 16. Each success allows the pilot to either reduce fuel consumption by 1 lb for one day or cut the overall travel time by half a day. Critical success double one of the effects, while critical failure increases the fuel consumption by 1 lb for one day.

The character who takes on the role of the engineer needs to roll for Intelligence and can add either proficiency from vehicles (airships) or Arcana. The DC of the test is 16. Each success allows the pilot to either reduce fuel consumption by 2 lb for one day or ignore the cost for taking off. Critical success doubles one of these effects, while critical failure increases the fuel consumption by 1 lb for one day.

Both effects can overlap, but cannot lower the fuel consumption below 1 lb.

The crew member traveling along them can take either of these roles, rolling for the given skill tests with a +6 modifier.



## Chase and racing rules for ships

### TWO DIFFERENT WORLDS

Chasing, racing, or even a basic escape from pursuers encounter in RPG sessions tend to be pretty problematic using the standard rules from the systems based on the SRD 5.1 (System Reference Document 5.1). These kinds of sequences may feel not that satisfying or even a bit clunky no matter how much work the GMs put into their preparation, making many entirely drop them from their sessions, especially if vehicles with crews are involved. To combat this problem, we recommend using the alternative set of rules below.

Using them, a chase consist of the following parts:

- I. Initiating a chase.
- II. The chase sequence.
- III. Resolving the chase.

During the chase sequence, all the people present on the ship take one of the **crew roles**, which allows them to interact with specific **ship parts** and gives them access to an alternative set of actions called **ship maneuvers**—they are things which can be done in addition to their normal actions, at no additional cost.

Thanks to the combination of these, each round the ships will be changing their **position** in relation to other ships in the chase while performing attacks, and other actions.

### INITIATING A CHASE

The chase starts whenever at least two vehicles (or comparable objects) start moving in the same direction. It could be a fleeing fugitive you're pursuing, or a race between several vessels. At the start of the chase sequence, the GM decides the position of all vehicles relative to each other. The GM shouldn't use the exact position on a map to show where each group is—the map is only there to show the party which area of the world they're in, and they should only look at the relative distance between the two vehicles. Moreover, rather than indicating the exact distance between each ship, place them in one of the spaces. Depending on what setting you are using, these spaces represent different areas but what is important is that occupying certain positions allows for a variety of different actions for the crew (like boarding the other ship, or being able to shoot at them). The ship in the furthest space on the map becomes the chased ship, referred to as the **Chased**, while other ships are referred to as the **Chasers**. This designation is not set in stone—it will change depending on what ship is in front. If more than one ship fits these criteria, compare their "**Momentum**" or wait till

they start moving and compare their first pilot scores after the rolls—the one with the highest **Momentum** or the score becomes **Chased** (more about this later).

Additionally, the GM should compare the speed of each ship and give the ones that are relatively faster than the baseline speed a **Default Boost dice** or if they are slower, a **Default Hindrance dice**. If a few ships participate in the chase use the most common speed as the baseline or if all the players are on one ship, you can use their ship as the baseline.

Just before starting the chase sequence, GM should also state the **chase limit and the default outcome**—this is information on how long the chase can last at most, and what will happen if they don't resolve it differently till that time.

### THE CHASE SEQUENCE

During a chase sequence, all the people present on the ship become crew members and gain a **crew role**, which allows them to interact with specific **ship parts** and gives them access to an additional set of actions called **ship maneuvers**.

**Crew roles** can be assigned on the fly by the GM when the chase sequence starts or they can be tied to a naval rank or established otherwise (like roles on a ship require an adequate level of knowledge or skills to operate, while roles on military transport vessels are tied to people). Anyone unassigned gets the role of an **observer**.

During the chase sequence, roll initiative for all vehicles using a D20 (20-sided die), then roll a number of D6 (6-sided die) equal to the **Boost dice** they have, and add the highest roll from them to the roll from D20. If the vehicles have **Hindrance dice**, do the same as with the boost dice, but this time subtract the result. **Boost and Hindrance dice negate each other**. If no ship parts affect the initiative rolls, use only the **Default Boost or Hindrance dice**. The vehicle with the highest score starts with initiative.

During the chase sequence, do not track the initiative of any creatures. The only exception here are monsters participating in the chase without a vehicle that are able to match their speed. For example, a dragon chasing an airship. For these creatures, ignore their initiative bonuses and assign the **Boost or Hindrance dice** in a manner similar to vehicles.

The chase sequence consists of four quick phases, which repeat for all vehicles:

- I. Situation update
- II. Engine and Obstacles Checks
- III. Pilot Rolls
- IV. Attacks

At the beginning of each chase sequence round, the GM needs to update the players about the path ahead of them, their immediate and upcoming **obstacles** or **opportunities**

(if there are any visible) in their path, as well as any **Boost dice** or **Hindrance dice** gained because of the situation on the path as well as results of their ship's condition—such as a broken ship part and so on. Add these dice to the default **Boost** or **Hindrance dice**. The type of path will be either help them gain more speed or slow them down, giving their ship “**momentum**”. By default, ships lose half of their **momentum** each round and need more actions to regain it and not be left behind. There will be more information on this in a later fragment.

The players then need to declare what they will do in this round—this can be an action defined by their **crew role** or something else. In the case of 5e, each usage of the ship's equipment or shooting with a gun takes one action, while using maneuvers uses one bonus action.

After that is the Engine and Obstacles Checks phase, where all players who declared actions that can affect obstacles or **maneuvers** connected with the ship's performance make their rolls. These may include the engineer trying to squeeze out some extra power from the crying engines, a sailor fixing a perforated balloon, a mage clearing the path with their spells... or any other fitting action. Do the same for other ships, considering how many people are manning them. According to the results of these actions, make adjustments to the **Boost** or **Hindrance dice**.

During the Pilot Rolls, the pilots of each ship make their Steering rolls—this will show how well they are steering and using the ship to gain “**momentum**”. The rolls itself is a normal D20 roll to which they add their proficiency with the vehicle (airship). Before the rolls, the pilot also needs to decide how they want to use their **Boost** or **Hindrance dice**—they can use them normally, or use them on certain maneuvers or equipment.

By default, the pilots will be rolling and choosing the highest die's result in a similar manner to how it was done during initiative, and adding or subtracting it to get their final result,

After all of that, we get the final score for each pilot. For every 5 points, their ship gains one momentum. These points are added to what they currently have and the numbers are updated for each ship. After updating the **momentum**, compare the results of the **Chased** with all of the **Chasers**:

- The **Chased's** momentum is used as the baseline for all the changes on the map.
- **Chasers** with a momentum higher by at least 2 points move one space closer to the **Chased**.
- If the momentum is higher by at least 4 points, move one additional space closer to the **Chased**, so two spaces in total.
- **Chasers** with a momentum lower by at least 2 points move one space further from **Chased**.

- If the momentum is lower by at least 4 points, move one additional space further from the **Chased**, so two spaces in total.
- If there is no difference of at least 2 points of momentum, the ships maintain their current distance.

These are the general rules for determining changes in position during a round. If for some reason, the ship's pilot doesn't want to use their advantage and move closer to the **Chased**, they can refuse to do so and instead take one **Boost die** for every space they didn't move. These dice will be added to the pool during the next Engine and Obstacles Check phase.

During the Attacks phase, players do exactly what the name indicates. Everyone rolls for their respective skills or attacks—characters manning the guns or using other equipment for the Attacks phase, as well as characters who declared to attack with their normal actions. After that, the round of chasing ends, and GM returns to the first phase.

