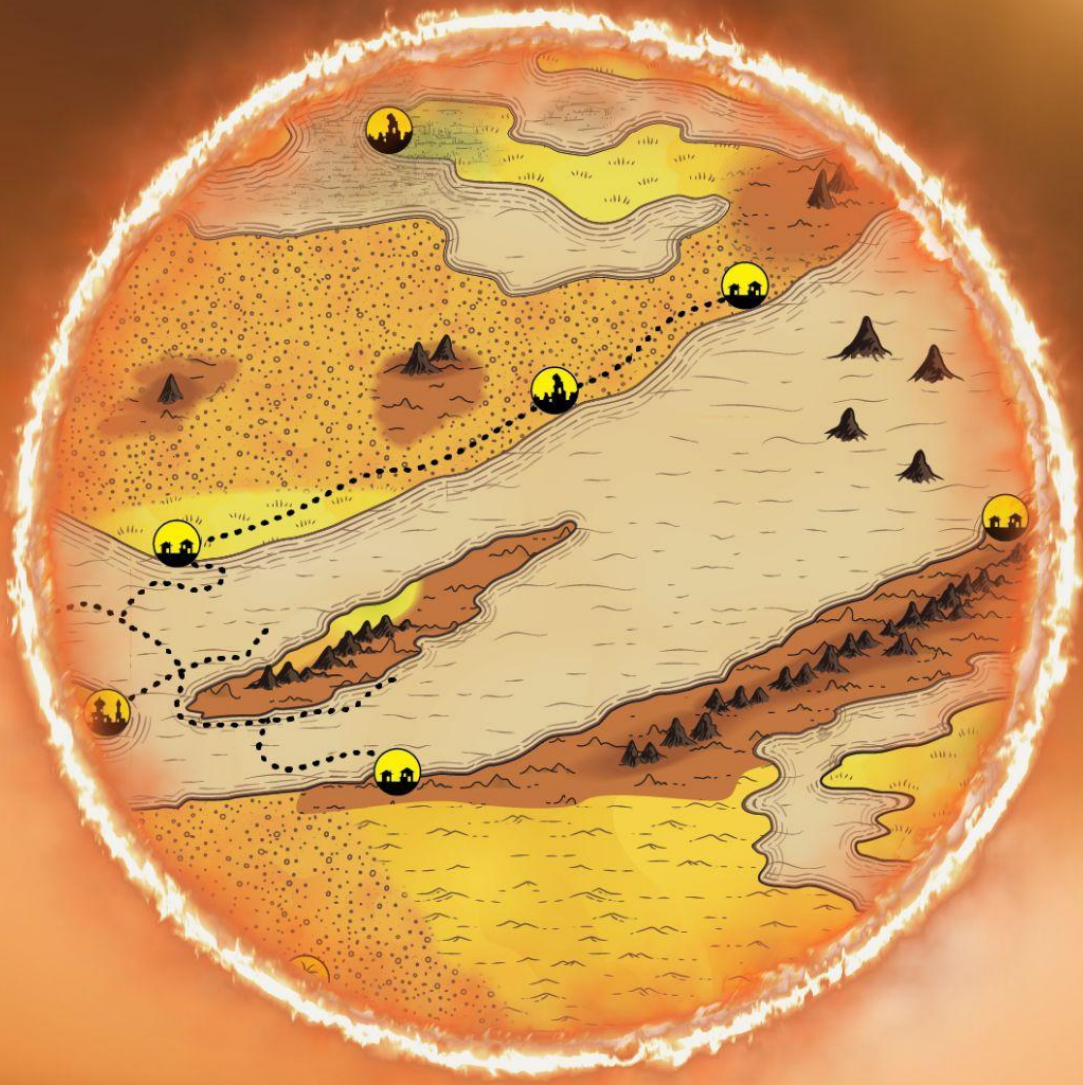




Reavers of the Silt Sea



Silt Paths of Samarah

By Robert Adducci

Having survived the harsh wastelands, the adventurers have arrived in the silt side village of Samarah. Once there, however, tensions rapidly escalate as new and old enemies emerge. In order to secure their place in this new landscape, the adventurers must prove their mettle by traversing treacherous cliffs, facing feral predators, and navigating the local power dynamics of the region. The ultimate goal remains survival, despite unyielding obstacles, ever-present danger, and the overarching mystery of the Gray Coast.

**THIS ADVENTURE IS BEST PLAYED WITH
A GROUP OF 3–6 CHARACTERS OF 4TH LEVEL**

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INTRODUCTION

Welcome to Silt Paths of Samarah, a Reavers of the Silt Sea Dark Sun adventure. This adventure is optimized for five 4th-level characters.

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

ADVENTURE BACKGROUND

Home to a ragtag congregation of personalities, the village of Samarah has always exemplified resilience within the desolate terrain of Athas. Yet, it now finds itself on an unstable precipice. The typically impoverished but stoic villagers harbor a growing restlessness, stirred by the threat of raiding silt runner tribes and rumors of a menacing scrub presence.

Tensions have heightened between the scrubs – an inherently chaotic species – and the silt runner tribes of the area.

The Zikaraat silt runner tribe has recently grown. Their leader, the self-styled King Rikrit, has bound several other nearby silt runner tribes together in hopes of one day overrunning Samarah. The looming threat from the scrubs coupled with the ever present silt runners has resulted in increased concern from the villagers, putting Samarah on the edge of a volatile storm.

For some time now, the persistent villagers of Samarah have barely managed to ward off silt runner raids in the outlying areas. They have adopted a lifestyle conditioned by these regular attacks, with their existence defined by a cycle of recovery and preparation for the next assault. Meanwhile, the local healer Nara has succumbed to the calls of the silt and has become a Silt cleric.

As they enter into the strange dynamics of the Gray Coast, a looming vortex of conflicts, hidden agendas, and desperate tribes threatens to engulf Samarah and the adventurers themselves.

ADVENTURE OVERVIEW

As RSS-01 'Under a Crimson Sun' closed, the characters found themselves weathered but victorious against formidable odds. They faced treacherous journeys across the wastelands of

Athas, challenging their survival and negotiation skills. They encountered deadly natives of the land – from territorial basilisks to agile silt runners. Their path was steeped in parched hardships, relentless sun exposure, and a test of their resource management skills. However, they survived to arrive in Samarah, a small silt-side village.

Upon their arrival in Samarah, the characters find themselves in a society grappling for survival amidst the harsh landscape of Athas. To establish credibility, they must take on duties from the villagers.

They undertake patrol duties to fortify the village's defenses, retrieve lost supplies of the chadnuts – a vital food source for the villagers – and scout nearby locations to establish a reliable lookout post. All these tasks deepen their connection with Samarah and familiarize the party with the local landscape.

