



# ASCENT OF THE SOUR SERPENT

DON'T LET THIS END ON A SOUR NOTE

3<sup>RD</sup>, 7<sup>TH</sup>, 12<sup>TH</sup> LEVEL



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# INTRODUCTION

*Ascent of the Sour Serpent* is a 5th edition adventure for **four characters** with an average party level (APL) of **3, 7, or 12**. Characters who complete this hunt should earn enough experience to progress one-third of the way to 4th or 8th level, or two-thirds of the way to 13th level. The adventurers must journey through a land of confectionery marvels to face the fearsome Gummydusa before the Great Sour Serpent awakens.

After traversing the candy-coated Islands of Y'ummm and meeting its residents, the party reaches the Great Food Pyramid, where Hissophelia the Gummydusa plots her revenge. Mitigating acid damage and avoiding the poisoned condition will be useful capabilities for characters during this hunt.

## VARIABLE STATISTICS

To ensure the challenge is maintained across differing levels of play, you'll see references to VDC (variable DC), Vmod (variable modifier), and Vdam (variable damage) throughout this adventure. These variable values depend on the APL of your party:

### VARIABLE STATISTICS SUMMARY

APL	VDC	Vmod	Vdam
1-2	11	+3	2 (1d4)
3-4	12	+4	3 (1d6)
5-6	13	+5	5 (2d4)
7-8	14	+6	7 (2d6)
9-11	15	+7	10 (3d6)
12-14	16	+8	14 (4d6)
15-17	17	+9	21 (6d6)
18-20	18	+10	28 (8d6)

## ABOUT THE SETTING

The Islands of Y'ummm, an archipelago of fantastical gastronomy, are a veritable feast for the senses. Each island teems with landscapes and inhabitants fashioned from delectable treats and toothsome morsels. Forests of lollipop trees flourish in pastel hues, mountains of rock candy jut into the sky, and rivers of flowing chocolate meander through valleys of spun sugar grass. The air hums with the sweet scent of confection

and the sizzle of frying treats. Native creatures, such as animal cracker herds and sour gummy snakes, roam the landscapes while the local citizens live alongside the native food folk in the cities and towns.

## BACKGROUND

Deep within the Islands of Y'ummm stands an ancient food pyramid that was once a temple dedicated to the goddess of sour, Tangarina the Tart. The temple's high priestess, the beautiful Hissophelia, was a renowned figure who used the might of sour magic to defend the local populace from the dangers of the rampaging spice beasts. She was beloved by her people, and her influence over them rivalled even their devotion to Tangarina. Alas, her unyielding thirst for power was as great as her beauty, and she chose a perilous path that pitted her against her goddess.

As Hissophelia's ambition swelled, she conspired against Tangarina, scheming to overthrow her as the goddess of sour. Outraged by Hissophelia's disloyalty, Tangarina cursed the priestess, transforming her into a grotesque being with venomous gummy snakes for hair. The goddess used her divine power to confine Hissophelia to the temple, sealing her inside the cake-like structure. She entrusted a mighty gummy paladin as an eternal guardian and warden for the prisoner. The once revered priestess's name quickly became a cautionary tale to those who would dare to reach above their station.

Nevertheless, Hissophelia's resolve and cunning were far from extinguished. Over the centuries, she meticulously crafted a scheme to create Jörmungummdr, a colossal sour gummy serpent capable of challenging the gods of flavour themselves. However, her power was insufficient to bake the colossal creature, so she dispatched her sourscale serpents to drain the life essence from the residents and channel the energy into her recipe for revenge.

The sourscale serpents spread across the islands, syphoning the life essence from every creature they could find with their puckering sour powers. Entire villages were left dry, their residents withered husks and skeletons. Now, as the great Jörmungummdr nears its awakening, the oven timer is set to go off and the Gummydusa will enact her sweet revenge.

## SUMMARY

Here's a quick summary of the vital information about this hunt:

- ♦ **Which Monster?** The Gummydusa.
- ♦ **Monster's Motivation.** To complete Jörmungum-mdr and challenge the goddess of sour.
- ♦ **Monster's Previous Actions.** Sent her minions to drain island residents of their life essence.
- ♦ **Where's the Monster?** The Great Food Pyramid.

## ADVENTURE HOOKS

Every character has personal goals that inspire them to participate in an adventure. The following hooks represent possible motivations that may entice characters to seek out the Gummydusa.

- ♦ **Curiosity: Tales of Woe.** While visiting a bustling marketplace, the characters overhear a frantic merchant named Sugarplum Sal recounting a harrowing tale. He speaks of a famous town named Fondant Falls, where the residents have fallen victim to a mysterious affliction, leaving them drained and dry enough to collapse into crumbs. Rumours swirl that this affliction is spreading to settlements on nearby islands.
- ♦ **Morality: The Sour Strain.** The party witnesses a dramatic scene in the peaceful city of Caramel Cove. A distraught mother, Marzipan Myria, pleads for help to save her child, who is little more than a dried husk and barely clinging to life. She tells a heart-wrenching story of how her family and friends were drained of their vitality while she was on a trip. Even her cousin, a professor named Indiana, has fallen to the curse and is seeking answers in Fondant Falls.
- ♦ **Compensation: Bittersweet Bounty.** While enjoying a meal at the Loot Tavern, the characters are approached by a well-dressed merchant named Butterscotch Bertram. He offers them a hefty reward in exchange for investigating and solving a crisis that has befallen the town of Fondant Falls. A mysterious curse is afflicting its residents, and all trade has stopped, causing Bertram's shipping business to plummet. The party is instructed to meet with the mayor, Jon Cenamon, who holds more information about the calamity.

## HUNT REWARDS PER PLAYER CHARACTER

Hunt Level	Gold	XP*
3rd	375 gp	225
7th	1,400 gp	750
12th	4,250 gp	1,625

\*Includes all encounters, monsters, and puzzles, averaged for 4 player characters.

## FONDANT FALLS

The idyllic town of Fondant Falls is a renowned sugary paradise nestled on the largest of the Islands of Y'ummm. Famous for its vibrant cascades of liquid fondant, the town enchants visitors with its candy-crafted architecture and delectable confections. The warm-hearted residents, led by Mayor Jon Cenamon, cherish their culinary heritage and the strong sense of community it fosters.

At the heart of the town, the legendary Sugarcrest Waterfalls cascade gracefully over a tiered rock formation, creating a stunning spectacle of shimmering colours that dance in the sunlight. The falls provide the community with a bountiful supply of pure, sweet sugar, which forms the basis for the town's famous, exquisite confections. Skilled artisans transform this sugary bounty into mouthwatering delicacies that draw visitors from far and wide, eager to sample the legendary sweets of Fondant Falls.

### THE SOURSCALE CURSE

The Gummydusa has twisted the divine curse placed on her by Tangarina the Tart, Goddess of Sour, turning it into a devastating weapon. Wielded by her sourscale serpents, this curse syphons the life essence from the island's inhabitants, reducing them to dry husks. Victims teeter on the brink of death, their bodies brittle and vulnerable to bludgeoning damage. The curse's potency nullifies traditional healing methods, and even a *remove curse* spell can't reverse the effects due to its divine origin. Fear and despair grip the town as the townsfolk slowly crumble away, leaving families devastated and the once-thriving marketplace eerily silent.

## ARRIVING IN FONDANT FALLS

Once the party has reached Fondant Falls, read aloud the following:

The cobblestone streets of Fondant Falls are empty save for the faint remnants of sugar drifting through the air. Contrasting the buildings' brightly painted exteriors, they appear empty and hastily abandoned. The marketplace lies desolate and silent, with only a handful of sombre vendors displaying their wares behind worried eyes. Shockingly, everyone in sight appears to be a dried husk, as if every drop of moisture has been wrung from them.

Suddenly, a figure emerges from the shadows, dressed in a crumpled suit and wearing an aged medallion depicting the town's waterfall crest. His golden-brown form appears cracked and brittle, with layers of his cinnamon roll body crumbling away. He approaches, a glint of hope in his watery eyes. "Welcome, brave adventurers, to Fondant Falls," he says with a raspy voice. "I'm Mayor Jon Cenamon. I've been watching for new arrivals, hoping someone would come. Please, tell me, are you here to save us from this curse?"

Mayor Cenamon is eager to help the party in any way he can if they express their desire to end the curse that has befallen the town. He suggests they speak with Indiana, their resident archaeologist and explorer. The mayor puts in a word at the local inn, the Chocolate Chateau, to give rooms to the party so they can rest before making their way to the pyramid. It's also where Indiana Bones is staying, and the characters can find the oddball adventurer in the inn's lounge staring at a mug of ale that he can't drink in his current skeletal state.

## INDIANA BONES

Indiana Bones, a skeletal rogue with an indomitable spirit, is famed for his adventures and relic hunting. Despite his bony visage, he remains undeterred, oozing confidence in his worn fedora and weathered jacket. His life's work is the Musée de Cuisine in Fondant Falls, showcasing historical artifacts. His current obsession is the islands' enigmatic Great Food Pyramid, said to house the legendary Millennial Sourdough, an ancient culinary marvel.

Indiana Bones uses the **spy** stat block with **immunity** to acid and poison damage, **immunity** to the poisoned condition, and the following additional action option: **Whip. Melee Weapon Attack:** +4 to hit, reach 10 ft., one target. **Hit:** 4 (1d4 + 2) slashing damage. As a scholar, Indiana prefers to leave combat to the experts and uses his Cunning Action to stay out of harm's way.



As the main point of contact and guide for this adventure, Indiana Bones shares the following information with the party:

- ♦ Indiana believes the curse is connected to the Great Food Pyramid on a nearby island.
- ♦ A gargantuan gummy serpent has recently grown around the largest pyramid's apex.
- ♦ Little is known about the Great Food Pyramid, but legends say an evil sour-ceress once challenged the gods of flavour and, in their wrath, they cursed the ancient pyramid to be forbidden to mortals.
- ♦ Indiana believes he knows the secret to entering the pyramid, but it will take time and exploring through the candy island to reach the entrance.

## INDIANA BONES

Humanoid (skeleton), adventurer, he/him

**Personality.** Quick-witted and cocky, has a heart of gold.

**Appearance.** Skeletal figure with a wide-brimmed hat, rugged leather jacket, and whip.

**Desire.** Uncover long-lost history and showcase historical artifacts in the Musée de Cuisine.

**Fear.** Snakes. Why does it have to be snakes?

*"Imagine the tales these ancient relics could tell if they could speak. Each one is a piece of our shared history, just waiting to be uncovered and cherished."*



INDIANA BONES

## PATH TO THE PYRAMID

The path to the Great Food Pyramid leads the party through a candy-filled island offering a fantastical journey through landscapes crafted from tantalising treats and scrumptious sweets. As explorers venture into this captivating realm, they encounter a symphony of colours, aromas, and sensations, immersing them in a world of gastronomical enchantment.

The Rock Candy Bridge welcomes travellers with its shimmering, crystalline arches. Beyond lies the Layer Cake Garden, a lush labyrinth where K'blar Elves dance among cookie trees and defend against the sugar cravings of the sapphire-furred Glazed Grizzlies. Further into the island, the Crepe Plains unfurl as a golden sea punctuated with fragrant bread blossoms. Here, the Pita Prophet imparts her wisdom amidst the comforting scent of baking bread. Beyond, the Choco Hills, strewn with crackers and chocolate shells, offer treacherous yet enticing paths lined with fudge rivers.

Hidden among these delectable environments are the ruins of lost civilization, mixing into the island's growth like ornaments decorating a cake. Overlooking them all is the Great Food Pyramid, an ancient temple to the gods of flavour that has long since been abandoned. The path to the pyramid is fraught with delicious dangers and enticing perils, as the island's confectionary terrain conceals countless secrets and challenges.

## REGIONAL EFFECTS

The Gummydusa's powerful presence extends over the area surrounding her lair, creating one or more of the following effects across the region:

- ♦ **Gummy Miasma.** Within 1 mile of the Gummydusa's lair, a thick, sugary fog lightly obscures the area and reduces visibility to **30 feet**. Additionally, any creature that starts its turn within the fog must succeed on a **VDC Constitution saving throw** or become sticky for **1 hour**. Sticky creatures have their speed reduced by **10 feet** and have **disadvantage** on Dexterity (Stealth) checks.
- ♦ **Sourscale Serpent Infestation.** Within 2 miles of the Gummydusa's lair, the sourscale serpents (see Unique Flora & Fauna) are particularly aggressive. The serpents are attracted to living creatures, seeking to drain their life essence. Sourscale serpents encountered within this area have a **+2 bonus** to attack and damage rolls.

- ♦ **Sweetsand Pits.** Within 5 miles of the Gummydusa's lair, the terrain is littered with hidden sweetsand pits, which can be detected with a successful **VDC Wisdom (Perception)** check. When a creature enters a sweetsand pit, it must succeed on a **VDC Strength (Athletics)** check or be **restrained**. A creature can use its action to make a **VDC Strength (Athletics)** check, freeing itself or a creature within its reach on a success. At the end of its next turn, a creature restrained in this way begins to drown under the sweetsand.

If the Gummydusa is defeated, these effects fade over the next **1d4** days.

## **UNIQUE FLORA & FAUNA**

The candy islands boast a colourful variety of plants and creatures that have adapted to the sweet surroundings. The following examples showcase a few of the unique flora and fauna that inhabit the islands:

**Sourscale Serpents.** These vibrant, rainbow-coloured serpents slither from gumdrop forests to licorice grasslands, attracted by the scent of sugary delights. Their shimmering scales are reminiscent of hard candies and secrete an acidic substance. They make their nests in the various temples dotting the islands and heed the beck and call of the Gummydusa. The serpents use their acid to dissolve plants and prey before consuming them. Careful characters can harvest their acid glands to produce vials of acid.

