**Return to Port Nyanzaru (Level 5)**

It’s been 50 days since the party left Port Nyanzaru.

20 days since leaving Wreck of the Star Goddess (Inete, Tabaxi, survivors)

40 days since leaving Camp Vengeance (Lorsa bringing Breakbone back in chains).

## **Wakanga:**

Rewards for turning in VORN: 500gp. Free room and board while in town. Discount on potions and scrolls (which is really normal price since there’s a markup in Chult) (gives a special ring with his sigil to flash to merchants)

Persuasion Check:

<10: This is a fine offer especially for how damaged it is!

10-14: He sighs and waves his hand. “Very well, 550gp.”

15-19: He nods. “I suppose you deserve a bit more. 600gp, not a copper more!”

20+: “I can see you worked very hard out there. You deserve a little more, 650gp!”

## **Temple of Savras:**

Although much of the city features few people and boarded up windows, the temples are teeming with activity. There’s also an armed military presence stationed around, with a line of people waiting to get inside. Anyone who’s sick is subject to rigorous inspection before being allowed inside for healing and prayers.

You’re able to find Grandfather Zitembe in the middle of a crowd of worried, murmuring people, many of them looking haggard it not outright sick. “Please please we don’t know the exact cause be we don’t believe it’s infectious.”

“It’s a curse from the gods!”

“I heard if you get bitten you become infected!”

“I’ve had terrible nightmares, old crones cackling!”

“My grandfather came to visit us today and he’s been dead for 2 years!”

Zitembe is trying to calm everyone down, his eyes grow wide when he sees you all.

“Inete! Where is Inete?”

Healing?

Yes, we can still do healing here.

Costs 450 gp to heal Lingering Injuries, but Zitembe will allow a group discount.

## **Quest Updates:**

**Pirates:**

From the alleyway a figure seemingly materializes from out of the shadows. Your hands immediately fly to your weapons but they give a series of gestures that you recognize as thieves cant. The hooded figure produces a sealed envelope. You recognize the seal as Zhentarim. As soon as they hand you the note they vanish back into the shadows.

The note reads:

My friends, I’d hoped to talk to you again in person when you returned to the city, but things are getting a bit heavy around here, and we’ve found a good lead on the pirate activity. My new assignment is to take the next ship out of here, knowing it’ll be attacked by one of the three pirate crews. I’ve got the names of the pirate captains: Jaharwon, Al-Saryak, and Laskilar. Al-Saryak is the one with the sending stone that we’ve been using to spy with.

I’m to go undercover and slip aboard the ship, try to insinuate myself aboard the crew and get more information. We know they’re operating out of Jahaka Bay, but we need to be smart about this. I look forward to working with you all again. - Rokah

**Chart the locations:**

The docks are nearly empty, far different than the bustle of activity from when you first arrived. The Brazen Pegasus is still here however, and Captain Ortimay finds you almost instantly. She still wears a friendly smile and greets you all warmly. “You’re back! Good to see yer all in one piece. Well most of ye anyway. What happened to that nice half-orce priest?”

“As ye can see I kept the ship here, though not sure how many o’ the crew will come back with the state of the city. Can’t begrudge folks for watin’ to be with their families, for findin’ solace at the bottom of a bottle.”

She turns to Therin. “Yer uh, friend, Mr Hackinstone. Implacable he is. Said it was his solemn duty to watch over this ship day and night, and he bloody will did, sleeping right here on the docks, nearly caught the Shivering Sickness. I finally gave him a damn job cleanin’ the ship and now he just lives here.”

“Did you find the locations I asked for?”

The PCs can make a DC 15 Persuasion check to convince her that they found both places on her map.

“I’ll be honest with ye all. While I’m still interested in starting my new venture, I don’t foresee anyone wantin’ to come to Chult with this death curse business. And they say it’s like this all over the bloody world. I know you folks were sent out to investigate all that from yer Order, and, well, I’d certainly be willin to help where I can.”

**Can we take the ship down the river?**

“I’m a ship captain not a bloody sorcerer. Ya can’t take a ship this size up a river. What’re you gonna throw her on yer back whenever we reach a waterfall? The ship is here when yer ready to set out on the bay. Though I hope you’ve got some funds to pay ol’ Aremag.”

