**Adventure Summary by Level**

* **Level 1**
  + **Journey to Chult**
* **Level 2**
  + **Port Nyanzaru**
  + **Fort Beluarian**
* **Level 3**
  + **River Soshenstar travel**
  + **Camp Righteous**
  + **Yellyark**
  + **Camp Vengeance**
* **Level 4**
  + **Mbala**
  + **Aldani Basin**
  + **Orolunga**
  + **Wreck of the Star Goddess**
  + **Dungrunglung**
* **Level 5**
  + **Firefinger**
  + **Jahaka Anchorage**
  + **Dangwaru**
  + **Aldani Basin/Heart of Ubtao**
  + **Nangalore**
* **Level 6**
  + **Hrakhamar**
  + **Wyrmheart Mine**
* **Level 7**
  + **Omu**
* **Level 8**
  + **Fane of the Night Serpent**
* **Level 9** 
  + **Tomb of the Nine Gods**
* **Level 10**
  + **Tomb of the Nine Gods - half skeleton keys**
* **Level 11**
  + **Tomb of the Nine Gods - all skeleton keys (or reach level 6)**

**Teleportation Portals**

**Require tracing a maze to activate. Wakanga has one in his Villa.**

**Locations:**

**Orolunga??**

**Nangalore??**

**Heart of Ubtao**

Story Updates:

* Zitembe believes that Mannix and Therin are engaged to be married!
* Dengo was the original owner of the racing hadrosaurus Banana Candy. Khaless purchased his debt and the dinosaur and renamed it (Princess Consuela Banana Hammock).
* Zitembe is working on the following for the Savras ritual: Artus Cimber, Zagmira, Sibburath (and Bitch Queen), Pirates, Soulmonger/Acererak.
* The party DID NOT acquire or purchase a Charter of Exploration. In fact they were kicked out of Fort Beluarian by the Castellan, and the mercs would probably put 2 + 2 together about all the things that went down soon afterward!
* Rokah has the FF paired Sending Stone. When the time is right he could find out where (or close to where) Jahaka Anchorage is located.
* Mannix and a wild-shaped Therin won the dinosaur race, Khaless came in second.
* Azaka transformed into a tiger on the night of day 5.
* George saved an almiraj (from Azaka-tiger) and befriended it.
* The tabaxi were denied any share of the gem treasure from day 6.
* When long resting at Camp Righteous, Azaka’s canoe was unmoored while she slept. She has a canoe but got lost in the river. Can rejoin the party at some point.
* VORN stands for Valiant Observant Reactionary Nurse.
* Note left for Azaka at Camp Righteous, and at VORN location.
* “Fixed” Camp Vengeance by sending Breakbone back in chains with Lorsa to Port Nyanzaru
* Tabaxi were given a share of the treasure in Session 21, they pledged themselves to Khaless.
* Oloma is a survivor from the Wreck of the Star Goddess. Moved from Fane of the Night Serpent to Dungrunglung, to bring the PCs to the wreck.
* The Tabaxi and Inete were told to escort the wreck of the star goddess survivors back to Port Nyanzaru (probably stopping in Camp Vengeance). Tabaxi should follow up on Pirate activity when reaching the city.
* Rokah left the party a note in Port Nyanzaru saying he was going to infiltrate the pirates in Jahaka Bay, most likely by being on a ship that gets attacked by them. He could either be a prisoner or undercover.
* Took over the Dragonfang, killed Captain Jaharwon.
* Told Ortimay and the Pegasus (bolstered with crew from the DRagonfang) to wait by the temple ship in Jahaka Bay.
* Killed Al-Saryak. Told the Emerald Eye to go North to the Bay of Chult.
* Killed Laskilar, commandeered the Stirge with Rokah’s help.
* Mannix has glyph of warding umberlee statutue, currently deactivated by his holy symbol.
* Rokah was spirited away by Bryseis.
* Anchored the pirate ship The Stirge in Jahaka Bay, by Typhoon Palace.
* Left Hew at Wyrmheart Mine after defeating Tinder.
* Didn’t loot Hrkahamar, Musharib and the dwarves rewarded the PCs. Final Firenewts surrendered and marched back into the valley.
* Met Artus and Dragonbait after escaping from Frost Giants. Artus doesn’t know Xandala but isn’t sure. He wants to go to Omu to confront Ras Nsi about his missing wife/Mezro (which Ras Nsi isn’t involved with).
* Freed a grung, Imbok, from the vegepygmies. He claims his father the chief will reward them at Nangnang’s Shrine. Vegepygmies should hunt the PCs!

