



CAMP RIGHTEOUS

& SHRINE OF THE CROCODILE

2024 RULES

An expanded Camp Righteous companion for Tomb of Annihilation

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FEATURES:

- Designed to work alongside the **Tomb of Annihilation Book**.
- An expanded version of Camp Righteous and the House of the Crocodile shrine designed for the **5E 2024/5 RULES**.
- Infused with additional traps, lore, and cinematic flair inspired by *Indiana Jones*.
- Teamwork focused questing.
- 5 New Chuilt inspired player backgrounds.
- Convert the completed shrine into a **BASTION!**

A FOREBODING ENTRANCE

The camp remains eerily quiet, with the jungle reclaiming much of what was once human territory. The tattered tents sway slightly in the humid breeze, and faint scratching sounds can be heard from the animal pen. A closer inspection reveals claw marks on the wooden posts—evidence of desperate attempts to escape. The ground is littered with broken weapons and rusted armor, hinting at a fierce last stand.

GENERAL FEATURES



- **Atmosphere:** The camp is eerily quiet, with tattered tents swaying in the humid breeze. Claw marks and signs of a fierce battle are evident throughout.

ENCOUNTER: GHOSTLY ECHOES



As the adventurers explore, **ghostly apparitions of templars appear**, replaying their final moments against the undead horde. These visions are not only unsettling but also serve as a warning. Characters who observe closely (*DC 15 Wisdom [Perception] or Intelligence [Investigation]*) may notice that one ghost gestures toward the shrine, mouthing the words “*The promise must be kept.*”

1. Command Tents:

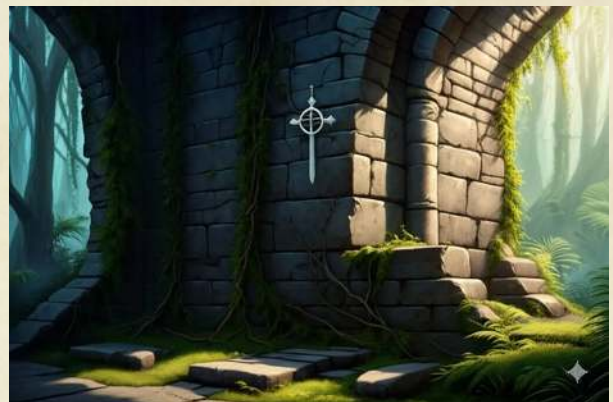
Empty and looted. Searching these tents has a 1-in-6 chance of disturbing a poisonous snake (MM p. 334).

2. Soldiers' Tents:

These tents are slashed and rotting from mildew. They hold no valuables but serve as grim reminders of the camp's fall.

3. Burned-Out Shrine:

A ruined structure that once served as a barracks for templars. A silver *Holy symbol of Torm* (25 gp) hangs from a peg on the wall, overlooked during the evacuation.



4. Animal Pens:

A fledgling axe beak (6 HP, no attacks) is trapped inside. If released or left alone, it causes no trouble. If attacked or harassed, its squawks summon five adult axe beaks (MM p. 317) within two rounds.



5. Latrines:

The southernmost latrine holds the remains of a templar who died hiding from undead. Treasure: A ruined suit of scale mail, a warhammer, and a pouch containing five gemstones (10 gp each).

ENCOUNTER: BATIRI GOBLINS



The players are being observed from the jungle by a party of 8 Goblins led by *Yokka* (a goblin boss).

- The goblins hide in the jungle, observing the adventurers. They plan to ambush or sabotage the party, using horns to attract undead or beasts if necessary.
- The goblins are well hidden and only spotted on a DC 15 Intelligence [Investigation] check. If discovered they come out from hiding and try to communicate with the players.

- *Yokka* tries to convince the players to find the “magic jug” in the temple and bring it to *Yokka* in exchange for the nearby penned-up Axe Beak. On an agreement being struck they retreat happily.
- Should the players attack during this part, *Yokka* fights for two rounds and retreats into the jungle.

YOKKA (GOBLIN BOSS)

Small humanoids (Goblinoids), neutral evil

Armor Class 18 (chain shirt, multiple shields)

Hit Points 63

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	8 (-1)	13 (+2)

Senses darkvision 60 ft., passive Perception 10

Languages Goblin

Challenge 2 (250 XP)

Initiative Bonus +3

Yokka is four goblins standing on each other's shoulders, each carries a large painted wooden mask, which is used as a shield.

Team Effort. Whenever this creature makes an attack, it chatters to itself happily.

Wobbly knees. The top goblin directs the bottom goblin with hand gestures and cries of “forwards”, “backwards”, etc in goblin.

ACTIONS

Multiattack. *Yokka* makes three attacks with its many scimitars. The third attack has disadvantage.

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 3) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 3 (1d6) piercing damage.

Summon Undead. *Yokka* throws an old jug down at a location, which he can see within 30/120 ft. Upon hitting the floor, it shatters and lets out a stench. *Yokka* then blows his horn and 1d8 undead zombies shamle out from the jungle and head to the jug's location. Once there they attack all creatures not wearing one of the goblins' masks.

Team Elbow. *Melee Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 15 (1d20 + 2). *Yokka* dives forwards and each goblin in the stack makes an dropping elbow attack. *On a hit the target must make a DC13 strength save or be knocked prone.*

REACTIONS

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

HOUSE OF THE CROCODILE

GENERAL FEATURES:

- **Statue:** An 80-foot-tall stone statue depicts a man carrying a crocodile on his back. Between its feet is an archway leading into a dark tunnel. Reliefs on the statue hint at Chultan mythology and serve as clues for navigating the shrine's traps.
- **Mythological Insight (DC 12 Intelligence [Religion]):** The tale of "Man and Crocodile" teaches that cooperation is key to survival in dangerous situations.

THE HOUSE OF THE CROCODILE: EXPANDED LORE

Ubtao's Lesson

The massive statue of a man carrying a crocodile is more than just a representation of Chultan mythology—it is a warning. Ancient inscriptions at its base (DC 15 Intelligence [History] or DC 13 Wisdom [Perception] to decipher) reveal that this shrine was built to honor Ubtao's pact with humanity. Breaking promises within its walls is said to invoke Ubtao's wrath, manifesting as curses or traps.

Additional Lore: Ubtao's Judgment

The shrine was constructed during a time when Chultans sought to solidify their bond with Ubtao. The crocodile represents not only trust but also vigilance; those who fail to uphold their promises are deemed unworthy and punished by the shrine's defenses.

IN THE EARLY DAYS OF THE WORLD, MAN STOOD BY THE banks of a river, frightened. Crocodile raised his head from the water and asked, "What troubles you, cousin Man?" Man said, "I must cross this river, but I fear to enter the water alone, because it teems with your brethren." Crocodile replied, "It is true, you would not be safe. But I will carry you across the river safely on my back if you promise to return the favor." Man agreed, and Crocodile bore him safely across the water. When they reached the far bank, Man asked, "How can I repay you?" Crocodile replied, "I wish to see the realm of Humans, but I fear to go there alone, because it teems with your brethren. You must carry me on your back across your realm." Man had been tricked, but a promise is a promise, so he carried Crocodile safely on his back across the entire realm of Humans, a journey that lasted many years. Man also swore, in his anger, that never again would Men and Crocodiles be friends, and so it has remained to this day.

— The Fable of Man and Crocodile, an old, Chultan tale

EXPANDED CONCEALED PIT TRAP (AREA 6A)

TRAP: THE PIT OF BURDENS

- Type: Mechanical and Magical Trap
- Trigger: Pressure Plate
- Difficulty Rating: Moderate

DESCRIPTION:



The trap is located in a chamber with a ceiling draped in thick cobwebs, obscuring visibility. The stone-tiled floor is covered in mud, creeping vines, and scattered leaves, making it difficult to discern the danger beneath. Ancient Chultan carvings line the edges of the pit, glowing faintly when exposed to light. These carvings hint at the trap's nature and offer cryptic guidance to those who study them.

