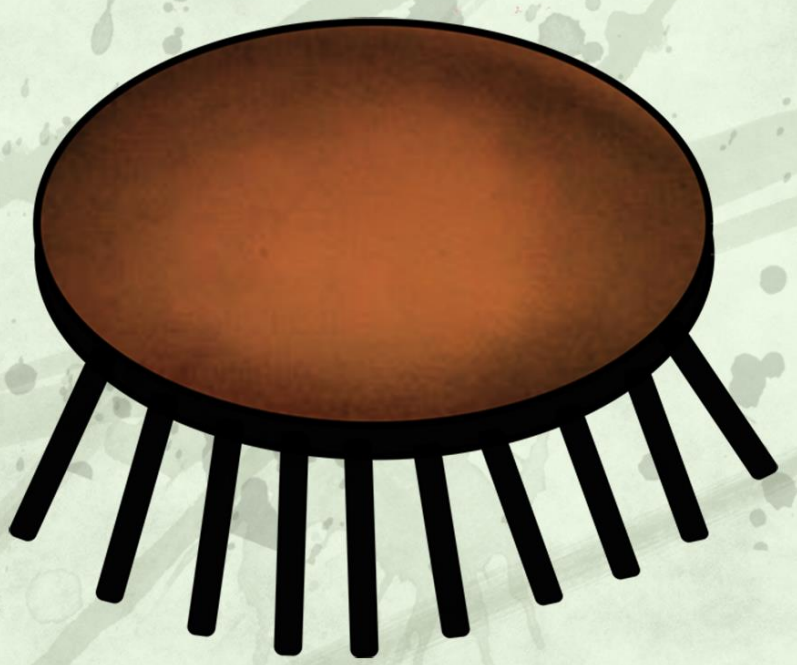
KAYA'S HOUSE OF REPOSE



By Matthew Town

KAYA'S HOUSE OF REPOSE

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Introduction

Kaya's House of Repose is an inn briefly described in *Tomb of Annihilation*. It is described as a more expensive, but quiet, inn where adventurers can get a good night's sleep.

This supplement is written for Dungeon Masters who want to know more about the Inn and whose players may appreciate an interesting location from which to base their time in Port Nyanzaru. The inn offers luxury food and services which could be much appreciated following expeditions into the hostile jungle

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Kaya's House of Repose

Kaya's House of Repose is found in a quiet side road near the Red Bazaar. Its location is a prime spot for travelers who wish to retire to comfort following a long day of exploring the culture of the port. The symbol of the inn is a stylized, sleeping eye.

A variety of patrons can be encountered in Kaya's House of Repose. Travelers stay in the rooms, merchant princes dine in the restaurant, nobles drink the renown cocktails in the bar. Several Waterdhavian nobles have left their homes to "go on a valiant quest to explore the strange and wild Chultan jungle", only to pass their time enjoying the relative luxury of Kaya's House of Repose.

Despite the upmarket and sophisticated tone of the inn, adventurers, travelers and Chultan commoners are welcome. Kaya aims to provide a comfortable place to stay and experience Chult. Not to segregate guests from it. Many of the patrons who live a relatively comfortable and safe life enjoy the tales that adventurers bring with them. Perhaps living out their fantasies of exploration through listening to the stories of others who are brave enough to embark on dangerous quests.

The inn was formerly Kaya's family home. Her family built their fortune through trade and lived in the home for many generations. Changes to Port Nyanzaru as Chult gained independence and the subsequent changes to trade as the merchant princes took control saw Kaya and her family fall on hard times. Kaya could no longer run the building as a noble home and, together with her daughter, decided to turn the building into an inn.

Stylish décor provides comfort and art features, such as Batiri masks on the walls and potted native plants, show the rich culture and beauty that can be found in Chult. The inn presents an aesthetic of a tamed and comfortable Chult.

The People

The following NPCs can be found in Kaya's house of Repose alongside several other staff.

Kaya is a Neutral Good Chultan human **Noble** who is in her early 60s. She takes pride in her appearance and wears fine, although dated and gaudy, clothing and jewelry. An abundance of powder and smoky eye shadow adorns her face. Her eccentric, social personality always leaves an impression.

Kaya was married to an Amnian noble and enjoyed many happy years with him. Unfortunately, he was attacked by undead whilst visiting a logging camp. Since her husband's death, Kaya chose to abandon their declining trade business. Not because she wasn't capable of running it but because she wanted to prioritize enjoying her life and meeting the assorted people of Faerûn.

Kaya lives in the most South Western room on the third floor. She leaves a lot of the day-to-day running of the inn to her daughter but comes down to the restaurant to mix with the patrons in the evening and often invites guests she finds interesting, or has taken a liking to, for afternoon tea.