Sourscale serpents use **giant constrictor snake** statistics, and crystallised sourscale serpents use **giant crocodile** statistics. Additionally, creatures with the adjective 'sourscale' in their name use the following modifications:

- ♦ The creature has **resistance** to acid damage.
- ♦ The creature deals an extra 2 (**1d4**) acid damage when it hits with its Bite attack.
- ♦ The creature has the following trait: **Acidic Body.** When the sourscale creature is hit by a melee attack and the attacker is within **5 feet** of it, the attacker must succeed on a **Dexterity saving throw** (DC equals 8 + the creature's Constitution modifier + the creature's proficiency bonus) or take **Vdam** acid damage as acidic slime splashes back.

**Glazed Grizzly.** These majestic blue bears roam the islands' forests and fields, seeking out the sweet treats that grow in abundance throughout the islands. The bears are particularly fond of the K'blar Elves' cookie trees growing in the hidden groves within the Layer Cake Garden. They have few natural enemies and fiercely protect their territories and sweet hoards. Glazed grizzly fur has unique insulating properties, making it an excellent material for crafting warm clothing or blankets that protect against extreme cold.

A glazed grizzly uses **brown bear** statistics and a giant glazed grizzly uses **owlbear** statistics. Both have the following modifications:

- ♦ The creature has **resistance** to cold damage.
- ♦ The creature has the following new trait: **Glazed Bear Claws.** The glazed grizzly's claws are imbued with a magical frost that numbs and slows its prey. When a creature is hit by the bear's Claw attack, its speed is reduced by **10 feet** until the end of its next turn.
- ♦ The creature has the following new action option: **Sugar Charge (Recharge 5-6).** The glazed grizzly moves up to its speed and can move through the spaces of creatures smaller than it. It can make one Claw attack against each creature whose space it moves through. On a hit, a target must also succeed on a **Strength saving throw** (DC equals 8 + the creature's Strength modifier + the creature's proficiency bonus) or be knocked **prone**.

## **SOURANTS**



**Cinnamon Bramble.** The cinnamon bramble is a sprawling, thorny bush that grows in dense patches across the island. Its twisted branches are covered in sharp, cinnamon-scented thorns, producing a vibrant red and brown fruit resembling a cinnamon stick. The fruit has a fiery, sweet taste and is sought after by many creatures, which find its scent alluring. When consumed by Humanoids, a single fruit grants **advantage** on saving throws against effects that deal fire damage for **1 hour**. However, any creature that eats the fruit must succeed on a **DC 14 Constitution saving throw** or be overwhelmed by the intense flavour, taking **3 (1d6)** fire damage as its mouth and throat feel like they're on fire. Cinnamon bramble is often grown by K'blar Elves as a natural barrier around their settlements and harvested to fashion magical wooden weapons.

## TRACKING

As the party progresses across the candy island, they travel through four distinct environments on their way to the Gummydusa's pyramid. As the characters traverse each luscious landscape, they must make a **VDC Wisdom (Survival)** check.

**Hostile Encounters.** On a failed check, the party has a hostile encounter as outlined below.

Location	Hostile Encounter	Narrative Encounter
Rock Candy Bridge	Hard Roc Catastrophe	—
Layer Cake Garden	Cookie Monsters	—
Crepe Plains	Batter Brothers	Pita a la Gummy Pitaya*
Choco Hills	Animal Cracker Stampede	Interplanar Ice Cream

\*In Know Thy Enemy (page 9)

**Narrative Encounters.** Success or failure, in the Crepe Plains and Choco Hills, the party has a narrative encounter. In the Crepe Plains, this is an encounter brought about by Indiana Bones' desire to make pita a la gummy pitaya (see Know Thy Enemy, page 9). In the Choco Hills, this is an encounter with Gary, the ice cream vendor, who is currently going by the name "Harry".

**Optional: Heliana Tracking.** Instead of a Wisdom (Survival) check, you can use the optional Tracking system from *Heliana's Guide to Monster Hunting*.

## HARD ROC CATASTROPHE

Between the Rock Candy Bridge and the ebb and flow of the Sugar Sea, hard rocs—magnificent avian creatures whose wings are a breathtaking mosaic of translucent colour—roost. Acidic waves have worn down the supports of the bridge, and the party's crossing causes it to sway, disturbing the birds roosting in its rafters. Each member of the party that crosses the bridge must make a **VDC Dexterity (Acrobatics)** check. If half or more of the party succeeds, they pass unhindered. If more than half the party fails, the roosting birds attack!

**Composition.** Hard rocs use the statistics in the table below with the following modifications:

The creature has the following new action option: **Rock Candy Blast (Recharge 5-6)**. The hard roc exhales a spray of spiky rock candy in a **30-foot line** that is **5 feet wide**. Each creature in that line must make a **VDC Dexterity saving throw**, taking **Vdam** bludgeoning damage on a failed save, or half as much damage on a successful one.

The creature has the following new reaction option: **Sugary Mist**. When the hard roc takes bludgeoning damage, it leaves behind a sugary, sticky mist in a **5-foot-radius sphere** centred on itself. The mist heavily obscures the area and lasts for **1 minute**.

Hunt Level	Stat Block
3rd	2 <b>giant vultures</b> (CR 1)
7th	4 <b>bronze dragon wyrmlings</b> (CR 2; no Breath Weapon)
12th	2 <b>wyverns</b> (CR 6; no Stinger)

## COOKIE MONSTERS

A sloth of glazed grizzlies are in the midst of a cookie-induced craze, their comically large eyes opened wide as they feast on the delicious cookie trees thriving in the heart of the Layer Cake Garden. As the party approaches, the bears' eyes narrow as they shift their focus from the trees to the intruders, roaring out a challenge that sounds suspiciously like, "COOOOBBBBBIIIEEEE!"

**Non-Combat Alternative.** The bears are obviously hungry and characters can attempt to placate the grizzlies using food. A character that offers at least 3 days' rations can make a **VDC Charisma (Animal Handling)** check. If half or more of the party succeed on the check, the party can pass unharmed. If more than half of the party fails their check, the bears attack the party.

**Composition.** Apply the modifications for glazed grizzlies found in the Flora & Fauna section to the stat blocks in the table below.

Hunt Level	Stat Block
3rd	2 glazed grizzlies ( <b>brown bears</b> , CR 1)
7th	3 giant glazed grizzlies ( <b>owlbears</b> , CR 3)
12th	6 giant glazed grizzlies ( <b>owlbears</b> , CR 3)

## BATTER BROTHERS

While crossing the Crepe Plains, a pair of batter-based beings traverse the spongy terrain, leaving a trail of gooey footprints in their wake. These amorphous entities, known as the Batter Brothers, are on an urgent mission to gather fuel for their oven to bake a crucial offering for their patron deity, Umamius the Rich, God of Savoury. Any non-bread-based lifeforms they come across are seen as potential fuel sources.

As the brothers draw nearer, one of them speaks in Common with a thick, gooey voice, presenting the party with a decision: either volunteer to become their next batch of holy baked goods or convince them why they are unsuitable as fuel for their sacred oven.

**Non-Combat Alternative.** The characters can make a group **VDC Charisma (Persuasion)** check to convince the brothers that they wouldn't make suitable fuel. If half or more of the party succeeds on this check, the batter creatures let the party pass unharmed. If each player character passes its check, the brothers give each of them a puff pastry—a magical meal that grants a +2 **bonus** to Constitution saving throws for **8 hours** after being consumed. If the party fails to convince the brothers or chooses to attack, they happily engage in combat to whittle their fuel into smaller, more transportable pieces. Prior to the start of combat, the brothers split in half before the party's eyes, doubling their numbers.

**Composition.** The Batter Brothers use the ooze statistics in the table below with the following modifications:

- They have a speed of **30 feet**.
- They have the following new action option: **Batter Splash (Recharge 5-6):** The Batter Brother throws batter at a point within **20 feet** of it, where it splashes in a **10-foot radius**. Each creature in the area must succeed on a **VDC Dexterity saving throw** or be **restrained** by the sticky batter. A creature can use its action to make a **VDC Strength** check, freeing itself or a creature within its reach on a success.

Hunt Level	Stat Block
3rd	4 <b>gray oozes</b> (CR 1/2)
7th	4 <b>ochre jellies</b> (CR 2)
12th	4 <b>black puddings</b> (CR 4)

## ANIMAL CRACKER STAMPEDE

A herd of animal-shaped crackers roams the chocolate-coated landscape of the Choco Hills. The eclectic assortment of creatures grazes on the sugar grass, occasionally rolling in the chocolate to coat themselves in a hard, delicious shell. A sudden, loud noise startles the herd, and the party discover they're in the direct path of a stampede. The stampede lasts for 3 rounds. Each creature that isn't part of the stampede must make a **VDC Dexterity saving throw** at the start of each of its turns to avoid being trampled by the stampeding crackers. On a failure, a creature takes **Vdam** bludgeoning damage, is knocked **prone**, and has its speed reduced to **0 feet** until the start of its next turn. On a success, a creature takes half as much damage and suffers no other consequences.

Once the stampede has ended, three or four animal crackers linger and attack the party.



CRACKER BISON

**Composition.** The animal crackers use the statistics in the table below, with the following additional trait:

**Chocolate Shell.** The animal cracker is coated in a hard chocolate shell that provides extra protection. While the shell is intact, the animal cracker gains a +2 **bonus** to its Armour Class and has **resistance** to nonmagical piercing and slashing damage. When the animal cracker takes **10** or more bludgeoning damage in a single turn, its chocolate shell cracks and falls off.

Hunt Level	Stat Block
3rd	3 cracker rams ( <b>giant goat</b> , CR 1/2)
7th	4 cracker bison ( <b>giant elk</b> , CR 2)
12th	3 cracker hippos ( <b>giant crocodiles</b> , CR 5)

## INTERPLANAR ICE CREAM

The scent of cocoa wafts through the air and over the rolling hills of rich, dark chocolate. Each mound sparkles under the sun, as if dusted with a fine layer of sugar. A ponderous figure slowly makes its way from behind one of the mounds, a massive creature with a giant shell on its back and a sign that reads “Harry’s Trading Post.”

Amidst the rolling landscape of the Choco Hills, “Harry” the Interplanar Ice Cream Vendor stands out prominently. “Harry” is a massive, snail-like merchant carrying an assortment of goods in the hollow of his shell. In reality, the crab’s true name is Gary. His reasons for taking on different aliases are unknown, but some say that he’s a spy for the shadow government of Y’ummm. His innumerable encounters with adventurers and wanderers across various planes of existence have shaped his business acumen and expanded his eclectic inventory. In this iteration, his gelatinous body is a swirl of pastel colours, and he sports a jaunty black top hat with a peacock feather that adds an air of whimsy.

“Harry” greets the characters with a jovial demeanour and a thick, cockney accent, proposing a trade. He is in need of a couple of *potions of healing* (any rarity) to use in his culinary experiments. Should the adventurers provide those, each party member can select one of the two treats described below. “Harry’s” ice cream always stays magically cold, despite the weather, and can be consumed as a bonus action, after which it is expended.

- ♦ **Goey Gummy Gelato.** A creature that eats this treat gains **resistance** to acid damage until the end of its next turn.
- ♦ **Mocha Frozen Yoghurt.** A creature that eats this treat ignores any reduction to its speed or AC, as well as any damage vulnerabilities it has, until the end of its next turn.



HARRY THE  
INTERPLANAR ICE  
CREAM VENDOR

# KNOW THY ENEMY

While travelling through the candy island, the party comes across a copse of pitaya fruit trees, and Indiana Bones wishes to stop and pay respects to the memorial of an ancient hero. He also wishes to make pita a la gummy pitaya and asks the player characters to scale the tall pitaya trees while he prepares camp and pays his respects. Throughout this encounter, the following helpful information can be discovered:

- Sour creatures deal acid damage.
- The Gummydusa's gaze transforms creatures into gelatin statues with just a glance.
- Gummy creatures are melted by fire damage.