## RESOLVING THE CHASE

The chase can end in several ways:

- **All relevant parties leave the range of the chase.**  
If the difference between the Chaser and the Chased becomes too big, it is better to stop tracking their distance. If there were only two ships in the chase or the one who got left behind is the party's ship, this will end the chase sequence.
- **Vehicles of the relevant parties are destroyed.**  
Similarly, if the party's ship is destroyed or unable to move, or the goal of the chase was catching a ship that is now unable to move or has exploded... Well, there is no longer anything to chase.
- **Boarding of one of the relevant vehicles.**  
If the goal of the chase was to reach one of the vehicles, the chase sequence ends at the moment of the boarding. If there are multiple relevant parties, the boarding itself doesn't end the chase.
- **The destination was met.**  
Sometimes, the most important part of the story is not interactions between the NPCs and players, but rather surviving what is happening during the chase. For example, running away from an incoming wave destroying everything in its path, or racing with few other ships to the goal.

Besides these options, players can always just drop out of the chase sequence and accept the default outcome. Sometimes trying to run away from it might be a worse option.

## CHASE LIMIT AND THE DEFAULT OUTCOME

The chase limit is information on how long the chase can go on for if no group gains a significant advantage over the other. The default outcome is what happens if the party doesn't finish the chase fast enough. Both pieces of information are necessary to give the players a feeling of urgency and to not prolong the chase as a result of poor rolls from both sides. It changes the feeling of the situation from "nothing is happening" to "this is going in a direction we don't want."

The default outcomes should be something negative for the players but obvious in the moment. For example, if they start pursuing someone who is running away from them and they don't catch them in time, they will flee out of their sight when the time runs out no matter how close they were.

The chase limit depends on the GM decision. It should be something between 4 to 8 rounds. The longer round numbers feel more appropriate for races and generally larger groups of vessels, while shorter ones are good for quick pursuits.

## THE SHIP'S POSITION, SPACES AND ATTACKS

During a chase, the map is split into spaces, each of which represents a certain distance. This distance can vary on the setting, but it should be enough to fit the length of the longest vessel and at least two lengths of the smallest vessels.

- The Vessels occupying the same space are considered to be flying **next to each other** or within a **one space distance**.
- If a vessel is one space behind another, it is within a **two space distance** (you count the space the ship is currently on, as well as the next one).
- Consequently, every space after that is within a two, three, four, et cetera **space distance**.

Additionally, every attack, spell or weapon range during the chase is converted for the sake of simplicity. For a weapon, ability or spell to be effective during a chase it needs to have a range of at least 5 feet—below that value, they mechanically have zero space distance. They can be used during boarding but not from another ship. In other words:

- Anything with a range of self or below 5 feet is unusable—its range is **zero**.
- Anything with a range equal to or lower than one space gains the range of **one**.
- Anything with a range equal to or lower than two spaces gains the range of **two**.
- Anything with a range equal to or lower than three space gains the range of **three**.
- ...and so on

In the case of the *Deuslair*, we propose using 50 feet for the length of each of the spaces.

If the characters use a weapon other than a ship weapon, they can declare to attack the crew directly, instead of the ship. Doing this gives them disadvantage on that attack, and it cannot be removed with any advantage they may have.

## PATH TYPES, OBSTACLES AND OPPORTUNITIES

Apart from the rules above, the GM can add additional flavor and interesting elements to the path the players are using. No matter how deadly your enemies are, the ships do not exist in a vacuum. Unless they are...

Each round of the chase or race, during the situation update, the GM should inform the players about three elements: what is happening with the ship (if something is broken, damaged, what enemies are on on board, etc), what type of path they are entering, and whether there are any obstacles or opportunities on that path. The latter two elements can be pre-designed by the GM before the session, or created on the spot, depending on their style of running the game.

The types of path inform the crew whether the ships will be losing or gaining momentum at the start of the round.

- **Going with the wind.** Makes the ship not lose any momentum, allowing them to speed up.
- **Straight path.** Makes all of the ships lose half of their momentum (rounded up).
- **Going against the wind.** Makes all of the ships lose half of their momentum (rounded up) and additionally sets a number of Boost dice which need to be spent to overcome this path—for every missing one, the ship will lose one additional momentum.
- **Sharp turn.** Resets the ships' momentum.

Then comes the potential obstacles which can mix up the situation even more. They can be divided into immediate obstacles and ones in the players' sight. Immediate obstacles are things that need to be dealt with in the current round. Obstacles in sight are things that the party will need to deal with in the next round. Though the later information is optional—the GM doesn't need to inform the players about future obstacles if it fits the current situation, for example if they were traveling in heavy fog and cannot see much beyond a certain range. Information about future obstacles can also be given to observers if they use the **Spot** maneuver.

Passing some obstacles will require additional actions from the players. The standard option here is to set a Difficulty Check level for the pilots' rolls—use the first roll from their D20 without any bonuses. These kinds of tests can be used when the ship needs to avoid some debris in their path, rough terrain, or turn really fast and change their direction.

Since it is an excellent occasion to engage the whole party in the events, it is a good idea to try to give them problems which can or even should be dealt with by other party members. A path blocked by a huge chunk of wood can be avoided by the flying pilot, but a mage with a fireball spell can try to pave a path with his destructive impulses... I meant magic. It can even be something unavoidable by normal means, like a group of small traps, scattered closely to each other and forcing the players to support the pilot with their ingenuity or some special equipment available on their ship.

Any time an obstacle is mentioned, you as the GM should give information about the consequences of not dealing with it. Remember that you need to assume that the players don't need to pass these tests—the consequences should not be something that will end the whole chase. Damaging the ship or its parts, making everyone on the board suffer some condition, or giving Hindrance dice are good ways to make

them feel the consequences of failing. Being moved back by more than one space, losing their whole turn, and other similar effects usually have grave enough consequences that they essentially decide the final resolution of the chase, so it is better to avoid them.

Obstacles are a good way to break the monotony of longer chases. But it is always a good idea to give players some more creative leeway in dealing with the situation. Because of that besides the obstacles that players need to overcome, giving them an opportunity to gain an advantage over their opponents is always a nice way to spice things up. These kinds of situational bonuses are called opportunities and it is advised not to give them out without a bit of a struggle. You can think of them as the inverse of an obstacle—passing some kind of test gives the vessels that succeed additional Boost dice.

### Examples of obstacles

NAME	WHO SHOULD DEAL WITH IT?	THE CONSEQUENCE OF NOT PASSING
<b>Rough path ahead</b>	Pilot	Hindrance die.
<b>Blocked path</b>	Any	2D10 of damage to the hull and add a Hindrance die.
<b>Smoke affecting the vision</b>	Crew	Disadvantage to ships attacks.
<b>Minefield</b>	Any	2D10 of damage to the hull and one of the ship parts if it exceeds a certain number.
<b>Debris falling on the road from an explosion ahead</b>	Pilot and crew	Set number of needed successes—for each one not passed, deal 2D10 of damage to the hull and add a Hindrance die.
<b>Animals or other vessels crossing their path</b>	Pilot	Cannot move one space further in this round.

### Examples of opportunities

NAME	WHO SHOULD DEAL WITH IT?	THE REWARD FOR PASSING
<b>An air draft on the side of the path</b>	Pilot	Boost die.
<b>Narrow path</b>	Pilot	Makes it that only one ship can occupy one space—the ships with bigger momentum decide to put ships on the same space before them or after them.
<b>Animals nests</b>	Crew	Gives additional obstacle for enemies behind you in the next round.
<b>Loose rocks on a nearby mountain</b>	Crew	Create an avalanche, creating an obstacle for all other ships in the next round.
<b>Magical instability in the air</b>	Crew	Create a magical distortion, blocking usage of some equipment.

## SHIP TYPES AND STATS

Before we talk about the crew roles, which party can take, we need to look closer to the ships themselves. So before we jump to the information on what every crew member can do during a chases, let's focus on the details that fine-tune ships inner workings. Namely, the ship types and equipment.

The rules below are tailored for the SRD 5.1. Since maneuvers replace the normal actions of characters, in most cases you could use the list below without many changes in many RPG systems. Still, if you are using systems based on different rules, be cautious and check if the Hit Points, damage dealt and other mechanic-specific elements might not need adjustments.