Yet, their newfound tranquility is short-lived – a whirlwind of troubles unfurls rapidly, threatening to disrupt Samarah's tenuous existence. More silt runners from the Zikaraat tribe cause trouble, attempting to kidnap the town healer, Nara. In addition, the characters must decide how to handle the scrubs, and a horde of silt runners is seen nearby! However, the arrival of an unexpected and raging silt storm further endangers both the village and the adventurers, putting their survival skills to the test.

The climax of their predicament arrives when silt runners, under the leadership of the powerful warrior Kimmoni, besiege Samarah. The characters must cooperate with the locals in a desperate bid to mount a defense, culminating in a faceoff against Kimmoni herself. Emerging victorious, against all odds, would ensure both the survival of Samarah and the party's reputation as worthy adventurers.

As they navigate these precarious dynamics and desperate tribes, the characters carve their own legend: a tale of resilience, heroism, strategy, and survival etched into Samarah's history. Their thrilling journey beneath the crimson sun has just begun.

ADVENTURE HOOKS

Characters can find themselves in Samarah for several reasons.

- They arrived with the other survivors of the wrecked silt skimmer *Sandseer*.
- They found themselves in Samarah after wandering the deserts.
- They're from Samarah and ready to see the rest of the world, having heard it's not all gray.
- They're from a local mountain tribe and eager to learn about civilized life.
- They wish to be gladiators in a city.

PART O. SILT SIDE VILLAGE

Arriving in the silt side village of Samarah read the following:

After having braved the unforgiving wastelands of Athas, you finally reach the quiet village of Samarah. Your entry is marked by uneasy glances and hushed whispers from locals. You soon learn of rumors of marauding giant clans, raiding elven tribes, and hostile silt runners in the vicinity that have set the villagers' nerves on edge, casting a tangible layer of anxiety over the village.

SAMARAH

Nestled between the sprawling Silt Sea to the east and a desolate, silty wasteland to the west, Samarah acts as a vital outpost for weary travelers on the wide isthmus it occupies. While it harbor, and parched voyagers can quench their thirst with precious water. The villagers of Samarah number about 75 adults and make their way herding goraks, trawling the silt for the small creatures that dwell below, and taking part in other enterprises - including repairing and servicing silt-going vessels.

A significant feature of Samarah is the partially collapsed, silt-filled canal that creates the southwestern edge of the village. This canal, a shadow of a once-thriving trade route, used to bear traffic between the Silt Sea and the inland silt basin to the west. Just beyond the village, two archaic stone and brick bridges straddle the canal, the only crossings along its length for miles. Further inland, relics of two other bridges can be witnessed - one, a monument to past glory, still stands, while the other lies in ruins.

Samarah's stone huts grant the village a striking architectural identity, with their beehive shapes protecting the residents from the desert's wrath by diverting the wind. A small stone wall surrounds these fifty-two modest yet resilient dwellings. The huts bear witness to the lives

was once a flourishing settlement, serving as the final stop for voyages across the perilous expanse of deep silt, the relentless flow of time has seen its significance fading. Today, Samarah stands as a critical sanctuary where dilapidated silt-going vessels can be repaired in the village's sheltered

chosen by the villagers - lives of simplicity forged from their pasts as former slaves who escaped from the oppressive city-states.

Across the canal, the ruins of buildings from Samarah's time as a thriving port cover the ground. A few individual buildings still stand, ignored except for the ghost stories told by the village's children. A pair of gates mark entry points through the five-foot-tall stone wall to the northwest and northeast, opening at the canal and the harbor.

At the core of the village stands a communal plaza; its centerpiece is a well of vital importance, encircled by a railing ornately fashioned from gorak bones. Riv, the physically imposing half-elf/half-tarek, serves as Samarah's headman, his authority and wisdom guiding the village's course. Korla, Riv's wife, mirrors the village's resilience and fortitude, a pillar of support for both her family and the community. Life in Samarah entails harnessing the few resources that the harsh environment can provide, including hunting the goraks native to the area.



As they traverse the village, visitors tread through quiet lanes lined with huts and flanked by silt drifts. A small pasture skirts the edge of the settlement, a gray blanket of uninterrupted silt concealing the jagged forms of embedded rocks. To Samarah's east lies a humble silt harbor which provides a crucial link for the village's sporadic trade activities and anchors Samarah's story at the heart of the Tablelands.

Samarah relies heavily on the Silt Sea to survive. Its residents have mastered silt-skimming, trawling with long, sturdy nets to catch crustaceans and silt serpents, particularly on days when the wind is low. They've also adapted ingenious methods to sift edible plants and creatures from dusty silt – the locally ubiquitous silt rice is a village staple.

The village makes use of the bounty of the land as well. Gerri'n, the local scout, often leads

hunting parties to secure gorak meat from the local beasts. While dangerous, the goraks provide Samarah with flesh, leather, and scales. Parties also venture out into the harsh environment to gather brambleweed, an uncommon, thorny plant used to construct sturdy fences for defense against desert predators. They rely on the coarse hair of local giants to make rope, prized for its strength and durability. Along with these materials, hunting parties make sure to bring back any available desert fruits and roots for sustenance.

Such practices allow the occupants of Samarah to carve a thriving, self-sufficient life from the harsh Athasian landscape. Their resilience, community spirit, and clever resource management are their greatest assets in an environment that demands nothing less.

LOCALS

MAJOR NPCs

G'eza. Within the murmuring whispers of Samarah's communal storytelling, the name G'eza is synonymous with bravery. A fearless thri-kreen ranger, G'eza scouts the lethal expanse around Samarah, staving off the hazardous creatures lurking in the wilderness. Her compound eyes are said to miss no detail and her chitin-armored body bears proof of her battles with some of Athas's most menacing creatures. G'eza's silent vigilance creates a sense of security for the villagers, allowing them to live under the crimson sun with a bit more ease. Known for her impulsiveness, G'eza often acts first and thinks later, leading to inadvertent blunders.

Gerri'n. Often prowling the village outskirts, the quiet half-elf Gerri'n can be an elusive figure. His hunting prowess and ability to charm the creatures of the barrens are unparalleled in the village. Though he clearly carries the weight of his past with him, he reveals little about his previous life with a roaming elven tribe. Gerri'n has a biting sarcastic wit that, although amusing, sometimes alienates him from others and prevents meaningful connections.

Lirea. A diminutive halfling trader, Lirea stands as a beacon of hope in the frontier village of Samarah. Barely over three feet tall, Lirea is a testament to strength defying size. She is typically seen in her durable desert wear, reflecting the sunburnt tones of the surrounding wilderness, with a sturdy wooden staff always firmly in grip. Her existence on the edge of the known world has shaped her into a robust survivor and a savvy trader. In a land where existence itself teeters precariously, Lirea's efforts help unify her community of rugged frontiersmen. She trades in essentials and her dealings are always fair and reliant, even when resources are as sparse as shade. Lirea is wary of strangers and finds it hard to establish trust, sometimes leading to missed opportunities; she was once burned during a trade that almost cost the village its livelihood and caused hard times.

