



Reavers of the Silt Sea



Under a Crimson Sun

By Robert Adducci

Amidst the Silt Sea of Athas, your silt skimmer is attacked by furious giants seeking revenge for a merchant's deceit. As you struggle to survive the harsh wasteland, battling thirst, predators, and elusive enemies, the line between ally and adversary blurs. Can you outwit the giants, navigate the treacherous landscape, and unveil the mysteries hidden beneath the crimson sun, or will you become bones buried beneath the silt?

This adventure is best played with a group of 3-6 characters of 3rd level

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INTRODUCTION

Welcome to *Under a Crimson Sun*, a *Reavers of the Silt Sea* Dark Sun adventure. This adventure is optimized for five 3rd-level characters.

The adventure takes place in and around the village of Samarah.

ADVENTURE BACKGROUND

For one reason or another, all of the characters have hired on to the *Siltseer*, a mid-sized silt skimmer that is prepared and provisioned to make its way north, eventually traveling all the way to Cromlin.

Earlier in their journey, the *Siltseer*'s crew made a stop at Dragons Palate island to trade with the local giants. The day before meeting with the giants, however, the ship's crew captured several salora - magnificent and rare birds native to the region. These birds bear immense cultural and spiritual significance for the giants, and the act of stealing one of their cherished birds was a grave offense, one widely known throughout the area.

Several members of a silt runner tribe saw the theft of the birds and decided to share the information with the giants after the *Siltseer* left, hoping there would be goods to scavenge in the aftermath.

ADVENTURE OVERVIEW

As "*Under a Crimson Sun*" begins, the adventurers find themselves in the perilous wastelands of Athas after surviving an intense confrontation with giants. Stranded on the Gray Coast, their only hope lies in reaching the distant coastal village of Samarah.

The first part of the adventure sets the tone for the struggle of survival in the merciless desert, presenting challenges like a scarcity of water and food, relentless sun exposure, and encounters with deadly beasts. The characters must choose how they handle negotiation, combat, and resource management as they find themselves amidst a group of survivors along the unforgiving Sea of Silt.

As the party scavenges for supplies following the devastating silt skimmer crash, they face the relentless threat of silt serpents that encircle the stranded group. Overcoming this threat becomes

vital for securing valuable resources and the safety of the survivors. Subsequently, the silt runners, a group of opportunistic thieves and scavengers, approach, adding another layer of complexity to the situation. Negotiations, combat, and intimidation all play a role in how the encounter with the silt runners unfolds, potentially shedding light on the giants' grievances.

The adventure's second part shifts the focus to wasteland survival, as the characters navigate the arid and sweltering desert. They must contend with water and food scarcity, fend off sunburn and heatstroke, and deal with a cunning basilisk. A chance encounter with a group of scrabs leaves the characters in a dicey situation where they might learn information that helps them later. A hidden silt canal poses another unexpected challenge, with silt serpents lurking in its depths. The party can choose to negotiate with silt runners guarding a stone bridge over the canal, learn about their demands, and potentially uncover their hidden agendas. All these challenges culminate in their journey towards the distant village of Samarah, an oasis located between the silt sea and the desolate wasteland.

ADVENTURE TIMELINE

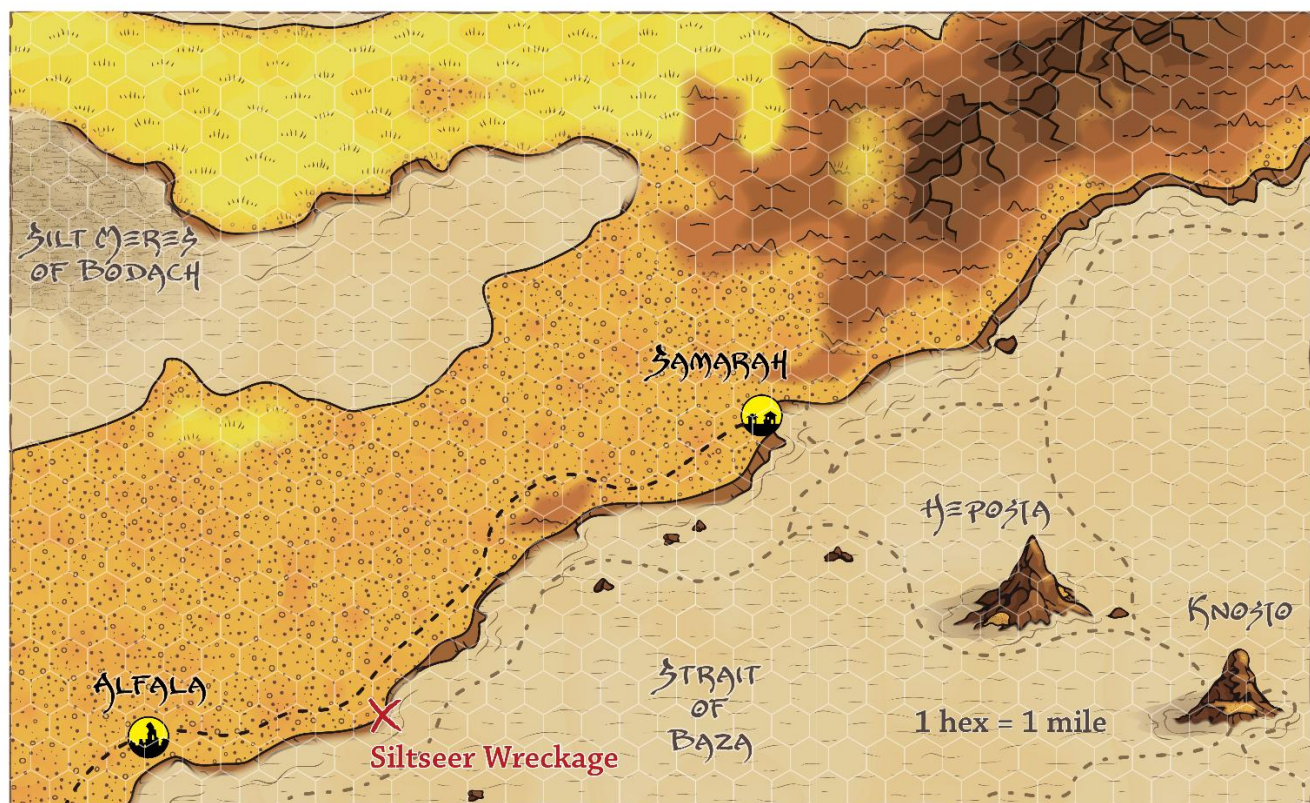
Assuming the characters get shipwrecked in the early morning, they then scavenge and deal with the silt runners in the morning and travel for a short while. Roll for Weather and Wind. They likely rest in the hottest part of the day, and then travel again in the evening. That morning or evening they may come upon the basilisk evidence and either avoid it, seek it out, or be oblivious to its existence, in which case the basilisk attacks at a suitable time. In the evening, the characters can encounter the jankx if there is time.

