

# Documentation

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## Camp of the Damned

### A Victorian Horror Expedition for 4-6 Adventurers of Levels 3-5

“The jungle holds its breath, and in that silence, madness blooms.”

#### Background

In the year 1889, the Royal Geographic Society’s ambitious Temple Expedition has gone eerily silent. Your party arrives at their research camp following an urgent telegram from Dr. Harrison Wells, the expedition’s lead scientist. The previous group, led by the renowned Professor Blackwood, vanished while searching for an ancient temple. Now, as evening approaches, the camp itself seems to pulse with an otherworldly malevolence.

#### Adventure Hook

The players receive a telegram from Dr. Wells: “Previous expedition lost. Blackwood missing. Strange phenomena. Come immediately. Generous compensation offered. Bring weapons.” The message’s paper bears strange, iridescent fungal spots.

#### Part I: Setting & Atmosphere

**The Base Camp** Located at a jungle clearing’s edge, the expedition camp consists of: - **Command Tent:** Maps, charts, and scientific equipment - **Research Pavilion:** Specimens and documentation - **Medical Tent:** Three beds with afflicted patients - **Storage Area:** Supplies showing signs of rapid decay - **Bearer Quarters:** Six smaller tents arranged in a circle - **Perimeter:** Lantern posts at 20-foot intervals

#### Environmental Effects

- Roll d6 every hour:

1. Compass needles spin wildly
2. Temperature drops 10 degrees
3. All light sources dim briefly
4. Whispers emerge from jungle
5. Ground trembles subtly
6. Time pieces run backwards

## Part II: Key NPCs

**Dr. Harrison Wells** *A once-prestigious scientist facing cosmic horror* - Appearance: Disheveled academic, constantly checking pocket watch - Motivation: Discover truth behind anomalies - Secret: Knows more about temple's nature than he admits - Quote: "The laws of nature... they're breaking down."

**Sister Mary Catherine** *Mission nurse questioning her faith* - Appearance: Habit stained with strange fluids - Motivation: Protect and heal the afflicted - Secret: Her prayers sometimes manifest physically - Quote: "The sick speak in geometries..."

**João Silva** *Native guide with ancestral knowledge* - Appearance: Weather-worn, covered in protective totems - Motivation: Prevent temple's awakening - Secret: His grandfather was sole survivor of previous expedition - Quote: "The old ones knew. They built warnings, not markers."

**Marcus Wright (The Changed)** *Returned bearer, now corrupted* - Appearance: Moves unnaturally, speaks backwards - Motivation: Spread the temple's influence - Special Abilities: Prophetic ravings, unnatural strength - Quote: "op ə xəu" (You are next)

## Part III: Investigation Elements

### Critical Clues

1. **Blackwood's Journal**
  - Last entry describes moving geometry
  - Sketches of non-euclidean structures
  - References to "The God Below"
  - Blood-stained final pages
2. **Scientific Findings**
  - Soil samples with ambulatory spores
  - Photographs showing temporal distortion
  - Equipment readings defying physics
  - Audio recordings of impossible sounds
3. **Physical Evidence**
  - Black ichor trails leading east
  - Geometric fungal patterns
  - Warped and twisted equipment
  - Native warning totems

### Knowledge Checks

- Nature (DC 14): Identify corrupted flora
- Religion (DC 15): Recognize blasphemous symbols
- Arcana (DC 16): Understand anomalies
- History (DC 13): Recall local legends

## Part IV: Escalating Events

**Hour-by-Hour Timeline** 6:00 PM - Arrival & Initial Investigation - Camp introduction - NPC meetings - Initial clue gathering

7:00 PM - First Signs - Wildlife goes silent - Equipment malfunctions - Temperature drops

8:00 PM - Growing Tension - Medical tent patient turns violent - Black ichor discovered - Strange sounds from jungle

9:00 PM - Crisis Point - Marcus Wright returns changed - Bearer panic begins - Protective circles fail

10:00 PM - The Horror Emerges - Corrupted wildlife attacks - Reality begins warping - Final confrontation

## **Part V: Encounters & Combat**

**The Changed Bearer (Boss)** Marcus Wright, Level 4 Corrupted Human - HP: 65, AC: 14 - Multi-attack: 2 strikes - Special: Reality Warp (3/day) - Lair action: Summon shadows

### **Corrupted Jungle Beasts**

- HP: 32, AC: 14
- Infection bite: DC 13 CON save
- Pack tactics
- Regeneration 5 HP/round

### **Shadow Stalkers**

- HP: 28, AC: 15
- Incorporeal movement
- Light sensitivity
- Strength drain

## **Part VI: Rewards & Consequences**

### **Treasure**

- Blackwood's enchanted compass
- Ancient stone tablets
- Corrupted specimens (valuable to collectors)
- Scientific equipment

### **Story Rewards**

- Royal Geographic Society reputation
- Native tribal knowledge
- Understanding of temple's nature
- Critical expedition data

## **Part VII: Conclusion & Transitions**

### **Success Conditions**

- Secure camp
- Save infected bearers
- Gather essential evidence
- Find temple trail

### **Failure Consequences**

- Camp abandoned
- Infection spreads
- Equipment lost
- Forced retreat

## **Transition to Episode 2**

- Clear trail heading east
- Magnetic anomalies intensify
- Stone markers visible
- Missing expedition traces

## **DM Tips & Tricks**

### **Atmosphere Building**

- Start rational, end supernatural
- Use environment for tension
- Build paranoia gradually
- Emphasize isolation