Nara. Just northeast of the village, a lonely cave houses Nara, an old human hermit. Her reputation as a gifted healer inspires reverence among locals, but Nara is haunted by a traumatic event in her past, causing her to sometimes make decisions

based more on fear than on logic. A newly-bonded Silt priest, she stands ready to help or heal those in need – whether they be villagers or visitors like the PCs. When she isn't healing, Nara spends her time unraveling clues from the Green Age, sifting through her secret collection of relics for forgotten wisdom.

Riv. Riv stands as the beacon of hope and strength for Samarah, serving as its headman. As a brawny half-elf/half-tarek, he presents an imposing figure, embodying the resilient spirit of Samarah. His leadership, however, extends beyond physical prowess: Riv's wisdom enables him to guide his people through the myriad challenges the desert throws at them. Despite his larger-than-life presence, Riv struggles with reconciling his mixed-race heritage, causing internal conflict and sometimes impacting his decision-making abilities.

MINOR NPCs

Harnna. Working silently on her pottery wheel outside her hut sits Harnna, a mul woman with an enigmatic past. Her scar-riddled skin paints pictures of her history as a slave. Now, as a skilled potter, her vibrant earthenwares adorn Samarah and provide much-needed utilitarian objects. Her wisdom and resolute nature grant her respect in the village council, helping to guide the village's decisions and progression. Despite her resourcefulness, Harnna holds a deep-seated fear of the unknown, which sometimes inhibits her potential for growth.

Korla. Riv's steadfast human wife Korla is a supportive spouse and pillar of Samarah's community. Her unwavering spirit mirrors the resilient ethos of Samarah; despite the harsh challenges presented by life in the desert, Korla remains committed to her community's survival, often taking on multiple roles during dire times, from caregiver to negotiator. Her nurturing nature and iron resolve compliment Riv's leadership and inspire the villagers of Samarah. A former concubine, Korla feels cloaked in a shame she struggles to shake off, which sometimes affects her self-esteem.

Lorallan. Parties entering Samarah inevitably encounter Lorallan, the cheerful half-giant serving as the village's main guard. A former gladiator from Urik, his bulk and height give

Lorallan an imposing silhouette. Lorallan has an awkward demeanor and struggles to express his emotions clearly, leading to frequent misunderstandings, but in no way does this diminish his ability to efficiently handle threats to Samarah.

Qai. At Samarah's center lies the marketplace, bustling with Qai's vibrant personality. This resourceful dwarf, always adorned with an assortment of trinkets and baubles, runs Samarah's primary trading post. His acute sense for value, coupled with an artful command over barter and negotiation, cement his importance in this resource-scarce environment. His trading post, reflecting his chaotic yet engaging personality, brims with a plethora of goods ranging from mundane provisions to fascinating curios. Qai carries a stubborn streak that often leads him to resist change and new perspectives, hindering his adaptability.

RUMORS

Villagers are always looking to gossip and trade rumors.

"Have you heard? Some say the missing chadnuts weren't merely lost; they were stolen by the Silt Sprinter elves."

- Abi, a young market stall owner, selling sun-dried herbs.

"Word is, more youths have gone missing recently. It's said the giants that live nearby are behind the disappearances. I fear the living nightmares aren't mere tales to amuse children anymore."

- Elara, Samarah's eldest woman - rumored to have mystical visions.

"Rumors say the silt runners have been trading with some outerlanders, providing them with access to hidden paths through silt seas. Dangerous new alliances, if you ask me."

- Nirag, Samarah's scribe and chronicler.

"I've heard whispers about an ancient artifact of formidable power, lost in the heart of the Silt Sea. Maybe there's some nugget of truth in the old tales."

- Baerin, a local silt trawler.

"Silt storms have been more frequent recently. Old sailors' tales say such ominous signs indicate the

Grey Death's return...and I'm not talking about silt in the air! Let's hope they're just tales."

- Cade, a retired silt skimmer captain.

"The winds murmur tales of an impenetrable fortress to the west, forgotten by time, called Bodach. Legends suggest that it holds forgotten knowledge of the times before the Sorcerer-Kings."

- Riv, the headman.

"I've heard tiones are showing up more. They're grim omens, symbols of death and devastation to the tribes of the estuary. Disconcerting, isn't it?"

- Pella, an elven local with a curious mind.

"Late at night, I often overhear the old sailors at the tavern whispering about a massive entity prowling the depths of the Silt Sea. Others call them mere folk tales, but the tremor in those old voices says otherwise."

- Toren, the broad-shouldered proprietor of Toren's Tavern.



PART 1. MAKE YOURSELVES USEFUL

The next silt skimmer isn't due in the bay for at least a month, so the characters are stuck in Samarah for a while. Riv is fine with them staying in the village as long as they make themselves useful. Parts 1a to 1c can be run in any order; allow them to come up naturally.

1A EARN YOUR KEEP

Respected Samarah community member Toren, recognizing the party's survival skills, offers them food and lodging in exchange for help with defense. His proposal involves them joining the seasoned scout Gerri'n on patrols through the stark landscape of the nearby stony barrens, a sight equally intriguing and foreboding.

The barrens are an expanse of stoney rocks that vary in scale from pebbles to boulders the size of mekillots. Whispering tales of elusive tigone prides, territorial desert vipers, and the ever-present threat of dehydration, Gerri'n imbues the barrens with a palpable sense of foreboding.

TORMENTORS

Navigating through the stony barrens, the group comes across a scene of calculated cruelty. Amid the jagged outcrops and loosely strewn boulders, a band of four **silt runners** and a **silt runner leader** with a particularly gruesome visage are tormenting a captured wild sygra, a domesticated herd animal known for its ability to endure the harsh environment of Athas.

The silt runners have tied the sygra down with crude ropes, trapping it within a shallow basin in the rugged terrain – a natural makeshift arena rimmed by sharp-edged stones. A hastily assembled throne of stacked rocks offers their leader a vantage point.

At the sight of the adventurers, the silt runners tense; their leader, a scarred and grim figure, grunts commands, his hand wavering over a barbed bone dagger tucked into his crude belt. One of the silt runners, clearly a subordinate, addresses the leader deferentially as "Kirrix", revealing the identity of this silt runner to the party. The characters can see that the sygra is old and near exhaustion; its predicament seems to amuse the

silt runners, a display of their power over the weak, deriving pleasure from the helpless creature's plight. The party has the option to either engage these silt runners in combat, attempt negotiation, or try to rescue the sygra – perhaps using the terrain's potential for distraction or other types of subterfuge.

DEVELOPMENTS

Recognizing the silt runners' gloating comfort in their home territory, the party might attempt to cause a stone slide, distracting the silt runners and potentially allowing them to free the sygra in the ensuing chaos. Alternatively, they might choose to negotiate with Kirrix, offering part of their food and water supplies in trade for the sygra's freedom. Kirrix will try to intimidate the party by suggesting that the silt runners are being led by a powerful silt runner named Rikrit Zikaraat, claiming that no matter what happens here today, Rikrit will have his revenge. This is an empty boast, however, and any resistance crumbles Kirrix's resolve.