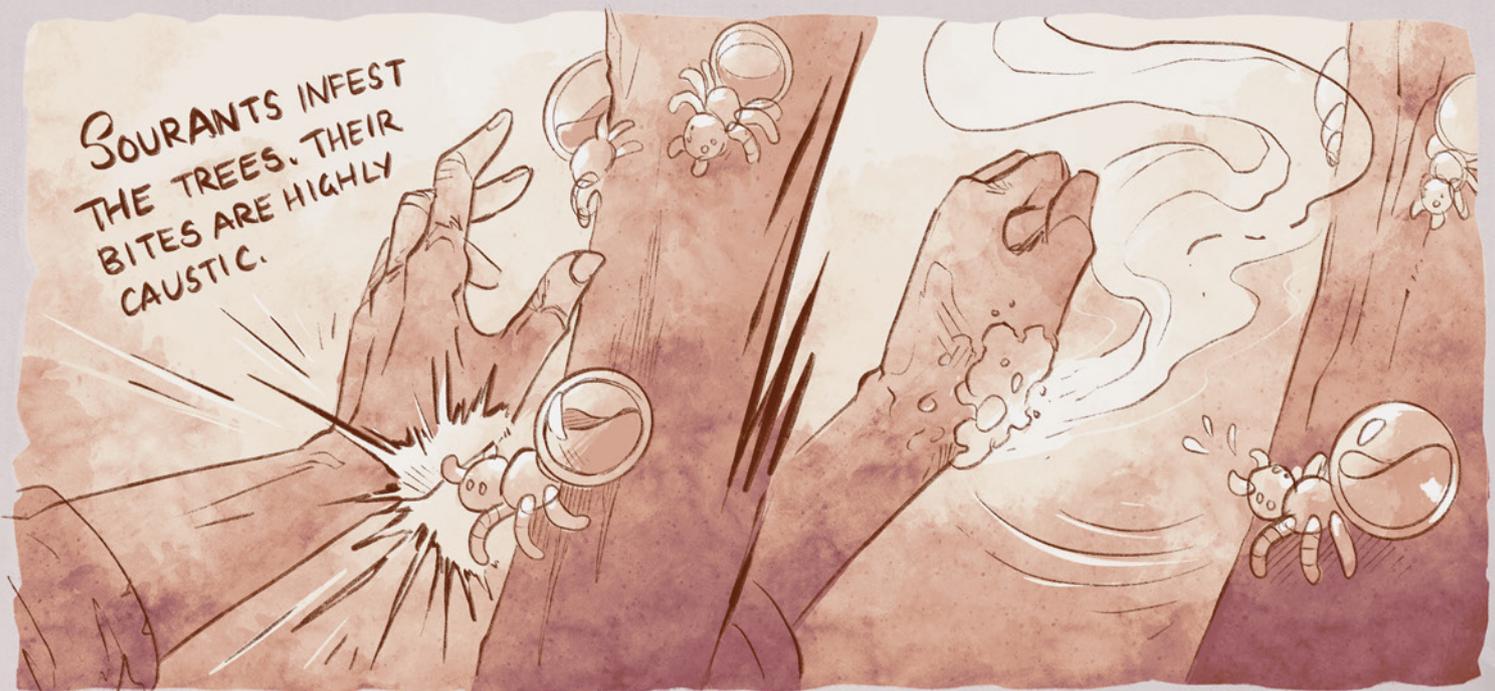
## CLUE 1: SOUR DISSOLUTION

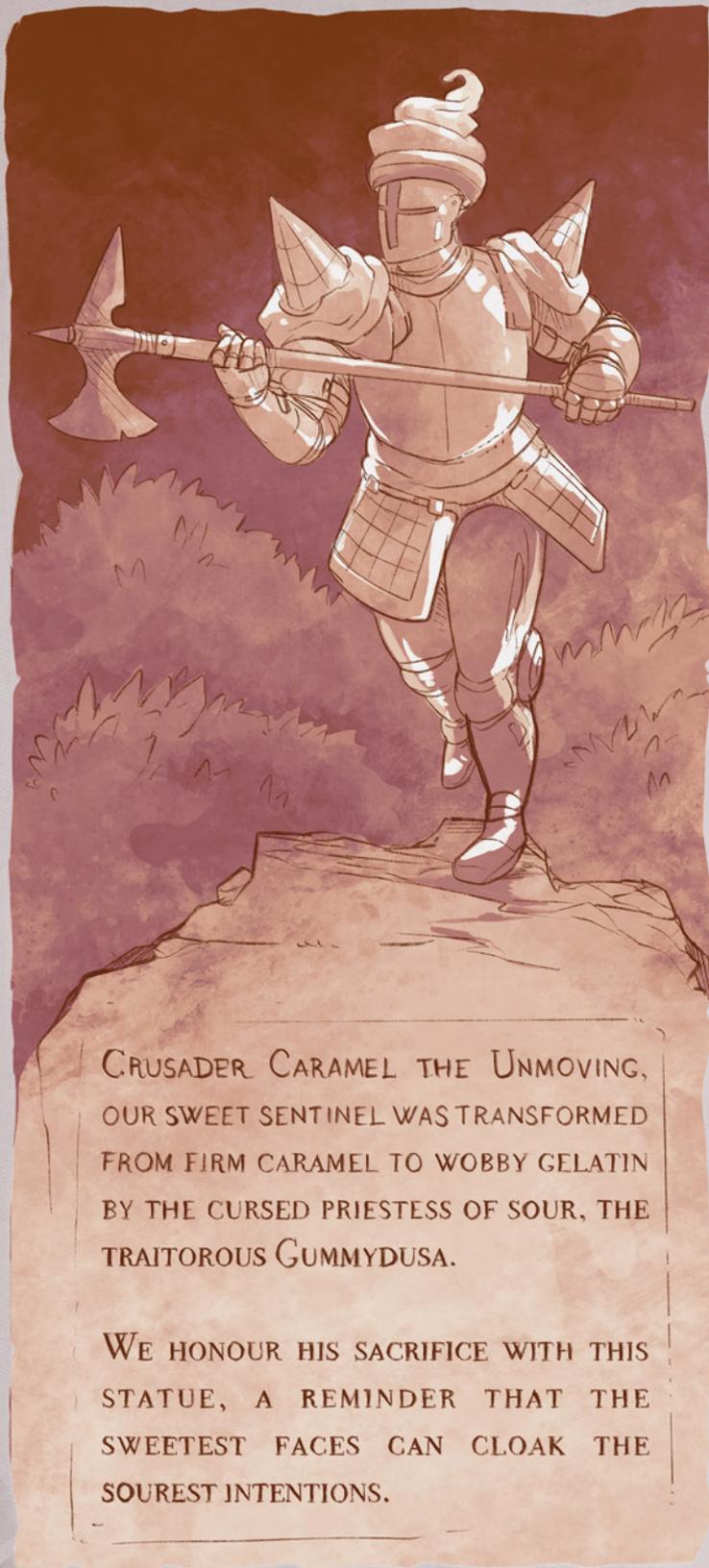
Sour creatures deal acid damage, as the party can discover when they try to acquire the fruit for Indiana's dish.

**Getting the Fruit.** The lowest fruit-bearing branches of the pitaya trees are over 30 feet high. Characters with a passive **Wisdom (Perception)** score of 15 or higher or who succeed on a **DC 10 Wisdom (Perception)** check notice lines of marching sourants wrapping around the trunks of each tree. A creature attempting to climb a tree must succeed on a **VDC Dexterity (Acrobatics)** check or take **Vdam** acid damage from the acidic sourants.

**The Explorer.** Once the party successfully gathers the fruit and returns it to Indiana Bones, he shares a light-hearted warning about the hazards of sour creatures: "Hope those sourants didn't give you too much trouble! I once lost my favourite steel-toed boots to a puddle of sourant piss: made of corrosive stuff, those sour folk!"

### HANDOUT 1. SOUR DISSOLUTION





CRUSADER CARAMEL THE UNMOVING, OUR SWEET SENTINEL WAS TRANSFORMED FROM FIRM CARAMEL TO WOBBY GELATIN BY THE CURSED PRIESTESS OF SOUR, THE TRAITOROUS GUMMYDUSA.

WE HONOUR HIS SACRIFICE WITH THIS STATUE, A REMINDER THAT THE SWEETEST FACES CAN CLOAK THE SOUREST INTENTIONS.

HANDOUT 2. BEWARE THE GUMMY GAZE

## CLUE 2: BEWARE THE GUMMY GAZE

The party learns about the history of the statue to whom Indiana Bones is here to pay homage. The legends say that Crusader Caramel the Unmoving was turned into gelatin by the gaze of a mythical Gummydusa.

**Statue.** An imposing figure carved mid-action, the warrior bears the unmistakable likeness of a scoop of gelato, its sturdy cone-armour and twirling hair strands resembling soft-serve. On the statue's base is a small plaque written in an ancient script that can be deciphered with a successful **VDC Intelligence (History)** check or the use of spells like *comprehend languages* or *tongues*. This reveals that the warrior, Crusader Caramel the Unmoving, was a tragic victim of the priestess of sour, who became the Gummydusa.

“Crusader Caramel the Unmoving, our sweet sentinel, was transformed from firm caramel to wobbly gelatin by the cursed priestess of sour, the traitorous Gummydusa. We honour his sacrifice with this statue, a reminder that the sweetest faces can cloak the sourest intentions.”

## CLUE 3: MELTED MORSELS

Gummy material becomes melted and sticky when heated.

**Cooking the Pitaya.** Indiana Bones cooks the pitaya, carefully, never letting the flames get too close and keeping it rotating constantly. An observant character who succeeds on a **DC 13 Wisdom (Insight)** check, or one who asks Indiana why the fruit is so far, realises that it is easy to ruin gummy foods with heat: they melt easily and can fall into the ashes of a fire if left unattended.

**Recipe.** You can substitute flesh in the recipe of any magical meal for pitaya (see the “Cooking” chapter in *Heliana's Guide to Monster Hunting*). Pitaya goes bad after 2 days of being picked and adds the following additional effect:

**Fire Breath.** A creature can use an action to exhale fire at a target it can see within **30 feet** of itself. The target must make a **DC 13\* Dexterity saving throw**, taking **7 (2d6)** fire damage on a failed save, or half as much damage on a successful one. The effect ends after the creature uses this action three times.

\*The DC increases with the rarity of the magical meal (see *Heliana's Guide*).



### HANDOUT 3. MELTED MORSELS

## GREAT FOOD PYRAMID

The characters' journey takes them deeper into a tropical candy jungle, thick with the aroma of fruity candies and the sound of its denizens' chirps. When the characters come within sight of the Great Food Pyramid, read aloud the following:

The path weaves through the vibrant candy jungle, revealing glimpses of a colossal structure rising like bread above the treetops. At last, the dense foliage parts, unveiling a grand pyramid looming above, its ancient stones adorned with a kaleidoscope of candy decorations. A gargantuan rainbow-coloured gummy snake slumbers atop the pyramid, its slick coils shimmering in the sunlight. The air hums with a palpable energy that seems to pulse off the pyramid stones.

### SAFE HAVEN

Indiana Bones skillfully leads the characters through a series of winding ravines until they reach a protected campsite, nestled among the sweet-smelling plants and candy trees. He explains that he stashed supplies and firewood here during his previous expeditions. This is a safe haven where the party can rest before continuing their journey to the Great Food Pyramid's secret entrance.

### SECRET ENTRANCE

Once the party is rested and ready to enter the pyramid, Indiana Bones takes the lead through the candy jungle. The intrepid explorer reaches what appears to be a blank rock wall covered in liquorice vines and shoots the characters a cocky grin before stepping right through the illusory wall. Just beyond is a winding set of stairs leading deep underground and directly to the temple guardian's camp (1 on Map 1 Pyramid Catacombs).

# SOUR PYRAMID

Initially constructed as a magnificent temple honouring the goddess of sour, Tangarina the Tart, the structure now serves as the deteriorating prison of the fearsome Gummydusa.

**Private Sanctum.** The entire pyramid is protected by a permanent private sanctum spell that can't be removed by anything short of direct divine power. The following effects are active throughout the pyramid at all times:

- ♦ Sensors created by divination spells are immediately dispelled.
- ♦ Creatures can't be targeted by divination spells.
- ♦ Teleportation and planar travel are blocked.

## GENERAL FEATURES

These general features are prominent throughout the pyramid unless otherwise noted in an area's description.

**Ceilings, Floors, and Walls.** The cavern ceilings are 8 feet high, and ceilings in the temple rooms reach a height of 20 to 30 feet. The floors and walls are composed of ancient, crumbling sandstone that resembles hardened sponge cake.

**Lights.** Most areas are dimly lit by cracks in the walls and ceiling. Areas 2, 4, and 5 are completely dark. All torches and braziers in the temple (see Map 1 Pyramid Catacombs, page 14) are enchanted with perpetual flame spells.

**Climate.** The air within the pyramid is musty and stale, with a slight tang of sourness that clings to the back of the throat. The temperature remains cool and consistent throughout, a stark contrast to the tropical warmth outside.

**Decorations.** Decorations within the pyramid temple have succumbed to the ravages of time and are fading away. Smudged murals line the walls, floors, and ceilings, while crumbling statues pay tribute to the sour goddess and her ancient sour snake warriors.

**Keyed Locations.** The following locations are keyed to Map 1 Pyramid Catacombs (see page 14).



## 1. GUARDIAN CAMP

After Tangarina the Tart cursed Hissophelia to become the Gummydusa, the goddess entrusted a faithful warden to guard the pyramid entrance and keep the traitorous former high priestess locked away forever. Brayden the Bold (LG, gummy bear paladin, statistics vary) has stood his post faithfully for centuries without question. The campsite where he holds his eternal vigil sits just next to the bottom of the stairs leading to the world outside.

Once the party enters this area, read aloud the following:

The crumbling staircase opens into a vast, chilly cavern. Shadows dance among the jagged stalactites above, cast by the flickering light of a crackling campfire. Suddenly, the light is blocked by the appearance of a large, armoured figure. A mighty red gummy bear warrior stands outlined in the golden glow, the firelight reflecting off his pristine golden plate armour and gleaming along the edge of his raised sword. With a booming voice, he declares, “Leave now, heretics! Thou shalt not defile this sacred ground with thine presence!”

**Encounter: Gummy Paladin.** The Champion of Sour, Brayden the Bold, is a stalwart defender and righteous paladin devoted to his goddess. The paladin uses the statistics referenced in the table below with the following modifications:

- He is a Humanoid.
- He has the following additional trait: **Gummy Body.** If Brayden takes fire damage, his speed is halved and he has **disadvantage** on attack rolls and ability checks until the end of his next turn.

Hunt Level	Stat Block
3rd	<b>knight</b> (CR 3)
7th	<b>shield guardian</b> (CR 7)
12th	<b>stone golem</b> (CR 10)

Brayden views the party as invaders and is enthusiastic to finally perform his sacred duties. As fierce as he is in battle, he is a bit oblivious and took his oath to “guard the entrance” a bit too literally—he hasn’t left his camp in centuries and doesn’t know the Gummydusa has created Jörmungumdr, threatening the world outside.

**Non-Combat Alternative.** A character can use an action to attempt a **VDC Charisma (Persuasion)** check to reason with the clueless paladin. On a success, Brayden steps back from the fray to hear them out. On a second successful **VDC Charisma (Persuasion)** check, the paladin disengages entirely, allowing the party to proceed unhindered. Otherwise, Brayden reengages and fights to the death.

If the party succeed in calming the guardian, he shares the following information:

- He was set to guard the entrance to the temple of his goddess from intruders.
- He saw the sourscale serpents coming and going, but they were not part of his orders and he ignored them.

**Treasure.** If the paladin is defeated or unable to stop the party from looking through his belongings, a casual search of his camp uncovers a collection of journals filled with almost a hundred badly written poems, one for each year Brayden has stood watch. A character carefully searching the paladin’s nook and who succeeds on a **VDC Intelligence (Investigation)** check uncovers a vial of *gummiberry juice*, a dark purple liquid with an aroma of tropical fruit. A creature that drinks this potion has its jump distance tripled and is **immune** to falling damage for **1 minute**.

## 2. WINDING TUNNEL

This tunnel’s length is obscured by a perpetual *darkness* spell of 1st, 3rd, or 6th level for the 3rd-, 7th-, and 12th-level adventure, respectively.