**Dramatis Personae**

**Brazen Pegasus**

**Captain Ortimay Swift and Dark**

Female Rock Gnome

Bandit/Pirate Captain

Chaotic Good

Location: Captain of the Brazen Pegasus, usually found at Port Nyanzaru or smuggling goods between there and the Sword Coast

Traits: Calm and Clever

Goals: She’s a smuggler who prefers to keep her hands clean of any killing or extreme pirate affairs. For that reason she’s been kept out of the Triumvirate of the Chultan pirates. She’s more than fine with that, she’d rather go into legitimate business as be a tour guide for prospective adventurers.

Quests: Use the “Help the Lords’ Alliance” Side Quest (ToA 17). Ortimay will offer it either when they arrive at Chult or whenever they converse for awhile. She wants the PCs to scout the locations of Nangalore and Orlunga and return with a map, so she can start her new business as a guide. In exchange she’ll offer her services and her boat while the PCs are in Chult.

**Grig Ruddell**

Male human

Veteran

True Neutral

Location: First mate of the Brazen Pegasus, loyal to Captain Ortimay.

Traits: Large and imposing, and not particularly friendly. Pretty speaks only to Ortimay (in whispers) and shouts at crew. Large gray beard.

Goals: Perfectly content following Ortimay and whatever her plans are.

**Undril Silvertusk**

Female half-orc

Priest (Torm)

Lawful Good

Location: Also booked passage on the Brazen Pegasus to Chult.

Traits: Proud member of the Order of the Gauntlet, normally travels with a group but could only afford one ticket to Chult

Quests: “Escort Undril to Camp Vengeance” (ToA 17). Maybe replace with Camp Righteous? Then have it a shock to see it destroyed, but clues/tracks lead them to Camp Vengeance.

**Xandala**

Female Half-Elf

Xandala statblock (ToA) 236, basically a mid-high level sorcerer

Neutral Evil

Location: The party can rescue her on route to Port Nyanzaru.

Traits: Haughty and power-hungry

Goals: To gain the Ring of Winter for herself

Quests: Find Artus Cimber (pg 16), she claims to be his long-lost daughter, and she worries about him, which is all a lie.

**Port Nyanzaru**

**Zindar**

Male gold half-dragon

Zindar stat-block (ToA 239, high level sorcerer)

Lawful Good

Traits: Proud, Patriot to Chult and Port Nyanzaru, respectful and kind to adventurers.

Location: Port Nyanzaru, harbor master.

Goals: Keep Port Nyanzaru safe.

Quests: Hunt Pirates (ToA 17), Zindar will give the quest to hunt each of the three pirate captains. He can also direct the PCs to any locations in the city to further along those quests.

**Grandfather Zitembe**

Male Chultan Priest

Priest statblock

Lawful Good

Traits: Benevolent, kind, and helpful.

Location: Temple of Savras

Goals: Keeps tabs on the Yuan-ti.

Quests: Rescue Inete (City on the Edge Mission 3). Savras priestess Inete has gone missing, last seen in Old City

**Inete**

Female Chultan Priest

Acolyte statblock

Lawful Good

Traits: Young, naive, earnest, devout

Goals:

Quests: Inete must be rescued from Viplo. Afterwards she’ll reveal the visions she saw

Rokah

Wakanga

**Guides**

Azaka Stormfang

Faroul and Gondolo

Hew Hackinstone

Musharib

River Mist and Flask of Wine

Salida

**Firefinger**

Nephyr (M Aaracokra) - prisoner from Kir Sabal

**Kir Sabal**

Asharra

Mwaxanare

Na

**Company of the Yellow Banner:**

Devlin Bashir (human Wizard but cursed into a half-goat from his staff)

Death: Tomb Dwarves (area 19)

Lord Brixton (human knight)

Death: Trapped in Area 58 (pg 169)

Bravus Boulderborn (dwarf cleric)

Death: Killed by locust trap (pg 151)

Seward (human ranger)

Death: Turned into a tomb dwarf (pg 144)

Sephirius (dragonborn paladin)

Death: Rotating Crawlways (area 32, pg 148)

Learn about the Company from meeting with Wakanga in Port Nyanzaru:

“I don’t believe you all are affiliated with any organization. Freelance adventurers yes? There was another group of adventurers who came through Chult not long ago, The Company of the Yellow Banner, worked for the Harpers. I was their liaison, though they didn’t know they were communicating with a Merchant Prince.”