Negotiation. Since the silt runners do not outnumber the characters, Kirrix is open to negotiation, fearful of the party's larger numbers and height. He asks about any rumors or secrets they may know.

Scrab Threat. Kirrix discloses a less-known threat – the **scrabs**, a lurker species whose chameleon-like abilities allow them to blend effortlessly into the stony landscape. Fiercely territorial and utterly ruthless, the scrabs are known to defend their territory mercilessly and are quick to perceive outsiders as threats, doubly so under the leadership of Vrakk.

Kirrix describes Vrakk as a formidable sight to behold, standing taller than an average scrub and boasting an unusually thickened shell, the darkened burnish of which tells the tale of countless desert storms survived.

Kirrix claims to have come upon Vrakk and his scrabs as they were butchering some prey they had ambushed, though he doesn't remember what/who. Kirrix claims that this led to a territorial dispute where he toppled stones down on the scrabs, scattering them. However, this is a

lie that a successful DC 12 Wisdom (Insight) check ferrets out. If called on his lie, Kirrix caves and says that it was actually Vrakk who scattered Kirrix and his band. He recounts that with a sudden, swift motion of his large pincers, Vrakk triggered a cascade of rocks (true) towards Kirrix and his gang, demonstrating a chilling command over his environment. This unexpected show of tactical ingenuity scared Kirrix. Kirrix talks up the scrab in an attempt to play to the characters' pride, telling the characters they would gain much honor if they killed the scrabs.

If the party wishes to get more information about the silt runners' tribe, Kirrix boasts about the strength of the Zikaraat tribe and their leader Rikrit. If the characters start asking questions about Rikrit or the location of the rest of the tribe, the silt runners flee.

OUTCOME

When the party returns to Samarah, Riv is concerned when told about this encounter, but thanks the characters for the information. If this is the second mission they have completed, Riv is visually stressed about the seemingly imminent dangers nearby.

Salvage. 1 bone spear, 1 bone dagger, 1 shortbow, 5 arrows.

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

Harvesting.

DC 11 4d6 food rations (sygra)

DC 13 1d6 food rations (silt runners) each, though they will be shunned if word gets back to the village about the party eating silt runner flesh.

1B AH, NUTS!

The daily hardships of Samarah's desert dwellers are made slightly more bearable by the goods transported by dune traders. Among these, the nimble halfling Lirea – a pillar of the village community – stands out for her savvy trading skills. A recent incident, however, has rattled her usually confident demeanor. A significant shipment of chadnuts, known for their nutritional and hydration benefits (critical to survival in the

arid wastelands), has mysteriously disappeared during transit from a nearby mountain tribe.

In Lirea's desperate quest to retrieve the missing chadnuts, she commissions the party to find them. These chadnuts, apart from their essential role in sustaining the villagers, also represent Lirea's reputation among the villagers – a loss she cannot afford. Lirea will insist on joining the party on their search.

SEARCHING FOR NUTS

The search leads the party into the thick of an intriguing puzzle. A successful DC 12 Wisdom (Survival) check on the traders' expected trail reveals an adjoining trail leading to an ambushed supply caravan. Located at the border between regions of stony barrens and rocky badlands, the only clues are the scattered shells of the chadnuts and strange tracks leading off into the rocky badlands. In addition, there are several picked over bodies of the mountain tribe members and the ruins of a small cart. A successful DC 13 Wisdom (Survival) check identifies the tracks as a series of scrab tracks and a series of nearby silt runner tracks.

The tracks lead to a temporary scrab nest amongst a number of huge boulders.

The nest:

- A casual glance shows four scrabs currently at the temporary nest, but a successful DC 12 Wisdom (Perception) check tells the party there are more scrabs due to the number of tracks seen (eight **scrabs** and the **scrab leader** Vrakk). Two scrabs always stay at the camp.
- The dried remains of a cha'thrang lie among the boulders. Many of the tubes have been broken off the stony-looking shell, and the undershell has been separated from the top shell. The beak, some bones, and claws are all nearby, as well as several sacks – the sacks contain 40 days worth of food covered in a whitish powder. If the characters manage to steal the cha'thrang meat, they must succeed on a DC 11 Wisdom (Survival) check to realize it's covered in lime and will stay fresh up to 3 weeks, but that the lime has to be washed off before it's eaten or it will cause lime poisoning.
- If the party looks for other tracks in the area, a successful DC 10 Wisdom (Survival) check

reveals a set of four-legged tracks. A successful DC 12 Intelligence (Nature) or Wisdom (Survival) check reveals that they are the tracks of a cha'thrang – a type of tortoise whose shell is covered in hollow tubes, which they use to ensnare flying creatures, and Lirea recalls that cha'thrang love chadnuts! A DC 14 or better also recalls that cha'thrang live in trines, with the three companions roaming and living as a cluster.

- Should the party watch the scrabs for an extended amount of time, they see the scrabs seemingly searching the area and putting small objects down in different places. Closer inspection reveals that the small objects are chadnuts. In order for the party to stay hidden, they must succeed on a group DC 10 Dexterity (Stealth) check or be noticed. Clever characters might realize that the scrabs are hunting the cha'thrang by using the chadnuts as bait.

Lirea informs the party that the village has dealt with scrabs before. They're strong and have over-powered larger groups in the past.

DEVELOPMENTS

If the party doesn't realize that the scrabs are too powerful for them, Lirea will caution the characters against a direct confrontation. If they choose to fight anyway, the scrabs swarm the party. Play up the scrabs' martial prowess, giving the party a chance to sense that they are overmatched. Lirea will encourage them to retreat. If the party continues to stay, she makes a big show of leaving, saying she's not going to die for a few nuts.

If the characters want to take the diplomatic route, Lirea suggests returning to Samarah and speaking with Riv, since the villagers have dealt with the scrabs before.

After they've observed the scrabs for a while, Lirea suggests the characters let Riv know what they've found and begins to leave. When the party returns to Samarah, Riv is concerned with this update, but thanks the characters for the information. If this is the second mission they've done, Riv is visibly stressed about the seemingly imminent dangers nearby.

If they can reach them, the characters can harvest parts from the butchered cha'thrang, see below.

Harvesting.

- 40 food rations (limed cha'thrang meat)
- Cha'thrang shell

1C SCOUTS FOR HIRE

Impressed by the party's competence, Riv entrusts them with a mission of prime importance. His tactical analysis of the terrain north of Samarah has identified the jagged valleys of the nearby rocky badlands as potential locations for lookout outposts. Such an installation could serve to warn Samarah about surprise raids by the area's dangerous silt runners.

To assist them in this critical excursion, Riv



introduces the party to G'eza, a seasoned thri-kreen, well-versed in the harsh realities of Athas' wastelands. G'eza's expertise lies in navigating the foreboding wilderness and circumventing the unique hazards it presents, knowledge that could prove invaluable in their mission.