The next morning, the character may run into the scrabs. If they've taken their time at all, this may be later in the day. The next evening or morning, the wind has picked up for the Silt Canal section.

ADVENTURE HOOKS

Characters might find themselves on the Siltseer for one of several reasons:

- An enigmatic missive has led one or more of them on a journey to explore the mysteries of the distant city of Waverly.
- The alluring promise of riches to the north - perhaps in Raam or Draj - has compelled them to embark on this adventure.
- They are fleeing the relentless pursuit of authorities after a grave misunderstanding in their hometown.
- Escaping a life of servitude in the city-states, they seek refuge and a fresh start in the unforgiving wilderness.
- An ancient legend hints at a powerful relic hidden within the Sea of Silt, and their quest to find it has driven them into the crimson sun's embrace.



PART 1. HOLD UP

A BIG ACCUSATION

As the Sandseer travels along the Gray Coast, the captain is telling you that the ship is a day out from the costal town of Samarah when three giants come wading out of a cloud of silt. The giants give a booming call as they wade through the shallow silt, their voices echoing across the desolate landscape. Their wrath is unmistakable as they demand an audience with the captain, accusing him of a grave crime - the theft of two prized salora birds. The birds are known for their radiant plumage and their spiritual significance to the local giants. The tension is palpable as the captain attempts to explain himself and offers to return the saloras to the giants.

The giants are Huldra, Zortak, and Gronna - each imposing and fearsome.

DEVELOPMENTS

The outcome of this encounter hinges on the characters' choices:

Negotiation. Characters may opt for diplomacy, attempting to negotiate with the giants using Persuasion or Deception (DC 13). A successful negotiation can secure the safety of the crew and passengers by having the ship get closer to shore, and allowing the crew and passengers to wade in through the waist-deep silt. The giants will not, however, allow the captain or the primary crew members responsible for capturing the saloras to go unpunished. Their punishment is meted out by the three giants picking up the skimmer and throwing it against rocks in the shallows.

Initiating Combat. If the characters fail to negotiate with the giants, or if they or the captain choose to initiate combat, it swiftly escalates into a brutal confrontation. Even if the captain attempts to return the birds afterwards, the giants remain steadfast in

their quest for vengeance. Should combat become inevitable, the giants unleash their fury - with astonishing might, they seize the skimmer and hurl it onto a boulder jutting from the shallow silt.

Those aboard must succeed a DC 15 Constitution saving throw. Failure results in 2d6+4 bludgeoning damage and being stunned for one round, while a successful save halves the damage and prevents the stun.

The characters do not have time to go below decks to grab their gear. Regardless of whether they negotiate or enter combat, the characters only have on them what they normally carry. For example, weapons and armor, spellbook and components, etc.

SURVIVORS

In addition to the characters there are 8 **survivors**.

THE CREW

Among the 8 **survivors** are the remnants of the ship's crew. The giants killed the primary crew, only leaving 4 **sailors**: Saul "Sandbeard", Salix "Saltwind", Marla "Mudlark", and Serena "Siren".

SUPPLIES

As the dust settles and the silt skimmer lies shattered on a rock jutting from the shallow silt, the characters find themselves wading through waist-high silt, surrounded by fellow passengers and guards. The giants' attack has left everyone stranded and vulnerable, and it doesn't take long for the relentless silt serpents to sense the commotion and circle the stranded group.

SCAVENGING

In the aftermath of the shipwreck, passengers and guards scramble through the wreckage, desperately searching for any salvageable supplies. The characters have the opportunity to join the scavenging effort or keep a vigilant eye out for silt serpents.

For each 10 minutes a character scavenges near the wreckage, roll a d20 + their Intelligence modifier on the table below. To save time there are prerolled totals in the [appendix](#).

Roll d20 Salvage Found

01-08	Nothing
09-10	Cargo (worth 2d100cp, weighs 3d6+6 pounds) in a basket, sack, or crate. *
11-12	Personal belongings, roll 1d6
	1 Trinket
	2 set of desert wear clothing
	3 sack
	4 bedroll
	5 blanket
	6 Antitoxin
13-14	5 linear feet of wood, 13lbs
15-16	Canvas (10 sq feet, weighs 1lb)
17	Bone Spear or Shortsword
18	20 feet of rope
19	Rations (1d6)
20	Water in a waterskin (1d6 gallons)
21	Rations (2d4)
22	Water in a small cask (2d4 gallons)
23	Navigator's Tools (advantage on Navigating)
24	Small Shield or Leather breastplate (+1 AC)
25+	Map of the Grey Coast (advantage on Navigating)

* Due to the bulky nature of the cargo, each character can only carry one basket, sack, or crate.

One each character has searched once, the silt serpents attack. Let the characters roll once for each of the other survivors with no modifier.

Silt Serpent Attack. As the survivors scramble for supplies, 3 **silt serpents** begin to emerge from the silt sea to encircle the stranded group, drawn by the noise and movement.

When silt serpents attack, characters that have a Passive Perception of 14 or less are surprised. If a character has been keeping watch instead of scavenging, the party is not surprised by the silt serpent attack.

The serpents deliver a venomous bite when they attack. The bite causes 2-3 points of damage plus poison. Characters who are bitten must succeed a DC 12 Constitution saving throw against the poison. Failure results in severe poisoning: characters take 14 (4d6) poison damage and gain both the prone and paralyzed conditions. This will likely result in the character suffocating if not pulled out of the silt.

Those that succeed on the saving throw take half-damage.

Characters must quickly decide whether to defend against the silt serpents, continue scavenging, or flee the silt. Overcoming the silt serpent threat is essential for securing supplies and ensuring the safety of everyone stranded in the silt sea.

Immediately after the silt serpents are dealt with, the silt runners arrive.

SILT RUNNER OPPORTUNISTS

Just as the silt serpents are repelled and the chaos subsides, a band of 10 **silt runners** emerges from the coast. The silt runners are opportunistic thieves and scavengers, viewing the characters and the remaining survivors as easy targets. They are led by Xirrakka; other silt runner names are: Vornikka, Zhiirat.

Characters can choose to negotiate with the silt runners, engage in combat, or attempt to Intimidate them into leaving. The silt runners possess information about the giants' grievance, and the characters can learn this if they engage in conversation. They can also learn that a nest of scrabs is nearby.

If the characters do not attempt to interact with them, the silt runners run to the wreckage, sink down under the silt, spend some time scavenging beneath the silt, and then run a bit to get on top of the silt again. If the characters engage them, the silt runners grab what they can and retreat. Depending on the outcome, the silt runners may attempt to steal some of the scavenged supplies or retreat into the silt, leaving the survivors to fend for themselves.

