

Of the Silt and Silt Skimmers

Benusus spun round in the crow's nest of the Gray Eel. The silt was thick in the air and his goggles were grimy with the stuff. He wiped his goggles and squinted in the direction of the low grinding rumble he had just heard. All that met his eyes were bellowing dust clouds in every direction. From the deck Vepper hissed under his breath, "What was that?"

Benusus didn't answer fearing that it would give the position of the Gray Eel away. He strained his ears, at first only hearing the whistling of the wind, then a sloshing noise came to him.

The silt in the air was so thick he could barely make out the deck below him. He tried to point starboard to signal to Vepper the direction he believed the sound came from, but the dust in the air was too dense. Vepper could make out motion at the top of the main mast but could make no sense of it. In a horse whisper he asked, "What is it, what do you see."

Benusus heard a rhythmic lapping sound that he was convinced was a giant striding towards them off their port bow. He shouted, "Giant to port" thinking it was still a few hundred yards off and they might have time to lose it in the dust.

Before Benusus could take his next breath to repeat his warning a gargantuan hand crushed him from behind. He heard his organs pop and at the same time the Gray Eel's deck shattered under the weight of the giants kick. Everything went black...

The Wreck of the Gray Eel, by Alno Truvís

About Silt

When talking about the silt that fills the Sea of Silt, the Estuary of the Forked Tongue, and the many dust sinks of Athas we are referring to a fine pearly gray powder that is lighter than water but heavier than air. It is so thin that almost nothing naturally floats in it. The creatures who live in it either crawl along the rocky bottom or use innate psionic abilities that allow them to swim through or float on the silt.

As for where the silt comes from, some sages believe it is a byproduct of the use of defiling magic, while others say there is an entire plane of existence that is filled with silt, and it is spilling across the planar boundary onto Athas.

Balic and the Silt

The city-state of Balic has a complex relationship with the Sea of Silt and the Estuary of the Forked Tongue. On the one hand the silt could cause mass death to its citizens, via the gray death, if the horns of the city ever failed. Also, the silt is filled with many monsters, not the least of which are giants. On the other hand, the silt protects the city from invading armies on three sides and allows for unique trading opportunities that no other city-state can match.

Negatives of living near the silt- First there is the gray death. The gray death can kill the unwary in just a few minutes. On windy days when there are clouds of airborne silt blotting out the sky it can be

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hazardous to breathe. Inhaling silt laden air can cause the silt to stick to the moist tissues in the throat and lungs, clogging them. Once the gray death has set in only magical aid can reverse the deadly condition. For the purposes of tracking how long a sufferer of the gray death has to live, if they are unable to find effective help, it is treated like drowning only at one tenth speed. Make a constitution check every turn. After the first turn the check accrues a -2 cumulative penalty. When a check is failed the gray death has suffocated the suffering creature.

The gray death can be staved off by keeping silt laden air out of your lungs. This can be accomplished on a personal level, by keeping a moist cloth tied over the mouth and nose. One half gallon of water a day is required to keep the cloth damp and clean enough to protect its user. City wide the public inside the walls of Balic are protected by the Heilops and its many horns that top the city's battlements pushing silt clouds away from Balic using divine wind. The Heilops is the largest of Balic's air temples. From its roof large ceramic pipes sprout. They line the tops of the city





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walls, and every so often huge ram like horns as tall as a half giant extend from them. On windy days they blast out long low notes that not only keep the silt away, but also give silt captains something to navigate by. It is from the sounding of these horns that Balic received one of its most common nicknames, the singing city.

King Andropinis has a two-fold strategy for dealing with the monsters of the silt. Most of the monsters live exclusively in the silt and can't threaten anyone beyond the reach of their barbed tentacles. The main exception to this are the tribes of giants, that make the islands in the silt their home. Individually they are deadly foes, but when they attack by the dozens, they can flatten whole armies.

The king's first way of protecting his city is to fight the giants in the sea of silt where they live. He has invested heavily in the construction of his navy. There is a fleet of wheel driven skimmers for patrolling the area close to Balic, and a second more powerful fleet of psionically driven skimmers that can fight the giants wherever they may be.

If giants make it past Andropinis' navy, he has had a nearly impenetrable wall built around his city. Balic's walls are 40 feet tall and thick, making them ample protection for anyone inside them. Recently Andropinis decreed that the wall would be extended to encompass all the lands of his patricians. Before this project could be completed several tribes of giant's band together and ran amuck through the ranches and plantations of the

nobles. Even with their special training in giant fighting tactics, it took most of Balic's army more than a month to finally chase off the marauding menace.

Positives of living near the silt- The Silt Sea and Estuary of the Forked Tongue form a near insurmountable barrier to the armies of the other sorcerer monarchs. The silt leaves armies only one avenue of attack. This makes any defense strategies that Balic's king and generals conceive of, much easier to plan and implement. Balic's army only has to defend a narrow peninsula. Using his Navy, Andropinis can even drop troops behind his enemy to attack their rear.

Because of Balic's large civilian port, the Singing City is a hub of trade. Goods from villages in the southern tablelands, silt islands and shore, and even city-states far to the north can be traded efficiently and more securely than if the overland route of the merchant's road was taken. Taxes from this trade have filled Andropinis' coffers allowing him to fund the defense of his city.

Lastly, Balic has a privately own fleet of "fishing" skimmers. These are normally owned by their captain, who seldom has more than a single skimmer. Not all the denizens of the silt are monsters, many creatures are quite delicious. These fishing skimmers collect the bounty of the sea of silt to be sold in the markets of many a village and city.

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About Silt Skimmers

Silt Skimmers are a type of vehicle used to traverse bodies of silt. They are used for everything from fishing to shipping goods, exploring, to battling giants.

Skimmers are large, ranging anywhere from thirty to one hundred feet in length, and relatively lightly built. They are often constructed of heavy hides or chitin over a bone frame. This is true of most civilian operated craft. Even as frail as this may seem they do offer at least some protection to their passengers and crew. The skimmers of the Balican Navy are made of strong wood imported from far off Nibenay. None, other than Andropinis, have both the treasure and the knowledge to field more than a single wood hull skimmer.

Silt skimmers each use at least one of three means of locomotion. These are wheels, sails, and or a psionic engine. Many classes of silt skimmer have two or even all three of these at their captain's disposal. Wheeled skimmers have large hollow wheels that roll along the floor of the silt body they are in. These wheels are filled with slaves or undead that climb stairs that line the interior of the wheels. This pushes the skimmer in the desired direction. Skimmers with psionic engines use these engines to allow their pilot to use their psionic power to float the skimmer and move it about. The last common method of propelling a silt skimmer is by sail. While both wheels and psionic engines can be a skimmer's sole source of locomotion, skimmers

with sails must have one of the other two options to keep its deck above the surface. This means that sails are most often used as a backup way of getting about when the primary is unavailable. More information on each method of locomotion will be given in the section, "Laws of Motion"

Laws of Motion

Wheel driven skimmers- These silt skimmers are moved about via huge hollow wheels that are lined with stairs. Slaves or undead make up a skimmer's wheel crew. As wheeled skimmers get larger their wheel crews must increase in size with them. For every size category a skimmer is, it needs a wheel crew of at least four. For example, a size category 3 wheeled skimmer would need a wheel crew of twelve to operate optimally. If for some reason a wheeled skimmer drops below its normal crew size it receives a -1 penalty to its movement rate for each missing wheel crew member. Wheeled skimmers need at least half their wheel crew to move. If they fall below fifty percent manning in their wheels, the crew lacks the combined strength and weight to move the skimmer.

If a wheeled skimmer is running with at least one sail that caught the wind its maximum movement rate is increased by 1. For each sail that caught the wind, the penalty for one missing wheel crew member can be negated. Information on catching the wind can be found in the section on wind driven skimmers.

The normal maximum movement rate for a wheel driven skimmer is 6, a little over 2 MPH. For the



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purpose of figuring distance traveled, 1 MR=0.34 MPH for a wheel driven silt skimmer.

A wheel driven skimmer's captain can increase his or her skimmer's maximum movement rate to 250% of normal by ordering a forced march. While forced marching, a skimmer that would normally be cruising at a 6-movement rate, can increase to a 15-movement rate. This rate may be maintained throughout the next ten-hour marching period at the end of which the wheel crew must pass a constitution check to continue to forced march for another ten hours. This check is made using the average constitution of the wheel crew. If the crew fails this check, they can no longer forced march. They don't have to stop completely; they can slow down to their normal max speed and continue marching. For each consecutive ten-hour day of forced marching, after the first, a -2 penalty is applied to the constitution check made by the wheel crew. Once a wheel crew has failed a constitution check and been forced to end the forced march by exhaustion, they must have twelve hours of uninterrupted rest per ten hour forced march period they endured, before they can forced march again. Captains who try to impel their wheel crews to push past exhaustion, risk the crew members dying. Each hour they are pushed past exhaustion the forced marching wheel crew must make a constitution check with a -3 cumulative penalty. This penalty is in addition to any that had been accrued prior to failing their first constitution check. Those who fail die of exhaustion.

If a captain decides not to rest the skimmer's wheel crew after a normal ten-hour march day, the crew must make a constitution check, using the crew's average score. If they pass the check, they may continue for another ten hours at the normal maximum movement rate before they have to make another check. This check and all after it are at a cumulative -1 penalty. Failure of such a check means the wheel crew is exhausted and can go no farther until they have had eight hours of uninterrupted rest. If they get this rest, they are ready for a new day of marching in the wheels. If they are made to push on past the point of exhaustion, then treat the crew the same as if described above, where death is the result of a failed save.

Wheel crews that are comprised entirely of muls can be pushed for much longer before reaching the need to make a constitution check. For them, treat wheel crew duty like light labor and a forced march like medium labor. They can perform light labor for 48+ their constitution score hours before they have to make a constitution check, and for medium labor they must roll a check after 36+ their constitution score hours.

Finally, there are a few more things that can increase the movement rate of a wheel driven skimmer. The first is whether the cargo hold is empty. An empty silt skimmer of any kind can move one third faster than one laden with cargo, round all fractions down. For these purposes the word cargo applies to non-crew passengers, or soldiers being transported as well as trade goods. This means

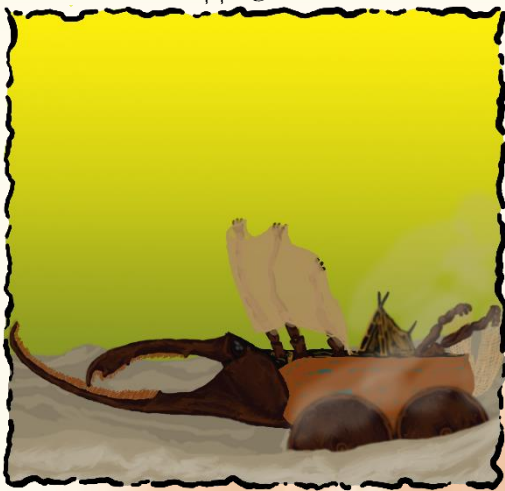
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that a wheel driven skimmer has an 8-movement rate when empty, 20 while forced marching empty.

The other factor that can increase a wheel driven skimmer's movement rate is if it is running with one or more of its sails that have caught the wind. If a wheel driven skimmer has sails that have caught the wind its maximum movement rate is increased by one. If it is both empty and running with the help of the wind, figure the bonus movement for being empty before adding the extra push from the wind.

To stop a wheel driven skimmer the wheel crews can cease actively climbing the wheel stairs, in which case it stops in two rounds, or they can come to an immediate halt by climbing the stairs in reverse. Anyone on deck who is not braced or lashed down must make a dexterity check to avoid being slung overboard when stopping in this manner.