Monifa is a Neutral Good Chultan human **Commoner** who is in her early 30s and is Kaya's daughter. Monifa possesses a sharp business sense and a professional, friendly manner. She is not as ostentatious as her mother

Monifa takes care of the day-to-day business of Kaya's house of Repose and views her mother as more of a figurehead for the inn. Her favorite part of her work is the theater. Monifa appreciates the arts and watching the variety of performers.

Despite being a more introverted individual, Monifa has a great respect for her mother and admires the ease with which she mixes with patrons. The two have been incredibly close since her father's death.

Ronhip Foechuckle is a chaotic good rock gnome **commoner** who works as the head barman but prefers to call himself an "alcohol chef". He specializes in mixing a variety of exotic cocktails and makes a show of it. Mixing drinks is Ronhip's passion and spends his spare time

devising new concoctions which he subsequently insists patrons sample for him as he eagerly awaits feedback.

Kaya has a soft spot for Ronhip, despite his disorganized ways, and the two bounce off one another She appreciates the show he puts on for guests.

Gathering Information

As players spend time in Kaya's House of Repose, they may hear rumors from the Kaya's House of Repose rumors table.

Advertisments for a multitude of guides can be found by talking to the receptionist at the front desk. .The staff at the front desk can also provide the location and information about many of the sights of Port Nyanzaru.

Kaya's House of Repose Rumors

D10	Rumor
1	Kaya's husband wasn't attacked by undead. He was assassinated out in the jungle on behalf of one of the merchant princes with a grudge (unknown).
2	Kaya and Monifa are hags in disguise (false)
3	An elven woman spent a couple of nights staying at the inn. She kept herself to herself but one of the cleaners swears he saw her briefly with a deathly, withered appearance. She went out into the jungle and hasn't been seen since (true).
4	A tiny dark humanoid wearing a white mask has been seen in the flower beds. It seems scared and vanishes into the flowers after its been seen (true) (the creature is a Chwinga. The creature's curiosity led it to follow a traveler into the city where it became scared and lost. The flowerbed is the closest thing to jungle that it can find)
5	A secret passage beneath the stage in the theater leads out into the jungle (false)
6	Kaya has a deep fear of her own mortality and death (unknown)
7	Kaya is a member of the Ytepka Society (true).
8	A fire elemental is kept imprisoned in a chest behind the bar (false)
9	Kaya's husband isn't dead. He is lost somewhere in the jungle (unknown)
10	Ronhip uses potions in his cocktails (unknown)

The Food and Services

Kaya's House of Repose offers a variety of high-quality food and drinks which includes a mixture of international food and local Chultan dishes. Many ingredients are sourced locally whilst others are imported by sea.

Over the years of testing, Ronhip has devised a renown cocktail menu for the inn. Tasting these cocktails is a fun activity that has left many visitors feeling worse for wear. Massages and other beauty treatments are offered by staff trained in the temple of Sune.

The following tables detail the services and food provided by the Thundering Lizard. The menu is provided as a player handout at the end of this supplement.

Food

Afternoon Tea Although focused around a drink, tea, "afternoon tea" is served as a light afternoon meal. Small cakes and sandwiches are served alongside pots of tea. Many different varieties of herbal tea are offered as is tea made from real tea leaves from Kara-Tur.

Amnian Blackbread is given a dark color by the molasses added to the dough.

Breakfast A variety of local foods are offered for breakfast including Kinche, which consists of cracked wheat boiled in milk with salt and butter.

Chakalaka is a spicy vegetable stew.

Food

Item	Cost
Afternoon tea	5 sp
Amnian Blackbread, loaf	3 cp
Barbeque, all you can eat (only in the evenings)	7 sp
Breakfast, (maize porridge and ground nuts, Mandazi, Kinche)	3 sp
Breakfast (ankylosaur bacon, eggs, toasted bread etc.)	5 sp
Cake, fruit (slice)	2sp
Chakalaka (spicy stew)	4 sp
Cheese (pepper)	2 sp
Cheese (Waterdhavian)	1 sp
Crema Athkatla	2 sp
Fan Shrimp skewers	5 sp
Hadrosaur meat, plantain and okra stew	7 sp
Mango slices	1 sp
Nuts, groundnuts (cup)	2 sp
Packed lunch (rations)	5sp
Pan-fried fish balls	3 sp
Popcorn	1 sp
Quipper, grilled with chips	3 sp
Soup, egusi	3 sp
Sun-dried banana or coconut (cup)	2 sp
Velociraptor drumsticks with rice	6 sp

Cheese, Pepper This cheese, dotted with peppercorns is imported from Tethyr, which is known for its spiced cheeses.

