

EBONYR ENCOUNTERS

Heroes of Heirandos

An Adventure for Character Levels 1-2

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Labyrinth Lord
Compatible Product

This adventure introduces the PCs to the [Ebonyr campaign setting](#), the [High Republic of Sherran](#) and the capital city of [Heirandos](#).

The Heroes of Heirandos adventure is written in a format we are calling "Sandroad Railbox". This allows the Labyrinth Lord freedom to change the adventure outcome, create new points of interest, and introduce interesting NPCs without compromising the adventure.

Urban Adventure

This adventure consists of a series of encounters which may or may not happen in the order written. The PCs may decide to travel to a district of Heirandos or talk to an NPC not detailed in this adventure. Allow them to explore and use NPCs and events to get the PCs to the next encounter. This will create an enjoyable and memorable environment.

Adventure Summary

The PCs will find that the metropolis of Heirandos can be awe inspiring and downright terrifying. The PCs quickly find themselves in a pitched battle with a street gang that likes to shake down newcomers.

If they survive the initial encounter a local business owner, Salina Solbourne, will approach the PCs asking for their help in return for free room and board at her inn.

If the PCs decide to take her offer, she will explain that she has a client needing

assistance locating a religious artifact stolen from his homeland. She will introduce the cleric Braken and he will tell his story of the pirate attack and stolen treasures. He thinks the religious icon is on a ship in the Quayton district. If the PCs investigate, they will encounter pirates masquerading as common sailors.

During this battle Braken is kidnapped and an undercover Trade Authority agent introduces himself to the PCs. Tym Therian is a friend of Salina and explains that he has infiltrated the Red Hand Gang and thinks that Braken was taken to their hideout. He also believes that the religious artifact was taken there before the PCs arrived at the ship.

If the PCs decide to help, Tym gives them information on the layout of the hideout and its location. If the PCs investigate the hideout they will eventually find Braken. However, clues will be left that may lead the PCs to suspect another, even more, sinister organization involved in the theft of the religious icon.



Encounter #1 - Jewel of Meridia

The PCs arrive by ship or overland and are ambushed by the Red Hand Gang near the docks or the city gates.

Read or Paraphrase below if PCs arrive by sea:

As you step off the ship onto the dock, the sights, sounds, and smells of the city make your senses come alive. Three and four story buildings crowd the wharf area, people move along with carts and goods in tow. Vendors call out their wares in booming voices. The smell of charcoal fires and savory food cooking mixed in with the sour aroma of the sewer makes your stomach churn a little.

By land:

As you pass through the great gates of the city of Heirandos, your senses are overwhelmed with the sights, sounds, and smells of a fast-paced urban environment. Vendors hawk their wares from small carts. Horse-drawn wagons packed with trade goods crowd the bustling streets. Tall (three and four story) buildings line the streets casting long shadows.

Here are some tactics the Red Hand Gang may use to ambush the PCs:

- The PCs spot a little girl crying for help down an alleyway.
- Two men are fighting down a side street, one yells for help.
- A young lady is pulled into an alley by a thug.

The magic user, Varina Natas, will remain on a flat roof over the area ready to use a *magic missile spell* when needed. The other gang members will hide among boxes and trash bins in the alley, waiting to spring upon the PCs.

Red Hand Gang (5 gang members)

Shandra Calway, 1st level female fighter [AL C, MV 120' (40'), AC 5, HD F2, HP 9, #AT 1, DG 1d6 (mace), SV F2, ML 8, XP 10] Equipment: padded armor, shield, and mace, 5gp.

Elara, 2nd level female thief [AL C, MV 120' (40'), AC 6, HD T2, HP 4, #AT 1, DG 1d6 (mace), SV T2, ML 8, XP 20] Equipment: leather, mace and 8gp.

Tomax, 1st level male fighter, [AL C, MV 90' (30'), AC 3, HD F1, HP 6, #AT 1, DG 1d6 (war hammer),

SV F1, ML 8, XP 10] Equipment: splint mail, hand axe, and war hammer, 3gp.

Varina Natas, 2nd level female magic-user [AL C, MV 120' (40'), AC 9, HD M2, HP 5, #AT 1, DG 1d4 (dagger), Spells (*Magic missile*, *Shield*), SV M2, ML 8, XP 20] Equipment: dagger, 10gp

Gavin Boz, 2nd level male fighter [AL C, MV 120' (40'), AC 5, HD F2, HP 8, #AT 1, DG 1d8 (heavy flail), SV F2, ML 8, XP 20] Equipment: studded leather armor, shield, heavy flail, and dagger, 12 gp and a silver ring (10gp value)

Encounter #2 - Work to be done

After the ambush, the PCs are approached by a woman, Salina Solbourne, 0 lvl NPC. She offers a healing potion (if needed) and tells the PCs that she runs a local inn. Salina will offer free accommodations in the city if the PCs do some "work" for her. If the PCs question her about the nature of this "work", she will elaborate:

- Local business owners want protection from the Red Hand Gang.
- She is part of a group of citizens that want to protect Heirandos from further gang warfare. They know that the Warders and Trade Authority can only do so much. It's bad for business if things get out of hand.

LL note: For more information on the Warders and Trade Authority, please click on this link to the Ebonyr Campaign Setting - <http://www.ebonyr.com/nations/high-republic-of-sherran/heirandos#TOC-Law-Enforcement>

Salina Solbourne, 0 level female, is 29 years old, 5'3", 125lbs, with long brown hair and brown eyes. She has a tattoo of a red rose on her left forearm.