TRAP MECHANICS:

DETECTION:

- DC 15 Wisdom (Perception) Check: To notice the faint outline of the trapdoor beneath the mud and debris.
- Checks are made with disadvantage due to the obscuring layer of mud and leaves.
- DC 14 Intelligence (Arcana) Check: To decipher the glowing carvings once exposed to light. The carvings reveal the riddle:
"Only those who bear their burdens together will find safe passage."

TRIGGER:

- An individual crossing this section of floor has a 50% chance (roll 1d10; results of 1–5 trigger) of activating the pressure plate, causing the trapdoor to open.

EFFECT:

1. Fall Damage: A creature that triggers the trap falls into a pit 20 feet deep and takes 2d6 bludgeoning damage from the fall.
2. Snake Attack: The pit is filled with writhing poisonous snakes (MM p. 334). A creature falling into the pit triggers an attack from 1d4 snakes on its turn. Each snake deals piercing damage and forces a DC 10 Constitution saving throw against poison (taking 10 damage on a failed save or half as much on success).

LEDGE NAVIGATION:

Once the pit opens, a narrow ledge remains around its outside edge. Characters can attempt to traverse this ledge safely:

- DC 10 Dexterity (Acrobatics) Check: Success allows safe movement along the ledge.
- Checks are made with disadvantage if carrying another creature or heavy equipment.

PUZZLE MECHANIC (OPTIONAL):

The carvings hint at cooperation as a solution to bypass the trap entirely. If one character carries another across the section of floor (emulating Ubtao's "Man and Crocodile" story), the pressure plate does not trigger, allowing safe passage.

COUNTERMEASURES:

- Characters can use tools like poles or ropes to test for weak spots in the floor before stepping forward.
- Filling the pit with debris or casting spells like *mold earth* can mitigate its danger.
- Solving the riddle by working together allows safe traversal without triggering the trap.

ROLEPLAYING NOTES:

The glowing carvings add thematic depth to this jungle temple trap, reinforcing Ubtao's teachings about trust and cooperation. If characters fail to heed this lesson, they face physical danger and must rely on teamwork to escape safely.

TRAP: CORRIDOR OF THE CROCODILE'S TRUST

- Type: Mechanical and Magical Trap
- Trigger: Pressure Plate
- Difficulty Rating: Moderate

DESCRIPTION:



The narrow corridor ahead is dimly lit, with faint holes lining the walls at irregular intervals. The air feels unnaturally still, and the faint smell of poison lingers. The stone floor is uneven and subtly segmented, hiding pressure plates that trigger a deadly trap. Along the walls, faded carvings depict a man carrying a crocodile on his back, a recurring motif in Ubtao's teachings about trust and cooperation.

TRAP MECHANICS:

DETECTION:

- DC 14 Wisdom (Perception) Check: To notice the faint holes in the walls and the subtle seams in the floor indicating pressure plates.
- DC 13 Intelligence (Investigation) Check: To deduce that the holes are likely dart launchers and that stepping on certain tiles will trigger them.
- Carvings Clue (Optional): A character examining the carvings (DC 12 Intelligence [Religion]) recognizes the "Man and Crocodile" motif as a symbol of mutual trust and cooperation.

TRIGGER:

- Stepping on a pressure plate triggers a volley of poisoned darts from the wall. These darts target all creatures in the corridor.

EFFECT:

1. Poisoned Dart Attack: Each creature in the corridor must make a DC 15 Dexterity saving throw. On a failure, they take 2d10 poison damage and must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. On a success, they take half damage and are not poisoned.

2. The trap resets after each activation, making repeated attempts to cross dangerous without disabling it or solving its puzzle.



PUZZLE MECHANIC:

The carvings along the walls hint at a solution: emulating Ubtao's "Man and Crocodile" parable. If one character carries another across the corridor (symbolizing trust and cooperation), the pressure plates do not trigger, allowing safe passage. This mechanic encourages teamwork and creative problem-solving.

COUNTERMEASURES:

1. Disabling the Trap:

- A character can attempt to disable the pressure plates with a successful DC 15 Dexterity check using thieves' tools.
- Blocking the dart holes with objects or debris requires a DC 14 Strength check to wedge something securely into place.

2. Bypassing Safely:

- Characters can use spells like *mage hand* or *unseen servant* to test tiles ahead of them.
- Flying over or teleporting past the corridor avoids triggering the trap entirely.

3. Puzzle Solution:

- If two characters work together to emulate "Man and Crocodile" (one carrying another), no pressure plates are triggered.

ROLEPLAYING NOTES:

The Corridor of the Crocodile's Trust reinforces Ubtao's teachings about mutual reliance and teamwork. Characters who solve this puzzle by cooperating gain not only safe passage but also insight into Ubtao's philosophy, which may help them later in the shrine or jungle. If they fail to recognize this lesson, they face danger but can still overcome it with ingenuity or brute force.

TRAP: THE FLAMING PUZZLE FLOOR OF UBTAO

- Type: Magical Trap
- Trigger: Pressure and Illusions
- Difficulty Rating: Hard

DESCRIPTION:



This section of the hall is a deadly test of perception, memory, and teamwork. To proceed, adventurers must climb a 7-foot-high ledge to reach a 16-foot-high terrace tiled in a four-by-four grid of squares. The floor tiles stretch from wall to wall, leading to another 7-foot-high ledge and a wooden door carved with an identical four-by-four pattern. The door's pattern holds the key to crossing the floor safely, but its clues are faint and increasingly difficult to see as adventurers advance across the tiles.

The trap is infused with Ubtao's magic, testing intruders' ability to trust one another and work together. The floor is further complicated by illusory tiles that appear safe but trigger magical effects when stepped on.

TRAP MECHANICS:

DETECTION:

1. Door Clue (Lit Tiles):

- One square on the bottom row of the door glows faintly, corresponding to a safe tile on the first row of the floor.
- A character must succeed on a DC 13 Wisdom (Perception) check to notice the faint glow. If no one notices it, they must guess which tile is safe.
- Only characters standing on someone else's shoulders or using magic (e.g., *fly* or *spider climb*) can see the entire door pattern clearly.

2. Illusory Tiles:

- Some tiles appear identical to safe ones but are illusions that trigger additional magical effects when stepped on.
- A character can detect these illusions with a DC 15 Intelligence (Investigation) check before stepping on them.

TRIGGER:

Flaming Trap (Primary Mechanic):



- If a character steps on an incorrect tile (one not corresponding to the glowing square on the door), magical flames blast out from the walls. Every creature on the terrace must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save or half as much on a successful one.
- Once the correct tile is stepped on, another square in the next row of the door lights up faintly, revealing the next safe tile.

Illusory Tile Effect (Secondary Mechanic):

- Stepping on an illusory tile triggers magical effects instead of flames. Roll 1d4 to determine what happens:

1. Spectral Crocodiles: Two spectral crocodiles appear and attack intruders (use *specter* stats; MM p. 279). They vanish after 1 minute or when defeated.
2. Poisonous Gas Cloud: A green mist fills the terrace for 1 minute. Creatures in the area must make a DC 14 Constitution saving throw or take 14 (4d6) poison damage and become poisoned for 1 minute.
3. Blinding Flash: A burst of light blinds all creatures in the terrace for 1 round unless they succeed on a DC 13 Constitution saving throw.
4. Teleportation Misstep: The character who triggered the illusion is teleported back to the start of the puzzle floor.

PROGRESSION ACROSS THE FLOOR:

- Characters must step only on tiles corresponding to glowing squares on the door's pattern to cross safely.
- As adventurers move across rows of tiles, more of the door becomes obscured by the ledge behind them, making it harder to see which square glows.
- Characters can bypass this difficulty by working together: one character carries another (emulating Ubtao's "Man and Crocodile" parable), allowing them to see over obstacles without triggering flames.

COUNTERMEASURES:

1. Dispel Magic: Casting *dispel magic* on the floor disables both the flame trap and illusory tiles for 1 hour.
2. Detect Magic or True Sight: Spells like *detect magic* or abilities like True Sight can reveal illusory tiles.
3. Puzzle Solution: By carefully observing and stepping only on tiles corresponding to glowing squares, characters can avoid triggering traps entirely.
4. Teamwork Solution: Carrying another character allows them to see over obstacles and guide their carrier safely across.

