



# THE BLUE DESERT

## PART 02

After weeks in the dry stretch of land, you enter the mystifying Blue Desert. With a city this distinct, it's odd you cannot recall any records of its existence.

There's a strange ambience looming over this small desert utopia. The stairs are embellished with golden globes, an abundance of smiling people occupy the many floors that stack in levels against a cliff, and a gate-- reminiscent of a golden keyhole-- as if emerging from the sand, stands tall at the very top. The "keyhole" is known as the "forbidden gate" to the civilians and they stress that no one is allowed to enter at any cost.

After spending days in The Blue Desert, no clues as to the notorious wizard Azin have been found. The people are kind and helpful, but at the mention of Azin's name you are blatantly ignored and answered with silence.

You can't help feeling that something doesn't sit right and two days later, as night covers the sky, you sneak out through the inn's window to explore what lies beyond the forbidden gate on the upper level.

**Grid Size:** 20x32

**Formats:** VTT, PDF (6000x9600 px, 300DPI)

**Variations:** Original, Midnight, Shadowfell, Royal Sun, Sandstorm, Blue Ocean