**Camp Vengeance**

**Dramatis Personae**

**Niles Breakbone** (LG male human Noble) - Commander Breakbone is in charge of the Order of the Gauntlet’s presence in Chult. He’s devoted to Tyr and justice, but he’s more of an armchair general than a battlefield one. No real military experience (nobody wants to go to Chult).

The horrors of the jungle have broken him. When Camp Righteous was overrun he helped lead people out, inadvertently saving many lives, making him a hero among his group. The truth was he was ready to flee the whole mess behind with the survivors but the Sewn sisters began to seed ideas. And instead they went further up river into the jungle.

He’s since turned into a paranoid tyrant after working everyone to the bone in building and fortifying Camp Vengeance and sending out expeditions to fight the undead rather than gather supplies or take care of his own.

**Ord Firebeard** (LG male dwarf veteran) - Breakbone saved Firebeard’s life at Camp Righteous and Captain Firebeard remains fiercely loyal. However, even he has begun to suspect the captain isn’t well. He’s a true soldier at heart and would need a lot of convincing to do anything against his boss.

**Perne Salhanna** (LG female human veteran) - Captain Salhanna is pragmatic and resourceful. While she respects the chain of command, she senses something seriously amiss with the commander, and she has her ear to the people of the fort more than any other leader and knows morale is very low.

**Sister Cyas** (LG female human priest) - Similar medical soldier to Undril but with far more battlefield experience. She cares less about the leadership and politics of the camp and more about keeping everyone healthy and alive, which is increasingly difficult.

**Lorsa Bilwatal** (CN female Chultan scout) - Lorsa is the guide the Order hired to take them up the river Soshenstar to find a camp, along with a small contingent of native Chultans essentially as laborers. She had suggested against making camp at Camp Righteous so close to an ancient shrine. When the camp was overrun, many blamed her, and as part of his growing paranoia, Breakbone had her and the few surviving chultans imprisoned.

Order of the Gauntlet

Beliefs

Faith is the greatest weapon against evil—faith in one’s god, one’s friends, and one’s self.

1. Battling evil is an extraordinary task that requires extraordinary strength and bravery.
2. Punishing an evil act is just. Punishing an evil thought is not.

Goals: To be armed, vigilant, and ready to smite evil, enforce justice, and enact retribution.

**The situation:**

Camp Vengeance was established about 1 month ago, after Camp Righteous was overrun. Breakbone got visions of establishing a firmer foothold in the jungle and fighting back rather than retreating and regrouping. He believed it was a vision from Tyr, but really it was the Sewn Sisters encouraging them all to stay so they can slowly kill them off, enjoy their suffering, and add to the growing undead (and soulmonger).

Commander Breakbone is suffering from the Extreme Paranoid Long-Term Madness (disadvantage on WIS and CHA checks) and is focused on pursuing his goal (indefinite madness) of cleansing the jungle of the undead, even above the welfare and protection of his own people. Breakbone isn’t a bad dude, but he’s poorly suited to lead a fighting force in such hostile territory.

Lorsa is currently imprisoned along with three other Chultans from Port Nyanzaru. She is kept fed but they are all currently suffering from three levels of exhaustion due to the cramped quarters. The prisoners are only kept under watch when Breakbone yells about it. Otherwise nobody wants to do it. Lorsa will easily open up about her situation.

DC 15 check to break her out. Breakbone keeps the only key in his tent..

Breakbone sent his best friend and most loyal confidant, Wulf Rygor, out with the healthiest of their forces to attack the undead in the jungle. That was two weeks ago and they haven’t returned, and morale has noticeably worsened.

Rygor and his forces were all slain and rose up as undead. Rygor himself is a Wight who wants to destroy Camp Vengeance and kill Breakbone.

**Arrival:**

Through the foliage you see a crude timber fortification - a walled compound with watchtowers and tents inside, encircled by a ditch bristling with sharpened stakes. A large gatehouses faces the river, on the shore of which are four rowboats tied to a wooden post.

Scattered around the area are piles of charred humanoid corpses and flayed animal carcasses swarming with flies. Above the fort you recognize the symbol of a gauntleted fist clutching a sword, the Order of the Gauntlet.

On the gatehouse one of the guards cups his gauntlets over his mouth and shouts, first turning into the camp then out at you all: “Oye, a party approaches from the North! State your business and choose your words carefully.” The guards on watchtowers all appear to be armed with heavy crossbows.