NPC Background "Salina Solbourne" She is the co-owner of the Brass Knight Inn. She is also a member of a civic group that secretly employs adventurers to keep the criminal gangs in check. She was born in Heirandos and loves her city. She will do whatever it takes to protect it from enemies within and without.

LL note: Meant to give this adventure a more “sandbox” feel, the Brass Knight Inn and Dancing Dog Tavern can help the LL give more insight and local flavor of Heirandos. The LL may want use the locales as a way to drop clues or just get the PCs into a bar fight!

Random City Encounters

1. Beggar--a grizzled old man lies in the street at your feet. He is in rags and looks half starved. An empty alms bowl lies nearby. [If the PCs give the man any coins, he will reward them with a rumor. LL note--you may use this encounter to give the PCs a clue regarding the Red Hand Gang or anything else you may wish the PCs to know.]

2. Important personage--Down the street comes someone of importance. You can tell by the retinue of guards, horses, and servants that move along with him. LL note--ask the PCs if they stand and watch or move out of the way. If they decide to watch, guards will move toward them shouting curses and pushing them out of the way. Consider them as 1st level fighters with scale mail, shield, and spear. If the PCs fight back, 1d12 other guards will attack. One of them will be a sergeant (3rd level fighter). They will attempt to subdue the PCs that are fighting and throw them into the dungeons.

3. Mama ain't happy--The crowd will erupt in laughter as a skinny little man runs down the middle of the street. He is clutching a sheet and trying his best to keep covered. Behind him the crowd parts and a burly woman trundles after him. She wields a rolling pin as deftly as any sell sword the PCs have ever seen. LL note--treat her as a 4th level fighter for attack rolls when wielding her rolling pin. If the PCs intervene to save the man, he will be very grateful and tell them that his wife was still mad at him just because he attended a lodge meeting last night. The PCs may receive information from the man regarding the adventure or they could get another plot hook the LL wants to reveal. If the PCs decide to stay out of it, they will see the woman lumber after the man, apply the rolling pin a few times creating a large bump, and then drag him by the ear back the way they had come.

The Brass Knight Inn (map pg 9-10)

Owners: Adira Varik and Salina Solbourne
Accommodations: Single room 2gp/night,
Double room 1gp/night (per person),
Common room 5 sp/night

Menu

Main Courses--Duck Egg Potatoes, Duck Egg Sausages, Spicy Chicken Potatoes
Puddings--Pear Surprise, Gooseberry Surprise, Lemon Pudding
Drinks--Mead, Grog, Spring Grog

The Dancing Dog Tavern (map pg 11)

Owner: Julian Danet
Bartender: Coyer Graynugget, 0 level male dwarf
Interesting clientele: Soft-spoken traveling monks, a thief secretly emptying purses.
Rumors overheard: An ancient sword must be recovered to defeat a ravaging monster. A wronged half-elf needs a champion to fight for her in a trial by combat.
Accommodations: None

Today's Menu:

Breakfast--Meatballs, Goose eggs, Duck eggs, Blackberries, Oatmeal (cost 3sp).
Lunch--Rabbit stew, Goose eggs, Leeks, Stewed Apples (cost 4sp).
Supper--Lamb chop, Yams, Spinach, Flat bread, Plain cake (cost 5sp).
Snack--Duck eggs, Blueberries, Nut bread (cost 2sp).
On Tap--Farm Kettle Mead, Scorch Belly Ale, Harvester's Ale

Sandbox Scenarios:

- The cleric Braken can be found in any business the PCs enter and tells his tale.
- One of the pirates is encountered in a tavern and brags to the PCs about the treasure aboard his ship.
- Braken is being mugged when the PCs approach.
- Braken is running from some street thugs. He begs the PCs for help.
- Salina is trying help Braken fight off some street thugs when the PCs arrive.

Encounter #3 - Wandering Cleric

At the Inn the PCs are approached by Salina and Braken the cleric. Braken will tell the story (true) that pirates raided a temple on the coast of his country and stole the icon. He has been tracking the raiders for a long time and finally found their ship docked in the Quayton district under a Carthan flag. He needs help to board the ship and locate the icon before it is sold in the city.

LL Note: For the City of Heirandos' districts -

<http://www.ebonyr.com/nations/high-republic-of-sherran/heirandos#TOC-Districts>

Braken, 2nd level cleric [AL L, MV 120' (40'), AC 5, HD C2, HP 9, #AT 1, DG 1d6+1 (mace +1), Spells (*Cure light wounds*, *Protection from evil*), SV C2, ML 9,] Equipment: studded leather +1, quarterstaff, mace +1, 2 potions of *cure light wounds*.

NPC Background "Braken" The cleric Braken is a human male of the [Ovandu](#) race. He is 25 years old, 6'1", and weighs 225lbs. He is a cautious and humble priest of the Wo'Kua religion. Wo'Kua simply means 'the faith'. It is an animist religion that places great importance on the veneration of ancestors and the numerous gods and spirits of the land, animals, and people.

