

C1. The Djurum Desert

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 largely unknown, brutal and rich with buried treasures and ancient power. Its weather is merciless with the hell-sun and dry sands. Shifting paths swallow even seasoned caravans as its people survive by adaptation, or die trying. Caution is never enough. Most societies are nomadic, moving between rare havens, as **Alkesh**, the greatest city-state at the desert's heart, where anything can be bought or sold for a price. Beyond the sands lie four regions: the **Salt Flats**, the **Echoes**, the **Gilzai Mountains**, and the **Silent Mountains**. Many factions hunt the secrets beneath the sands, and more vanish chasing them.

THE HARAM TRIBE

The Haram Tribe is a caravan that settled a sprawling camp in

the southern mountains, beyond the Salt Flats. They guard a miraculous spring and cling to a prophecy of salvation. Tough traders, they survive by barter and by mastering these strange giant lizards called Kroogs.

THE CAMPAIGN

- **Danger:** be ready to lose your characters
- **Exploration:** the desert is there to be discovered
- **Storyline:** expect many quest lines. Players decides which one to take. A brief endgame discussion to decide next session direction
- **New characters:** 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