



SORCERER-KINGMAKER

ADVENTURE PATH CONVERSION

BOOK TWO: SANDS STAINED RED

In adapting the Rivers Run Red module. 'Sands Stained Red' seems much more appropriately thematic, so I'm going to lean into that. Picking up from Book 1: Stolen Lands, the PCs will just have cleared out the Verdant Belt of bandits, and hopefully made some allies. However, they'll be running into trouble set up by the mad Pyreen, Nyrissa, including a band of marauding B'rohng and other issues.

Part One: Events at Home

At this stage, it may be appropriate to 'jump forward' a few months, as dwellings start to spring up around Oleg's Trading Post or further into the Verdant Belt, if it's safe enough. This adventure takes place over the course of about a year, so there should be some down-time in between adventuring out into the wilderness.

Event 1- The Slain Townsfolk: The first time the PCs return from going out into the wilds, they discover that several townsfolk have been slain, one at a time. A wild Tembo has been preying on the area, and the PCs have a chance to hunt it down, at great risk.

Event 2 - The Rabble Rouser: The second time the PCs return from the wilderness, they discover a new threat in town. The charismatic speaker is a spy and agent provocateur sent by the City-State of Urik to undermine their rule over the area. He avoids immediate conflict, preferring just to stir people up against the rule of Tyr. This can increase the Unrest score for the area.

Event 3 - The Cult of Cold Malice: The third time the PCs return from the wilderness, the local weather has started to turn against them, with destructive Tyr-storms lashing the area, although small in intensity. With investigation, they can discover that this is due to the influence of a small (but growing) cult of the domain of Cold Malice, who worship the element of Rain. These individuals carry small fulgurite charms, made when lightning from a Tyr-storm has struck sand and formed a small glass shard. The PCs may have to interrogate or interview a number of civilians to find them, which may cause more Unrest to accumulate.

Minor events:

Siltford Founding: A pair of Dune Traders, Loy Rezbin and his wife Latricia, want to set up a new township as well, bordering on the silt flats in around the area where the PCs fought the juvenile Silt Horrors earlier (area U). They will front a substantial amount of the cost involved, and are willing to send a tithe on to the PCs for their help, making them useful. They'll found Siltford, which will be a part of the fourth adventure.

B'rohng Sightings: Rumours of B'rohng marauders through the area spread, causing a slow panic to build. The PCs may have to stir up some Loyalty to combat the Unrest that builds.

Part Two: Into the Wilds

This part deals with the PCs having a larger area to explore, and establishing much more of a presence in the Verdant Belt. The challenges will vary in difficulty, so PCs will have to be cautious and not simply blunder into everything they can see.

A. The Grove of Tiressia. This forested glade, with a small dwelling built by the pond, is the home of a peaceful half-elf Druid and her lover, a wounded Mul warrior by the name of Falchos. Unlike Bokken, Tiressia is much more cautious about having her peace disturbed, but could do with a hand, and explains that the dangerous Scythe Tree is trying to kill them. She is willing to pay them in some enchanted items, and/or helping to inform the PCs about what's going on in the Narlmarches, which can help

with their new settlement's Stability score.

- B. A Delicate Situation.** The PCs encounter a logging party being held at bay by an aged Thri-Kreen, its eyes milky and its carapace faded. The loggers, led by a Dwarf named Korak, insist that the strangely-bobbing Thri-Kreen came out of nowhere, caught arrows fired at it, and attacked them, and is getting in the way of important business. The Thri-Kreen, a monk named Ch'k'klak, insists as well as it can that the loggers should leave the area, and should value the trees they fell. This gives the PCs a moral quandary to overcome, and a choice between individual importance and the progress of civilization.
- C. The Narthrople Expedition.** Since Gnomes aren't a part of Athas, and their whimsical tone doesn't fit well at all, these can be another expeditionary party, in grave danger and need of urgent rescue if the PCs want to make an ally. The road has caved and fallen down into the silt below, and the howdah containing the expeditioners and their belongings is sinking swiftly, as the distressed Mekillot is thrashing hard. Jubilost, the expedition's leader, was thrown free, and waves or calls out if he can see people approaching. However, the thrashing is causing attention from a large Silt Horror, which can be seen approaching. If the PCs assist, they'll be endangering themselves, and potentially taking on extra mouths without any of their supplies or belongings.
- D. Sun Lord's Fort.** The PCs will have visited here in the first adventure, Stolen Land. The ruined fort makes an

ideal place to base their new settlement.

