
DUNGRUNGLUNG

The grungs of Dungrunglung (map 2.5) toil under the tyranny of their despotic king, Groak, who is obsessed with summoning the goddess Nangnang and mating with her. To please their king, the grungs have erected a 60-foot-tall mud shrine, where Groak plans to woo the goddess and where she, in turn, can bless him with generations of god-touched, royal Groaklings.

Although grungs are traditionally scheming, greedy, and generally unpleasant to deal with, the grungs of Dungrunglung are experiencing desperate times. Ghouls and zombies threaten their existence, and grung poison is ineffective against the undead. Consequently, the grungs are strongly incentivized to use outsiders to solve their undead problem instead of making slaves or meals out of them.

King Groak holds absolute sway in Dungrunglung, and his subjects follow his orders without question. However, should the balance of power shift firmly to Krr'ook or Roark (see the "Grungs of Dungrunglung" sidebar), the grungs do not hesitate to tear Groak limb from limb in a cathartic frenzy. At some point during the adventurers' time in Dungrunglung, they will be approached in secrecy by Krr'ook.

At any given time, Dungrunglung is home to grungs representing all castes and colors. There is only one gold grung (Groak) and one red grung (Krr'ook). For grung stat blocks and more information on grung castes, see appendix D.

The grungs speak no language other than their own, which complicates any dealings with them. How they treat adventurers depends on how strong they appear:

- If the party appears weak (few in number or needing assistance), 1d6 + 6 **grungs** with green skin (warriors) surround them as soon as they enter the thorn maze, and press them to attend an audience with the king. The grungs attack and subdue characters who resist. If the adventurers accept, they are taken through the maze to the shrine, where they are received by King Groak. He offers sanctuary and talks of the great ritual to summon Nangnang. Once the characters are rested, Groak commands them to help Krr'ook make final preparations.
- If the party looks capable of putting up a good fight, they are greeted by 1d6 + 6 **grungs** with green skin (warriors) once they reach the settlement. The grungs welcome them to Dungrunglung and beg the characters to hear what King Groak has to say. Groak entreats the adventurers to be part of his

divine destiny, and to aid Krr'ook in completing the preparations to summon Nangnang. He offers Dungrunglung's hospitality as well as information about Chult in exchange for their help.

Characters who offend King Groak are thrown in the prison pit (area 7). There, they are approached in secret by Krr'ook, who tries to explain her dilemma. If the party agrees to help her, Krr'ook will find a way to free the party members to aid in her task. Prisoners who are deemed "not useful" will either be roasted over a fire or sacrificed to Nangnang during the Great Ritual.

