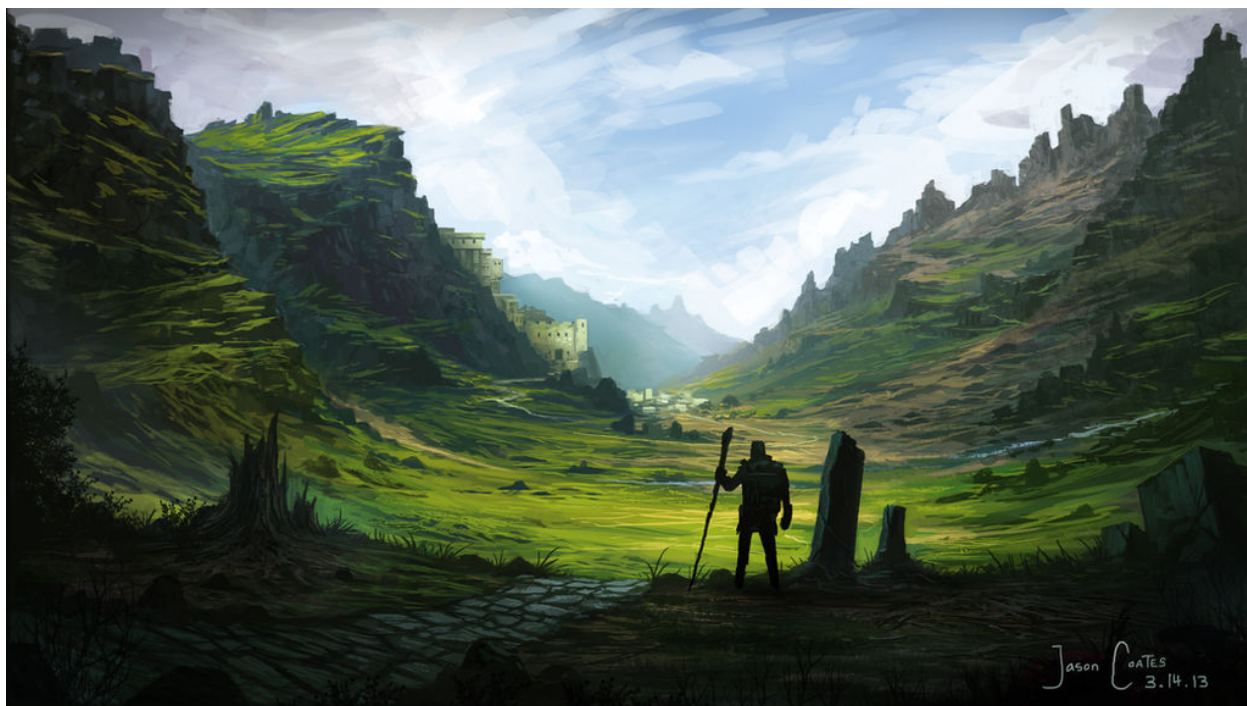


# The Journey to Basinhold

## Description:

Once joining the Flatcoat Circus on their journey to their next destination you see some interesting sites and meet new companions. The trip will be full of exciting conversations between players, NPCs as well as new enemies who they have not seen before. Traveling the west side of Minaria you see lecherous landscapes and hills with small amounts of groves scattered about with clear footing paths in multiple directions.



## The Travel:

The journey lasts roughly 3 days and each of those days can have a possible encounter, depending on how the party sees an encounter, to put it simply something other than travel and talking can occur.

The scenery towards the city of Basinhold is similar to a hilly valley. The hills surrounding the path seem to vary in size, covered in grass and fallen rock, abandoned buildings, and similar travelers. The weather is normally overcast perhaps a bit sluggish or foggy around the higher points of the travel. Traversing off the common path leads to forestry, high treelines dense forest with enough opening to move but still difficult to traverse if you are not prepared for it.

## The Encounter/s:

There are a few encounters that can occur on this journey, and there are some that will occur.

