

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 Laumeer | Human (Barkeeper)

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

- Ilkan Laumeer | Half-Minotaur (Chef) **Currently MIA**

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

- Thalaman Laboda | Human (Dealer/Croupier)
Has 2 Simulacrum (Won a Ring of Wishes from a Powerful Wizard Gambling)

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

○ Games:

■ Liar's Die

- To participate each player puts 5cp minimum into the pot.
All participating player then rolls 5d6 dice and keep all their rolls hidden. Then each player will go around for a round of betting, they can either call the bet, raise, or fold their hand.
Then they choose to get rid of one of their dies and show that die you got rid of. Then another round of betting occurs.
Once the final round of betting is completed then the player with the highest total wins, not counting the die that was shown, if there is a tie then whoever showed the higher die earlier wins.

The DM stays in the round until the end unless a special scenario that the DM determines otherwise, and Thalaman is always very confident in his plays and only with a DC 25 Insight Check can a player figure out how good his hand actually is.

■ Fos

- When choosing to play the player puts in 1sp
Then the player rolls 2d6 if they roll either a total of 7 or 12 they win and get 2sp.

OR

They can choose before their roll if they want to make 5sp, then they can roll 3d6 to try and get the same numbers.

■ Tymora's Spinner

- After putting 1sp in the pot the DM Rolls a D20 then the players can decide to either ...

If they want to bet that it is Odd or Even and win 2 SP

OR

If they want to guess the exact number they can win 1 GP.

● The Wild Grove Restaurant

- Description: A nice restaurant where there are oceanic depictions but also those of forest to create an earthly 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 Private Traveler Inn

- Description: Entering the inn you can be to feel the warmth from a large chimney flame and great homey feel. The Inns opening floor has many travelers some being merchants, some being adventures, and some families who are on vacation. This Inn justtt has great vibes emanating throughout the entire area, those who sleep here feel well-rested and ready for the day.

- NPCs:

- Pradir Nalambar | Human (Inn Owner)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	9 (-1)	14 (+2)	15 (+2)

- Rooms:

- 5 Copper: The room just has a bed and nothing else.
- 1 Silver: The room has 2 beds and a desk.
- 1 Gold: The room has 2 beds a desk and a private bath for the night.

● 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
Prosthetic Arm (Unmagical)	-	1	15gp
Prosthetic Leg (Unmagical)	-	1	20gp
Necrotic Fangs	Link	1	700gp
Fallen Moonlight Blade	Link	0	700gp
Deserted 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	2	50gp
Potion of Greater Healing	4d4 + 4	1	100gp
Bind Familiar Spell Scroll	Link	3	200gp
Find Familiar Components	Components for Spell	5	10gp
Dalla Melodica (Instrument of the Bards)	Link	0	500gp
Cloak of Protection	+1 AC and ST	1	800gp
Goggles of Night	+60ft of DV	1	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)

● Nishi Waters

- Description: Roughly a mile west from the town of Basinhold is the endless waters of Minaria. Those who leave for the waters never return the same. The waters is a beautiful blue that reflects the sun or moon perfectly as if the water was a mirror.
- Rules: Once per life when still in their early years, level 5 and below, they can choose to take a trip, for 1 gold which includes the guide and the boat ride, for one night just to cross the watters and return different. Once the riders choose to take the ride and cross the “edge” of the plane they see the infinite cosmos for a brief moment. While seeing this magic they are asked to reroll all their stats and to choose a new feature for their character.

As they do this they can make a perception check ...

With a 10+ they see a deep dark red sploch deep in the cosmos, that seems to be beating like a heart. Any players who have seen Hadaar now get flashbacks of their encounter and must make a DC 20 Wisdom saving throw unless they are frightened of the beating red wound in space. With a 20+ and a pass of the same saving throw they see a glittering starlight pass by the boat and the player feels inclined to hold out their hand. That player now rolls a D20.

Die Roll	Weapon / Magic Item
1-10 (Common)	Double-Bladed Scimitar
11-18 (Rare)	Solar Infused Double-Bladed Scimitar
19 (Very Rare)	Celestial Infused Double-Bladed Scimitar
20 (Legendary)	Shard of Athoria

Then the characters return with their new found selves and continue on with their adventures.

- NPCs:
 - Jappa | Turtle (Government Watcher of the Nishi Waters)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	17 (+3)	10 (+0)	12 (+1)	7 (-2)

The Justice Bringers in Basinhold:

They control the underside of the town, they know the ins and outs of the town but not many people know it. They are expecting a group of new slaves coming into town around night 2 days after the initial abduction in Payburn.

- Beginning Encounter in the Cart after being Discovered:

<https://www.dndbeyond.com/encounters/bbd29674-609f-476b-8bde-86db93db3d02>

- **Plot:**

The main point is that one of the 3 big cities is under control, though they may not know it, by the Justice Bringers. This city is controlled by a Changling named Soukt, who has kidnapped the Lawmaker of Basinhold named Colin Tallstag and shape changed into him. They are also being assisted by an assassin named Kuning, one of the Void Walkers, the assassin trio of the Justice Bringers. They also have some Minotaurs to keep those they have kidnapped in place, in a special secret section underneath the prison. The entrance to the secret section is behind a magical hidden door known only to the minotaurs, Kuning, and Soukt. With the prison having 3 floors, the secret entrance is on the lowest, 3rd, floor. It is on the inner wall of a cell, and can be found in the prison with a 20 DC WIS Perception Check or if they know that there is a secret prison a DC 15 WIS Perception Check.

If they find Redd in the Gambling Area in the Casino, he is drunk and possibly be able to find out the location of the hidden entrance to the Prison, under the bridge, they need a medallion to get in. This is a secret passage that leads to the lowest part of the prison where the entrance to their base is, this is guarded by some Minotaurs and Commanders.

- **Characters of the Justice Bringers:**

Name	Race	Meaning	Link
Soukt	Changling	Leader of the Basinhold's Justice Bringers	Link
Kuning	High - Elf	One of the Three Void Walkers	Link
Guard	N/A	Guard for the Justice Bringers	Link
Commander	N/A	Guard Commander for the Justice Bringers	Link

Redd Verdrig	Human	Drunk City Guard	–
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