Encounter #4 - Pummel the Pirates (map pg 12)

If the PCs take the offer to help the cleric and investigate the ship:

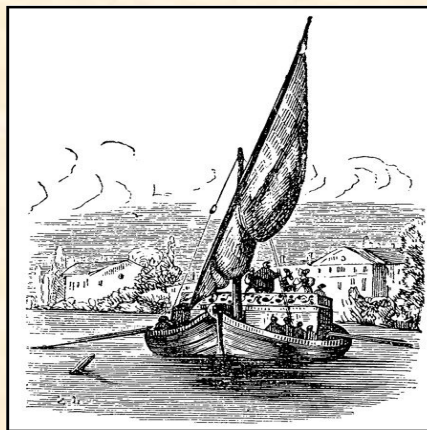
1. Braken will lead the PCs to the Quayton district and point out the ship tied to a pier.
2. Braken will offer to keep watch while the PCs investigate the ship. He's not very good in combat but will offer to heal the PCs if they need it.

LL Note: The ship map is a reference for the PCs to infiltrate the ship and discover clues or stolen treasure. You could place the pirates in any part of the ship you wish. This encounter has one pirate topside as a guard.

If the PCs fight the pirates, there is a 10% chance that a Warder patrol will hear the noise and try to intervene. Fights often break out on the docks between drunken sailors and rowdy longshoremen so this kind of disturbance is not uncommon.

Pirate NPCs

There are three pirates on board to watch the ship while their comrades are in the city selling stolen loot and drinking their profits away. One pirate will be on the top deck with a pet giant rat on a chain. The other pirates will be down below sleeping or playing dice.



The other giant rats will be chained below deck in the hold with the two pirates. Any combat topside will have a 60% chance of being heard below prompting the two pirates to come topside with their giant rats and investigate. It will take 1d4 rounds for the pirates to go topside.

(Topside Pirate) Su, 1st level male fighter [AL C, MV 120' (40'), AC 3, HD F1, HP 4, #AT 1, DG 1d6 (light hammer), SV F1, ML 7, XP 10] Equipment: banded mail and light hammer, 11gp.

- **Markuuara**, 1st level male fighter [AL C, MV 120' (40'), AC 7, HD F1, HP 6, #AT 1, DG 1d8+1 (heavy flail +1), SV F1, ML 7, XP 10] Equipment: studded leather, heavy flail+1, and shield, 8gp.
- **Margat**, 1st level male thief [AL C, MV 120' (40'), AC 8, HD T1, HP 2, #AT 1, DG 1d8 (longbow or sword), SV T1, ML 7, XP 10] Equipment: leather armor, longbow, and long sword, 5gp.
- **Giant Rats (3)** [AL N, MV 120' (40') Swim 60' (20'), AC 7, HD 1d4 hp, HP 4, 3, #AT 1 (bite), DG 1d3 + disease, SV F1, ML 8, XP 6]

If the pirates are captured and interrogated they will tell the following:

1. Several religious items were taken off the ship to be sold to a gang called the Red Hand (true).
2. An artifacts dealer came aboard and bought several relics that were captured from a temple (false).
3. Their shipmates went into the city looking for some pawn shops to sell their loot (false).
4. They have no idea what the item is they're looking for. They captured so much treasure it all looked the same (partially true).

If the ship is searched, the PCs will find treasure and several documents in the captain's quarters.

Document #1 - Signed contract between Captain Arvis and an imprint of a red hand for the purchase of unique treasure and relics.

Document #2 - Lease of the ship by the Sacuza Trading Company on their next voyage.

Ship treasure: 1,100cp, 750sp, and 200gp stored in stone containers.

Encounter #5 - The Undercover Tammer

An NPC, **Tym Therian**, approaches the PCs after they have left the ship. This could be while the PCs are going back to the Inn. Tym will introduce himself and advise them that he is an undercover "Tammer" (Trade Authority Agent).

Story: He was contacted by Salina to see if the PCs were legit in helping out Braken. He was watching the ship when he saw Braken kidnapped by several street thugs from the Red Hand Gang. He didn't want to intervene for fear of blowing his cover.

Therian has successfully infiltrated the Red Hand Gang and knows the location of their hideout and possibly the kidnapped cleric too. He has heard that the gang has acquired several unique relics and were trying to sell them.

Salina Solbourne will corroborate his story if asked by the PCs.

NPC Background "Tym Therian" He is a low level Trade Authority agent [AL L, MV 90' (30'), AC 5, HD F1, HP 5, #AT 1, DG 1d6 (light. crossbow or hand axe), SV F1, ML 10] Equipment:

scale mail, shield+1, hand axe, lt. crossbow, large hooded cloak of dark red. Tym Therian is more an academic than a fighter. He is cautious and intelligent. He is a recent addition to the ranks of the Trade Authority and was chosen for undercover work because he grew up outside of Heirandos. Therefore, know one knows his background.

Encounter #6 - Sewers dark and dank

If the PCs take Tym's offer to find Braken and the stolen artifact, he will lead the PCs down an alley to a loose sewer grate. He will explain that he recently learned the hideout has a back entrance that is poorly guarded. The sewer leads to this entrance.

- This sewer section is a mainline that is over 7 feet tall and 6 feet wide. Foul smelling, dark, and dank, the sewer runs in every direction under Heirandos. It's possible that the PCs will encounter a random goblin group searching for food or loot.

Goblins (5) [AL C, MV 60' (20'), AC 6, HD 1-1, HP 5, 5, 4, 3, 3, #AT 1 (weapon), DG 1d6 or weapon, SV 0 lvl human, ML 7, XP 5] The goblins will have a total of 23gp and a +1 dagger.

When the PCs arrive at the hideout the outer door is unguarded but locked. (map pg 13) As the PCs pass down a small hall they come to a secondary door which is locked as well. This door has no outside lock to place a key like the first one did.

There is a small metal sliding window at the top of the door for a guard to see who is wants access and asks for the password. (The password is "redhand".)