Wind driven skimmers- As their name implies wind driven silt skimmers use the wind for their locomotion. To do this they use sails to catch the wind. If the captain of the wind driven skimmer is skilled enough, they can catch the wind in one or

more of the skimmer's sails. If they are unable to do this the skimmer must use some other means of propulsion or remain where it is.

For each sail that is open the captain of a wind driven skimmer gets one chance to try to catch, or keep, the wind by either making a siltmanship check, or a wisdom check with a -3 penalty for those who don't have that non-weapon proficiency. Once the wind is caught the wind driven skimmer may maintain a movement rate that is equal to one half the siltmanship check score, round all fractions down.

Example, captain Kamo must roll a 17 or less to pass his siltmanship check. When his skimmer catches the wind its movement rate is 8. $17/2 = 8.5$ rounded down equals 8. Non-proficient captains divide the number they pass their wisdom checks by four, round fractions down to calculate their skimmers wind movement rate. Example, captain Alebon, having never set foot on a skimmer before he bought his, attempts to catch the wind with his single sailed skimmer. He has an 18 wisdom to which he applies the -3 penalty, arriving at a 15 or less to catch the wind. His player rolls a 2 on his wisdom check passing by 13. This will make his wind movement rate a 3. $13/4 = 3.25$ rounded down equals 3.

Speed is not the only advantage the siltmanship non-weapon proficiency imparts. Proficient captains may go longer before potentially losing the wind. While a nonproficient captain must try to keep the wind in intervals equal to one half his wisdom score, as always, fractions are rounded down, a proficient captain only needs do this 4



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times in a ten-hour travel day. This means that a proficient captain must check to keep the wind once every two and a half hours, while a nonproficient user may have to check once an hour or more. If a captain fails to keep the wind, the skimmer must use other means of propulsion if they wish to move before the next check comes up. Proficient captains may check once every hour if they lose the wind.

As with all silt skimmers, wind driven skimmers increase their movement rate by one third if they are running with no cargo. In addition, if the captain is a wind cleric, he or she may add one to their wind driven skimmers maximum movement rate as well as their chance to catch the wind.

To bring a wind driven skimmer to a halt the sails must be furled, this takes two rounds. During the furling of the sail, the skimmer decelerates, so by the time they are fully furled the sail driven skimmer will be completely stopped.

Psionically driven skimmers- For a psionically driven skimmer to move or, even float on the surface of the silt, it must have something feeding psionic energy into its engine. To understand this process, you must first know what a psionic engine is.

A psionic engine is a large symmetrical piece of obsidian attached to the skimmer's keel. It is used to take psionic energy and convert it into lift and propulsion for its skimmer. These engines often take the form of spheres or domes, but can be almost any shape, as long as it is symmetrical.

As for the source of the energy, it can be from nearly any sentient creature that has some psionic power. Some magic or psionically empowered items can be used to power a psionic engine to varying degrees. Examples of this could include the obsidian orbs that have the consciousness of green age psionicists in them. Although the most common psionic item used for this task is a sepiebrem; a chunk of silt horror brain incased in glass. Sepiebrems are only used to float a psionically driven skimmer, to keep it from sinking while the pilots are resting.

In order to use a psionic engine, its power source, be that person or item must be in physical contact with the engine. Pilots usually sit on a stool or bench and place their hands on the engine, although any direct contact with a large portion of the pilot's skin will do. The skimmer then seems to the pilot to be part of their body, and they will it to float or move.

The normal maximum movement rate of a psionically driven silt skimmer is dependent on its pilot. The two biggest variables that contribute to the differences between pilots are whether they are a psionicist or a wild talent, and their ability scores. If the pilot is a wild talent, their silt skimmer's maximum normal movement rate is equal to their wisdom score. On the other hand, if the pilot is a psionicist their skimmer's normal maximum movement rate is equal to the sum of the pilots intelligence, wisdom, and constitution scores.

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Like with wheel driven skimmers, a psionically driven skimmer's maximum normal movement rate can be exceeded by one third when it's running with no cargo. Also, if any of the skimmer's sails are open and have caught the wind, another point is added to the psionically driven silt skimmer's movement rate. Lastly, if any of the pilots who are currently driving the skimmer are a psychokineticists, then one more point of movement is added to the maximum possible movement rate of the psionically driven skimmer.

In previous rule sets given for psionically driven silt skimmers, the cost of movement was so high that only very short stretches of deep silt could be crossed, a few miles at best, before a skimmer pilot would expend all their PSPs. To allow for campaigns that explore deep into the unknown reaches of the Sea of Silt, those rules have been replaced.

First the size of the skimmer matters. All the rules below are given for size category 1 or 2 psionically driven skimmers. for larger skimmers divide the size category by two, fractions rounded up, then multiply any formula given for movement by that number. So, size category 1 and 2 would be rules as written, 3 and 4 would be times 2, and a size category 5 skimmer like a Balican Drake would be times 3.

Let's start with floating the skimmer. Many psionically driven skimmers have wheels, not only as a back up means of propulsion but also as a way to keep their decks above the surface when no pilot is

manning the psionic engine. In shallow silt the wheels can rest on the bottom just like in a non-psionically driven skimmer. When such a skimmer is in deep silt or if it doesn't have wheels then it must always have psionic power fed into the engine or it will sink in 1d3 rounds. To stay above the surface without moving under power, the pilot or sepiebrem need only supply three PSPs an hour or one twentieth of a PSP per round.

If the pilot of a psionically driven silt skimmer wished to move their stationary vehicle forward or backward, maneuvering will be covered later, they would expend one third the number of PSPs as the movement rate they wished to achieve to get up to speed. Eg. Undra an 8th level psychokineticists is piloting a size category 2 psionically driven skimmer. She wants to accelerate to the skimmer's normal cruising speed, a 15-movement rate, from a dead stop. She must give the psionic engine 5 PSPs to overcome inertia and push her skimmer to the desired 15 movement in that round.

After getting up to speed the pilot or pilots must only pay PSPs equal to the current movement rate every hour, or one sixtieth of that every round.

Further acceleration then requires one quarter the difference between the desired movement rate and the current movement rate to be paid. Acceleration takes one whole round to complete.

To decelerate the pilots just need to decrease the number of PSPs they are feeding the psionic engine to equal the desired speed. Over the next two rounds the skimmer will coast along, gradually



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slowing. To stop or decelerate suddenly, the pilots must pay the full equivalent for the movement rate in PSPs to overcome their forward motion. When this is done the skimmer decelerates instantly. If this method is used to decelerate 10 movement points

or more, anyone on deck who is not braced or lashed down must make a dexterity check. Those who fail are pitched overboard by their own momentum.



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Maneuverability

Wheel or sail driven skimmers- Silt skimmers whose wheels are resting on the floor of the silt sea move mostly in straight lines, only able to stray off center starboard or port slightly. Because of this wheel or wind driven skimmers have a two-mile turning radius. This means that most wheel or wind driven skimmers can turn no more than 10° per round. There are a few specialty build exceptions to this rule, like the Scorpion Patrol Skimmer. Customization of this kind adds significantly to the construction price of the craft.

If a wheel or sail driven skimmer has caught the wind in their rear sail, the one used for steering, an additional 10° can be turned in a round. This halves the turning radius to one mile. Wheel and wind driven skimmers can make these gradual turns without the need to decrease their current movement rate.

For wheel or sail driven skimmer captains who want to turn sharper than 20°, he or she must order the crew to one side of the skimmer, causing it to list in that direction. The larger portion of the crew that moves to the side the turn is pointed the greater the angle of the turn can be. Larger skimmers are harder to turn in this way and thus require more individuals. The minimum crew, listed on a skimmers profile, would all have to move to the edge of the deck on the turning side to add 10° to the turning angle. If passengers or excess crew are aboard, to make an even tighter turn, in increments of 10°, it would require the equivalent of 50% of the minimum

crew moving to the turning side as well. A 50° angle is as tight as a wheel or wind driven skimmer can turn without capsizing.

There are two dangers associated with turning sharply in this way. Number one, crew members involved in the list, who are not lashed to the skimmer must make a strength check to keep from being pitched overboard. Number two, for every 10° beyond the 20° of a normal turn that a skimmer attempts, there is a cumulative 20% chance that the skimmer will tip over and capsize.

Psionically driven skimmers- Psionic silt skimmers can easily turn up to 70° without the need to make a special check or drop their movement rates. To turn tighter than this the pilot must succeed on a modified siltmanship check. The modifier levied against this check is equal to one fifth the skimmers current movement rate. E.g., a psionically driven skimmer trying to make an 85° turn while cruising at a movement rate of 15 would roll their check at a -3 penalty. The maximum angle a psionically driven skimmer can turn is 90°. Failing the siltmanship check or attempting a turn tighter than 90° will result in the skimmer capsizing.



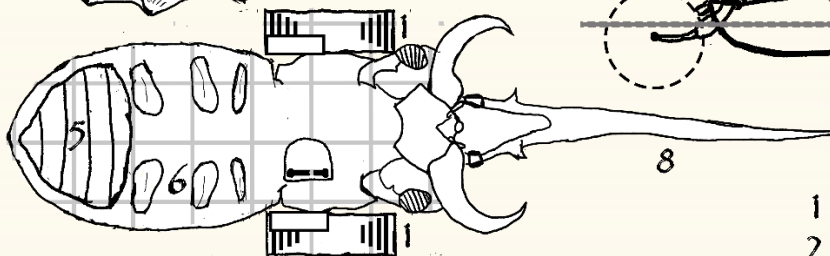
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Himic Beetle Trawler One Square=5 Feet

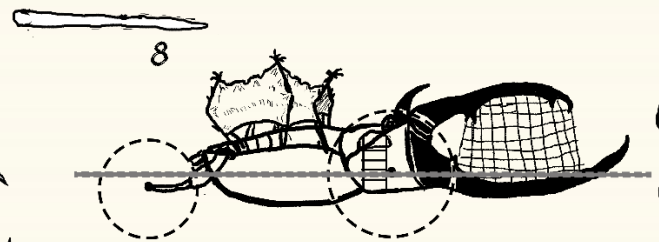
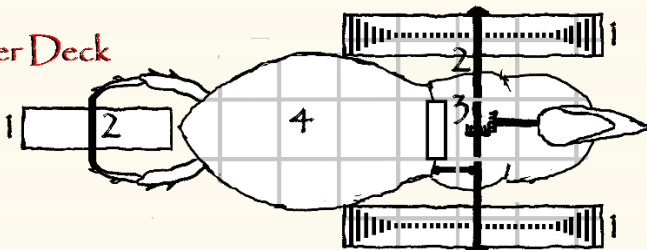
Canopy and Upper
Proboscis



Main Deck



Lower Deck



- 1 Wheels
- 2 Axles
- 3 Gear Compartment
- 4 Hold
- 5 Hatch
- 6 Legs
- 7 Canopy
- 8 Net & Armature

Size/Cost: 1 Wheel 23¹/210 gp

MR: 6 (8)/15(20)

Hull Type/AC: Chitin/7(6)

Number of Sails: 0

Integrity: 71

Minimum Crew: 5+ Captain

Max Silt Depth: 12'

Max Turning Angle: 10 Degrees

Max Cargo: 1,000 lbs.

