

DEATH CURSE CONFIRMED!

All Hope Is Not Lost

Merchant's Ward – When the Company of the Yellow Banner arrived in Chult, their mission was simple. Figure out what was causing the Death Curse and stop it. Unfortunately, things rarely go as planned and the Company suffered a terrible loss.

“She is my heart and soul,” Lord Brixton explained. “The Lizardfolk tribe was vicious and Marta died protecting the rest of us. I was shattered. There had to be a way to fix it.”

“I said every prayer I know,” Bravus Boulderborn said, picking up where Brixton left off. “I can confirm that the Death Curse is very real. Nothing I did brought our Marta back.”

Eventually, the Company picked up a lead from a guide on his way back to Port Nyanzaru. “This fellow saw our plight and gave us the clue we needed to seek out Nanny Pu’pu and her secret ritual in Mbala.” Brixton continued. “I’ll be forever grateful to both of them for giving me a second chance to be with Marta.”

As to the mysterious ritual, Boulderborn would only say, “The ingredients are no joke and the ritual is not for the squeamish, but it works. Marta is proof of that.”

“Those suffering from the Death Curse could do worse than visit Mbala,” Brixton added. “Just be careful and avoid all contact with the Lizardfolk, especially the Ani’Ziha tribe. They are a hateful tribe of cannibals that will pursue you until one of you is dead.”

Many of the indigenous people of Chult are uneasy with the number of foreigners wading through the once peaceful jungle. The Lizardfolk are not the only tribe to show increasingly disturbing signs of hostility and aggression. Batiri goblin and kobold sightings are also on the rise.

“Although we didn’t encounter any goblins or kobolds, it’s always best to pay close attention to your surroundings. You never know what danger lurks in the jungle.” Seward, an accomplished Ranger of the Emerald Enclave said when asked about the experience. “Death is never pretty and it’s best to avoid it whenever possible.”

When asked what they plan to do now, Brixton said, “We’re going back into the jungle. We’re better prepared this time and we still have a mission to complete. Hopefully one of our leads will pan out and we can lift this curse once and for all.”

“It isn’t a perfect solution, but at least we know death doesn’t have to be permanent while the curse is in place,” Boulderborn added. “If you’ve need, Nanny can definitely help you if you can meet her price.”



TURMOIL IN KIR SABAL

Travel Advisory in Effect Until Further Notice



Port Nyanzaru -- Kir Sabal is best known for the serene sanctuary of the Monastery of the Seven Winds, but lately that serenity has been replaced with a brewing conflict between the Aarakocra and the neighboring Pterafolk of Fire Finger.

“It’s a very delicate and problematic situation,” Merchant Price Jobal said in an informal Q&A session held between the citizens of Port Nyanzaru and the Merchant Princes to address the unrest in Chult. “Kir Sabal has always been an ally to our city and a portion of our livelihood depends on their goods and services. It would be a devastating blow to our economy if the situation escalates any further.”

Built by the same ancient civilization that is rumored to have founded Omu, Kir Sabal is a testament to ancient craftsmanship. “Despite it’s obvious age, it was built at the top of a very high spire of rock,” Azaka Stormfang, a licensed guide familiar with the area said. “Some of the buildings are crumbling, but the Aarakocra keep it pretty well maintained. I lead groups there all the time, but I may

have to rethink that if war breaks out with the Pterafolk.”

The Pterafolk of Fire Finger have long held an uneasy truce with Kir Sabal, but something has destabilized the peace that once ruled that region of Chult. “The Pterafolk have risen up to throw off the shackles of their oppressors!” Azuil Zuberi, founder of FED, said. “It’s about time the Children of Ubtao defend themselves against the conquering invaders.”

When asked if there was any truth to the rumors that Kir Sabal is harboring the last of the royal line of Omu and that this is the cause of the dispute between the two tribes, Merchant Prince Zhanthi said, “If the Aarakocra are keeping any of my family against their will, there will be repercussions.”

When traveling through Chult, it is advised that travelers steer clear of the Kir Sabal region until the situation stabilizes.

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Signs and symptoms of MMF include:

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- * Foaming at the mouth
- * Hallucinations

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UNDEAD EVOLUTION

Will Zombies Unionize?

Temple District -- Chult is no stranger to the undead menace roaming freely through the jungles thanks to the misguided and often malicious Ras Nsi. Zombies, Wights, and Ghouls are a fairly common occurrence just outside of Port Nyanzaru's protective walls. But if the influx of foreigners has done anything, it's shed light on a growing problem – the undead are getting smarter.

D'Nah, acting head of the League of ACEs, explained, "Zombies are the least intelligent of all types of undead. When raised, they follow simple commands like 'kill everyone.' They have no free will of their own. Our charter members are more than prepared to handle threats of this level."

He went on to say, "Ghouls are slightly more intelligent, but still driven by their need to eat fresh meat, and that need can be used against them. Wights are the most intelligent of the three, but their motivation is just as simple. They hate the living and want to see all life destroyed. None of the undead can be reasoned with."

