



# SORCERER-KINGMAKER

## ADVENTURE PATH CONVERSION

### BOOK ONE: STOLEN LAND

The first adventure, Stolen Land, written by Tim Hitchcock, has an adventure summary that reads as follows: *"The adventure begins with the PCs, each bearing a charter from the Lord Mayor of Restov granting license to explore and map the section of the Stolen Lands known as the Greenbelt, arriving at a small, remote trading post at the southern edge of rural Rostland. There, the PCs help defend the post from bandits before setting out to survey the wilderness. The rate at which the PCs explore the Greenbelt, and the paths they take, are up to them—many wonders and dangers await discovery, and as their explorations take them deeper into the Narlmarches and the Kamelands, the PCs begin to learn that the bandits in the region are far more organized than anyone thought—and find that they even have a leader, a mysterious figure called the "Stag Lord." If allowed to continue building his army of bandits, the Stag Lord could well become a great danger to Rostland—that, and the reward on his head for his capture or death, should be all the new adventurers need to spur them onward."*

#### Overall Changes

There's a lot here to work with, but the big changes will obviously have to be the setting—although a region on the south-western end of the Forest Ridge should be geographically distant enough and hard to reach that they're going to be pretty much on their own for a while.

Since there are no stags in Dark Sun, replacing the bandit lord's identity will be necessary. Let's lean on the old Brom art used on the cover of Slave Tribes for nostalgic value, and call him the Sun Lord, with a mark depicting a radiant sun, and a pair of whistling maces.

It's also probably important to note that while the adventure calls this area 'the Stolen Lands' and says it's inhabited by bandits, the colonial theme of "retaking" land that once belonged to the nation doesn't work here, and the people living here are settlers themselves. This means that the PCs' mission is to seize and take settled lands, which, let's be honest, is a pretty garbage thing to do. They might be able to achieve this without full-on colonial invasion, and making the Sun Lord and his lieutenants a little tyrannical themselves can help to remove some of the power imbalance.

It can also be useful to note Athas' resource scarcity, and Tyr's new status as a Free City means that its streets are becoming crowded with refugees and freed slaves, causing a great drain on the granaries and stored resources- options must be found, or people will be dying of hunger and thirst pretty soon!

Having the PCs sent by the heroes responsible for Kalak's death, can tie them to the Free City, but perhaps King Tithian or some of the other factions are responsible for the other parties sent, meaning there's a common bond, but some rivalry.

### Part One: Oleg's Trading Post

This part doesn't need much change- an isolated trading post with wooden (or similar) palisade walls, and beset by bandits, fits fine. You can mount the bandits on Kanks instead of horses with little difference, and have them hint at working for the Sun Lord. Happs is a desert-ranger turned bandit, and can even keep his longbow, focusing particularly on any Elf characters present.

From here, the options open up, and the PCs have a larger area of the Stolen Lands opened up to explore, this area being the Verdant Belt (I can't resist the callback to Troy Denning's The Verdant Passage, and it fits "the Greenbelt" just so perfectly). I think it's best if we assume that the Verdant Belt is an area with some scrubby vegetation, and a few trees- not the full-on rainforest of the Forest Ridge, but still a fertile place that's quite desirable to settle in.

If there are settlers following the PCs by a few days or weeks, this gives them a good place to have other members of their 'character tree' - replacement or alternate characters who can substitute in if one of them is killed, or ends up not being what makes someone happy to play.

## Part Two: Locations of the Verdant Belt

- A. Oleg's Trading Post:** We briefly touched on this in part one- it's currently a smallish trading post, probably a one or two-storey adobe building with some light walls and stable for a few kanks. With the immediate threat of Happs and his bandits gone, the trading post is likely to start expanding as more people come through the area. Jhod Kavken, who arrives after the PCs, is an elemental cleric of Earth who arrives after the PCs, seeking some moral calm after lynching someone who accidentally turned out to be a Defiler. He might ask the PCs to seek out and clear the Temple of the Rock Drake, later.
- B. Warrior's Cairn:** This cairn once housed a powerful lieutenant of one of the Champions of Rajaat, dating back to the Cleansing Wars. Their body bears a ring of life-shaped wood, but nothing else about the body is usable- the armour has long since rotted away, and only a few flakes of rust hint that they were once honoured enough to be buried with a metal weapon.
- C. Trap-filled gorge:** A local wildlife trapper by the name of Breeg Orlivanch has littered this gorge with sharpened spikes made from bone and wooden poles tied together, as well as others hidden under the sand.
- D. Bokken's Hut:** Bokken is a hermitic druid, one who would like to be left alone. So long as no-one is actively damaging his chosen lands, he suffers visitors, and might ask them to go and bring him Fangberries, so that he can craft better potion-fruits. He would