Undril: “My name is Undril Silvertusk, priest of Torm and Chevall rank in the Order of the Gauntlet. I’ve come on assignment to reinforce the outpost here in Chult. I’m, uh, we’re to report to Commander Breakbone.”

The guard appears to lean in and talk with his partner and the other swiftly walks to climb down the ladder and into the fort. A few tense moments pass before the large, sturdy doors slowly open. A young human woman with long messy hair and a middle-aged dwarf encased almost entirely in plate armor approach you, flanked by a pair of guards. They motion for you to approach. All of them have weapons though none are currently wielding them.

The young woman speaks first. “My name is Captain Salhanna, this is Captain Firebeard. Sister Silvertusk was it? We didn’t think anyone else was coming, nor are you what we were expecting. These are all the reinforcements the Order sent? As priest surely you are not the leader of this group. Where’d you come from? Who’s in charge of your expedition?”

“Welcome to Camp Vengeance. I’ll take you to Commander Breakbone right away.

**Meeting with Breakbone:**

The inside of the fort is a stagnant mess. Muddy pools with buzzing insects. Everyone you see is sweating through their armor. You can hear the coughs and cries of pain coming from the two large tents to either side of the main tent, signifying their use as temporary hospitals.

Beyond the large tents you see two rows of smaller personal tents. On the north side is a prison that looks hastily constructed out of leftover wood material from the fort. Inside are three Chultan figures.

The inside of the large tent clearly functions as both a living area for the commander and a table with a crude map of the Chultan jungle. The map has erratic writing and squiggles all over it, encircling various parts of the jungle with a skull symbol.

The commander is a gray-haired, wrinkled man wearing a decorated uniform. Nasty scars line his face. As you walked in he appeared to be muttering nonsense to himself, but seems to straighten up when he recognizes his captains, though his eyes darken when he sees you all.

Salhanna: “Commander, sir, these are reinforcements from Baldur’s Gate.”

Breakbone: “Eh? From Baldur’s Gate? These, them? What, is that, a tortle? A drow? Look at their dress. These are not Order of the Gauntlet soldiers! And you...you let them in?”

Salhanna: “Sir, they had a priest with them, a Sister Silvertusk. She had written orders from Kalinaar-”

Breakbone: “So they killed the real reinforcements and took the orders then. I expect more from you Captain!

“Still, if they want to help they can bloody well help. Maybe, maybe they heard the tale of our righteous crusade against the undead, a shining beacon of light in this unholy land, yes?

He bends down to pour over his map, pointing and waving. “The dead don’t rest, and neither do we. We’ll send them out to….the basin, yes. Always coming from the south. And, and the east. We’re all that stands in the way of a damned undead apocalypse!”

Firebeard: “Commander, we sent out Corporal Rygor and a dozen of our forces into the jungle a week ago and ne’er heard back from them yet. Maybe we could send this lot out after ‘em?”

Breakbone waves his hands dismissively. “Unnecessary. Rygor would never fail me. He’s probably busy cleansing the whole jungle east of the river. No, we’ll send this lot out right now!”

Salhanna: “Sir, maybe let them rest up here for the night. We can send them off first thing in the morning?”

Breakbone: “Fine, fine. But every second we waste the dead grow stronger!”

**The Undead invasion:**

You barely close your eyes for the night when you hear alarms ringing around the camp. You step outside to see the meager forces of camp vengeance running around with cries of attack! And “Undead, pouring in from the south.”

Breakbone strides out of his tent with a blank expression. For a moment he stares off into nothing. Captain Firebeard runs up and asks for orders. He has to repeat himself and finally the commander seems to snap out of it and begins barking out orders. “Man the watchtowers! Crossbows at the ready! Send these fiends back to the abyss!”

[Round 1] You see about a dozen zombies come lumbering out of the undead. They appear fixated on the fortified camp, and head heedlessly toward the muddy moat.

[Round 2] An undead dinosaur lumbers out of the jungle, with an undead rider on top. The creature is gaunt and skeletal, but its eyes gleam with an intelligence that separates it from the others. Several skeletons armed with bows approach next, knocking their arrows.

The rider points his bow at the nearest watchtower. “Breaakbonnneee. You sent us out to dieeee. We shall return the favor.

[Round 3] The wight pulls out a horn and blows it. Moments later a much larger zombie comes crashing in from the jungle, barreling toward the moat. “Break down their walls!”