Cheese, Waterdhavian a pale cheese with a tangy taste. Common in Waterdeep. It is also known as eyed cheese due to the holes through it.

Crema Athkatla is a sweet custard, and one of the few desserts in Chultan cuisine. It was a remnant of the Amnian occupation of parts of Chult.

Mandazi fried dough balls which are sometimes spiced.

Soup, Egusi is a soup thickened with ground seeds. It contains a variety of vegetables and meat.

Drinks

Item	Cost
Akpeteshie (pitcher)	4 sp
Cocoa (mug)	2 sp
Coffee (Kaeth) (mug)	2 sp
Juice, orange (cup)	4cp
Tea, (cup)	6 cp
Tej (mug)	4 cp
Tej (1-gallon cask)	2 sp
Water (mug)	n/a
Wine, spiced (pitcher)	2 sp
Wine, mango (pitcher)	2 sp
Imported	
Ale Shadowdark (gallon)	8 sp
Ale, Shadowdark (mug)	3 sp
Beer, Goldengulp (gallon)	6 sp
Beer, Goldengulp (mug)	2 sp
Evermead (bottle)	45 gp
Wine, fine (bottle)	11 gp
Wine, fire (bottle)	12 gp
Whiskey (bottle)	4 gp
Whiskey (1 measure)	1 gp
Cocktails	
Bloody Zariel	2 gp
Blue Moonsea	2 gp
Halarahh Iced Tea	2 gp
Inspiration on the Beach	2 gp
Immilmar Mule	2 gp
Matron Mother Martini	2 gp
Moonshae Coffee	2 gp
Shar and Selûne	2 gp
White Rashemi	2 gp

Drinks

Akpeteshie A strong drink produced by distilling palm wine or sugar cane.

Evermead is a prized liquor created by elves. It is rumored to be aged for centuries. A single sip is said to be like tasting the higher planes themselves.

Coffee (Kaeth) Coffee is known as Kaeth in Faerûn. The bean originates in Maztica but has grown in popularity across Faerûn. Chult is one of the few areas of Faerûn with the correct climate for growing Kaeth.

Tej is an amber-colored, fermented drink made from honey. It's more common and popular in Chult than beer or ale.

Wine, Fire is a thick dark wine named for the fire it creates in the belly. It is rumored to have medicinal properties.

Lodgings and Services

Item	Cost
Accomodation	
Lodging (room per person, meals not included)	1 gp
Lodging (room per person, meals included)	1 gp, 6 sp
Stabling, herbivore dinosaur (per day)	1 gp
Stabling, carnivore dinosaur (per day)	3 gp
Feed, herbivore dinosaur (per day)	1 sp
Feed, carnivore dinosaur (per day)	5 sp
Spa Services	
Face mask, jungle clay	3 sp
Hair or beard trim	3 sp
Massage	6 sp
Manicure	3 sp
Massage, volcanic hot stone	7 sp
pedicure	3 sp

Other Items

Item	Cost
Bag patch, Kaya's House of Repose logo	5 sp
Cigar, Amn broadleaf	6 cp
Cigar, murky knight	2 sp
Cigarette	2 cp
Dice set, common	1 sp
Pipe, wooden	1 sp
Pipe tobacco, Chultan darkfire	4 cp
Pipe tobacco, Nexalan	5 sp
Pipeweed, lightfoot nettle	1 sp
Playing card set, common	5 sp
Playing card set, three-dragon ante	5 sp
Theater tickets	7 sp

Kaya's House of Repose Locations

1. Entrance Lobby

Characters enter, past friendly bouncers, into a grand lobby. A host desk, staffed by a receptionist, is situated in the center of the room. The sound of guests chatting and laughing echoes in this chamber. To the West, a spiral staircase leads up to the room, a corridor to the east leads to the spa rooms and an archway behind the front desk opens into the restaurant. Guests wanting to eat in the restaurant are met at the host stand by the maire d' and then seated.

2. Restaurant

The restaurant includes eight indoor tables and three private booths. The walls are decorated with traditional Chultan artwork such as Batiri masks and symbols of Ubtao. The bar is staffed by **Ronhip Foechuckle.** Behind the bar is a glowing chest which contains *Continual Flame* torches and candles which are placed around the inn every night.