## The Random Encounter/s:

For these encounters, you will roll a d20 for the weather, and roll a d20 for the encounter.

If a 20 is rolled for the weather, you then roll a d6 for the type of strange phenomena that occurs. Otherwise, the weather is common weather that is based on the surrounding area.

### Weather

Die Roll	Name	Effect
1	Fey Weather	Some sort of magical bubbles appear that do not seem threatening at all. When popped some will have light laughter in the air and perhaps some sort of future reading.
2	Ghost Rain	It's raining, but the rain seems to pass right through everything. Careful inspection reveals the rain is splashing against and forming puddles on surfaces that don't exist. It turns out the rain is falling in a parallel plane or is a memory from the past falling on the land as it was long ago.
3	Wild Magic Storm	You are enveloped in a light rainbow fog, still able to see as normal you are just aware of the magical effects. You can choose not to accept the effect if you are doing mundane tasks, once in combat or doing something meaningful you must roll for a <a href="#">Blue Wild Magic</a> .
4	Meteor Shower	All players gain a <a href="#">Luck Point</a> that lasts for the duration of the day. And the players can roll a d4 to determine how many meteors fall from the sky in the same area around them, they will not hit the players.
5	Bolt Drizzle	Instead of raining water, it rains electricity- but it looks just like falling rain, it's just little droplets of electricity that streaks down from the sky. Not innately harmful.
6	Solar Eclipse	Time gets obscured for the next day, and any timed spells are reduced to an action time. You see the same as if you are covered in the darkness of night.

## Encounters

Die Roll	Name	Scenario
1,2	Dragon Attack	<p>A young copper dragon beings to fly overhead and takes notice of the party being near its nest. She begins to attack the party as she feels threatened.</p> <p><a href="https://www.dndbeyond.com/encounters/2fb983a3-9430-4ce1-b836-d83411c44417">https://www.dndbeyond.com/encounters/2fb983a3-9430-4ce1-b836-d83411c44417</a></p> <p>The Wyrmlings are there in case the encounter begins to go by too easily, use at your own discretion.</p> <p><b>Reward:</b> The Dragon can be harvested once it falls, and a player can do a nature check to see how much they can loot from the dragon</p> <ul style="list-style-type: none"> <li>• Always Grant: 4 Copper Dragon Fangs</li> <li>• 10-15: 1d8 Copper Dragon Scales</li> <li>• 15+: 1d4 Tourmaline</li> </ul> <p>The party can travel slightly off course and find the nest if they ask for it. Where they find d100 gold a single egg in the nest.</p>
3,4,5	Verrona Attacks	<p>Near the party a great magical web appears with some troops from Verrona coming out of it. They immediately lock eyes on the party and head out to strike.</p> <p><a href="https://www.dndbeyond.com/encounters/386e3521-fbde-485c-8788-67475a9af9b9">https://www.dndbeyond.com/encounters/386e3521-fbde-485c-8788-67475a9af9b9</a></p> <p><b>Reward:</b></p> <ul style="list-style-type: none"> <li>• 2 Potions of Healing</li> <li>• 20 + 5d6 GP</li> </ul>
6,7	Abandoned Building	<p>The party discover an abandoned building across from some shrubbery. Once they arrive closer they see that this brick building has no windows or doors so anything may come and go at their own leisure. When they look inside they begin to see that there are multiple rooms in the house but there is one locked door that can not be opened no matter the strength. Near the door there are some levers that are colored Black, Yellow, Blue, Green, and Red. There is a burned scrap of paper that can be discovered on a DC 10 <b>WIS</b> (Perception) or <b>INT</b> (Investigation) check, it reads ...</p> <p><i>"The second lever will sound like a roar A primary first helps open the door The last lever pulled is the color of sky After the second will buzz like a fly. "</i></p> <p>Each time a lever is pulled it produces a sound.</p> <p>Black creates a Lions Roar.</p> <p>Yellow creates a Buzz.</p> <p>Blue creates a beautiful Flute meledy.</p> <p>Green creates a gust of Wind.</p> <p>Red creates a ringing bell.</p> <p>When a lever is pulled it cannot be undone until all 5 are</p>