ROLEPLAYING NOTES:

This trap embodies Ubtao's teachings about trust, cooperation, and problem-solving under pressure. Characters who work together—whether by solving the puzzle as a team or emulating "Man and Crocodile"—are rewarded with safe passage and insight into Ubtao's philosophy.

If players fail repeatedly or ignore teamwork opportunities, emphasize how their actions defy Ubtao's teachings by describing how his labyrinthine carvings dim or crack in disapproval!

TRAP: ROLLING BOULDER OF UBTAO

- Type: Mechanical and Magical Trap
- Trigger: Puzzle Door Activation
- Difficulty Rating: Hard

DESCRIPTION:



As the puzzle door (Area 6D) clicks open, a deep rumble echoes through the shrine. Dust falls from the ceiling as a massive stone boulder, carved with Ubtao's labyrinthine patterns, begins rolling down a sloped passage behind the characters. The boulder is not merely a mechanical hazard—it is enchanted to relentlessly pursue intruders, testing their agility, ingenuity, and teamwork. The corridor ahead twists and turns, littered with obstacles and hazards that amplify the danger.

TRAP MECHANICS:

TRIGGER:

The trap activates when the puzzle door is solved. The boulder emerges from a hidden recess in the wall behind the characters and begins rolling toward them.

CHASE SEQUENCE:

The rolling boulder moves at a speed of 50 feet per round, forcing characters to flee through a twisting corridor filled with obstacles. The chase lasts for 3 rounds or until the characters escape into a safe area.

1. Dexterity Saving Throws:

At the start of each round, every character in the corridor must succeed on a DC 14 Dexterity saving throw to avoid being crushed by the boulder.

- On a failed save, they take 22 (4d10) bludgeoning damage and are knocked prone. If prone, they must use half their movement to stand up before continuing to flee.
- Characters who fail by 5 or more (roll 9 or lower) are pinned by the boulder and must succeed on a DC 15 Strength (Athletics) check to escape on their next turn.

2. Obstacles in the Corridor:

Each round introduces environmental challenges that characters must navigate while fleeing:

- Round 1: A collapsed section of floor creates a gap that must be jumped across (DC 12 Strength [Athletics] check). Failing this check causes the character to fall prone.
- Round 2: Hanging vines obscure vision and slow movement. Characters must succeed on a DC 13 Dexterity (Acrobatics) check to avoid getting entangled. Failure reduces their movement speed by half for this round.
- Round 3: The corridor narrows sharply, requiring characters to squeeze through (DC 14 Dexterity [Acrobatics] check). Failing this check stops their movement entirely for the round.

STOPPING OR SLOWING THE BOULDER:

The enchanted boulder can be slowed or stopped with creative problem-solving:

- Shatter Spell: Casting *shatter* deals damage directly to the boulder. If it takes at least 20 points of thunder damage from one or more *shatter* spells, it cracks and slows its speed to 30 feet per round.
- Mold Earth Spell: Casting *mold earth* can create a trench or barrier in the corridor. A successful use of this spell slows the boulder for one round.
- Strength Check: A character can attempt to brace against the boulder with raw strength (DC 18 Strength [Athletics] check). Success slows its speed by half for one round but deals 2d10 bludgeoning damage to the character from the strain.

COUNTERMEASURES:

1. Teleportation or Flight: Spells like *misty step*, *dimension door*, or *fly* allow characters to bypass obstacles and escape more quickly.
2. Teamwork Solutions: Characters can assist each other with abilities like *guidance* or *bardic inspiration* to improve saving throws during critical moments.
3. Environmental Manipulation: Clever use of spells like *wall of stone*, *grease*, or *spike growth* can impede or divert the boulder's path.

ROLEPLAYING NOTES:

The Rolling Boulder of Ubtao is not just a physical challenge but also a thematic test of quick thinking and teamwork under pressure. As it rolls, describe how its labyrinthine carvings glow faintly, as if Ubtao himself is watching and judging their actions. If characters successfully stop or evade the boulder through clever means, emphasize how its glowing patterns dim and fade as if acknowledging their ingenuity.

This cinematic trap adds tension and excitement while reinforcing Ubtao's themes of resourcefulness and cooperation!



TRAP: PUZZLE DOOR OF UBTAO

- Type: Magical Puzzle Trap
- Trigger: Incorrect Activation
- Difficulty Rating: Moderate

DESCRIPTION:



This wooden door, carved with Ubtao's labyrinthine patterns, sits atop a 7-foot-high ledge. The ceiling above is low, only 9 feet high, making the space cramped for larger creatures. The door has no visible handle or latch, but four faintly glowing squares are etched into its surface. To open the door, adventurers must solve a puzzle inspired by Ubtao's parable of the "Man and Crocodile," requiring cooperation between two individuals. However, failure to follow the correct sequence or method triggers a magical defense that punishes intruders.

TRAP MECHANICS:

DETECTION:

1. Glyph of Warding:
 - A glyph of warding is hidden on the door and triggers if the puzzle is solved incorrectly. Characters can detect the glyph with a thorough search and a successful DC 13 Intelligence (Investigation) check.
 - If detected, a character can attempt to disarm the glyph with a DC 15 Intelligence (Arcana) check or disable it using *dispel magic*.

2. Puzzle Clue:

- The glowing squares hint at the solution but do not provide explicit instructions. Characters examining the carvings (DC 12 Intelligence [Religion]) recognize the "Man and Crocodile" motif as a symbol of trust and cooperation.

PUZZLE SOLUTION:

To open the door safely, adventurers must emulate Ubtao's parable by working together as a rider/carrier team:

1. The bottom two glowing squares must be pressed simultaneously by the carrier (the person holding another creature).
2. The top two glowing squares must be pressed simultaneously by the rider (the person being carried).
3. The squares must be pressed in order from bottom to top, requiring coordination between both individuals.

If this sequence is followed correctly, the door swings open smoothly into Area 6E.

TRIGGER:

If incorrect squares are pressed, pressed in the wrong order, or pressed by the wrong individuals (e.g., one person tries to activate all squares alone), the glyph of warding activates and casts a *thunderwave* spell at 2nd level.

EFFECT:

1. Thunderwave Spell:



ROLEPLAYING NOTES:

The Puzzle Door of Ubtao is designed to test characters' ability to cooperate under pressure while reinforcing Ubtao's teachings about trust and teamwork. If they fail repeatedly or act selfishly, describe how Ubtao's labyrinthine carvings dim or crack in disapproval. Success should feel rewarding and thematic, emphasizing their growth as a team.

For added tension, describe how faint rumbling sounds from deeper within the shrine grow louder as they struggle with this puzzle—hinting at further dangers ahead!

- Every creature on the ledge must make a DC 13 Constitution saving throw.
 - On a failed save, creatures take 9 (2d8) thunder damage, are pushed 10 feet away from the door, and fall into Area 6C below. Falling into Area 6C triggers its trap (e.g., pit trap or flame tiles).
 - On a successful save, creatures take half damage and are not pushed off the ledge.
2. If characters fall into Area 6C and trigger its trap, they must deal with its hazards before attempting to climb back up to retry the puzzle.

COUNTERMEASURES:

1. Detect Magic or Glyph Detection: Spells like *detect magic* can reveal the glyph of warding before it triggers.
2. Dispel Magic: Casting *dispel magic* disables the glyph for 1 hour.
3. Teamwork Solution: Characters who work together as a rider/carrier team can bypass the trap entirely by solving the puzzle correctly.
4. Environmental Manipulation: Spells like *fly*, *spider climb*, or *mage hand* might allow creative solutions to interact with the glowing squares without triggering mistakes.