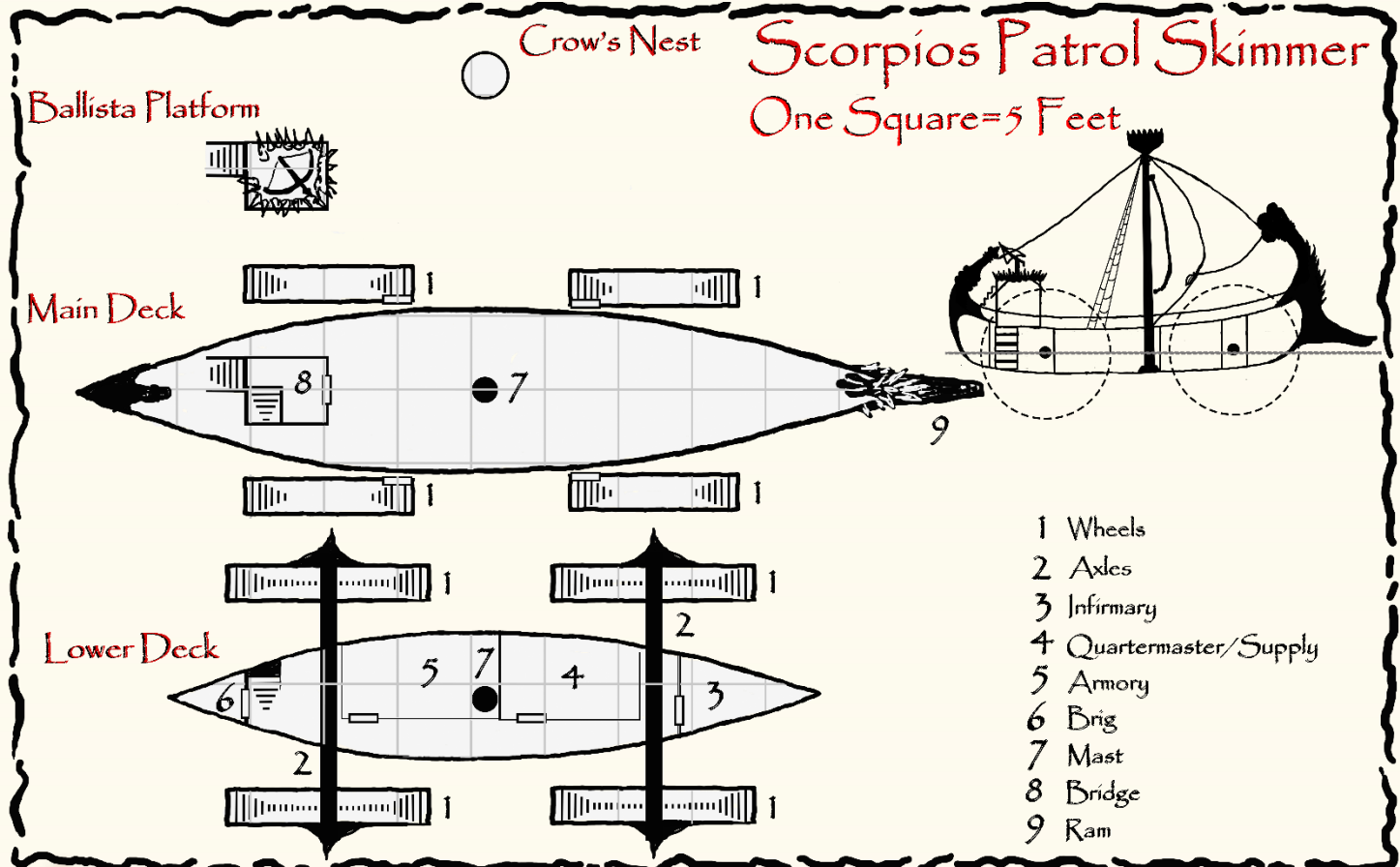
Weapons: None

Himic Beetle Trawlers are much sought after fishing skimmers that are made from the shell of

their namesake; see monster's supplement for details. These skimmer's shape and odor is enough to drive off most large silt predators who fear the live himic beetle.

The main feature of himic beetle trawler's is their unique way of snaring silt dwelling creatures. A heavy net is strung between the proboscises. These are attached to the drive wheels, allowing them to turn as one and dip into the silt. When the captain feels the net is full enough it is pulled back and emptied into the hold.

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Size/Cost: 3 Wheel 30'/340 gp

MR: 6 (8)/15(20)

Hull Type/AC: Wood/8(7)

Number of Sails: 2

Integrity: 83

Minimum Crew: 7+ Captain

Max Silt Depth: 17'

Max Turning Angle: 25 Degrees

Max Cargo: 5,000 lbs. of Supplies

Weapons: 1 Heavy Ballista Rotating, Ram

Scorpios Patrol Skimmers are a common sight in the shallow silt near Balic and up and down

the Estuary of the Forked Tongue. They patrol in pairs guarding against threats such as giants and silt pirates.

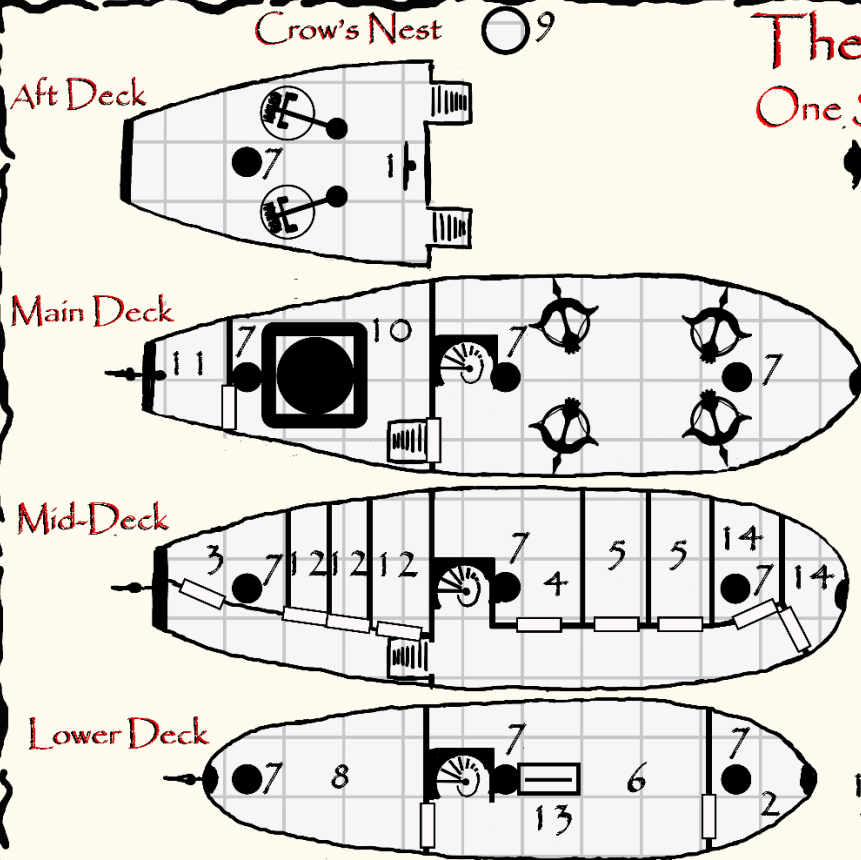
The feature that makes the Scorpios Patrol Skimmers stand out is that they are highly maneuverable by silt skimmer standards. The drive wheels are filled with undead each having a templar assigned to control. Each wheel can spin freely on its axle, allowing a wheel to move faster or in a different direction than the other wheels. This is what gives the Scorpios their superior maneuverability.



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The Shadow Viper

One Square=5 Feet



- 1 Wheel
- 2 Vault
- 3 Infirmary
- 4 Captain's Quarters
- 5 Officer's Quarters
- 6 Main Hold
- 7 Mast
- 8 Slave Billits
- 9 Observation Post
- 10 Floater's Pit
- 11 Weapon's Storage
- 12 Brig
- 13 Keel Board
- 14 Charter Cabin

Size/Cost: 3 Psionic & Sails 2,319 gp
 Psionic MR: Varies (Ags= 52)
 Hull Type/AC: Wood/8(7)
 Number of Sails: 3
 Integrity: 105
 Minimum Crew: 19+ Captain
 Max Silt Depth: NA
 Max Turning Angle: 90 Degrees
 Max Cargo: 5,000 lbs.
 Weapons: 4 Heavy Ballista, 2 Catapult
 The Shadow Viper is one of the few psionically floated silt skimmers outside of

Balic's Navy. Her tarek captain Kester makes her living as she can. Sometimes the Silt Viper is hired to carry high value cargo, sometimes she is chartered to complete a mission for a wealthy patron, but mostly Kester uses the Shadow Viper for piracy.
 The Shadow Viper is fast, heavily armed, and can traverse deep silt, making it ideal for all three. When battling giants and other huge denizens of the silt sea, Kester coats the tips of her ballista bolts in type "E" poison to add extra punch to each attack.

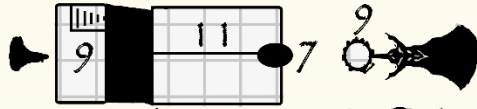
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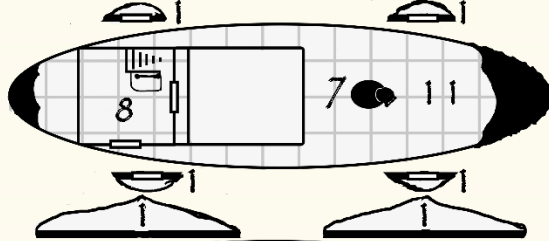
Crow's Nest

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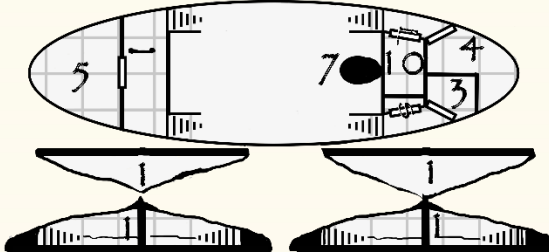
Observation Deck



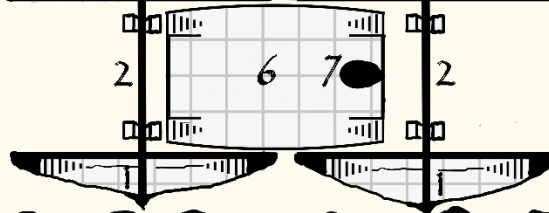
Main Deck



Mid-Deck

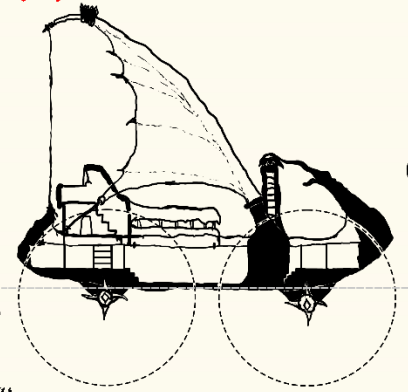


Lower Deck



Awvae Dust Cog

One Square=5 Feet



- 1 Wheels
- 2 Axles
- 3 Infirmary
- 4 Captain's Quarters
- 5 Crew Billits
- 6 Main Hold
- 7 Mast
- 8 Bridge
- 9 Observation Post
- 10 Vaults
- 11 Open Deck Storage

Size/Cost: 4 Wheel & Sail 35'/465 gp

MR: 6 (8)/15(20)

Hull Type/AC: Leather/9(8)

Number of Sails: 2

Integrity: 104

Minimum Crew: 8+ Captain

Max Silt Depth: 22'

Max Turning Angle: 10 Degrees

Max Cargo: 10,000 lbs.

Weapons: None

Like everything created by the merchant house

Wavir, Awvae Dust Cogs were

designed for bulk. Named after the Balican word for eggs, these huge skimmers dwarf all but the largest of the Balican armada's dreadnaughts. The wheels are attached to the keel allowing the cog to traverse silt deeper than other ships its size could. The whole skimmer is built around one large cargo hold that can be loaded via crane by allowing the main sail to fold forward and opening the doors of the observation deck storage. House Wavir operates four Awvae Dust Cogs out of Balic, that visit points all along the coast.