		<p>pulled unless a creature passes a DC 25 <b>STR</b> check. Once all 5 are pulled down they all slowly go back to their original position and if the order was correct the door opens otherwise the levers begin to shake and they produce a thundering noise causing 1d6 Thunder damage to all those inside the house.</p> <p>Once the puzzle is solved the door slowly swings open, leading down to a basement. On the top of the stairs the party begin to see humming blue light emanating from the bottom of the stair case. Once they arrive at the bottom they see a stone basement with nothing but a small wooden table with only a <a href="#">Blue Wild Magic Orb</a> sitting on top of it.</p>
8,9,10	A Great Fissure	<p>A great fissure is in front of your path and blocks your progress currently, it has a 50ft width and you can not see the bottom. You are seen trapped within the hilly valley, the only other option is to climb the outfitter walls which are very rigid and sharp that may be dangerous.</p>
11,12	Commoners Passing	<p>It is a group traveling on a nice-sized wagon being carried by 2 oxen. It seems to be a family traveling merchant shop that all seem happy. The parents are taking care of where they are going and looking after the horses while the kids are in the back playing card games while looking over their wares and young animals. The parents see you and flag you down and ask if you need any wares, they say they offer some Cartography or small animals.</p> <ul style="list-style-type: none"> <li>• Map of Minaria 25gp</li> <li>• Books of Good Stories 5sp</li> <li>• Owl 200gp</li> <li>• 2x Cats 150gp</li> <li>• Flying Snake 250gp</li> <li>• Awakened Shrub 100gp</li> </ul> <p>They carry 500gp on hand, and the names of the family are Wilhye Beddye [Father   Halfling   50 years], Katrina Beddye [Mother   Human   46 years], Amas Beddye [Brother   Halfling   7 years], Hilore [Sister   Halfling   9 years].</p>
13,14,15	Wyrmlings Passing	<p>2 Red Dragon Wyrmlings begin to fly as a duo overhead and they see you and feel threatened so they begin to dive right towards you.</p> <p><a href="https://www.dndbeyond.com/encounters/53d77acd-222c-4aa3-b62a-be8cd3729112">https://www.dndbeyond.com/encounters/53d77acd-222c-4aa3-b62a-be8cd3729112</a></p> <p><b>Reward:</b> The Dragon can be harvested once it falls, and a player can do a nature check to see how much they can loot from the dragon, each dragon gets their own check</p>

		<ul style="list-style-type: none"> <li>• Always Grant: 4 Red Dragon Fangs</li> <li>• 10-15: 1d8 Red Dragon Scales</li> <li>• 15+: 1d10 Banded Agate</li> </ul>
16,17	Intriguing Opening	<p>As the party walk into the opening they see an interesting well in the center of quite a few gravestones. There are 20 to be exact and they are a countdown from 20 to 1 in Infernal. When looking at the well they see a button in the center with a hand imprint on it, if they decide to click the button a great stone wall goes blocking off their only exit. Then the gravestones begin to light up 1 by 1 counting down from 20. If the button is pressed again the timer resets back to 20, Once the counter goes down to 10 the area becomes covered in darkness, once it goes down to 5 the graves stones start emanating noises. Once the timer reaches 0 everything slowly reverts back to normal and the stone wall drops letting the party roam free. You can tell that it was just an evil trick that some infernal put on to scare some travelers.</p>
18,19	Exynn Attacks	<p>In the clouds above the clouds seem to party slightly with some light being shed through them. Coming from the part a group of Exynn troops riding on Pegausi sees the party and then begins to dive toward the party. They are beginning to obey the powerful influence of Pelor who wants another war similar to the Plane War <a href="https://www.dndbeyond.com/encounters/38289c11-fc92-4b89-84c7-ef4874efad91">https://www.dndbeyond.com/encounters/38289c11-fc92-4b89-84c7-ef4874efad91</a></p> <p><b>Reward:</b></p> <ul style="list-style-type: none"> <li>• 2 Potions of Healing</li> <li>• <a href="#">Pegasus Bow</a></li> </ul>
20	Mystical Tower	<p>The party comes across a tower that seemed to appear out of nowhere. A tall tower that reaches past the clouds seemingly into nothingness. The party or those who decide to walk are then given a voice that appears inside their heads. The voice is calming and says...</p> <p><i>"Those who wish to attempt the puzzle may proceed to step forward into the next chamber. The chamber will then take you to the puzzle room, if you ever desire to leave all you must do is ask"</i></p> <p>The players can choose to complete the puzzle if they desire to leave they can and once all the players leave the tower it instantly vanishes. If the players decide to enter the next room, once they are all in the room they are surrounded by bright prismatic light and are seemingly teleported away.</p> <p>The players arrive in a circular room that contains 4 doors, each door leads to a room with nothing in it but a see-through sphere with a magical inscription on the top</p>

