The sands of Zakhara are shifting. Old ruins in the Haunted Lands are emerging. Whispers of the treasures are being told in the wildest stories, but which are myth, which are true? To the south-west of the Haunted Lands, one will find Halwa, a trade city known as one of the Cities of the Heart on the banks of the Al-Malith river. Underneath a glistening sun, many goods are traded here, colourful fabrics, scented spices, food from many different lands, but also strange artefacts from dark and distant pasts. This is where the story of one group of peculiars start.

Meanwhile, in the Underdark the mood is changing, as the whispers find their way to the deepest depths.

Rules for the peculiars:

* You start at lvl 2.
* You cannot be a changeling
* Your character cannot be neutral evil, chaotic neutral, or chaotic evil
* If your character is going to get his/her subclass at lvl 3, make the transition as logical as possible and think it through.

The Peninsula of Zakhara is not like Waterdeep, Neverwinter or their surroundings. This desert land, filled with oases, is ruled by the Grand Caliph in Huzuz. The inhabitants follow the Pantheon of the Enlightenment. Gods not belonging to the Zakhara Pantheon are seen as savage, or ajami (from far away). Zakhara had been isolated from the other known worlds in Toril by the corsairs in the seas, and the World Pillar Mountains in the connecting land. People from outside of Zakhara were seen as barbarians, as the inhabitants were convinced of their own ‘Enlightenment’.