Dungrunglung

## Up ahead you see a massive wall of thorns, 20 feet in the air and stretching as far across as you can see. The wall appears to curve at either end, resulting in a giant circular formation. After several moments of searching you find an opening just large enough for a humanoid to squeeze through one at a time.

From inside you hear dozens of croaking sounds in all kinds of intonation and volume. After several minutes of listening you also hear the occasional human cry, and, at one point, the roaring of a tiger.

River: “They say that the grung have a stronghold in the swamps, surrounded by a maze of thorns. They host rituals for their god.”

## **Thorn Maze**

The walls of the thorn maze are 20-ft high, and magically resistant to both attacks and elemental damage. Any damage will be instantly repaired as the vines regrow. Trying to climb or touch a wall results in an attack:

(assaassin vine) +6, 2d6+4 bludgeoning damage, and the target becomes grappled and restrained as the vines pull them into the walls. (Escape DC 14). If the target is freed by their next turn, they take 6d6 poison damage.

Make a Survival check in between each encounter. DC 15. Requires six successes (maybe less if it becomes too long)

First (Success) - 1d4 ghouls

Second (Success) - Lusty croaks

Third (Success) - none

Fourth (Success) - Grungs on partrol

Fifth (fail) assassin vines

As you all move through a particularly thorny and tight corridor, large sections of the vine wall suddenly spring to life. You all become entangled in grasping vines all around you, [everyone roll a STR saving throw, DC 13. Failure= restrained], The area turns into difficult terrain.. In addition a large thorny vine snakes out and grabs [??, someone who made the save]

Takes an action and a DC 13 Athletics check to get unentangled. Escape DC from the Vine’s constrict is DC 14.

Six - (success) none

If PCs miss a Survival check, use the Pit encounter on Therin and George

Therin you’re concentrating so much on finding the right path that you and George both turn a corner and stumble headfirst into a concealed pit on the ground, falling 10 feet onto sharpened stakes.

You each take 1d6 bludgeoning from the fall, and 1d6 piercing from the spikes, and quickly realize they are coated with grung poison, 2d6 poison (DC 12 CON Saving throw to negate. The pit does look like you’ll be able to climb out without much issue, however.

If the PCs miss another survival check -

You get turn around for a moment and usher everyone back the other way you try to retrace your steps and right when you think you’re on the right path, you almost directly blunder into another patrol of green-skinned grung who croak at you angrily and raise their daggers.

You finally see an opening in the maze, and through it a lake surrounded by reed huts, ferns, and lily pads. Dozens of variously colored grung mill about the area, talking, swimming, and eating.

Rising up from a flat island in the middle of the lake is a 60ft tall shrine made of painted mud bricks, shaped in the likeness of a giant frog. Stairs climb from the lake shore to an open doorway carved into the frog’s fat belly.

Though the opening you see what looks like a pair of raggedly dressed figures locked in combat, each wielding daggers. One looks human while the other is a goblin. They’re clumsily fighting in knee-high water soaked in blood, and surrounded by grung. The grung in the temple are chanting one over and over, “Grunglung, grunglung, grunglung.”

If the PCs do not intervene, Oloma will kill the goblin after a time. The grung will cheer and their chant will change to DUNGRUNGLUNG as they feast on the goblin and escort Oloma back to the pens. Both combatants appear sluggish and exhausted.

If the PCs make themselves known the nearest grung will set up a warning croak that will echo throughout the area, drawing Grung. Nearby grung will pull daggers and attack, and at least half the orange grung will advance. More will come but they will offer to capture the PCs (or down them, then capture.

Travel in the Lake can result in a snake bite - 2d4 poison damage, DC 10 CON Saving throw for half damage

## Session 24

Mannix inside the wooden cage you see a human woman with short jet black hair. Her outfit might have once been military dress but now hangs in rags around her. It doesn’t take a doctor to see that she’s unwell, she’s sweating profusely and was sitting down with her head in her hands, until Therin-frog just one-shot swallowed the nearby guard. At that she glances up and looks wide-eyed at the frog. “What...the hell….?”

Insight DC 10 reveals she’s telling the truth and appears earnest. Medicine DC 10 reveals she’s clearly suffering from both mental anguish at her predicament, and physical exhaustion from being a prisoner.

**Oloma:** My name is Oloma Authdamar, first mate of the Star Goddess, under Captain Bravewing. Who..who are you?

We were sent on an expedition to explore Chult from the sky, but Our ship was attacked. Awful flying reptilian creatures ripped into her magnificent sails. Some of the crew, including me, were captured and as they began to take prisoners. I fear, I fear the ship crashed into the jungle.

When the captors stopped to rest, we were attacked by these frog creatures. They killed the fliers and dragged us back here. They keep prisoners, keep us drugged with their poison, and force them to fight each other. Some kind of blood ritual. This place is hell!

**Shipwreck?**

Yes! The Star Goddess is, was, a Halruaan skyship. We were sent on a mission to chart Chult from the air but it was more dangerous than we anticipated.

**When did the shipwreck happen?**

Hard to count the days in here, but I know it took them at least a couple days travel to get here, and I’ve been a prisoner here nearly a week. They caught some kind of ferocious humanoid tiger creature just a few days ago. I’m afraid they’ll make me fight it next.

**Who’s in charge?**

The leader is a gold-skinned frog, the only one I’ve seen. Wears a little crown and never leaves the temple. There’s a red one, wields a staff. Croaks out orders to everyone. I’ve seen it tend to the wall that surrounds this place. The green ones seem to be the common caste, while the orange ones are the warriors.

**Ritual?**

Every day the frogs select pairs of prisoners and force them to fight inside the temple. To refuse is to die. To lose the fight is to die. The frogs bathe themselves in the blood afterward. I’ve had to kill….\*she shakes her head bitterly\* The, the poison makes it easier, but afterward….