SALVAGE

Once the silt serpents and silt runners are dealt with, the survivors can search for 1 hour (6 salvage rolls each). To save time, a number of pre-rolled results listed by Intelligence modifier can be found in the Appendix. Locate the character's modifier and roll a d6 to determine what is found. For the other survivors, depending on how many are alive, run through the modifier 0 section in order from 1-6 and then again if there are more. For example, if there are 8 other survivors, then use the rolls of

1,2,3,4,5,6,1,2 listed under the modifier value of 0 for them.

The silt runners have 2 wooden spears and 1 bone spear. There is 1 bone dagger per 2 dead survivors, and 1 bone short sword per 4 dead survivors.

Canvas and blankets can be used to shade members of the group during the hottest part of the day. A character proficient with leatherworkers, tailors, or cobblers tools can make 6 sets of desert wear (likely a simple poncho) from each piece of 10x10 canvas to keep the sun off of a person's skin and still be made into shade later. If there is not a trained character, they can make 4 sets from each piece of canvas. A half-giant requires one full piece of 10x10 canvas.

Uncut pieces of canvas can shade 9 people or 1 half-giant. If characters bring rope, wood, and canvas they can make shaded areas. Use your judgement if players ask to make portable shade or have other uses for the salvage. If you're unsure, have them make a DC 10 Intelligence check.

If the players do not realize that shade is important, have the character who has the highest Survival recall this.

HARVESTING

Characters can harvest with a successful DC 12 Wisdom (Survival) check. A success means they harvest 2d6 food rations from the silt serpents.

In addition, a successful Intelligence (Nature) or Poisoner's Kit check DC 12 results in harvesting 1 vial of silt serpent poison, worth 10cp.

OUTCOME

Once the dust settles, the remaining silt sailors attempt to take control of the situation, insisting the group travels south to Last Port (unknownst to them, Last Port is a desolate ruin). A character that succeeds on a DC 15 Wisdom (Survival) check realizes two things: that with what little supplies they have, the group won't be able to make it to Last Port before the supplies run out, and that Samarah is closer. If a map is found (see above) the characters automatically succeed on this check. Additionally, characters may remember that the captain told them they were 2 days out of Samarah.

A character who succeeds on a successful DC 12 Charisma (Persuasion/Intimidation) or Strength

(Intimidation) check can convince half of the survivors to join them. On a roll of 15 or higher, they all follow the characters. Characters can try to dissuade the survivors from taking any of the supplies with similar Charisma (Persuasion/Intimidation) or Strength (Intimidation) checks.

PART 2. WASTELAND SURVIVAL

Having survived their encounter with the giants and the resulting complications, the characters now face a grueling struggle for survival in the harsh wastelands. To successfully navigate this terrain and reach the city of Samarah, they must contend with a number of challenges (see the Appendix for more details on Desert Travel).

2A – SCARCITY OF WATER AND FOOD:

Lack of water and food is a constant threat in the desert. Characters must track their supplies and consumption carefully. Each character requires one gallon of water per day to avoid dehydration. Food is also essential, and the characters should consume one ration per day to stave off hunger. Thri-kreen need water only once per 6 days, and half-giants need 4x the normal amount of food and water to survive.

Characters who fail to secure enough food and water suffer from dehydration and/or starvation, gaining a level of Exhaustion.

OVERCOMING IT:

Desert Scavenging & Survival: Characters can harvest water from various cacti. Each successful attempt at harvesting provides half a gallon of water. However, the process of finding the cacti and processing it requires a Survival check (DC 15) and a bladed weapon or tool. Failure results in taking 1d6 damage from the plant.

Characters can also search for hidden pockets of water among rocks and crevices, or by digging in dry creek beds. This requires a Perception check (DC 15), and a success yields half a gallon of water.

Characters can also attempt to forage for edible desert plants, which requires a Survival check (DC 15). Success provides enough food for one day for one person.

Each of these checks takes 2 hours to complete.

2B – RELENTLESS SUN:

The relentless sun poses a threat of heatstroke and sunburn. Characters without adequate protection are at risk. Exposure to the sun for prolonged periods (more than 4 hours) without protection results in a Constitution saving throw (DC 15) to avoid overheating and gaining a level of Exhaustion.

OVERCOMING IT:

Protective Clothing: Characters can fashion or find protective clothing to shield themselves from the sun's rays. Adequate clothing reduces the risk of Exhaustion due to heatstroke. See the Appendix: Survival under Weather: Temperature for more details.

Shelter: Finding natural shelters or using equipment like canvas or blankets to create shade can mitigate sun exposure. When the party is stopped, a blanket can shield up to 3 medium people, while a canvas tarp can shield up to 9 medium people or 1 large person.

2C – BASILISK PREDATION

Basilisks are cunning and territorial predators. They are known for their petrifying gaze, which can turn creatures into stone statues.

As the characters travel through a region of stoney barrens, those who have a Passive Perception of 14 or higher or those characters who state they're watching the ground (or something similar) notices some rocks that look out of place.

A successful DC 13 Wisdom (Survival) check indicates that the rocks are not natural. From there a successful DC 13 Intelligence (Arcana) check reveals that basilisks are known to turn their victims to stone before eating them. The fact that there are still pieces remaining means that something scared the basilisk(s) off.

TRACKING THE BASILISK:

Once the characters know about the presence of a basilisk, they can attempt to locate its tracks with a DC 11 Wisdom (Survival) check. They may either continue at their normal pace and make the check

with disadvantage, or they can move more slowly and make it easier to find the basilisk tracks. If they successfully locate its tracks, the characters may choose to either face the basilisk or avoid it completely.

ENCOUNTERING THE BASILISK:

If no one noticed the strange rocks or if they found and chose to follow its tracks, the characters encounter a **basilisk** in a boulder field. They are first alerted to the presence of the basilisk when one of the other survivors screeches and then turns to stone while pointing behind a large rock. From there, the characters must deal with the basilisk without being turned to stone themselves.

At the end of each round, roll 1d4-1 to see how many of the other survivors are turned to stone.

OUTCOME

Salvage. As before, there is 1 bone dagger per 2 dead survivors, and 1 bone short sword per 4 dead survivors.

Characters can harvest with a successful Wisdom (Survival) check. A success means they can harvest parts from the basilisk, see below.

Harvesting.

DC 12 1d4 basilisk teeth (arrowheads, “metal” 5sp)

DC 15 Basilisk Eye 1d2 (5cp ea)

DC 17 Basilisk Bile 1d2 vials (6cp ea)

2D – WHAC-A-JANKX

As they journey across stony barrens, the characters stumble upon a number of small mounds (6 inches high) with holes into the ground in the evening hours. The burrows are a telltale sign of jankx activity. These small mammals, standing about a foot tall and sporting golden pelts, can usually be spotted scurrying amid the rocks at night, munching on small cacti and the scarce desert flora under the dim light of Athas’ moons.

Driven by hunger, the characters might decide to hunt these creatures. The task, while seemingly straightforward, carries potential danger, as the jankx possess a potent defense. When the burrows (and possibly the jankx popping in and out of them) are seen, characters who succeed on a DC 10 Intelligence (Nature) or Wisdom (Survival) check

know that the creatures are jankx and are aware of their poison. A character who succeeds on a DC 12 check also knows how aggressively they respond to the odor of jankx meat cooking within 100 yards.