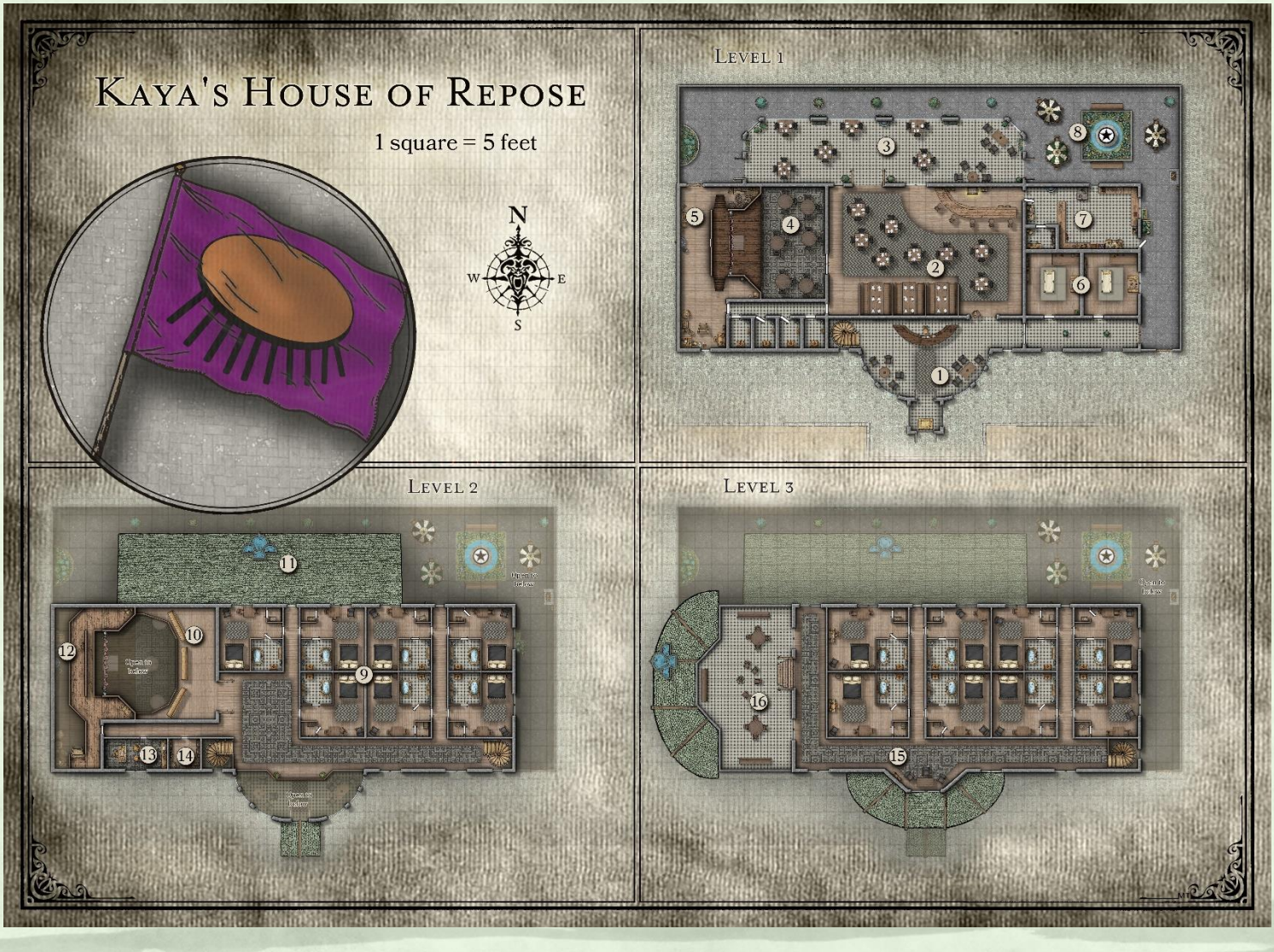
As guests take seats, they are immediately set upon by servers offering them drinks and advising them on choices of foods and cocktails.

3. Restaurant Glasshouse

This bright and open area of the restaurant is popular with patrons. The large windows enable guests to enjoy the Chultan sun whilst the solid roof and open doors at either end ensure the area stays cool and comfortable. Comfortable armchairs are the perfect place to enjoy a coffee.

4. Theater

The two-story theater was formerly a ballroom in the days when the building was a noble house. Currently, the theatre is used for small shows such as amateur drama



productions, local comedians and a variety of bards performing.

5. Backstage

The backstage area of the theatre is somewhat chaotic, with props strewn around. Performers use this area to get ready and coordinate their performances. A small hatch opens into a cavity beneath the stage.

6. Spa

Two rooms are used to provide the spa services offered by Kaya's House of Repose. Staff trained by the temple of Sune provide these services. The rooms and corridor smell of incense

7. Kitchen

A team of chefs work tirelessly to provide high quality food. Great care is taken when cooking and plating food to make sure that guests are impressed.