## **NPC Statuses**

Lorsa has arrived in Port Nyanzaru. Breakbone did not make it, however. She will say that he went crazy and tried attacking her while she slept, and she was forced to kill him. She’s telling the truth.

The Tabaxi/Inete team has not yet made it back to the city (even if they traveled nonstop and didn’t stop anywhere, it would take them a few more days).

Hew - Hew was hanging out at the docks for so long that Captain Ortimay finally put him to work. Mostly menial labor.

**Thundering Lizard**

Innkeeper - K’lahu (F Chultan)

## **Shopping**

The once lively bazaar and merchant stalls are practically a ghost town. Where once people shopped for exotic perfumes, colorful clothing, and beautiful jewelry, now the primary merchants and stalls cover more basic necessities like food.

+1 ammunition - 50gp per piece

+1 shield - 450 gp

+1 yklwa - 500gp

Trained dinosaurs and other creatures are still being sold, though they look a bit leaner and less healthier than when you saw them before, and there are fewer available.

Flying Monkey, Giant Lizard, Hadrosaurus - 100gp

Ankylosaurus, Deinonychus, Flying Snake - 250gp

Triceratops - 500gp

Only a single arcane merchant remains, with a handful of spell scrolls and some potions, at marked up prices. She looks haggard and tired, but nods wordlessly and seriously when she sees the ring.

The following potions are 50 gp each:

(6) Potion of Healing

(1) Potion of Climbing

The following potions are 200gp each:

(2) Potion of Greater Healing

(2) Potion of Water Breathing

(1) Potion of Fire Breath

The following potions are 500gp each:

1. Potion of Superior Healing

(1) Potion of Invulnerability

Magic items are not normally sold in Chult, instead you’ll need to ask around and grease the right palms. It takes at least 100gp to properly search for a seller of a magic item, and a Persuasion check (+1 for every 100gp spent beyond the first)

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Automatically bump up table A to B, A sucks.

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## **Session 36 (Return part 2)**

From you vantage point on the river the city looks even worse than before, with the only people walking the streets are armed guards, or shifty characters prowling in the shadows. Once busy areas like the bathhouse and marketplace look utterly deserted.

You take your rowboats up to the docks, noticing no one stationed at the harbor patrol zones. Captain Ortimay waves you all down while she talks with the half-dragon harbormaster, Zindar.

Once you being to disembark on the docks, Azaka turns to you all. “It has been a long, strange journey, but I’m pleased that I finally found the right group that survived the perils of the jungle, even better than I ever could. It took awhile but thank you for keeping your promise and retrieving my mask. I think I have earned a rest after all that, though I’m not sure the city will offer much respite.”

“I wish you good luck and good hunting. Perhaps you will be able to save the world while you’re at it.”

Captain Ortimay: “Hello there, glad to see you all made it back in once piece. It isn’t getting any nicer around here.

Zindar: “The merchant princes have all sequestered themselves, so I’ve declared a state of emergency. The gates to the jungle have already been shut for some time so I’m doing the same to any and all naval traffic, not that we’ve seen very much in the last few weeks. Captain Swift and Dark has been adamant that her leaving is of the utmost importance in stopping the death curse. Since you all are here now I’d like to get you all moving out as soon as possible. But know this: there will be no readmittance to the city while this death curse is in effect.”

Ortimay: “We’ve got maybe a week’s worth of food on board. I’ve only a skeleton crew left so some of you’ll have to chip in with sailing duties.”

Hew is already on the ship and excited to get going.

Hew at least looks and smells like he’s bathed since you last you saw him. “You’re back! Is it time to go yet?”

Musharib will either be walking up to the ship, or already on the ship, depending on how proactive the players are.

Musharib is soft-spoken, with a lisp.

The albino dwarf is wearing a dirt-covered poncho that covers his whole body, though he appears less grimy than Hew, and smells strongly of fresh shoil and vegetables.

Musharib: “The spirits told me you’d be back, and I’m to journey with you. They’re certain you will help me and my people retake our home.”