JANKX HUNT

Hunting the jankx with ranged weapons is not difficult, as while they are quick (AC 13), an arrow or bolt usually kills them (3 hp). Hunting traps or some other trap can be made at the DMs discretion.

A jankx that is caught by a character is dangerous. They have spurs near their paws that deliver a potent poison. When grabbed, a living jankx attempts to scratch the grabber with a poisoned spur (Melee Attack +0, 1 DMG, Con Save Poison). Jankx poison is extremely painful – a scratched victim must succeed on a DC 13 Constitution saving throw or be paralyzed with pain for 10 minutes. If the saving throw fails by 10 or more, the jankx managed to scratch the character’s neck or head and they must make a further DC 15 Constitution saving throw or become permanently incapacitated in a comatose state and die from dehydration in several days.

DINNER

Removing a jankx’s poison sacs is risky, requiring deft agility and a sharp blade. A successful DC 12 check made with a Poisoner’s Kit or a successful DC 12 Intelligence (Nature) check allows the poison sacs to be safely removed. The situation is further complicated if the characters are unaware of the poison sacs’ presence, in which case, a character preparing the jankx meat must make a saving throw against its poison.

However, the real test of their desert survival skills emerges later when the jankx are being prepared as a meal. If they cook the meat within one hundred yards of any living jankx, the smell of the cooking flesh enrages any nearby living jankx. Their furious squeaks soon turn into a terrifying frenzy as countless jankx, provoked by the aroma, converge on the characters’ location.

Hordes of jankx (5d8) follow the source of the scent and launch a relentless assault on the beleaguered party. As the desert night erupts into a cacophony of squeaks, the PCs must hastily drive back their small, furious assailants or risk being overwhelmed. Each character can make a DC 10 Wisdom (Perception) to

react to the jankx before they're swarmed. Divide the number of jankx rolled by the number of party members and other survivors, with any extra going to other survivors. For simplicity's sake, if there are more than 1 jankx attacking a given survivor (not counting the characters), assume the survivor is hit once for 1 hp and must succeed against the jankx poison as above. If a survivor is attacked by only 1 jankx, make an attack roll as above.

TREASURE

If searched, the characters find a spot of luck among the burrows, discovering buried treasure: eight ceramic pieces, thirteen randomly assorted gems (5cp ea.) and a Psionic Crystal of Healing (2d4+2).

OUTCOME

Salvage. As before, there is 1 bone dagger per 2 dead survivors, and 1 bone short sword per 4 dead survivors.

Harvesting.

Characters can attempt to harvest with a Wisdom (Survival) check. A success means they can harvest parts from the jankx, see below.

DC 15 Wisdom (Survival) to gain 1 food ration per jankx; failure indicates the ration is gained, but the character must save vs the jankx poison.

DC 12 Intelligence (Nature) or Poisoner's Kit to gain 1d4 Jankx Poison Sac(s) (worth 5cp ea)

PART 3. TRADE?

As the characters continue their journey through the unforgiving wastelands, they come to an area of insect tracks. If they search around, a successful DC 12 Intelligence (Investigation) or Wisdom (Survival) check reveals multiple sets of insect tracks, also heading northeast.

If the characters continue in the same direction or follow the tracks, they come upon a party of scrabs. These small, insect-like creatures, known for their intelligence and cunning, have made their home in a hidden tunnel under the nearby stony barrens.

SCRAB SCAVENGERS:

The characters have stumbled upon a party of 5 **scrabs**. They can see scrabs scuttling about, carrying small items and seemingly organizing themselves in a rather chaotic manner.

INITIAL ENCOUNTER:

Once the scrabs have spotted the characters, they approach, showing no fear despite their small size. Some of the scrabs dart out in front of the group in a threatening rush before stopping and letting the rest of the group catch up. If a character attacks when one rushes out, the scrabs all immediately attack.

SCRAB LEADER: GRIZZAK

Appearance. Grizzak is a battle-hardened scrub captain, his shell bearing scars and battle markings from numerous confrontations. His pincers are larger and more menacing than those of his kin, and his posture exudes confidence and aggression.

Abilities. Grizzak is a formidable warrior and psionist with a focus on combat-oriented powers. He likes to unleash psionic attacks or enhance his physical abilities in battle by using *Expansion*.

Personality. Grizzak is known for his assertiveness and direct approach. He values strength and combat prowess above all else and believes in the survival of the fittest.

Trade Interests. With a successful DC 12 Charisma (Persuasion) or DC 14 Strength (Intimidation) check, Grizzak will trade supplies or information for

weapons and armor. On a failed roll, Grizzak still trades, but he and the and the other scrabs attack upon completion of their deal.

Development. While the characters converse with Grizzak, 4 other scrabs attempt to surround the characters using their chameleon power to blend into the barrens.

TRADE OPTIONS:

The characters have several options when it comes to trading with the scrabs:

Barter for Supplies. The scrabs are interested in supplies. Characters can offer some of their salvaged supplies in exchange for items or information. The scrabs have insights into the nearby region. They will trade building materials for food and water.

Information Exchange. Characters can engage in conversation with the scrabs to learn more about the desert's dangers and potential allies. The scrabs have information about nearby dangers and a hidden oasis. They will trade this information for food, water, or information about possible salvage.

Form an Alliance. If the characters are persuasive enough (DC 15 Charisma (Persuasion)), they might be able to strike an alliance with the scrabs to guarantee safe passage through scrub territory. If the scrabs learn the characters are headed to Samarh, they know that the silt runner tribe there has taken over the bridge, which – according to the scrabs – the characters will need to cross.

COMPLICATIONS:

While the scrabs are open to trade and negotiation, they are also chaotic and opportunistic.

Hidden Agenda. The scrabs want the silt runners near Samarh dealt with. They will tell the characters that the bridge is the only way to cross the silt canal and that Xarru's silt runners guard it for a tax. A successful DC 15 Wisdom (Insight) check notices Grizzak is hiding something. Unbeknownst to the characters, there is another way into Samarah.

Scrabs' Reputation. Characters who succeed on a DC 12 Intelligence (History) check have heard rumors about the cruelty of scrabs, particularly towards elves. Depending on their interactions, they might confirm or dispel these rumors.

OUTCOME:

The outcome of the encounter with the scrabs depends on the characters' choices and negotiation skills. Successful trade can provide them with valuable items, information, and even potential allies. However, mistrust or misunderstandings could lead to a breakdown in negotiations, resulting in a hostile encounter.

Salvage. 1 bone spear, 1 bone short sword.

Harvesting.

Characters can harvest with a successful Wisdom (Survival) check. A success means they can harvest parts from the scrabs, see below.

Wisdom (Survival)

DC 12 2d6 food rations

DC 15 up to 2 small shields (+1 AC) made from scab shells, but it requires a long rest to do so.