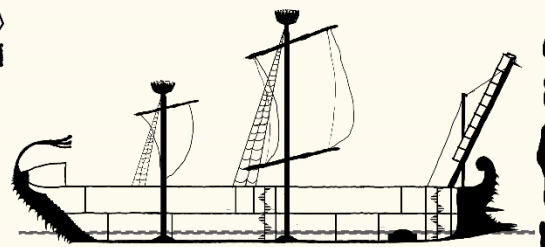
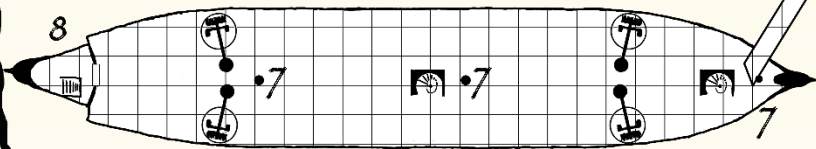


Of the Silt and Silt Skimmers

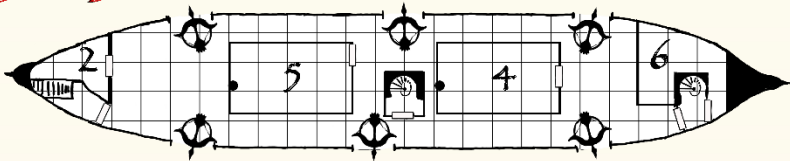
Balican Drake

One Square=5 Feet

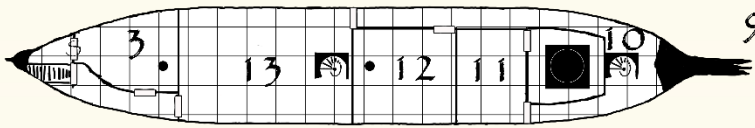
Main Deck



Battle Deck



Lower Deck



- 1 Corvus
- 2 Infirmary
- 3 Captain's Quarters/Vault
- 4 Quartermaster/Supply
- 5 Armory
- 6 Brig
- 7 Mast
- 8 Bridge
- 9 Ram
- 10 Psionic Engine
- 11 Psionicist's Berths
- 12 Mess
- 13 Crew's Berths

Size/Cost: 5 Psionic & Sail 3,224 gp
Psionic MR: Varies (Agis= 52)
Hull Type/AC: Wood/8(7)
Number of Sails: 2
Integrity: 160
Minimum Crew: 22+ Captain
Max Silt Depth: NA
Max Turning Angle: 90 Degrees
Max Cargo: 20,000 lbs.
Weapons: 6 Heavy Ballista Rotating, 4 Catapult Rotating, Ram, Corvus
 Drake class battle galleys, are larger than all

other silt skimmers in Balic's navy save the king's flagship Andropinis' Fist. So great is the cost to build and maintain each drake that even a sorcerer king can only afford three of them in his fleet. Drakes are used as command ships of flotillas, having several smaller skimmers accompanying them on any patrol. They bring a heavy complement of weapons to any fight they are involved in. On occasion a balican drake can be used as a troop transport, having space enough to ferry up to 50 soldiers a short way.

Of the Silt and Silt Skimmers



Silt Skimmer Weapons

<u>Weapon's Name</u>	<u>RoF*</u>	<u>Range#</u>	<u>Minimum Ship Size</u>	<u>Damage</u>	<u>Thaco</u>	<u>Cost</u>
Light Ballista	1/2	30/50/70	1	2d6@	12	10 gp
Heavy Ballista	1/3	70/90/110	2	3d10@	14	20 gp
Light Catapult	1/2	50/70/90	2	2d10@	16	8 gp
Heavy Catapult	1/3	90/110/130	3	3d10@	18	18 gp
Corvus	1/5	varies ≥ 5	4	1d8	12 [^]	4 gp
Balican Fire	1/4	10/30/50	3	3d10\$	16	35 gp
Ram	na	na	3	&	&	40 gp

* Rate of Fire is given as number of attacks/rounds.

Range is given in tens of feet.

@ Damage given for ballista and catapults can be increased by special shot or poison bolts.

\$ Balican Fire can be used to attack up to a 45° arc ahead of the silt skimmer. Any target in this arc must be attacked by rolling separately.

& Damage done by a silt skimmer ram, in hit points, is determined by rolling 1d6 and multiplying the result by the skimmer's size category and then adding current speed. (1d6 x size) + speed

[^] A corvus can only be used to target other silt skimmers and creatures of size G. A crewmen of an enemy silt skimmer may be struck by a falling corvus if they are on the part of the skimmer that is being attacked and they fail a save vs. breath weapon.



Of the Silt and Silt Skimmers

Silt Skimmer Weapon's Rules

A silt skimmer can have a maximum of two weapons per size category. A ram is not counted in this total.

Most silt skimmer weapons require a crew to cock, reload, and lose them. The number of crew needed to effectively operate a given weapon is listed in its description below. Every weapon needs at least half its crew to operate at all. For each crew member missing add one to the weapons THAC0.

Skimmer weapon's crews may become proficient or even specialized in their weapon in the same manner as any other weapon. Treat ballistae and catapults like crossbows, and the corvus like a melee weapon, for purposes of number of non-weapon proficiency slots and the combat modifiers applied.

Gladiators are treated differently than normal when operating skimmer weapons. Because these weapons are outside the scope of their gladiator training, they must spend non-weapon proficiency slots in the same manner as a fighter to become proficient with a skimmer weapon.

A skimmer weapon uses any bonuses or penalties its gunner has when operating it. In other words, it doesn't matter if the loader is specialized in the use of his heavy catapult, the gunner is doing the aiming and losing the shot.

Ballista Light/Heavy

Crew- 1 / 2

Ballistae are large weapons that throw javelin like bolts great distances much like enormous bows.

Ballistae can be used in skimmer-to-skimmer battles, especially when the aim is to capture and not sink the opponent's skimmer. When firing at short range ropes can be attached to the rear of a ballista bolt, allowing it to grapple an opponent's skimmer.

Ballistae are the weapon of choice when fighting giants. Their greater accuracy and capability to lose poison bolts make them deadly to almost any behemoth denizens of the silt.

Catapult Light/Heavy

Crew- 2 / 4

Catapults use tension stored in ropes or the power of a falling weight to swing a long arm that slings shot over long distances to smash into its target.

Although catapults are normally used to throw heavy stones, they have a great variety of ammunition options. At short range they can toss scores of sling bullets per shot to help clear an enemy deck prior to boarding. Thick ceramic jugs full of rendered fat, with a burning rag stopper are sometimes used to start fires on enemy skimmers or structures.

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King Andropinis has even come up with a special spell for his templars to use that allows them to throw broad curtains of fire at their enemies, using catapults. The spell is called The Tears of the Sun, see description below.

Note- Prices given for both ballistae and catapults are for those with fixed mounts. The cost is tripled if they have rotating mounts.

Corvus

Crew- 5

A corvus is a heavy boarding platform that is kept hoisted up against a mast until needed. Through a system of ropes and pulleys the corvus can be swung out over the deck of an enemy skimmer and dropped. The corvus has a long spike under its high end which pierces the deck of the enemy skimmer making it difficult to remove. Once in place the corvus can be used as a sturdy boarding plank. Any one crewmen of the enemy skimmer who is in the area the corvus drops on may be run through by the corvus' spike and pinned to the deck. A combined strength of 30 is required to dislodge an empty corvus. Once boarding begins the strength necessary to lift the corvus out of the deck depends on the weight of the boarders using it.

Balican Fire

Crew- 3

Balican fire is the name given to a concoction brewed up by Andropinis' royal alchemist. Its

formula is a closely guarded secret, so it is almost unheard of for any skimmer save a few special skimmers of the Balican fleet to use it.

These skimmers are equipped with special vats, piping, bellows pumps and special mast head nozzle for unleashing a narrow fountain of flaming liquid. At short range, if the skimmer is quickly turned, up to a 45° arc can be sprayed with fiery death. The pilot must make a check to determine how wide an arc was fired upon, while the gunner rolls to see how many ships or sized L or larger monsters in range were doused. Anything hit by the stream of Balican Fire suffers 3d10 damage.

Everything flammable struck by Balican Fire must make a save vs. spell or ignite. After being set on fire, targets will burn for 1d4 rounds, suffering 1d10 damage every round after the first. Only complete immersion, for one full round, under the surface of the silt, or water gated in directly from the elemental plane of water, can extinguish such flames. Any flammable materials located within 5' of a burning target must save vs. spell with a +2 bonus or also be set ablaze. Unfurled sails suffer a -5 penalty to their save. Fires of this type can spread, engulfing an entire skimmer in just a few minutes.

Ram

Crew- NA

A ram is a protrusion, usually from the prow of a silt skimmer, that can be used to punch into or even right through an enemy ship or enormous monster.



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A ram's core is made from dense wood or bone, covered in sheets of bronze for added toughness. All Balican Navy Skimmers have their prows also covered in sharp spikes to deter the grips of silt horrors, giants, and other behemoths.

To use a silt skimmer's ram the pilot/captain of the skimmer must intentionally crash his or her skimmer into its target. In the heat of battle this may require more than a little skill. Once the ram has hit, its target damage depends primarily on two factors, the size of the skimmer doing the ramming and its speed at the time of impact. To calculate the damage of a ram strike, multiply 1d6 to the size category of the skimmer that is ramming, then add that to the speed it plowed into its enemy. The resulting number is the number of hit points damage done by the strike. E.g., A size 3 scorpion patrol skimmer orders ramming speed to attack a giant dead ahead. His wheel crews go into a forced march upping the scorpion's movement to 15. When the scorpion smashes into the giant a d6 is rolled, and the result is 4. 4×3 , the size category of the scorpion, $+ 15 = 27$ hit points delt to the giant.

Effects of Damage on Skimmers

Silt Skimmers, no matter the type, are degraded in their capabilities when damaged. A skimmer is said to fall into one of four classifications of damage, undamaged, lightly damaged, heavily damaged and critically damaged. Each damage category covers a

certain percentage of the skimmers undamaged hit point total.

Undamaged- As the category name implies this damage classification applies only to silt skimmers that have not been damaged by collision, weather, or combat. An undamaged skimmer operates normally.

Lightly Damage- Silt Skimmers that have taken damage equal to 50% or less of their total undamaged hit points, function well, but become slightly harder to control or propel through the silt. All siltmanship checks are rolled with a -1 penalty.

Note- Special damage, like that caused by spreading fires may reduce a skimmer's capabilities regardless of damage classification.

Heavily Damaged- Skimmers with between 49% and 25% of their undamaged total hit points begin to become sluggish and hard to control. At this point the damage to the craft is great enough that all checks, whether ability checks, weapon or non-weapon proficiency, are made at a -2 penalty for anyone on board.

In addition, each round that a skimmer takes 20 or more hit points of damage while heavily damaged, the captain must roll on the system failure table below.

Critically Damaged- By the time a silt skimmer has taken over three quarters of its undamaged hit points in damage, it is in rough shape. When critically damaged all rolls made by anyone on board are made at a -4 penalty, because of the

Of the Silt and Silt Skimmers



heaving decks and stiff helm. The maximum movement rate of the skimmer is reduced to one quarter normal when critically damaged.

Minor System Failures

Roll 1d20

- 1- Minor Hull Damage
- 2- Damaged Sails
- 3- Damaged Weapons *
- 4- Roll on Major System Failures Table
- 5- Food Stores Spoiled
- 6- Water Storage Leaks
- 7- Important NPC Injured *
- 8- Wheel Crewmen Incapacitated *
- 9- Cracked Keel
- 10- Roll on Major System Failures Table
- 11- Sepiebrem is lost or destroyed *
- 12- Cracked Keel *
- 13- Damaged Sails *
- 14- Minor Hull Damage
- 15- Damaged Wheel *
- 16- Roll on Major System Failures Table
- 17- Damaged Weapon
- 18- Food Stores Spoiled
- 19- Water Storage Leaks
- 20- Wheel Crewmen Incapacitated

* Reroll on table once if first result is not applicable.

