

The Journey from Basinhold

Description

Leaving the valley that Basinhold is in, the world expands from tall mountains on either side to rolling landscapes as far as the eye can see. With more land comes new possible encounters in people, merchants, and possible enemies while granting those who walk the path multiple new directions they can take.



The Travel

The journey here can have multiple results as the land north of Basinhold is vast and has many different little small towns that are scattered. The pathway before taking its first split is roughly a day away. The paths ultimately leads to either Ular Village, the town near the Serene Gorge, about 4 days travel. There is the mountainous range known as Vacill's Tail named after the mountain Vacill the mountain the takes watch over Minaria, the range blocks the Emberward Desert that is the center of Minaria, a 4 days travel taking the path from Basinhold. Lastly another major city of Minaria is Qrand, the town of engineering and using the minerals traded from the town of Shesmont to build great contraptions a not greatly magically advance town, it is about a weeks worth of travel to Qrand.

Also moving farther away from the Nishi Waters the water the weather will become less drastic and more relaxing and calm weather types. The consistent powerful magical rain that comes from the Nishi Waters once it reaches this path just becomes slight overcast or the light sun, making the feel of this area tranquil in comparison.

The 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 streaks 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	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>https://www.dndbeyond.com/encounters/aa80e6f5-d7ae-4308-b008-bf33fa7f6211</p> <p>The Wyrmlings are there in case the encounter begins to go by too easily, use at your own discretion.</p> <p>Reward: 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"> • Always Grant: 4 Copper Dragon Fangs • 10-15: 1d8 Copper Dragon Scales • 15+: 1d4 Tourmaline <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>https://www.dndbeyond.com/encounters/356b32fa-342c-47f5-bf68-f9db91ac9291</p> <p>Reward:</p> <ul style="list-style-type: none"> • 2 Potions of Healing • 20 + 5d6 GP
6,7	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>
8,9	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 itt 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</p>

		magical tricksters put on to scare some travelers.
10,11,12	Exynn Attacks + Brownie Encounter	<p>In the clouds above the clouds seem to party slightly with some light being shed through them. As the clouds party a shot of Blue can be seen coming down and following is a group of Exynn troops riding on Pegausi and follow the Blue figure. It lands about 120ft from the party. If the party choose to investigate they see a scared small brownish figure that is being surrounded by these Exynn troops. Once the party get close, they see the party and ask what they are doing trying to interfere then they notice Hydrangea. They say that you should have been dead and they go after her.</p> <p>https://www.dndbeyond.com/encounters/0fc4a0e4-089b-472d-b10b-0d3c91cb6ac2</p> <p>Reward:</p> <ul style="list-style-type: none"> • 2 Potions of Healing • Pegasus Bow • Brownie Backstory: <p>They are named Rean [Brownie 19 years].</p> <p>If any members of the party are from the upper plane they can tell that they are a Brownie which is basically like the goblin race but for the upper plane. Although they do not act the same as Minaria and are much more social and grateful creatures but are have high honor and if that is slighted they will hunt down them and make their life as awful as possible.</p> <p>She explains that she was cast out from Exynn due to her desire to not be in the war, as they are drafting residents as soldiers there now. She explains that Pelor has been noticed now by the residents that his bloodthirsty desire for planar combat is likely due to the red shard that was given to one of each plane as a symbol of peace from the ending of the previous war.</p> <p>They all don't know what it is but they believe that the peace shard is likely due to that, it began to glow within the past few months and pulse like a beating heart.</p> <p>She wants to help the party prevent the war and will help them on their quests for awhile. She will ultimately leave and have her goal be changed into what this red lightning truly is.</p>

13,14,15	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.</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 Lions 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. 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 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 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 Blue Wild Magic Orb.</p>

19,20	Merchant Arives	<p>It is a group traveling on a nice-sized wagon being carried by 2 oxen. It seems to be a single man who seems lonely but is excited to see new people. He explains that he doesn't see many people as he is traveling around the North West of Minaria where not many people reside other than the cities the accompany the road and the major cities. As explains that, he showcases his wares as all mundane items other than a few certain things.</p> <ul style="list-style-type: none"> • Mundane Items • Loaded Dice Set • Wand of Smiles • Deck of Illusions <p>They carry 10gp on hand, and his name is Finja Youngshot [Human 43 years].</p>

10gp
5gp
25gp

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

If the party fail to have the Exynn Attacks + Brownie Encounter on day 1 of their travel this is their roll.