PART 4. ACROSS THE SILT CANAL

Knowingly or unknowingly, the characters make their way toward the silt canal. However, a wind storm stirs up the Gray Death before they arrive.

GRAY DEATH

A strong wind has picked up, quickly enveloping the characters in a wall of airborne silt. Within moments visibility is reduced to 15 feet.

Characters exposed to the Gray Death must make a successful DC 15 Constitution saving throw each hour or suffer its effects, gaining a level of Exhaustion. Those who fail the check by 10 or more begin to suffocate, suffering the effects of drowning as described in the Player's Handbook (PH) on page 183; such characters can hold their breath for a number of minutes equal to their Constitution modifier (minimum of 1 minute).

To protect themselves from the Gray Death, characters can breathe through a thin, fine cloth. The cloth must be kept damp and clean, requiring the consumption of 1/2 gallon of water, which dampens it for 8 hours. This allows characters to make saving throws against the Gray Death once every 4 hours instead of once every hour. In addition, sheltering from the Gray Death in a tent gives a character advantage on their next saving throw.

The strong winds extend the Gray Death conditions to anyone within one mile of the dust basin and the Sea of Silt, and to those flying at less than 500 feet of altitude.

When the silt storm rises up, ask if the characters are continuing or stopping to wait out the storm. If they stop, they can huddle up and wait it out (for 2d4 hours). Afterward, the silt stays in the air for some time (2d4 hours), but the strong winds cease. If the characters continue on, they run into a hidden silt canal, and the group's navigator (see the Appendix for more details) makes Wisdom (Survival) checks at disadvantage for the day.

THE SILT CANAL

Cutting across the characters' path is a silt canal constructed hundreds of years ago. The silt canal is 50 feet wide.

If the characters are travelling through the silt storm, they are at Disadvantage on Wisdom (Perception) rolls or have -5 to Passive Perception from the winds and silt in the air. A DC 14 Passive or active perception check notices the silt canal before anyone steps in it. A failure means the character falls in, but manages to catch themselves on the edge of the canal.

Silt Depth: The silt varies in depth, ranging from 3 to 9 feet. Each level on the map is 3 feet down. Characters can wade through silt as if it were water but cannot swim in it. While wading, they must succeed on DC 13 Dexterity (Acrobatics) checks or fall into the silt, becoming Blind, Prone, and suffocating until they can get out of the silt by standing, climbing out, or being pulled out.

Silt Serpents. There are 3 **silt serpents** in the silt canal that pose a danger to those wading through the silt. When silt serpents attack, characters that have a Passive Perception of 14 or less are surprised.

SILT RUNNERS AND THE BRIDGE

Whether at the behest of the scrabs or inadvertently, the characters come across a bridge spanning the silt canal.

An ancient stone bridge spans the canal, a relic of a forgotten time. Unbeknownst to the party, a small tribe of 6 **silt runners** and 1 **silt runner leader** are hidden beneath silt pits (small depressions hidden by silt-covered tarps) on both sides of the bridge.

Spotting the Silt Runners. A Passive Perception of 18 spots a strange disturbance in the silt up ahead. A successful active Wisdom (Perception) DC 15 check spots a silt tarp. Failure results in the party being surprised.

As you and your companions approach the middle of the bridge, a group of silt runners emerge from hiding spots and block your way. The bridge is now closed off, and you are faced with a confrontation.

XARRU'S DEMANDS. The leader of the silt runners, Xarru, steps forward. Xarru is a cunning and shrewd silt runner who has had dealings with other travelers in the past. Due to their ragged equipment, she recognizes the group as being different from previous travelers.

Xarru's Toll Payment. Xarru demands a fee for crossing the bridge safely. This fee could be in the form of water, supplies, or even information about the surrounding area: at least 2 gallons of water or 4 days of food.

Information Exchange. If she recognizes some of the party members (see Adventure Hooks), Xarru might be interested in information about the current state of the desert, the movements of other tribes, or any valuable resources they've encountered (at the DMs discretion).

SALVAGE & HARVESTING

Salvage. 2 gallons of water, 3 days of food, 1 wooden spear, 1 bone dagger, 1 bone spear, 2 slings, 1 wooden club, 1 wooden longsword, and 1 shortbow.

Harvesting.

Characters can harvest with a successful Wisdom (Survival) check. A success means they can harvest parts from the silt serpents, see below.

Wisdom (Survival)

DC 12 3d6 food rations (Silt Serpents)

Intelligence (Nature) or Poisoner's Kit

DC 12 to find 1 vial of the Silt Serpent's Poison, worth 10cp

CONCLUSION

As the adventurers make their way through the treacherous desert terrain beyond the silt canal, they eventually catch sight of Samarah, a distant village that emerges like a mirage on the horizon. It lies on a wide isthmus, a bastion between the endless expanse of the Silt Sea to the east and a silty wasteland to the west. Once a thriving and bustling settlement, Samarah's importance has waned with the passage of ages. Now, it stands as a humble refuge, a place where weary travelers can replenish their supplies, mend their silt-going vessels, and quench their thirst with much-needed water.

Surviving the merciless clutches of the desert, you've arrived at a haven of resilience: Samarah. This oasis village, with its distinctive beehive huts, proudly stands in stark contrast to the hostile sands. Your trials have not been in vain, adventurer - Samarah bridges the challenging chapters of your journey to a moment of tranquility. You've made it; welcome to your sanctuary in the sand.

GAIN A LEVEL!

APPENDIX: NPCs

The following creatures and NPCs can be found in this adventure

BASILISK

Medium Monstrosity, Unaligned

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

Senses Darkvision 60 ft., Passive Perception 9.

Languages –

Challenge 3 (700 XP) **Prf Bonus** +2

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again.

If it looks at the basilisk in the meantime, it must immediately make the save. If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

JANKX

Tiny Beast, unaligned

Armor Class 12 (natural armor)

Hit Points 3 (1d4+1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-4)	14 (+2)	13 (+1)	1 (-5)	12 (+1)	7 (-2)

Senses darkvision 30 ft., tremorsense 30 ft., passive Perception 11

Languages –

Challenge 0 (10 XP)

ACTIONS

Spur. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target, Hit: 1 piercing damage. A scratched victim must succeed on a DC 13 Constitution saving throw or be paralyzed in pain for 10 minutes. If the saving throw fails by 10 or more the jankx managed to scratch the characters' neck or head and must make a further DC 15 Constitution saving throw or become permanently incapacitated in a comatose state and die from dehydration in several days.

SAILOR

Medium Humanoid (Any Race), Any Alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Senses Passive Perception 11

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Fist. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target, Hit: 2 (1 + 1) bludgeoning damage

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, range (20/60), reach 5 ft., one target, Hit: 3 (1d4 + 1) slashing damage

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target, Hit: 4 (1d6 + 1) slashing damage

Gaff Hook. *Melee Weapon Attack:* +1 to hit, reach 10 ft., one target, Hit: 4 (1d8 + 0) piercing damage and the target is grappled.