Besides the statistics of each ship model, there are a few rules shared among all of them:

- Ships possess immunity to Poison, Psychic, and Radiant damage.
- Ships are inanimate objects and cannot be affected by abilities or spells that would only harm living beings.
- None of the standard conditions can affect them.
- If a spell or ability targets an object, it cannot affect the whole ship as it is too big for it. It can only be used on its parts.
- All saving throws that require a mind like Intelligence, Wisdom, or Charisma are automatically passed.
- All saving throws connected with avoiding anything, like Dexterity, are automatically failed.
- Ships don't possess an Armour Class (AC). Instead, they use Evasion Class (EC) and Damage Threshold.

### Guns

Guns or gun slots are information about the number of guns that can be mounted onto a ship.

### Slots

Similar to guns, equipment slots or just slots, define how many different equipment or extra engines can be put on the ship. Additional boosters or small engines installed onto the ship require a certain engine construction and can't be mounted onto any vessel.

**Slots** and **Guns** can't exceed their numbers normally, but the GM can allow it by lowering ship's default speed and increasing fuel consumption. Equipment which is too small to affect the ship's weight takes 0 slots, while more heavy equipment takes more than 1.

### Crew

Defines the minimum number of people needed to handle basic tasks on the ship. Crew members with defined roles are included in this value. If the crew drops below this number,

everyone on the ship gains -2 to all tests for each missing person. If the missing crew drops below half (rounded up), the ship is unable to function.

### Default speed (DS)

The default speed is the result of calculating the main engine power, the ship's weight, the reduction of gravity's pull from the balloons, the Enchanter Core's effectiveness in transforming Aerothium into steam filling up the balloon, maneuvering propellers... among other things. For every 10 feet of difference in speed (rounded down) in comparison to the vessel used as the baseline, add one **Boost** or **Hindrance die** (depending on whether it is higher or lower).

### Evasion Class (EC) and Damage Threshold (DT)

Armour and evasion works quite differently for creatures and massive vessels traveling in the sky. Many ships are bulky, massive, and not the most maneuverable things in the world. Still, their armor and sometimes protective magic barriers are not something one can forget. Meanwhile, other ships can boast about their agility, but don't take hits very well. Rather than taking the average of both of these aspects and using Armour Class like in standard SRD 5.1 mechanics, it is divided here into two separate values.

Evasion Class basically works the same way Armour Class works in SRD 5.1. The only difference is that we are not rolling for melee attacks, or anything coming from direct ship contact like ramming — no matter how agile the ship is, it is still a giant vessel and not a creature.

Meanwhile, the Threshold is the ship's ability to negate all damage below a certain value. It determines the point where the damage overcomes the ship's durability and shields and starts affecting the ship. After passing this value, every next point of damage goes directly to the Hit Points of the ship. Additionally, to account for critical damage, whenever this value is reached again, one ship part can become damaged.

In summary:

- Evasion Class works similar to Armour Class.
- Damage below the damage threshold deals zero damage.
- Damage above the damage threshold deals the rolled damage minus the threshold amount.
- Every other time the threshold is reached, one ship part becomes damaged.

## Ship Class

NAME	COST	GUNS	EQUIP SLOTS	CREW	SPEED (FEET)	EC/DT	HIT POINTS
Dagger	100 kgp	2	4	2	70	14 / 10	70
<p>Ships of this class are singletons. Singleton is the name skyfarers use for ships that a single engineer can operate. Calling a bigger ship a singleton is seen as an insult.</p> <p>This ship class was named after their ability to strike fast and precisely, but nowadays, they are rarely used for combat. Instead, they are commonly used as personal transport for moderately wealthy skyfarers.</p>							
Sword	125 kgp	6	2	2	50	10 / 12	100
<p>Ships of this class are singletons.</p> <p>A basic ship that is good for all purposes. It's the most common airship class, often chosen by brand-new captains and engineers. Ships of this class are too slow and poorly armored to engage in effective combat against other airships, but work as effective transporters or assault ships against small water vessels.</p>							
Greed	150 kgp	4	4	4	60	12 / 15	150
<p>Ships of this class are singletons.</p> <p>Skyfarers who choose these ships don't have the best reputation as those ships are cheap vessels designed to hunt other airships. Most commonly used by Marauders or young inexperienced captains wishing to prove themselves by attacking their fellow skyfarers.</p>							
Shield	150 kgp	5	3	4	50	10 / 18	150
<p>Ships of this class are singletons.</p> <p>Ships designed to combat other airships. During wartime, these machines were used as escort units for more fragile vessels. Today, they are quite rare and are used mostly by bounty hunters.</p>							
Anger	250 kgp	6	2	8	40	8 / 20	200
<p>Ships of this class are known as true airships.</p> <p>Even if these machines are good multi-purpose airships, they are commonly used by captains who were quite successful but not enough to purchase a Pride class ship. These captains are often mocked and get very angry when their ships are called Singletons.</p>							
Pride	400 kgp	10	2	16	40	8 / 25	250
<p>Ships of this class are known as true airships.</p> <p>Ships of this class are true treasures of every skyfarer wealthy enough to afford one. The Captains who owned them were so proud of them that the whole class was named after that feeling.</p>							
Newestra	1000 kgp	12	4	30	30	6 / 25	400
<p>Ships of this class are known as true airships.</p> <p>These ships are produced only on Uroboro island. Residents of this island produce enormous ships and almost always name them after the legendary Nueva. Other skyfarers quickly start calling those constructions Newestra as a joke.</p>							



## DAMAGE TO SHIP PARTS

Before we talk about ship parts, we need to briefly talk about destroying them. Hey, this supplement is for a pirate-oriented setting!

### Damage Status

Whenever you deal damage to a ship, you need to check the damage threshold. After the threshold is reached, you start to affect the ship's HP directly. The next time and every other time the threshold is reached, one ship part becomes damaged. If the Gunner was aiming and was aware of the ship's parts, they can choose which one. If there was no aiming involved, they can choose four ship parts and roll a D6—assign the parts numbers from 3 to 6, while on numbers 1 and 2 a part is not damaged.

There are 5 statuses for a ship's parts: **Normal**, **Damaged**, **Broken**, **Fixed**, and **Overheated**.

Normal is the default state of any part. Whenever a ship part gets damaged (and consequently gains the **Damaged** status), it always becomes unusable but depending on the part, it can also activate a negative effect. If the part is just **Damaged**, it can be returned to functionality by the engineer and gain the status of **Fixed**. But whether it will get fixed or not, the next time the part becomes damaged, this part becomes Broken and cannot be fixed. Thus the statuses follow this pattern:

**Normal** → **Damaged** → (**Fixed** →) **Broken**

**Overheated** is the last and a bit of a special state. While active, it activates the negative effect of the part as if it was **Damaged**, but the affected ship part can be returned to **Normal** by the "Fix" maneuver. This status can happen as an effect of some of the weapons or ship accidents.

## Crew roles and their maneuvers

### PILOT/NAVIGATOR

This is the person steering the whole ship at the helm. There can be up to two characters with this role and the second character taking this role is called a Navigator. It is required that at least one person takes this role to operate the ship.

#### Steer

Roll for how well you steer the ship. The Navigator can take this maneuver again to replace the result with their own. If this maneuver is not taken during the round, the roll's result is set to 5. Any Boost or Hindrance dice are still added.

#### Brace for Impact

Spend two Boost dice to position the ship in a way that will lower incoming damage. Increases the Threshold by half of its current value (rounded down). Cannot be used alongside Evasive Maneuvers.

#### Check the Route

Use a suitable skill test to check your memory or maps for any incoming obstacles or opportunities. The result and the nature of the potential bonus depends on the GM's decision.

## CREW ROLES

At the start of the chase sequence, each character on the ship is assigned a **crew role** on the ship. If a character does not declare any, they take on the role of an **observer**. While they have their **crew role**, players can use their bonus action to take one of the maneuvers assigned to their role, in addition to being able to use their normal action.

During the first phase of the chase, characters may declare to drop their current role and become an **observer**. Then during the next round, they can use the observer's special maneuver to change their role to another one. There is no other way to change the role of a player during a chase, and it is designed that way to represent the time it should take when walking around the vessel to a different position. A character cannot drop their role during that round if they have already used some of its maneuvers.