like the Verdant Belt to become a safer place, and is happy to become a dependable source of potion-fruit in the region.

- E. Dead Trapper:** Since faerie dragons aren't a thing in Athas, this gives a good opportunity to reinforce the world's deadliness. A nest of speckled Hurrum beetles (able to distract their prey with psionics) nearby the dead trapper might give PCs a hint of what caused Orlivanch to fall afoul of his own traps.
- F. Meenlock Nest:** A pair of Meenlocks have a small nest high in a cactus grove here, replacing the faerie dragon Perlivash and the grig Tyg Titter-Tut. These are vicious predators that will steal from or harm the PCs a little at a time, and will attack or abduct a helpless PC if they ever have a chance, trying to drag them away to area O to transform them into more of their twisted kind.
- G. Cactus Grove:** This grove of health cacti can be eaten for sustenance and absorbed water. A swarm of 3 Baazrags, stuffed to bursting with the moist flesh of the cacti, can be found here the first time the PCs arrive. While still dangerous, they're stuffed and have disadvantage on their attack rolls and saving throws.
- H. Centipede's Nest:** This area, strewn with chewed and shattered bones, hides the lair of a gigantic centipede, about 20 feet long and able to lash out with incredible swiftness, carrying prey back into its deep hole. At the bottom is one of the Sun Lord's bandits, well-chewed but carrying a carved-bone emblem depicting his mask and with a scrawled map to the treasure buried in area M.
- I. Hot Springs:** This area of sulfurous hot springs hosts a pair of warty-skinned giant frogs, with a psionic power to cause their victims to become incredibly thirsty. They prey on any creatures approaching the springs, hoping to drag them under the water and drown them.
- J. Temple of the Rock Drake:** Surrounded by thorny growth for hundreds of yards, the area is dominated by a boulder laboriously carved into the blunt likeness of a rock drake. Inside is a cleric of the elemental earth who desecrated the temple in times long ago, sacrificing the last of the elemental drakes and becoming a mutated elemental creature guarding this temple. If defeated, the pool of pure elemental dust can be used to treat wounds until the next sundown. Jhod Kavken might ask the PCs to clear the temple so that he can cleanse it and take up residence here.
- K. Bandit Camp:** Detailed in [Part Three](#).
- L. Gold Mine:** This area can be used to set up a gold mine, which can be sent back to Tyr (or another city) to buy resources. Although gold is not a terribly useful metal on Athas, it is still valued for jewellery and decoration purposes, as well as forging magical items.
- M. Forgotten Cache:** Here, one of the Sun Lord's bandits buried some treasure stolen from a Defiler they killed, before falling victim to the giant Centipede in area H. The treasure consists of a fine obsidian dagger, a bone ring (nice, but not magical), a *wand of Burning Hands*, and a spellbook with the rotted remains of several spells (which might

allow a PC to learn the arts of arcane magic if they want to multiclass).