CHA'THRANG

En route to the prospective outpost site, the party witnesses a frightening spectacle of Athasian life – a cha'thrang snaring a large bird with one of its adhesive tethers. While viewed at a distance, this

chilling scene still serves as a grim reminder of the potential dangers they might have to negotiate.

ROCKS FALL...

Before the characters can locate a suitable site for a lookout outpost, they must survive the journey. As they make their way through the rocky badlands - in a hazardous encounter typical of the terrain - several large boulders cascade down from a ridge suddenly, threatening the party's wellbeing. Characters must succeed on a DC 13 Strength or Dexterity saving throw to get to safety. Characters with a passive perception of 14 or higher notice the boulders moments before they fall, giving them Advantage on the saving throw. A failed save results in being clipped by a boulder, causing 2d10 bludgeoning damage and halving their speed until the character can take a long rest.

This encounter occurs again a short while later. In truth, both rock slides were caused by local silt

runners in an attempt to scare the characters away. A character who climbs up to the source of the rock fall to examine the area finds silt runner tracks. Otherwise, a character who succeeds on a DC 15 Perception check (active or passive) sees small forms escaping away from the ridge.

LOOKOUT

As the party nears the cliff faces, have them attempt a group DC 15 Wisdom (Survival) or Intelligence (Investigation) check to find a suitable location to place the lookout (this will become important later in the adventure).

If the party succeeds at the check, inform them they have identified a site that offers a sweeping view across the stoney expanse (such a site has a high vantage point to counteract the silt runners' stealth, bolstering the village's defenses). If they fail, inform them that they were unable to identify a good place to put the lookout.

PART 2. TROUBLE

In Part 2, the characters have the chance to follow up on each of the events in Part 1. Part 2a and 2b can be run in any order, but Part 2c should be run last.

The village of Samarah is no doubt better off for your efforts. You've unearthed a couple of possible dangers and found a good spot for the lookout in the nearby cliffs.

2A NARA'S SECRET

In all likelihood, the silt runner Kirrix emerged from his initial encounter with the characters with little more wounded than his pride. Now, chastised by his superior, Rikrit, for his failed attempt at negotiation and with his status in the silt runner hierarchy threatened, Kirrix has been sent back on an even graver mission – to fetch some salvage. If Kirrix met an unfortunate demise, then Xyddak – a slightly less tactful, but equally motivated silt runner – becomes the new salvage leader. Whatever information that might have been shared by or gathered about Kirrix at their first meeting may now provide the party crucial insight into the silt runners' plans.

Word reaches the characters from the lookout station regarding a force of silt runners headed for the silt-side cliffs near Samarah (this could be in the form of a runner, a psychic missive, or coded flashes from a mirror). The silt runners are most likely moving to attack Nara, the unsuspecting healer of Samarah, at her home there.

If the characters succeeded in the Lookout encounter, they will arrive at Nara's dwelling just as the silt runners arrive, allowing them to confront them outside. If they failed to locate a suitable place for a lookout, then the silt runners arrived well before the party and stealthily approached. If so, they have taken her captive before she could react and are now in Nara's cave home, a fact that can be easily deduced from the obvious tracks on the dusty ground.

DEVELOPMENT

The raiding party consists of **five silt runners**, **one silt runner raider**, and **one silt runner leader** (Kirrix). They came to kidnap Nara and loot her home.

If they do not yet have Nara when the characters arrive, the silt runners attempt to circumvent the party, kidnap her, and make their getaway. If they already have her, the other silt runners provide cover while the silt runner leader leaves with their captive.

If Nara has been captured, she can be freed with a DC 10 Strength (Athletics) or Dexterity (Sleight of Hand) check, after which she aids the party. But Nara harbors a secret: the constant presence of the silt has corrupted her thoughts, turning her into a **Silt cleric**. She tries not to use Silt-based spells if possible, and mumbles her prayers to Silt, though an observant character might understand the words with a successful DC 13 Wisdom (Perception) check. However, she will use all of her power if her life is threatened.

If she's questioned about her worship of Silt, Nara says she only hid it because she didn't know how the villagers would respond, and that learning the dusty paths will help her to continue helping the village. She believes this. Should the characters attack her, Nara flees using any means necessary.

If the silt runners succeed and get away, they take Nara to their lair and deliver her to their Silt priest: Kitalaroot.

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

If the party searches Nara's cave, each character should roll an Intelligence (Investigation) check:

The statue is the silt queen Nara sees in her sleep, but doesn't know who she is yet.

The silt runners have their weapons and armor if any. Each has 1 day of food.

Salvage. 1 bone spear, 1 bone dagger, 1 razor spear, 2 shields, shortbow, 5 arrows.

Searching
Intelligence (Investigation)

DC 12 A 6' siltstone statue of a beautiful woman.
DC 14 A sack with 1d6 Balican silver pieces
DC 16 Silt in a bag made of silt horror leather (a bag of clerical components).

Harvesting.

Wisdom (Survival)

DC 13 1d6 food rations (silt runners) each, though they will be shunned if word gets back to the village about the party eating silt runner flesh.

Intelligence (Religion). DC 14 The bag of silt is important according to the markings on the bag and its contents.

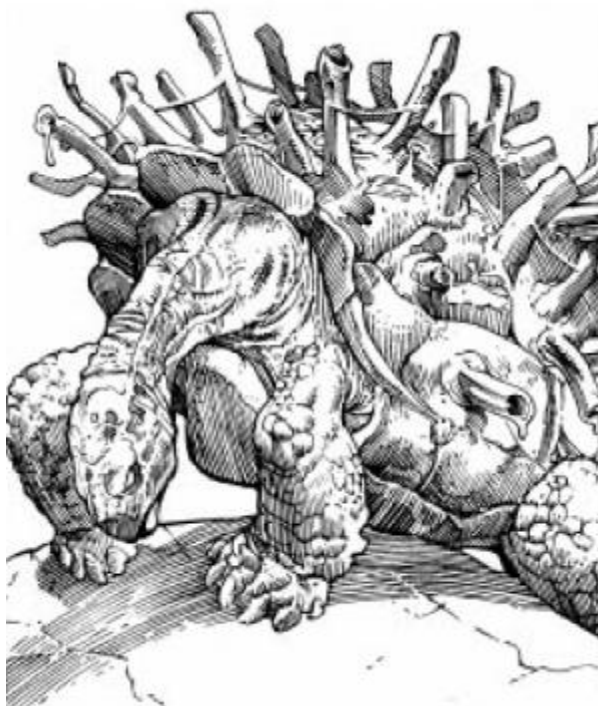
2B DEALING WITH THE SCRABS

Riv suggests that the party take Lorallan, G'eza, and Gerri'n to deal with the scrabs. If the party is interested in talking with the scrabs, Riv reluctantly agrees, but cautions the party that they think twice about any deals made with the scrabs.