1. THORN MAZE

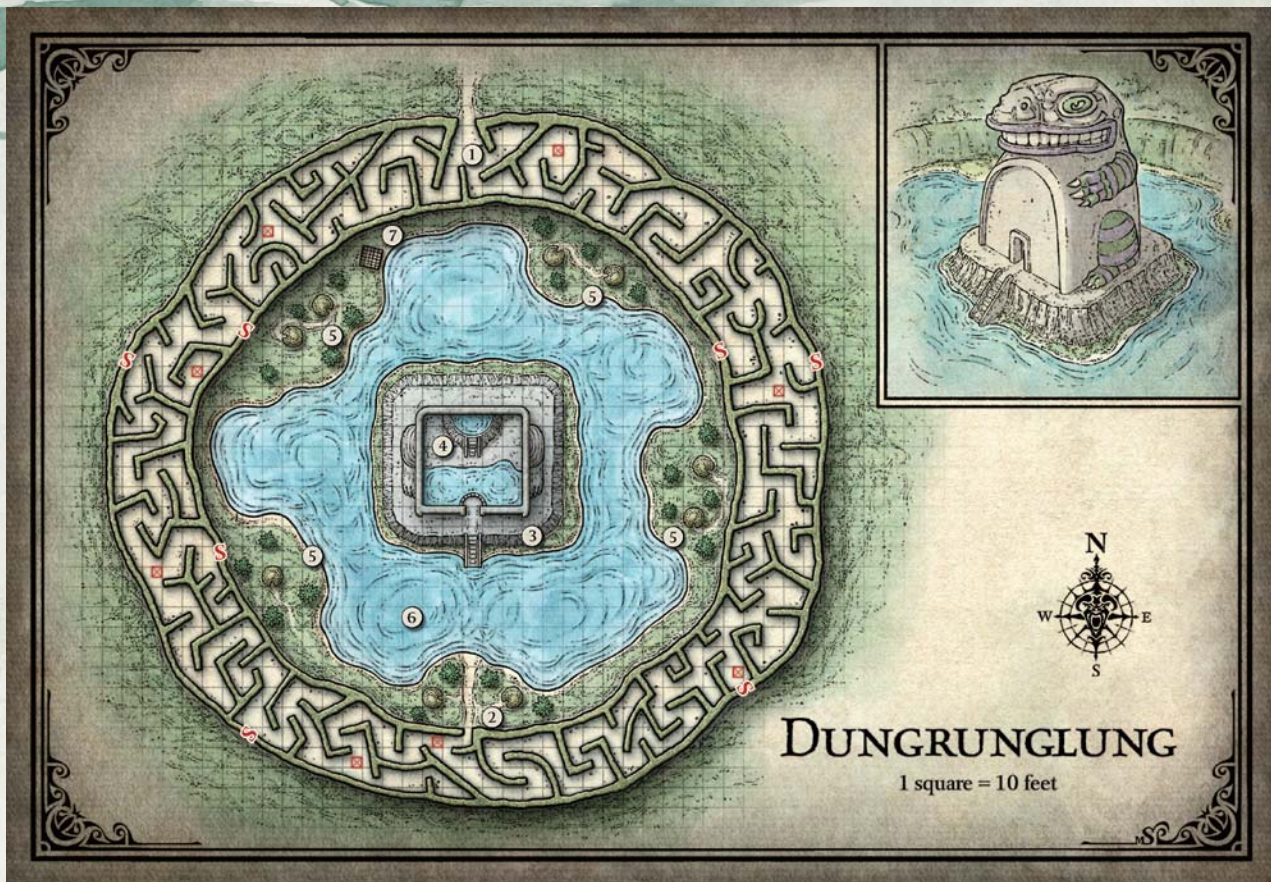
Dungrunglung is surrounded by a 20-foot-high maze of magical, twisted vines. The outer wall bristles with thorns that zombies mindlessly skewer themselves on in their attempts to swarm over it.

The maze has one visible entrance to the north and numerous secret entrances elsewhere around the perimeter. A secret entrance is simply a well-hidden doorway that requires a successful DC 20 Wisdom (Perception) check to spot.

The maze's passages are open to the sky and magically change configuration every minute or so, turning passageways into dead ends, and vice versa. Whichever character is leading the way through the maze must make six successful DC 15 Wisdom (Survival) checks to find the entrance to the settlement (area 2). Each successful or failed check represents 1 minute of searching the maze. Between each check, roll a d20 and consult the Thorn Maze Encounters table to determine what, if anything, the characters encounter. Characters can avoid the maze entirely by flying over it.

THORN MAZE ENCOUNTERS

d20	Encounter
1–9	No encounter.
10–12	1d6 + 6 grungs (green-skinned warriors) on patrol.
13	1d3 assassin vines (see appendix D) blending in with the surrounding walls.
14	1d4 ghouls lost in the maze.
15	A harmless yahcha beetle (see appendix C).
16	The characters hear a throaty croak that sounds at once both lusty and forlorn. Its source cannot be ascertained.
17	1d6 zombies lost in the maze.
18–19	A concealed pit 5 feet wide, 10 feet deep, and lined with poisoned wooden stakes. The lead character spots the pit with a successful DC 15 Wisdom (Perception) check. The first character to step on a pit falls in, taking 3 (1d6) bludgeoning damage and landing on 1d4 stakes, each of which deals 3 (1d6) piercing damage and 7 (2d6) poison damage.
20	An interior secret door. It requires a successful DC 15 Wisdom (Perception) check to spot.