- N. Clear Pool:** A small pool of pristine water seeps up from beneath the earth here, surrounded by lush vegetation. If the dangerous stranglevines are cleared away, the water can be drunk, and it is absolutely pure- those who drink it are fully refreshed, and gain inspiration, if they do not have it. However, the waters are muddied and consumed quickly, and so only about ten creatures can gain this benefit over the course of a month. After this, the water level has dropped down to below the ground, and the vegetation begins to wilt. Anyone Defiling this area will gain great benefit, but the spring will never flow again. It must be kept safe from desecration.
- O. Meenlock Lair:** This area contains an old ruin in an area undermined by silt-flows and now fallen away. Here, a trio of Meenlocks have made their lair, and they transform any who fall into their grasp.
- P. Tuskgutter's Lair:** Here, a vast Boneclaw Baazrag by the nickname of Old Tuskgutter makes its lair, isolated from others of its kind. The irritable beast attacks any creature that comes nearby, when it is not roaming the lands looking for a fight.
- Q. Rickety Bridge:** The rickety bridge crosses a canyon thirty or more feet deep here, with near-sheer walls. Travelling out of the canyon requires travel of several miles in either direction, so the bridge is a valuable chokepoint.
- R. Gith Lair:** This underground lair under an ancient dead tress is infested by a tribe of Gith. This area is detailed in [Part Three](#).
- S. Nettles' Crossing:** Davik Nettles, once a ferryman who could convey travellers and bandits across the silt flats on his ferry, was murdered by the Sun Lord here and his hatred transformed him into a unique psionic undead creature. He can use his *Levitate* psionic power to float above the silt, and can be called by blowing one of the Inix horns at either end of the ferry-line. While maddened by hatred, he hungers for vengeance on the Sun Lord, and might be persuaded to spare and even assist the PCs in their journey.
- T. Dead Nightmare Beast:** As a dead unicorn **really** doesn't fit Athas, I decided to go with something that can hint at the incredible power of Nyrrisa, our 'campaign BBEG'. So a dead Nightmare Beast works well- it's spawned from new magic, something that didn't exist in the ancient times when Pyreen ruled the planet, and it's more evocative of how dangerous something must have been to overcome this creature the size of a Mekillot and clearly incredibly dangerous. However, that it's not rotting (in fact, having some grass growing from underneath its carcass might be weird enough to warrant investigation!), although one of its enormous tusks has been almost surgically sheared off should also draw some curiosity. This feels like enough of a clue to leave for later.
- U. Silt Crossing:** This area has a known area of 'shallows' in the silt basins that criss-cross the Stolen Lands. However, these particular shallows are haunted by a pair of juvenile Silt Horrors- tentacled beasts that will

attempt to drag down and suffocate any unwary adventurers. These are only small spawn, enough to bring down a human at their best. One of their previous prey was an adventurer and wanderer, whose pack contains a variety of gems and carved objects, as well as a valuable half-scale armour set and a map, tucked away in an old hollow bone tube, that can reveal some of the Stolen Land's secrets.

- V. Trapped Crodlu:** A Crodlu has become trapped in a sinkhole here, and is exhausted and close to death from thirst. It will attack most creatures approaching, although the distance may allow a ranger or druid to befriend and free the poor animal.
- W. Fangberry Thicket:** The thicket of Fangberries here are painful and difficult to harvest, but are also infested by several swarms of spiders, adding yet another hazard. The spiders are not harmed by the spines of the Fangberries due to their size, making them quite dangerous in this context.
- X. Silt Crossing:** The silt basins come to a shallow area here, this one thankfully free of any Silt Horrors.
- Y. Halfling Village:** This area is detailed in [Part Three](#), but holds a small village of halflings who are at war with the Gith in Area R. They might be turned into allies (hopefully not slaves, unless you have some really nasty PCs).
- Z. Sun Lord's Fort:** This area is detailed in Part Four.

## Part Three: Inhabitants of the Verdant Belt

Part 3 deals with a few sections: The Thorn Ford bandit camp, the Gith Lair, and the Sootstripe Halfling tribe.

### The Thorn Ford Bandit Camp

Part 2 dealt with the larger Verdant Belt area, and included several areas that forded or crossed the silt shallows. The Thorn Ford bandit camp is one such of these, cut out of thick thorny growth and the secure rest for Happs' buddies, as well as his second-in-charge Kressle, a scrappy and dangerous escaped gladiator who fights with a pair of bone wrist razors. She is backed up by a disparate group of 4-8 bandits, using javelins, dejadas, and stone knives. Their treasure consists of a variety of ceramic and silver coinage, some jewelery, a carved wooden music-box, some crates of animal hides, and a crate of valuable liquor seized for the Sun Lord himself.

