**Fort Beluarian**

Total Garrison:

Commander Liara Portyr (ToA)

Castellan Gruta Halsdottir (Knight)

Three Corporals (Veterans)

54 privates (guards)

One Corporal and 18 privates on active duty

**Arrival**

The Beach

A ship is anchored nearby, about half a mile from a stretch of beach with some log buildings. You can see several rowboats going back and forth between the ship and the beach carrying barrels and crates. The ship bears the flag of Baldur’s Gate and the Lord’s Alliance, and another flag waves proudly from a stand on the beach. A well-worn trail leads deeper inland.

The Fort

The flag of Baldur’s Gate flies over this wooden stockade. The whole structure sits atop a 10-foot hillock, the sides of which are shaved vertically to make them steep and difficult to climb. The fort’s main gate faces west. On the east side of the stockade, a tall keep holds a commanding view of the surrounding wilderness.

As you walk through the outer gate into the fort area, the first thing you see are a series of stalls, and stores with colorful fliers and signs all around. There’s an active bazaar right in the middle of the fort, with about a dozen people milling about, what looks like a mixture of off-duty flaming fist mercs and local Chultans.

Before you can step toward it, however, an imposing woman in full plate armor and wearing a perpetual scowl approaches you. She carefully sizes each of you up without betraying anything in her face. “My name is Gruta Halsdottir, I am Castellan of Fort Beluarian. I impose the rules here. The gates are open, as you’ve seen, and we welcome explorers into the Fort to pick up any supplies they need for exploring the jungle, assuming, of course, you purchase an official Charter of Exploration as these jungles have been claimed by the Lord’s Alliance.”

Where can we purchase a Charter?

“In the keep. I will send word for Commander Portyr. She will want to meet with you.”

What are the rules?

“The rules are that anyone with a flaming fist uniform is your boss. If they tell you not to go somewhere, you don’t go there. If you have problem, you see me.”

**Bazaar**

The bazaar is bustling with activity. You notice a few folks dressed in mining outfits and carrying pickaxes, others look ready to head out into the jungle. The shops seem to sell similar supplies in what you saw at Port Nyanzaru, though the prices are noticeably higher 1.5x.

**Qawasha**

Have already met Qawasha!

A Chultan man dressed in green robes and carrying a gnarled staff is looking at waterskins. Next to him a small plant-like creature hops around and makes odd noises.

Qawasha: “My name is Qawasaha, this is Kupalué, ah it means, Walked Weed, in Common. Have you seen a vegepygmy before? They communicate through body language. Are you explorers?”

“Truly? I am a guide, a druid of the Emerald Enclave. The jungle is crawling with undead, and I’ve made it my life’s work to diminish that number. Lately however, things seem to have gotten much worse.”

**Approaching the Keep**

The keep’s doors, like the outer gates are open, but there are a pair of guards carefully watching you as you approach. One of them calls out, “Hold up, no one’s allowed in the keep unless on official business.”

If they say they’re here for a meeting with Liara he signals the other guard, who ducks inside. After a few minutes he waves them threw and escorts them to the meeting room.

**Meeting with Liara**

A middle-aged woman with graying brown hair walks into the room. She’s wearing bulky, full plate armor of a knight sans helmet, along with a full length cloak depicting the sigil of Baldur’s Gate. She nods to you all and moves over to the table and chairs. Instead of sitting she places her hands on the table and leans on it.

“I am Liara Portyr, Blaze of the Flaming Fist and commander of this fortress. I answer directly to, and only to, Duke Ulder Ravengard of Baldur’s Gate.

This Fort, as well as the lands between The Mistcliff and Kitcher’s Inlet, have been claimed in the name of Baldur’s Gate and the Lord’s Alliance. We welcome any adventurers, researchers, and archeologists who want to explore these lands, provided they turn over half of any found treasures, goods, and resources to the Flaming Fist. The Charter of Exploration acts as a down payment.

“After your purchase a Charter you are welcome to purchase any supplies and provisions from the market here in the fort.

“Now, what is your business here in Chult?

If they mention pirates or shenanigans

[DC 15 Insight check to notice her demeanor changing slightly, to be more defensive and wary]

“I’m not aware of what you’re talking about. Our ships are exceedingly well-equipped and careful. And no Chultan pirate would dare harass us without bringing the full weight of the Lord’s Alliance down on them.”

If they say they’re on a mission, or are adventurers

“Well if you could kill any blasted zombies and ghouls you find, that would be very much appreciated. Damn things are getting more aggressive lately, and the jungle seems to have a neverending supply.

There’s also another matter. I’m getting some weird reports from some of our patrols. Gigantic humanoid footprints out in the jungle. In all our notes of the flora and fauna of the region, we’ve never seen anything like this. It would be a well-regarded service to the Lord’s Alliance if you report back to me with proof of what manner of creature or creatures these are, and their purpose.

Is there a reward?

“If you bring actionable intel and more importantly, actual proof than yes, we can compensate you appropriately.”

Guard Passive Perception - 12.

An attempt at lock picking takes a solid 10 minutes.

Stealing the keys from Gruta is a DC 15, stealing keys from Liara is a DC 17. Liara’s keys also unlock her personal strongbox in her bedroom.

**Finding Sending Stone**

Under the bed you find a locked iron strongbox. It’s fairly small, about the size of a briefcase. It feels quite heavy and you can feel coins shaking around inside.

[DC 18 DEX]

You open the box and see dozens and dozens of gold coins inside. Nestled among them is a rock about the size of your hand. It’s engraved with the crown symbol of the Lord’s Alliance. Tucked at the bottom is a notebook that you quickly recognize are notes on ships coming to and from Port Nyanaru. Includes the dates they are leaving, the dates ships should arrive and notes on what they should be carrying. You note that one of the latest entries includes the Brazen Pegasus, the ship you arrived in - though no mention of it carrying anything but smuggled goods.

R: This is it! A Sending Stone! This is how they must stay in contact with the pirates. And this is a list of ships that come in and out of port. I wager the mercs feed this information to the pirates, and maybe in return the pirates leave ‘em alone. The Flaming Fist must have spies in the city. My boss will be very pleased with this information, and the stone.

**Double-Cross?**

I’ve dealt with many an untrustworthy sort, hell I never expected you to fully trust me. Which is why I told my associates about our little trip, and gave them all your descriptions. If I return back to town dissatisfied, they will definitely know. If I don’t return at all, they’ll know that too. I don’t think I need to explain to you smart folks that my organization is one you want on your side paying you coin, not hunting you down as enemies.

**Use Sending Stone?**

Using a Sending Stone is simple. You don’t need to attune to it, you can simply send a message as per the Sending spell, which is 25 words. Unlike the Sending spell you don’t need to know the recipient, instead the message goes to whoever holds the other paired stone.

There’s no way to tell who has the other paired stone. The stone can only be used once a day.

If they send anything odd but don’t reveal themselves:

You didn’t say the magic word. You’re not Liara. You best be puttin’ this stone back before she whips your hide.