8. Garden

Floral scents encompass the outside seating area. Flower beds surround a statue of Kaya's Grandfather. Each evening, the barbeque is lit and guests can enjoy flame grilled dinosaur meat and roasted vegetables. This social event is extremely popular with guests and Chultans alike

9. Rooms

Rooms dominate the second and third floor. Each room has a private bathroom and a large comfortable double bed. If a patron wishes to have a bath, they notify the staff and porters begin to fill the bathtubs with warm clean water. Soaps can be provided at an extra cost (1sp).

Kaya's personal room is the most south western room on the third floor.

10. Theater Balcony

This balcony offers a raised view of the shows performed below in the theater. The area is commonly used for private parties or VIPs wishing to see a show.

11. Rain Basins

These structures are part of the impressive system that provides buildings in Port Nyanzaru with water. Rainwater is collected in the reservoir and piped down the side of the building into the cisterns below.

12. Theater Balcony

The area behind the theater includes a balcony over the back of the stage which is used for opening and closing the curtains and creating "special effects".

13. Kaya's Office

Monifa is far more likely to be found in this office than her mother. Kaya is usually in her room or down in the restaurant drinking cocktails with the guests.

14. Storeroom

This room is used to store cleaning supplies, clean bedding and tools required to maintain the rooms.

15. Upper corridor

This corridor includes a small seating area with views out over the city.

16. Roof Terrace

The roof terrace offers spectacular views of the surrounding area. To the south, the view looks over the wall and into the valley that makes up Malar's Throat. In the evening, the roof terrace is a great spot to enjoy drinks sitting around a fire and is usually less busy than the restaurant and gardens below.

Using the Inn in your Campaign

There are several ways the version of Kaya's House of Repose provided in this supplement can be used in your campaign

For groups that enjoy the roleplaying element of the game, the inn should offer plenty of opportunities for interesting encounters and a great backdrop to some of the scenes they create.

Players who wish to create a character with Chultan origins, as opposed to one who arrives with the quest set by Syndra Silvane, could make a character tied to Kaya's House of Repose. This could also be a motivation to end the death curse. Perhaps Kaya is dying from the curse and the player character wants to save her.

This supplement has been made to be compatible with the brief description of the inn provided by *Satine Phoenix* in the humorous encounter, *A Little too Fancy* (featured in *Encounters in Port Nyanzaru*).

For those who like to create their own encounters, the inn could be a suitable setting. Perhaps pterafolk have attacked guests after flying in through the roof terrace? Or maybe yuan-ti have secretly infiltrated the inn by posing as serving staff?

Using the Maps in Roll20™

This supplement includes two maps of below 10mb, intended to be used in Roll20. Both maps are 77 by 56. Being a large map, if your internet speed struggles to load the map as fast as you would prefer you may wish to reduce the call width of the Roll20 page from 1 to 0.5.

The day and night version of the map align perfectly with each other and can be placed atop of one another on the map layer. Changing from day to night or vice versa can be done by right clicking on the current map and selecting "To back"

Credits

Author: Matthew Town
Cartographer: Matthew Town
Photoshop Brushes by Brusheezy
Menu paper textures by Nimgyu
Additional art sourced from Pixabay and edited by Matthew Town

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Egusi Soup	3 sp
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Orange Juice	4cp
Tea	6 cp
Tej (mug)	4 cp
Tej (1-gallon cask)	2 sp
Water	n/a
Spiced Wine (pitcher)	2 sp
Mango Wine(pitcher)	2 sp
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Shadowdark Ale(gallon)	8 sp
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Other goods

Cigar, Amn broadleaf	6 cp
Cigar, murky knight	2 sp
Cigarette	2 cp
Dice set, common	1 sp
Pipe, wooden	1 sp
Pipe tobacco, Chultan darkfire	4 cp
Pipe tobacco, Nexalan	5 sp
Pipeweed, lightfoot nettle	1 sp
Playing card set, common	5 sp
Playing card set, three-dragon ante	5 sp
Theater tickets	7 sp

Accomodation

Lodging (room per person, meals not included)	1 gp
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Stabling, herbivore dinosaur (per day)	1 gp
Stabling, carnivore dinosaur (per day)	3 gp
Feed, herbivore dinosaur (per day)	1 sp
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Services

