

SULPHUR & SAND

Beneath a bruised, ochre sky, the ruined city of Veridian sprawls across a vast, undulating desert – a testament to time and the insidious Rot. Twisted, fungal growths cling to crumbling sandstone towers, while colossal sandstorms relentlessly carve new pathways through the debris, exposing ancient secrets and deadly traps.

HOOKS & RUMORS

- The Sand Striders whisper of a deactivated mechanism deep within the Rot-infested Lower Ward, likely controlling the erratic sandstorms. Repairing it could stabilize the dungeon but risks awakening something worse.
- A young Sand Strider, Kaelen, seeks a skilled scholar to translate a fragmented scroll detailing the Rot's initial infection and a possible cure, offering shelter in exchange.
- Recent tremors suggest the Rot is accelerating the collapse of the Central Spire. A team of Striders believes a specific, crystalline resonance is triggering these catastrophic shifts.
- Scavengers report finding grotesque, animated statues—'Rot-touched guardians'—near the abandoned western docks, stubbornly defending a flooded cistern, hinting at a source.
- A cryptic message etched into a ruined archway warns of "the Sleeper Engine" – a device blamed for manipulating the storms, now pulsing with a sickly green light, deep below.

RANDOM EVENTS (D6)

1	Shifting Sands	A sudden, intense sandstorm engulfs the Chamber of Echoes, reducing visibility to near zero and causing minor structural damage. Players must make a Dexterity saving throw or take bludgeoning damage...
2	Rot Bloom	A patch of pulsating, bioluminescent fungal growth erupts from the floor in the Dust Devil's Passage, releasing spores that inflict a mild poison effect. Players must make a Constitution saving thr...
3	Lost Caravan	A small caravan of Sand Striders, fleeing from a Rot infestation, stumbles into the Sunken Gate. They offer information about a vulnerable point in the Rot's network and request aid in defending th...
4	Echoing Winds	A localized area of intense wind disrupts the controls in The Heart of the Storm, temporarily reversing the direction of the sandstorm and exposing a previously hidden chamber filled with ancient m...
5	Sand Serpent	A colossal Sand Serpent, mutated by the Rot, emerges from the dunes and attacks the party. The serpent is immune to physical damage but vulnerable to fire and sonic attacks.
6	Silent Storm	A brief, unnaturally calm period descends upon the dungeon, silencing the wind and stilling the sandstorms. During this quiet, players can hear faint whispers from the Rot—revealing fragments of th...

LOCATIONS

The Sunken Gate

A massive sandstone archway, partially buried beneath a layer of ochre sand, dominates the chamber.

Chamber of Echoes

Dim phosphorescent fungi line the walls, casting an eerie green glow.

Dust Devil's Passage

Narrow, winding tunnels carved through packed sandstone, constantly reshaped by miniature sandsto...

The Heart of the Storm

A vast, circular chamber dominated by a colossal, deactivated control panel constructed from tarn...

ENCOUNTERS (D6)

1	The Sunken Gate	As the players approach the gate, a swarm of Rot-infested Scarab Beetles emerges, attacking from the shadows. Cover is provided by the pillars, but the beetles overwhelm quickly. The gate's locking mechanism is partially operational – a timed release based on the sandstorm's intensity.
2	Chamber of Echoes	A lone Sand Strider, Zara, guards a partially visible glyph depicting a storm's origin. She demands the players decipher the glyphs before she'll allow them passage. Solving the puzzle (a sequence of musical tones represented by the glyphs) opens a secret passage behind the chamber wall, revealing a cache of ancient tools.
3	Dust Devil's Passage	A Sand Strider patrol, led by Kaelen the Warden, ambushes the party as they attempt to traverse the tunnels. Kaelen prioritizes disrupting the flow of sandstorms to protect his tribe's territory; a successful persuasion attempt or offering to help him stabilize a particularly violent storm earns his trust and safe passage.
4	Dust Devil's Passage	A cave-in triggered by a miniature sandstorm blocks a key passage. Players must either reinforce the weakened walls with scavenged materials or find an alternate route through a labyrinthine network of smaller tunnels—a test of navigation and perception.
5	The Heart of the Storm	Kaelen the Warden, wielding a spear, attacks the party immediately. He believes they are spies for a rival faction and demands to know their intentions. A successful intimidation check can force him to flee, revealing a vulnerability in the control panel – a focusing crystal cracked by a previous storm.
6	The Heart of the Storm	A Rot-infested Guardian Golem activates when anyone attempts to tamper with the control panel. The golem is vulnerable to water, but the chamber's limited water supply (dripping stalactites) is insufficient to defeat it quickly. Cover and flanking maneuvers are essential.

TREASURE

The Sunken Blade — A rusted iron short sword embedded with fungal growths. It grants +1 to attack rolls against Rot creatures but slowly inflicts a fungal infection on the wielder, reducing their movement speed. Found near the Sunken Gate.

Echoing Stones — Four polished sandstone stones that, when placed in a specific sequence, amplify and manipulate sound. Found in the Chamber of Echoes; useful for solving puzzles or triggering traps.

Kaelen's Spear — A beautifully crafted spear made from hardened desert bone and inlaid with shimmering sand crystals. Grants advantage on intimidation checks and deals an extra 1d6 poison damage on a successful hit. Awarded by Kaelen if he trusts the party.

Silas's Fragment — A brittle piece of ancient parchment detailing a forgotten ritual for containing the Rot, written in a dead language. The fragment is incomplete and cryptic, offering tantalizing clues but demanding expert translation. Hidden within Silas's chamber.

Dust Devil's Compass — A miniature brass compass that always points toward the strongest concentration of sandstorms, regardless of direction. This allows players to predict and evade shifting storms. Recovered from the Dust Devil's Passage.

NPCs

Kaelen the Warden: A former guard who was left behind when the faction retreated. He knows the secret passages but demands the party help him escape. He's paranoid and checks over his shoulder constantly. Can be bribed with food or convinced through shared stories of betrayal. Will turn on the party if he thinks they're working with the faction.

Zara the Scout: A resourceful Sand Strider scout, fiercely independent and skeptical of outsiders. She's skilled in tracking and navigating the desert, offering valuable knowledge of the dungeon's layout and potential dangers. She values honesty and directness, and will only aid those who prove their worth.

Silas the Lorekeeper: An ancient, withered Sand Strider, rumored to be a descendant of the city's original architects. He resides in a hidden chamber beneath the Chamber of Echoes, guarded by animated sand statues. He holds cryptic clues about the Rot's origin and potential solutions speaking in riddles and fragmented prophecies.

Lyra the Weaver: A traveling merchant who occasionally visits the dungeon in search of rare materials. She's opportunistic and pragmatic, willing to trade information and supplies for valuable artifacts. She displays a fascination with the decaying beauty of the city and offers a rare antidote to the Rot's corrosive effects.

PLOT RESOLUTIONS

The adventurers could attempt to repair the "Sleeper Engine," stabilizing the sandstorms but potentially awakening a...

The adventurers might choose to assist Kaelen the Warden in securing a permanent escape route, solidifying an allianc...

The adventurers could decipher Silas's Fragment, uncovering a ritual to contain the Rot, requiring a dangerous pilgri...

The adventurers might attempt to destroy the pulsing Rot core beneath the control panel, triggering a catastrophic co...

The adventurers could prioritize aiding Zara the Scout with translation of glyphs, gaining valuable knowledge and unl...

