**Vorn**

ToA 83

Standing in the middle of a clearing is an 8-ft tall statue, humanoid in shape with bronze fists, iron joints an adamantine breastplate, and an iron helm with slits for eyes. The rest of the statue is made of sculpted wood reinforced with bands and revites of adamantine. Scattered around its feet are offerings, a bowl of gold and flowers, piles of bones, and, strangely a rotting log with large mushrooms growing out of it.

Surrounding the statue three separate groups of humanoids and creatures stand in rapt attention. You recognize the goblins in insectoid masks as part of the Batiri tribe, same as Yokka. You also recognize the second group, the frog-like Grungs, who chitter and croak quietly amongst themselves. The third is a diminutive, strange group of plant-like creatures, riding slightly bigger fungus-like beasts as mounts. They eye you warily and make an odd whistling sound that reminds you of wind passing through reeds.

None of these creatures approach you nor raise their weapons, but their body language reads defensive.

**Vorn Again (Session 16)**

Whatever thing the PCs do: 10-14 = one tribe is affected, 15-19 (two tribes are affected), 20+ (all three tribes are affected).

Vegy first, then goblins, last are Grung, the more intelligent/resilient group.

Note goblins and vegepygmies have darkvision, grungs do not. All three keep up their numbers during the day. At night they retreat a bit to set up camp but always keep some guards on active duty.

Activating Vorn:

When you get within 10 feet of the construct the amulet begins to vibrate and you can feel a magical pull towards the statue. You instantly know that the amulet is now connected to the construct, and you can telepathically reach out to it.

With a shivering groan of squealing metal the tortle-shaped statue shifts and turns its attention toward you. A series of gasps and similar noises rush through the surrounding tribes. Vorn’s eye sockets blaze to life with a soft yellow glow, which dim and brighten several times as if adjusting to the light, before settling on you. It doesn’t fully react until it sees George.

Vorn: **“Oh sir, there you are! You had me so worried when you scrambled up that tree. I kept the beasts at bay best I could sir but there were so many and we’d been separated from the others. My, but you do look quite different without the robes. Have you been working out? And I’m afraid I don't recognize your friends sir.”**

The tribes all chitter wildly among themselves and being pointing fingers and readying their weapons.

[Most of you know that Shield Guardians, like most constructs do not speak, and normally are not possessing sentientience].

How long have you been standing here?

“I’m not sure, my mind was totally shut off while in stasis. My chasis appears to be in rather poor condition. Lots of exposure damage I’m afraid. You will be able to patch me back up yes?”

Who was your master?

“I’m afraid my memory banks are somewhat damaged. But I was part of a group of tortle adventurers who explored these jungles. I was built by one of them to be a protector. I was designated the Valiant Observant Reactionary Nurse. They very much made feel part of the team. Oh I do hope they’re all right.”

What can you do?

“Naturally I’m a protector sir! I’m bound to protect whomever attunes to the amulet and shield them from harm as best as I can, without causing undue harm to others of course. Must obey the laws and all. In fact, I recall bits of memory of the group arguing about my very legality of creating such a being, hence the laws.

If I’m close enough to the bearer I can help shield them from attacks and absorb blows. I also appear to have a spell stored, but I’m afraid I’m not sure what it does, nor when it’s triggered.”

Laws?

“Ah I have three magical edicts weaved into my personality you see. My creator was very careful about that. First, I cannot harm another living creature. Second, I must obey the the bearer of my amulet, without conflicting with the first law. And finally I must protect my own existence, as long as it doesn’t break the first two laws.”

Do you know Mudgraw?

“Yes, oh yes! He was part of our team, a mighty warrior! Why I’d very much like to see him again. I hope he is well.

After Vorn:

Undril approaches you all as you make camp: “We can’t keep going like this. We’re running out of healing spells, and we’re already tired and injured. And Mannix, your poor arm. You may think it’s a longshot but I know the Order is still here in the jungle. If Camp Righteous has fallen they would have regrouped and redoubled their efforts. The note I found said they retreated upriver, I think we need to find them. We need a safe haven out here.”

**Yellyark**

Goblin Ambush if Yokka leading them.

Quicksand - everyone starts sinking instantly. Use an action to make a DC 13 STR check. Another character can make DC 8 to pull someone out if they’re out.

The DC goes up by 2 every round.

Mannix has a mangled arm!

Village

Nestled next to a small lake is a collection of tents, campfires, and lots of goblins, including some goblin children running around. Every goblin wears a mask stylized like an insect. Three massive dirt mounds tower over the tents.

10 damage + 2 damage +4

In the larder the party can find: (ToA 205)

4x Wukka Nuts (20 ft light, 10 ft dim)

2x Ryath Root (2d4 THP, if take more than 1 in 24 hours, DC 13 CON save or be poisoned for an hour)

7x Dancing Monkey Fruit (DC 14 CON saving throw or ‘dancing for 1 minute, has disadvantage and attackers have advantage, then poisoned for 1hour)

1x Oil of Slipperiness (doesn’t require check to ID)

Identifying each item requires a DC 15 Nature check. Chultans have advantage.

The village flew about 1000 yards to the east.

You travel in the direction you saw the village bundle fly. After a few hundred yards you begin to see damaged tree tops, which gradually give way to more and more destruction as you continue walking. About 1000 yards away from the site of the village lies a mass of debris that struck the ground like a meteor, crushing anything in its path. Bodies and pieces of goblins in various state of dismemberment litter that area, along with the broken pieces of tents and supplies.

As you sort through this disaster pile of bodies and destruction you hear the distinctive sound of groaning and moaning, as the entire area begins to shift all around you. Goblin bodies rise up as zombies. You recognize Yokka’s form but it looks monstrous now, misshapen, with long claws, and a malevolent look in its eyes. “You bring death to village. Now death comes for you.”

After first round:

The ground shakes violently underneath you as the death rattle of some large beast cries out. The dead body of a large dinosaur sloughs off the debris and raises its battered head to glare at you all malevolent.

From all around you hear the unsettling cackling of an old woman.

[Anyone on that pile will be shoved aside. DC 10 STR save or be left prone]

You spend some time sifting through the ruins and find a number of coins scattered around. You find 250 copper pieces and 150 silver pieces, as well as the headless body of the goblin queen, the amulet lying within arm’s reach. It’s made out of metal with the words VORN etched on its surface. It tingles with magical energy (requires attunement).

Someone else discovers her head, still with her elaborate insectoid mask. Unlike other goblin masks, hers is inlaid with several green and red gemstones (5 gemstones, 50gp each!)