**Camp Righteous**

ToA 43 Description

**SHARE HANDOUT!**

Undril bolts upright in the canoe, nearly causing it to flip over. She covers her mouth, her eyes wide in horror. “Oh no, no, no no.”

Upon reaching the shore, Undril will rush off the canoes and call out for anyone. She will specifically run toward the shrine, where she will kneel before ashes.

“The shrine to Helm, burned down….I should’ve been here….”

1. Command Tents.

Poking around the northern tent is nothing but destruction and mess. Looks like signs of a hasty retreat.

In the southern tent, the PC will find a poisonous snake hiding in the rubble, who gets off a surprise attack. After that they find the journal from Commander Niles Breakbone.

Dated about two months ago. “This cursed jungle. I should be out on the frontlines commanding battalions, instead I was stationed here in these lands that even the gods have forsaken. We’ve put together a base camp with what meager forces I have in the first wave. We found this old shrine right next to the river. Lorsa said it’s an ancient Chultan shrine. Sister Cyas and some others were interested in exploring it, so we’ve decided to make base camp here for now. I expect the second wave of reinforcements will be here in a fortnight.’

Dated about 6 weeks ago: “No only have we not made any damnable progress in this shrine but we discovered the hard way that it’s heavily trapped. Whoever built the damn thing didn’t want anyone getting inside. During the night one eager young recruit took it upon herself to enter the shrine, and she never returned. I’ve since had to restrict all access for now. The Clerics will just have to study it from the outside.

Dated about 5 weeks ago: “We’ve had several hungry beasts wander into the campground, nothing we couldn’t handle. The constant rain and biting insects are taking a toll on morale, however. I’m also getting reports of large herds of undead roaming nearby. I’ve sent scouts to keep an eye out. We’ll beat them back like the scourge they are.”

Undril will point out that there are no bodies here, so either the Order moved somewhere else, or were captured. She will not entertain the possibility that they were all slaughtered or bodies were taken.

2) Soldier’s Tents

Nothin’ of note, all destroyed and disgusting

3) Shrine

Undril (or a PC) will find a hastily written note in the shrine. It reads - “Dead have come. Too many. Camp Overrun. Many dead. Some want to retreat. Commander says we press on, forge a new camp, dig deep. We will follow. Up river. May the light of Tyr, Torm, and Helm guide us. Also Treasure - Holy symbol of Torm, which Undril will want to claim (but it is worth 25gp)

4) Animal Pens

A young flightless bird is the only thing left in the pen, and it appears agitated and hungry. If PCs open the gate it will race past and escape into the jungle. If they feed it will eat. If they fail any animal handling checks or try to act aggressive, it will cry out, and the adults will come running.

5) Latrines

The body is of a templar who hid in the latrine during the fight, emerging sometime later only to succumb from disease. He didn’t raise as a zombie as his body was crushed by a random dinosaur who poked around the abandoned camp.

On his body the PCs can find a warhammer and a pouch with five gemstones (10 gp each)

**6) House of Man and Crocodile**

Inete can retell the story, as she read about it as a child. Azaka has also heard the tale but has no interest in telling the story (though she can verify Inete’s).

No traps are triggered if one PC is riding another PC’s shoulders. However riding pairs must make a DC 15 Athletics check (by the lower one) to scale the ledges. The rider can use the Help action to grant advantage.

Failure by less than 5 - make it to the top, but sprawl and become individuals, triggering the next trap.

Failure by more than 5 - sprawl backwards.

DC 13 Perception check to spot traps

6a Pit Trap

You brush aside the cobwebs and enter a small 10ft wide stone hallway, with another thick cobweb blocking your view 10 feet away. The floor is covered in a thick layer of mud and leaves.

Pit trap is triggered (50%?) when individual crosses. Falling = 2d6 falling damage. The pit stays open but a ledge around the edge can be used with a DC 10 Acrobatics check. But rider combos have disadvantage

6b Blade Trap

A narrow slice of hallway greets you with a cobweb even closer. The ceiling here extends for at least 20 feet above you.