In addition to the described maneuvers, each character can spend their action to interact with one piece of equipment on the ship or fire a gun. Each gun needs to be reloaded or recharged after the shot. A piece of equipment or a gun cannot be used twice in the same round.

Whenever any maneuver in the list below calls for an appropriate skill test, players roll using standard mechanics from the system they use. The GM decides which skills are used for what and can change this depending on the situation during the chase. If you get a Critical success on the rolls made in any maneuvers, you can immediately perform one more maneuver.

For people using SRD 5.1 we propose using Dexterity checks with added proficiency from vehicles (airships) for the Pilot and Navigators when steering, while checking the

#### Ram

If your ship has higher momentum than the vessel in the next space, you can Roll to attack that vessel. If you hit, each point of difference of momentum between the target ship and your ship causes 1D10 damage. When the ramming ship is larger than the enemy's ship, the damage is multiplied by a factor of between two and five, determined by the GM. If the ramming ship is smaller, subtract momentum difference from the ship after the ram.

#### Evasive Maneuvers

Spend two Boost dice to perform movements making it harder to hit the ship. Increases the EC (Evasion Class) by half of its current value (rounded down). Cannot be used alongside Brace for Impact.

## GUNNER

They man the guns and perform attacks on other ships. There is no limit on how many characters can take this role and they can support each other by manning the same gun. Whenever multiple gunners man the same gun, each character must take a different maneuver.

### Fire and load

For each attack you would usually perform during your attack action, you may shoot or load ammunition into the gun. These actions can be done in any combination.

### Aim

Allows to choose which part is damaged when the gun hits the second threshold.

## SHIP MAGE

Characters with this role attune themselves with the vessel. This allows them to react to the dangers it faces and cast spells as if it was the mage's own body. Because of that, these maneuvers use the character bonus action but they function the way as a character reaction.

As each mage's magic is unique, there can only be one mage attuned to the vessel at a time. But remember—other characters can still cast spells using their normal actions.

### Shield the Vessel

Whenever the ship is about to take damage, you can cast a spell to half it. Describe how you want to change the current situation with your spell. If the GM agrees, cast a spell following standard mechanics or roll a D20 and add your spellcasting modifier if the GM sees it more fitting.

### Cool Down

Whenever a ship part overheats, you can try to cool it down with your spell. Describe how you want to do this. If the GM agrees, cast a spell following standard mechanics or roll a D20 and add your spellcasting modifier if the GM sees it more fitting.

### Power up an Attack

Whenever the ship deals damage with one of its attacks, you can cast a spell. Describe how you want to change the current situation with your spell. If the GM agrees, cast a spell following standard mechanics or roll a D20 and add your spellcasting modifier if the GM sees it more fitting.

### Recharge

Recharge all guns and equipment on the vessel.

## OBSERVER

The default role assigned to anyone not declaring a ship role. They are the first to react to any danger, charge to board and so on.

### Spot

Use a suitable skill test to check another vessel for weaknesses or plot-relevant elements on other vessels. The results and the nature of the potential bonus depends on the GM's decision.

### Take their place

Take on another role on the ship then immediately do one of the maneuvers available to that role.

### Board

Board another vessel during the first phase of the chase sequence. Depending on the situation, it might require an additional test. This maneuver immediately begins combat.

route would require Wisdom with added proficiency from vehicles (airships) or Perception. For Engineers, Intelligence with either proficiency from vehicles (airships) or Arcana. Gunners and Ship Mages roll as if they were performing normal ranged attacks or for their spellcasting modifier. The DC of the tests is medium by default (15) but can be raised depending on the situation.

While this list offers a good variety of actions and gives the player a number of ways to deal with each situation, this is a list customized toward the setting of Deuslair. When using a different setting, it might be good to extend this list for things specific to that world. For example, it could be maneuvers like this:

- **Energy Relocation** for Engineers and Ship Mages. Disables certain ship parts to give an extra Boost dice or advantage on other tests.
- **Hacking** for Engineers and Ship Mages. This can be done as a maneuver to not limit it to one certain piece of equipment. Good for more futuristic settings.
- **Powering up the ship** for Ship Mages. If the ship uses magic rather than regular fuel, or even a resource for other things, an additional maneuver done by ship's mage can help with managing the action economy for these elements.

## SHIP PARTS

Ship parts are divided into four categories: standard ship parts, extra engines, ship equipment and guns. The first group are ship parts, which can be found on every airship and cannot be changed. Then, we have engines that boost the

maneuverability of a ship or give another similar effect, and use up the **engine slots**. The last two groups either give the players some useful options, boost other aspects of the ship, or add weapons—they both use up **equipment slots**.

### Standard Ship Parts

NAME	COST	FUNCTION	EFFECT WHILE DAMAGED*
<b>Main Engine</b>	20% of the ship	Produces and directs the steam to propel the vessel forward.	Temporarily lowers the default speed by 10.
<b>Ballons</b>	15% of the ship	Stabilizes the ship and allows for quick changes of altitude to dodge incoming attacks.	Temporarily lowers the EC by 2.
<b>Enchanter Core</b>	35% of the ship	Liquifies Aerothium crystals and transforms them into steam for the balloons and engines.	Imposes a hard test which needs to be resolved by an Engineer. DC of the tests is Hard (20). On failure, Overheats both Balloon and Main Engine.

\*Since the Standard ship parts are always active and are needed for the ship to work, their effect activates each time at the beginning of the round. So in other words, if they are damaged, broken or overheated, their effects stack each round.

Every time the default speed decreases by 10, add one Hindrance die. If the speed or EC drops to zero, it drops out of chase.

### Engines

NAME	S*	COST	FUNCTION	EFFECT WHEN DAMAGED**
<b>Enchanter Channel Flow Booster</b>	1	2 kgp	When used, other Flow Boosters activate too. Gives one Boost die per Flow Booster.	Aerothium leakage. Gives two Hindrance die.
<b>Braking Engine</b>	2	3 kgp	Allows the ship to retain two points of Momentum on Sharp Turns.	Aerothium leakage. Gives two Hindrance die.
<b>Shunting Engine</b>	2	2 kgp	Allows the ship to dodge one time—using it lowers DC of any test for avoiding obstacles by 5 (only apply if engines could help with that action), or raise the EC by 5 for one attack.	Aerothium leakage. Gives two Hindrance die.
<b>Extra Engine</b>	2	5 kgp	Expend two Boost die—this round you can add two Boost die to the final score instead of just one. This effect can stack with other Extra Engines.	Aerothium leakage. Gives two Hindrance die.
<b>Booster Jets</b>	2	10 kgp	Instantly moves the ship by one Space but becomes unusable for the rest of the encounter. There can only be one on the vessel.	If it was not used, it deals 2D10 to the ship, ignoring the ship's damage threshold.

\*Shows how many gun or equipment slots it takes on the vessel.

\*\*These effects only happen any time the status of the engine changes because of Overheating or damage. If the status hasn't negatively changed, the effects don't trigger again in future rounds.