TRAP: TREASURY CHAMBER OF UBTAO

- Type: Mechanical and Magical Trap
- Trigger: Glyph Activation, Puzzle Failure, or Improper Handling of Treasure
- Difficulty Rating: Hard

DESCRIPTION:



The Treasury Chamber is a towering, dusty room with a 40-foot-high ceiling and a 20-foot-wide floor littered with dinosaur bones. Webs stretch from the walls to a central 30-foot-tall pillar, coiled around which is a narrow stone staircase. Reliefs of Ubtao's parable, "Man and Crocodile," are carved into the pillar, winding alongside the staircase to its summit. At the top sits a large, beautiful ceramic jug—the legendary alchemy jug, revered as a gift from Ubtao. The chamber tests intruders' ability to emulate Ubtao's teachings of trust and cooperation while punishing greed and recklessness.

TRAP MECHANICS:

STAIRCASE CHALLENGES:

1. Balancing Act:

- The staircase is only 2 feet wide, with steps rising 1 foot higher than the one below it.
- A rider/carrier team attempting to ascend must make simultaneous DC 10 Dexterity (Acrobatics) checks on each turn they are on the staircase.
- If both checks fail, the rider and carrier fall, taking 2d6 bludgeoning damage and landing prone at the bottom of the stairs.

2. Trapped Steps:

- Four steps (3rd, 10th, 17th, and 23rd) are enchanted with glyphs of warding. These glyphs trigger when stepped on unless the characters are emulating "Man and Crocodile" (rider/carrier team).
- Each triggered glyph releases a 20-foot-radius sphere of lightning centered on the step. All creatures in the area must make a DC 13 Dexterity saving throw, taking 22 (5d8) lightning damage on a failed save or half as much on success.
- Characters emulating "Man and Crocodile" have disadvantage on this saving throw if they trigger the glyphs.

3. Collapsing Steps:

- In addition to glyphs, certain steps collapse into spike-filled pits below when stepped on (DC 15 Dexterity saving throw). Falling characters take 3d6 piercing damage and land prone in the pit before climbing out.

TREASURE TRIGGERS:

1. Alchemy Jug Guardian:

- At the summit of the pillar, an ancient spectral crocodile guards the alchemy jug. It poses riddles related to trust and cooperation before allowing access to the treasure.
- Failing these riddles causes the guardian to attack (use stats for *specter*, MM p. 279). The guardian vanishes after 1 minute or upon defeat.

2. Improper Handling of Treasure:

- If anyone picks up the alchemy jug without emulating "Man and Crocodile" (rider/carrier team), loose bricks begin falling from the ceiling for 3 rounds:
- Every creature in the chamber must make a DC 13 Dexterity saving throw at the start of their turn, taking 10 (3d6) bludgeoning damage on a failed save or half as much on success.
- After 3 rounds, the bricks stop falling, leaving rubble that turns the floor into difficult terrain.

ADDITIONAL TREASURE:

Alongside the alchemy jug lies an obsidian amulet engraved with Ubtao's symbol. This amulet allows its wearer to cast *water walk* or *speak with animals* as a ritual once per day. The amulet can only be safely retrieved by emulating "Man and Crocodile."

RIDDLES

THE SHARED BURDEN

"I am heavy when held alone, but lighter when shared. Without me, progress halts. What am I?"

Answer: Responsibility.

THE TWO KEYS

"I have two keys, but neither can open a door without the other. Together, they unlock the path ahead. What are we?"

Answer: Trust and communication.

THE BRIDGE OF FAITH

"I stretch across the divide, but I cannot hold without both sides. What am I?"

Answer: A bridge.

THE SILENT GUIDE

"I speak no words, yet I show the way. Alone I falter; together, we stay. What am I?"

Answer: A map or a compass.

THE PUZZLE OF UNITY

"I am one when alone, but stronger in pairs; with many, I can move mountains. What am I?"

Answer: A team or a chain.

COUNTERMEASURES:

1. Detecting Glyphs:
 - Dust obscures glyphs on trapped steps. Clearing away debris and succeeding on a DC 13 Intelligence (Investigation) check reveals their presence.
2. Disabling Glyphs:
 - Casting *dispel magic* disables glyphs for 1 hour.
3. Avoiding Collapsing Steps:
 - Characters can use spells like *detect magic* or *find traps* to identify dangerous steps before triggering them.
4. Teamwork Solution:
 - Emulating "Man and Crocodile" bypasses all traps safely, including glyphs and collapsing steps.
5. Combat Preparations:
 - Characters can prepare for combat with the spectral crocodile by solving its riddles correctly or using spells like *protection from evil and good*.

ROLEPLAYING NOTES:

The Treasury Chamber is designed to reward teamwork while punishing greed or impatience. Describe how Ubtao's labyrinthine carvings glow faintly when characters act cooperatively but dim if they fail repeatedly or act selfishly.

If players succeed through teamwork, emphasize how their actions resonate with Ubtao's teachings—perhaps even hinting at divine favor through subtle environmental cues like glowing reliefs or calming jungle sounds!

Obsidian Amulet of Ubtao

Wondrous Item, uncommon (requires attunement)



Description:

This amulet is carved from a single piece of polished obsidian, its surface catching the light like rippling water. Engraved into the stone is Ubtao's labyrinthine symbol, faintly glowing with a green hue when held. The amulet radiates a calming warmth, and its power seems to resonate with the natural rhythms of the jungle. It carries the blessing of Ubtao, granting its wearer abilities tied to the primal forces of Chult.

BASE ABILITIES (LEVEL 4):

1. Water Walk (Ritual): Once per day, the wearer can cast *water walk* as a ritual. This ability allows them and up to 10 willing creatures to move effortlessly across water or other liquid surfaces.

UPGRADE AT LEVEL 6:

When the wearer reaches Level 6 and continues attuning to the amulet, its power deepens as Ubtao's favor grows stronger.

UBTAO'S BLESSING:

2. The wearer gains advantage on Wisdom (Survival) checks made in jungle environments. Additionally, they can sense the presence of natural hazards within 30 feet (such as quicksand, poisonous plants, or unstable ground). This ability does not reveal traps created by intelligent creatures.

UBTAO'S BLESSING: THE ROPE BRIDGE TRIAL

TRIGGER:

As the adventurers retrieve the alchemy jug from the top of the shrine's pillar, the air grows still and heavy. The faint glow of Ubtao's labyrinthine carvings on the walls intensifies, and a deep, resonant voice fills the chamber. It is Ubtao himself, addressing the party.

UBTAO'S VOICE: A DIVINE CHOICE

The voice of Ubtao echoes through the shrine, powerful yet calm, carrying an ancient wisdom that resonates in the hearts of all present:

"You have proven yourselves worthy by honoring trust and cooperation. The trials of my shrine were not mere tests but lessons—lessons in unity, vigilance, and perseverance. You carry now a relic of my favor, but I offer you more than treasure. I offer you purpose."

"Should you choose to accept my blessing, I will grant you the opportunity to reshape your destiny. Step forward, and I shall guide you to a place where your strength will be tested anew—a trial that will reveal your true path."

THE ADVENTURERS ARE GIVEN A CHOICE:

- Accept Ubtao's blessing to change their background and face his trial.
- Decline and leave with only the alchemy jug.

If they accept, the chamber fills with radiant light as Ubtao transports them to another location.

THE ROPE BRIDGE TRIAL



The adventurers find themselves standing at one end of a precarious rope bridge spanning a deep gorge. The jungle stretches endlessly around them, its vibrant colors muted by an eerie mist that clings to the gorge below. The faint roar of a river echoes from far below, accompanied by the occasional growl of predators lurking in the shadows.

UBTAO'S VOICE SPEAKS AGAIN:

"This bridge represents more than a path—it is a reflection of your journey. To cross safely requires trust in one another and faith in your abilities. But beware: dangers lie ahead for those who falter or act alone."

OVERVIEW:

The adventurers come across a precarious rope bridge spanning a deep gorge in the jungle. The bridge sways in the humid breeze, its ropes frayed and its wooden planks slick with moss. Below, a rushing river teems with crocodiles, their heads occasionally breaking the surface. Above, shadows of flying predators circle ominously. Crossing this bridge will require trust, teamwork, and creative problem-solving to avoid disaster.