Led by the crafty Vrak, the local scrabs have devised a cunning strategy - rather than feasting on the trove of chadnuts, Vrak has been using the much-sought-after nuts to lure unsuspecting cha'thrang into an area nearly boxed in by large boulders with a cave-like overhang.

DEVELOPMENT

Vrak, being a manipulative creature himself, would likely be highly suspicious of the party's intentions if approached with diplomacy. His innate distrust and low regard for any species other than his own puts collaborating with the party out of his comfort zone. However, scrabs are also opportunistic creatures, and if he believes a deal could net him a cha'thrang, he might go along with it.



During the conversation, Vrak attempts to extract as much information as possible about the characters and Samarah while revealing very little about himself or his nest. He seeks to manipulate the conversation to his advantage, diverting or misguiding the party if he senses it's in his best interest.

If the party can convince him that their help could be beneficial, he might grudgingly agree to cooperate, but not before ensuring his interests are safeguarded through promises or pacts. However, the party should be prepared for possible betrayal, as Vrak, driven by his chaotic principles, might renege on any agreements if he sees an opportunity to seize the cha'thrang or if the balance of power shifts in his favor.

Should the party simply attack the scrabs, they will be hard pressed to succeed with a frontal assault. There are six **scrabs** and one **scrab leader** (Vrak). Since the scrabs are hunting cha'thrang, they are searching in groups of twos among the nearby boulders. It's here where the characters have their best chance of overcoming the scrabs. When attacked, the scrabs alert the other nearby scrabs - this results in two of the remaining scrabs arriving every two rounds until they are all present.

The party may also wait until the scrabs' trap is sprung by a **cha'thrang** and attack them while they're otherwise engaged. In this case, a second

cha'thrang can appear to aid its clustermate if the party needs more of a challenge.

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

Salvage. 1 bone spear, 1 bone dagger.

Harvesting.

Wisdom (Survival).

DC 12 2d6 food rations (scrab), though they will be shunned if word gets back to the village about the party eating silt runner flesh.

DC 15 6 materials to construct a small shield (+1 AC) made from scrab shells, but requires a long rest to do so.

2C RESPITE'S END

Having completed their previous assignment, the party finds their rest interrupted by a lookout's message. The lookout has detected suspicious silt runner activity in the area, and the party is dispatched to ascertain the nature of these movements.

The group will need to navigate the hazardous terrain to the location of the silt runners while a siltstorm gathers on the horizon, all while trying to remain unnoticed. Ultimately, they encounter a large detachment of Zikaraat silt runners, led by Kimmoni, readying for an attack. Too large for the characters to handle on their own, this force could only intend one thing: attacking Samarah itself.

SILTSTORM

As they seek to escape from the encroaching silt runners, the characters find themselves faced with another impending danger — a lightning-filled silt storm.

The once clear sky ripples with volatile energy as static charges in the air cause their hair to stand on end. A low rumbling echoes across the wastelands, growing louder with each passing second, and the taste of ozone fills their mouths. Suddenly, violent gusts of wind pick up, and torrents of silt and dust begin sweeping across the barren terrain, blotting out the sun's merciless

The party risks being pummeled by the storm and buffeted by the winds, potentially getting lost or separated in the process. The intensity and unpredictability of the storm also creates disorientation and confusion, making it harder for the silt runners to track them while also complicating their navigation. The strikes of lightning play a dual role – while potentially dangerous, they also offer sporadic illumination of the characters' surroundings in the otherwise blinding storm.

Violent Winds. Strong gusts of wind envelop the characters, blowing silt into their faces, and the swirling dust and rumbling thunder threaten to knock them from their feet and choke them. A character must succeed on a series of three DC 11 Constitution saving throws. For each failure, look up the die roll (not including modifiers) on the Violent Wind Failures table. Once three successes are achieved, the character has inured themselves against the storm.

Winds During Combat

Rolled a 1. The first time each round (not turn) when a character rolls a 1 on an attack roll or saving they must succeed on a DC 11 Constitution Saving throw, checking the rolled number on the table below.

Ranged Attacks. All ranged attacks are made at disadvantage due to the buffeting winds.

Violent Wind Failures

- 1 **Suffocating Silt.** Begin Suffocating.
- 2 **Tiring Winds.** Gain a level of Exhaustion.
- 3 **Piercing Debris.** Take 2d6 piercing damage.
- 4 **Sand in your Eyes.** Blinded until a successful saving throw.
- 5 **Disorienting Dust.** Separated from the party or enemies hidden. DC 15 Wisdom (Perception) check at Disadvantage to find the party/enemy.
- 6 **Battered by Debris.** Take 1d10 bludgeoning damage.
- 7 **Stinging Sands.** Take 1d6 slashing damage.
- 8+ **Off Your Feet.** Pushed 10', knocked prone, and dealt 1d6 bludgeoning damage.

Siltstorm Lightning Bursts. Numerous bolts of lightning strike the ground. Everyone in a 100-foot diameter circle must succeed on a DC 15 Dexterity saving throw, taking 2d10 lightning damage on a failed save and half as much on a successful one.

Through the Storm. The clear skies swiftly give way to volatile energy pulses, and static charges ripple through the air. All sight beyond 60 feet is heavily obscured, meaning it cannot be seen. Everything within 30 feet is lightly obscured, giving Disadvantage to Wisdom (Perception) checks.

Navigating through this blinding storm requires a successful DC 15 Wisdom (Survival) check. Failure results in the characters struggling to maintain their bearings, potentially veering off course or losing party members. A check should be made often enough to keep it interesting. The party must succeed on an ongoing extended Navigation Test consisting of succeeding on three DC of 13 Wisdom (Survival) checks before getting three failures. Success means the party makes it back to Samarah in time to warn the villagers. Failure means the Zikaraat are right on their heels, and the battle in Part 3 starts immediately upon the characters' arrival in Samarah.

CAUGHT?

If noticed by the silt runners' scouts, the party quickly goes from being observers to prey in a high-stakes chase. Despite their best efforts at evasion, it's highly unlikely the characters can outrun the silt runners, and it quickly becomes obvious that the **10** swift Zikaraat **silt runners** are gaining ground. Showcase the speed of the Zikaraats, with them using hit-and-run tactics and fading back into the silt storm. The silt runners use their psionic power of *radial navigation* to avoid getting turned around and lost in the storm. If the party kills the first 10 easily, send additional waves.

At the height of this peril, assistance arrives in the form of one of the characters' allies – Nara, Gez'a, Gerri'n, or Lirea. Choose the NPC the characters had the most affinity to; if the party had no particular affinity for any one of them, use Nara.

The chosen NPC performs an act of self-sacrifice based on their unique character traits. Really play up their connection to the characters.

SACRIFICE

G'eza: Given her impulsive nature, G'eza might not hesitate to make a quick, rash decision to sacrifice herself for the party, such as rushing into an ambush set by the silt runners without waiting for backup. Her quick action to attract the attention of the enemy might allow the party the time to escape the danger, but her decision might also result in her getting trapped by the ambush, unable to break away.