Ttriggers (50%?) on individuals. DC 13 DEX saving throw (half dmg) or 4d8 slashing damage. Trap can be circumvented by jamming the blade openings.

Ledge between 6b and 6c

6c Puzzle Floor -

The floor of this hallways is carefully arranged in a 4x4 a pattern of square tiles. The tiles themselves are blank, another 7ft tall ledge is on the other side.

Rider can see the bottom half (first two rows) pattern on the top door, with a DC 13 Perception Check to see which one is faintly glowing. Only one check allowed!

If a PC guesses, roll a d4. On a 4 they guess correctly.

Stepping on wrong tile = DC 13 DEX saving throw (half dmg) with 4d10 fire damage

Ledge between 6c and 6d

6d Puzzle Door

An enormous door stretched far beyond your height, with no discernable handles or latch. Instead you see a repeat of the floor pattern from earlier, along with four of the squares, one on each row, faintly glowing. The two higher rows are beyond your height.

Squares must be pressed bottom to top to open the door, bottom 2 by carrier, top 2 by rider. Failure tirggers Thunderwave spell DC 13 CON saving throw or take 2d8 thunder damage and fall 10 feet away (falling to previous trap), Success = half dmg and not pushed.

6e Staircase

Replace treasure in the shrine with Ubtao’s Restorative Ointment and Gloves of Climbing and Swimming

**Session 13**

As long as they’re riding on someone’s shoulders, they can cross each trap. The pit trap has reset. No skill checks needed. Mention the 7-foot tall ledges. PCs can cross them with enough careful planning w/o skill checks.

As you exit the shrine you see a small army of goblins in brightly painted animal masks that look vaguely insectoid. Their weapons are drawn. On the beach you see no signs of the canoes, nor Azaka. On the larger tent in the south, several goblins have curved blades pointed at Inete. She stands protectively in the doorway but currently has her hands up in surrender.

One of the goblins is a bit taller than the others with a more elaborately decorated mask, and speaks in broken Common.

“You have treasure from shrine! You give to Yokka! Tribute to Iron God! Give it now or we kill you all.”

What did you do with the canoes/Azaka?

A smile crosses his face. “Waited till night. Big lady fall asleep in canoe. We push into river.”

Were you the ones watching us? Tried to attack two nights ago?

“Stupid bird make too much noise, draw more birds. We fall back, watch birds rough you up.”

Who is your iron god?

“The lord of the jungle! Sent by Ubtao. Biting Ant tribe must prove they most worthy. Need treasure.”

How do you know there’s treasure? There’s no treasure.

You can’t see his facial expressions with the mask but he puts his hands on his hips. “Yokka has been given great vision. Treasure in shrine, worthy of Iron God. We watch you day and night. Let you go in to take it for us. Now you give, or you die.

If the dialogue goes on too long or goes nowhere, Yokka will order the goblins to kill Inete, but the tabaxi will rush out and defend her, starting combat.

Yokka will surrender if he’s able.

“Please no! You mighty warriors! Spare Yokka’s life! He-he can take you to Iron God yes?”

If the players accept Yokka, they will not be ambushed by goblins on their next travel encounter.

If players get no leads, they can find a crudely drawn map on one of the goblins. It accurately depicts the River, the “Iron God,” Camp Righteous “Croc-man statue” and Yellyark “Home with an ant face.”

If the PCs decide to wait a bit, an annoyed Azaka will eventually return with two canoes.

Azaka: “I woke up to a flying monkey rummaging through my pack. I realized I was in the middle of the river. Thankfully there was a rope, and I was able to find one of the other canoes. I made it back here as fast as I could. I stayed watch half the night but saw nothing. I must have fallen asleep.

Return?

As you approach the familiar ruins of Camp Righteous you see humanoid figures shuffling around. You recognize pretty quickly the random ambling of undead milling about the camp.