



WORLD OF FAELON



AZARIM THE SAND SEA

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AZARIM

THE SAND SEA

A WORLD OF FAELON SUPPLEMENT

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Brett adopted Azarim for his Worldbuilding experience and has been a tireless champion of them ever since. Without his generosity, ideas, hard work, and persistence, Azarim would not be what it is today.

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HOW TO USE THE SAND SEA

Welcome to The Sand Sea!

The land of Azarim, far to the south on Ryshael, is a harsh and unforgiving land. Vast salt deposits in the western wastes give way to coarse sand and finally, the ocean.

This small book will give you new rules for playing games of Freeblades in the Sandsea, a vast region of relentless storms, uncertain ground, and vicious predators.

Check out the new terrain types, soak in the lore, take a tour around Azarim, and be inspired by this new setting in the World of Faeron!



AN INTRODUCTION TO AZARIM

Azarim is a hard land that produces hard people. Situated at the southeast tip of Ryshael, it is a wasteland of sandy deserts, rocky hills, and salt flats. The wind always blows in Azarim, and daily storms whip salt and sand across its surface, scouring anything stupid enough to be caught out in the storm.

Because of this, almost all life lives underground, including the Azari, the human population, who have built their cities into the rocks, or in deep, water canyons with high walls to protect them from the threat of the saltsand.

The western side of Azarim is almost continuous salt flat. In the Spring, runoff from the Dustpeak mountains gathers on the flats, creating the mirror flats, a very shallow sea of briny water.

The interior of Azarim is mostly desert, still inhospitable and covered in dunes. It is criss-crossed by ancient ravines, places where water still flows from underground rivers or where seasonal runoff from the Dustpeaks leaves well-worn passages through the sandy ground.

Areas of rocky outcropping are numerous all over Azarim, each with its own character and colorful name given by the locals. Some form barriers to travelers, and others have runs of labrynthine passages through them, known only to a few Pitenees - leaders of the traditional desert communities that shun modernity and the rule of the Traazorite Empire.

THE SAND SEA

The Sand Sea is a unique feature of Azarim. Water has always flowed just under the surface of the desert, usually separated by bedrock. This is witnessed by the oasis communities that crop up wherever there is a deep enough ravine with living water flowing through it.

In the Sand Sea, however, these waters move just under the sands, making an area of deceptive tranquility where you could at any time take a step and sink into the watery depths of sandy water.

This area is not habitable, nor is it navigable. There are rumored paths through it, but there are few who would know them, and of them, none will disclose the locations.

Because of this, most of the Sand Sea is unexplored - Runs of open area where it is entirely possible that not a soul has set foot. The Zari stick to the places they know, taking the secret paths, or circumventing the area completely. There are rumors that members of the Pale Walkers Tesi can navigate the treacherous Sand Sea, but they are not admitting that they can, and the only evidence of said feats are old stories and folk legends.

Adding to the danger are the denizens that live in and around the Sand Sea. The Sihol Amof - Hellmaw - is a creature that has only been found in Azarim, and then only in the Sand Sea. It is a ravenous creature that hunts by following the vibrations of creatures moving on the surface.

There is also the Gorazon, a large, armored scorpion that hunts the dunes of Azarim. Some have been tamed by the Traazorites and by the Zari, but anyone who believes that they aren't dangerous in the wild will have a rude awakening upon finding one.





SIHOL AMOF

THE HELL MAW

The Sihol Amof or Hell Maw is an ambush predator native to the Sand Sea of Azarim. It looks something like a giant worm or snake but has no eyes and a vast cavernous mouth with rows of teeth that they can close and open at will. Several mandibles also ring their mouth, helping to hold in struggling food.

They vary in length depending on age, from a few hands to three times the length of an average Chaler, nearly 8 paces. There have been unsubstantiated reports of Sihol Amof growing as large as five steps (25 feet). How these creatures could sustain themselves at such sizes is a question however, as their prey does not grow that large.