[Retreat] The undead knight points a skeletal finger at the fort as his beast begins to turn back toward the jungle. “I was prepared for a depleted, weakened camp. But you’ve gained reinforcements. I will not come unprepared gain.”

**Session 18**

The camp is buzzing with activity in the morning, though the mood is more sour and fearful than ever. Some are fearing Rygor’s inevitable return and worry the fort won’t hold up to another strike.

Salhanna meets with you all the next day. She says, “On behalf of Commander Breakbone we’d like to commend everyone for your service in defending this fort. You all have clearly seen battle before and your heroics have not gone unnoticed. You will be given healing treatment free of charge.

“As you may have heard, that...creature that lead those undead forces was Corporal Rygor, and I can only assume the undead he attacked with were his former platoon. So much for a rescue mission. I need to be frank with you. We may not have survived that assault without you or your considerable talents. I can’t pretend to know what swims through his undead-tainted mind now, but when Rygor was alive he was a dedicated soldier. If he wants to see this Fort fall, he won’t stop until we put him down.

“Sister Silvertusk is doing her best to bring our wounded back to fighting order but until then we remain weak and vulnerable. I ask that you all help repel any further attacks.”

Prisoners?

“The commander has been insistent and I cannot override him. The prisoners are well fed and taken care of, I can assure you.”

Commander?

“He isn’t seeing anyone right now. He is...planning a counter-attack. Captain Firebeard and I believe it’s...more prudent to remain here and hold out against further attacks.

The PCs will be given free medical treatment for their ailments, assuming they stick around. The treatments for the four of them (including Inete) will take all day, with Mannix taking the longest for his arm.

The Undead Return:

[If Mannix is in medical tent]. Mannix as you drift in and out of sleep you think you notice that the guard next to you has stopped breathing.

You hear a guard cry out, “It’s him! He’s coming” from the gatehouse. Someone rushes up the southern watchtower and shouts, “zombies, emerging form the tree line!”

The man once known as corporal rygor emerges from the jungle, astride his undead beast. His eyes glow red as he points a bony hand at the gatehouse. “You have been judged! The Sewn Sisters will not accept my failure a second time. I shall raze this fort to the ground, and all who dwell within will join us. The child must feed.”

Round 1 - Rygor & mount, Zombies, Skeletons on the souther

Round 2 - Skeletons emerge from the river (on Skel’s initiative).

The gently moving river begins to ripple near the canoes as water-soaked skeletons rise from the murky water clutching rusty, rotting weapons.

Round 3 - Zombie t-rex baby! [secretly roll initiative, it acts on rd 3)

You all hear a unsettling, moaning roar. Rygor calls out. “There it is, my promised weapon, and your doom. Behold the terrible might of the death curse!” And with that a giant dinosaur comes crashing through the jungle, larger than you’ve ever seen. The second thing you notice is that it’s clearly undead, as entire parts of its flesh are missing, revealing the muscle tissue and skeleton underneath. It charges toward the fort, easily stepping down in the pit, and oblivious when one of the giant spikes impales itself through its body, tearing off more chunks of flesh.

It slams into the fort, causing the walls to shake and splinter, shards of wood spraying backward. Then it raises its head and towers over the wall and it opens its jaws. You brace yourself for another roar. Instead you watch in horror as a putrid zombie wriggles its way up out of its mouth, falling into the fort.

Treasure:

+1 Longbow - On Rygor’s body you find his bow is of exceptional elven make. It bears the symbol of the Order of the Gauntlet as well as an Elvish phrase, but it looks like it’s been recently scratched over. [anyone who knows elvish can roughly translate it to Peacekeeper]

Aftermath:

Finally the area lie still. As the last undead fiend falls you think you faintly hear the sound of an old woman cursing.

Commander Breakbone emerges from his tent and surveys the battlefield. “Yes, yes very good, very good. Now is the time to strike back! Anyone who can carry a sword must set out into the jungle, cleanse this evil from the land! There’s no time to waste!”

Salhanna will be inclined to walk up and knock him unconscious. Then if the PCs mention it the prisoners, she’ll suggest freeing them and sending Breakbone back to Nyanzaru in custody.

PCs can easily Long Rest again if they want.

PCs have a choice from Camp Vengeance. Captain Salhanna will mention Mbala has a strategically important location in Chult.

“When we established Camp righteous, and then camp vengeance, we had always planned on sending an expedition out to Mbala to get a lay of the land. Unfortunately Breakbone always shot it down. But if you’re trying to find anything in the jungle, it’s still your best bet.