If given the opportunity, the bandits will talk about their boss, a hardened man who's an absolute monster in combat. People have seen him block blows that no-one saw coming, seize the blade of a spear between his palms, and that he runs an old fort near the north shore of the Tusksilts. They might even share the passphrase, which is "*By the bloody bones of Gilmorg, who wants to know*". They're scared of him, but they also respect his power, and they're also afraid of the creepy old man kept down under the fort.

### The Gith Hive

Looming over all the hills in the northern Kamelands is an ancient and colossal baobab-type tree, visible for miles around. Its gnarled roots hide the lair to a hive of Gith which plague the area, and have long been at war with the Sootstripe Halfling tribe who live about 12 miles to the south. There are about

31 Gith living here in total, all combat-effective, although not all of them are present at once.

Recently, the Gith stole a tribal relic of the Sootstripe halflings for the third time in as many months. It is an unusually common sight to find dead and stripped halflings and Gith in between their various locations, slain by one another and looted thoroughly. The caverns beneath the old tree are winding and narrow, and any attacks with reach weapons, or opportunity attacks, have disadvantage.

The Gith craft all sorts of horrid traps, including shaved thorn caltrops, springy roots with sharp stone blades mounted into them, and small ceramic pots of centipede-scent, which will almost instantly (within 1 minute or so) draw attention from any of the creatures nearby. While they use several within their dingy hive, they craft many more here for use in the wastes.

In the hive can also be found a captured Sootstripe halfling named Mikmek, who was captured perhaps a week ago and has been tormented, starved, and poked with sharp sticks for fun, along with three of his (now dead) companions. Mikmek only speaks a little of the Common tongue, and in broken tongue will explain that he was caught trying to rescue the tribal relic. If handed a weapon (or allowed to pick one up from the ground), he will be a loyal companion to the PCs, at least until they reach the chieftain of the Sootstripes later.

In the middle of the hive is a great chasm where a vast centipede dwells, bridged by knotted roots and vines. The Gith gleefully clamber between them, whooping and hollering, but PCs are likely to have difficulty navigating this with any speed. In the depths of the hive can be found a war-room containing the Gith war-leader, Grabbles, who is skilled in combat and with psionic powers. This room holds the halflings' relic, a masterfully-carved wooden statuette

referencing dozens of their shared tribal legends.

## The Sootstripe Tribe

The Sootstripes, a tribe of halflings who make their home here in the Verdant Belt, tattoo a black stripe across their eyes. They have been losing members of the tribe to the Gith attacks and bandit attacks, and cannot afford to fight another war against colonizers. Chief Sootstripe is engaged in a political struggle with Tartuk, a halfling who fled from a death sentence in Raam due to being caught engaged in several criminal enterprises at once, and has been making a living drifting from tribe to tribe before he can be caught, selling some into slavery and setting others at war with forces they cannot hope to win against. He has been manipulating the Sootstripe tribe for the past few years, and although they are growing suspicious of him, they care enough about their tribal traditions that they haven't gone against him yet, although there is definite tension in the tribe. All in all, the tribe is down to about 20 living members, and are desperate for new blood and some peace. If the PCs can offer some of those, Chief Sootstripe is more than happy to make an alliance with them.

Tartuk has some minor psionic talents, but is an experienced alley-knife and social manipulator. He has suborned several of the Sootstripe halflings to utter loyalty to him, and even returning the relic to Chief Sootstripe will cause a violent struggle between the factions.

The tribe's treasure consists of a wealth of coins, seven doses of *Oil of Impact*, a pair of *Boots of Sneaking*, and a soiled leather pouch containing the treasure stolen from the Gith, including Svetlana's ring.

Once these areas have been dealt with, the PCs have the opportunity to have gained some clues about their enemies, dealt with

some dangerous pests, and made some allies, leaving them in a good situation to take on their next target- the Sun Lord himself.

## Part Four: The Sun Lord's Fort

Part four will deal with the culmination of the first book, and confronting the chieftain of the bandits, the mysterious warrior known as the Sun Lord!