LL Note: Tym will tell the PCs that he knows the password, otherwise if they are without Tym they will have to try and bluff their way in.



Encounter #6 - The Hideout (map pg 13)

The Red Hand Gang mostly congregates in the dining hall area to sleep off nights of heavy drinking, gamble, or talk about their latest heist. There will be only one guard (1st level fighter) at the secondary door to ask for the password.

The novice gang members will be spread out on the main floor. 25% of them will be sleeping and should be considered surprised, thus losing action for the first combat round.

The regular gang members will be in the sub basement. A heavy wooden door leads to the sub basement and will block much of the noise of combat coming from the main floor.

There is only a 10% chance that the regular gang members in the sub basement will hear any noise and come upstairs to investigate.

Braken will be in room 2. He is tied, bloody, and unconscious (1 hp). If untied and given some first aid, he will awaken and tell the PCs that he was kidnapped at the docks and brought here.

The Red Hand Gang asked him questions about the religious icon and when he refused to answer, he was beaten unconscious. The only thing he remembers is that he saw the icon when the gang was interrogating him.

Red Hand Gang (in main hall)

Genovin Parat, 1st level male halfling [AL C, MV 90' (30'), AC 7, HD H1, HP 4, #AT 1, DG 1d8 (scimitar), SV H1, ML 8, XP 10]

Equipment: padded armor, shield, scimitar, and 23gp.

Dran Avun, 1st level male halfling [AL C, MV 90' (30'), AC 7, HD H1, HP 3, #AT 1, DG 1d4 (dart) or 1d6 (mace), SV H1, ML 8, XP 10]

Equipment: padded armor, shield, darts (3), mace, and 15gp.

Hamdyr, 1st level male fighter [AL C, MV 120' (40'), AC 5, HD F1, HP 3, #AT 1, DG 1d8 (battle axe), SV F1, ML 8, XP 10] Equipment: chain mail, battle axe, and 29gp.

Kruk, 1st level male thief [AL C, MV 120' (40'), AC 8, HD T1, HP 5, #AT 1, DG 1d4 (sling) or 1d6 (trident), SV T1, ML 8, XP 10] Equipment: leather armor, sling, trident, and 19gp.

Una Kahn, 2nd level female thief [AL C, MV 120' (40'), AC 8, HD T2, HP 7, #AT 1, DG 1d4+1 (+1 dagger), SV T2, ML 8, XP 20] Equipment: leather armor, +1 dagger, 53gp, and a gold ring (worth 35gp).

Red Hand Gang (in sub basement)

Jalib Shan, 2nd level male fighter [AL C, MV 90' (30'), AC 5, HD F2, HP 11, #AT 1, DG 1d8 (long sword), SV F2, ML 8, XP 20] Equipment: scale mail, shield, long sword, 12pp, 39gp, and a gold chain (worth 50gp).

Vinjera Has, 1st level female magic user [AL C, MV 120' (40'), AC 9, HD M1, HP 2, #AT 1, DG 1d4 (dagger), SV MU1, ML 8, XP 10] Equipment: dagger and spell book (w/ *Charm person*, *Enlarge*), and 27gp.

Zun Wynver, 1st level male thief [AL C, MV 120' (40'), AC 8, HD T1, HP 3, #AT 1, DG 1d4+1 (+1 club), SV T1, ML 8, XP 10] Equipment: leather armor, +1 club, 12gp, silver ring (worth 10gp).

Lenwe Arnatali, 1st level male elf [AL C, MV 120' (40'), AC 7, HD E1, HP 2, #AT 1, DG 1d6 (lt crossbow), Spells (*Unseen servant*, *Identify*), SV E1, ML 8, XP 10] Equipment: leather armor, shield, lt crossbow, 23gp, and gold earring (worth 30gp).

Kordath, 3rd level male thief [AL C, MV 120' (40'), AC 8, HD T3, HP 10, #AT 1, DG 1d4+2 (+2 dagger), SV T3, ML 8, XP 50] Equipment: leather armor, +2 dagger, 13pp, and 23gp.

Who knows what?

Genovin Parat - helped kidnap Braken. He doesn't know anything about the religious artifact.

Dran Avun - same as Genovin.

Hamdyr - has heard about some special loot that he was tasked to guard in the sub basement. He doesn't know what the treasure is.

Kruk - knows that the leader of the Red Hand Gang has been searching for some unique treasures. He doesn't know where it's at or what it is.

Una Kahn - she is a sub-leader of sorts. She was the liaison between the gang and the pirates who sold the artifact. She brought the artifact to the hideout and knows that special visitors have been negotiating a price with the leader of the Red Hand Gang.

Jalib Shan - He has only joined the gang recently. He helped guard the special loot and kidnapped Braken. Their leader thought that Braken could tell them about the religious artifact and operate it for them. Braken refused and was beaten.

Vinjera Has - She knows that there is some special treasure in the hideout. She doesn't know what it is.

Zun Wynver - He helped guard and beat Braken. He has seen the religious artifact. He knows that a secret group has come and purchased the artifact. He doesn't know who they are.

Lenwe Arnatali - He helped guard the artifact. He knows the same information as Zun Wynver.

Kordath - He is the leader of this branch of the Red Hand Gang. He helped broker the purchase of the treasure from the pirates including the religious artifact. He heard on the streets that a cleric was looking for the stolen items. So, he setup the kidnapping, interrogation, and beating of Braken.

