

Basinhold

Description:

This town is at the lowest point of the valley of Qattara Valley. A town that harbors many unknown magical items from across the shores of Minaria due to the ocean, otherwise known as the Nishi Waters, being nearly a mile away from the city. They say many people go and attempt to sail across the waters but only arrive back on shore a week later acting different from how they were before, so they strongly recommend against going too far out. The Waters do have technology arrive on the shores that may be entirely alien to the people of Minaria. This city has many magical analysts whose whole job is to identify and analyze the alien-like technology that the Nishi Waters brings forth to the shores. The majority of the funds from here are from having all the technology found sold to other cities and special ones made. Being one of the bigger towns across all of Minaria, the information and materials that some may search for can likely be come across here.

The weather in this area can be random, magical, and spontaneous. Although the typical weather is regularly purely overcast or beautiful cool sunlight. This town has quite a bit of fund because of the magical items they come across. So there are set stone walkways and beautiful buildings. This town comes with many different people some good some bad every kind.



Buildings:

- **Town Hall of Basinhold**

- Description: This is one of the bigger buildings near the top of the town that can be seen as castle-like. The town hall is made of beautiful white bricks and stained glass windows nearly church-like. This town hall is the home base for the security of the city, where all governmental activities take place, and where the big prison lives underneath the main portion of the town hall.

- NPCs:

- **Ostaram Dashkev | Human (Governor)**

STR	DEX	CON	INT	WIS	CHA
11 (+0)	6 (-2)	11 (+0)	15 (+2)	13 (+1)	15 (+2)

- **Akna Firahel | Half-Elf (Head Guard)**

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	14 (+2)	9 (-1)	13 (+1)

- **Colin Tallstag | Half-Elf (Lawmaker)**

STR	DEX	CON	INT	WIS	CHA
11 (+0)	8 (-1)	13 (+1)	14 (+2)	13 (+1)	13 (+1)

- **The Eager Seals Drinking Hall**

- Description: Entering the establishment you are met with the smell of alcohol, the sound of happy meetings with friends but also the cries from the gambling area also in the corner of the building. There is also another floor with more bustling customers. The alcohol they serve is crafted to perfection to have many people come back every day to have more. The food they serve is some great snack-like food along with some sweets for those of all ages.

- NPCs:

- **Lenett Laumee | Human (Barkeeper)**

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	9 (-1)	10 (+0)

- **Ilukan Laumee | Half-Minotaur (Chef)**

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	8 (-1)	8 (-1)	7 (-2)

- **Thalaman Laboda | Human (Dealer/Croupier)**

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	11 (+0)	13 (+1)	15 (+2)	13 (+1)

- **The Wild Grove Restaurant**

- Description: A nice restaurant where there are oceanic depictions but also those of forest to create an earthy ambiance to the building. This restaurant has many different types of food for any sort of appetite. The servers are happy to help and take orders and the food is made with love and purpose which you can taste in the food.

- NPCs:

- **Reddlepop Pilwicken | Gnome (Head Chef)**

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	12 (+1)	13 (+1)	9 (-1)	10 (+0)

- **The Adore Ore (Magical Blacksmith)**

- Description: What is commonly a shack-like area where there are just weapons spilling out, sparks flying, and un-organization all around the building, this is not found here. While the blacksmith still seems like the stereotypical type, their partner has kept the building nice and clean. The

building is made of these darker bricks than are commonly found around the city with an unending smoke coming from the chimney.

○ NPCs:

■ **Kuori Kalagiano | Half Goliath (Blacksmith)**

STR	DEX	CON	INT	WIS	CHA
20 (+5)	4 (-3)	15 (+2)	8 (-1)	12 (+1)	12 (+1)

■ **Balifra Torevir | Dwarf (Magical Imbuer/Manipulator)**

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	15 (+2)	15 (+2)	13 (+1)

○ Wares:

Name	Extra Details	Amount	Price
Shortsword (Martial/Finesse)	1d6 Piercing	2	10gp
Longsword (Martial/Versatile[1d10])	1d8 Slashing	2	15gp
Greatsword (Martial/Two-Handed)	2d6 Slashing	2	50gp
Mace (Simple)	1d6 Bludgeoning	2	5gp
Battleaxe (Martial/Versatile[1d10])	1d8 Slashing	2	10gp
Greataxe (Martial/Two-Handed)	1d12 Slashing	2	30gp
Glaive (Martial/Two-Handed/Reach)	1d10 Slashing	2	20gp
Raipier (Martial/Finease)	1d8 Piercing	2	25gp
Short Bow	1d6 Piercing	1	25gp
Light Crossbow	1d8 Piercing	1	25gp
Ammunition	Arrows and Bolts	100 each	2cp
Shield	+2 AC	2	10gp
Studded Leather (Light)	12 + DEX MOD	1	100gp

Chain Shirt (Medium)	13 + DEX MOD (2 Max)	1	50gp
Breastplate (Medium)	14 + DEX MOD (2 Max)	1	400gp
Chain Mail (Heavy)	AC 16 STR 13	1	75gp
Necrotic Fangs	Link	1	700gp
Fallen Moonlight Blade	Link	1	700gp
Ancestral Axe	Link	1	700gp

- **The Whispering Market**

- Description: This is more like a Saturday Market of all types from different people which they can all collectively have nearly all of what anyone needs. This is a great part of the open plaza that is reserved for commoners to sell their wares.
- Wares: [PDF](#)

- **The Sweet Pond (Magical Market)**

- Description: This small alcove on the north side of the city is more in the shadows than the rest of the buildings. This is run by an older wizard alongside his younger son who is trying to learn magic from his father. Inside the building has many shelves of magical components and a few magical items with some books floating to and from the owner. This all has a low red light on the inside covering the inside of the building with a mysterious feeling.
- NPCs:

- **Thervan Hanali | Half-Elf (Owner)**

STR	DEX	CON	INT	WIS	CHA
11 (+0)	9 (-1)	11 (+0)	17 (+3)	11 (+0)	15 (+2)

- **Tanzim Hanali | Half-Elf (Son)**

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	14 (+2)	9 (-1)	15 (+2)

- Wares:

Name	Extra Details	Amount	Price
Potions of Healing	2d4 + 2	3	50gp
Dalla Melodica (Instrument of the Bards)	Link	1	500gp
Cloak of Protection	+1 AC and ST	1	800gp
Goggles of Night	+60ft of DV		700gp
Bag of Holding	Up to 500lbs	1	500gp

- **The Church of Talos**

- Description: The outside is this grand cathedral with depictions of 4 elementals, air, fire, water, and earth being smitten by the god Talos. The inside of this building has many open seats normally having quite a few in the church at all times. On the deepest part has a statue of Talos holding his trident-like weapon that is 4 pronged. The top of the dome ceilings with interchanging colors of green, red, blue, and orange that correspond to the elemental colors.
- NPCs:

- **Chand Avhoste | Human (Bishop)**

STR	DEX	CON	INT	WIS	CHA
11 (+0)	6 (-2)	8 (-1)	15 (+2)	12 (+1)	16 (+3)

- **Soveliss Pashar | Half-Elf (Patriarch 1)**

STR	DEX	CON	INT	WIS	CHA
9 (-1)	9 (-1)	9 (-1)	13 (+2)	11 (+0)	15 (+2)

- **Gennifer Caedonel | Half-Elf (Patriarch 2)**

STR	DEX	CON	INT	WIS	CHA
10 (+0)	7 (-2)	8 (-1)	12 (+1)	12 (+1)	15 (+2)

The Justice Bringers:

They control the underside of the town, they know the ins and outs of the town but not many people know it. They have many people on the inside