The Sihol Amof uses large hair-like appendages to propel it's segmented body through the loose grit of the sandsea. When it moves it can be felt, scaring away prey. The Sihol Amaf spends most of it's time motionless vertically under the sand with it's mouth closed just under the surface.

The same appendages that allow these beasts to move through the Sand Sea also pick up even the faintest of vibrations in the sand, alerting it to nearby food. When prey walks above the creature, it quickly opens it's mouth and darts straight up out of the sand, engulfing the hapless creature before retracting itself into the safety of the sand and digesting its meal.

Sihol Amof have no natural predators but are sometimes hunted by the Zari. Their muscular bodies are prized as food, and many of their organs are used in traditional Zari medicine and magic.

Hunting the Sihol Amof is not as easy as it sounds, however, because coaxing the giants out of the sand and then immobilizing them before they sink below the desert is very complicated and often dangerous.

The Zari will find a known safe path through the sandsea and allow a bait animal to run out onto the sandsea. This creature has a cord attached to it and some sort of snare, so that if the Sihol Amof moves, it can be traced. Once it takes the bait, hunters work quickly to launch barbed arrows like harpoons into the creature and haul it in to the path to be dispatched and harvested.

If the Sihol Amof retracts back underground, it is almost always lost, even while able to be tracked. When in danger, a Sihol Amof will head further into the Sand Sea, where the Zari are usually unable to follow because of the depth of the soft sand and the undercurrents, which can swiftly take a person under and suffocate them.



SPD 3	MAR D12	MW BITE D10	RAR -	RW -	DEF 4	AV 8	LP 8	DISC D10
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SPECIAL
BURROW, DEATH FROM BELOW, DIVE DEEP, DIE HARD [4], HARDENED, HARDENED SCALES [3],
TENACIOUS, ADAMANT [2], SWALLOW WHOLE, STR D10 END D14

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Burrow

You may enter a Burrowing state at the beginning of any movement. While in this state you move beneath the ground but consider solid stone impassable additionally you are immune to ranged attacks. If you Breakoff while Burrowing you are not subject to reaction attacks. You may not enter the Burrowing State if you have 2 or less AV.

Death from Below

If you are not on the encounter area you may be placed in any location that is completely dirt or sand. Move any models in contact with that spot the minimum distance so that they are in contact with you. You are considered to be Charging this turn but may not move further.

Dive Deep

At the end of any movement action while in the Burrowing State this model may remove itself from the Encounter Area.

Hardened Scales [X]

You gain +2X AV. Any time an attack successfully meets or exceeds your AV you suffer -2 AV for the rest of the encounter to a maximum of -2X. Included in the Statline.

Swallow Whole

When employing Death from Below 1 model on a smaller base that was completely within your base when you are placed must succeed on an AGL 6 test or that model is dropped.

During a campaign, any model that is dropped by this effect suffers an automatic Dead result on the casualty table unless you are dropped during the encounter.

TERRAIN IN THE SAND SEA

THE BEAUTY OF ONE DESERT SUNSET IS WORTH A LIFETIME OF DANGER AND PERIL. - OLD ZARI SAYING

New Terrain Keywords

Binding: A model that is in contact with this terrain feature must succeed on a STR test in order to move in any way except changing facing.