He knows that the secret visitors were from the Sacuza Trading Company. He has an idea they were part of the secret organization known as the Foundation, though he has no evidence to prove that. He sold the artifact to the Sacuza Trading Company for a treasure (see below) and several swords.

Treasure found in the hideout: Large leather bag with 313gp, 1,560sp, 3,110cp, 4 diamond gemstones (50gp value each), a gold goblet (100gp value), +1 *Ebony Blade* sword (see description below), *Scroll of Darkness* (see description below), *Mug of Neverending* (see description below).

Ebony Blade - A short sword made up of the dark-metal Mythinen, this magical blade turns completely black at night.

- A normal blade in any light equal to a continual light or stronger (i.e. full daylight), the Ebony Blade is +2 in any lesser light (i.e. pitch black, torch light, dusk or twilight, etc.)
- In low light levels, the Ebony Blade grants its wielder infravision (60').
- It can create darkness, 15' radius three times per day at any time. (Note that the Ebony Blade functions at full strength within the darkness.)

Scroll of Darkness - Upon opening this scroll, a vast blanket of darkness issues forth. The darkness engulfs everything within a 60-foot radius of the scroll of darkness. Sight, infravision, and even true seeing cannot penetrate the black veil. However, the person grasping the scroll when opened retains normal vision, provided that he remains holding the scroll. The darkness lasts until the scroll is closed, upon which it disappears the round afterward. The scroll may be used 1d4 times before becoming useless.

Mug of Thirstquench - This large metal mug with a dragons head for the handle. When a command word is spoken, it immediately fills with light or dark ale or thick mead, as the user wishes. When drained, the command word will cause it to fill again. The command word is written on the bottom of the mug.



Clue - If the PCs search the rooms carefully they will find a coin that has the symbol of the Sacuza Trading Company and the Foundation intertwined on its face.

That's a Wrap

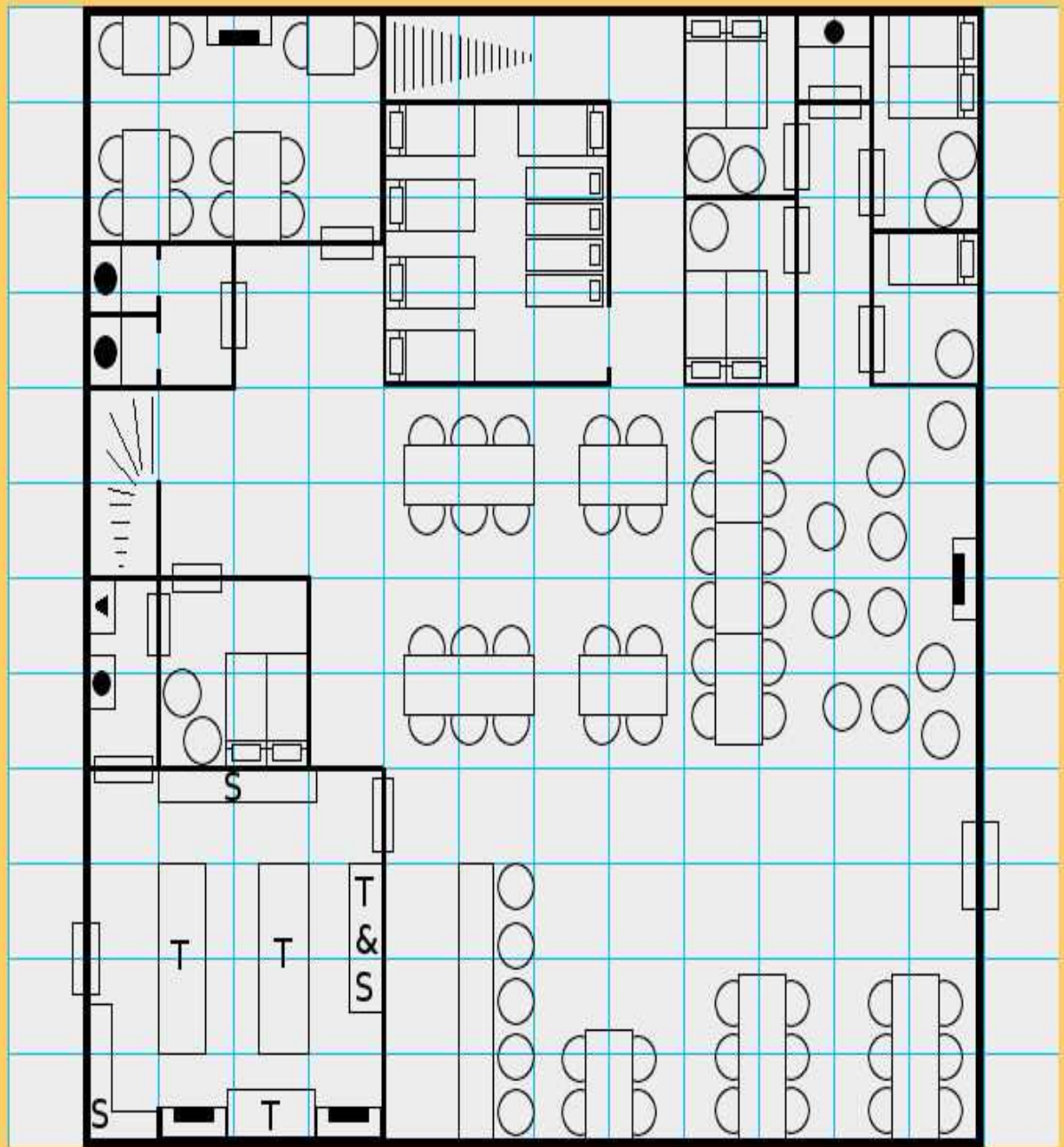
Tym will also suggest that the PCs investigate the Sacuza Trading Company while he takes the stolen merchandise to the Trade Authority HQ and returns it to the owners.