SETUP:

The rope bridge is 80 feet long and 5 feet wide, stretching across a gorge that is 60 feet deep. The bridge's condition is poor due to age and exposure to the elements. Several planks are missing, and some ropes appear frayed. The gorge is surrounded by dense jungle foliage, with vines hanging down into the abyss.

CHALLENGE MECHANICS:

Characters must navigate the unstable bridge carefully:

1. Balance Checks:

- Solo Crossing: Each character crossing alone must make a DC 12 Dexterity (Acrobatics) check to maintain balance on the swaying bridge. Failure causes the character to slip or stumble, reducing their movement speed by half for this round.
- Team Crossing – Man and Crocodile: If one character carries another (emulating "Man and Crocodile"), they gain advantage on all checks related to spotting weak planks or frayed ropes (see below). However, both characters must make simultaneous DC 10 Dexterity (Acrobatics) checks each turn to maintain balance. If either fails, both characters stumble or fall prone on the bridge.

2. Structural Weakness:

- Several planks are missing or rotten:
- DC 15 Wisdom (Perception) Check: To spot weak planks or frayed ropes before stepping on them.
- Stepping on a weak plank causes it to break (DC 15 Dexterity saving throw; failure results in falling through the gap and dangling from the bridge by one hand). A dangling character must succeed on a DC 13 Strength (Athletics) check to climb back up.

3. Environmental Hazards:

- Slick Moss: The planks are slippery due to moss growth, imposing disadvantage on Dexterity checks unless precautions are taken (e.g., cleaning moss off planks or using rope for stability).
- Wind Gusts: Sudden gusts of wind force characters to make a DC 12 Dexterity saving throw or lose their footing momentarily.

TEAMWORK FEATURES – INSPIRED BY "MAN AND CROCODILE":

1. Carrying Another Character:

Emulating "Man and Crocodile," one character can carry another across the bridge:

- The carrier gains advantage on spotting weak planks or frayed ropes due to their elevated perspective (DC 15 Wisdom [Perception] checks).
- The rider can use their action to assist with balance checks (providing +2 to the carrier's roll).

2. Shared Burdens:

Characters carrying one another can bypass certain hazards:

- Weak Planks: If a rider/carrier team steps on a weak plank, only the carrier must make a saving throw (the rider is automatically safe).
- Wind Gusts: A rider can help stabilize their carrier during sudden gusts by succeeding on a DC 10 Strength check as a reaction.

3. Team Coordination:

- If two characters cross simultaneously as separate individuals, they must coordinate movements carefully:
- Both characters must succeed on DC 12 Dexterity saving throws each round to avoid colliding or destabilizing each other's footing.

COMBAT ENCOUNTER:

As adventurers begin crossing, predators lurking nearby take notice:

1. Flying Predators (Round 1):

A pair of *pteranodons* (MM p. 79) swoop down from above, attempting to knock characters off the bridge:

- Dive Attack: Pteranodons target characters crossing the bridge with melee attacks (DC 13 Strength saving throw; failure results in being knocked prone or pushed toward the edge of the bridge).
- If knocked off, characters can attempt to grab onto vines hanging from the gorge walls (DC 15 Dexterity saving throw).

2. Ground Threats (Round 3):

Jungle predators emerge from either side of the gorge:

- On one side: A *deinonychus* pack (MM p. 79) waits for stragglers at the start of the bridge.
- On the opposite side: A hungry *allosaurus* (MM p. 79) roars and charges toward those who have crossed.

3. Crocodiles Below (Ongoing):

If any character falls into the gorge, they land in a river filled with crocodiles (giant crocodile, MM p. 324):

- Crocodiles attack immediately unless distracted with food or spells like *animal friendship*.

ENVIRONMENTAL DANGER – BRIDGE COLLAPSE:

As combat progresses or if multiple characters cross simultaneously without caution, sections of the bridge begin snapping under pressure:

- Characters must succeed on a DC 15 Dexterity saving throw as sections of the bridge collapse behind them each round starting at Round 4.
- Those who fail fall into the gorge but can attempt to grab onto hanging vines (DC 13 Strength [Athletics] check) or swim through crocodile-infested waters.

RESOLUTION:

- Successfully crossing earns characters safe passage across the gorge and potential rewards:
- Hidden Treasure: A small pouch containing gemstones worth 50 gp is tied to one of the frayed ropes near the center of the bridge (DC 15 Perception check to spot).
- If characters fall into the gorge:
- They face additional dangers such as crocodiles (*giant crocodile*, MM p. 324) or carnivorous fish (*quippers*, MM p. 335) in the river below.
- Characters who defeat predators may find trophies such as dinosaur teeth or feathers that can be sold in Port Nyanzaru.

ROLEPLAYING NOTES:

- Describe how each step feels precarious—the creaking ropes, swaying planks, and humid jungle air heighten tension.
- Emphasize teamwork opportunities through "Man and Crocodile" mechanics:
- Characters working together should feel rewarded for trusting one another.
- If players fail repeatedly or act selfishly, describe how their actions destabilize others nearby.
- Add cinematic flair with environmental cues like distant roars echoing through the gorge or shadows of flying predators circling overhead.

This encounter combines environmental hazards, combat challenges, teamwork mechanics inspired by Chultan lore, and opportunities for creative problem-solving!

COMPLETION OF THE TRIAL:

Once all adventurers cross safely or overcome dangers in the gorge,

UBTAO SPEAKS AGAIN:

"You have crossed not merely a bridge but a threshold—a passage into new understanding. My blessing is yours to accept if you so choose."

Each character who wishes may change their background to one tied to Chult (e.g., Jungle Guide, Dinosaur Wrangler, Spirit Speaker, Treasure Hunter, Archaeologist - **See appendix**). This transformation represents Ubtao's divine favor reshaping their destiny.

RETURN TO CAMP RIGHTEOUS

UBTAO'S BASTION

After completing the trial, the adventurers are transported back to the entrance of the Statue. Ahead, the camp appears subtly transformed—the jungle vines that once choked its structures have receded slightly, revealing its potential as a defensible base for future expeditions.

Ubtao's voice echoes one last time:

"This place was built upon my teachings but abandoned by those who lacked vigilance. Now it shall serve as your bastion—a sanctuary for those who honor trust and cooperation."

"Use this camp wisely. It will provide shelter from Chult's dangers but demands care and respect in return. Build upon its ruins; let it grow as you grow."

CAMP FEATURES:

1. Bastion Mechanics:

- Camp Righteous becomes a bastion under the party's control.
- Adventurers can repair its structures (e.g., tents, burned-out shrine) over time using resources gathered from nearby ruins or jungle expeditions.
- Once restored, it provides benefits such as:
- Safe resting areas immune to random encounters.
- Storage for treasure and supplies.
- A base for hiring guides or allies.

2. Divine Favor:

- As long as adventurers honor Ubtao's teachings (e.g., trust, cooperation), they gain advantage on Wisdom (Survival) checks within 10 miles of Camp Righteous.
- If they act selfishly or disrespectfully toward Chult's natural order (e.g., harming wildlife unnecessarily), Ubtao's favor diminishes.

ROLEPLAYING NOTES:

- Describe how Ubtao's voice carries both power and serenity, instilling awe in those who hear it.
- Emphasize how Camp Righteous feels subtly blessed after their return—light filters through jungle foliage more warmly, and faint labyrinthine patterns appear on its structures.
- Encourage players to use Camp Righteous creatively as their bastion while tying its growth to their actions in Chult.

This section ties together divine intervention, teamwork mechanics inspired by Chultan lore, and bastion-building opportunities for long-term campaign development!

POTENTIAL BASTION UPGRADES

DINOSAUR FORGE



A specialized crafting facility where dinosaur bones, scales, and claws are transformed into weapons and armor imbued with primal power.

Description:

A circular forge built from dark volcanic stone, with a central firepit that glows faintly green from enchanted coals. Dinosaur bones and scales hang from racks along the walls, while tools crafted from obsidian and steel glint in the firelight. The air smells of smoke and primal energy.