Small and Tiny creatures can manoeuvre easily through the winding passage, and Medium creatures can squeeze through.

**Encounter: Fortune Cookies.** The tunnel is filled with cookie-shelled insects that blanket the floor, ceiling, and walls, hidden within the magical darkness. The insects are benign if the party moves through the tunnel in the dark, with the crunch of broken shells accompanying each step. If the characters use magical light of a level high enough to cut through the darkness, a **swarm of insects** appears in the same space as each creature within range of the light source and attacks.

## 3. ESCAPE ROOM

This crumbling chamber once served as part of the original temple. Bits of broken pottery, shattered pillars, and faded murals adorn the chamber, hinting at stories of forgotten devotion and fallen power.



1 SQUARE = 5 FEET

CARTOGRAPHER:  
CZE & PEKU

MAP 1. PYRAMID CATACOMBS

PREVIOUS PAGE: SAM JUMISKO; THIS PAGE: CZE & PEKU

A character who succeeds on a **DC 14 Intelligence (History or Religion)** check recognises markings on the pottery and broken wall fragments that refer to Tangarina the Tart, Goddess of Sour.

The character also recalls that the goddess is infamous for seeking vengeance against those who violate her temples.

**Worm Hole.** Golden light trickles from a crack in the temple wall that also provides a peek into the Hall of the Guardians (see area 8). The divinely cursed temple walls are **immune** to all damage. A character that looks through the cracks in the wall sees four differently-coloured statues scattered about the massive chamber.

## 4. FIZZY ACID POOL

This pool of effervescent sour soda bubbles and mixes with natural minerals in the stone to create a potent acid, as revealed by a successful **DC 12 Intelligence (alchemist's supplies or brewer's supplies)** check.

**Hazard: Toxic Fumes.** The volatile mix of sour soda and potent acid creates a noxious atmosphere within the chamber. A creature that enters or starts its turn within **10 feet** of the pool must succeed on a **VDC Constitution saving throw** or be **poisoned** by the toxic fumes for **1 hour**.

**Crossing the Acid.** The effervescent sour soda bubbles burst with enough force to send droplets of acid splattering **5 feet** into the air. Creatures attempting to fly or cross over the pool (for example, by using a makeshift bridge) must succeed on a **VDC Dexterity saving throw** or take **Vdam** acid damage. Creatures that enter or start their turn in the pool must make a **VDC Constitution saving throw**, taking **Vdam** acid damage on a failed save, or half as much damage on a successful one.

Indiana Bones uses his whip to wrap around stalactites and easily swings across the pools of acid with a cheerful quip such as, "Looks like I'm taking the express route!" or "Swinging through danger is my specialty!"

## 5. THE SOUR STATUE

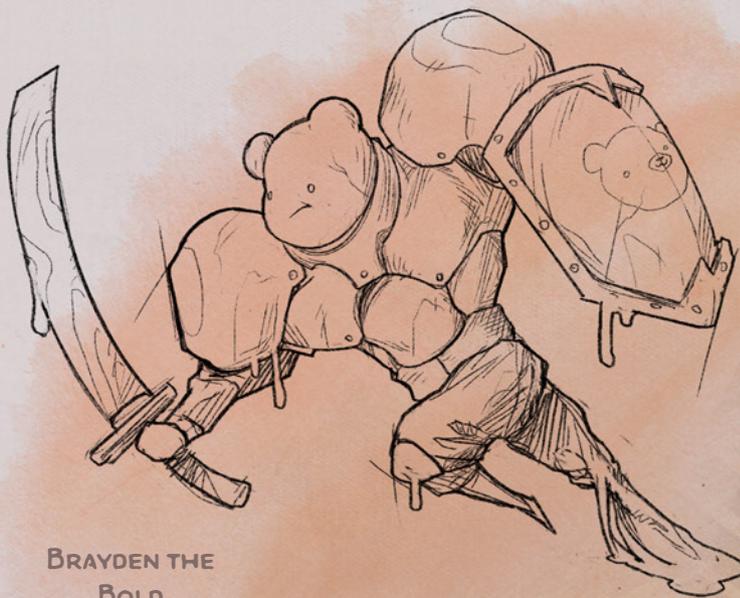
This chamber once served as the primary entrance to the temple before being sealed forever by the goddess herself. The room now houses a massive trapped statue as a stern warning to any intruders, and the air carries a faint trace of sourness, a lingering effect of the goddess' direct presence so many centuries ago.

At the heart of the chamber stands a colossal statue of a stern-faced goddess, her body resembling a citrus fruit sculpted into a powerful, divine form. Intricately carved robes drape across her shoulders, emphasising her rigid posture. Her stony gaze seems to follow your every movement with a look of sour disapproval.

A character proficient in the Religion skill or who succeeds on a **VDC Intelligence (Religion)** check recognizes the ancient statue as a depiction of Tangarina, one of the Deities of Flavour. They recall she encompasses the Sour Domain and has a storied history of directly involving herself with her followers.

**Trap: Sour Spray.** The statue is set with a divine trap that can be discovered with a *detect evil and good* spell or abilities such as a paladin's Divine Sense. The divine trap can be disarmed with *dispel magic* and a successful **VDC spellcasting ability** check. A creature entering within **5 feet** of the front of the statue triggers the divine trap and a **15-foot cone** of sour acid sprays from its mouth. Each creature in the area must make a **VDC Dexterity saving throw**, taking **Vdam** acid damage on a failed save, or half as much damage on a successful one.

**Treasure.** A secret compartment in the statue's base can be discovered with a successful **VDC Intelligence (Investigation)** check. The catch is locked and can be opened with a successful **VDC Dexterity (thieves' tools)** check or forced open with a successful **VDC Strength** check. Failure in either case triggers the trap if it hasn't been triggered already. Inside the hidden space is a *potion of acid resistance*.



BRAYDEN THE BOLD

## 6. BASIN OF SOUR PROTECTION

A stream of bubbling sour soda flows through this chamber, fed by an overflowing basin on the eastern wall. The gold-edged basin sits under the stern gaze of a stone snake's head, its jaws parted in a silent hiss. A character with a **passive Wisdom (Perception)** score of **VDC + 5** or higher or who succeeds on a **VDC Wisdom (Perception)** check notices the sour soda in this room smells and looks different than the soda pool they previously came across.

**Protective Basin.** Examining the basin uncovers sigils etched into the tiles along the outer rim. A character proficient in the Religion skill or who succeeds on a **VDC Intelligence (Religion)** check determines the sigils are a warding ritual for protection. A creature can activate the basin's protective properties by submerging itself in the liquid for **1 minute**, gaining **resistance** to acid and poison damage for **1 hour**. The liquid becomes contaminated after being used and takes **24 hours** to restore its protective properties. A creature who attempts to use the basin within this cleansing period must succeed on a **VDC Constitution saving throw** or become **poisoned** for **1 hour**.

### 6A. STICKY SKINS

A mound of glistening sourscale snake skins are piled in this small nook, their sticky strands resembling a spider's web. Partially concealed beneath them is the glimmer of a gem-encrusted golden ladle worth 250 gp. Indiana Bones's eyes light up when he sees the glint of gold and exclaims, "A treasure like this belongs in the Musée de Cuisine!"

Indiana Bones insists on taking the golden ladle to the Musée de Cuisine. A character can make a **VDC Charisma (Persuasion)** check, convincing him to leave the ladle where it is or let them keep the ladle on a success. On a failure, a player character can forcibly take the ladle, causing Indiana to be disappointed. If they don't donate it later, the party's relationship with the explorer sours, affecting future interactions.

**Hazard: Snake Skins.** The ladle is beneath the skins and a creature must enter them to grab it. The snake skins are highly adhesive, sticking to anything that touches them. A creature that starts its turn in or enters the area must succeed on a **VDC Dexterity saving throw** or be **restrained**. The skins are flammable. Any 5-foot cube of skins exposed to fire burns away in **1 round**, dealing **2d4** fire damage to any creature that starts its turn in the fire. A creature can use its action to make a **VDC Strength (Athletics)** check, freeing itself or a creature within its reach on a success.

## 7. SERPENTINE WALKWAY

A stone walkway stretches precariously over a **2 × Vdist**-deep pit filled halfway with bubbling acid. The toxic fumes are dizzying and the cracked walkway looks ready to crumble away at the slightest touch. A creature that enters or starts its turn in the pool takes **Vdam** acid damage.

**Hazard: Vile Fumes.** Toxic fumes drift up from the acid below, and a creature starting its turn on the walkway or above the pit must succeed on a **VDC Constitution saving throw** or become **poisoned** for **1 hour**. The DC of this saving throw increases by 1 for each consecutive round spent in the fumes.

**Trap: Collapsing Walkway.** The 5-foot square sections of walkway marked with an X on Map 1 Pyramid Catacombs (page 14) are weak and crumble away when 70 or more pounds is upon it. A creature in that space must succeed on a **VDC Dexterity saving throw** or fall into the pit and land **prone** in the pool.

**Indiana Bones.** Indiana Bones's attention is instantly drawn to the glow of the relic in the Oubliette (area 7a). Due to his skeletal condition, he is **immune** to the toxic fumes and only weighs 50 pounds (including his equipment), keeping him safe from this area's hazards.

### 7A. OUBLIETTE

This oubliette holds the Millennial Sourdough, an age-old clay pot said to contain the original mother sourdough starter. Indiana Bones is intent on retrieving the sacred relic, but removing it triggers a trap unless its weight is carefully replaced.

A narrow ledge stops before a seemingly bottomless abyss. On the far wall of the room is a small stone altar holding an ancient clay pot etched with primitive symbols. A faint, yeasty aroma cuts through the otherwise acrid air above the yawning darkness.

**Retrieving the Dough.** The ledge holding the clay pot is **10 feet** away from the walkway. A creature that falls plummets **5 × Vdist** down into the rocky pit below.

**Trap: Spikes.** A character who succeeds on a **VDC Wisdom (Perception)** check can estimate the weight of the Millennial Sourdough (20 pounds). A creature can use its action to make a **VDC Dexterity (Sleight of Hand)** check, replacing the Millennial Sourdough with another item on a success, or triggering the spikes on a failure.

If the Millennial Sourdough is removed without substituting its weight, hard-candy spikes spring from the walls. Each creature within **5 feet** of the altar must make a **VDC Dexterity saving throw**, taking **Vdam** piercing damage on a failed save, or half as much damage on a successful one.

**Treasure.** The Millennial Sourdough weighs 20 pounds. The tangy dough within is still alive and can be used to make delicious sourdough baked goods.

## DEVELOPMENTS

If Indiana Bones claims the relic, he is excited about its addition to the Musée de Cuisine in Fondant Falls. If the party attempts to keep the sourdough, the explorer offers a generous finders' fee (see the table below) in exchange for donating the dough to the museum. However, if they refuse to donate the sourdough, Indiana Bones leaves the temple in disgust, and the party loses his support (see Helping Hand on page 18).

Hunt Level	Finder's Fee
3rd	300 gp
7th	700 gp
12th	1,200 gp

## 8. HALL OF THE GUARDIANS

Frescos cover every surface in this grand hall, creating a riot of marble, gold, and emerald hues. Life-sized gelatin statues in a rainbow of colours stand in various poses amidst a carpet of sugary snake skins.

Sections of the marble floor (as shown on Map 1 Pyramid Catacombs, page 14) are covered with sugary snake skins (see Hazard: Snake Skins, area 6a).

**Encounter: Gummy Guardians.** The gelatin statues are former victims of the Gummydusa turned into temple guardians. Each guardian is a different colour that hints to their abilities and weaknesses. The gelatin guardians attack either after one is touched or the party has been in the room for **1 minute**. The gummy guardians use the statistics referenced in the table below with the following modifications. The modifications don't change the creature's CR.

- The gelatin guardian's speed is 30 feet.
- The grey oozes lose their resistance to cold and fire damage, and the black puddings lose their immunity to cold and lightning damage. Additionally, lightning damage doesn't trigger the black puddings' Split reaction.

- The gelatin guardian's colour determines a damage vulnerability that it has. Assign each guardian a colour, which determines the damage vulnerability it has: red (fire); blue (cold); green (poison); or yellow (lightning).
- The gelatin guardian has the following new trait: **Sour Burst.** When the gelatin guardian dies, it explodes in a burst of sour acid. Each creature within **10 feet** of it must make a **VDC Dexterity saving throw**, taking **Vdam** acid damage on a failed save, or half as much damage on a successful one.

Hunt Level	Stat Block
3rd	3 <b>gray oozes</b> (CR 1/2)
7th	4 <b>mimics</b> (CR 2)
12th	4 <b>black puddings</b> (CR 4)

## 8A. DANCING PATH

This stone hallway is bisected by two **5-foot-wide** stone ledges. These ledges rhythmically retract and extend from opposing walls, dancing above a pit filled with hard candy spikes. Indiana Bones steps forward, cracks his whip, and says with a roguish grin, "Well, looks like we've stumbled upon the 'Candy Crush Crusade'. Hope none of y'all are afraid of a little hopscotch!"

**Hazard: Candy Crushers.** The characters must succeed on three successive **VDC Dexterity (Acrobatics)** checks to jump across the length of the hallway. On a failure, a character falls **10 feet** into the pit and takes **Vdam** piercing damage from the hard candy spikes below. Once a character has fallen into the pit, the fragile candy spikes in its space shatter and no longer deal piercing damage. Each character can make a **VDC Intelligence (Investigation)** check to discern the pattern of the moving ledges, conferring **advantage** on its Dexterity (Acrobatics) check on a success.

## 9. SERPENTS HALL

This grand hall is filled with niches holding crumbling marble statues. The walls are a feast for the eyes, adorned with intricate murals and statues depicting the sour goddess, Tangarina the Tart, in all her glory. A spiral stone staircase etched to resemble the scales of a serpent leads down into the Prison of the Gummydusa (see Map 2. Aspic's Antechamber).