Gerri'n: While he often stands alone due to his aloof nature, Gerri'n could aim to provide a more meaningful connection to the party by making a sacrifice for them. Using his affinity for beasts, he might attempt to lure the silt runners away using a dangerous predator. This could involve him drawing close to the predator to get it to follow him, possibly risking it turning on him instead.

Lirea: Lirea's wariness of strangers could lead to a sacrifice where she sets herself up as a decoy, showing distrust towards the party and apparently leading the silt runners back to them. This could keep the silt runners occupied while the party hides themselves or prepares a surprise counter-attack. The risk, however, is that Lirea might not be able to convince the silt runners that she's on their side or escape in time.

Nara: The weight of her past and the influence of her fears will be strong drivers for Nara to make a sacrifice. She might attempt to heal a critically injured party member or even resurrect a fallen character, but to do so, she'd need to draw heavily on her own life force, potentially trading her life for theirs. Nara might instead call down a lightning burst that strikes her and the silt runners, giving the characters a chance to escape and warn the village.

Salvage. 1 bone spear or 1 bone dagger each.

PART 3. SAMARAH UNDER SIEGE

In Part 3, the characters return to Samarah with grave news. The storm has receded, but its impact lingers in the dull glow of the sun, now filtered through a hanging veil of silt. Among the sturdy stone dwellings of Samarah, they now face the onslaught of the Zikaraat silt runners. The looming battle is set against the lingering remnants of the storm and the growing menace of the brutal raid leader, the silt runner Kimmoni.

As you emerge from the tail end of the siltstorm, the stone buildings of Samarah rise before you. The sun is a muted orb in the silt-heavy sky, casting diffused light over the town. The faint echoes of the silt runner hoard still reverberate behind you, a stark reminder of the coming confrontation. Samarah's fate and your own interweave today as you prepare to defend your transient home. Stand vigilant as the harbingers of hope on these trying Silt Paths of Samarah. The town needs its heroes now more than ever.

DEFENSE

Time is truly of essence here. If the characters have returned with enough advance warning, a call to arms rings throughout Samarah, mobilizing volunteers to hastily fortify the defenses at the village's entrances. The headman and martially inclined villagers coordinate various defensive positions, using the village's small size to their advantage and populating key defensive positions

with **50 Prepared Athasian Villagers** and **20 Athasian Commoners**.

Mechanically, a successful advance warning allows the village to be prepared, giving them the fortitude and confidence to stay and fight for their home, meaning they will not rout if overwhelmed. If the village has been caught by surprise, however, the unorganized and panicked villagers, comprising **50 Athasian Commoners**, offer sporadic armed resistance that largely only serves to delay the attack. This situation mechanically translates to the unnamed villagers fleeing to another position if half their group are killed due to the surprise and ensuing chaos.

Regardless of the readiness of the villagers, Riv (**Gladiator**), Lorallan (Half-Giant – **ogre**), Qai (**veteran**), and Harna (**Athasian Villager**) quickly ready themselves for battle. G'eza (**Thri-Kreen**), Gerri'n (**bandit captain**), Lirea (**Scout**), and Nara (**Silt Priest**) may or may not be present depending on the events of the previous part. The characters won't be near the named villagers for much of the battle, so their stats don't need to be tracked individually. However, if they are, the villagers may give the characters commands such as "hold this position" or "I've got this, you're needed over there".

ATTACK

The raid is made up of **60 silt runners**, **2 silt runner raiders**, and **1 silt runner raid leader** (Kimmoni).

Once half of the total **silt runners** (30) and at least **1 silt runner raider** are defeated, Kimmoni realizes there's no way to win and she attempts to withdraw. Defeating the **raid leader** Kimmoni causes all the silt runners to flee once they hear the news.



VS. PREPARED VILLAGERS

If the village received advanced warning, the silt runners slam into Samarah's walls, guarded by the villagers. Before long, silt runners are scaling their compatriots to get over the short 5' wall. Villagers line the inside of the wall every few feet. Riv suggests that the characters secure one gate while the villagers take the other.

PROTECT THE GATES!

Four **silt runners** get over the wall in the first round, and then two more arrive each additional round, with all of them arriving on random initiative turns. If the characters are guarding the gate, there are two **Athasian Villagers** helping, one on each side of the gate. The silt runners attempt to open the gates to let their compatriots in.

The characters must keep the silt runners away from the gates for four rounds. If a silt runner has a chance to use an action when adjacent to the gate, they open it and eight more **silt runners** stream in along with the **silt runner raid leader** Kimmoni and her two guards (**silt runner raiders**). Up to 10 silt runners could die during this section, so assume a similar number died at the other gate, for a total of 20.

If the gates remain closed at the end of the 4th round, the silt runners switch to their backup plan: attempting to forgo the gates and simply scale the walls themselves.

PROTECT THE VILLAGE!

Each round, four **silt runners** overrun the walls and dash toward the village near the characters. The silt runners raid and loot, killing one villager

for every two silt runners still alive. The silt runners prefer not to fight and will disengage from combat with the characters and move to other huts or areas if possible to look for easier pickings. Each round, if at least half (two) of the silt runners in any group are killed, the others in the group either flee back to the wall or towards the closest group of silt runners, returning the next round with the next group.

Once three rounds have gone by, Kimmoni and her guards arrive near the characters (see below) in addition to the other **silt runners**. If unhindered, they each kill a villager each round. Once engaged by more capable combatants (the characters), they fight back, only retreating if an additional 10 silt runners are killed.

VS. UNPREPARED VILLAGERS

If the village is unprepared, the Zikaraat silt runners swarm over the town, looting and killing at will. The party must decide how to deal with the small horde. Killing one third or more of any group of silt runners automatically causes the survivors to flee to join other groups.

The silt runners behave as detailed above in **Protect the Village!**, except that **six silt runners** overrun the walls each round.

Once Kimmoni and her guards arrive, they only retreat once 30 silt runners are killed.

KIMMONI

As the day's gloom deepens, Kimmoni makes her entrance. The myriad scars on her body testify to the countless battles she's seen. She wears a bone torc embellished with hematite, and she wields an obsidian-tipped spear with deadly precision. Her eyes, clear with ruthless ambition, constantly survey the chaos, making calculated decisions. Agile and experienced, Kimmoni's keen intellect and uncanny speed keep her a step ahead of her foes. She is always guarded by two silt runner raiders who are willing to place themselves in harm's way to protect her.

FINAL DEFIANCE

The battle against Kimmoni marks the climax of the raid. When cornered, she draws on her primal rage for an explosive last stand. As she falls,

Kimmoni unleashes a curse against her killers, pledging vengeance from King Rikrit himself. As life drains from her, she implores her kinfolk to swarm the village from their lair in the rocky badlands.

