

Justice Bringerers Hideout (Inside) | Basinhold

Mapping and Information

Once the party makes it to the castle they find themselves in the lower levels of the jail that is beneath the Town Hall. This place is an abandoned part of the jail that is no longer in use. There are no other entrances or exits seeming to the party. This area has older mostly destroyed equipment and only has one functional jail cell with a scrawny older humanoid gentleman on the inside and hung up. This human is Colin Tallstag, the lawmaker of Basinhold. He tells the party that he was kidnapped a few weeks ago by this mysterious shadowy figure with yellow eyes. After explaining the story of how he was abducted he explains that there is a secret escape path here that the justice bringers use to go get in and out of the abandoned sight.

Abandoned Jail

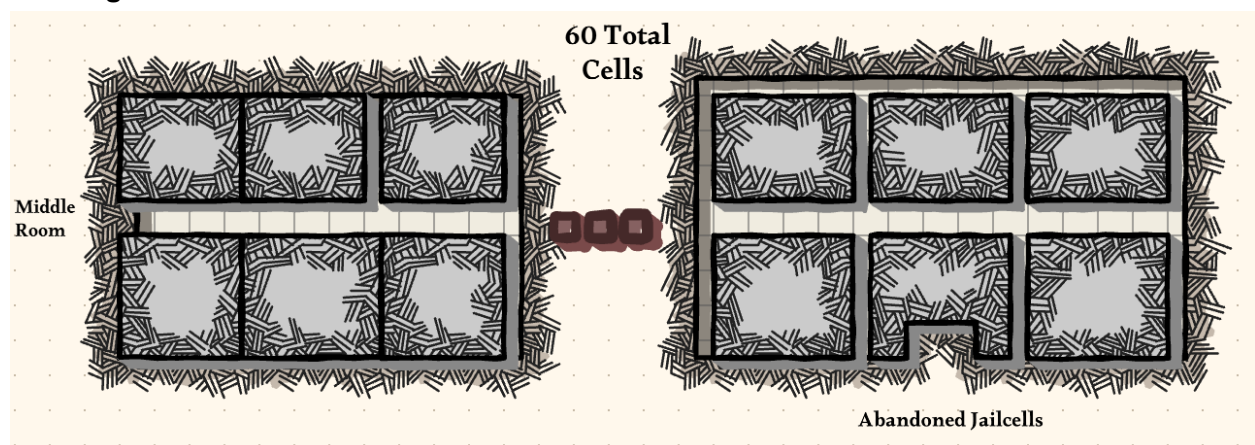
When the party learns of the room that there are no entrances or exits, they can attempt to find the exit, using an Arcana (INT) check of DC 15.

- If they succeed with a 20+, they feel the illusion magic is concentrated on a certain part of the room completely revealing the door.
- If they succeed, they feel that there is some illusion magic in this room.
- If they fail, they are unable to find anything.

As the party attempts to cross through the hidden doorway, they feel a gelatinous substance halting the doorway. This substance halts all sound from coming through but can be walked through successfully. When attempting to walk through the player makes a DC 10 CON Save.

- If they succeed, they walk through just fine.
- If they fail, they walk through but they inhale a bit of the gelatinous substance and take 1d4 poison damage.

Working Jail



Walking through they see a staircase that leads upwards to another gelatinous wall covering the exit of the staircase. When they exit the abandoned jail they find themselves in the current working jail cell of Basinhold. At this moment, once a member of the party walks through they make a Stealth (DEX) check to not wake up the current prisoners.

- If they succeed, the player walks through the substance just fine.
- If they fail, the player inhales the substance by coughing which awakens a prisoner next to the jail cell.

If Prisoners don't Alert the Guards: The party finds themselves in a locked jail cell surrounded by other occupied cells. To open the locked jail cell there must be a successful DC 15 Slight of Hand (DEX). The next room, or the Middle Room between them and the Courtroom, holds 5 Guards inside blocking the way.

If the party makes it to the Courtroom without alerting the Guards, they can find a conversation happening with Soukt, currently disguised as Colin, mumbling to herself. Talking to the Void Walker or the shadowy figure who is currently hidden in her shadow. She cannot be surprised due to the Void Walker always watching her back.

If Prisoners Alert the Guards:: If they fail, the party is then surrounded by 5 normal Basinhold guards, asking them why they are here and how they got here. After a little while Soukt, disguised as Colin, will come by and ask to bring the party to the Courthouse room and leave them there and that he will deal with them. Once all the guards leave the real fight begins.

Soukt pulls out a scroll that then disintegrates and then the party must make a Charisma Saving Throw of DC 14. This is a Zone of Truth and then Soukt will ask the party some questions.

1. How many are you, and how many others?
2. Why are you here?
3. How much do you know?

After all the questions have been asked the Soukt will say "Now that I know now what I need it's time for you guys to disappear." As she is saying that she begins to have her skin change and clothes change to her true form. Once she finishes saying that a shadowy figure will come from her shadow and show his true form, which is an assassin with powerful yellow eyes. Once he appears he will have a small ball appear in his hands and he will throw it in the center of the two parties a 60ft field of Darkness appears and initiative begins.

Encounter Link:

<https://www.dndbeyond.com/encounters/3b8fba21-e286-49e8-9ac5-5bffd4715145>