Important ship functions break down even faster at this stage. For each round that 10 hit points or more damage is taken by a critically damaged skimmer, the captain must roll on the system failure table below.

When reduced to 0 hit points a silt skimmer sinks as much as the silt depth will allow. Wheels may break off causing the keel of the skimmer to plunge to the bottom.

Major System Failures

Roll 1d12

- 1- Psionic Engine Destroyed *
- 2- Broken Keel
- 3- Broken Mast *
- 4- Smashed Wheel *
- 5- Below Surface Hull Breach *
- 6- Broken Axle *
- 7- Major Hull Damage
- 8- Important NPC Death *
- 9- Over 50% of Wheel Crew Killed *
- 10- Weapon Destroyed or Lost *
- 11- Food Stores Destroyed
- 12- Water Storage Destroyed

Note- When major systems failures occur, they are beyond fixing on the move. The skimmer must go to a port that has the resources and craftsmen to repair such major faults in the skimmer.

* Reroll on table once if first result is not applicable.



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Minor System Failures

Cracked Keel- The keel, the spine of the skimmer, has developed a crack. If this result is rolled twice before the keel is repaired it becomes a broken keel, see below.

Damaged Sails- One or more of the sails have been damaged. Damaged sails can not catch the wind until they are replaced or repaired.

Damaged Weapon- one of the skimmer mounted weapons is damaged and will not function until repaired.

Damaged Wheel- One of the skimmers wheels have been damaged causing it to turn slowly or with a limp. -2 to Maximum Movement rate and any siltmanship rolls until the wheel is repaired.

Food Stores Spoiled- In the commotion some of the food onboard was ruined due to damaged storage vessels or being exposed to the silt. Roll a percentile to determine what percentage of the food was spoiled.

Important NPC Injured- An NPC who performs a vital role onboard the skimmer is injured in such a way that they can't do their job until healed. This will require at least fourteen days of bed rest or two cure serious wounds spells to remedy.

Minor Hull Damage- A small portion of the skimmer's hull is punctured, crushed, split, or burned. It does not affect the overall operation of the skimmer, but it can make it easier to be swept overboard if a character is near the breach. Rolling this twice before the minor hull damage is fixed will result in major hull damage, see below.



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Sepiebrem is Lost or Destroyed- In all the excitement the sepiebrem that keeps your skimmer floating when there's no pilot at the engine smashed into the wall, fell out a breach, or was stolen by a boarding party.

Water Storage Leak- A powerful jolt caused the water barrel, cask, or bag to crack or tear resulting in the loss of up to half the water contained within. Roll a percentile, divide the result by two, round fractions up to determine the percentage lost.

Wheel Crewmen Incapacitated- One of the wheel crew has been badly hurt. The same means must be used to get him back on his feet as for the important NPC.

Major System Failures

Below Surface Hull Breach- A breach has formed below the silt line. Silt and the creatures that live in it come rushing in to fill any compartment up to the silt line. Anyone in the compartment that the breach formed in must make a dexterity check or be swept out into the silt. Anyone not swept out of the breach must roll for an encounter on the silt encounter tables later in this chapter, to see what denizens of the silt have come in with it. Large silt monsters like horrors may only push one appendage like a tentacle in, thus they can attack only once per round.

Broken Axle- A broken axle results in loss of function in the pair of wheels attached to the axle to drive the skimmer. This results in a -6 penalty to all siltmanship rolls involving the skimmer and a loss

of 60% of its maximum wheeled movement rate until the skimmer can be put into dry dock for repairs.

Broken Keel- For every round a skimmer moves with a broken keel it has a 50+ its current movement rate percent chance of splitting in two and sinking. A keel can be patched while underway given that there is an ample supply of wood or mekillot bone, and crew with the skills to make the repairs. A patch job needs at least 2 crewmen with the carpentry non-weapon proficiency per size category of the skimmer who are supervised by another crewman with the engineering non-weapon proficiency. To avoid splitting in half the skimmer must limit its speed to one quarter its maximum movement rate until it can be properly repaired in dry dock. A second result of a broken keel rolled before its properly repaired, indicates that the skimmer breaks up and sinks.

Broken Mast- Either in combat or in a storm one of the skimmers masts was snapped off. The mast falls into the silt taking anyone who was in the rigging or manning the crow's nest with it. Without that mast the skimmer loses its ability to use one of its sails.

Food Stored Destroyed- Whether in battle, a collision, or a terrible storm the skimmers pantry was badly damaged. All the food was lost, contaminated with silt, or blown away by powerful winds. There is no food onboard except what the crew may have had on their persons at the time of the destruction, and from the perspective of halflings and thri-kreen the other crew members.



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Important NPC Death- An NPC important to the operation of the skimmer dies. This could happen in combat, by being swept overboard, or having something heavy, like the mast fall on them. Nothing short of resurrection magic can bring them back.

Major Hull Damage- a large section of the hull has been destroyed, leaving a gapping hole that spans multiple decks. This exposes portions of the skimmer, that are normally covered, to the world. Until this damage is repaired in dry dock, every time a minor system failure roll is called for roll on the major system failure table instead. Rolling major hull damage, a second time before it is properly repaired results in a broken keel.

Over 50% of Wheel Crew Killed- This is exactly what it sounds like. Roll a percentile, divide by 2 rounding fractions up, and add the result to 50. This is the percentage of the wheel crew killed. Wheel driven skimmers need at least 50% of their crew to move. Another means of propulsion must be used, or deck crew must take the lost wheel crew's place.

Psionic Engine Destroyed- Psionic Engines are very fragile and very expensive to replace. There is no way to fix one, short of a limited wish or equivalent, in the field. If the psionically driven skimmer doesn't have wheels or is in deep silt it starts to sink. See the Laws of Motion/Psionically Driven Skimmers above for details on sinking psionic skimmers.

Smashed Wheel- A wheel was smashed leaving any purely wheel or sail driven skimmer unable to move and listing badly. Any attempt to move the skimmer under its own power will cause it to capsize. The skimmer may be towed by another skimmer no less than two size categories larger than itself or if it is psionically driven it may use its psionic engine to journey to a dry dock for repairs.

Water Storage Destroyed- this is self-explanatory. It is a more extreme version of water storage leak. In this case the main water storage vessel has had a catastrophic failure. The only water left on board is what the crew has if they keep waterskins.

Weapon Destroyed or Lost- one of the skimmer mounted weapons is either destroyed or is swept/falls overboard. It cannot be repaired or recovered short of through the use of high-level magic or powerful psionics. Outside of that it must be replaced.

Repairing Damage

Repairing general damage, that is not related to any specific major system of the skimmer, can be done while under way given that the tools, materials, and personnel with the necessary skills are available.

Depending on the class of skimmer different materials may be required to repair it. This may be as simple as running a spare sail up the mast, or as complex as replacing mekillot ribs that form part of the ships frame. Finding the necessary materials

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may be an adventure in itself. Going ashore on an island to cut lumber or hunt monsters for their skins are two possibilities.

The non-weapon proficiencies that would be most useful in repairing a skimmer are armorer, bower/fletcher, carpentry, engineering, leatherworking, rope use, seamstress/tailor, weaponsmithing, and weaving.

Repairing major system failures will require special facilities, with cranes, drydocks, and heavy fabrication equipment and may take several weeks to complete. If the captain of the silt skimmer doesn't own such a port, then they will have to go to Balic's Dust Yards, or to one of the small hand full of other skimmer yards in the larger silt port villages that are scattered along the western end of the sea of silt. Depending on the extent of the damage being repaired the cost of fixing the skimmer may vary wildly. To determine the price of the repairs, make a percentile roll. This is the percentage of the skimmers' overall purchase price, minus psionic engines, that it will cost to repair it back to an undamaged state. This is assuming that the psionic engine is in good working order. If it has been destroyed, then a new engine must be made and installed.

Of course, some haggling may lower this price, and partial repairs may be done, leaving the skimmer in a less than undamaged condition.

Silt Skimmer Design and Construction

At some point the PCs in your game may both desire to build their own silt skimmer and have the means to do so. The following section will give them the tools to design and build their own custom silt skimmer.

The majority of this section applies to all types of skimmers, no matter how they are driven, but there are certain special rules for creation of psionic silt skimmers as well.

As with everything else relating to skimmers, their construction costs and methods will depend on how they are driven and their size category. These categories and their associated characteristics and costs are given then the tables below.



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Silt Skimmer Size & Characteristics

<u>Size</u>	<u>Length and Beam</u>	<u>Max Cargo</u>	<u>Max Sails</u>	<u>Wheel Size/Max Silt Depth*</u>	<u>Minimum Crew[^]</u>
1	40'x 20'	1000 lbs.	1	20'/11'	5+ Captain
2	50'x25'	2500 lbs.	2	25'/13'	6+ Captain
3	60'x30'	5000 lbs.	3	30'/17'	7+ Captain
4	70'x35'	10,000 lbs.	4	35'/19'	8+ Captain
5	80'x40'	20,000 lbs.	5	40'/22'	9+ Captain
6	100'x50'	40,000 lbs.	6	N/A	12+ Captain

* These numbers only apply to silt skimmers with wheels. Size category 6 silt skimmers are too long to be supported by wheels; they require the even support provided by a psionic engine.

[^] This number does not include the wheel or weapon crews.

The size category dimensions shown in the above table are maximum dimensions for each given category. While almost all silt skimmers are at least twice as long as they are wide and have tapering bows and sterns, this doesn't mean that they must be designed this way. Keep in mind that particularly blunt designs may increase resistance, effecting the skimmer's maneuverability and increasing the amount of silt the skimmer throws up in the air as it passes.

As was stated earlier the word cargo, in the context of a skimmers carrying capacity, applies not only to inanimate trade goods, but also includes passengers, livestock, or anyone or anything that is not necessary for the basic operation of the silt skimmer. The only things not included in this weight total are the minimum crew listed on the above table, any additional specialized crew, like wheel crew or psionic pilots, and the basic stores of food, water,

Of the Silt and Silt Skimmers



Silt Skimmer Durability and Construction Costs

<u>Size</u>	<u>Base Cost</u>	<u>Silt Depth*</u>	<u>Turning^</u>	<u>Integrity/Improvement/Max\$</u>	<u>Sail#</u>	<u>Obsidian Engine</u>
1	150 gp	3 gp	10 gp	4d20/1 gp/80	5 gp	15,000 gp
2	250 gp	5 gp	17 gp	5d20/2 gp/100	6 gp	16,000 gp
3	450 gp	9 gp	30 gp	6d20/3 gp/120	7 gp	17,000 gp
4	700 gp	15 gp	50 gp	7d20/4 gp/140	8 gp	18,000 gp
5	1100 gp	23 gp	85 gp	8d20/5 gp/160	9 gp	19,000 gp
6@	1550 gp	N/A	N/A	9d20/6 gp/180	10 gp	20,000 gp

* This is the cost necessary to reengineer the skimmers basic design to allow an additional foot of max silt depth. The total amount of max silt depth increase cannot exceed 20% of that listed on the Silt Skimmer Size and Characteristics table above.

^ This is the price to improve a silt skimmer's maximum turning angle by one degree.

\$ To use this column roll the given modifier for the size category of skimmer being built. This is that skimmers base max integrity/ hit points. If an increase is desired the price given is the cost to harden the design against damage further. For every hit point of integrity that is added the price of construction goes up by the listed cost. The last number given in this column is the absolute maximum integrity a skimmer of the given size can have. Integrity of existing silt skimmers can be increased but the cost is 10% higher then the price on the table, which is for new skimmer construction.

@ Size category 6 silt skimmers are too large to be supported by wheels. The materials used to build them are not rigid enough to avoid major damage to the keel without the even support provided by a psionic engine.



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and ammunition that the skimmer needs to function effectively.