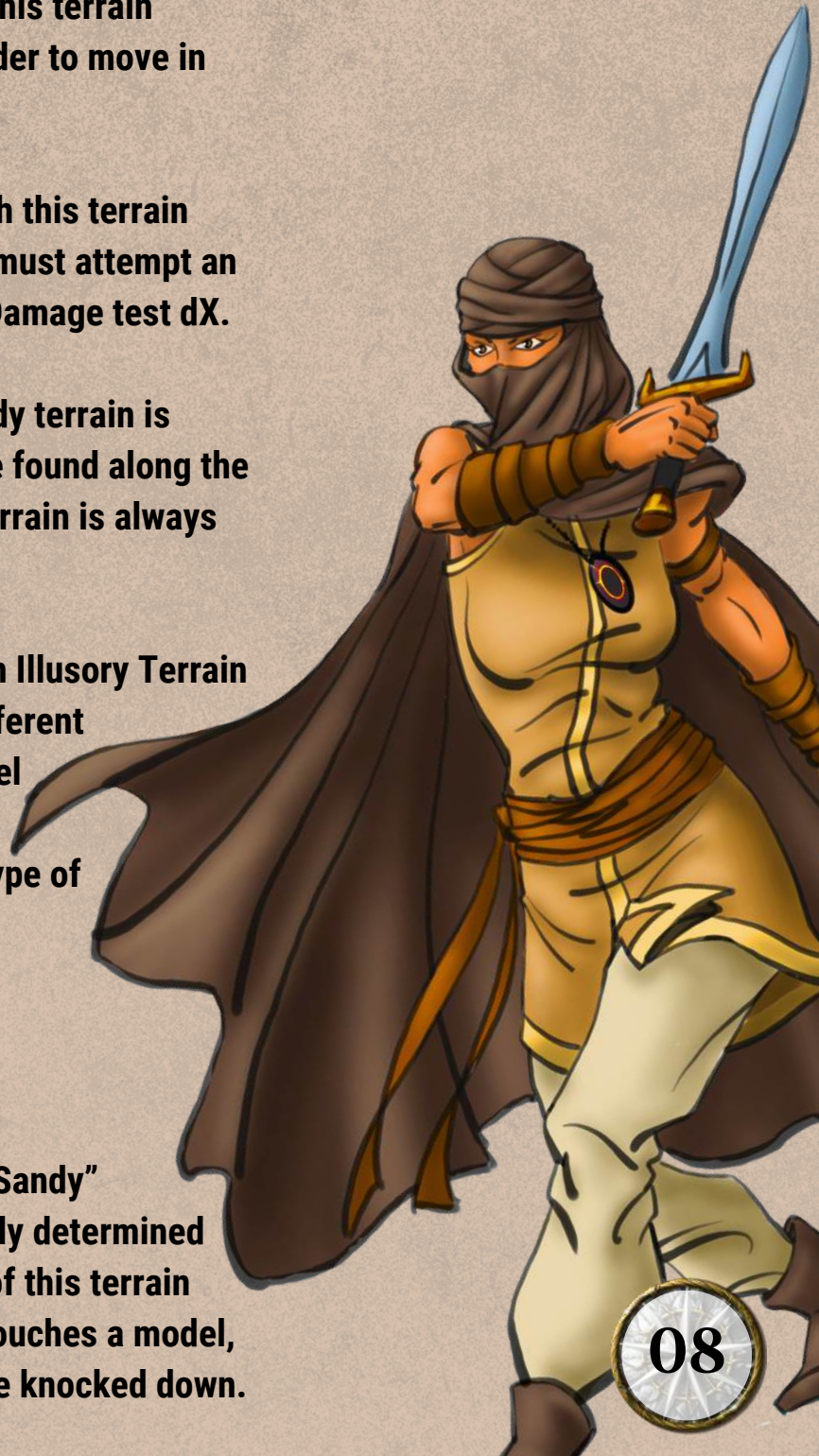
Deadly dX: A model that is in contact with this terrain feature at any point during its activation must attempt an AGL test, if the test is failed it suffers a Damage test dX.

Sandy: Sandy is a Terrain Category. Sandy terrain is usually found in a desert, but may also be found along the shores of a lake or river as well. Sandy terrain is always Rough unless otherwise specified.

Illusory: Illusory is a Terrain Category. An Illusory Terrain piece has an initial appearance, and a different possible appearance. When the first model touches this terrain take a SPR test TN6, if failed the terrain is actually the other type of terrain. In the case of Azarim the initial appearance is Water with the alternative appearance being a Salt Flat.