Face mask, jungle clay	3 sp
Hair or beard trim	3 sp
Massage	6 sp
Manicure	3 sp
Massage, volcanic hot stone	7 sp
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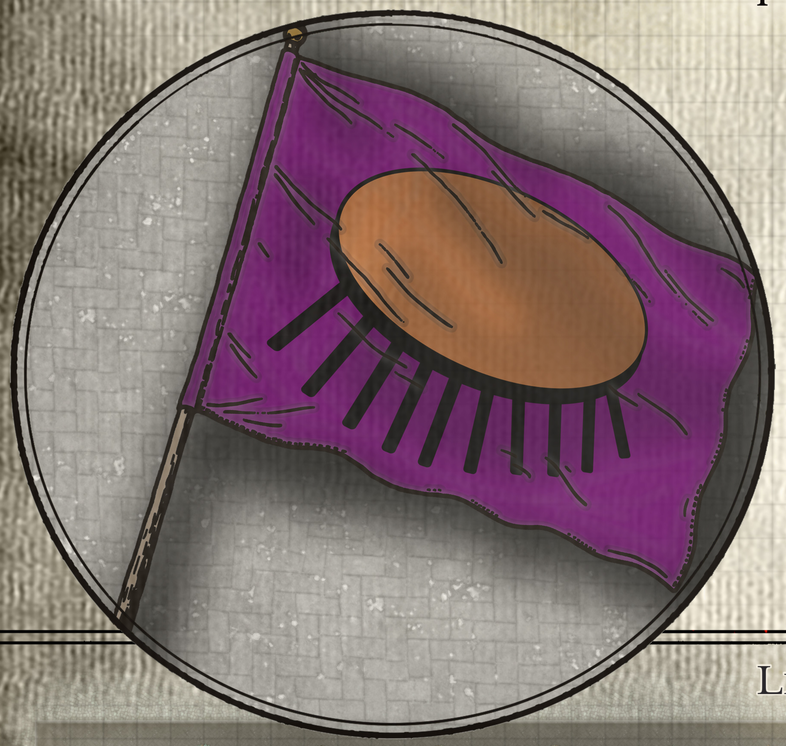
Bag patch, Kaya's House of Repose logo	5 sp

Kaya's House of Repose

1 square = 5 feet



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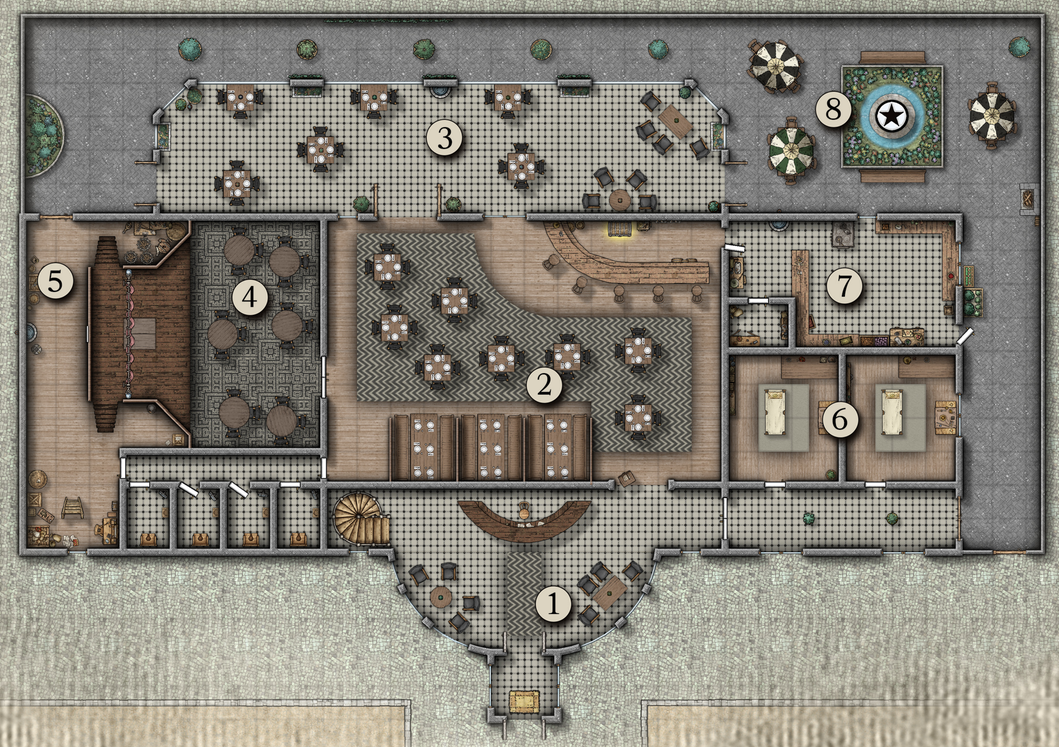