The brutal survivor now known as the Sun Lord was raised in misery by his father, a cruel and misanthropic traveling druid who came to rule a group of wild and outlandish bandits. He was beaten often, and starved and thirsty most of his life, and learned cruelty and toughness at every step. When he became a man, he was visited by a Dream, a psionic vision wherein he was visited by a blindingly beautiful woman who left him a lock of her hair, and told him to fight back. Filled with the anger, spite, rage, and vengeance that had built up over nearly two decades, he beat his father to within an inch of his life and brutally took control over the bandits. His power and rage quickly cowed other bandits nearby, and over the next dozen years, he became respected as well as feared, drifting south to the Verdant Belt.

Here, in a ruin, he discovered the mask that now defines his life- a ceramic mask imbued with psionic enchantment allowing him to focus his battle-mind, and to move like dry lightning across the scrub.

Once he placed this on his head, he assumed the identity of the Sun Lord, and has not removed it since, although his hopes of building an army worthy of challenging the Sorcerer-Kings have been undermined by his drunkenness and lack of any kind of discipline. His rage and combat prowess is certainly impressive to bandits, but he has no formal

training or knowledge of how to organize people, and finds trying to run the camp very frustrating and challenging.

His lieutenants, a trio of rough-and-tumble bandits each themselves in charge of a smaller gang, are important and control different parts of the camp and the Sun Lord's operations. These three are:

\* **Akiros Ismort**, an exiled former Templar. Akiros was exiled for having slain the husband of his lover in a fight, and fled the city of Tyr. While he has lived a rough life for several years, he yearns for civilized places and to be accepted again. His organizational skills are more useful than his combat prowess, to be honest. If he senses that the battle is turning against the Sun Lord, he will declare himself with the PCs, casting off his necklace and turning his mace on his former companions.

\* **Auchs**, a Tarek who escaped from a slave caravan years ago. A devout follower of priestly magics, he believes that the Sun Lord's father has marked his son as special, and listens to his commands. He is a skilled warrior, and carries a clutch of javelins, attempting to pin foe down and then close to range.

\* **Dovan from Nibenay**, a tattooed half-elf with an obvious taste for pain and cruelty. He has a talent for manipulation, and had been planning to murder the Sun Lord and take his position with Auchs' help.

### The Sun Lord's Fort

The fort is a run-down old stone fortress which once belonged to the city-state of Kalidnay, and was lost to the sands when the city-state ended abruptly. The bandits have made some ad-hoc repairs, but do not have the manpower or resources to properly restore it.

The hillside at the front of the fort has a large tree which is the lair of a flock of Kestrelks, fed scraps by the bandits. They raise a racket if anyone approaches, and dive upon anyone

who doesn't offer them food immediately, attacking as a swarm and tearing strips from anyone unlucky enough to draw their attention.

The bandits are generally scattered about the fort, but will be roused to alertness by Akiros if the alarm is raised. If things are particularly dire, they'll unleash the Fordorran that was captured a few months ago, and set it on their attackers (replacing the Owlbear written into the adventure).

The Sun Lord himself spends most of his time in his quarters, reeking of stale Broy (alcohol made of Kank honey) and Sapwine. A predator and terrorist of ruthless reputation, lately he's isolated himself, partaking in fewer raids and letting his lieutenants do his work for him. The flesh of his entire face is hideously scarred left by acid burns he suffered as the result of his father's torture.

In the fort's cellar, the Sun Lord's father, a decrepit and miserable old Druid by the name of Nugrah, dwells. He spends most of his time crafting twisted fetishes and haunting the darkened cellar. Although he has the power to heal wounds, most of the bandits avoid him unless they fear for their lives, terrified of the creepy old man.

The bandits' substantial treasure can be found in the cellars, and might be highly useful to the PCs in establishing their own home in the Verdant Belt. Although the bandits are currently held together by a combination of greed and fear of their leader, they quickly rout if the Sun Lord is defeated, and flee into the wilds to be devoured by Anakores, Braxats, and the like.

This does substantially make the Verdant Belt safer, but allows the PCs to explore more easily before moving on to the next adventure- Sands Stained Red.

## Part Five: Bounty Posters

### **Wanted: Bandits**

**Source:** Wanted poster at Oleg's Trading Post, backed by the Council of the Free City of Tyr

**Task:** The bandits in the Verdant Belt need to be shown that their actions will not be tolerated. Capture or defeat at least six of them to send a message.