- E. **On the Prowl.** The Kamelands are full of predators and hungry beasts. A pack of three Dune Reapers are one such threat, consuming their way across the land.
- F. **Lonely Barrow.** Detailed in [Part three](#).
- G. **Abandoned Keep.** Detailed in [Part three](#).
- H. **The Blighted Hollow.** This area reeks of defiling magic, and contains a horrid magical plant called the Scythe Tree. It is able to absorb magical energy from the nearby area in a similar manner to defiling. Among its roots can be found scattered bones and remains.
- I. **The Mad Hermit.** Bokken's younger brother is a manic and dangerous wild man, given to tormenting people he comes across, with his 'pet', a Dagorran he has imprinted upon. He prefers to attack with surprise, but if others run across him, he pretends to be an old, lonely hermit Druid, and makes vague promises of helping them.
- J. **The Waste Witch.** In the silt flats there is a small house, inhabited by an aged Psion. She has a bad reputation, but mostly just wants to be left alone. She is extremely knowledgeable about the area of the Kamelands, and can warn them... if they respect her privacy. Otherwise, a spindly crystal golem which she has painstakingly built over the last few decades can protect her.
- K. **Old Crackjaw's Den.** A great and ornery Silt Horror dwells in the silty cave here, angry at its long imprisonment after the silt shallows marooned it in this area.
- L. **Gurdir Silt Ford.** Normally quite deep along the majority of its length, the silt becomes quite shallow here, creating a navigable ford across its width.
- M. **Chathrang Den.** In a grove of bamboo littered with splintered sticks and crushed bones dwells a Chathrang. The dangerous beast attacks any who approach, harpooning them and dragging them back to its lair to be eaten.
- N. **Lair of the Lizard King.** Detailed in [Part three](#).
- O. **Candlemere Tower.** This ancient ruin on an island in the middle of a wide lake of water, built during the Champions' War, is overrun with vicious nettles that cause paralysis, as well as dozens of Will'o'Wisps - psionic remnants of the folk who dwelled here. If cleared, the keep can be established as a dwelling-place, although it may draw attention.
- P. **The Mud Bowl.** This strange, 20-foot wide bubbling caldera of mud is heated by geothermal activity, and large mounds of fungus and mushrooms grow here, which can be used to feed a large group if necessary. However, a Tendriculos, a dangerous fungus-beast, will attack any who lurk nearby. The Wastewitch would like some of these mushrooms, if they can be provided.
- Q. **A Cry for Help.** A harem of the cruel beasts known as Sand Brides lurk in this area, using powers of illusion to lure travellers with cries for help and staged attacks before turning on them to crush them to death with their sandy limbs. Among their treasure is a breastplate made of blue drakehide, a very fetching and eye-catching piece.

- R. **Hargulka's Stronghold.** Detailed in [Part three](#).
- S. **Master of the Forest.** A lone So-Ut rampages its way through the canyons here, picking apart piles of stones and hurling them against one another. It is a violent, unstoppable beast that is best avoided.
- T. **The Wandering Giant.** A lone beast-headed giant named Munguk is looking for blueberries to ferment and eat, game to hunt, and a mate, preferably in that order. While he is dangerous, the giant with the head of a great black-eyed shark is confused and cranky, and if he is offered friendship (and preferably some alcohol), he may share some advice about the area before meandering off to the East on his own.
- U. **Abandoned Ferry Station.** Half-collapsed, rotting wooden buildings stand on each bank of the silt flats here. The buildings have previously been used as hideouts for halfings, Gith, and bandits, changing hands many times. They can be cleaned and reinhabited, making a good place to settle.
- V. **Braxat Lair.** Detailed in [Part four](#).

Part Three: Inhabitants of the Kamelands

Part will cover the next three chapters of the game: The Lonely Barrow, the Forgotten Keep, the Isle of the Lizard King, and Troll Trouble (renamed to "B'rohng Bother").

The Lonely Barrow

This ancient barrow at location F holds the tomb of a warrior who was betrayed by his lieutenant hundreds of years ago, and his raw

hatred transformed him after his death into a rageful thinking zombie. The powerful warrior was interred with his own loyal guards, poisoned and buried with him, and has raged for years, breaking his prized weapon against the interior of his own tomb. Now, the tomb has been uncovered by seismic activity, and a chance has come for him to be free.

The remains of the Lonely Warrior's iron breastplate and trappings could be recovered and reconditioned, with some work, and his broken sword (or other weapon, if you'd prefer to introduce something else) could also be the base for a powerful weapon for one of your PCs, as long as they work for it.

The Forgotten Keep

This ancient elven keep, located at area G, is from before the Cleansing Wars, and was abandoned in an age past. The archaic enchantments have long worn away, but the architecture and some of the installed traps have survived the test of time. It is now inhabited by a trio of murderous creatures in some kind of supportive symbiosis: a horrid T'chowb, which psionically drains the mind from its victims; a Su-Monster making its home among the Assassin Vines climbing the walls; and a vile Baobhan Sith fey who titles herself the Dancing Lady. She preys upon living creatures, eating their flesh and drinking their blood.

The treasure of the elven keep and the fey include the proceeds of several explorers who the creatures have murdered.

The Isle of the Lizard King

A small tribe of Surrans have made their home on an island in the silt flows at area N. Although sluggish in the winter season, they become lively and go raiding during the warmer weather. They will happily eat the flesh of the so-called "civilized" races but are also happy to eat other flesh instead, and their 'king', Vesket, worships a predatory Will-

O-Wisp. The Ssurans might be trading partners, or might become enemies, depending on the PCs' actions.