### **Running Combat**

- Describe corruption effects
- Use environment hazards
- Allow creative solutions
- Emphasize horror over violence

### **Managing Investigation**

- Multiple clue paths
- NPC reliability varies
- Reward thorough search
- Time pressure mounting

## **Appendix: Random Events Table**

Roll d12 hourly: 1. Equipment sparks, shows impossible readings 2. Shadow moves against light 3. Native bearer falls ill 4. Strange sounds from jungle 5. Temperature fluctuation 6. Geometric patterns appear 7. Time distortion event 8. Wildlife behaves strangely 9. Black ichor discovered 10. Prophetic whispers 11. Equipment malfunction 12. Reality warps briefly



Figure 1: Top-down view of a Victorian expedition jungle camp layout in classic D&D map style, ink on parchment. Shows research tent, medical tent, supply area, and perimeter. Detailed annotations and legend. Strange geometric patterns in the surrounding jungle. Black ink, sepia background, compass rose with wavy needle. Scale bar present. Features signs of age and weathering.



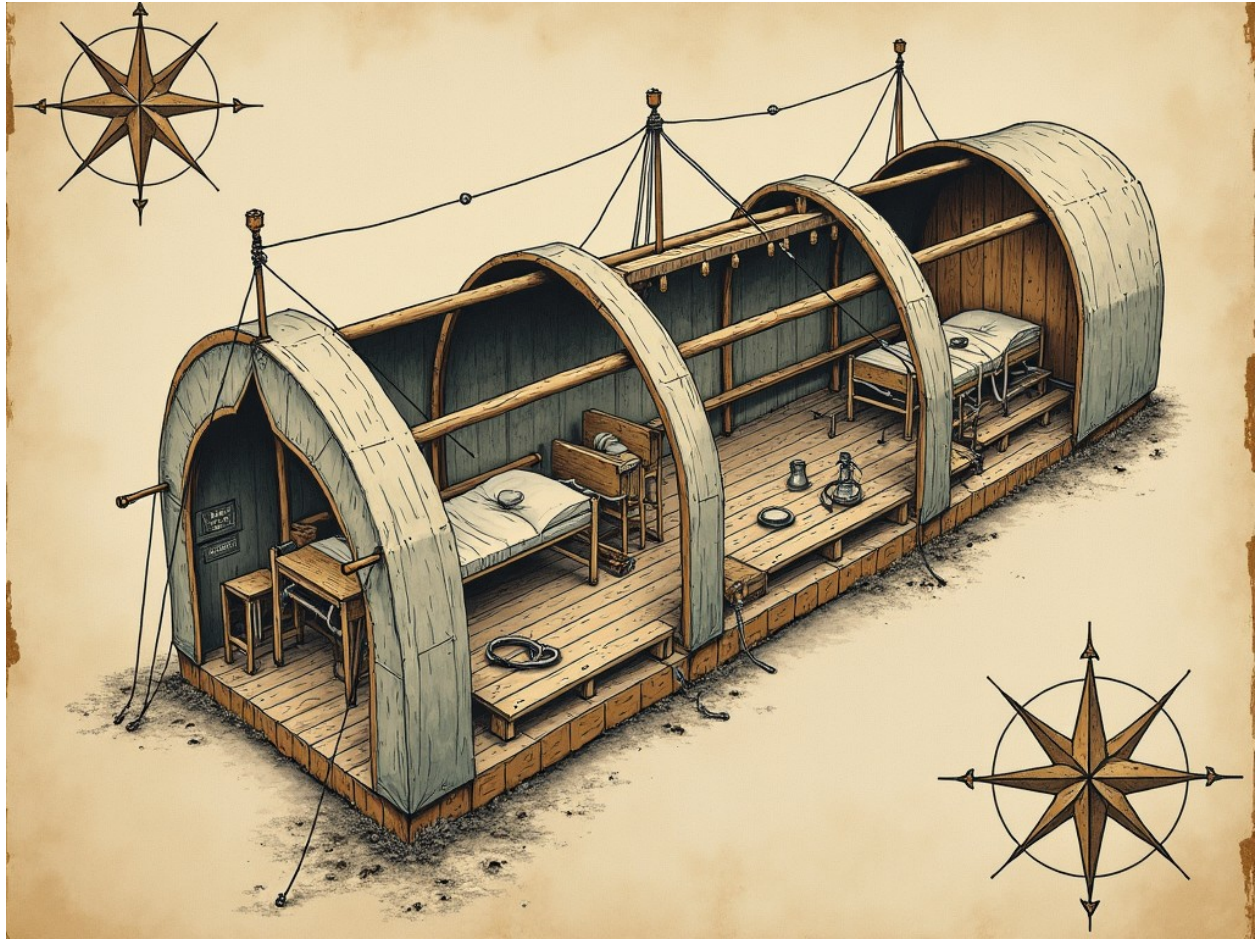


Figure 2: A medical tent interior with Victorian-era equipment. Three cots visible, one empty with broken restraints. Black fungal growth creeping up canvas walls. A kerosene lamp casts eerie shadows. An unconscious patient shows black veins spreading across their arm. Photorealistic, medical horror, Victorian era details.



Figure 3: A Victorian-era expedition camp at dusk, with canvas tents illuminated by oil lamps. Scientific equipment scattered about, and a dark, ominous jungle looming in the background. Strange shadows cast by the tents don't match their light sources. Photorealistic, detailed, atmospheric, horror elements subtle but present. Style of HP Lovecraft meets National Geographic 1889.