## Equipment

NAME	S	COST	FUNCTION	IS RECHARGED WITH/ EFFECT WHEN DAMAGED
<b>Protective Plates</b>	1	1 kgp	Whenever any part of the ship is about to become Damaged, change the status of this part to Broken instead of that part. Additionally, add +10 to ship HP.	—
<b>Catcher Wings</b>	1	1 kgp	Protects from EC loss from Balloon Damage. If activated “going with the wind” paths, it adds one additional Momentum. There can only be one on the vessel.	—
<b>Corvus</b>	1	2 kgp	Locks two ships together and allows for safe boarding. The smaller ship moves with the same momentum as the large ship.	Stops the locking if it was on.
<b>Ramming Support</b>	1	2 kgp	Adds 2D10 to Ram damage rolls.	—
<b>Side Blades</b>	2	2 kgp	Allows the ship to Ram Ships on the same space as your Vessel, regardless of momentum. The ship no longer loses momentum when ramming.	—
<b>Decoy System</b>	1	10 kgp	For one round, it imposes a Hard Wisdom Saving throw on anyone attacking this vessel. On failure, increase the EC of the vessel by the level of the spell slot.	2 <sup>nd</sup> or higher spell slot.
<b>Magical Core Support System</b>	2	15 kgp	Support the Enchanter Core’s inner mechanism with magical energy flow. Gives Boost dice equal to the expended spell slot’s level minus 1. Each usage after the first imposes a test which needs to be resolved by an Engineer. DC of the tests is first medium (15), then Hard (20). On failure, the Enchanter core becomes Damaged. There can only be one on the vessel.	2 <sup>nd</sup> or higher spell slot. Can use up to a 5 <sup>th</sup> level spell slot.
<b>Magical Shield</b>	2	15 kgp	When activated, gives the ship temporary HP equal to expended spell slot multiplied by 10. Until these HP points are depleted, none of the ship’s parts can be Damaged. After that, the part becomes unusable in the same chase.	2 <sup>nd</sup> or higher spell slot. Can use up to a 5 <sup>th</sup> level spell slot.

## FIXING AND MODIFYING THE SHIP

After all the fights are dealt with, it’s time to bring the ship to its best condition again. Fixing the ship HP below 25% can be performed by a character by themselves using one day. Anything above that will require help from others.

Fixing the ship and its parts costs as follows:

- 30% of their price for any Damaged part
- 60% of their price for any Broken part
- 2% of the ship type’s price for fixing HP to max when above 75% HP
- 3% of the ship type’s price for fixing HP to max when between 50-75% max HP
- 6% of the ship type’s price for fixing HP to max when below 50% max HP
- 10-30% of the overall fixing price as a fee for the engineer’s manual labor. Use higher values if the party is on a tight schedule or if the engineers have a negative attitude towards the characters.

## THE SITUATION ON THE DECK AND BOARDING SHIPS

By default, we assume that each crew member is immediately in position when the chase starts and nothing obstructs their movements, so it doesn't take them any time to be ready to perform their duties. During each round of the chase, they can declare to do their normal actions, dependant on the individual system, while their **crew role** gives them access to maneuvers which can be used by spending their bonus action.

This situation can be changed by anything from the list below:

- Failing at least one saving throw in the round blocks them from using any **maneuvers** the next time they activate.
- Any negative conditions on the characters that affect their performance, but do not make it impossible to handle their tasks, give them disadvantage to their tests.

- Any negative conditions preventing them from performing their task blocks them from using their **maneuvers** (like paralysis or blindness).

Besides all the elements described previously, one of the frequent happenings on the ships are boardings. To board another ship a crew member needs to declare that they are leaving their post and change their crew role to the **observer**—this allows them to board another vessel and start combat using the normal rules for that particular system. Additionally, to board another vessel there needs to be two criteria met: both vessels are occupying the same space, and the character trying to board another vessel passes the relevant skill tests. The second criteria can be ignored if they are able to safely cross to another ship, such as when using equipment designed for boarding.

Combat on another vessel happens after the GM informs the players about the changes in the current path of the ship, but before the players' declaration. Thanks to that, all the changes due to combat can affect the later phases.

## Guns

NAME	S	COST	RANGE	WHEN USED	RECHARGE/RELOAD
<b>Small Cannon</b>	1	1 kgp	4	Deals 4d10 bludgeoning damage	Reload
<b>Medium Cannon</b>	2	2 kgp	4	Deals 6d10 bludgeoning damage	Reload
<b>Double Cannon</b>	3	3 kgp	4	Makes two shots, both dealing 6d10 bludgeoning damage.	Reload
<b>Heavy Cannon</b>	4	4 kgp	6	Deals 10d10 bludgeoning damage	Reload
<b>Shrapnel Shooter</b>	2	3 kgp	3	Deals 4d10 piercing damage and 2d10 to anyone on board (Escape DC 14). If aimed at a balloon, half of the Damage Threshold is ignored.	Reload
<b>Harpoon Shooter</b>	1	1 kgp	2	Deals 4d10 piercing damage, then hooks the target. From now on a larger vessel will drag a smaller one.	Reload
<b>Lightning Thrower</b>	3	10 kgp	2	Deals 2d10 lightning per level of expended spell slot.	Recharge. Can use up to a 6 <sup>th</sup> level spell slot.
<b>Flame Thrower</b>	2	6 kgp	1	Deals 4d10 fire damage but each hit part gets Overheated after reaching the damage threshold for the first time. Using a 3 <sup>rd</sup> level or higher spell slot raises the range by 1.	Recharge. Any spell slot.
<b>Spell Launcher</b>	3	15 kgp	4	The one Recharging the gun casts the spell into a special absorbing sphere launched by this gun. This sphere breaks on contact with another vessel, releasing the spell as if casted from that point.	Recharge. Any spell with range of 5 feet or higher.