**Where’s the tiger?**

She gestures to the north. They keep the prisoners separated so we can’t talk or plan. Cages spread out all over this place. But guards are pretty lax. I don’t think they expect anyone to make it through the maze.

**Can you fight?**

Yes, fighting is the way I’ve survived this long. I’m unarmed though. They give us daggers once inside the temple and take them when we leave.

From around the corner of the giant frog-statue temple you see a small patrol of grung leading a familiar figure. Gillian appears to be disarmed and being lead at knife point towards the entrance of the temple.

Gillian you look over and note that one the orangeskin grung has equipment, including your weapons and scrolls, in a bundled sack.

At the same time another group of grung lead another recognizable figure from the other side of the temple. Azaka appears in a similar state to Oloma, visibly ill and distressed. Unlike Gillian the grung have her shackled around the neck and hands by a silver chain, and she appears to be both in pain and quite angry.

Oloma looks confused and says, “that’s weird, I’ve never seen either of them before. Must’ve just been caught?”

Gillian the grung march you inside the shrine, which is made up of one room filled with a shallow, biolumiscent pool. The water has a red color from a recent kill, and the bottom is littered with bones and fungi. At the back of the shine an elevated basin of water rises up 10 feet in the air, where a gold-skinned grung sits, surrounded by food, bones, and treasures. He claps his hands and makes a series of croaking announcements as the other woman is brought in, whom you immediately recognize.

Azaka doesn’t seem to give you the same acknowledgement and she has a frigtheningly feral look in her eyes.

The grung look at each other anxiously before a redskinned grung wielding a staff croaks at them, and they remove the chains and back off. As soon as the chains are removed Azaka growls in fury and rips the nearest grung apart as her body shifts and morphs into a humanoid tiger, whose eyes settle on you.

It’s been weeks since they’ve seen Azaka!

**Azaka:** I awoke in the canoe in the middle of the river. Sneaky batiri. I tried to get back but was attacked by gators, then soon hunted by Ubtao’s children [you all recognize the phrase chultans refer dinosaurs as]. The only way I could survive was by...giving in to my curse. The weeks have been a blur. I hunted and killed like an animal. But as a tracker I followed. The creature you awakened leaves quite the trail.

I had to stay clear of the Order’s camp, and ran into a large undead army marching upon it. I took out many of their forces from the rear before they made it. But it took me further south to the basin, and while asleep I was ambushed by the grung. Grung are no match for me but I killed too many and drank deep of their poisonous skin. Too much pain from the inside. I woke up here. They are more clever than batiri, user silver chains to bind me

**Loot:**

Shrine elevated basin Most of the coins look like piles of copper and silver pieces, though you do see some gold scattered around as well as a few objects that may be worth something and a pair of potions.

Sleight of Hand or Dex check to quickly grab coins

>10 = 650 copper, 300 silver, 5 gold

10-14 = 1300 copper, 600 silver, 10 gold

15-19 = 1950 copper, 900 silver, 15 gold

20+ = the whole shebang 2600 copper, 1200 silver, 20 gold

Art objects:

Carved bone flute (25 gp)

A gold necklace (25 gp)

Copper chalice (25 gp)

Potions:

2 x potions of healing

Equipment: Oloma’s shortsword. Leather Armor. Shield.

Resting on a flat floating rock on the elevated water basin is a intricately carved figure of a toad.

Giant Frog Figurine - Use an action to speak the command word or phrase (you choose the words when you first use it), and throw the figurine on the ground in an occupied space within 60ft. Assuming there’s enough room, the figurine transforms into a Giant Frog. The Giant Frog is friendly to you and your companions, understands your languages, and obeys all commands.

The Giant Frog lasts for 8 hours or until its HP is reduced to 0 (or you speak the command word again). At the end of its duration, it reverts back to its small figurine form. After use, it must remain in figurine form for 2 full days before it can be used again.

Groak Loot:

Circlet of Blasting (cast the scorching ray spell, +5 to attack, once per day).

Krr’ook Loot:

Staff of Thorns (req. attunement).

Adds Vine Whip as a cantrip if that caster doesn’t already have it.

Can be wielded as a magic quarterstaff with +1 to attack and damage rolls.

Has 10 charges. Regains 1d6+4 charges each day. Spend charges to cast spells as an action, using own spell save DC and spell attack. If you expend all its charges, roll a d20, on a 1 it loses all magical properties. Spells that require concentration still count toward concentration.

Entangle (1 charge)

Spike Growth (2 charges)

Plant Growth (3 charges)

Speak with Plants (3 charges)

Grasping Vine (4 charges)

Wall of Thorns (6 charges)

George's personal quest recipe:

George as you slice off a thick spiky vine from the plant, you feel the scroll Mudgraw gave you being to vibrate with energy. You pull it out and find the three parts you’ve collected, the horn of the almiraj, the claws of the zorbo, and now the vine, glowing on the page. The words themselves twist and twirl and become arcane letters. For some reason you’re able to decipher the writing, it’s a crafting recipe. You’re confident that during some downtime you’ll be able create a magical weapon using these ingredients.

Upon a short rest - Thorned Blade (magical longsword, +1 to dmg/attack, doesn’t require attunement but only George can wield) This green sword is covered in sharp barbs, and upon closer inspection, is actually segmented. Use a bonus action to transform the sword into a barbed whip - and vice-versa. The Whip does the same damage (but piercing instead of slashing), and it gains a range of 30 feet, and if the attack hits vs a Large or smaller creature, you pull the creature up to 10 feet closer to you. While in Whip-mode the Thorned Sword has disadvantage at 5ft melee range).