MAP 2.5: DUNGRUNGLUNG

GRUNGS OF DUNGRUNGLUNG

The following grungs have key roles to play in Dungrunglung. For grung statistics, see appendix D.

Groak (gold **grung elite warrior** wearing a *circlet of blasting*) is the lovestruck king who seeks to woo the goddess Nangnang. Charismatic but unstable, Groak can swing from friendly to homicidal in the span of a few seconds. Because of this, his people dare not even whisper a harsh word about him. Groak wants to be seen as a visionary and a romantic, and he loves to hear stories of the outside world. However, he threatens anyone who dares to question his inflated self-image. Groak tolerates adventurers as long as they entertain him, generally agree with everything he says, and are willing to aid him in his quest to realize his divine destiny to become Nangnang's consort.

Krr'ook (red **grung wildling**) is a grung priest who fears the king's madness. She whispers favorable signs and omens in the king's ear to keep in his good graces. Secretly, Krr'ook suspects that the Great Ritual to summon Nangnang will fail. Consequently, she fears for her life. She approaches the adventurers to see if they can help her fool the king on the night of the ritual. If Krr'ook senses anything out of kilter, or if the ritual goes awry, she scapegoats the adventurers and delivers them straight into the king's infantile wrath.

Roark (orange **grung elite warrior**) is a dutiful and dangerous grung warrior, dedicated to his mad king. Roark thinks all this goddess-summoning nonsense is distracting from the real issue at hand: defending Dungrunglung from the undead. Secretly, Roark's loyalty is to the tribe first and Groak second, but Roark is dutifully abiding the king's obsession for now. He is suspicious of adventurers yet open to help in defending his village from the undead.

2. MAIN ENTRANCE

If the characters exit the maze at this point, read:

Through an opening in the maze wall, you see a small lake surrounded by reed huts, ferns, and lily pads. Rising up from a flat island in the middle of the lake is a 60-foot-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. Patrolling the shrine's perimeter are several small, frog-like humanoids with bright orange skin and shortbows.

Four green-skinned **grungs** (warriors) emerge from nearby hovels to confront strangers who approach the shrine unescorted. They attack if no one speaks the correct passphrase in Grung ("Rook, rooooook, erp"). If a fight breaks out, reinforcements in the form of twelve **grungs** arrive in 2 rounds. The grungs in area 3 begin shooting arrows at the same time.

3. GROAK'S ISLE

Marshy shores surround the shrine, which is 60 feet tall and made of carved mud blocks painted with natural dyes. Patrolling its base are eight **grung elite warriors** with orange skin. They wield daggers and shortbows, and are loyal to Roark first, King Groak second. Strangers who reach the island without a grung escort are attacked.

4. SHRINE

The interior of the shrine is one large, hollow room. Just inside the entrance is a clear pool of water that ranges in depth from 2 to 5 feet. Phosphorescent fungi illuminate the pool with soft, dreamy hues. Short, frog-like humanoids of different colors are fussing with the fungi and tossing flower petals into the pool.

At the back of the shrine is an elevated semicircular basin of water 10 feet high. Wallowing in the basin is a grung with gold skin. On its brow rests a golden circlet. An orange-skinned grung perches nearby, shortbow at the ready.

The shallow pool at the front of the shrine is where Krr'ook (a red-skinned **grung wildling**; see the "Grungs of Dungrunglung" sidebar) and her assistants (six blue-skinned **grungs**) prepare for the Great Ritual by tending the phosphorescent fungi and scenting the water with delicate perfumes. Removing the fungi from the pool is forbidden, by order of King Groak.

The elevated pool at the back of the shrine is fed by an underground spring. King Groak (a gold-skinned **grung elite warrior** with a *circlet of blasting*; see the "Grungs of Dungrunglung" sidebar) issues commands from the pool during the day and sleeps here at night. He rarely has cause to leave the shrine these days. By his side is Roark (orange-skinned **grung elite warrior**; see the "Grungs of Dungrunglung" sidebar).

Treasure. King Groak wears a *circlet of blasting*, which he's not afraid to use against anyone who insults or defies him. Lining the bottom of his pool are 33 gp and a fist-sized chunk of green quartz (50 gp).