Benefits:

Unlocks the ability to craft dinosaur-themed weapons (e.g., bone swords, claw daggers) and armor (e.g., scale mail, hide shields). **Recipes are in the Appendix**

Weakness:

Requires dinosaur materials (bones, scales, claws) harvested from creatures in Chult. If no materials are available, the forge cannot function for that week.

Upgrade:

At Level 9, the forge can craft magical dinosaur-themed items with properties such as increased AC or elemental damage.

Costs

- Cost: 1,000 gp
- Time to Build: 45 days

Description:

A medium-sized, specialized crafting facility that requires skilled labor and enchanted tools to process dinosaur materials into weapons and armor.

Reasoning:

This facility is similar in complexity to a smithy or workshop, which typically costs around 1,000 gp for a "roomy" facility.

UBTAO'S MEDITATION CHAMBER

A sacred space dedicated to Ubtao's teachings where adventurers can reflect on their journey and gain divine insight.

Description:



TA serene, open-air structure surrounded by intricately carved stone pillars depicting Ubtao's labyrinths. The floor is a mosaic of jungle greens and golds, forming a labyrinthine pattern. Glowing crystals line the walls, casting soft light that shifts like sunlight filtering through leaves.

Benefits:

- Once per long rest, characters can meditate here to gain temporary hit points equal to their level + Wisdom modifier.
- Characters who meditate in this chamber gain advantage on Wisdom (Survival) checks for 24 hours.

Weakness:

Characters who act selfishly or dishonor Ubtao's teachings (e.g., harming innocents or breaking promises) lose access to this facility until they perform an act of atonement.

Upgrade:

At Level 9, meditation in this chamber grants resistance to necrotic damage for 24 hours.

COSTS

- Cost: 500 gp
- Time to Build: 20 days

Description:

A small sacred space adorned with carvings and crystals dedicated to Ubtao's teachings.

COSTS

Reasoning:

This facility is relatively simple and falls under the "cramped" category, making it less expensive than larger or more complex facilities.

DINOSAUR STABLES

A facility designed to house and train dinosaurs as mounts or companions.

Description:



A sturdy enclosure reinforced with thick wooden posts and jungle vines, designed to house massive creatures. Feeding troughs are filled with fresh vegetation, and training rings made of rope and bone sit nearby. The occasional roar or screech echoes from within as dinosaurs move restlessly.

Benefits:

- Allows characters to tame dinosaurs (e.g., velociraptors, triceratops) as mounts or allies over time. Taming requires consecutive Animal Handling checks over several days.
- Tamed dinosaurs can serve as Bastion defenders during attacks or accompany characters on their adventures.

Weakness:

Dinosaurs require constant care; failure to provide food or attention causes them to become unruly or leave the Bastion temporarily.

Upgrade:

At Level 9, tamed dinosaurs gain enhanced abilities such as increased movement speed or resistance to fear effects.

COSTS

- Cost: 1,000 gp
- Time to Build: 45 days

Description:

A medium-sized facility designed to house and train dinosaurs as mounts or allies, requiring reinforced structures and specialized enclosures.

Reasoning:

Similar in scope to a stable or menagerie, which typically costs around 1,000 gp for a “roomy” facility.

JUNGLE ALCHEMY LAB

A facility for crafting potions and poisons using Chult's unique flora and fauna.

Description:



A small hut made of woven jungle reeds and reinforced with dinosaur hide, its interior packed with shelves of jars filled with colorful herbs, venom sacs, and glowing liquids. A central workbench is cluttered with alchemical tools, and the air is thick with the earthy scent of crushed plants and brewing potions.

Benefits:

- Allows characters to craft potions such as healing potions, antidotes for jungle diseases, or poisons that deal additional damage over time.
- Characters gain advantage on Intelligence (Nature) checks when harvesting ingredients from the jungle while this facility is active.

Weakness:

Requires rare ingredients from Chult's jungle; if no ingredients are available after a week of adventuring, crafting is delayed until more are acquired.

Upgrade:

At Level 9, the lab can produce magical potions such as Potion of Resistance or Potion of Speed.

COSTS

- Cost: 1,000 gp
- Time to Build: 45 days

Description:

A medium-sized alchemical lab equipped for crafting potions and poisons using jungle ingredients.

Reasoning:

This facility is comparable to a laboratory or greenhouse in complexity and cost.

LABYRINTHINE DEFENSES

A defensive upgrade inspired by Ubtao's labyrinths that confuses attackers and protects the Bastion.

Description:



A maze of twisting stone walls covered in moss and carved with Ubtao's labyrinthine symbols surrounds the camp. Vines hang down from the walls, partially obscuring hidden paths that shift subtly over time. The maze feels alive, as if it watches intruders with unseen eyes.

Benefits:

During Bastion attacks, enemies must succeed on DC 15 Intelligence saving throws or become lost within the maze-like defenses for one round before reaching the camp proper.

- Defenders inside the Bastion gain advantage on attack rolls against creatures affected by the maze effect.

Weakness:

The maze requires constant maintenance; failure to repair damaged sections reduces its effectiveness until restored (costing 50 gp per section).

Upgrade:

At Level 9, labyrinthine defenses gain magical enhancements: attackers take 1d6 psychic damage each round they remain lost within the maze.

COSTS

- Cost: 3,000 gp
- Time to Build: 125 days

Description:

A vast network of maze-like walls inspired by Ubtao's labyrinths, designed to confuse attackers and protect the Bastion.

Reasoning:

As a large-scale defensive structure, this falls under the "vast" category, similar to building walls around a bastion (250 gp per square) or other expansive upgrades.

OUTSIDE THREATS

While exploring inside, Yokka's goblin band sets traps on the steps outside:

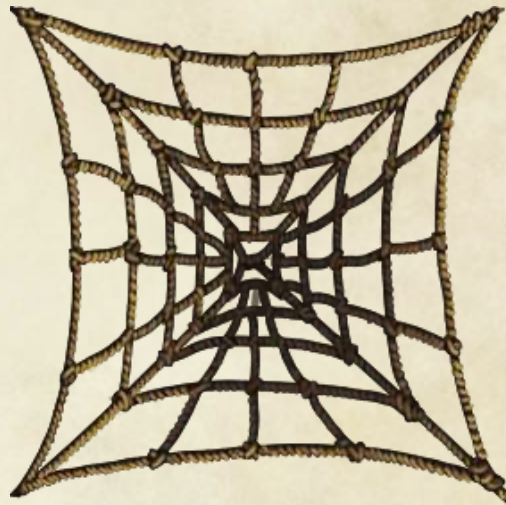
- **Net Traps:** A concealed net drops from trees when triggered by Yokka. Anyone caught in the net must make a DC 10 Dexterity saving throw or become unable to move. The area then becomes difficult terrain.
- All effects of the temple restricting the use of flying powers, jumps, etc are now released and able to be used again.
- **Luring Undead:** Yokka uses animal horns to attract undead toward the camp while waiting for adventurers to emerge. See Yokka's stat block for how this skill works.



IN-GAME: YOKKA ATTACKS!



NET TRAP IMAGE



APPENDIX NEW BACKGROUNDS – SUMMARY

1. JUNGLE GUIDE

Expert in navigating Chult's treacherous terrain.



- Skills: Nature, Survival
- Tools: Herbalism kit

Feature:

Pathfinder's Instincts – Navigate jungle terrain with ease, forage food and water for your party, and avoid getting lost.

- Quest to Unlock upgrades: Clear an overgrown sacred path dedicated to Ubtao, overcoming natural hazards and a guardian spirit.

2. DINOSAUR WRANGLER

Skilled at taming and handling Chult's mighty dinosaurs.



- Skills: Animal Handling, Athletics
- Tools: Leatherworker's tools

Feature:

Beast Whisperer – Gain advantage on Animal Handling checks with dinosaurs and tame wild beasts over time.

- Quest to Unlock upgrades: Subdue and tame the rampaging tyrannosaurus "Thunderfang" terrorizing trade routes.

3. SPIRIT SPEAKER

Communes with the spirits of Chult's sacred sites.



- Skills: Religion, Insight
- Tools: Calligrapher's tools or painter's supplies

Feature:

Voice Beyond the Veil – Perform rituals to ask questions of spirits tied to ruins or sacred sites.