Braken will thank Tym and the PCs for his rescue. He will ask the PCs to keep following leads to find his religion's precious artifact. He will offer to help in any way he can.

Maps

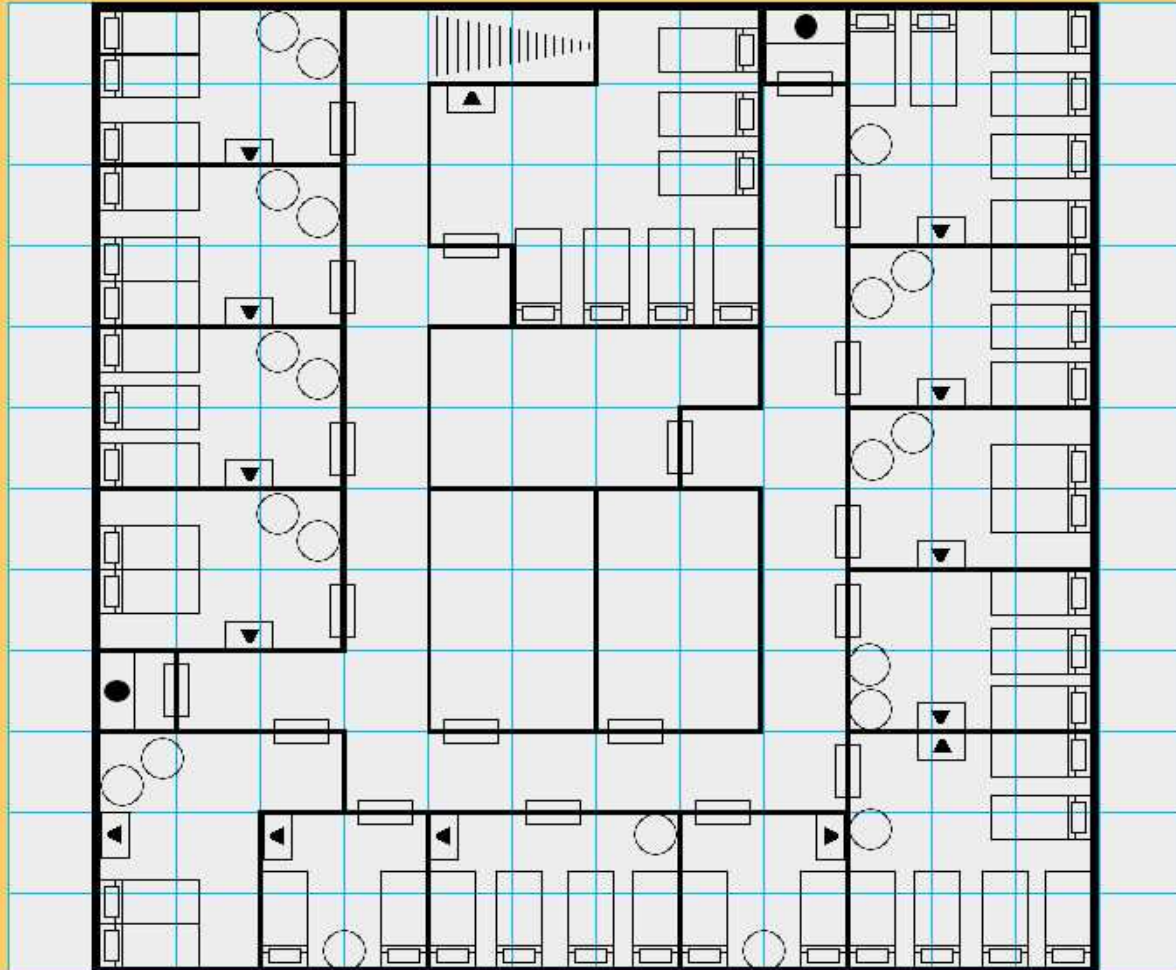
The Brass Knight Inn

Main Floor



The Brass Knight Inn (continued)