The heroes are left with an unsteady victory, the looming threat of King Rikrit's retaliation, and a village to protect and rebuild. They are the beacon of hope Samarah never knew it needed and their legend is just beginning to unfold under the crimson sun.

Salvage. 5 bone spears, 5 bone daggers, 2 razor spears, 2 shields, shortbow, 5 arrows, jewelry worth 25cp, and a bone torc embellished with hematite.

CONCLUSION

After the dust of the confrontation between the characters and the silt runners has settled, the village of Samarah enjoys a momentary reprieve. Victorious, the characters can bask in the warmth of heartfelt gratitude from the villagers, their heroism echoed in grateful whispers. Yet, they should be acutely aware of the ever-looming spectre of disruption in the form of the Zikaraat tribe's machinations. King Rikrit's relentless advances continue to amplify the existing tensions along the coast. The future promises an arduous task – safeguarding the village of Samarah, a symbol of resilience amid Athas' brutal wastes.

While King Rikrit's thirst for power remains unquenched, the characters' stint in Samarah has given them a better understanding of the nuances of Athas' savage beauty, hopefully enriching their knowledge and testing their mettle.

As you celebrate your victory, the air in Samarah is heavy with relief and ephemeral tranquility. The villagers, though wearied, are ablaze with raw admiration for your valor and skill. The red sun dips on the horizon illuminating the silt-hazed panorama with a warm, crimson glow, celebrating your triumph. Yet, the distant echoes of King Rikrit's ambitions serve as a sobering reminder of the looming threats and the ensuing battles. The survivors' spirit instilled through your trials and by Samarah's determination burns brightly within you, offering hope for village's future and curiosity for the tales yet to unfold under the relentless crimson sun.

APPENDIX: NPC

ATHASIAN VILLAGER

Medium Humanoid (Any Race), Any Alignment

Armor Class 12 (leather)

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

ACTIONS

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

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

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., range, 20/60, one target, Hit: 4 (1d6 + 1) piercing damage one handed, 5 (1d8 + 1) piercing two handed

ATHASIAN COMMONER

Medium Humanoid (Any Race), Any Alignment

Armor Class 11 (natural)

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 1/8 (25 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

CHA'THRANG

Medium beast, unaligned

Armor Class 17 (natural)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	2 (-4)	10 (+0)	3 (-4)

Senses Passive Perception 12

Languages --

Challenge 4 (1,100 XP) **Prof Bonus** +2

Camouflage. The cha'thrang has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Stable. Whenever an effect knocks the cha'thrang prone, it can make a DC 10 Constitution saving throw to avoid being knocked prone. A prone cha'thrang is upside down. To stand up, it must succeed on a DC 10 Dexterity check on its turn and then use all its movement for that turn.

ACTIONS

Multiattack. The cha'thrang makes three attacks: one with its bite and two with its foreclaws.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target, Hit: 8 (1d8 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target, Hit: 11 (2d12 + 4) piercing damage.

Sticky Tethers. *Ranged Weapon Attack:* +6 to hit, reach 100 ft., one target. Hit 3 (1d6) poison damage, is grappled, and must succeed on a DC 16 Constitution saving throw or take 3 (1d6) poison damage each round ongoing for 5 rounds or until it successfully saves at the end of its turn. On a successful save, the target takes no additional poison damage. A creature hit by a teather is grappled and must use an action to make a Strength (Athletics) check DC 16 to break free or be pulled towards the cha'thrang 10' on each of the cha'thrang's turns.

REACTIONS

Withdrawl. When hit by an attack from the front, the cha'thrang can use its shell to absorb half damage from the triggering attack.

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

Mindlink. The scrab can speak with creatures it can see that know a language, and with creatures it has mindlinked with before while they are on the same plane.

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 and they are grappled if they are medium or smaller.

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

Biofeedback. As a reaction the scrab can reduce the damage it takes from a source by 4.

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

Mindlink. The scrab can speak with creatures it can see that know a language and with creatures it has mandlinked with before while they are on the same plane.

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.

Mind Blast (1/day). The scrab leader emits deadly psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 14 Intelligence saving throw or take 11 (2d8 + 2) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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, adds +5 to Strength-based weapon attacks (included in the attacks) and makes Strength checks and Strength saving throws with advantage.

SILT CLERIC

Medium Humanoid (Human), Neutral Evil

Armor Class 12 (natural armor)

Hit Points 44 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	10 (+2)	16 (+3)	12 (+1)

Skills Deception +5, Intimidation +5, Religion +2

Damage Resistances Fire

Senses Passive Perception 13

Languages Commo

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

Ignore Silt. The cleric can ignore silt. This includes silt storms and allows them to see and breathe through silt.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It knows the following cleric spells:

Cantrips (at will): *blade ward, gust, light, prestidigitation, shocking grasp*

1st level (4 slots): *expeditious retreat, feather fall, witch bolt*

2nd level (3 slots): *dust devil, gust of wind*

3rd level (2 slots): *gaseous form*

ACTIONS

Multiattack. The priest makes two melee attacks or two ranged attacks.

Desiccating Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., range 30/120, one target. Hit: 6 (1d6 + 3) piercing and 7(2d6) necrotic damage.

Stinging Whirlwind (Recharge 5–6). The cleric becomes insubstantial while it moves. Up to 4 creatures the cleric moves through must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) piercing damage and is flung up 20 feet away from the cleric in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

SILT RUNNER (DARTER)

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 if in shallow (10' or less) silt.

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.

Bite/Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage.

Blowgun. *Ranged Weapon Attack:* +5 to hit, range 25/100 ft., one target. Hit: 4 (4) piercing damage.

Poisoned Darts (Recharge 4-6). *Ranged Weapon Attack:* +5 to hit, range 25/100 ft., one target. Hit: 4 (4) piercing damage plus 7 (2d6) poison damage.

SILT RUNNER RAIDER

Small Humanoid, usually chaotic evil

Armor Class 14 (natural armor + shield)

Hit Points 16 (3d6 + 6)

Speed 60 ft.

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

Skills Perception +2, Stealth +5

Senses darkvision 60 ft., Passive Perception 12

Languages Draconic

Challenge 1/2 (100 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 if in shallow (10' or less) silt.

Razor Charge. If a silt runner raider has moved this turn and had an adjacent ally it does not provoke attacks of opportunity when it moves out of an enemy's reach.

ACTIONS

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

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

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

Razor Spear *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 3) slashing damage.

Razor spears: the razor spear is a nasty invention, featuring an extremely sharp edge at the end of a very light-weight piece of sun-hardened silt bamboo (which often grows at the edge of mudflats). Silt runners wield this weapon differently than a typical spear – a small queue of silt runners will frequently charge past enemies, dashing to their left or right, while swinging the

razor spears horizontally into the enemy. When successful, a series of painful lacerations are inflicted and the silt runners will be out of range before the target can react.

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)	10 (+0)	11 (+1)	10(+0)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., Passive Perception 13

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 if in shallow (10' or less) silt.

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.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 4) piercing damage.

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.