A character examining the murals on the walls who is proficient in the Religion skill or succeeds on a **VDC Intelligence (Religion)** check determines that they depict scenes of the temple's ancient days. They tell a tale of the crusader sour snake warriors battling during a holy war between the gods of Spice and Sour.

**Encounter: Double Trouble.** Massive gummy serpents that resemble wingless dragons are entwined around stone pillars on opposite ends of the chamber. They use the statistics in the table below, with the modifications in the sourscale sidebar (page 20).

Hunt Level	Stat Blocks
3rd	2 sourscale serpents ( <b>giant constrictor snake</b> , CR 2)
7th	4 sourscale serpents ( <b>giant constrictor snake</b> , CR 2)
12th	2 crystallised sourscale serpents ( <b>giant crocodile</b> , CR 5)

## THE BATTLE AHEAD

### PRISON OF THE GUMMYDUSA

The spiral staircase from area 9 descends into a long hall illuminated by the warm glow of braziers (see Map 2. Aspic's Antechamber). Two elongated pools flank this path, their surfaces shimmering with a viscous liquid emitting a pungent, sour scent. The hall eventually widens, leading into a half-moon shaped chamber. Along the northern wall, six golden statues of snake heads glimmer above tiled murals along the floor.

Statues of snake-headed warriors stand in battle-ready stances throughout the room, their golden forms reflecting the brazier light. Dominating the northern wall is a large chunk of an unusual mineral, its sour smell permeating the chamber. Above, a skylight pierces the pyramid's apex, allowing the sun's rays to stream down, casting an ethereal glow over the room and filling it with bright light.

**Waves.** The battle with the Gummydusa and her defenders is divided into three consecutive phases called waves. Each wave's section details the enemies and tactics faced in the wave and provides conditions for when each starts and ends.

**Helping Hand.** Indiana Bones still refuses to fight ("I'm sorry but this is too many snakes for me! What are we gonna do about these flippin' snakes all over this flippin' pyramid?"), but stays just close enough to lend a helping hand if needed. Once during the fight, if the party is struggling, he can rush in to take the Help action or administer a *potion of healing* (normal, greater, or superior at 3rd, 7th, and 12th hunt level, respectively).

**Hazard: Sour Gummy Pools.** The pools flanking the hall are filled with a viscous, sour gummy substance that is both sticky and acidic. A creature that moves into the pool, or starts its turn there, must succeed on a

**VDC Strength saving throw** or become **restrained**. A creature that touches the gummy substance for the first time on a turn or a creature that starts its turn in contact with the substance takes **Vdam** acid damage. A creature can use its action to make a **VDC Strength** check, freeing itself or a creature within its reach on a success. The temple's denizens aren't affected by the substance's restraining effect.

**Hazard: Golden Serpent Gaze.** When a creature enters a space within **15 feet** of a golden snakehead statue, roll a **d6** on the table below to determine the triggered effect. Each snake head can only trigger its effect once per round, resetting on initiative count 20 (winning ties) of each round. The temple's denizens are **immune** to these effects and don't trigger them.

### GOLDEN SERPENT GAZE EFFECTS

d6	Effect
1	A poisonous cloud fills a <b>15-foot-radius sphere</b> originating from the snake head's mouth and lasts until the current initiative count of the next round. Each creature that starts its turn in this area must succeed on a <b>VDC Constitution saving throw</b> or become <b>poisoned</b> until the start of its next turn.
2	The snake head spews acidic slime in a <b>15-foot cone</b> . Each creature in the area must make a <b>VDC Dexterity saving throw</b> , taking <b>Vdam</b> acid damage on a failed save, or half as much damage on a successful one.
3	The snake's eyes glow ominously. The triggering creature must succeed on a <b>VDC Wisdom saving throw</b> or be <b>petrified</b> until the start of its next turn.
4	The snake head launches a jet of fire in a <b>15-foot-long, 5-foot-wide line</b> directed at the triggering creature. Each creature in the line must make a <b>VDC Dexterity saving throw</b> , taking <b>Vdam</b> fire damage on a failed save, or half as much damage on a successful one.
5	The snake head's scales charge with electricity, and a lightning bolt blasts from its mouth. The triggering creature must succeed on a <b>VDC Constitution saving throw</b> or take <b>Vdam</b> lightning damage.
6	The snake head creates an illusion of a massive snake coiling around the triggering creature. The creature must succeed on a <b>VDC Intelligence saving throw</b> or be <b>restrained</b> until the start of its next turn.



1 SQUARE = 5 FEET

CARTOGRAPHER:  
CZE & PEKU

MAP 2. ASPIC'S ANTECHAMBER

## SOURSCALE CREATURES

A 'sourscale' creature has the following modifications:

- It has **resistance** to acid damage.
- It deals an extra 3 (1d6) acid damage with its Bite attack.
- It has the following new trait: **Acidic Body**. When the sourscale creature is hit by a melee attack from a creature within 5 feet of it, the creature must succeed on a **VDC\* Dexterity saving throw** or take **Vdam** acid damage as acidic slime splashes back.

\*Alternative option: DC equals 8 + the creature's Constitution modifier + the creature's proficiency bonus

## WAVE 1: GUMMY SENTINELS

During this wave, the characters face golden gummy sentinels while avoiding the hazards protecting the inner sanctum. Once the characters enter the northern portion of the prison, read aloud the following:

The chamber is bathed in soft, ethereal light streaming through a skylight above. An immense chunk of sour-smelling mineral commands attention in the centre of the northern wall, scattering the light throughout the room. It sparkles across intricate murals decorating the floor beneath your feet and golden statues of snake-headed warriors poised for battle.

The northern wall is lined with six larger-than-life snake head statues, their eyes glinting in the brazier light. Suddenly, the room's stillness is broken by a low rumble as some of the golden statues begin to come to life.

### ENEMIES

The first wave consists of golden gummy sentinels that come to life. The GM decides which of the golden statues on the map are animated. The combatants in this wave use the following modifications:

- Their type is Construct.
- When a gummy sentinel takes at least **Vdam** bludgeoning damage in a single turn, the golden shell encasing the statue cracks, revealing a vibrant gummy core. The colour of the gummy core corresponds with a particular damage type

to which the statue gains **vulnerability** upon exposure. Roll a **d6** on the table below to determine the colour and corresponding vulnerability of each statue's gummy core:

### GUMMY COLOUR AND ASSOCIATED VULNERABILITIES

d6	Colour	Vulnerability
1	Blue	Cold damage
2	Red	Fire damage
3	Yellow	Lightning damage
4	Black	Necrotic damage
5	Green	Poison damage
6	White	Radiant damage

**Level 3.** At 3rd level, the wave 1 combatants are:

- 4 gummy guards (**guard**, CR 1/8)
- 1 gummy hero (**berserker**, CR 2)

**Level 7.** At 7th level, the wave 1 combatants are:

- 4 gummy heroes (**berserker**, CR 2)
- 1 gummy warrior (**knight**, CR 3)

**Level 12.** At 12th level, the wave 1 combatants are:

- 5 gummy champions (**gladiator**, CR 5)
- 1 gummy shadowwalker (**assassin**, CR 8)

### TACTICS

The statues work together to surround the party, using their numbers to herd the characters. They attempt to draw the characters into the path of the golden serpent statues' gaze. Once a character is caught in the gaze, the statues focus their attacks on the affected individual.

### END OF WAVE

This wave ends when all of the gummy sentinels are reduced to 0 hit points.

## WAVE 2: THE GUMMYDUSA

The Gummydusa emerges from within the hunk of mineral—the condensed, physical form of the stolen life essence—and brings half of the golden serpent statues to life.

Once the second wave begins, read aloud:

A sudden quake shudders through the chamber, causing the braziers to flicker erratically. From the hulking sour mineral, a viscous, glistening substance starts seeping and pooling atop the formation. In a mesmerising display, the ooze

begins to sculpt into a person. Her form is a fascinating spectacle of translucence and colour, an amalgamation of countless gummy candies that shimmer in the light. Her eyes, iridescent orbs of hard candy, glimmer with mischievous delight. From her head, twisting locks of gummy serpents whip about, tasting the air with liquorice tongues.

“The sweet taste of victory is near,” she cackles, her voice a syrupy hiss echoing through the chamber. “I hope you’ve brought your appetites, for your just desserts are served!”

A surge of power radiates from her, pulsating across the room. Three of the golden snake statues lining the wall tremble, their eyes blazing with energy. With a sound like the crackle of melting sugar, they come to life, slithering out of the wall with hunger in their eyes.

## ENEMIES

The second wave consists of a quiver of giant sourscale snakes and the Gummydusa. The GM chooses which of the statues are animated.

**Level 3.** At 3rd level, the wave 2 combatants are:

- 3 sourscale snakes\* (**giant poisonous snake**, CR 1/4)
- 1 **Gummydusa hierophant** (CR 2; see Appendix C)

**Level 7.** At 7th level, the wave 2 combatants are:

- 3 sourscale serpents\* (**giant constrictor snake**, CR 2)
- 1 **Gummydusa curatrix** (CR 6; see Appendix C)

**Level 12.** At 12th level, the wave 2 combatants are:

- 3 crystallised sourscale serpents\* (**giant crocodile**, CR 5)
- 1 **Gummydusa abbess** (CR 11; see Appendix C)

\*See Sourscale Creatures sidebar (page 20)

## THE GUMMYDUSA EMERGES



## TACTICS

The Gummydusa is a battlefield controller who focuses on utilising her Glaze Gaze trait, attempting to gummify the most dangerous enemies—typically those with the highest damage output or control abilities. Concurrently, she uses her spellcasting for area control, primarily deploying *stinking cloud* to manipulate battlefield placement and isolate characters. She then uses her Gummy Strike (if available) to grapple and restrain party members, particularly spellcasters or ranged attackers. She alternates her attacks between Sourgum Snake Hair and Hard Candy Shortsword for melee attackers or Gumdrop Volley for ranged foes.

## END OF WAVE

This wave ends when the Gummydusa is reduced to 0 hit points and brings Jörmungumdr to life. Any remaining sourscale combatants continue fighting in the next wave.

## WAVE 3: JÖRMUNGUMDR

The Gummydusa uses the last of her power to send her essence into Jörmungumdr and takes control of its body. However, her power is not enough to break the divine curse keeping her trapped in the pyramid, forcing Jörmungumdr to return to the prison through the skylight.

Once the third wave begins, read aloud:

### SOURSCALE SERPENT



The Gummydusa's form convulses, her sour, multicoloured body melting into a pool of vibrant ooze. With a final, haunting laugh, she surges upward, her essence spiralling towards the skylight like a twister of liquid candy. Above, the pyramid's apex shudders, dislodging stone and dust. The ceiling splits with a deafening crack, and a colossal gummy serpent descends. Sunlight streams through the rupture, casting kaleidoscopic reflections across its massive head. The candy colossus roars, baring rows of sugary fangs.

## ENEMIES

The third wave consists of Jörmungumdr, a wingless, dragon-like sour serpent.

**Level 3.** At 3rd level, the wave 3 combatant is:

- 1 **Jörmungumdr wyrmling\*** (with 15 temporary hit points and sized Large; CR 4)

**Level 7.** At 7th level, the wave 3 combatant is:

- 1 **young Jörmungumdr** (with 30 temporary hit points; CR 11)

**Level 12.** At 12th level, the wave 3 combatant is:

- 1 **ancient Jörmungumdr** (CR 20)

\*See Appendix C

## TACTICS

The jörmungumdr uses its breath weapons to catch as many characters as possible in a single blast. Between these, it targets the nearest or most wounded character, attempting to constrict them. It uses this tactic not only to inflict damage but also to control the battle space, forcing characters to move or risk being caught in its mighty coils.

## END OF WAVE

This wave ends when Jörmungumdr is reduced to 0 hit points.

As the colossal serpent collapses, its once-vibrant colours fade as its body hardens and cracks. The boulder of raw mineral pulses, glowing with an otherworldly light that casts erratic shadows throughout the chamber. The pulsing quickens and the mineral explodes into countless radiant particles. Streams of energy ascend, painting luminous trails across the chamber and filling the air with a symphony of delicious aromas. The twisting energy reaches through the apex, swirling into a mesmerising vortex. It flashes in a firework explosion, fading as it tinkles down.

## OPTIONAL ENDING: TEMPLE COLLAPSE

If you are running this as a one-shot adventure, you may wish to up the stakes the characters face after defeating Jörmungummdr, giving the characters closure to their story beyond just defeating the serpent. One way to ac-

complish this is to create an overly-dramatic event after the battle has ended. For example, instead of the stolen life essence streaming back to the owners, the energy becomes unstable and shakes the temple in a mighty earthquake that begins cracking it open like an egg! The characters must make their way out of the temple while avoiding falling debris, dodging pits of boiling sour soda, and other hazards along the escape route.

**Round 1.** The temple begins to shudder, pieces breaking off and hurtling from every direction. Each character must succeed on a **VDC Dexterity saving throw** to dodge the chunks of rubble or take **Vdam** bludgeoning damage.

**Round 2.** As the party enters the next area they find the floor is crumbling, revealing a roiling river of boiling sour soda acid below. Each character must make a **VDC Strength (Athletics)** check to leap across the gaps, taking **Vdam x 2** acid damage on a failed save, or half as much damage on a successful one.

**Round 3.** A path has opened right ahead of the party, leading straight to the exit and safety. However, a massive hard candy boulder dislodged from the temple structure begins to roll towards them. Each character must succeed on a **VDC Constitution saving throw** to summon the energy for a final sprint or take **Vdam x 2** bludgeoning damage.



JORMUNGUMMDR

# AFTERMATH

Here are some developments that can occur after this adventure.