ENCURA

MURK NEN

BANEWOOD

FRON

TRUNC

WO

MISTY WATERS

UROBORO

SEA OF PRAYERS



TURTLE ISLAND

RAGNA

ASSING

BAY OF SLEEPERS

GOD



DUM RAMIL

WURGAR



KARTAGIS

TE  
DUNES



NTLOCH

LATOP

AAHERON

WOODHAVEN

SUNSET  
PLAINS

PLAINS

FORTRESS OF DRAGSA

HERENYAKAL

HYS

NANIR

LESS

0

250

500 MILES

MURKNEN



ENCURA

BANNEWOOD

TRUNG

TACTICAL MAPS & HANDOUTS

SEA OF PRAYERS



TURTLE ISLAND

RAGNA

BAY OF SLEEPER



DUM RAMIL

KARTAGIS

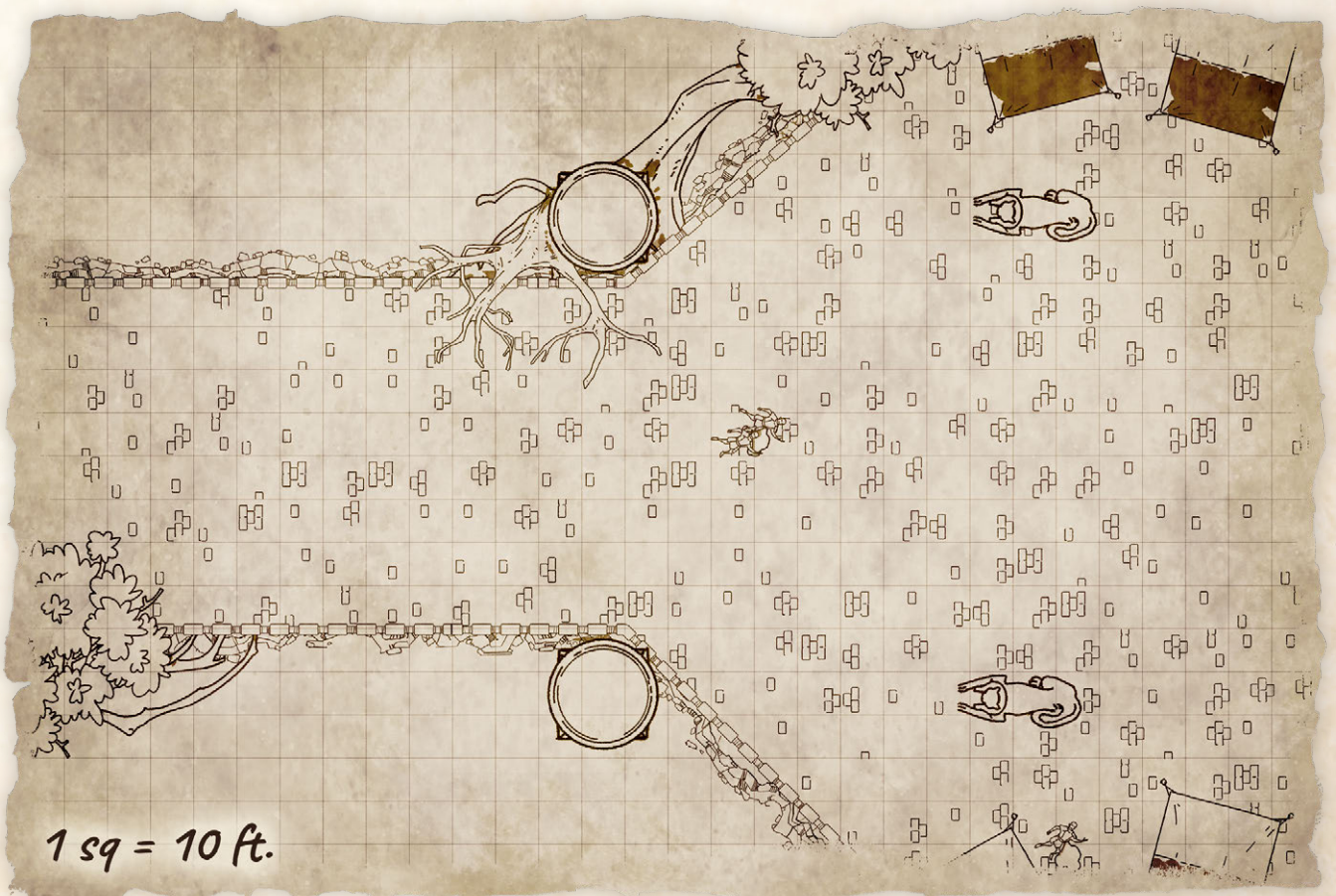
WURGAR





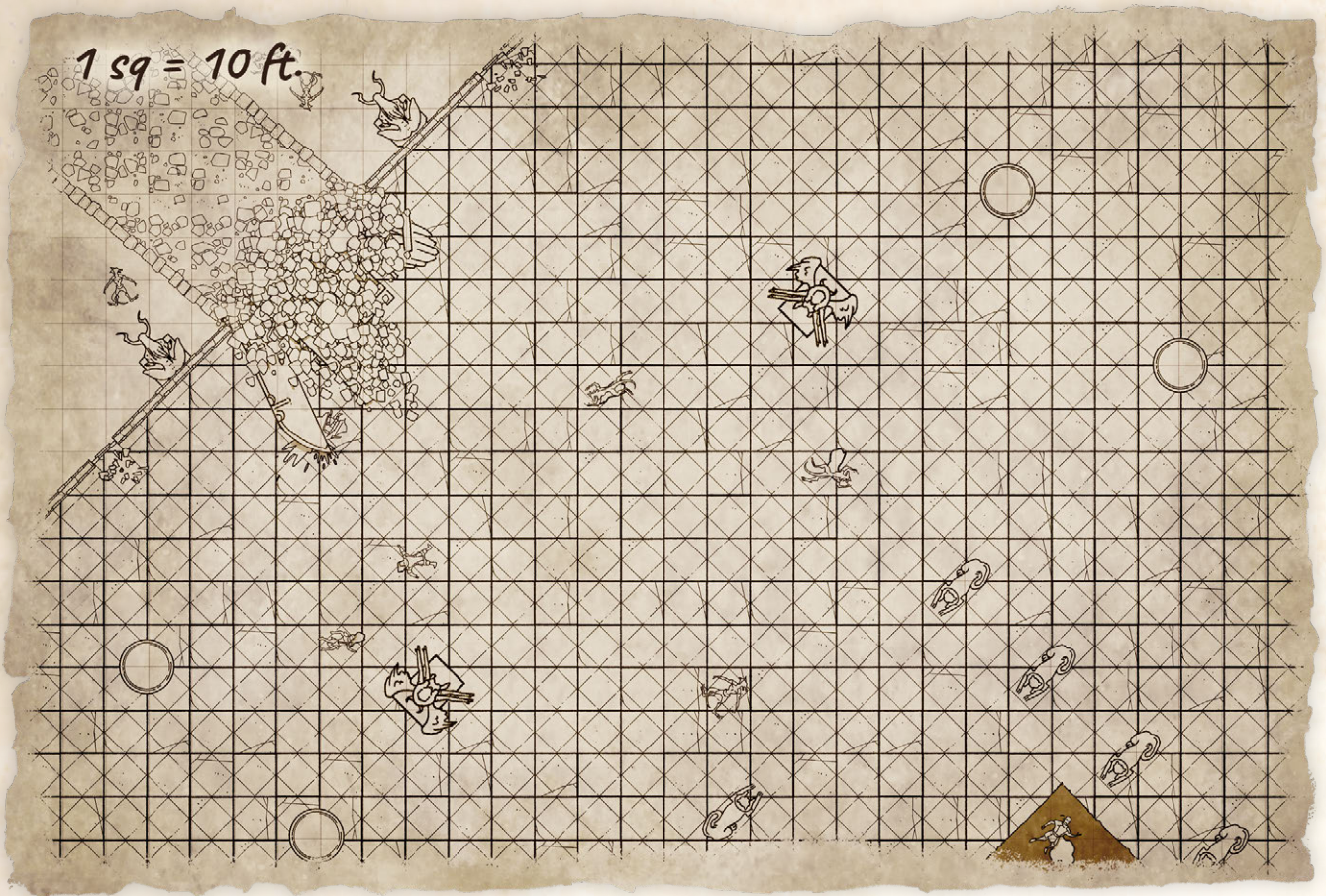
*Banewood Ambush*

*Chapter 3*



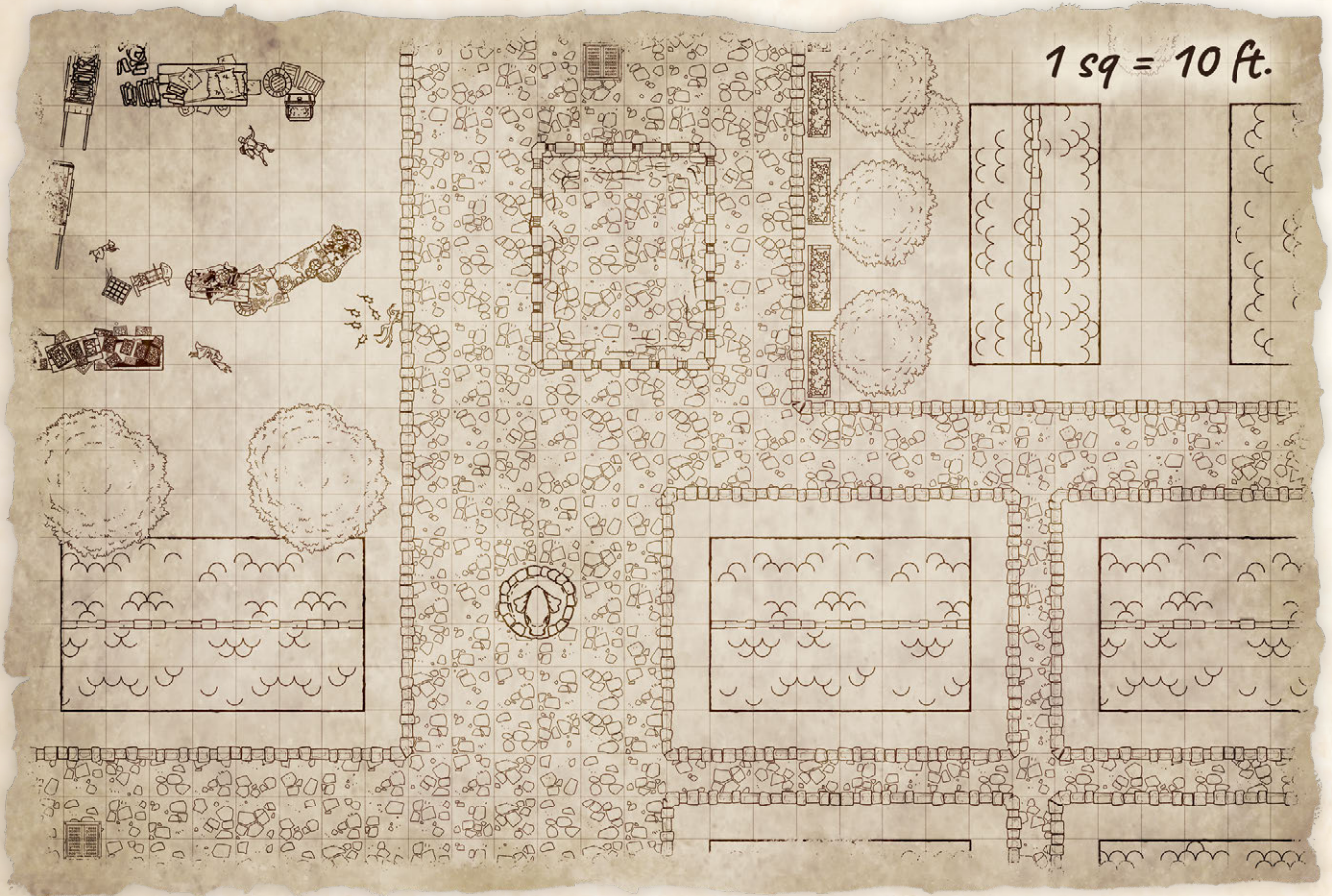
*Fortress Bridge*

*Chapter 5/6*



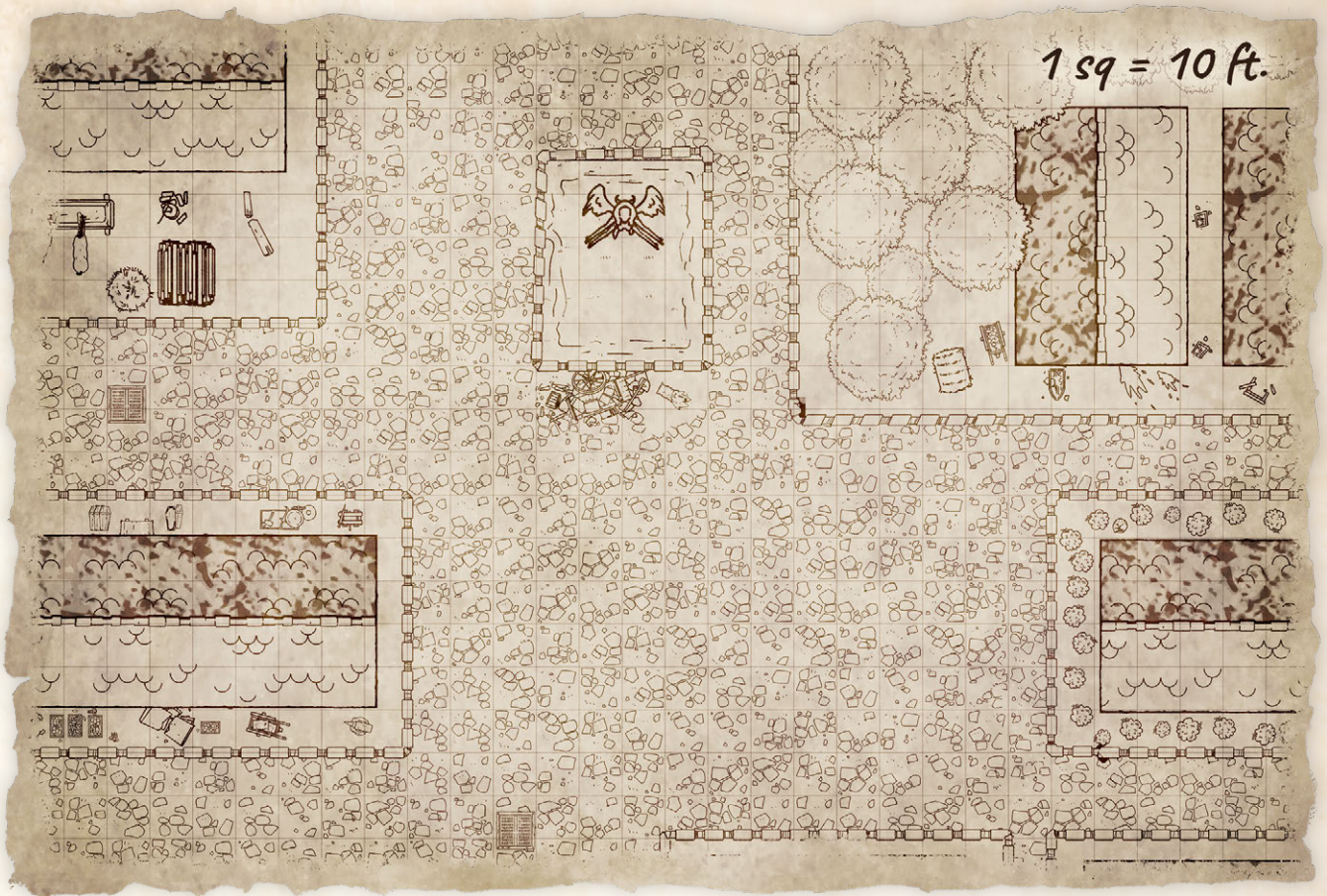
*Fortress Entrance  
to the Anara Palace*