Ekú, a licensed guide, added, "I've seen all forms of undead, but since the Death Curse, they've been getting smarter. Simple Zombies, which were fairly easy to avoid or destroy, now show signs of basic intelligence in their tactics. Ghouls and Wights are normally fairly cunning, but they are now nightmarish in their tactics. We've also encountered several types of undead that we've never seen before, which are on par with you and me in terms of intelligence."

When asked for examples, Ekú said, "Chult has a pirate problem. It stands to reason there's a percentage of the undead that are also pirates. The last undead anything I encountered was a pirate that acted as if he wasn't a rotting corpse spreading plague to everything he touched. I'm not ashamed to say we got out of that ruin as fast as we could."

Can undead evolve? To answer that question, we turned to Grandfather Zitembe of the Temple of Savras.

"Everything evolves," Zitembe said. "What we're seeing could be natural, but don't forget that some magical processes can force an evolution of sorts. Which process is affecting the undead of Chult is hard to say, however their evolution is not in question and the jungle is infinitely more dangerous for it."

Travelers are advised to be on the lookout for undead behaving in an unusual fashion. Port Nyanzaru authorities ask that all such occurrences be reported to the Temple of Savras for tracking.

TYRIK RETURNS!

Port Nyanzaru -- Merchant Prince Ekene-Afa was reunited with her son, Tyrik, over the weekend. "I cannot thank the Company of the Yellow Banner enough for the safe return of my son."

The Company was investigating a possible lead as to the original of the Death Curse when they stumbled upon a small encampment. "Something about the situation struck us as off," Lord Brixton said. "Once we realized that the poor kid was in that pirate camp against his will, we had to help."

And help him they did. After several pitched battles fought over several days, the Company finally prevailed. "It was like something out of the stories Mom used to tell us before bed," Tyrik said of his rescue. "It was almost as exciting as dinosaur racing."

Unfortunately, Banana Candy, Tyrik's trusty juvenile Tyrannosaurus Rex, died during the last skirmish. "He was angry and confused with all the fighting," Tyrik said. "He was as good a mount as any racer could want. I was sad to see him go, but I understand why the Company had to put him down."

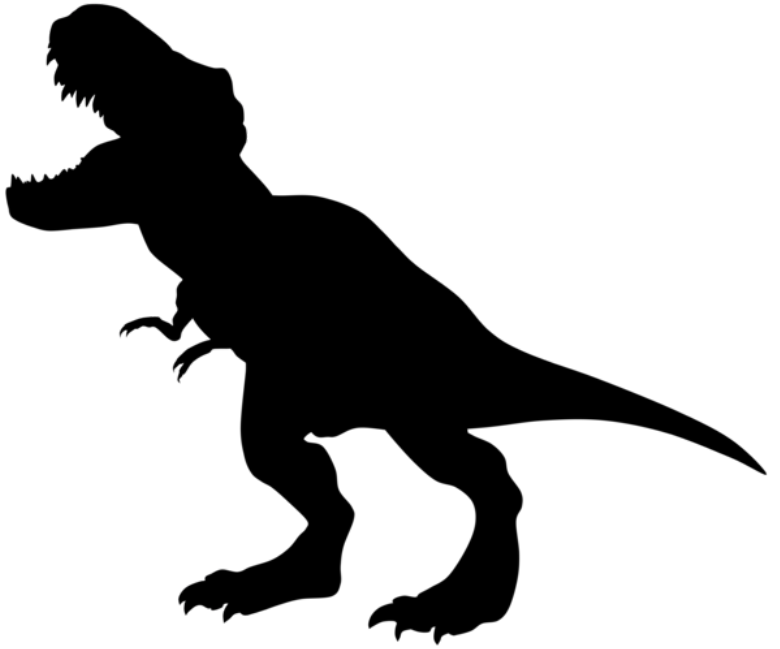
When asked why he was kidnapped, Ekene-Afa replied, "From what we have been able to gather based on the evidence at hand, the pirates that kidnapped my son were working under the direct orders of Merchant Prince Ifan Talro'a. We will discuss his behavior and possible sanctions at our next governance meeting."

Such a bold accusation brought an immediate response from the accused's estate. "While we are thankful for the safe return of Tyrik, we are immensely saddened by Ekene-Afa's public accusations. We ask that the citizens of Port Nyanzaru reserve their judgement until all facts have been presented and analyzed."

Merchant Prince Talro'a was unavailable for comment.

After the public accusation, incidents of violent crime spiked within Port Nyanzaru as citizens chose sides. Enforcer Won said, "We have to be careful not to jump to conclusions. There is absolutely no indication that this will lead to any sort of schism between the ruling Princes. Please remain calm. Any factual information may be reported to myself or any of the Port's enforcers. Each report will be thoroughly investigated. You have my word on it."

Port Nyanzaru authorities have set up kiosks throughout the city. Citizens are asked to report any relevant information to the closest manned kiosk during daylight hours.