The base cost of a silt skimmer shown on the above table is its price without masts for sails, weapon's stations, or a psionic engine. These things, as well as design upgrades like improved integrity, maneuverability, or max silt depth all add to the base cost of construction.

There are only 2 skimmer yards capable of building or repairing silt skimmers of size category 3 or larger within three hundred miles of Balic. They are Fort Stilfone, which is an outpost of the Balican navy, and Port Jonaus, house Wavir's skimmer yards. Of these only Fort Stilfone has the facilities and personnel to construct psionic skimmers. Because crafting and enchanting the psionic engines, not to mention importing the high-quality obsidian from Uric, is time consuming and exacting work, a single psionic skimmer can cost as much as a whole fleet of non-psionic ones. For this reason, the Balican navy has a near monopoly on their use.

If some other group would want to start building psionic skimmers, or even just their engines, they would need to have a place to build a large workshop and drydock, as well as craftsmen who are master stone workers/gem cutters. They would also need a priest, preferably of earth or fire, that could cast the spell Create Engine. At the moment the particulars of that spell are a closely guarded secret amongst the templars of Balic. To gain access to it would involve a huge bribe to a

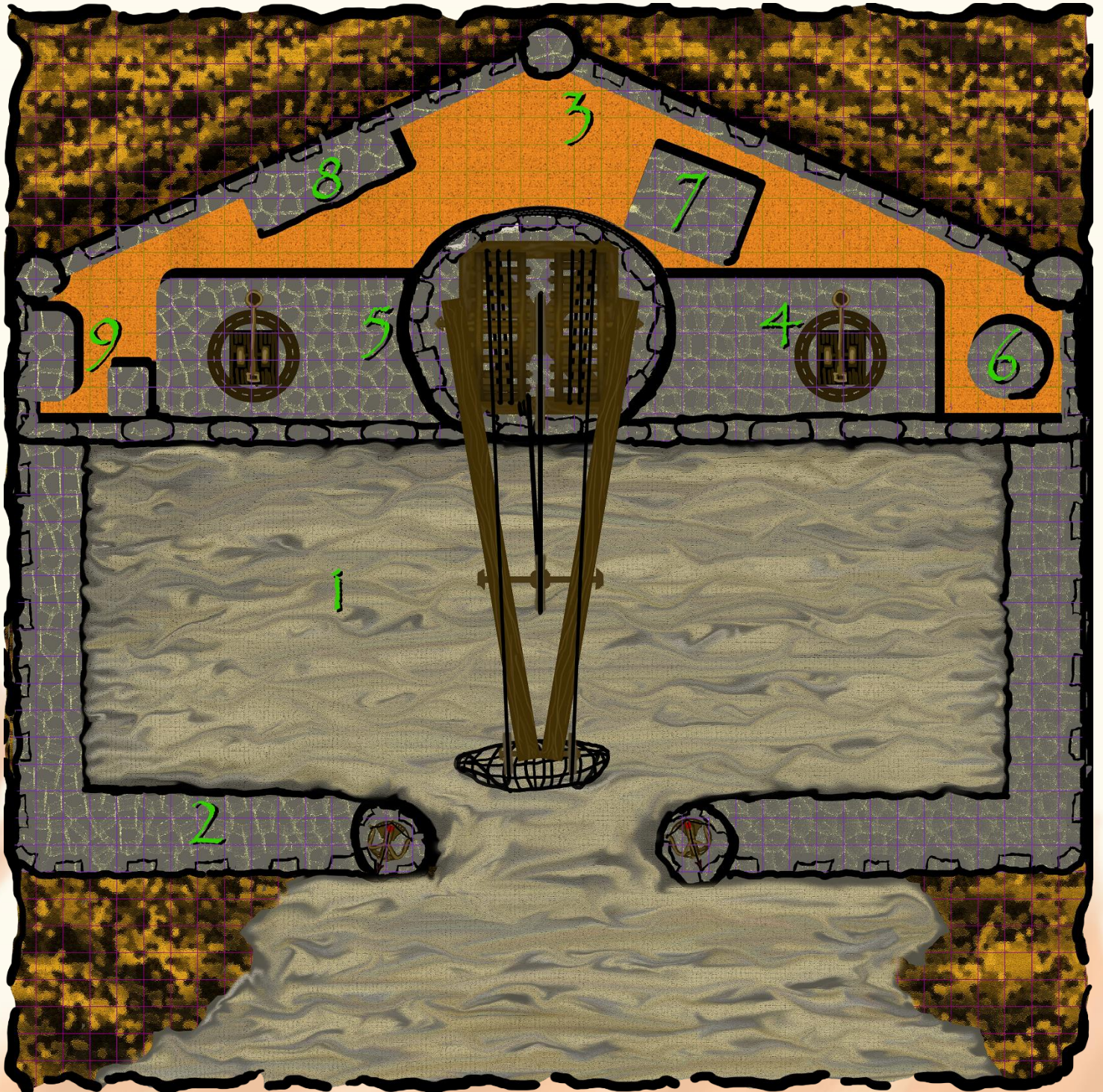
high level templar of Balic, or a raid on either Fort Stilfone or the templar's library in Balic.

Fort Stilfone

Fort Stilfone is the Balican Navy's skimmer yard. It is located on the Island of Stilfone, a rocky crag in the southern arm of the estuary of the forked tongue, about half way to Siren's Song. The Fort takes up most of the island that is not nearly vertical cliffs, giving non-flying assailants few options but a frontal assault. The entire facility, dry docks, workshops, barracks, and lay down yards are all protected by high walls, and catapults.

While the bulk of the work done at Fort Stilfone is for the Balican Navy, they will repair or even build civilian skimmers for the right price. The skimmerwrights of the fort will not build a psionic skimmer for a civilian, no matter the price, unless ordered to by Andropinis.

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#1 Drydocks- This large enclosure is where silt skimmers are constructed or repaired. It can accommodate even the fleet's largest skimmers. Like the arena floor of the Criterion its basin can be raised and lowered to facilitate whatever work needs to be performed on the skimmers there. Its 172'x65' area is enclosed by tall curtain walls. The gate to the estuary can be closed by raising the floor between the ballista turrets on the curtain walls.

#2 The Curtain Wall- This 14' thick stone wall towers 35' over the shore of Stilfone island. It protects the drydock from attack by enemy skimmers and giants alike. The curtain wall features two turrets that stand 10' higher than the rest of the crenelated wall. These turrets each hold a heavy ballista, for fighting off attackers.

#3 The Bailey- The Bailey is an open area that has been cleared of the stones that surround the fort. It lies between the rear wall and the skimmerwright's workshops. There are several small buildings contained within the bailey such as the cistern, warehouse, barracks, templar's office and enchanting workshop.

#4 The Skimmerwright's Workshops- This is by far the largest building in the fort. It is where all the components used in the construction of silt skimmers are made before being assembled in the drydock. Huge equipment such as saws, jacks, and pneumatic hammers are all used here to fabricate components by the skimmerwrights. This workshop is one huge room inside, that runs the 140' length of

the building. It boasts a 30' vaulted ceiling, giving the skimmerwrights plenty of room to do their work.

#5 The Crane Tower. This large circular tower extends 40' above the roof of the skimmerwright's workshops. A wide spiral staircase provides access to its roof. Attached to the top of the tower is an enormous, heavy, wooden crane. This marvel of Balican engineering is powered by a pair of wheels that are driven by beasts or slaves walking their interiors. Heavy giant hair ropes are coiled or uncoiled by the action of the wheels allowing heavy loads to be lifted, manipulated, and lowered into place.

#6 The Cistern- This is where the water for the fort is stored. It is a round stone building that stands two stories tall. The cistern can hold many tons of water. In an emergency, with a full cistern, Fort Stilfone could endure a three-month siege before they ran out of water. The cistern contains a cistern fiend.

#7 The Warehouse- In this three-story stone structure everything from lumber, to canvas, leather, to giant hair rope can be found. Almost anything you could need to build a silt skimmer is laying in racks or stacked on shelves here.

#8 The Barracks- Like the warehouse the barracks is three stories. The ground floor is where the freeman workers and artisans live, while the second floor houses the slaves, and the third the templars and master artisans. The lower two floors are open bays featuring hammocks stacked three high strung between rows of parallel polls. The

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third floor has individual rooms for those of higher rank in the fort.

#9 Templar's Office and Enchanting Workshop-

These are a pair of small buildings, the workshop being the larger of the two. In it is where Guilous Burons takes the finely worked obsidian and enchants it so it can receive psionic energy from a pilot and use that to float and maneuver a silt skimmer. This is an exacting and time consuming process and is only undertaken by order of the Dictator of Balic, Andropinis.

When not enchanting obsidian engines, Guilous Burons spends his time in his office managing the business of the fort. His office is small and only has the necessities for his work. Anyone wishing to commission the construction of a silt skimmer will be taken under guard, to speak with Guilous here.

Fort Stilfone Garrison Personnel

(Archers) Human Male Fighters 20: ALLN; AC 6(Hide Armor); MV 12; HD 5; hp 29; THACo 13; #AT 2; Dmg 1 d8-1/1d8-1 (Long Bow); SP ATT none; SP Def none; MR Nil; SZ M; ML 15

(Spearmen) Human Male Fighters 15: ALLN; AC 6(Hide Armor); MV 12; HD 5; hp 29; THACo 13; #AT 3/2; Dmg 1 d6-1/1d8-1 (Spear); SP ATT none; SP Def none; MR Nil; SZ M; ML 15

(Craftsmen) Human Male 42: ALLN; AC 10; MV 12; HD 1; hp 7; THACo 20; #AT 1; Dmg

1 d6-1/1d3-1 (Club); SP ATT none; SP Def none; MR Nil; SZ M; ML 11

(Slaves) Mixed Race and Sex 30: ALLN; AC 10; MV 12; HD 1; hp 5; THACo 20; #AT 2; Dmg 1 or 2/1 or 2 (Fists); SP ATT none; SP Def none; MR Nil; SZ M; ML 10

(Draft Beasts) Inix 4: ALNN; AC 6; MV 15; HD 6; hp 32; THACo 15; #AT 2; Dmg 1 d6/1d8 (Claws); SP ATT Crush; SP Def none; MR Nil; SZ H; ML 12

(Overseer) Human Male Templar 2: ALLE; AC 6(Hide Armor); MV 12; HD 7; hp 27; THACo 16; #AT 1; Dmg 1 d6-1/1d8-1 (Short Sword); SP ATT Spell/Wild Talent; SP Def none; MR Nil; SZ M; ML 14

(Master Craftsmen) Human Male 2: ALLN; AC 10; MV 12; HD 1; hp 7; THACo 20; #AT 1; Dmg 1 d6/2d4-1 (Footman's Flail); SP ATT none; SP Def none; MR Nil; SZ M; ML 12



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Guilous Burons

Templar, Ektois of Fort Stilfone

Male Human, Neutral Evil

Level 14	Str 10
AC 8 (+2 Ring of Protection)	Dex 14
Movement 12	Con 12
Hit Points 61	Int 16
THACO 12 (Bronze Dagger)	Wis 18
	Cha 16