- Quest to Unlock upgrades: Put restless spirits to rest in the haunted Whispering Grove after surviving their spectral trials.

4. TREASURE HUNTER

A daring opportunist who thrives on risk and reward.



- Skills: Perception, Sleight of Hand
- Tools: Thieves' tools or jeweler's tools

Feature:

Eye for Value – Spot hidden compartments, traps, and appraise treasures instantly.

- Quest to Unlock upgrades: Retrieve the legendary Jewel of Kakarak from a trap-laden temple without triggering its curse.

5. EXPERT ARCHAEOLOGIST

Historian and adventurer driven by the thrill of discovery.



- Skills: History, Survival
- Tools: Cartographer's tools or navigator's tools

Feature:

Historical Knowledge – Identify ruins' origins, determine artifact properties, and assess their value.

- Quest to Unlock upgrades: Locate the Tomb of Zakalor, solve its ancient puzzles, and recover its treasures while avoiding deadly traps.

EXPERT ARCHAEOLOGIST

CHARACTERISTICS

Archaeologists are driven by the thrill of discovery and the mysteries of the past. They are equal parts scholar and adventurer, combining bookish curiosity with daring exploration. Some seek fame and fortune; others are dedicated to preserving history from those who would exploit it. Their motivations might be noble or self-serving, but their expertise makes them invaluable in dangerous expeditions.

UPGRADES QUEST

LEGENDS SPEAK OF ZAKALOR, AN ANCIENT CHULTAN king buried with treasures beyond imagining in his hidden tomb deep within the jungle. A scholar from Port Nyanzaru hires you to locate Zakalor's tomb before treasure hunters desecrate it.

- Skill Proficiencies: History, Survival
- Tool Proficiencies: Cartographer's tools or navigator's tools
- Languages: One of your choice

WEAKNESS: ACADEMIC FRAGILITY:

Years spent studying artifacts and ruins have left your body less prepared for physical hardship. You have disadvantage on Constitution saving throws against exhaustion caused by extreme heat or forced marches in jungle terrain unless you take precautions (e.g., drinking water regularly, resting in shade).

- Equipment: A wooden case containing a map to a ruin or dungeon, a bullseye lantern, a miner's pick, a set of traveler's clothes, a shovel, a two-person tent, a trinket recovered from a dig site (roll or choose from the Signature Item table), and a pouch containing 25 gp.

FEATURE: ENHANCED HISTORICAL KNOWLEDGE

You have an exceptional understanding of ancient civilizations and their artifacts. When you enter a ruin or dungeon:

- You can correctly ascertain its original purpose and determine its builders (e.g., dwarves, elves, humans, yuan-ti).
- You gain advantage on Intelligence (History) checks to recall lore about ancient ruins, artifacts, or civilizations.
- By spending an hour studying an artifact or relic, you can identify its magical properties without the need for spells like *identify*.

- Additionally, you can determine the monetary value of art objects more than a century old with perfect accuracy.

UNLOCKABLE SKILLS:

Your expertise in archaeology grows as you advance in level and gain deeper insights into the mysteries of ancient Chult.

Level 4: Relic Whisperer

You can cast *detect magic* as a ritual once per long rest when examining ruins or artifacts. Additionally:

- You gain proficiency in one additional language of your choice related to ancient civilizations (e.g., Draconic for yuan-ti ruins or Primordial for elemental sites).

Level 6: Ruin Explorer

You have honed your skills in navigating dangerous ruins. When exploring dungeons or ruins:

- You gain advantage on Wisdom (Perception) checks to spot hidden doors, traps, or secret compartments.
- You can move at full speed while searching for traps.

Level 10: Keeper of Forgotten Lore

Your deep knowledge of ancient magic and history grants you incredible insight. Once per long rest:

- You can cast *legend lore* without expending a spell slot when studying an artifact, ruin, or historical site tied to Chult's past.

Additionally:

- You gain resistance to psychic damage caused by magical traps or effects tied to ancient ruins.



JUNGLE GUIDE

CHARACTERISTICS

Jungle Guides are resourceful survivalists who know how to navigate Chult's unforgiving terrain. They are often practical, fearless, and deeply attuned to the natural world.

UPGRADES QUEST

THE LOST PATH OF UBTAO QUEST

A local Chultan village has fallen on hard times due to a series of unnatural storms destroying their crops and homes. The village elder believes the storms are a punishment from Ubtao, as an ancient jungle path dedicated to him has been overgrown and forgotten. The elder hires the party to locate and clear this sacred path deep within the jungle.

- Skill Proficiencies: Nature, Survival
- Tool Proficiencies: Herbalism kit
- Languages: Chultan

WEAKNESS: HEAT INTOLERANCE:

Due to your constant exposure to the jungle's oppressive heat, you cannot wear heavy armor or metal medium armor (such as chain shirts or breastplates) without suffering penalties. If you do, you gain one level of exhaustion at the end of each hour unless you succeed on a DC 15 Constitution saving throw.

- Equipment: A set of traveler's clothes, a machete (functions as a handaxe), an herbalism kit, a map of Chult (incomplete and outdated), a small carved idol of Ubtao or another jungle deity, and a pouch containing 15 gp.

FEATURE: PATHFINDER'S INSTINCTS

You are adept at navigating the treacherous jungles of Chult. When traveling for an hour or more in the jungle:

- You and your companions ignore difficult terrain caused by natural hazards like vines, mud, or dense foliage.
- You can always forage enough food and water for yourself and up to five other creatures in the jungle.
- You gain advantage on Wisdom (Survival) checks to avoid getting lost.

UNLOCKABLE SKILLS:

Level 4: Jungle Tracker

You gain advantage on Wisdom (Survival) checks to track creatures in jungle terrain. Additionally, you can identify the tracks of dinosaurs and other large beasts native to Chult with ease.

Level 6: Poison Resistance

Your familiarity with the dangers of the jungle has hardened you against its toxins. You gain resistance to poison damage from natural sources (e.g., poisonous plants, insects).

Level 10: Jungle Guardian

You can cast *pass without trace* once per long rest without expending a spell slot.

Additionally:

- You gain immunity to natural diseases caused by the jungle environment (e.g., jungle fever).



DINOSAUR WRANGLER

CHARACTERISTICS

Dinosaur Wranglers are rugged adventurers who have earned their place in the wild through grit and determination. They respect the primal power of Chult's creatures and often see themselves as protectors or partners rather than masters.

UPGRADES QUEST

THE RAMPAGING THUNDER LIZARD

A massive tyrannosaurus rex known as "Thunderfang" has been terrorizing trade routes near Port Nyanzaru, destroying caravans and devouring livestock. The Merchant Princes offer a reward to anyone who can tame or drive off this beast without killing it, as it is considered sacred by local tribes.

- Skill Proficiencies: Animal Handling, Athletics
- Tool Proficiencies: Leatherworker's tools
- Languages: One exotic language (e.g., Draconic, Aarakocra, or Grung)

WEAKNESS: BEAST LOYALTY:

Your deep connection to dinosaurs and other beasts makes it difficult for you to harm them. When attacking beasts or dinosaurs, you must succeed on a DC 13 Wisdom saving throw to overcome your hesitation. On a failure, your attack misses automatically. This weakness does not apply if the creature is attacking you or your allies.

- Equipment: A whip, leatherworker's tools, a set of sturdy work clothes, a dinosaur tooth necklace (a trophy from your first tame), and a pouch containing 20 gp.

FEATURE: BEAST WHISPERER

You have an uncanny ability to calm and communicate with dinosaurs and other large beasts native to Chult. When interacting with dinosaurs:

- You gain advantage on Wisdom (Animal Handling) checks.
- Over time, you can attempt to tame wild dinosaurs by succeeding on consecutive Animal Handling checks over multiple days.

UNLOCKABLE SKILLS:

Level 4: Dinosaur Bond

You can cast *Speak with animals* once per long rest without expending a spell slot when interacting with dinosaurs or similar beasts. Additionally:

- You gain proficiency in saddles and harnesses designed for large creatures like dinosaurs.