2nd Floor

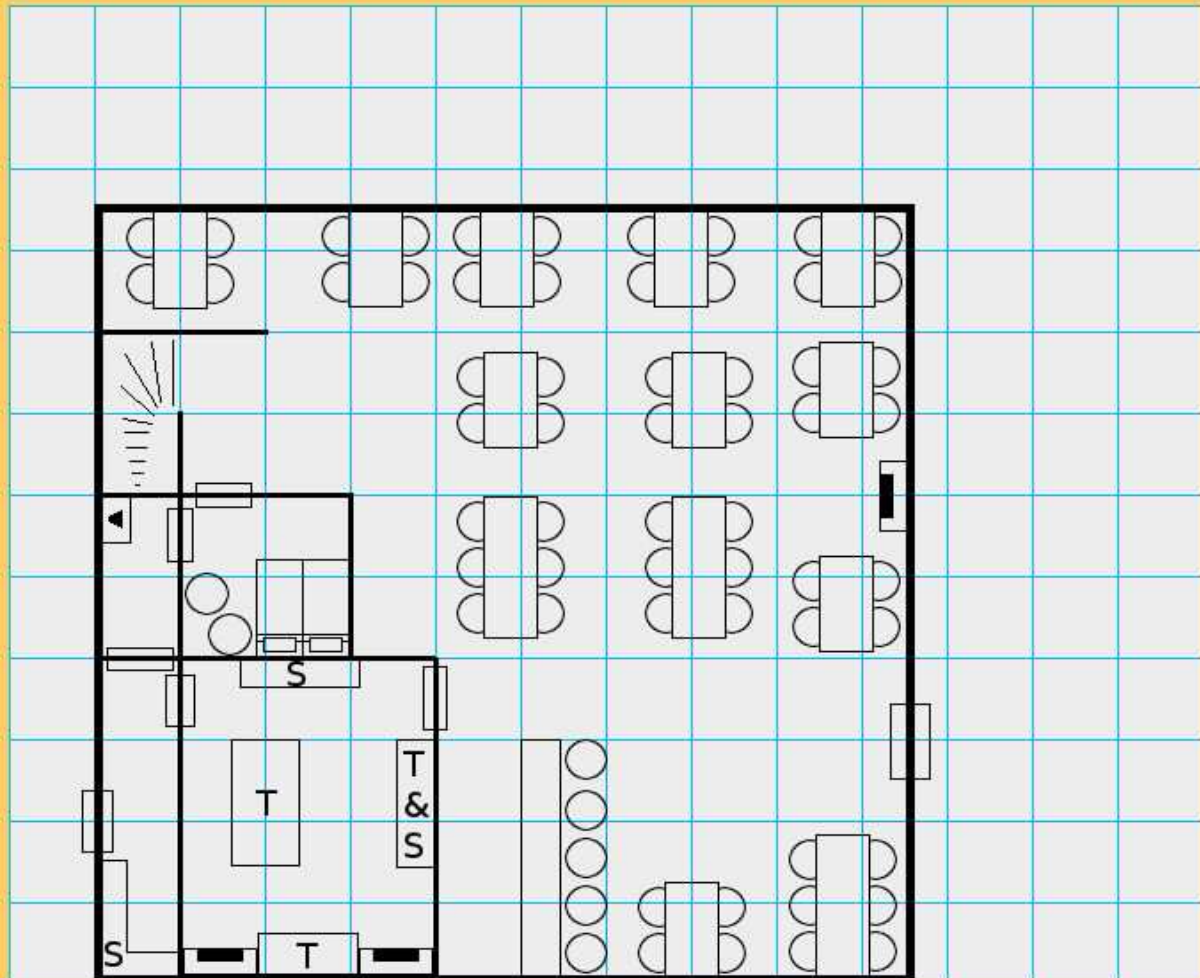


Key

- Thin Rectangle on a wall: door
- "S" on a wall: secret door
- Large Rectangle: table
- Large Thin Rectangle: bar
- Rectangle with a "T" or "S" or both: table or shelf or table & shelves.
- Circle: bar stool or chair
- 4/5 Circle: chair next to/under table
- Small filled Rectangle in a larger rectangle: fireplace/hearth
- Dashed Line: railing
- Many thin lines getting smaller: stairs
- Filled Circle: toilet/privvy
- Filled Triangle: wash basin