**Completion:** At least six bandits defeated completes this quest.

**Reward:** One week after proof is provided, bandit activity is noticeably affected, and the Council sends a reward of 400 ceramic coins.

### **Halflings in the Hills**

**Source:** Wanted poster at Oleg's Trading Post, backed by the Council of the Free City of Tyr

**Task:** The Sootstripe halflings dwell in a cave somewhere in the Kamelands. Normally not a problem, they've been riled up by something lately. Find their tribe and ensure they aren't going to continue being a threat.

**Completion:** Either slay the halflings or forge an alliance of peace with them.

**Reward:** The Council of Tyr sends a reward of 800 ceramic coins once they have proof that the halfling tribe is 'under control' and won't raid caravans any longer.

### **Wanted: Silt Horror**

**Source:** Wanted poster at Oleg's Trading Post, backed by Oleg himself

**Task:** The way everyone talks about Silt Horrors, you might think they're everywhere through the Silt Flats. This isn't the case here; they seem to be pretty rare. A Silt Horror for display would be a great conversation piece at Oleg's. He promises a reward for anyone who can bring him one.

**Completion:** Slay one of the juvenile Silt Horrors and deliver its head... if you can work out which bit that is.

**Reward:** Oleg will pay 600 ceramic coins for a



relatively undamaged Silt Horror corpse or head.

#### **Wanted: Old Tuskgutter**

**Source:** Wanted poster at Oleg's Trading Post, backed by Vekkel Benzen, a crippled Elf who makes his home at the Trading Post.

**Task:** Every hunter in the Verdant Belt has a story about Tuskgutter, each more wild than the last. Whoever manages to kill the ill-tempered beast will get a nice reward from old, retired Vekkel Benzen, who lost his leg to the monster Bazraag a year ago and can't participate in the Run anymore.

**Completion:** Deliver Tuskgutter's head to Oleg's.

**Reward:** Vekkel has promised a sheaf of six *+1 Giant-bane arrows* (as the *Giant slayer* magic weapon) and his finely-made longbow, strung with giant-hair and made of a single carved rib-bone, to whoever can kill the giant Bazraag. He also plans to roast the oily flesh and eat it.

#### **Gathering Fangberries**

**Source:** Crazy old Bokken

**Task:** Bokken's something of an eccentric, but he knows how to make delicious potion-fruits. His secret is growing them with fangberry juice, but he's running low. A large thicket of fangberries grows about 55 miles southwest of Oleg's Trading Post.

**Completion:** Bring Bokken enough berries to water seven potion-fruits (about a basket-full).

**Reward:** Bokken can brew a free *Potion of Healing*, and might be able to brew more complex potions, if he's brought other ingredients.

#### **Wanted: Moon Cactus**

**Source:** Svetlana, at Oleg's Trading Post

**Task:** The food at the trading post is serviceable, but a little plain. Svetlana would like to expand the range, and wants enough of

the rare Moon Cactus from about 16 miles south of the trading post to start a garden of them, letting her use their tasty flesh for a variety of recipes.

**Completion:** Bring three sacks of the Moon Cactus to Svetlana, which will be enough to enough to plant the garden, if the Bazraags nearby haven't eaten them all.

**Reward:** Svetlana can pay 10 ceramic pieces a week from the trading post's sales for the next six months.

#### **Svetlana's Ring**

**Source:** Oleg, at the Trading Post

**Task:** Although Svetlana says it's not a great loss compared to what the Sun Lord's bandits could have taken, Oleg is furious that the bandits were rude and have disrespected him so much. She's forbidden him from risking his life and limb to recover it, but if anyone's willing to seek it out, Oleg will be very grateful.

**Completion:** Track down the ring. The bandits were the last to have it, but they might have sold it or lost it already.

**Reward:** Oleg has promised to open an account worth 1,000 ceramic pieces for someone who returns the ring to him.

#### **Wanted: Falgrim Sneeg**

**Source:** The dune trader Kesten Garess, at Oleg's Trading Post

**Task:** A mercenary who worked for Kesten months ago was a Tyrian named Falgrim Sneeg, a grey-bearded wretch with a violent scar down the right side of his face. He slew two other guards and stole Kesten's money-chest, fleeing into the Verdant Belt after squandering his riches. Kesten wants him captured and returned to Tyr for justice.