SCRAB

Small Humanoid, usually chaotic evil

Armor Class 14 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 30 ft. Burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	14 (+2)	10 (+0)	8 (-1)

Skills Stealth +5

Senses darkvision 60 ft., Passive Perception 10

Languages Elven, Scrab

Challenge 2 (450 XP) **Prof Bonus** +2

Psionic Chameleon. The scrab can blend into its surroundings as long as it remains motionless. While in this state, it has advantage on Dexterity (Stealth) checks to hide.

ACTIONS

Multiattack. The scrab makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Inflict Pain. *Psionic Ranged Power:* range 60 ft., one target. Save: The target must succeed on a DC 12 Wisdom saving throw or take 10 (3d6) psychic damage and become incapacitated for 1 round.

BONUS ACTIONS

Enhanced Strength The scrab manifests enhanced strength granting them +2 to hit and damage (included in attacks) if they retain their concentration. This can be used once per short rest.

REACTIONS

Scrabs, despite their small size, leverage their psionic talents, spellcasting abilities, and intelligence effectively in battle. In combat, scrabs employ a well-practiced strategy: half of their number charge into melee combat while the others attempt psionic combat with their adversaries.

SCRAB LEADER

Small Humanoid, usually chaotic evil

Armor Class 14 (natural armor)

Hit Points 48 (7d6 + 14)

Speed 30 ft. Burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	14 (+2)	10 (+0)	8 (-1)

Skills Stealth +5

Senses darkvision 60 ft., Passive Perception 10

Languages Elven, Scrab

Challenge 3 (900 XP) **Prof Bonus** +2

Psionic Chameleon. The scrab has advantage on Dexterity (Stealth) checks..

Thought Shield. The scrab has advantage on saving throws against psionic manifestations.

ACTIONS

Multiattack. The scrab makes two claw attacks or a claw attack and psionic power.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Inflict Pain. *Psionic Ranged Power:* range 60 ft., one target. Save: The target must succeed on a DC 14 Wisdom saving throw or take 10 (3d6) psychic damage and become incapacitated for 1 round.

Ego Whip. *Psionic Ranged Power:* range 60 ft., one target. Save: The target must succeed on a DC 14 Intelligence saving throw or suffer disadvantage on attack rolls, ability checks, and saving throws, and it can't cast spells or use psionic powers. At the end of each of its turns, the target can make another Intelligence saving throw. On a success, the power ends on the target.

Expansion (Recharges after a Short or Long Rest). For 1 minute, the scrab leader psionically increases in size, along with anything it is wearing or carrying. While expanded, the scrab leader is Medium, ads +5 to Strength-based weapon attacks (included in the attacks) and makes Strength checks and Strength saving throws with advantage.

SILT RUNNER

Small Humanoid, usually chaotic evil

Armor Class 13 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	8 (-2)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +5

Senses darkvision 60 ft., Passive Perception 12

Languages Draconic

Challenge 1/4 (50 XP) **Prof Bonus** +2

Combat Mind. Silt runners have advantage on initiative checks if they are not surprised.

Psionic Navigation. Silt runners use their innate psionic powers to always know where the point they've concentrated is in relation to their current location.

Hold Breath. The silt runner can hold its breath for 30 minutes.

Silt Running. The silt runner can move on silt as if it were solid. It must move every turn to remain on top of the silt, but can climb back on top of the silt and continue running.

ACTIONS

Multiattack. The silt runner makes a claw attack and a bite or a bite and weapon attack.

Claw/Dagger/Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing/piercing/ or bludgeoning damage.

SILT RUNNER LEADER

Medium Humanoid, usually chaotic evil

Armor Class 15 (natural armor + shield)

Hit Points 30 (4d8 + 12)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+2)	18 (+4)	16 (+3)	8 (-2)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +5

Senses darkvision 60 ft., Passive Perception 12

Languages Draconic

Challenge 1 (200 XP) **Prof Bonus** +2

Combat Mind. Silt runners have advantage on initiative checks if they are not surprised.

Psionic Navigation. Silt runners use their innate psionic powers to always know where the point they've concentrated is in relation to their current location.

Hold Breath. The silt runner can hold its breath for 30 minutes.

Silt Running. The silt runner can move on silt as if it were solid. It must move every turn to remain on top of the silt, but can climb back on top of the silt and continue running.

ACTIONS

Multiattack. The silt runner makes two claw attacks and a bite or a bite and 2 weapon attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) slashing/piercing/ or bludgeoning damage.

Bite *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Cactus Spine Rapier *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 4) piercing damage.

SILT SERPENT

Small beast, unaligned

Armor Class 15 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft., swim 30 ft.

	STR	DEX	CON	INT	WIS	CHA
	10 (+0)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	2 (-4)

Senses tremorsense 30 ft.

Languages –

Challenge 1/2 (100 XP) **Prof Bonus** +2

Silt Swimmer. The silt serpent can swim through loose silt and sand as part of its movement. While swimming, it is effectively hidden and not subject to opportunity attacks.

Psionic Camouflage. The silt serpent has advantage on Dexterity (Stealth) checks made to hide in silt or sand.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target, Hit: 3 (1d4 + 2) piercing and the target must succeed a DC 12 Constitution saving throw against the poison. Failure results in severe poisoning, characters take 14 (4d6) poison damage and gain the paralyzed condition or half damage on a success.

If a silt serpent's bite succeeds, it delivers venom that can incapacitate its prey. This can easily result in the character suffocating if not pulled out of the silt. After delivering a successful attack, the serpent retreats, waiting for its victim to succumb to the poison. If the prey doesn't collapse within 1d4 rounds, the serpent strikes again. This process continues until the prey collapses, escapes, or kills the silt serpent.

SURVIVOR

Medium Humanoid (Any Race), Any Alignment

Armor Class 11 (natural armor)

Hit Points 5 (1d8 + 1)

Speed 30 ft.

	STR	DEX	CON	INT	WIS	CHA
	12 (+1)	12 (+1)	12 (+1)	12 (+1)	12 (+1)	12 (+1)

Senses Passive Perception 11

Languages Common

Challenge 0 (10 XP) **Prof Bonus** +2

ACTIONS

Fist. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target, Hit: 2 (1 + 1) bludgeoning damage

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target, Hit: 3 (1d4 + 1) bludgeoning damage

APPENDIX: SALVAGE

Locate the searching characters Intelligence Modifier in the first column then roll 1d6 to determine what Salvage they find.

