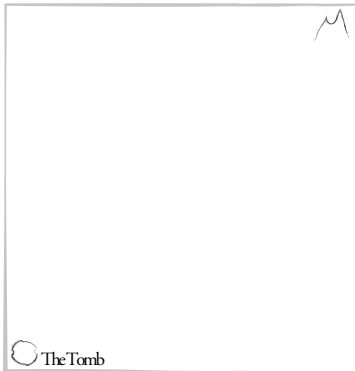


# Deeds and Doers

MODULE A2

## Mountain of Swords

By Ara Kooser



**Where are they?**

*On the grasslands, Mt. Saif far in the distance, spewing death.*

**What is their goal?**

*Journey to Mt. Saif and cast the bones into the fire.*

**Why do they want do this?**

*No one else will and they can't return until it's done.*

**Who stands in their way?**

*The very landscape rebels against the bearers of the brass bones.*

**Tell them.**

Start at the Tomb. As they move fill in the map. Roll a die:

<b>1-2</b>	1 or 2	<b>4-5</b>	4
<b>3 3</b>		<b>6</b>	5

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## 1 Broken Lands

1-2 Brass plated snakes



3-4 Thirst and hunger

5-6 A safe but eventful passage

## 2 Broken Lands

1 Echoes of a forsaken god



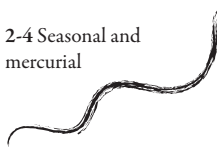
2-4 Slow passage & hardship

5-6 Shattered ruins & walking dead

## 3 The Rivers Path

1 Eternal water but guarded by an ancient foe

2-4 Seasonal and mercurial



5-6 A ritual place of power, an offering is required

## 4 Shifting Sands

1-2 Blistering sand



3-4 Lost in the wastes

5 Sinking ruins

6 The Oracle's Pool

## 5 Colossus Amidst the Ruins

1-2 Of air & stone

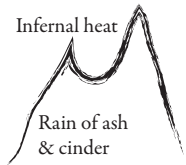
3-4 Of earth & rock

5-6 Of water & wind

## 6 Mt. Saif

Infernal heat

Rain of ash & cinder



Basalt devils