Level 6: Primal Connection

Dinosaurs recognize you as a kindred spirit. When taming or riding dinosaurs, they instinctively trust you unless provoked. You also gain resistance to damage caused by unarmed attacks from beasts.

Level 10: Apex Wrangler

You can use your action to charm one beast within 30 feet for 1 minute (DC 15 Wisdom saving throw). This ability recharges after a long rest.

Additionally:

- Dinosaurs you tame gain temporary hit points equal to your level + your Wisdom modifier when entering combat under your command.



SPIRIT SPEAKER

CHARACTERISTICS

Spirit Speakers are mystics who walk the line between life and death, communing with unseen forces for guidance and protection. They are often enigmatic figures whose wisdom comes at great personal cost.

UPGRADES QUEST

A GROVE DEEP IN CHULT'S JUNGLE IS SAID TO BE haunted by restless spirits tied to an ancient yuan-ti massacre. Locals report hearing whispers in their dreams calling for help from brave adventurers willing to put these spirits to rest.

- Skill Proficiencies: Religion, Insight
- Tool Proficiencies: Calligrapher's tools or painter's supplies
- Languages: One exotic language (e.g., Abyssal or Primordial)

WEAKNESS: SPIRIT BURDEN:

Your connection to the spirit world leaves you vulnerable to its influence. You have disadvantage on saving throws against being frightened or charmed by undead or fiends. Additionally, if you desecrate a sacred site or fail to honor Ubtao's teachings (e.g., trust and cooperation), spirits may haunt you, causing disadvantage on Wisdom (Perception) checks for 24 hours.

- Equipment: A set of ceremonial robes, calligrapher's tools or painter's supplies (your choice), an obsidian dagger used in rituals, an offering bowl carved from bone, and a pouch containing 10 gp.

FEATURE: VOICE BEYOND THE VEIL

You have learned how to commune with the spirits that linger in Chult's sacred sites and ruins. Once per day, you can perform a ritual lasting 10 minutes to ask one question of the spirits tied to your current location. The spirits answer truthfully but cryptically. Additionally:

- You gain advantage on Charisma (Persuasion) checks when interacting with undead that are not immediately hostile toward you.

UNLOCKABLE SKILLS:

Level 4: Spirit Sense

You can cast *detect magic* as a ritual once per long rest when in ruins or sacred sites tied to Ubtao or other jungle deities. Additionally:

- You gain advantage on Wisdom (Insight) checks when discerning the motives of undead or spirits.

Level 6: Necrotic Resistance

Your connection to the spiritual world grants you resilience against its dangers. You gain resistance to necrotic damage caused by magical effects or undead creatures.

Level 10: Spirit Channeler

Once per long rest, you can cast *commune* without expending a spell slot when in ruins or sacred sites tied to Ubtao or other deities worshipped in Chult. Additionally:

- Friendly spirits may manifest around you during this ritual, providing cryptic warnings about future dangers.



TREASURE HUNTER

CHARACTERISTICS

Treasure Hunters are daring opportunists who thrive on risk and reward. They combine cunning intellect with nimble fingers to claim riches others wouldn't dare pursue!

UPGRADES QUEST

RUMOURS CIRCULATE ABOUT AN ANCIENT JEWEL HIDDEN in a ruined temple called *Kakarak*, said to be guarded by deadly traps and cursed guardians. A Merchant Prince hires you to retrieve it for their private collection but warns that no one who has entered *Kakarak* has returned alive.

- Skill Proficiencies: Perception, Sleight of Hand
- Tool Proficiencies: Thieves' tools or jeweler's tools
- Languages: One language of your choice

WEAKNESS: GREEDY IMPULSE:\

Your obsession with treasure makes it difficult for you to resist temptation. When encountering treasure hoards, you must succeed on a DC 13 Wisdom saving throw to avoid prioritizing treasure over other objectives (e.g., combat, exploration). On a failure, you spend your next action attempting to retrieve or examine the treasure instead of focusing on immediate threats.

- Equipment: Thieves' tools or jeweler's tools (your choice), an explorer's pack, gloves designed for delicate work, a small lockbox containing fake gems for bartering purposes, and a pouch containing 25 gp.

FEATURE: EYE FOR VALUE

You have an innate sense for spotting valuable items and hidden traps in treasure hoards. When searching for treasure in ruins or dungeons:

- You gain advantage on Intelligence (Investigation) checks made to locate hidden compartments or traps protecting valuables.
- You can appraise gems and jewelry instantly without needing special equipment.

UNLOCKABLE SKILLS:

Level 4: Trap Sense

You gain advantage on Dexterity saving throws against traps triggered by treasure chests or hoards.

Additionally:

- You can use thieves' tools to disarm magical traps if you succeed on an Intelligence (Arcana) check alongside your Dexterity check.

Level 6: Treasure Lore Expert

Your knowledge of rare artifacts deepens. By spending an hour studying an item, you can identify its magical properties without casting *identify*. Additionally:

- Once per long rest, you can reroll any failed Intelligence (Investigation) check related to treasure hoards.

Level 10: Master Opportunist

Once per long rest, when opening a trapped chest or hoard, you can automatically avoid triggering one trap if it is non-magical in nature. Additionally:

- If combat begins within 30 feet of treasure, you gain advantage on your initiative roll.



RIDDLES

Riddles asked by the spiritual crocodile in the Treasury Chamber of Ubtao

THE SHARED BURDEN

The necromancer's tower loomed in the distance, its dark spires piercing the sky. As the adventurers approached, they could feel the chill of death emanating from within

— Answer: Responsibility.

Teamwork Hint: This riddle encourages players to think about sharing burdens and working together to succeed.

THE TWO KEYS

"I have two keys, but neither can open a door without the other. Together, they unlock the path ahead. What are we?"

— Answer: Trust and communication.

Teamwork Hint: This riddle highlights the importance of mutual trust and open dialogue in overcoming challenges.

THE BRIDGE OF FAITH

"I stretch across the divide, but I cannot hold without both sides. What am I?"

— Answer: A bridge.

Teamwork Hint: This riddle symbolizes cooperation, as both sides must work together to create stability.

THE SILENT GUIDE

"I speak no words, yet I show the way. Alone I falter; together, we stay. What am I?"

— Answer: A map or a compass.

Teamwork Hint: This riddle encourages players to rely on shared tools and collective knowledge for navigation.

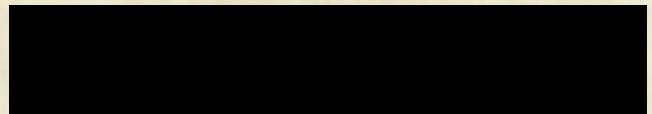
THE PUZZLE OF UNITY

"I am one when alone, but stronger in pairs; with many, I can move mountains. What am I?"

— Answer: A team or a chain.

Teamwork Hint: This riddle reinforces the idea that unity and collaboration amplify strength.

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CAMP RIGHTEOUS & SHRINE OF THE CROCODILE

Embark on a thrilling expansion of Tomb of Annihilation with new traps, encounters, and boons tied to the lore of Camp Righteous and Ubtao. Transform this abandoned camp into a fully functional player bastion, complete with jungle-themed upgrades to aid adventurers in Chult's treacherous wilderness.

New Jungle Trials: Face deadly traps, dynamic encounters, and environmental challenges inspired by Chultan mythology, including the legendary "Man and Crocodile."

Player Bastion System: Upgrade Camp Righteous with thematic facilities such as a Dinosaur Forge, Ubtao's Meditation Chamber, and Labyrinthine Defenses to prepare for the dangers of Chult.

Boons from Ubtao: Unlock divine blessings and five new jungle-themed backgrounds (Jungle Guide, Dinosaur Wrangler, Spirit Speaker, Treasure Hunter, and Archaeologist) that immerse players in Chult's primal setting.

Whether you're seeking new ways to challenge your players or enrich their connection to Ubtao's teachings, this supplement is packed with tools to enhance your campaign.

For use with 2024 Rules version of D&D 5e