Int mod	d6	Salvage
0	1	Rope (20 ft, weighs 5 lbs), 2x Cargo (worth 2d100cp, weighs 3d6 lbs) in a basket, sack, or crate.
	2	Antitoxin, Rope (20 ft, weighs 5 lbs), Bone spear or shortsword
	3	Bone spear or shortsword, Rations (1d6)
	4	3x Cargo (worth 2d100cp, weighs 3d6 lbs) in a basket, sack, or crate, Antitoxin
	5	Rations (1d6), Cargo (worth 2d100cp, weighs 3d6 lbs) in a basket, sack, or crate
	6	Rations (1d6), 2x Cargo (worth 2d100cp, weighs 3d6 lbs) in a basket, sack, or crate, Wood (5 linear feet, weighs 13 lbs)
1	1	Cargo (worth 2d100cp, weighs 3d6 lbs) in a basket, sack, or crate, Water in waterskins (1d6 gallons), Antitoxin, Canvas (10 sq ft, weighs 1lb), Rations (1d6)
	2	A vial with the saliva of an id fiend, Wood (5 linear ft, 13 lbs), Cargo (worth 2d100cp, weighs 3d6 lbs) in a basket, sack, or crate, Rope (20 ft, weighs 5 lbs)
	3	Canvas (10 sq ft, weighs 1 lb), Rope (20 ft, weighs 5 lbs), 2x Bone spear or shortsword, Canvas (10 sq ft, weighs 1 lb), Rations (2d4)
	4	Canvas (10 sq ft, weighs 1 lb), Wood (5 linear ft, weighs 13 lbs), Rations (2d4)
	5	Bone spear or shortsword, 2x Cargo (worth 2d100cp, weighs 3d6 lbs) in a basket, sack, or crate, Rations (1d6)
	6	Wood (5 linear ft, weighs 13 lbs), 2x Canvas (10 sq ft, weighs 1 lb)
2	1	Cargo worth (2d100cp, weighs 3d6 lbs) in a basket, sack, or crate, Wood (5 linear ft, weighs 13 lbs)
	2	Wood (5 linear ft, weighs 13 lbs), 3x Cargo (worth 2d100cp, weighs 3d6 lbs) in a basket, sack, or crate, bedroll, Bone spear or shortsword
	3	Cargo (worth 2d100cp, weighs 3d6 lbs) in a basket, sack, or crate, Canvas (10 sq ft, weighs 1 lb)
	4	Wood (5 linear ft, weighs 13 lbs), Rations (2d4), Rope (20 ft, weighs 5 lbs)
3	1	Wood (5 linear ft, weighs 13 lbs), 3x Cargo (worth 2d100cp, weighs 3d6 lbs) in a basket, sack, or crate, Water in waterskins (1d6 gallons)
	2	Set of desert clothing, Rations (2d4), Canvas (10 sq ft, weighs 1 lb), Water in waterskins (1d6 gallons)
	3	Rations (1d6), Rope (20 ft, weighs 5 lbs), Canvas (10 sq ft, weighs 1 lb), Sack, Blanket
	4	3x Cargo (worth 2d100cp, weighs 3d6 lbs) in a basket, sack, or crate, Navigator's Tools (adv on Navigating)
	5	3x Wood (5 linear ft, weighs 13 lbs), Canvas (10 sq ft, weighs 1 lb)
	6	Bone spear or shortsword, Rope (20 ft, weighs 5 lbs), Cargo (worth 2d100cp, weighs 3d6 lbs) in a basket, sack, or crate, Antitoxin, Rations (1d6)
4	1	Navigator's Tools (adv on Navigating), Wood (5 linear ft, weighs 13 lbs), Small Shield or leather breastplate (+1 AC), 2x Canvas (10 sq ft, weighs 1lb)
	2	A small piece of bronze hammered into the form of a bearded dwarf's head, 4x Cargo (worth 2d100cp, weighs 3d6 lbs) in a basket, sack, or crate, Canvas (10 sq ft, weighs 1 lb)
	3	Navigator's Tools (adv on Navigating), A small stone carving of the Raamish god Badnu, Wood (5 linear ft, weighs 13 lbs), 2x Small shield or leather breastplate (+1AC)
	4	2x Water in waterskins (1d6 gallons), Small shield or leather breastplate (+1 AC), Rations (1d6)
	5	Rations (1d6), water in a small cask (2d4 gallons)
	6	2x Wood (5 linear ft, weighs 13 lbs), Canvas (10 sq ft, weighs 1 lb), Bone spear or shortsword, Navigator's Tools (adv on Navigating)
5	1	2x Canvas (10 sq ft, weighs 1 lb), Water in waterskins (1d6 gallons), Blanket
	2	Navigator's Tools (adv on Navigating), Small shield or leather breastplate (+1 AC), Wood (5 linear ft, weighs 13 lbs)
	3	Map of the Grey Coast (adv on Navigating), Water in a small cask (2d4 gallons), Water in waterskins (1d6 gallons), Wood (5 linear ft, weighs 13 lbs), Rations (2d4)
	4	Wood (5 linear ft, weighs 13 lbs), Map of the Grey Coast (adv on Navigating), Rope (20 ft, weighs 5 lbs), Canvas (10 sq ft, weighs 1lb)

- | | |
|---|---|
| 5 | Set of desert clothing, Cargo (worth 2d100cp, weighs 3d6 lbs) in a basket, sack, or crate, Canvas (10 sq ft, weighs 1lb), Small shield or leather breastplate (+1AC) |
| 6 | Rope (20 ft, weighs 5 lbs), Wood (5 linear ft weighs 13 lbs), Rations (roll 1d6), Cargo (worth 2d100cp, weighs 3d6 lbs) in a basket, sack, or crate, Map of the Grey Coast (adv on Navigating), Blanket |

APPENDIX: SURVIVAL

DESERT TRAVEL

As the characters travel across the silt swept land, they must contend with the heat and lack of sustenance if they want to make it to Samarah alive.

It is 13 miles from the site of the Siltseer's destruction to Samarah as the kes'trekel flies, but 16 miles by way of a long silt-covered trail.

TRAVEL PACE

While the characters have any of the commoners with them, they travel at 1 mile per hour across the stoney barrens, traveling 8 miles in a day. Several of them will no doubt be exhausted, thirsty, and tired, making the going slow. This makes it at least a two day trip.

If the group is only made of sailors and the characters, they can travel at 1.5 miles per hour across the rocky and uneven land, traveling 12 miles in a day. This would be at least a day and a half trip.

TRAVEL ACTIVITIES

NAVIGATING

To avoid becoming lost amidst the barrens, a survivor or character can take the lead and act as a navigator, making Wisdom (Survival) checks to keep the group on course. Another party member with Survival proficiency can aid the navigator as long as they're not doing another activity.

Navigating in the stoney barrens requires the navigator to succeed on a DC 12 Wisdom (Survival) check on a clear day. If it is windy, the check becomes 17 due to blown silt (...there's a reason it's called the Gray Coast). One check must be made every 4 hours. A character who fails the check within 5 of the DC becomes slightly lost, while any other result means the characters are very lost.

If the characters become lost, roll on the table below (slightly lost roll a D6 if slightly lost or 2d6 if very lost) to determine in what direction they've strayed. Either way, the characters are lost by 1 mile.