- The streams of life energy disperse across the Islands of Y'ummm, returning to the individuals from whom they were taken. With the return of their life essence, the drained inhabitants rejuvenate, their bodies regaining vitality and colour.
- Back at the marketplace, Sugarplum Sal shares stories of the miraculous recovery of the drained individuals in Fondant Falls. His previous fears are replaced with joy, and he thanks the party for restoring peace to the island. The party enjoys a 50 percent discount on his wares as a reward.
- In Caramel Cove, Marzipan Myria greets the party with joy. Her child, once frail, is now full of life. Word of the party's deeds spreads, their actions bringing hope and happiness to the once devastated families. Marzipan Myria hosts a family dinner in the party's honour, where they meet the entire Marzipan clan.
- The party meets Butterscotch Bertram and Mayor Jon Cenamon in the Loot Tavern, where a feast celebrates their triumph. The characters are paid their promised reward as the once desperate Fondant Falls residents are now full of resilience and hope. The party is also gifted with packages filled with delicious fondant-covered treats as an additional thank you.
- The sourscale serpents lose their sour magic, becoming harmless creatures without the Gummydusa's influence.

- The Great Food Pyramid, no longer a prison for the Gummydusa, reverts back to its original purpose as a temple dedicated to Tangarina the Tart.
- The guardian paladin, having fulfilled his duty, finally finds peace. His spirit ascends, joining the pantheon of the gods of flavour.
- If Indiana Bones was denied the Millennial Dough, the angry explorer targets the characters at a later date to try and recover the dough by stealth. Otherwise, the dough sits proudly in the Musée de Cuisine among the rest of his recovered artifacts.

## TREASURE

Once the party has defeated the jörmungumdr, they can attempt to harvest components and craft unique items using the remains. For further information, refer to the Harvesting and Crafting chapters in *Heliana's Guide to Monster Hunting*.

## HARVESTING

The following unique components can be harvested from the remains of the jörmungumdr, in addition to those normal for a Dragon.

### JÖRMUNGUMDR HARVEST TABLE

Component DC	Components
5	Blood syrup (1)
10	Gummy scales (3)
15	Wafer spine (1)
20	Gummy heart (1)

## CRAFTING

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
Crystal Candy Sword	Weapon (any sword)	Uncommon	—	Phial of dragon (jörmungumdr) blood syrup	Frail	430 gp
		Rare			Robust	1,980 gp
		Very rare			Potent	11,100 gp
Wafer Shield of Sliding	Armour (shield)	Uncommon	Required	Dragon (jörmungumdr) wafer spine	Frail	820 gp
		Rare			Robust	4,390 gp
Gummythral Breastplate	Armour (breastplate, half plate, or plate)	Uncommon	Required	Dragon (jörmungumdr) gummy heart and pouch of gummy scales	Frail	790 gp
		Rare			Robust	4,310 gp
		Very rare			Potent	12,100 gp

\*This is the 'off-the-shelf' purchase cost and can vary significantly from the crafting cost.

# APPENDIX A - MAGIC ITEMS

## CRYSTAL CANDY SWORD

Weapon (any sword), uncommon

Component: phial of dragon (jormungummdr) blood syrup

Tempered in succulent strengthening syrup, then honed to a razor's edge upon the rock-candy whetstone of the sugarsmith, this multihued blade is as sweet as it is sharp.

**Sugar Coated.** As a bonus action while holding this sword, you can lick it, regaining **1d6** hit points and casting the *sugar rush*\* spell on yourself. Once this property of the sword has been used, it can't be used again until the next dawn.

**Rare variant:** Increase the hit points regained to **2d6**. When you use the Sugar Coated property, roll a **d4**. On a **1** or **2**, the property can't be used again until the next dawn.

**Very rare variant:** Increase the hit points regained to **3d6**. Casting the *sugar rush* spell with this item doesn't require concentration. When you use the Sugar Coated property, roll a **d4**. On a **1** or **2**, the property can't be used again until the next dawn.

\*See Appendix B

## WAFER SHIELD OF SLIDING

Armour (shield), uncommon (requires attunement)

Component: dragon (jormungummdr) wafer spine

Contrived as a means of quickly navigating the Grand Bakery of Babaganoush, wafer shields that surf on their torrents of icing have become an increasingly common occurrence.

**Sugar Slide.** As a bonus action while wielding this shield, you can doff it, throw it to the ground, and jump atop it as it spouts a torrent of magical icing. For **1 minute** or until you use a bonus action to hop off the shield and don it once more, you move by riding the shield, which glides on the icing it produces at a speed equal to your walking speed. While moving in this way, you don't provoke opportunity attacks, and if you travel **20 feet** in a straight line towards a creature and then immediately hit it with a melee weapon attack, the creature must succeed on a **DC 13 Strength saving throw** or be knocked **prone**.

Once this property of the shield has been used, roll a **d4**. On a **1** or **2**, it can't be used again until the next dawn.



CRYSTAL CANDY SWORD



WAFER SHIELD

**Rare variant:** Increase the **DC** to **15**. The item has the Hot Chocolate property.

**Hot Chocolate.** Whilst surfing on the shield, you splash scalding hot chocolate to either side. When you move within **5 feet** of another creature, it must succeed on a **DC 15 Dexterity saving throw** or take **1d8** fire damage. A creature can only take this damage once on each turn.

## GUMMYTHRAL BREASTPLATE

Armour (breastplate, half plate, or plate), rare (requires attunement)  
Component: dragon (jörmungumdr) gummy heart and pouch of gummy scales

The thick gummy plates of this armour wobble violently each time they're struck. At first, these convulsions may be disorienting, but wearers of gummythral quickly come to appreciate how perfectly it absorbs each impact, and learn to move their bodies along with the wobbling instead of fighting it. It is for this reason that the gummy knights of Y'ummm are often said to dance across the battlefield.

This armour has **5 charges** and regains **1d4 + 1** expended charges daily at dawn.

**Sticky Situation.** While you're wearing this armour, you can use your reaction when a Large or smaller creature hits you with a melee weapon attack to expend **1 charge** and catch the attack with your sticky gummy armour. If the creature used a weapon to attack, the weapon becomes stuck to the armour, and can't be used again until a creature within reach of you uses its action to make a successful **DC 15 Strength (Athletics)** check to remove it. If the creature used one of its body parts to attack you, such as

a claw or fangs, that body part becomes stuck and the creature is **grappled** by you (**escape DC 15**). You don't need a free hand to maintain this grapple, and while it lasts, the creature can't make attacks with that stuck body part.

You can only have one weapon or body part stuck to the armour. If you use this reaction again while a weapon or body part is already stuck to the armour, it is released to make room for the new one.

**Uncommon variant:** Reduce the **DCs** to **13**, the charges to **3**, and the recharge to **1d3**.

**Very rare variant:** Increase the **DCs** to **16**. You have a **+1 bonus** to AC while wearing this armour. The armour has the Abrupt Release property.

**Abrupt Release.** As a bonus action while you have a weapon or body part stuck in the armour, you can suddenly release it with great strength. If you have a weapon stuck, make a ranged weapon attack with it, treating it as an improvised thrown weapon which you are proficient with. If you have a creature's body part stuck, the creature loses its balance and is knocked **prone**.



GUMMYTHRAL  
BREASTPLATE

# APPENDIX B - SPELLS

## ACID RAIN

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 90 feet (20-foot-radius, 60-foot-tall cylinder)

**Components:** V, S, M (a drop of acid)

**Duration:** Concentration, up to 1 minute

**Class:** Druid, Sorcerer, Warlock, Wizard

With a gentle patter, corrosive raindrops build to an acidic deluge in a **20-foot-radius, 60-foot-tall cylinder**, centred on a point within range. When the rain begins, each creature in the area must make a **Dexterity saving throw**, taking **4d6** acid damage on failure or half as much damage on a success. For the duration, a creature must also make this saving throw when it enters the spell's area for the first time on its turn or ends its turn there.

***At Higher Levels.*** When you cast this spell using a spell slot of 4th level or higher, the acid damage increases by **1d6** for each slot level above 3rd.

## HUMPERDINK'S HALITOSIS

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Self (15-foot cone)

**Components:** V, S

**Duration:** 1 round

**Class:** Bard, Sorcerer, Warlock

You belch forward acidic fumes, afflicting those in a **15-foot cone** before you. The fumes spread around corners. All creatures in the area must make a **Constitution saving throw**, taking **3d4** acid damage on a failure or half as much damage on a success.

The fumes linger until the end of your next turn or until dispersed by a moderate or stronger wind. Any creature ending its turn in the area must make a **Constitution saving throw**, taking **3d4** acid damage on a failed save, or half as much damage on a successful one.

***At Higher Levels.*** When you cast this spell using a spell slot of 2nd level or higher, the damage (both initial and later) increases by **1d4** for each slot level above 1st.

## SUGAR RUSH

*2nd-level biomancy\* (\*can be replaced with transmutation)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (some candy)

**Duration:** Concentration, up to 1 minute

**Class:** Bard, Cleric, Paladin, Sorcerer, Tamer

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is increased by **15 feet**, and it gains a **+1 bonus** to AC. As a bonus action on each of its turns, it can take the Dash, Disengage, Hide, or Use an Object action.

When the spell ends, or if an affected creature does not spend movement up to its walking speed by the end of its turn, it then develops a stomach ache and is **poisoned** until the end of its next turn.

***At Higher Levels.*** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

# APPENDIX C - CREATURES

## LAIR ACTIONS

The Gummydusa's magical influence is spread throughout the temple chamber. This ambient magic creates effects that can be made as lair actions within the area. The saving throw DC, damage, and distance (as applicable) of the lair actions depend on the level of the hunt, as shown in the Variable Lair Action Statistics table.

### VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vdam	Vdist
3rd	12	3 (1d6)	5 ft.
7th	14	7 (2d6)	10 ft.
12th	16	14 (4d6)	15 ft.

On initiative count 20 (losing initiative ties), the Gummydusa or jörmungumdr takes a lair action as described below; the same effect can't be used two rounds in a row:

**Sticky Quagmire.** The floor turns into a sticky, gummy substance within a **Vdist** × 2 radius centred on a point the Gummydusa chooses. The area is difficult terrain until the Gummydusa uses another lair action, after which it hardens back to its normal state.

**Sour Mist.** The pools of sour liquid bubble and hiss, releasing a noxious mist that fills an area within **Vdist** of each pool. Each creature in the affected area must succeed on a **VDC Constitution saving throw** or take **Vdam** acid damage and be **poisoned** for 1 minute.

**Sour Acid Rain.** Acidic, sour droplets begin to rain down from the pyramid's ceiling. Each creature in the lair must make a **VDC Dexterity saving throw**, taking **Vdam** acid damage on a failed save, or half as much damage on a successful one.

### THE GUMMYDUSA

## GUMMYDUSAE

Wielding the acidic power of elemental sour and adorned with a head of live gummy snakes, gummydusae possess the unique ability to turn foes into gelatin. Should an adventurer find itself surrounded by screaming, jellified sculptures it's always best to double check if they're in an art exhibit of Breadvard Munch, or if they've mistakenly wandered into a gummydusa's lair.

**Histories.** In the theology of the Church of the Sour, the first gummydusa was created when their deity, Tangarina the Tart, punished a vain priest who valued his beauty more than his vows of humility. The goddess' curse turned the priest into a foul, serpent-haired monstrosity whose very gaze could turn a creature into gelatin. Shunned by their former adorers, the priest fled to a nearby cave, from where he preyed upon passing travellers, freezing the most beautiful into jellified statues.

One day, the fruit hero Pearseus heeded the cries of the terrified populace and, using his naanjitsu training, fought the beast blindfolded. As the gummydusa animated the cave's pools of gelatin into sour serpents, the fight quickly turned against Pearseus. In a final act of desperation, the fruit naanja unveiled a polished dinner platter, reflecting the gummydusa's gaze back upon itself and turning the tide. Pearseus decapitated the monster and presented the trophy to Tangarina, who fashioned a shield from the platter and head, a powerful artifact now lost to time.



# GUMMYDUSA HIEROPHANT

Medium Monstrosity, lawful evil

**Armor Class** 14 (natural armour)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	12 (+1)

**Saving Throws** Wis +3, Cha +3

**Skills** Perception +3

**Damage Resistances** acid, poison

**Condition Immunities** charmed, petrified

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 13

**Languages** Celestial, Common, Infernal

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Glaze Gaze.** When a creature that can see the Gummydusa's eyes starts its turn within **30 feet** of her, the Gummydusa can force it to make a **DC 11 Constitution saving throw** if the Gummydusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly gummified. Otherwise, a creature that fails the save begins to turn to gelatin and its AC decreases by **1**. The creature must repeat the saving throw at the end of its next turn, becoming gummified on a failure or ending the effect on a success. A gummified creature's speed is halved, its AC decreases by **2**, and it is assigned a colour that gives it **vulnerability** to a type of damage. The gummification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the Gummydusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the Gummydusa in the meantime, it must immediately make the save.

If the Gummydusa sees her reflection within **30 feet** of herself in an area of bright light, her colour changes and she gains **vulnerability** to a random damage type until the end of her next turn. Roll a **d6** to determine the colour and damage type for a gummified creature: 1, blue, cold; 2, red, fire; 3, yellow, lightning; 4, black, necrotic; 5, green, poison; 6, white, radiant.

**Innate Spellcasting.** The Gummydusa's innate spellcasting ability is Charisma (**spell save DC 11, +3** to hit with spell attacks) and casts cantrips as a 3rd-level spellcaster. She can innately cast the following spells, requiring no material components:

At will: **acid splash**, **vicious mockery**

2/day each: **acid arrow**, **Humperdink's halitosis**\*

\*See Appendix B, <sup>c</sup> indicates concentration, **bold** indicates combat spell

**Legendary Resistance (2/Day).** If the Gummydusa fails a saving throw, she can choose to succeed instead.

## ACTIONS

**Multiattack.** The Gummydusa makes either two melee attacks—one with her Hard Candy Shortsword and one with her Sourgum Snake Hair—or two ranged attacks with her Gumdrop Volley. She can replace any of these attacks with her Gummy Strike, if available.

**Hard Candy Shortsword.** *Melee Weapon Attack:* **+3** to hit, reach 5 ft., one target. *Hit:* 4 (**1d6 + 1**) piercing damage.

**Gumdrop Volley.** *Ranged Weapon Attack:* **+3** to hit, range 100/300 ft., one target. *Hit:* 5 (**1d8 + 1**) bludgeoning damage, and the target's speed is reduced by **10 feet** until the start of its next turn.