He pulls out a Sending Stone.

“We’d send messages back and forth for several weeks as they journeyed in the jungle. In their final message they stumbled upon a lost city. They spoke of a terrible evil, invoking the name of Acererak himself. I haven’t received a message since, and my own messages go unanswered.

“Perhaps you can discover what happened to them?”

He hands you the Sending Stone.

“This one has been charged with a little extra power. You’re able to recall previous messages once per day.”

DC 15 Arcana to reveal next Yellow Banner message. Can only recall 1 message per day. PCs will learn about the path they took, ultimately teasing their stumbling upon the lost city of Omu.

PCs should find the final, unsent message at the Banner campsite in Omu.

All journal entries are written by Lord Brixton.

**Yellow Banner Journal Entries:**

Day 1 :

We have arrived in Chult, a place called Port Catigliar. It’s a damn graveyard. Nothing here but mass graves and a long-abandoned supply depot. The whole place was crawling with undead.

We opted to avoid it, making landfall across the Inlet where the River Olung feeds into the sea. We’re taking a canoe upriver. The Starfallen will guide us.

Day 2:

We made camp under a stone bridge. Seward estimates it spans on hundred feet across the gorge, and at least as high up.

Monkeys crawl all over the damn thing and never stop shrieking. Their cries echo up and down the gorge. We took shots at them to shoo them away, but they never stopped. I don’t think any of us slept at all that night.

Day 7:

It’s been a week since we landed and took to the river. Devlin nearly lost his arm to a hungry crocodile.

We knew we were being tracked, but the aarakocra kept that distance until the river took pus near their monastery. Kir Sabal is carved right into a cliff, five hundred feet off the ground. The climb was dangerous, but worth it. They were friendly and welcoming, and the leader, Asharra, speaks Common. It was nice to get a hot meal, provided we chipped in with chores.

Day 11:

The aarakocra had warned us about Nangalore. The old Hanging Gardens were built for an ancient Chultan Queen, and lie a few days travel to the South.

One of the river’s tributaries flowed right up to the crumbling garden gate, and we were eager to search for any lost treasure. The Starfallen sensed great evil within, however, and we decided to leave it.

Day 14:

Our river travels have ended. Olung ended in a large lake that was visibly boiling as we entered the Valley of Embers. Little imp-creatures of smoke and ash danced around it. We could see smoke pouring out of the Peaks of Flame to the south like a great forge.

The Starfallen has pointed us west, and so we officially take to the jungle on foot. Seward claims he can guide us but I have my doubts.

Day 25:

This damn jungle! How many days has it been? A week? More?

We’ve been set upon by ghouls and zombies nearly every night. Hungry dinosaurs hunt us during the day. Swarms of biting insects nip at our necks and heels, and I’m pretty sure Sephirius has been infected with Mad Monkey Fever. There’s nothing but death, and still Seward preses us deeper into the jungle.

Day 38:

Against all odds we may have found something. An entire city, sunken beneath the jungle, invisible until we were practically on top of it. Could this be where the Eye of Zaltec lie buried?

The city is in ruins yet not uninhabited. We’ve avoid the King of Feathers so far but the place is crawling with serpent folk. Worse still, each night we share the same nightmare of the once shining city’s fall - an explosion of darkness surrounding a skeletal figure. There’s no mistaking the archlich Acererak. What was he doing here? This is bad, very bad.

Day 40 (copied from ToA handout 13):

Devlin has a lead on the Eye of Zaltec! The old goat found an obelisk in the north that marks the entrance to the Tomb of the Nine Gods. The Eye must be within, but the door is magically locked. We think the secret to opening it lies in the holy shrines.

We’ll have to explore the city. Ras Nsi’s sperent folks are on the prowl so we must be careful...