5. GRUNG HOVELS

Dotted about the shores of the lake are several squat huts made from swamp moss and reeds plastered together with mud. The huts range from about 15 to 25 feet in diameter, and each has a single, low entrance. Some have small, round windowlike openings, and a few have stout mud chimneys.

Each hut is large enough to accommodate six adult **grungs** plus 2d6 baby grungs (noncombatants). All the occupants of a given hut belong to the same caste, and thus have the same color skin (except the young, which are all dull green-gray).

6. LAKE GRUNGLUNG

Lake Grunglung is really just a large pond covered with lily pads and duckweed, where slow-moving catfish gulp at the surface for air. The thick, muddy bottom is littered with the bones of the grungs' feasts.

7. PRISON PIT

This dug-out pit is 5 feet deep and covered by stout, wooden bars. Prisoners confined here are guarded around the clock by two green-skinned **grungs** (warriors) until they can be cooked and eaten. Any items taken from the prisoners are entrusted to purple-skinned grungs in the nearby hovels (see area 5).

THE GREAT RITUAL

Once the Great Ritual is complete, King Groak expects Nangnang to materialize and speak words of love, praise, and reassurance to him. Fearing that the ritual will fail, Krr'ook has concocted a desperate plan to fool the king but needs the adventurers' help to pull it off.

Krr'ook's Plan. A while ago, Krr'ook found a box of *Nolzur's marvelous pigments*, which she hid from the king. She plans to paint an image of Nangnang of such quality that Groak will be fooled into thinking it's the real goddess. Krr'ook hopes that one of the adventurers will have the skill to illustrate Nangnang convincingly. She's willing to give the magical pigments as a reward to the adventurers if all goes well. As a further reward, Krr'ook offers a *ring of jumping*. Anyone touched by a dose of poison must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage. A dose of poison is used up once it deals damage to a creature.

Moment of Truth. The ritual happens at night. Fires are lit throughout the village, whereupon scores of common grungs enter the lake and watch the shrine. King Groak dons ceremonial garb made from reeds and wild orchids, and awaits his love on the steps of the shrine, wringing his rubbery hands with anticipation.

To fool Groak, the characters must paint an image of Nangnang on a surface or craft some other representation of her, then use magic (if they can) to give it a semblance of life. *Animate object*, *major image*, *minor illusion*, and similar spells can help enhance the illusion. Spells such as *color spray* and *prestidigitation* can also be used to dazzle an audience long enough to conceal a fatal flub.

Whoever gives voice to Nangnang must "sell" the illusion with honeyed words, in order to convince King Groak that he has won a special place in Nangnang's heart. Finally, the ritual must end with Nangnang's departure, handled in such a way that King Groak won't suspect he's been fooled or abandoned forever. If Nangnang or her words ring false, King Groak orders the deaths of Krr'ook and anyone believed to have aided her.

Making Nangnang. To fool Groak, the party must succeed at three or more of the following tasks. Have the characters make the requisite ability checks in the following order:

- Painting or crafting a representation of Nangnang requires a successful DC 12 Intelligence check. Using *Nolzur's marvelous pigments* grants advantage on the check.
- Animating Nangnang convincingly requires a successful DC 12 Charisma (Deception) check. If multiple characters contribute, have one character make the check with advantage.
- Convincing Groak that Nangnang's words are genuine requires a successful DC 15 Charisma (Deception or Performance) check. If the words are delivered in a language King Groak doesn't understand, the check is made with disadvantage. (Groak speaks Grung only.)
- Selling Nangnang's blessed departure requires a successful DC 15 Charisma (Deception, Intimidation, or Persuasion) check. The check is made with disadvantage if her words are spoken in a language other than Grung.

End Result. If the characters succeed at three or more checks, King Groak is thoroughly duped and very happy for the foreseeable future. Characters who request his help will receive it, no questions asked. If the party's trickery is discovered, King Groak orders his subjects to attack them. The attacking force consists of sixteen **grung elite warriors** (including Roark) and forty **grungs**. Groak retreats to his elevated pool in the shrine and makes his final stand there.