**Sourgum Snake Hair.** *Melee Weapon Attack:* **+3** to hit, reach 5 ft., one creature. *Hit:* 4 (**1d6 + 1**) piercing damage plus 3 (**1d6**) acid damage.

**Gummy Strike (Recharge 5-6).** The Gummydusa animates a pool of gummy material that occupies a volume of at least 5-foot-cubed, shaping it into a monstrous snake that lunges at a creature she can see within **30 feet** of the pool. The target must succeed on a **DC 13 Dexterity saving throw** or take 9 (**2d8**) bludgeoning damage and be **grappled (escape DC 13)**. Until this grapple ends, the target is **restrained**, and the Gummydusa can't animate another gummy serpent.

## LEGENDARY ACTIONS

The Gummydusa can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Gummydusa regains spent legendary actions at the start of her turn.

**Acid Splash.** The Gummydusa casts *acid splash*.

**Cast a Spell (Costs 2 Actions).** The Gummydusa casts a spell.

**Sour Sussuration (Costs 2 Actions).** The Gummydusa chooses one willing creature she can see within **30 feet** of her, teleporting to a space adjacent to it and empowering it with her sour magic. The creature gains 7 (**2d4 + 2**) temporary hit points and has **advantage** on its first attack roll before the end of its next turn.

# GUMMYDUSA CURATRIX

Medium Monstrosity, lawful evil

**Armor Class** 15 (natural armour)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

**Saving Throws** Wis +4, Cha +5

**Skills** Perception +7, Stealth +5

**Damage Resistances** acid, poison

**Condition Immunities** charmed, petrified, poisoned

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 17

**Languages** Celestial, Common, Infernal

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Glaze Gaze.** When a creature that can see the Gummydusa's eyes starts its turn within **30 feet** of her, the Gummydusa can force it to make a **DC 13 Constitution saving throw** if the Gummydusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly gummified. Otherwise, a creature that fails the save begins to turn to gelatin and its AC decreases by **1**. The creature must repeat the saving throw at the end of its next turn, becoming gummified on a failure or ending the effect on a success. A gummified creature's speed is halved, its AC decreases by **2**, and it is assigned a colour that gives it **vulnerability** to a type of damage. The gummification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the Gummydusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the Gummydusa in the meantime, it must immediately make the save.

If the Gummydusa sees her reflection within **30 feet** of herself in an area of bright light, her colour changes and she gains **vulnerability** to a random damage type until the end of her next turn. Roll a **d6** to determine the colour and damage type for a gummified creature: 1, blue, cold; 2, red, fire; 3, yellow, lightning; 4, black, necrotic; 5, green, poison; 6, white, radiant.

**Innate Spellcasting.** The Gummydusa's innate spellcasting ability is Charisma (**spell save DC 13, +5** to hit with spell attacks) and casts cantrips as a 6th-level spellcaster. She can innately cast the following spells, requiring no material components:

At will: **acid splash**, **vicious mockery**

3/day each: **acid arrow**, **Humperdink's halitosis**\*

1/day each: **acid rain**\*<sup>c</sup>

\*See Appendix B, <sup>c</sup> indicates concentration, **bold** indicates combat spell

**Legendary Resistance (2/Day).** If the Gummydusa fails a saving throw, she can choose to succeed instead.

## ACTIONS

**Multiattack.** The Gummydusa makes either two melee attacks—one with her Hard Candy Shortsword and one with her Sourgum Snake Hair—or two ranged attacks with her Gumdrops Volley. She can replace any of these attacks with her Gummy Strike, if available.

**Hard Candy Shortsword.** *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 5 (**1d6 + 2**) piercing damage.

**Gumdrops Volley.** *Ranged Weapon Attack:* **+5** to hit, range 100/300 ft., one target. *Hit:* 6 (**1d8 + 2**) bludgeoning damage, and the target's speed is reduced by **10 feet** until the start of its next turn.

**Sourgum Snake Hair.** *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one creature. *Hit:* 5 (**1d6 + 2**) piercing damage plus 7 (**2d6**) acid damage.

**Gummy Strike (Recharge 5-6).** The Gummydusa animates a pool of gummy material that occupies a volume of at least 5-foot-cubed, shaping it into a monstrous snake that lunges at a creature she can see within **30 feet** of the pool. The target must succeed on a **DC 13 Dexterity saving throw** or take 13 (**3d8**) bludgeoning damage and be **grappled (escape DC 13)**. Until this grapple ends, the target is **restrained**, and the Gummydusa can't animate another gummy serpent.

## LEGENDARY ACTIONS

The Gummydusa can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Gummydusa regains spent legendary actions at the start of her turn.

**Acid Splash.** The Gummydusa casts *acid splash*.

**Cast a Spell (Costs 2 Actions).** The Gummydusa casts a spell.

**Sour Sussuration (Costs 2 Actions).** The Gummydusa chooses one willing creature she can see within **45 feet** of her, teleporting to a space adjacent to it and empowering it with her sour magic. The creature gains 10 (**3d4 + 3**) temporary hit points and has **advantage** on its first attack roll before the end of its next turn.

## GUMMYDUSA ABBESS

Medium Monstrosity, lawful evil

**Armor Class** 17 (natural armour)

**Hit Points** 127 (17d8 + 51)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	14 (+2)	16 (+3)	18 (+4)

**Saving Throws** Dex +8, Con +7, Wis +7, Cha +8

**Skills** Perception +11, Stealth +8

**Damage Immunities** acid, poison

**Condition Immunities** charmed, petrified, poisoned

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 21

**Languages** Celestial, Common, Infernal

**Challenge** 11 (7,200 XP)

**Proficiency Bonus** +4

**Glaze Gaze.** When a creature that can see the Gummydusa's eyes starts its turn within **30 feet** of her, the Gummydusa can force it to make a **DC 15 Constitution saving throw** if the Gummydusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly gummified. Otherwise, a creature that fails the save begins to turn to gelatin and its AC decreases by 1. The creature must repeat the saving throw at the end of its next turn, becoming gummified on a failure or ending the effect on a success. A gummified creature's speed is halved, its AC decreases by 2, and it is assigned a colour that gives it **vulnerability** to a type of damage. The gummification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the Gummydusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the Gummydusa in the meantime, it must immediately make the save.

If the Gummydusa sees her reflection within **30 feet** of herself in an area of bright light, her colour changes and she gains **vulnerability** to a random damage type until the end of her next turn. Roll a **d6** to determine the colour and damage type for a gummified creature: 1, blue, cold; 2, red, fire; 3, yellow, lightning; 4, black, necrotic; 5, green, poison; 6, white, radiant.

**Innate Spellcasting.** The Gummydusa's innate spellcasting ability is Charisma (**spell save DC 16**, +8 to hit with spell attacks) and casts cantrips as an 11th-level spellcaster. She can innately cast the following spells, requiring no material components:

At will: **acid arrow**, **acid splash**, **Humperdink's halitosis**\*, **vicious mockery**

3/day each: **acid rain**\*<sup>c</sup>, **stinking cloud**<sup>c</sup>

1/day each: **blight**, **contagion**

\*See Appendix B, <sup>c</sup> indicates concentration, **bold** indicates combat spell

**Legendary Resistance (3/Day).** If the Gummydusa fails a saving throw, she can choose to succeed instead.

### ACTIONS

**Multiattack.** The Gummydusa makes either three melee attacks—two with her Hard Candy Shortsword and one with her Sourgum Snake Hair—or two ranged attacks with her Gumdrop Volley. She can replace any of these attacks with her Gummy Strike, if available.

**Hard Candy Shortsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (**1d6 + 4**) piercing damage.

**Gumdrop Volley.** *Ranged Weapon Attack:* +8 to hit, range 100/300 ft., one target. *Hit:* 8 (**1d8 + 4**) bludgeoning damage, and the target's speed is reduced by 10 feet until the start of its next turn.

**Sourgum Snake Hair.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 7 (**1d6 + 4**) piercing damage plus 10 (**3d6**) acid damage.

**Gummy Strike (Recharge 5-6).** The Gummydusa animates a pool of gummy material that occupies a volume of at least 5-foot-cubed, shaping it into a monstrous snake that lunges at a creature she can see within **30 feet** of the pool. The target must succeed on a **DC 16 Dexterity saving throw** or take 18 (**4d8**) bludgeoning damage and be **grappled (escape DC 16)**. Until this grapple ends, the target is **restrained**, and the Gummydusa can't animate another gummy serpent.

### LEGENDARY ACTIONS

The Gummydusa can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Gummydusa regains spent legendary actions at the start of her turn.

**Acid Splash.** The Gummydusa casts *acid splash*.

**Cast a Spell (Costs 2 Actions).** The Gummydusa casts a spell.

**Sour Sussurratation (Costs 2 Actions).** The Gummydusa chooses one willing creature she can see within **60 feet** of her, teleporting to a space adjacent to it and empowering it with her sour magic. The creature gains 14 (**4d4 + 4**) temporary hit points and has **advantage** on its first attack roll before the end of its next turn.

## JÖRMUNGUMMDR

An immense, sour-coated gelatin snake, this creation of the gummydusa, Hissophelia, is but a pale facsimile of the True Jörmungummdr, the sour serpent who holds back the Five Fathoms. Its sour sprinkles are poorly attached to its rainbow-hued tubular length and, with a shake, it can cause a shower of caustic dust.

**Five Fathoms.** In the creation mythology of Yu'um, there are five deities known as the Gods of Flavour: salt, bitter, umami, sweet, and sour. These deities' first creation was the ocean that surrounds the archipelago. Each god worked separately, producing a body of water that immediately divided into five, separate strata: the Five Fathoms. At the top was the briney Salt Sea followed by the toxic Bitter Broth, the cloudy Umami Ocean, the viscous Sugar Syrup, and, densest of them all, the caustic Sour Span.

**True Jörmungummdr.** To prevent the Five Fathoms flowing off the edge of the world, the Gods of Flavour sought a solution. Each attempt resulted in failure, for none of the gods' creations could withstand the caustic corrosivity of the Sour Span. Hence it was that Tangarina the Tart, goddess of sour, manifested a creature capable of withstanding this fathom: a giant sour serpent that encircled the Islands and kept the sea in place: Jörmungummdr.

**Convergence.** From these trials and tribulations, the Gods of Flavour learnt that working alone would result in a volatile world of conflict and reactive chemistry. From that moment on, they combined their ingredients to create all the floral, faunal, and jello-graphic phenomena found throughout the islands.

**Hissophelia's Heresy.** As high priestess, Hissophelia was intimately familiar with the lore of her goddess. In an act of heretical revenge, she sought to imitate this deific marvel and re-create Jörmungummdr. Despite the immense size of the rainbow serpent she managed to create, it is but an imitation, barely capable of holding back a lake, let alone the Five Fathoms.

JORMUNGUMMDR



# JÖRMUNGUMDR WYRMLING

Medium Dragon, chaotic evil

**Armour Class** 16 (natural armour)

**Hit Points** 75 (10d8 + 56)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	11 (+0)	13 (+1)	11 (+0)

**Saving Throws** Dex +3, Con +5

**Skills** Insight +3, Perception +5, Stealth +3

**Damage Immunities** acid, poison

**Condition Immunities** charmed, poisoned

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 15

**Languages** Common, Draconic

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Gummy Body.** If Jörmungumdr takes 6 or more fire damage, its speed is halved and it has **disadvantage** on attack rolls and ability checks until the end of its next turn.

**Legendary Resistance (2/Day).** If Jörmungumdr fails a saving throw, it can choose to succeed instead.

**Sour Body.** When Jörmungumdr is hit by a melee attack from a creature within 5 feet of it, the creature must succeed on a **DC 13 Dexterity saving throw** or take 5 (2d4) acid damage as acidic slime splashes back.

## ACTIONS

**Multiattack.** Jörmungumdr makes two attacks: one with its Bite and two with its Slam.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage, and the target must succeed on a **DC 13 Strength saving throw** or be knocked **prone**.

**Breath Weapons (Recharge 5-6).** Jörmungumdr uses one of the following breath weapons.

**Gummy Tide.** Jörmungumdr exhales colourful liquid in a 15-foot cone that quickly becomes viscous and sticky. Each creature in that area must succeed on a **DC 13 Strength saving throw** or become **restrained** for 1 minute. A creature can use its action to make a **DC 13 Strength** check, freeing itself or a creature within its reach on a success.

**Sour Breath.** Jörmungumdr exhales acid in a 15-foot cone. Each creature in that area must make a **DC 13 Dexterity saving throw**, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS

Jörmungumdr can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Jörmungumdr regains spent legendary actions at the start of its turn.

**Overrun.** Jörmungumdr moves up to half its speed, moving through the spaces of creatures smaller than it. Each creature whose space it moves through must make a **DC 13 Dexterity saving throw**. A creature takes 2 (1d4) bludgeoning damage and is knocked **prone** on a failure, or takes half as much damage and moves into the nearest unoccupied space to it on a success. Jörmungumdr does not trigger opportunity attacks from creatures whose spaces it moves through in this way.

# YOUNG JÖRMUNGUMDR

Large Dragon, chaotic evil

**Armour Class** 17 (natural armour)

**Hit Points** 144 (14d10 + 56)

**Speed** 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	19 (+4)	12 (+1)	15 (+2)	13 (+1)

**Saving Throws** Dex +6, Con +8

**Skills** Insight +6, Perception +10, Stealth +6

**Damage Immunities** acid, poison

**Condition Immunities** charmed, poisoned

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 20

**Languages** Common, Draconic

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Gummy Body.** If Jörmungumdr takes **10** or more fire damage, its speed is halved and it has **disadvantage** on attack rolls and ability checks until the end of its next turn.

**Legendary Resistance (2/Day).** If Jörmungumdr fails a saving throw, it can choose to succeed instead.

**Sour Body.** When Jörmungumdr is hit by a melee attack from a creature within **5 feet** of it, the creature must succeed on a **DC 16 Dexterity saving throw** or take 7 (**2d6**) acid damage as acidic slime splashes back.

