

Deeds & Doers

Storming the Dead City



Photo by Zereshk (altered)
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Where are they?

The Dead City.

What is their goal?

Escape the city with Old Padrig, esteemed historian of Chorus.

Why do they want him?

To win the favor of his nephew, General Ollo of the 4th host.

What Stands in their way?

The fierce sand storm blanketing the city and all the dangers within.

Tell them.

Start: 1

To reach a new or specific location: roll 5-6.

1. Sand
Watchers
Gate

Statues

Dunes

Journey

2. Snakes
Gold
Sand
Dead
Courtyard



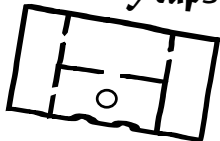
3. Minarette
Tomes ○

○ Dead

Spiders ○

○ Sand

4. Supplies
Traps



Well Sand

Courtyard

5. Cats
Gnolls
Captives
Sand Shelter



6. Traitor
Dark
Padrig



Sand
Urns
Secrets