Damage/Attack: S-M/L 1d4/1d3

Proficiencies

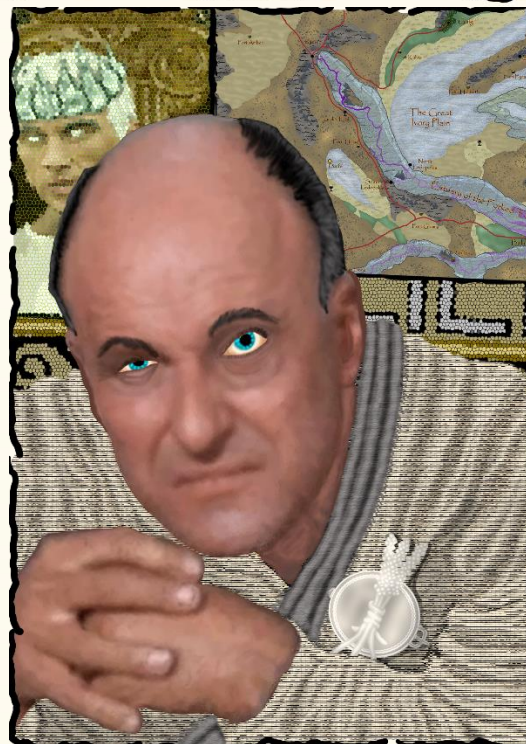
(WP) Dagger, Long Bow, Spear, Short Sword, Whip (NWP) Appraising, Engineering, Etiquette, Local History Balic, Reading/Writing, Spellcraft

Psionic Summery: PSPs 110 (Wild Talent)

Telekinesis, Telekinetic Flight, Levitation

Spells: (1st) Bless, Curse of Tongues, Hand of the Sorcerer-Kings, Sanctuary, Shillelagh (2nd) Coat of Mist, Hold Person, Might of the Sorcerer-Kings, Steal Breathe, Wyvern Watch (3rd) Animate Dead, Conjure Lesser Elemental, Create Smoke, Sand Spray (4th) Cure Serious Wounds x2, Sand Warriors, Whirlpool of Doom (5th) Create Engine, Raise Dead (6th) Silt Tides

Items: Cream colored toga with a grey hem, Silver Holy Symbol of Andropinis, Fine Inix Leather Sandals, Erdlu Leather Belt, Blue Silk Belt Pouch, Yellow Silk Belt Pouch Bronze Dagger, Ring of Protection +2, Deck of Illusions, Staff of Withering, Potion Fruit of Heal, 2 gp, 15 sp, 149 cp, 27 bits



Guilous Burons is a tall middle-aged man with a balding pate. The remains of his short hair is black except around his temples where it has gone grey.

Guilous has been the Ektois of Fort Stilfon, a position that roughly equates to special facility commander, for three years. All that time he has served Andropinis well. He has also been cultivating many allies in the Balican Navy and among the merchant houses. Guilous hopes to one day replace Sorestucles Balba and become the Lord Architect. It was his naked ambition that got him assigned to Fort Stilfone. He was too useful to kill, but too dangerous to allow to continue scheming in Balic. As Guilous plots his return to the city, he is always looking for spies or mercenaries.

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Port Jonaus

Outside their headquarters in Balic, Port Jonaus is the largest post operated by House Wavir. Its primary function is as a skimmer yard, building, repairing, and resupplying the skimmers of House Wavir's skimmer fleet. Port Jonaus also serves as a storage depo, and in times of conflict a stronghold for House Wavir.

Port Jonaus is built on the Isle of Kardos near the mouth of the Estuary of the Forked Tongue, which has only one shole leading to it from the north. This helps protect the port from giant attack, and forces wheeled silt skimmers to approach in single file.

All portions of Port Jonaus are surrounded by tall hedges of bramble trees. These serve a dual purpose, they help keep airborne silt out, and their thorny boughs protect the port from attackers.

Within the hedge, the port looks like a collection of large tents and fortified buildings. The tents both turn the harsh rays of the Athasian Sun and the choking silt on windy days. Because House Wavir has taken these precautions, goggles and dust cloths are usually unnecessary inside the port's facilities.

There is an open marketplace that non-Wavir traders can do business, but it is isolated from the main port, for security reasons. Such traders must receive permission to dock and do business. All

non-Wavir personnel must leave port before sundown. Even captains of skimmers being built or repaired are ferried back to Fort Wemmer while they wait for the skimmerrights to finish their work.

While Port Jonaus lacks an inn, it has a tavern where travelers can get a hot meal and wash the dust from their throat with a mug of broy. House Wavir also runs a small casino, where sailors with bellies now full, can gamble away their pay and watch dancing girls. This makes Port Jonaus a popular stop with many skimmer crews. It is also a steady source of profits for House Wavir.

Port Jonaus' drydock can accommodate skimmers as large as size category four. It was here that House Wavir built its Avwae class dust cogs. Antiginey, the port master of Port Jonaus, is always happy to take on a commission for the construction of a silt skimmer once she sees that the party in question has the means to afford the work. She will offer maintenance contracts to silt skimmer captains that allow them to receive repairs at a discount, so long as they agree to have all such work done at Port Jonaus.

The only limitations on the kind of skimmers that can be built or repaired at Port Jonaus are in the size of their drydock, they can not accommodate size category five or six skimmers, and they cannot build psionic engines. Because of this few Balican navy skimmers use the port. Although a pair of Scorpios patrol skimmers visit about once a week while patrolling the area.



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#1 Market Key- This north most portion of Port Jonaus is where all silt skimmers, not operated by House Wavir, dock. It is at the end of a long pier that connects a short chain of small islands. As its name infers the Market Key is where skimmer captains can bring their goods to trade with each other and House Wavir. There is no telling what may be found here from one day to the next. It all depends on what the latest skimmers had in their holds.

The Market Key has three docks that silt skimmers can tie up to. There are also two tents, one large pavilion style tent that has tables that, for a fee, can be used to display wears, and one smaller tent that houses Wavir guards and functionaries. All fees or fines are paid in this tent.

#2 The Parched Inix- this tent houses a tavern of sorts. There's a large stone stove at its center that vents its smoke out the peak. Around that is a bar and tables. A wide variety of food is offered, but the Parched Inix is famous among skimmer crewmen for its Inix stakes and broy. Such a meal will cost a hungry crewmen 1 cp 2 bits. A cup of broy or water are 3bits and 1 bit respectively.

#3 The Temple of the Moons- The name of the ports gambling house is a double entendre, that refers to the adoration the curvaceous dancing girls, who work within, receive from lonely crewmen who may not have set foot off their skimmers for weeks prior to visiting Port Jonaus.

Dice games are popular with the patrons of the Temple of the Moons, but the big money is won or lost playing Shufa. Shufa is a game of luck and skill first played by the dwarves. It is like dominos in most respects, being played with tiles made from animal teeth. The Shufa tiles owned by the Temple of the Moons are made from the teeth of tembo.

The dancing girls serve not only as an attraction, encouraging lonely silt skimmer crewmen to stay and continue gambling, if you are not gambling you must leave, but they also distract gamblers from their games, making it easier for the house to win. Because of this each dancer has a house guard assigned to keep patrons at a respectful distance. They will allow the patrons to show their appreciation to the dancers by tipping them in a basket the same color as the ribbon they wear in their hair. The house takes half this money. Outside of the bulk trade that the rest of the port facilitates for House Wavir, the Temple of the Moons is the most profitable venture on the Island.

#4 The Skimmer Yards- This is where House Wavir builds and repairs silt skimmers, either its own or customer's. There is a six story hexagonal stone tower flanked by two docks. From the center of the roof of the tower two heavy ropes run out to thick wooden piles that have been driven deep into the bed of the silt sea to the west. These ropes have heavy blocks with pulleys for manipulating heavy timbers into place during construction or repair of silt skimmers.



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#5 The Gatehouse and Wall- The gatehouse guards the Island from the non-Wavir personnel on the pier. Only agents of house Wavir may pass the gatehouse unescorted. It is a three-story stone tower with arrow slits all along its front wall. There is a ballista mounted on the roof of the gatehouse, and all the other guard towers, to fend off attacks on the port. The wall is twenty feet tall and seven feet thick. It has three, thirty-foot guard towers, and a wide catwalk all along its top.

#6 The Agents Tower- This Huge stone tower houses most of the personnel that live on the island. Its first floor is taken up mostly by a large open bay barracks where the guards live. The port armory is also on the first floor. The second floor is a hive of small rooms that serve as either quarters or offices for the agents of House Wavir. With the exception of a short hallway and roof access stairs, the whole of the third floor belongs to Antiginey the port master. She has a large office that is connected to her personal suite. Her quarters are quite luxurious even by the standards of a Balican patrician. On the roof there are two swivel mounted heavy catapults, to fend off attacks on the port. There is also space enough for a large unit of archers to assist the catapult batteries in this task if need be.

#7 The Vault Tower- This is the last of the hexagonal stone towers in Port Jonaus. It is used for storage of two very different things. Starting on the second floor, this is where anything of great value is kept. Hordes of coins, jewels, and forbidden magic items might be found here in a

series of mini vaults. Down on the first floor is the Vault Tower's primary security. Scores of zombies are kept here when not pushing the wheels of House Wavir's skimmers. They have orders to attack anyone who is not wearing the livery of House Wavir, although that is a closely guarded secret. For that matter so is the function of the Vault Tower. If visitors ask about the tower, they are told that it is the ports keep; a heavily fortified place to fall back to if the Island is overrun.

#8 The Hospitality Tent- This is as far as any non-Wavir visitors are likely to get in Port Jonaus. Anyone wanting to discuss business with any of the agents of the house will be led here to discuss it. In the case of someone wanting to order the construction of a silt skimmer Antiginey herself will conduct the negotiations. The Hospitality Tent is appointed with several silken lounges, and low tables that food and drink are served from by favored young agents. Antiginey rewards up and coming agents with this duty to show them how business is done, and so she might have an opportunity to introduce them to important customers.

#9 The Mess/Medicus Tent- About two thirds of this large tent is taken up by the main kitchen for the port. The meals for everyone from a slave to the port master herself are all prepared here. The remaining space is cordoned off for the care of the injured and infirmed. There are high tables for examining or performing surgery on patients, as well as a dozen beds for those who cannot leave under

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their own power. Many herbs are kept here along with all the basic medical supplies like linen bandages, and such. The Medicus is run by a wind priest, who is assisted by three Wavir hirelings skilled in healing and herbalism.

#10 The Store Tent- This huge tent is where bulk goods like bushels of grain, tuns of water, or stacks of timber are kept, while waiting to be shipped out or used. Almost any nonperishable bulk commodity available in the tablelands can be found here in tall stacks or casks. Because of the nature of the goods stored here this pavilion is not as frequently patrolled as the rest of the port.