## ACTIONS

**Multiattack.** Jörmungumdr makes three attacks: one with its Bite and two with its Slam. It can replace any one of these attacks with its Acidic Constriction.

**Acidic Constriction.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 13 (**2d8 + 4**) bludgeoning damage, and the target is **grappled (escape DC 16)**. A grappled creature takes 7 (**2d6**) acid damage at the start of each of its turns. Until this grapple ends, the creature is **restrained**, and Jörmungumdr can't use Acidic Constriction on another target.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (**2d8 + 4**) piercing damage.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (**2d4 + 4**) bludgeoning damage, and the target must succeed on a **DC 16 Strength saving throw** or be knocked **prone**.

**Breath Weapons (Recharge 5-6).** Jörmungumdr uses one of the following breath weapons.

**Gummy Tide.** Jörmungumdr exhales colourful liquid in a **30-foot cone** that quickly becomes viscous and sticky. Each creature in that area must succeed on a **DC 16 Strength saving throw** or become **restrained** for **1 minute**. A creature can use its action to make a **DC 16 Strength** check, freeing itself or a creature within its reach on a success.

**Sour Breath.** Jörmungumdr exhales acid in a **30-foot cone**. Each creature in that area must make a **DC 16 Dexterity saving throw**, taking 36 (**8d8**) acid damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS

Jörmungumdr can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Jörmungumdr regains spent legendary actions at the start of its turn.

**Attack.** Jörmungumdr makes one Slam attack.

**Overrun.** Jörmungumdr moves up to half its speed, moving through the spaces of creatures smaller than it. Each creature whose space it moves through must make a **DC 16 Dexterity saving throw**. A creature takes 3 (**1d6**) bludgeoning damage and is knocked **prone** on a failure, or takes half as much damage and moves into the nearest unoccupied space to it on a success. Jörmungumdr does not trigger opportunity attacks from creatures whose spaces it moves through in this way.

**Sour Shower (Costs 2 Actions).** Jörmungumdr shakes, causing a cascade of caustic sugar to sprinkle to the ground within **10 feet** of it. Each creature in the area must make a **DC 16 Constitution saving throw**, taking 7 (**2d6**) acid damage on a failure, or half as much damage on a success.

# ANCIENT JÖRMUNGUMDR

*Gargantuan Dragon, chaotic evil*

**Armour Class** 19 (natural armour)

**Hit Points** 297 (17d20 + 119)

**Speed** 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	25 (+7)	14 (+2)	17 (+3)	15 (+2)

**Saving Throws** Dex +8, Con +13

**Skills** Insight +9, Perception +15, Stealth +8

**Damage Immunities** acid, poison

**Condition Immunities** charmed, poisoned

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 25

**Languages** Common, Draconic

**Challenge** 20 (25,000 XP)

**Proficiency Bonus** +6

**Gummy Body.** If Jörmungumdr takes 20 or more fire damage in a single instance, its speed is halved and it has **disadvantage** on attack rolls and ability checks until the end of its next turn.

**Legendary Resistance (3/Day).** If Jörmungumdr fails a saving throw, it can choose to succeed instead.

**Sour Body.** When Jörmungumdr is hit by a melee attack from a creature within 5 feet of it, the creature must succeed on a **DC 21 Dexterity saving throw** or take 11 (2d10) acid damage as acidic slime splashes back.

## ACTIONS

**Multiattack.** Jörmungumdr makes three attacks: one with its Bite and two with its Slam. It can replace any one of these attacks with its Acidic Constriction.

**Acidic Constriction.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 18 (2d10 + 7) bludgeoning damage, and the target is **grappled (escape DC 21)**. A grappled creature takes 14 (4d6) acid damage at the start of each of its turns. Until this grapple ends, the creature is **restrained**, and Jörmungumdr can't use Acidic Constriction on another target.

**Bite.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

**Slam.** *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage, and the target must succeed on a **DC 21 Strength saving throw** or be knocked **prone**.

**Breath Weapons (Recharge 5-6).** Jörmungumdr uses one of the following breath weapons.

**Gummy Tide.** Jörmungumdr exhales colourful liquid in a **90-foot cone** that quickly becomes viscous and sticky. Each creature in that area must succeed on a **DC 21 Strength saving throw** or become **restrained** for 1 minute. A creature can use its action to make a **DC 21 Strength** check, freeing itself or a creature within its reach on a success.

**Sour Breath.** Jörmungumdr exhales acid in a **90-foot cone**. Each creature in that area must make a **DC 21 Dexterity saving throw**, taking 62 (14d8) acid damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS

Jörmungumdr can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Jörmungumdr regains spent legendary actions at the start of its turn.

**Attack.** Jörmungumdr makes one Slam attack.

**Overrun.** Jörmungumdr moves up to half its speed, moving through the spaces of creatures smaller than it. Each creature whose space it moves through must make a **DC 21 Dexterity saving throw**. A creature takes 9 (2d8) bludgeoning damage and is knocked **prone** on a failure, or takes half as much damage and moves into the nearest unoccupied space to it on a success. Jörmungumdr does not trigger opportunity attacks from creatures whose spaces it moves through in this way.

**Sour Shower (Costs 2 Actions).** Jörmungumdr shakes, causing a cascade of caustic sugar to sprinkle to the ground within 20 feet of it. Each creature in the area must make a **DC 21 Constitution saving throw**, taking 21 (6d6) acid damage on a failure, or half as much damage on a success.



**GROWTH I**  
 PREREQUISITE: BECOME COMPANION  
 "It goes on..."

1

**VITAMIN INJECTION**  
 PREREQUISITE: —  
 "Potassi-YUM!"

**GROWTH II**  
 PREREQUISITE: GROWTH I  
 "...and on..."

3

**CONSTRICT**  
 PREREQUISITE: —  
 "In Y'ummm..."

**SLIP UP**  
 PREREQUISITE: —  
 "It never gets old."

**MULTIATTACK**  
 PREREQUISITE: —  
 "Downed in two bites."

5

**SWALLOW**  
 PREREQUISITE: CONSTRICT  
 "...fruit devours YOU."

**THICK PEEL**  
 PREREQUISITE: —  
 "Bananasnake! Hiss, hiss, hiss..."

**GROWTH III**  
 PREREQUISITE: GROWTH II  
 "...and on..."

9

**SHED PEEL**  
 PREREQUISITE: THICK PEEL  
 "...it's a snake with a-peel!"

**GROWTH IV**  
 PREREQUISITE: GROWTH III  
 "...and on..."

13

## FAMILIAR - BANANACONDA

**HYPNOTIC GAZE**  
 PREREQUISITE: —  
 "Trust in it... just in it."

17

"When I first brought Nanner into the tavern, Granny Weathertax was concerned that she might bite, or worse, devour a customer. Only poorly trained familiars behave like that, however, and my bananaconda don't. Erm, I mean, doesn't."

— Heliana, Tamer Extraordinaire

**Type:** Monstrosity  
**Creature Component:** Any jörmungumdr  
**Bonus Tamer Improvement:** Growth I and +2 Hit Dice

Despite the intimidating sizes they can grow to, bananacondas are deceptively docile creatures. They tend to dwell within the boundaries of their territories, remaining passive even in the

face of intruders, so long as these don't threaten or attempt to harm the snakes. Even then, bananacondas rarely kill in self-defence, preferring instead to chase off unwelcome visitors with a few warning bites or persuade them to leave with their hypnotic gazes. Only when hunger strikes does a bananaconda become truly dangerous; although these slithering predators prefer a diet of apericots, they have been known to take down even mighty mangorillas when in dire need, stretching their mouths to swallow their prey whole. Bananacondas express affection through nutritious bites that they use to inject vitamins into friendly creatures, and it's not uncommon to see two or more snakes exchanging these gestures in the wild, tangled into complicated knots among the branches of their arboreal homes.

If any of the bananaconda's traits or actions require a saving throw, it is always against the bananaconda's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the bananaconda's Strength modifier

## MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the bananaconda the following improvements using your Monster Trainer feature:

### GROWTH I

**Prerequisite:** Become a tamer's companion

**Type:** Passive (companion)

The bananaconda's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Bite attack increases to a **d6**.

### GROWTH II

**Prerequisite:** 3rd-level tamer, Growth I

**Type:** Passive (companion)

The bananaconda's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its Bite and Constrict attacks each increase to a **d8**.

## BANANACONDA

*Tiny Monstrosity, Unaligned*

**Armour Class** 13 (natural armour)

**Hit Points** 4 (1d4 + 2)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	3 (-4)	10 (+0)	8 (-1)

**Senses** blindsight 10 ft., passive Perception 10

**Languages** —

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Easily Bruised.** When the bananaconda takes bludgeoning damage, it takes an extra 2 (1d4) bludgeoning damage. It then can't take this extra damage again until the start of its next turn.

**Slippery.** The bananaconda can spend 5 feet of movement to automatically escape from nonmagical restraints or a creature that has it grappled.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## VITAMIN INJECTION

**Prerequisite:** 3rd-level tamer

**Type:** Active

When the bananaconda hits a creature with its Bite attack, it can choose to inject powerful vitamins into the target. The target gains 14 (4d6) temporary hit points, which last for **1 hour**, and it loses the poisoned condition if it has it. While these temporary hit points last, the creature has **resistance** to poison damage, and it is **immune** to disease and being poisoned. A willing creature can choose to automatically be hit by the bananaconda's Bite attack.

The bananaconda can inject vitamins a number of times equal to its proficiency bonus and regains all expended uses when its tamer finishes a long rest.

When the bananaconda's tamer reaches 9th level in the tamer class, these temporary hit points increase to 28 (8d6).

## CONSTRICT

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

The bananaconda gains a new action option: Constrict. The damage die of the Constrict attack increases with the die size specified in the bananaconda's Growth improvements.

**Constrict.** *Melee Weapon Attack:* **Str modifier** + **PB** to hit, reach 5 ft., one creature of the bananaconda's size or smaller. *Hit:* **1d6** + **Str modifier** bludgeoning damage, and the target is **grappled** (**escape DC** equals **save DC**). Until this grapple ends, the bananaconda can't constrict another target, and it has **advantage** on Constrict attacks against the grappled creature.

## MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the bananaconda can make two attacks, one of which must be a Bite attack.

## SLIP-UP

**Prerequisite:** 5th-level tamer

**Type:** Active (reaction)

When a creature moves on the ground within **5 feet** of the bananaconda, the bananaconda can use its reaction to slide its tail under the creature's feet, attempting to make it slip. The creature must succeed on a **Dexterity saving throw** or be knocked **prone**.

If the bananaconda is Large or larger, the range of this reaction increases to **10 feet**.

### GROWTH III

**Prerequisite:** 9th-level tamer, Growth II

**Type:** Passive (companion)

The bananaconda's size increases to Large, its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its Bite and Constrict attacks each increase to a **d10**.

### SWALLOW

**Prerequisite:** 9th-level tamer, Constrict

**Type:** Active (action)

The bananaconda gains a new action option: Swallow.

*Swallow. Melee Weapon Attack:* **Str modifier + PB** to hit, reach 5 ft., one creature grappled by the bananaconda's Constrict. *Hit:* The target is swallowed by the bananaconda. A swallowed creature is **blinded** and **restrained**, has total cover against attacks and other effects outside the bananaconda, and takes 10 (**3d6**) acid damage at the start of each of the bananaconda's turns.

The bananaconda's gullet can only hold one creature at a time. If the bananaconda takes **15** damage or more on a single turn from a creature inside of it, it must succeed on a **DC 20 Constitution saving throw** at the end of that turn or regurgitate the swallowed creature, which falls **prone** in a random unoccupied space within **5 feet** of the bananaconda. If the bananaconda dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using **10 feet** of movement, exiting **prone**. If the bananaconda is recalled to its vessel, it leaves the swallowed creature behind in a random space that the bananaconda occupied.

### THICK PEEL

**Prerequisite:** 9th-level tamer

**Type:** Passive (companion)

The bananaconda gains a **+2 bonus** to AC while it isn't wearing armour.

### GROWTH IV

**Prerequisite:** 13th-level tamer, Growth III

**Type:** Passive (companion)

The bananaconda's size increases to Huge, its Hit Die size increases to a **d12** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its Bite and Constrict attacks each increase to a **d12**.

### SHED PEEL

**Prerequisite:** 13th-level tamer, Thick Peel

**Type:** Active (action), Passive (companion)

As an action, the bananaconda can shed its peel, emerging from within it renewed and ending the blinded, charmed, deafened, frightened, and poisoned conditions on itself. When it does so, it loses the AC bonus granted by its Thick Peel improvement until the end of its next turn, when the fresh peel hardens once more.

In addition, the bananaconda gains proficiency in Constitution saving throws.

### HYPNOTIC GAZE

**Prerequisite:** 17th-level tamer

**Type:** Active (action & bonus action)

As an action, the bananaconda can begin to sway hypnotically, and its eyes turn into swirling spirals of colour for **1 minute** or until it is incapacitated. During this time, the bananaconda can use a bonus action to stare at another creature within **60 feet** of it. If the creature can see the bananaconda's eyes, the creature must succeed on a **Wisdom saving throw** or be **charmed** by the bananaconda until the start of the bananaconda's next turn or until the bananaconda deals damage to it. When a creature becomes charmed by the bananaconda in this way, the bananaconda can subtly influence it in one of the following ways:

- **Approach.** The creature immediately uses its reaction to move up to its speed towards the bananaconda. The creature doesn't move into obviously dangerous hazards, such as a fire or a pit.
- **Relax.** The creature sits or lies down, becoming **prone**. While charmed, the creature can't stand up from prone and has **disadvantage** on ability checks.
- **Sway.** The creature sways in place, mimicking the bananaconda's rhythm. While charmed, the creature speed is reduced to **0 feet**, it can take an action or a bonus action on its turn, but not both, and regardless of its abilities or magic items, it can't make more than one attack during its turn.

Once the bananaconda has used this action, it can't do so again until its tamer finishes a short or long rest.



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