Dancing Dog Tavern

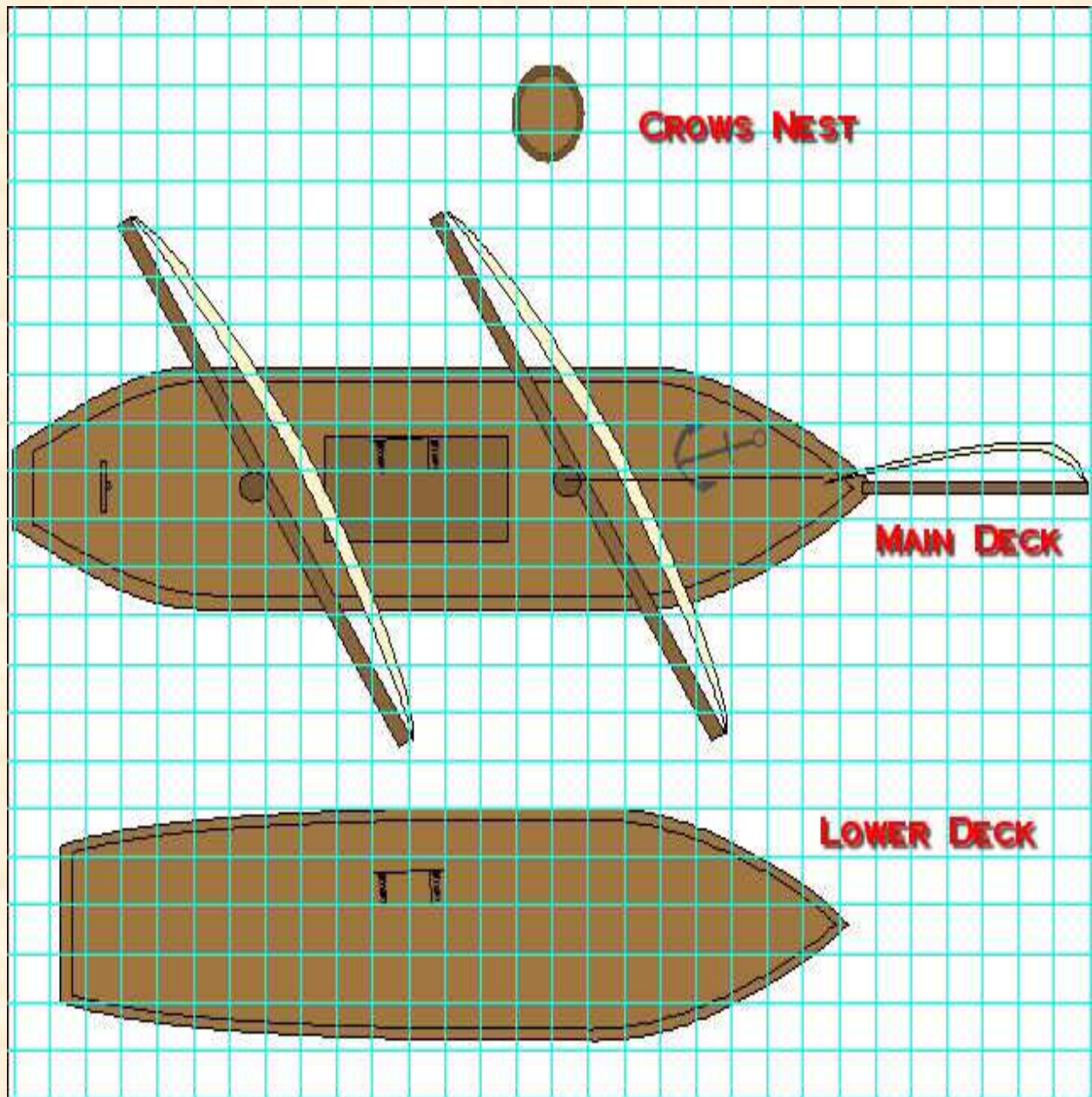
Main Floor



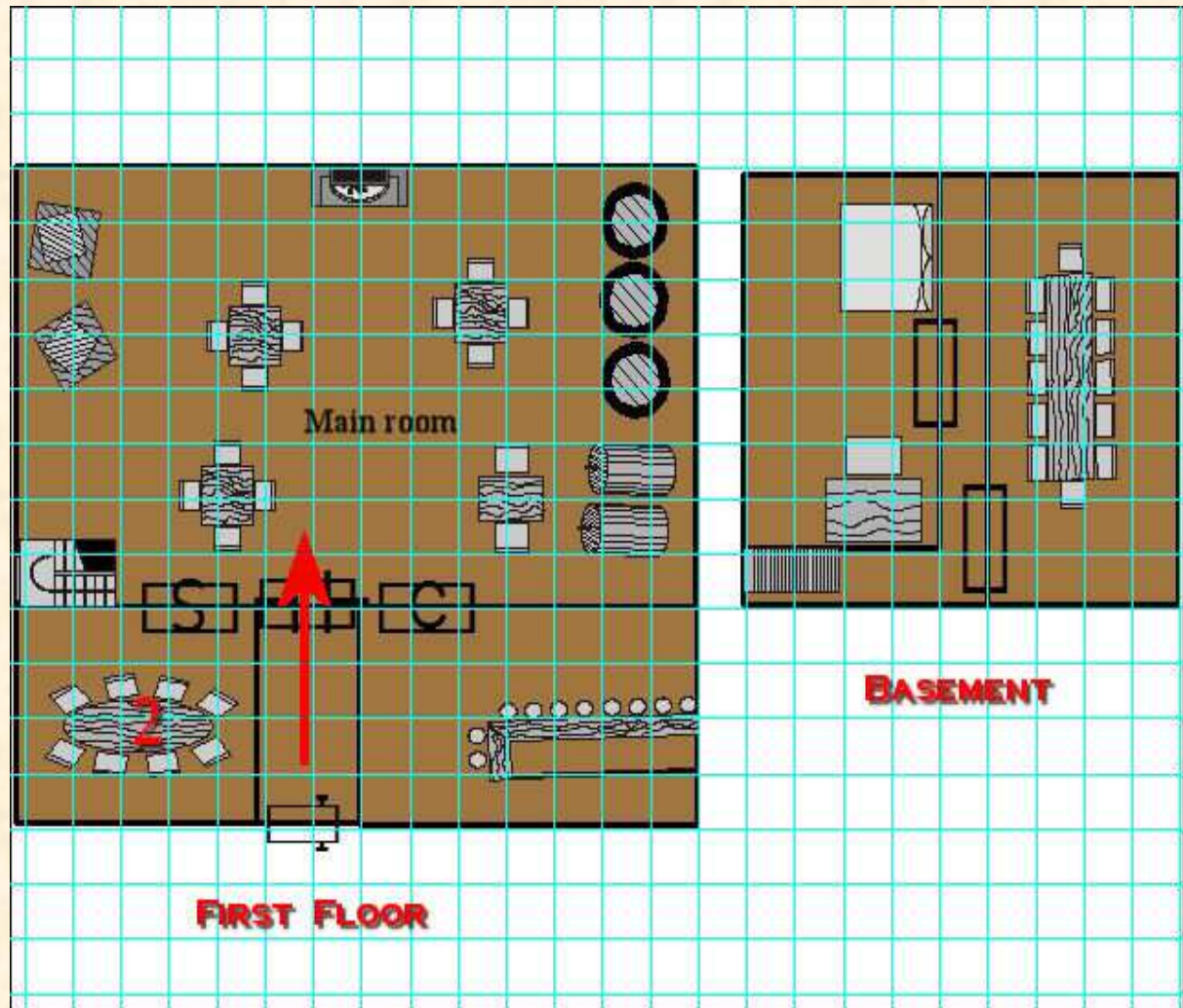
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Pirate Ship Map



Red Hand Gang Hideout Map



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