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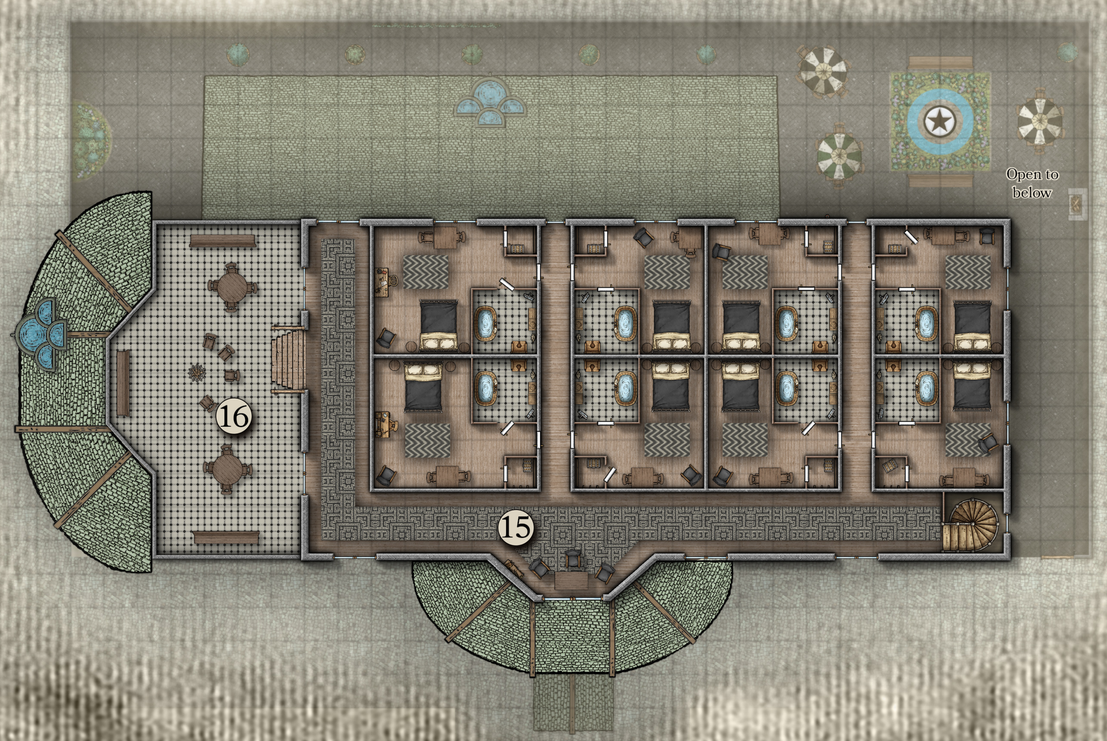

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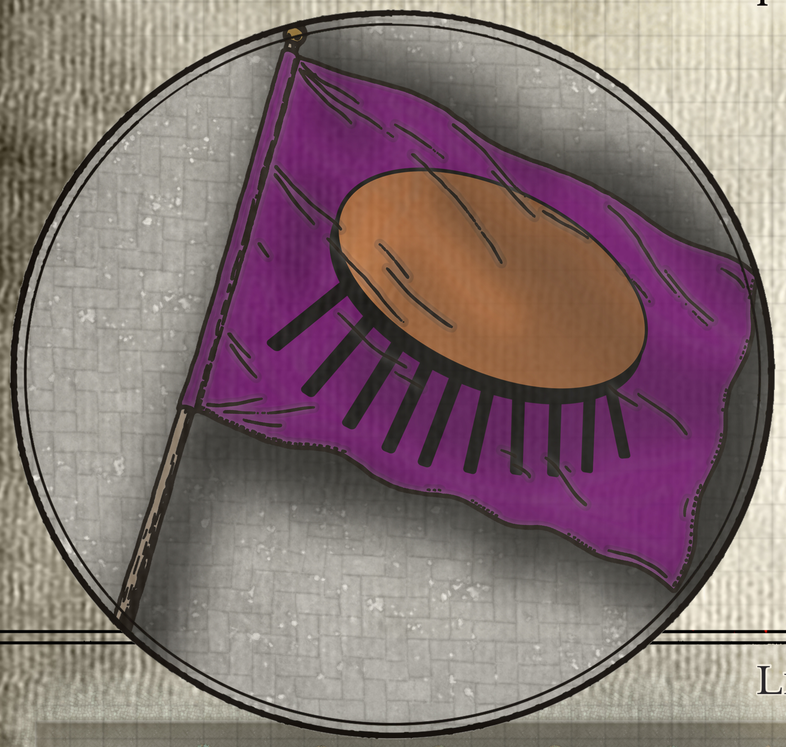