Dirty Platypus Adventuring Special

In celebration of the adventuring spirit, the Dirty Platypus Inn and Tavern is running a month-long special. Stop by in your dirty, used adventuring leathers (or armor if you're especially brave in Chult's climate), and the DP staff will discount your meal 25% with the purchase of your favorite alcoholic beverage. Don't miss this limited time offer!

LAND OF MISFIT TOYS

Temple District -- Dolls, puppets, and other cherished toys are a part of childhood. We carry memories (and sometimes the toys) with us for years. But what happens when something uses those beloved memories against us?

Kiran Fellstar, a minstrel visiting Chult in the hopes of making a name for himself, contracted his services to a group of adventurers investigating the Death Curse. "The Iron Oathkeepers seemed like a solid group of dwarves. They had a plan and a map that seemed legitimate."

"The map pointed to a location just south of Kir Sabal called the Nsi Wastes. They wouldn't say what they were after there, but it had to be something big to brave those undead," he said.

According to Fellstar, the group eventually located the correct point on the map, but what awaited them was an entire clearing filled with broken, malformed, and insidious toys. "At first we thought it was someone's idea of a joke. Then the damned things moved. Then they spoke, advancing towards us asking creepy questions and saying awful things that they couldn't possibly know. Personal things."

When pressed, Fellstar refused to repeat what the toys told the party.

The vote was unanimous to make a tactical retreat to Port Nyanzaru to regroup and rethink their objectives. "It was the best decision ever made," Fellstar stated with conviction. "I believe it's the only reason I'm still alive today to tell you about it."

Members of the Oathkeepers declined to comment on the entire experience.

CHULT HISTORY MONTH

Port Nyanzaru -- Chultan History Month continues with the legend of Captain Zelt Fisher and the *Wailing Rose*.

Captain Fisher built the *Rose* two centuries ago for speed and maneuverability on the high seas, and he was known for pushing his ship and his crew to their limits. His most famous battle was with the Calimshan galleon known as the *Golden Feather*.

The *Golden Feather* was a heavily fortified ship with an experienced crew. They set sail for Lantan with a fortune in raw materials, spices, and precious metals and stones. The wealth aboard the vessel was too much for Fisher to pass up.

Fisher attacked the *Feather* just north of the Bay of Chult. Little is known of the battle itself, but several weeks later, wreckage of the *Feather* washed ashore in Refuge Bay.

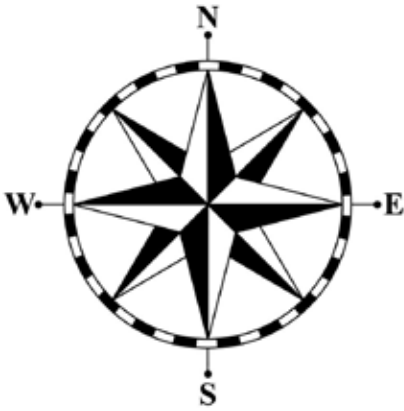
No one knows what became of Fisher or the *Rose*, but rumors persist that he's still very much alive and jealously guarding whatever treasure he took from the *Feather*.



Menga Leaf Addiction Center

With the growing number of deaths attributed to menga leaf overdoses, the Port Nyanzaru authorities have opened a brand new addiction and counseling center located in the Red Bazaar. Don't let menga leaves ruin your life.

THE CURIOUS CASE OF YAPA ZUBERI



Red Bazaar -- Several months ago Azuil Zuberi, FED founder and president of the Port Nyanzaru chapter, filed a panicked missing persons report with local authorities. Her husband of twenty years, Yapa Zuberi hadn't come home and wasn't answering her pleas to respond via the sending stones they'd gifted each other at their wedding. A furious investigation ensued, but no answers were ever uncovered.

"He always answers my calls," Azuil Zuberi said. Her normally boisterous personality was much more subdued. "Despite what the authorities think, he didn't run off with someone else. He's not that kind of man. Whatever happened to him wasn't good."

The Zuberi household has had its share of notoriety. Shortly after founding FED, Yapa Zuberi declared his interest in necromancy. Six months later, he submitted several proposals to the Merchant Princes, specifically Ifan Talro'a, suggesting that zombie animals could be harnessed to replace living animals in the workforce. He even went so far as to distribute several pamphlets detailing the pros and cons of zombie labor.

His failure to gain traction with the ruling houses of Port Nyanzaru did not dissuade him from his new cause, however. "My husband is very dedicated to animal rights and the freedom of Ubtao's children. He thinks outside the box while I tend to stick to what I know."

His research led him into the jungle where he spent increasing amounts of time. "I have no idea what he found, but he was so excited. I could hear it in his voice the last time we spoke."

When he didn't return from his last trip, Azuil contacted the League of Aces for help in locating him. Acting president D'Nah said, "Yapa is a charter member. He's a bit of an odd duck, but his research is solid and deserves a chance. Like Professor Roark, the jungle appears to have swallowed him whole, but we're confident that they will both turn up in time."

Anyone with information on Yapa Zuberi or his whereabouts are encouraged to speak to the League of Aces or the Port Nyanzaru Enforcers. A reward of 500 gp is being offered for his safe return or proof of his demise.