Moving

A terrain feature with the “Moving” and “Sandy” keywords moves 6" in a direction randomly determined before the game begins. The long edge of this terrain will face the direction it is moving. If it touches a model, the model must pass a STR test TN6 or be knocked down.



TERRAIN IN THE SAND SEA



OASIS

Scattered throughout Azarim are areas where water breaches the ground and pours onto the earth. These are vital areas - holy areas that the Zari defend viciously.

Area, Very Rough, Watery

DUNES

Where there is sand and wind, there are dunes. Much of Azarim is covered with these slowly moving and ever-changing hills.

Area, Solid, Sandy



LOOSE SAND

The closer to the Sand Sea one gets, the softer the sand becomes. Areas of soft sand dot the area, even where water doesn't flow directly beneath the sands. They are dangerous areas where a misstep could mean disaster.

Area, Binding, Sandy

TERRAIN IN THE SAND SEA



MIRAGE

Often mistaken for water sources, some travel great distances and find they are nothing more than salt. Whether from madness, exertion, or dehydration, it is often their last action.

Area, Illusory, Sandy

SAND TIDE

The water underneath the Sand Sea often carries large tides of sand across its surface. Getting caught by one of these “waves” can be dangerous.

Area, Moving, Deadly d8, Sandy



SANDY RUINS

The ruins of two Empires and a proud people dot the wastes of Azarim. While the Zari are generally not wasteful, some times and circumstances force them to abandon their settlements.

Area, Masking, Sandy

TERRAIN IN THE SAND SEA



SALT SPIRES

Occasionally, a large spire of salt juts out of the desert, towering over the area around it, and tempting the Imperial miners and the Merchant Princes who take from the land.

Object, Rocky, Solid

SALT FLATS

Salt flats dominate Azarim's western wastes and can be found scattered throughout the rest of the region.

Area, Sandy



SANDSEA

A dangerous area of soft sand where the water runs right underneath the ground. Many have underestimated it, to their peril.

***Area, Dangerous,
Deadly d10, Sandy***

TREASURES OF THE SAND SEA

The Sand Sea is not known for its treasures, at least to outsiders. However, to the traditional Tesuli of the wilds, the Sand Sea holds many treasures.

If one knows where to look, the sparse plant life of the Sand Sea holds spices and herbal riches to be had for the taking. Many of these herbs and spices are used both in cooking and in traditional ancestral magic.

For the bold, hunting the Sihol Amof yields a treasure of food, leather, and reagents that can be found no other way.

And still, for those with minds that are allowed to turn beyond survival, the Sand Sea yields even greater mysteries.

For centuries, rumors of an oracle at the heart of the Sand Sea have swirled around Azarim. The Zari take it in stride that the oracle exists, but do not chase after it - for if the oracle chose the heart of the Sand Sea as its home, it does not wish to be bothered nor consulted.

For the Traazorite Empire, however, the Oracle exists as an itch that can not be scratched. It's very existence is either a Runah-ordained meeting or a heresy that can not be allowed to persist.

Yearly campaigns to find the Oracle fail, the remains of the armies lost to the Sand Sea and the eternal hunger of Sihol Amof.

SASH OF THE HOWLING SANDS

Made from the hide of a slain Sihol Amof, this sash is said to contain a fragment of the creature's eternal hunger, bound and tamed through desert rite. Those who wear it walk a perilous path, for the sash answers only to the will of one whose spirit can match the stillness of the desert.

The Sash of the Howling Sands is a unique magic item created by the Azarim Worldbuilder, Brett Burford. They can be used in games of Freeblades, Encounters, and Brightsword.

2 GOLD



**[SASH] GAIN PHASE SHIFT
[3]. TO EMPLOY IT, YOU
MUST PASS A SPR TEST.
BELT.**