Slightly Lost (D6)	Very Lost (2D6)	Direction
	2-3	Left
1-2	4-5	Diagonally left
3-4	6-8	Straight ahead
5-6	9-10	Diagonally Right
	11-12	Right

TRACKING

Adventurers well-versed in following signs of passage can track creatures or groups. A character follows their path diligently. Typically, a tracker also serves as a group's navigator.

Tracking on the Gray Coast can be difficult as the ground is hard and silt fills tracks quickly. Characters must succeed on a successful Wisdom (Survival) DC 17 to find tracks. If the tracking attempt is made after any amount of noticeable wind, the DC is +5.

SCOUTING

An adventurer who stays vigilant can spot potential threats and dangers, reducing the risk of ambushes or falling into traps. To do this, they rely on their passive or active Wisdom (Perception) score to remain watchful.

A scouting character won't have much trouble finding landmarks in the stoney barrens if they're nearby. The exception to this is during or within 4 hours of a silt storm, where everything is lightly obscured, causing Wisdom (Perception) checks to be made at disadvantage.

SEARCHING

While journeying, a character may seek specific targets like ancient ruins or rare flora. Those searching for such things use their passive or active Intelligence (Investigation) score to notice something interesting. Similar to Tracking, if a search attempt is made during or soon after any amount of noticeable wind, the DC is +5 due to the silt in the air.

FORAGING

The search for sustenance and resources, such as food and water, guides characters towards useful supplies. They must make Wisdom (Survival) checks to find food and water. In the stoney barrens it is DC 16, while the nearby rocky badlands are DC 15, and foraging in the shallow silt is DC 20.

Food. A character who successfully forages finds 1d3 rations. A character can go without food for a number of days equal to 3+ their Constitution modifier. For every day beyond that limit without food, they gain a level of Exhaustion. A character who eats at least a 1/2 ration of food and succeeds on a DC 15 Constitution (Survival) check can stave off the level of Exhaustion.

Water. A character who successfully forages finds 1d3 gallons. Medium-sized creatures need 1 gallon of water in the shade each day; an active character needs 2 gallons of water. A Large character needs 4 gallons resting and 8 gallons if they're active. In order to hold off the effects of dehydration, a character needs at least 1/2 as much water as they would normally need and succeed on a DC 15 Constitution (Survival) check. Success results in not gaining a level of Exhaustion, while failure results in a level of Exhaustion. Characters who consume less than half their needed ration of water automatically gain a level of Exhaustion each day.

WEATHER

TEMPERATURE

Characters without adequate protection from the Athasian sun are at risk of exposure on an average day. Direct exposure to the sun for prolonged periods (more than 4 hours at a time) without protection requires a character to make a DC 15 Constitution saving throw to avoid overheating and gaining a level of Exhaustion. Characters with desert wear clothing or who are shaded do not need to make this saving throw.

Cool or Cold Snap weather reduces water consumption by half. Searing and Torrid temperatures double water consumption.

2d10	Temp	Description
2	89-	Cold Snap
3-4	90-110	Cool
5-8	111-120	Hot
9-13	121-130	Sweltering. Exposed characters must make DC 15 Con saving throws every 12 hours (1/day).
14-17	131-140	Blistering. Exposed characters must make DC 18 Con saving throws every 8 hours.
18-19	141-160	Searing. Exposed characters must make DC 20 Con saving throws every 4 hours.
20	161+	Torrid. Exposed characters must make DC 25 Con saving throws every hour.

Nighttime temperatures are 30 degrees lower than the daytime temperature.

WIND SPEED

Roll 2d10 every 4 hours to determine the wind speed. Start at Still, using the result for the current column. Thus if we started at Still and rolled a 5 (Light Winds) we would make the next roll in the Light Winds column.

Still	Light Winds	Strong Winds	
2-4	2-3	2-5	Strong Winds (Gray Death Conditions)
5-7	4-9	6-9	Light Winds
8-14	10-13	10-12	Still
15-17	14-18	13-16	Light Winds
18-20	19-20	17-20	Strong Winds (Gray Death Conditions)

Gray Death

When a strong wind picks up near the Sea of Silt, particles of silt become suspended in the air with the winds - this is what is known as the Gray Death. A vigorous combat (lasting more than 2 rounds) in the silt or in shallow silt will also cause Gray Death

conditions lasting 1d4+1 hours and extending 200 feet from the sight of the battle.

Characters exposed to the Gray Death must make successful DC 15 Constitution saving throw each hour or suffer the effects of the Gray Death: characters who fail their saving throw gain a level of Exhaustion, while those who fail by 10 or more (i.e., roll a 5 or less) begin to suffocate, suffering the effects of drowning as described in the Player's Handbook (PH) on page 183. They can hold their breath for a number of minutes equal to their Constitution modifier (minimum of 1 minute).

To protect themselves from the Gray Death, characters can breathe through a thin, fine cloth. The cloth must be kept damp and clean, requiring the consumption of 1/2 gallon of water. This allows savings throws against the Gray Death every 4 hours instead of every hour, and a character suffering from Gray Death that previously did not have a cloth breather can make another saving throw if they receive one while they are suffocating. In addition, sheltering from Gray Death conditions in a tent gives a character advantage on their Gray Death saving throw.

The high winds extend Gray Death conditions to anyone within one mile of a dust basin or Sea of Silt, and to those flying at less than 500 feet above such locations. Those trying to navigate during Gray Death conditions have disadvantage when making Wisdom (Survival) checks.

INFERIOR MATERIAL

To highlight the savage nature of Dark Sun, it is recommended that you include these inferior materials rules for weapons and armor.

ARMOR

Inferior. The armor is made with inferior material and cannot withstand powerful blows.

Inferior Armor Breakage. When hit by a critical hit, roll a d20, on a 9 or less the armor class is reduced by 1, but can be repaired for 20% of the armor cost. Armor with AC 10 or less is useless and cannot be repaired.

Piecemeal Armor. Any suit of armor that has been damaged or repaired becomes Piecemeal. Found armor is often piecemeal. Armor that gains the

piecemeal property can only be repaired up to its original AC with a sale price of half the full value.

WEAPONS

Inferior. The weapon is made with inferior material and is prone to breaking.

Inferior Weapon Breakage. Bone, stone, and obsidian weapons have a chance of breakage in one of four ways:

- If you roll a 1 on an attack, immediately roll a D20: if you roll a 10 or higher, the weapon gains cumulative -1 to damage; if you roll a 9 or less, the weapon breaks. Either result can be repaired at a cost of 20% of the weapon's value or with the use of appropriate tools.
- If you are attacking with advantage or disadvantage and you roll two ones your weapon automatically breaks.
- If you roll maximum damage on your weapon dice, immediately roll a D20: a roll of a 1 indicates that the weapon breaks; any other result simply damages the weapon, which gains a cumulative -1 to damage.
- You can choose to break your weapon on a hit to do maximum weapon dice damage.