**Completion:** Capture Falgrim Sneeg, now one of the Sun Lord's bandits, and bring him back alive.

**Reward:** Kesten arranges a delivery of four masterfully-made weapons of any kind (+1/2

of the wielder's proficiency bonus on attack rolls) as a reward from his trading-house for capturing the bandit alive. If he is brought in

dead, Kesten regretfully arranges for one such weapon. Either way, these are delivered in around a week.

### **Happs Bydon, Bandit**

*Medium humanoid (human), Lawful Evil*

**Armour Class** 13 (leather armour, Dex), 14 vs. melee attacks (warbow)

**Hit Points** 16 (3d8+3)

**Speed** 30ft.

**Str** 11 (+0); **Dex** 14 (+2); **Con** 12 (+1); **Int** 8 (-1);

**Wis** 12 (+1); **Cha** 10 (+1)

**Senses** passive Perception 11

**Languages** Common

**Challenge** 1/4 (50xp)

#### **Actions**

**Stone Dagger.** *Melee weapon attack:* +3 to hit, reach 5ft., one target. *Hit:* 2 (1d4) slashing damage [vicious].

**Arenabow.** *Ranged weapon attack:* +4 to hit, range 80ft./320ft., one target. *Hit:* 6 (1d8+2) piercing damage.

**Possessions:** Carved bone emblem of the Sun Lord (20cp).

### **Bandits (3)**

*Medium humanoid (human), Neutral Evil*

**Armour Class** 12 (leather armour)

**Hit Points** 11 (2d8+2)

**Speed** 30ft.

**Str** 11 (+0); **Dex** 12 (+1); **Con** 12 (+1); **Int** 10 (+0);

**Wis** 10 (+0); **Cha** 10 (+0)

**Senses** passive Perception 10

**Languages** bad Common

**Challenge** 1/8 (25xp)

#### **Actions**

**Bone club.** *Melee weapon attack:* +2 to hit, reach 5ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage [vicious].

**Dejada.** *Ranged weapon attack:* +3 to hit, range 40ft./160ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

## The Sun Lord, Bandit Captain

*Medium humanoid (human), Chaotic Evil*

**Armour Class** 15 (partial scale mail)

**Hit Points** 78 (12d8+24)

**Speed** 30ft.

**Str** 16 (+3); **Dex** 16 (+3); **Con** 14 (+2); **Int** 12 (+1); **Wis** 9 (-1); **Cha** 13 (+1)

**Saving Throws** Str +5, Dex +5, Wis +1

**Skills** Athletics +5, Intimidate +3

**Senses** passive Perception 10

**Languages** fowl Common, Dwarven

**Challenge** 3 (700xp)

**Rage.** At the start of his turn, the Sun Lord can gain a +2 bonus to damage on melee weapon attacks for that turn, but attack rolls against him have advantage until the start of his next turn.

### Actions

**Multiattack.** The Sun Lord makes three melee attacks with his whistling maces.

**Whistling Mace.** *Melee weapon attack:* +6 to hit, reach 5ft., one target. **Hit:** 7 (1d6+4) damage.

**Battlemind.** The Sun Lord's wild talent is focused by his psionic mask, allowing him to predict opponents' movements and reactions. As a psionic bonus action, he can concentrate to gain advantage on melee weapon attacks until the start of his next turn. This ability refreshes after a short rest.

**Psychoportation.** As a psionic bonus action, the Sun Lord can teleport up to twenty feet in a flash of light. Attack rolls made against him until the start of his next turn have disadvantage. This ability refreshed after a short rest.

### Reactions

**Brutal Critical.** The Sun Lord rolls one extra weapon damage die when determining the extra damage for a critical hit with a melee attack.

The **Sun Mask** which the Sun Lord wears is an ancient item bearing psionic enchantment, and allows him to use the Battlemind and Psychoportation powers. Anyone taking it from him can attune to the mask, and gain the powers themselves.