B'rohg Bother

The pyreen-princess Nyrisa recently spured on a gang of B'rohgs in the southern Verdant Belt into terrorizing the locals and generally causing chaos in the region to further her own mysterious plans. Under the leadership of a violent warrior named Hargulka, the B'rohgs have settled in an ancient Dwarven stronghold in the southwestern Narlmarches at about the same time this adventure begins; as it plays out, their attacks grow more and more numerous, leaving ripples of discord and terror in their wake.

The B'rohgs have a pair of Athasian Sloths as 'pets' kept on long leather ties, which they unleash on those challenging them. One of the B'rohgs, Nagrundi, is a brute with strong telekinetic wild talents, while another, Kargadd, is an escaped Gladiator who wears a set of damaged chitin armour. Hargulka himself is a warrior who has fought his way across the wastes for many years. His fighting skills are impressive, and he does battle with a deadly greatclub studded with shards of razor-sharp obsidian.

Part Four: Hunting the Beast

The climax of 'Sands Stained Red' begins with an attack on the PCs' home base. Give them a chance to build up their town before starting this part of the adventure, and time for a point when the PCs are all out of town- their return to town after finally defeating the B'rohgs is an excellent point to begin.

Upon returning home, the PCs find their home in a shambles. Newly plowed fields have been torn up, trees have been knocked down, livestock has been slaughtered, and buildings

have been flattened. A pall of dust and smoke hangs over the town, and the few people on the streets mill about in shock, as if they have just come from a war zone. If you're feeling like the PCs haven't put in enough effort protecting the town, kill off some of the NPCs you've populated it with. Be brutal here!

The Braxat's trail can be followed to a small cavern complex beneath a rocky tor overlooking the Little Sellen Siltflow. Inside can be found a grove of dangerous violet fungi, a shambling mound animated by a druid decades ago and abandoned, and a nest of Caveweaver Giant Spiders, leading to a confrontation with the gigantic Braxat itself. In its hide is lodged a curiously-shaped dagger made of a single piece of solid bone, matching some of the other gear worn by a ravaged corpse in the corner. On the body can also be found a map which has the PCs' town location, and several other key locations, marked. This should clue the PCs in to the idea that there are larger forces aware of what is going on. The weapon was made by Nyrisa, the mad Pyreen, and gifted to her agent Eirikk, who met his demise at the Braxat's talons.

Part Five: Bounty Posters

Wanted Posters

So-Ut Hunt

Source: Wanted poster, backed by the Free City of Tyr

Task: Rumours of a So-Ut rampaging the southern Narlmarches are probably (hopefully) overstated. But it's killing folks and needs to be hunted down.

Completion: Find a So-Ut, kill it, and return to town with its head as proof.

Reward: The council has approved a reward

of 1,200 ceramic pieces to the first group to successfully slay a So-Ut in the Narlmarches.

B'rohg Blood

Source: Wanted poster, posted by Bokken the hermit.

Task: Bokken says that blood from a B'rohg might be used to craft some powerful potion-fruits.

Completion: Deliver a waterskin filled with B'rohg blood to Bokken. He doesn't need more than one waterskin, so one B'rohg should do the trick.

Reward: Bokken promises to craft 1,200 ceramic pieces' worth of potion fruit, delivered in about a week.

Howls of the North Wind

Source: Wanted poster, backed by the Free City of Tyr

Task: A ferocious pack of Dune Reapers stalks the Kamelands!

Completion: Slay the Dune Reapers and display their bodies at town.

Reward: The council has approved a reward of 1,200 ceramic pieces to the heroes who slay the Dune Reapers.

Shamblesap

Source: Wanted poster, posted by Bokken the hermit.

Task: Shambling mounds aren't common in the Verdant Belt, but they're not unheard of. Bokken posits that the sap of a shambling mound could work wonders for cultivating certain medicinal herbs, and asks for one shambling mound's worth of sap.

Completion: Deliver the sap to Bokken.

Reward: Bokken can pay 600 ceramic pieces for the sap, as well as three powerful *Cure Wounds* potion-fruit.

Where's Tig?

Source: Tig Tanyrsen's distraught parents.

Task: Young Tig is a well-known handful,

always collecting "pets" down by the silt flows. He has been missing for several days, and the townsfolk are growing concerned.

Completion: Rescue Tig from the Ssurans who have captured him with the intent to eat him.

Reward: The town's Loyalty is increased by 2.

The Horror, The Horror

Source: Wanted poster, backed by Arven the dune trader.

Task: The ill-tempered and old Silt Horror has moved into Arven's scavenging-territory.

Completion: Kill (or drive off) the silt horror Old Crackjaw from Arven's scavenging area.

Reward: Arven finds things of all sorts; he'll give whoever helps him a *Ring of Feather Falling*.