*Chapter 5/6*



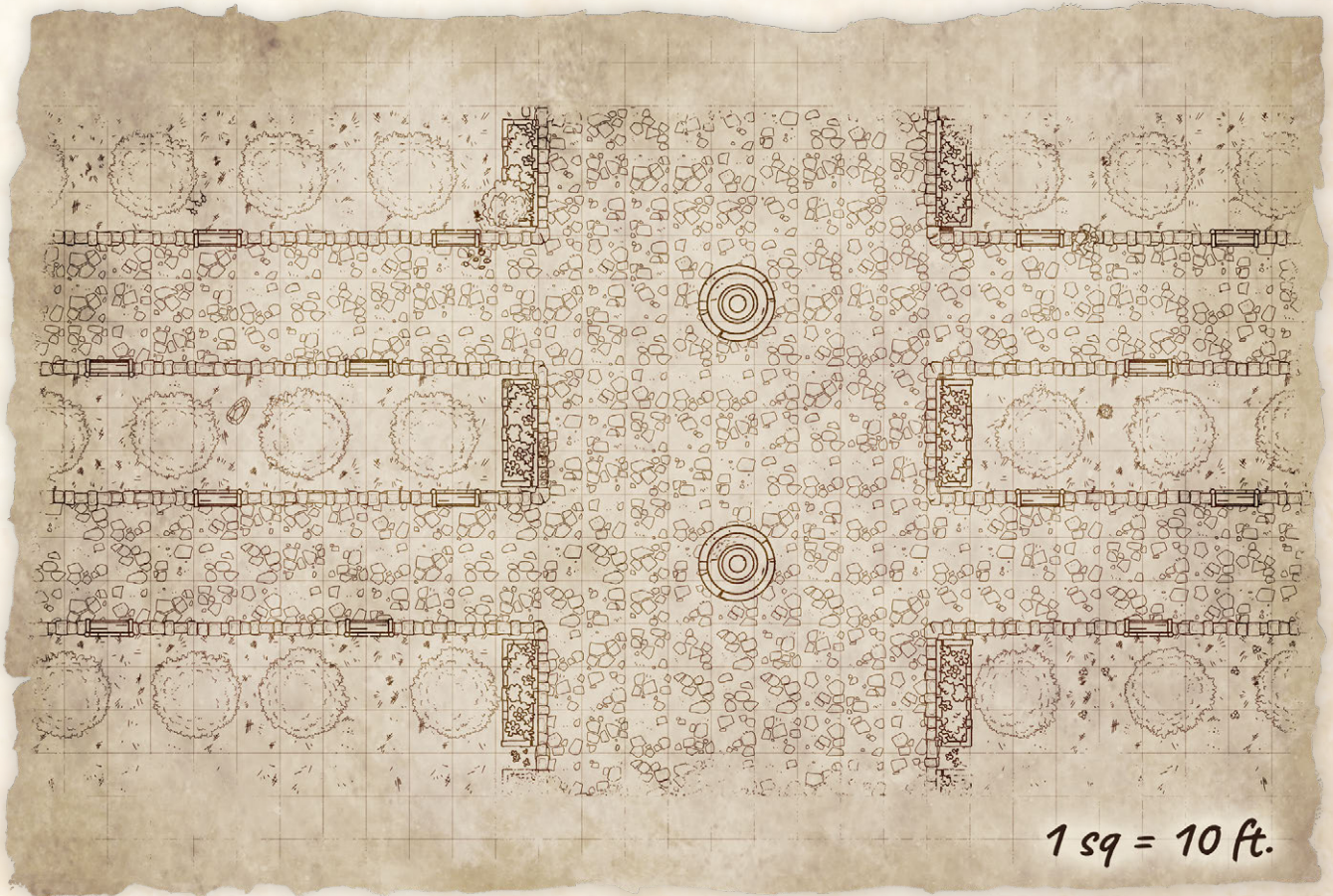
*Fortress City Streets*

*Chapter 5/6*



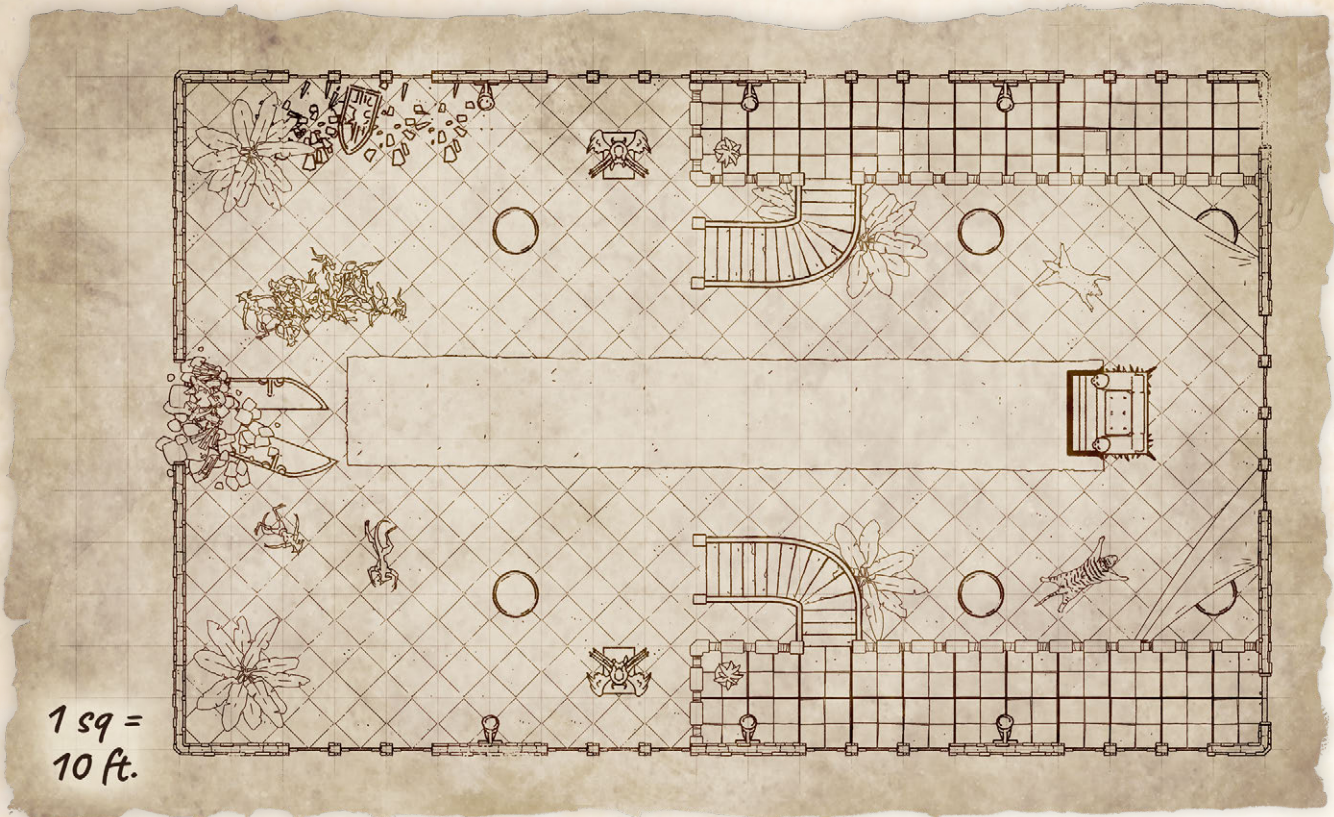
*Fortress Square  
in Front of City*

*Chapter 5/6*



*Fortress Park*

*Chapter 5/6*



*Fortress Throne Chamber*

*Chapter 5/6*



Blessed Selene guides me every day and for each of the wonderful sights my eyes have witnessed over the years, I've been grateful. However, my heart in these past months remains heavy. I have learned of the Creature that lives alone in the Caverns of the Tainted Souls. A mere child in mind, plagued by disease but pure of heart. I have seen many miracles in my travels and as I grow older and miss my own child, I keep thinking about the loneliness of isolation.

I have decided. I will pay the Creature a visit. It is my desire to make its livelihood better.

*Balame notebook last page*

*Chapter 3*

Even though I come to live in the land of perpetual winter, the days seem to be getting longer and longer. I catch myself as my attention slips from the matters of the court, of my martial duties, to the sweet sway of his hips. He knows that I watch him and when we meet, I can see the promise in his eyes. Yet, would I dare? Would I dare follow my heart knowing that another man's fingers are holding me so tightly at night?

I have given in to the temptation and tasted freedom with my lips. My traitorous heart knows true love. Knows true fear. The nights I don't share with my beloved Honmed I spend thinking about Germund's reaction. He has grown more and more possessive of me, over the years. Where I once was his equal, I am now a prize to be won over and boasted about. I tremble at the thought of him ever knowing of my infidelity.

Today I watched my heart freeze over and shatter. The Elven Queen of Hyste Talma, a city named in her honor, has nothing but winter in her veins.

I had thought my heart cold and unfeeling for many decades, and yet today it has been proven to me that fire can melt ice with terrifying ease. They love me and I can't make myself push them away, even though I know better. I had vowed to my husband that I shall never take another man to my bed - yet there's that seductive, insidious thought growing inside of me: they are not men.

Sigrid and Ukruni are like spring and autumn. They are a perfect balance and they have taken to melting the ice in my heart. Germund doesn't suspect anything, thinking that I have merely found female friends to battle away boredom. It is a perfect cover. He doesn't see our affections for what they really are and each day I grow more and more confident in this new, bubbling relationship. As my fears eat away at me, I keep wondering if the hope I feel deep in my soul will bring me joy or grief?



A vibrant, painterly illustration of a floating island world. In the foreground, a large, flat rock platform with moss and small plants sits on a dark, textured ground. Above it, several other floating islands of various shapes and sizes are scattered across a bright blue sky filled with soft, white clouds. Waterfalls cascade down the sides of these islands. In the upper left, a large, dark airship with a canopy is visible. In the lower right, a red, cylindrical object, possibly a barrel or a small airship component, is partially visible. The entire scene is framed by an ornate, golden-brown border with intricate scrollwork in the corners.

## DUNGEONS & LASERS®

“Deuslair: Additional Materials” is a small follow-up supplement to the RPG campaign “The World of Deuslair.” It contains a list of new magical items that can only be found in that world, trade tables for specific services or wares in each region, tactical maps for encounters, handouts, and a whole extra section reserved for an in-depth explanation of the rules designed for airships: standard travel, fights, and chase sequences.



**ARCHON**  
STUDIO