

The Journey from Ular

Description

Leaving the small jungle town of Ular the world around seems to have a bit of a darker aura than it did before. Although something is different the journey seems to be the same just with the vibe of the plane being off. The normal weather of the area is warm and somewhat humid around high noon and colder than average during the night. The landscape is mostly grasslands and rolling hills



The Travel

The areas that can be accessed are Qrand, which is a 2-day travel, Shesmont which is 3 days travel, Emberward which is 3-day travel, and Basinhold which is also a 3-day travel.

Random Encounters

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

For these encounters, the players will roll a d20 for the weather, and roll a d20 for the encounter. If a 20 is rolled for the weather, they then roll a d4 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	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.
2	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 Blue Wild Magic .
3	Bolt Drizzle	Instead of raining water, it rains electricity- but it looks just like falling rain, it's just little droplets of electricity that streak down from the sky. Not innately harmful.
4	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.

Day Encounters

Die Roll	Name	Scenario
1,2	Hadaar Attacks	As the party travel towards their next destination, they begin to sense something in the air. A 50 ft radius circle of red misty 30ft tall forms and then a large red lightning bolt strikes 30 ft away from their position. Then within the smoke of the strike a spectral figure of the possessed Eke forms in front of them. The form then snaps and three smaller lightning strikes strike around them causing Blurs to spawn where the strikes happened. https://www.dndbeyond.com/encounters/b5f96637-7934-43c9-8d40-b696b696d1bf
3,4,5	Abjuration Attack	Continuing on the path toward their goal they feel a sense of danger lurking around them. A rip in space appears in front of the party and the face of the possessed Eke appears behind the portal and then says "Get them my children!" then 3 multi eyes beings come out and begin to attack the party, and the rip in the portal stays there but moves 60ft in the air, the being inside stays there and just watches the battle. https://www.dndbeyond.com/encounters/9f68d131-ea14-4674-a5de-fc0a89ab87f8 Reward: When the Gauth dies he spits out a Bloodstone.
6,7	A Great Fissure	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.
8,9	Intriguing Opening	As the party walks 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 magical tricksters put on to scare some travelers.

10,11,12	Verrona Attacks	<p>While traveling through the grassy hills and coming by a group of trees the party hears a similar sound than they had before. Looking toward the direction of the sound they see a web-like portal that is a bit bigger than normal. What walks out are a few familiar Lieutenants and another Large half spider half-woman being that they fought before. They begin running towards the party with bloodlust in their eyes.</p> <p>https://www.dndbeyond.com/encounters/18697c88-c618-4ebd-8ae5-03a494bc030f</p> <p>Rewards: After the group is defeated they find a few items scattered about the bodies. Investigation Check...</p> <ul style="list-style-type: none"> • Always Granted: 35gp • 10 - 14: 3d20 gp • 15+: Verronian Boots
13,14,15	Abandoned Building	<p>The party discovers 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.</p> <p>There is a burned scrap of paper that can be discovered on a DC 10 WIS (Perception) or INT (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 Lion's Roar. Yellow creates a Buzz. Blue creates a beautiful Flute melody. Green creates a gust of Wind. Red creates a ringing bell.</p> <p>When a lever is pulled it cannot be undone until all 5 are pulled unless a creature passes a DC 25 STR check.</p> <p>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 2d6 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. At the top of the stairs, the party begins to see humming blue light emanating from the bottom of the staircase. Once they arrive at the bottom they see a stone basement with nothing but a small wooden table with only a Blue Wild Magic Orb sitting on top of it.</p>
16,17,18	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 of it.</p> <hr/> <p>Room 1 (Fire/Love): 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>Room 2 (Hope): 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>Room 3 (In the Mind): Something wholly unreal, yet seems real to I. Think my friend, tell me where does it lie?</p> <p>Room 4 (A Key): 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 begins glowing with white light as a 4th shard of the sphere, 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 Blue Wild Magic Orb.</p>

19,20	Finjins Magic Shop	<p>The group recognizes a well-furbished cart in the distance coming towards them. As he gets closer he recognizes the party and is excited to sell his newly collected magic items to them.</p> <ul style="list-style-type: none"> • Mundane Items • Loaded Dice Set • Wand of Smiles • Bag of Goodberry Gummy Fish • Bullfrog Bugle <p>They carry 22gp on hand, and his name is Finjin Youngshot [Human 43 years].</p>	<p>10gp</p> <p>5gp</p> <p>35gp</p> <p>20gp</p>
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Night Encounters

The DM rolls a d20 and if it is a 10 or lower they get one of these encounters on the [Nighttime Encounters Table](#).

Set Encounters

The party will encounter the “A Runaway” Nightly Encounter on their last night of travel to Qrand.