Port Jonaus Personnel

(Archers) Human Male Fighters 15: ALLN; AC 6(Hide Armor); MV 12; HD 4; hp 23; THACo 14; #AT 2; Dmg 1 d8-1/1d8-1 (Long Bow); SP ATT none; SP Def none; MR Nil; SZ M; ML 15

(Spearmen) Human Male Fighters 10: ALLN; AC 6(Hide Armor); MV 12; HD 4; hp 24; THACo 14; #AT 3/2; Dmg 1 d6-1/1d8-1 (Spear); SP ATT none; SP Def none; MR Nil; SZ M; ML 15

(Agents) Human Male/Female Traders 12: AL LN; AC 7(Padded Armor, High Dex); MV 12; HD 1-7; hp 5-31; THACo 20-16; #AT 1; Dmg 1 d6-1/1d8-1 (Short Sword); SP ATT Spell/Wild Talent; SP Def none; MR Nil; SZ M; ML 14

(Craftsmen) Human Male 27: ALLN; AC 10; MV 12; HD 1; hp 7; THACo 20; #AT 1; Dmg 1 d6-1/1d3-1 (Club); SP ATT none; SP Def none; MR Nil; SZ M; ML 11

(Master Craftsmen) Human Male 2: ALLN; AC 10; MV 12; HD 1; hp 7; THACo 20; #AT 1; Dmg 1 d6/2d4-1 (Footman's Flail); SP ATT none; SP Def none; MR Nil; SZ M; ML 12

(Slaves) Mixed Race and Sex 30: ALLN; AC 10; MV 12; HD 1; hp 5; THACo 20; #AT 2; Dmg 1 or 2/1 or 2 (Fists); SP ATT none; SP Def none; MR Nil; SZ M; ML 10

(Cooks/Dancers) Mixed Race and Sex 12: AL NN; AC 10; MV 12; HD 1; hp 5; THACo 20; #AT 2; Dmg 1 or 2/1 or 2 (Fists); SP ATT none; SP Def none; MR Nil; SZ M; ML 8

(Draft Beasts) Inix 3: AL NN; AC 6; MV 15; HD 6; hp 32; THACo 15; #AT 2; Dmg 1 d6/1d8 (Claws); SP ATT Crush; SP Def none; MR Nil; SZ H; ML 12

(Undead) Zombies 80: AL NN; AC 8; MV 6; HD 2; hp 11; THACo 19; #AT 1; Dmg 1 d8-1 (Spear); SP ATT none; SP Def Spell Immunity; MR Nil; SZ M; ML Special



Of the Silt and Silt Skimmers

Antiginey Pulcher

Trader, Master of Port Jonaus

Female Human, Lawful Neutral

Level 12	Str 9
AC 7 (+2 Ring of Protection/Dex)	Dex 15
Movement 12	Con 11
Hit Points 39	Int 16
THACO 14 (Bronze Dagger+1)	Wis 17
	Cha 17

Damage/Attack: S-M/L 1d4+1/1d3+1

Proficiencies

(WP) Dagger, Harpoon, Short Bow, Short Sword, Whip (NWP) Appraising, Bargain, Bureaucracy, Etiquette, Language Modern Giant, , Language Modern Aarakocra, Language Modern Gith, Local History Balic, Reading/Writing Common

Psionic Summery: PSPs 93

(Wild Talent) Mindlink, Contact, Sound Link

Thief Skills: Pick Pockets- 45, Open Locks- 10, Find/Remove Traps- 15, Move Silently - 20, Hide in Shadows- 25, Detect Noise- 15, Climb Walls- 60, Read Languages- 40

Poison Types: A, C, D, F, I, K, N, O

Items: Green Silk Robes, Silver Jewelry, Fine Lambskin Boots, Blue Silk Belt, White Silk Belt Pouch, Bronze Dagger+1, Ring of Protection +2, Hat of Disguise, Potion Fruit of Cure Critical Wounds x2, 23 gp, 78 sp, 329 cp, 84 bits



Antiginey Pulcher was born the granddaughter, seventh grandchild of Eupatridae Pulcher the matron of one of the most influential patrician families in Balic. Being tenth in line to her grandmother's seat on the patrician's counsel, in her early teens Antiginey decided to make her own fortune as a trader. She used her family's ties with the Merchant House Tomblador, and her wealth to gain a position as a captain of a silt skimmer. When a high ranking Tomblador agent pinned the blame on her for unpaid taxes, Antiginey jumped ship and went over to House Wavir, bringing her skimmer and crew with her. Over the next decade she rose through the ranks to her current position as Master of Port Jonaus. She has ambitions to head House Wavir someday.

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Silt Encounters Roll 2d10

Estuarie of the forked tongue/ Dust Sinks

- 2 Razorwings
- 3 Beastheaded Giants
- 4 Silt Runner
- 5 Plains Giants
- 6 Roc
- 7 Red Silt Horror
- 8 Silt Skimmer
- 9 Cloud Ray
- 10 Raktoi
- 11 Silt Spider
- 12 Paraclemental Beast of Silt
- 13 Plains Giants
- 14 Floater
- 15 Brown Silt Horror
- 16 Silt Spawn
- 17 Silt Skimmer
- 18 Beastheaded Giants
- 19 Black Silt Horror
- 20 Desert Giants

Deep Silt

- 2 Gray Silt Horror
- 3 Sink Worm
- 4 Raktoi
- 5 Red Silt Horror
- 6 Floater
- 7 Silt Drake
- 8 Cloud Ray
- 9 Silt Spawn
- 10 Silt Skimmer
- 11 Roc
- 12 Black Silt Horror
- 13 Razorwings
- 14 Sand Vortex
- 15 Air Drake
- 16 Silt Spider
- 17 Pterax
- 18 Purple Silt Horror
- 19 White Silt Horror
- 20 Brown Silt Horror

Mud Flats

- 2 Desert Giants
- 3 Roc
- 4 Beastheaded Giants
- 5 Brown Silt Horror
- 6 Silt Spider
- 7 Burnflower
- 8 Pterax
- 9 Red Silt Horror
- 10 Carnivorous Plant
- 11 Floater
- 12 Plains Giants
- 13 Silt Drake
- 14 Cloud Ray
- 15 Red Silt Horror
- 16 Brain Seed
- 17 Black Silt Horror
- 18 Sink Worm
- 19 Rock Cactus
- 20 Razorwings

Rocky Island

- 2 Razorwings
- 3 Black Silt Horror
- 4 Slig
- 5 Silt Spawn
- 6 Dune Reaper
- 7 Plains Giants
- 8 Red Silt Horror
- 9 Beastheaded Giants
- 10 Rock Cactus
- 11 Aarakocra
- 12 Desert Giants
- 13 Brown Silt Horror
- 14 Roc
- 15 Silt Skimmer
- 16 Plains Giants
- 17 Beastheaded Giants
- 18 Silt Spider
- 19 Cloud Ray
- 20 Desert Giants

Stark Craggs

- 2 Red Silt Horror
- 3 Roc
- 4 Silt Skimmer
- 5 Aarakocra
- 6 Raktoi
- 7 Razorwings
- 8 Silt Spider
- 9 Cloud Ray
- 10 Black Silt Horror
- 11 Pterax
- 12 Elemental Beast of Earth
- 13 Razorwings
- 14 Silt Spawn
- 15 Floater
- 16 Air Drake
- 17 Kes'trekel
- 18 Rock Cactus
- 19 Aarakocra
- 20 Brown Silt Horror

Ruins

- 2 Silt Spider
- 3 Krag
- 4 Stalking Horror
- 5 Floater
- 6 Razorwings
- 7 Cloud Ray
- 8 Sink Worm
- 9 Rock Cactus
- 10 Aarakocra
- 11 Beastheaded Giants
- 12 Desert Giants
- 13 Sun Drake
- 14 Dhaot
- 15 Pterax
- 16 Kraglings
- 17 Floater
- 18 Thrax
- 19 Roc
- 20 Plains Giants

Sea of Silt Weather Roll 2d6

	Day	Night	Temp	Day	Night	Wind
2	Warm	Cool		None	None	
3	Warm	Cool		None	None	
4	Hot	Cool		Light	None	
5	Hot	Cool		Light	Light	
6	Very Hot	Cool		Mod.	Light	
7	Very Hot	Warm		Mod.	Mod.	
8	Very Hot	Warm		Strong	Mod.	
9	Very Hot	Warm		Strong	Mod.	
10	Fumace	Warm		Storm	Strong	
11	Fumace	Hot		Storm	Storm	
12	Fumace	Hot		Sirocco	Storm	



Silt Skimmers



Sepiebrem

Discipline- Psychokinetic PSP- 30

Sciences, Devotions, Defense Modes- NA

Wis- 12

Alignment- N/N

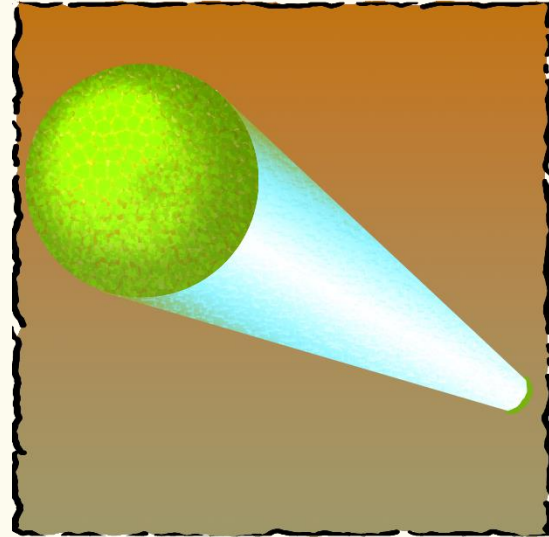
Languages- None

Ego- NA

Appearance- A sepiebrem is a large chunk of brain matter, harvested from a live silt horror, incased in a glass sphere. It is about the size of an adult human head and is usually suspended above a psionic engine via giant hair rope. When not in use it dimly glows a pale blue.

Constant Powers- As mentioned above, when not in use a sepiebrem glows blue, this shows that it is recovering its PSPs, which it does at a rate of 2 an hour.

Invoked Powers- When placed in physical contact with a psionic engine the sepiebrem feeds it the required 3 PSPs necessary to keep a skimmer afloat



King's Eye

Appearance- A king's eye is a solid glass tube about 18 inches long 3 1/2 inches in diameter at one end tapering to 1 inch in diameter at the far end.

Constant Powers- When the narrow end is placed to the eye of its user, it both magnifies what is being viewed and allows the user to see through some things that would normally obscure vision. If the invoked powers are not used things viewed through the king's eye look 5x larger than with the naked eye.

Invoked Powers- By tapping the side of the king's eye, its user can increase and decrease the magnification of the image he sees. Each tap increases or decreases the magnification of the image by 5x. A tap with the middle finger increases while a tap with the index finger decreases.

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New Priest Spell

Fourth-Level Spell

The Tears of the Sun

Sphere: Fire

Range: Light/Heavy Catapult 900'/1300'

Components: V, S, M

Duration: 3 rounds

Casting Time: 4

Area of Effect: 40' arch/level above 8th

Saving Throw: 1/2

This spell is a closely guarded secret among the mid to upper echelons of Andropinis' templars. Outside of the cadre of his priesthood it is unknown.

By means of this spell, the templar creates a burning rain along an arching line in battle.

The material components for the tears of the sun is an alchemical concoction that is poured into the bowl of a catapult and launched at a distant target area, be that a group of giants or a shoreside fortification. The somatic gestures are preformed, and Andropinis' name is invoked while the concoction falls toward its target area. Timing is important, if ignited too early the spell fizzles, snuffed out before it can

have effect. If initiated too late it lacks the air to ignite. Because of this the casting templar must make an attack roll to successfully activate the tears of the sun. If they fail their attack roll, they invoked their king's name either too early or too late.

Once activated the tears of the sun falls in an area of effect 10' deep by 40' wide per level of the caster over 8th. Anything in this area of effect is splattered with a torrent of burning liquid that does 3d8 hit points of fire damage on the first round 2d8 damage on the second round, and 1d8 on the third round, at which point it snuffs out. Each round the target of the spell may save for half damage. Any flammable materials like cloth, wood, or leather must also make a save vs. fire damage or be set alight and destroyed. Under the right conditions the tears of the sun could spark a conflagration, engulfing a stockade completely.



Of the Silt and Silt Skimmers



DARK SUN
WORLD

Balic's Trade Routes

	Caravan Road		Silt No Path
	Shallow Silt Path		
	Medium Silt Path		
	Deep Silt Path		

- Caravan Road**- Caravan roads connect the far flung city-states. they are used by commoner and merchant houses alike.
- Shallow Silt Path**- Shallow paths are approximately 10 feet deep. Even size category 1 wheeled silt skimmers can navigate paths.
- Medium Silt Path**- Medium paths are around 15 feet deep. Size category 3 and larger wheeled silt skimmer can traverse these paths.
- Deep Silt Path**- Deep silt paths, being 20 or more feet deep, can only be traveled by size category 5 and 6 wheeled silt skimmers.
- Silt No Path**- Most silt has no paths and thus is only navigable by psionically driven silt skimmers.

Acknowledgement

The rules in this sample chapter are based on those presented in the Dragon Magazine article, “On a Waterless Sea... Building and Piloting the Silt Skimmers of Athas”, by Todd Stigliano from Dragon Magazine #237.

I have made many changes, added, and omitted rules, but the foundations of this chapter were laid down by Mr. Stigliano and I would like to acknowledge his contribution to the Dark Sun setting.