

Temperature

See the tables below to determine the highest temperature in the day and temperature effects.

Tablelands, Sea of Silt					Valley of Dust and Fire				
Day			Night		Day		Night		
2d6 Roll	Descriptor	Degrees	Descriptor	Degrees	Descriptor	Degrees	Descriptor	Degrees	
2	Cool	60-79	Cold	40-44	Warm	80-89	Cool	60-69	
3	Warm	80-89	Cold	45-49	Warm	90-99	Cool	70-79	
4	Warm	90-99	Cool	60-63	Hot	100-109	Warm	80-87	
5	Hot	100-109	Cool	64-67	Hot	110-119	Warm	88-94	
6	Hot	110-119	Cool	68-71	Very Hot	120-127	Warm	95-99	
7	Very Hot	120-124	Cool	72-75	Very Hot	128-134	Hot	100-107	
8	Very Hot	125-129	Cool	76-79	Very Hot	135-139	Hot	108-114	
9	Very Hot	130-134	Warm	80-87	Furnace	140-149	Hot	115-119	
10	Very Hot	135-139	Warm	88-94	Furnace	150-159	Very Hot	120-129	
11	Furnace	140-149	Warm	95-99	Inferno	160-169	Very Hot	130-139	
12	Furnace	150+	Hot	100+	Inferno	170+	Furnace	140+	

Temperature

Descriptor	Degrees	Water Requirements	Heat Stroke/Cold Damage	Damage Frequency
Cold	40-59	x½	1d4	Daily
Cool	60-79	x½	—	—
Warm	80-99	x1	—	—
Hot	100-119	x1	1d4	Daily
Very Hot	120-139	x1	1d6	Daily
Furnace	140-159	x2	1d8	Daily
Inferno	160+	x2	1d4	Hourly

Wind

Roll on the table below to determine wind strength. The Wind Effects table is repeated here, with additional detail on the wind's effects on the Gray Death.

Wind Strength					Wind Effects				
Sea of Silt, Tablelands			Valley of Dust and Fire		Winds	Average Speed	Sailing speed modifier	Wheel speed modifier	Gray Death radius
2d6	Day	Night	Day	Night					
2	None	None	Moderate	Light	Adverse	—	x½	x1	—
3	Light	None	Moderate	Moderate	None	0 mph	N/A	x1	—
4	Light	Light	Strong	Moderate	Light	10 mph	x1	x1	—
5	Moderate	Light	Strong	Strong	Moderate	20 mph	x2	x1	0
6	Moderate	Light	Storm	Strong	Strong	30 mph	x3	x1*	1
7	Moderate	Moderate	Storm	Strong	Storm	55 mph	x3*	x½*	5
8	Strong	Moderate	Storm	Storm	Sirocco	70+ mph	x4**	x½**	20
9	Strong	Moderate	Sirocco	Storm					
10	Storm	Strong	Sirocco	Storm					
11	Storm	Strong	Ash Storm	Sirocco					
12	Sirocco	Storm	Ash Storm	Ash Storm					

* Check silt-worthiness.

** Check silt-worthiness at -9.

Also roll 1d6. On a 5 or 6, winds are adverse. When adverse winds are Storm strength or greater, any wind-powered vessel or vehicle will be blown off-course by half its movement rate.

Dehydration

- An **active** Medium character (hard exertion, walking, riding, etc.) needs 1 gallon of water per day.
- An **active** Small character (such as a halfling) needs 1/2 gallon of water per day.
- An **active** Large character (such as a half-giant) needs four gallons of water per day.
- Thri-kreen need 1 gallon of water per week.
- An **inactive** character (sitting, resting, sleeping, etc.), needs 1/2 their normal water rations.
- A character in the **shade** during the entire day needs 1/2 their normal water rations.
- A character **travelling at night** needs 1/2 their normal water rations.
- A character **wearing a full suit of metal armour** requires twice their normal water rations.

Dehydration Effects

Amount of Water	Constitution Loss
Full requirement	None
Half or more of requirement	1d4
Less than half of requirement	1d6

Constitution loss occurs at midnight on the day the character did not receive full water rations. A character drinking full water rations regains 1d8 Con at the end of that day. Lost hit points return at the normal rate.

Wind Effects

Moderate winds cause Gray Death conditions for silt waders or silt walkers only.

Strong winds cause Gray Death conditions for anyone within one mile of the dust basin and flyers at less than 500' altitude. Aerial movement costs double.

Storm winds cause Gray Death conditions for anyone within five miles of the dust basin and all flyers, regardless of altitude. Terrain costs triple; aerial movement costs quadruple.

Sirocco winds cause Gray Death conditions for anyone within 20 miles of the dust basin. No flight or surface movement is possible. Siroccos lasts 1d4 days and nights (1 day in the Valley of Dust and Fire). Do not reroll weather until the storm blows itself out.

Ash Storm conditions prevent all movement, and scouring, lightning, and Gray Death conditions exist for all exposed characters.

Heat Stroke and Cold Damage

- An unprotected character takes Constitution damage from heat stroke/cold at the level and frequency for the day's temperature.
- A successful heat protection check negates all damage from heat stroke/cold for that day.
- An argosy, building, or cave provide varying degrees of shelter from heat stroke (see below).
- Elves never take Constitution damage from heat stroke or cold.

Shade and Shelter

- A parasol, lean-to, overhang, cave, tent, building or argosy provide **shade**, reducing water requirements by half.
- An argosy provides **partial shelter**, reducing the temperature by one category for the purposes of heat stroke.
- A building provides **improved shelter**, reducing the temperature by two categories for the purpose of heat stroke.
- A cave provides **total shelter**, negating heat stroke for that day.
- Characters who cannot find shade when resting during the day must save vs. poison or fail to be fully rested (unable to recover spells or hit points).

The Gray Death

The Gray Death is suffocation from windborne dust while wading or flying above the silt (or even travelling near its borders) on windy days. The lungs and throat slowly clog with dust, and unprotected characters travelling in these conditions suffer as if they were drowning, except all times are computed in turns, not melee rounds. The Gray Death also imposes a +4 initiative penalty and -4 to hit and damage on all creatures enveloped by it.

Breathing through a thin, fine cloth (such as a filter mask) halves the initiative and attack roll penalties and avoids suffocation. The cloth must be kept damp and clean, which consumes 1/2 gallon of water per day (2 gallons for Large creatures).

Dust goggles will further reduce initiative and attack roll penalties by one point.

Taking refuge in a building or other protected area will also negate any penalties caused by the Gray Death.