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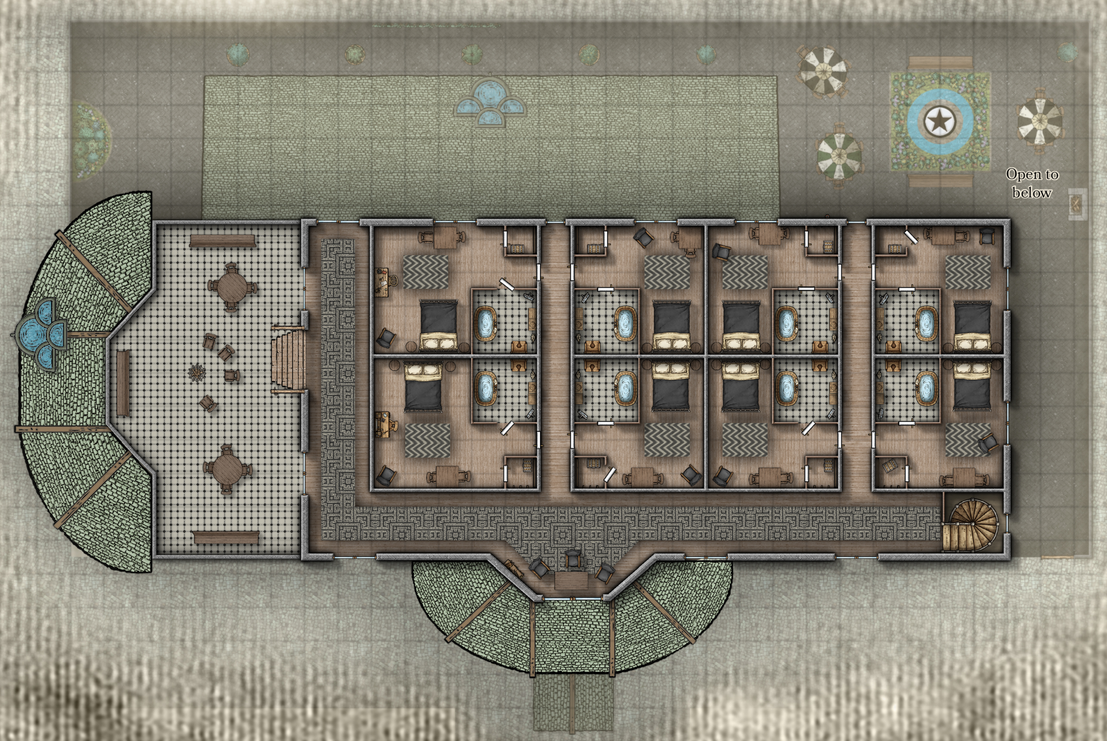

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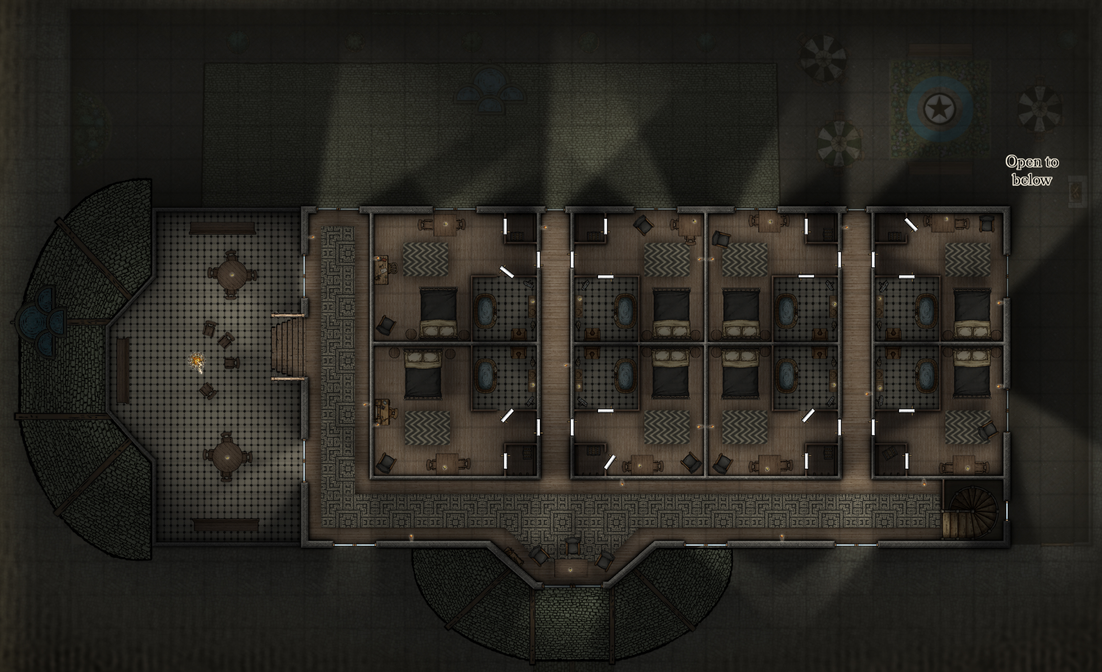

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