		<p>of it.</p> <hr/> <p><b>Room 1 (Fire/Love):</b> As destructive as life, as healing as death; An institution of strife, just as prone to bless. It is all that is good, yet with an evil trend; As it was the beginning of things, it can also be the end.</p> <p><b>Room 2 (Hope):</b> If you break me, I do not stop working, If you touch me, I may be snared, If you lose me, nothing will matter.</p> <p><b>Room 3 (In the Mind):</b> Something wholly unreal, yet seems real to I. Think my friend, tell me where does it lie?</p> <p><b>Room 4 (A Key):</b> I turn my head and you may go where you want. I turn it again, you will stay till you rot. I have no face, but I live or die by my crooked teeth.</p> <hr/> <p>Once the puzzle is correctly solved and said out loud the sphere then begins glowing with white light as a 4th shard of the sphere, which is void of color, falls to the floor. Once all pieces are collected they begin to rumble when near each other, once combined they begin to emanate that same prismatic light as you and your party awaken fallen over in the same place as the tower but one of the party members is holding a <a href="#">Blue Wild Magic Orb</a>.</p>
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## The Set Encounter/s:

On the second day the party can see in the distance a little behind them a smaller cart, that is slowly catching up to the party. If they look more intently they can see that the gentleman on the cart is seemingly happy. Once they get closer they notice that the wagon he is driving is covered tightly. If the gentleman sees any tieflings then his face immediately frowns and gets upset and begins riding faster to get away from the bigger cart. Once he gets in front of them, the party notices something about the cart.

The party can then make an Investigation (INT) check to figure out what they see.

- **12 or Less:** They just get a bad vibe from the gentleman and let him pass.
- **13 to 18:** They notice a small symbol that is on the gentlemen's side, it is a medallion of the Justice Bringers
- **18+:** They notice a foot that is under the tarp and knows that they are being held against their will.

This gentleman is a High Elf whose is named Egos Maerethar who knows nothing but to take these people to the next town of Basinhold. He does not know anything about his higher-ups, but knows what he is doing and just recently joined the Justice Bringers and did so because a rogue tiefling killed his family and is in grief and is holding all tieflings responsible and sees that he is getting justice, but does not see anything beyond himself.

He came from a smaller city nearby, Payburn. A few nights after requesting to join the Justice Bringers he was telekinetically told where to meet him in the city. When arriving he sees a man

in black who he could not see, he hands him a medallion, with the symbol of the Justice Bringers on it, and a card telling him where to and who to take. He is told to wait for the family to sleep and then take them to Basinhold for further instructions, they will find him and tell him what to do.

He is holding 15gp, a dagger, and a key that goes to all of the cages behind him.

The people he is holding captive are poor tiefling families and they are held against their will with blindfolds on, and rope holding their hands and feet together.

The family of 3 is named Maledos [Father | 87 years], Zorrut [Mother | 92 years], and Diligence [Female | 6 years], they don't know where they are or how they got here. They aren't from any town they have just been going around trying to get money to make a good life for their daughter.