

The Djurum

A vast, shimmering desert where red mountains stand silent watch over windblown valleys and undulating sand dunes. Merchant caravans pick their way between fragile oases that dot the wastes, hoping to miss the path of mountain bandits, a howling sandstorm, or the skyborn death of The Scourge. Here, efreet-haunted canyons hide the ancient redoubt of the Ras-Godai assassins, and priceless secrets lie buried, waiting for the winds to shift in their favor

Truths of the desert

The desert is mostly unknown and full of treasures

The weather is harsh, the sun is hellish and the sands are dry; Even the most skilled caravans lose themselves to the desert. Careful is never too enough

The desert is split in four regions besides the vast sands: The Salt Flats, The Echoes, The Gilzai Mountains and The Silent Mountains

Ancient and powerful secrets lie buried in the sands. And there are many organizations in search of those powers

The Haram Tribe

You start at the Haram Tribe, a caravan that settled a big encampment at the big mountains south of The Salt Flats. These desolated people found here a miraculous source of water and a promise for a salvation prophecy. They are strong people that trade good to keep surviving, and that learned how to handle the Kroogs

Shift as the dunes

The vast sands are harsh and isolated from the outer world. Its inhabitants are adapted to live in it, as the outcomers should do the same or die trying. To this, most societies are nomads, which migrate from to the few safety heavens in the desert. From those, the biggest and most known is Alkesh, a big city state in the heart of the desert, where everything can be sold or bought, if you can afford the price.

The Campaign

Danger: be ready to lose your characters.

Exploration: the desert is there to be discovered.

Storyline: many questlines. It is up to players to decide. Is not expected to all to be taken, but be clear beforehand so it can be prepared. Each will create a new random character. It must be linked with one of the other old player characters.

New Classes: Desert Rider, Pit Fighter, Ras-Godai

Ancestry%: 80 Human, 5 Dwarf, 5 Elf, 4 Orc, 3 Halfling, 2 Goblin, 1 Kobold