



**LAIR OF THE
SPOILED
DRAGONFRUIT**



**RIPE FOR THE SLAYING
7TH, 11TH, 16TH LEVEL**



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INTRODUCTION

Lair of the Spoiled Dragonfruit is a 5th-edition hunt intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 7, 11, or 16. Characters who complete this hunt should earn enough experience to progress one-third of the way to 8th level, half of the way to 12th level, or half of the way to 17th level. The adventurers must slay a noble dragonfruit which has fallen prey to a terrible disease.

Braving the dense jungles of Jamazonia while following the tracks of the dragonfruit will lead the party to the temple of Kornukopia, which the dragon defends fiercely as she succumbs to an illness. Ways to resist poison and acid damage and to deal cold and slashing damage will be crucial in this fight.

VARIABLE HUNT STATISTICS

Hunt Level	VDC	Vmod	Vdam
7th	14	+6	7 (2d6)
11th	15	+7	10 (3d6)
16th	17	+9	21 (6d6)

BACKGROUND

Centuries ago, the armies of the Kingdom of Y'ummm faced off against the corrupted forces of Esherisha Koli, the dreaded plaguemancer, in a war that would decide the fate of the entire archipelago. After much bloodshed, Esherisha was eventually defeated, but his magic did not die with him. In recondite corners of Y'ummm, objects and locations suffused with the plaguemancer's noxious essence persist to this day, waiting to unleash deadly diseases.

Such was the case for Pithaia, a mighty dragonfruit who had been roaming Y'ummm for artefacts to add to her collection. Unwittingly tapping into the remnants of Esherisha's foul magic, Pithaia was infected with the Dragonrot, a sickness developed specifically to afflict the dragonfruits who had sided with the armies of Y'ummm back in the day.

This illness causes dragonfruits' innards and minds alike to slowly decay until they are but putrid husks in the shape of dragons. Though Pithaia's red-and-green scales look as fresh as after her first moult, her sanity has all but completely eroded, leaving one all-consuming instinct in its place. This overwhelming urge drove her to return to the place of her birth, the temple of Kornukopia in the lush jungles of Jamazonia, and

compels her to succumb to the Dragonrot so that her soul may be consumed by the lingering phylactery of Esherisha Koli. For this reason, Pithaia acts fiercely territorial and defends herself furiously against any other threats to her life.

This poses a grave problem for the local berryan nations; the temple of Kornukopia is the only neutral ground in Jamazonia and the site of their yearly moot. During this grand event, all the nations convene to discuss trade, diplomacy, and other matters of great import. This year's moot is especially crucial, for Jamazonia is on the brink of war.

The warmongering Razz Nation has been shrewdly manipulating the other berryans for months, fabricating conflicts and driving wedges between allies. It's their hope that this will eventually break out into an all-out war, granting the Razz Nation the opportunity to expand their territory in the ensuing chaos. Tensions are escalating rapidly, and the dragonfruit's arrival has been an incredible boon to their plans, delaying the moot and preventing the berryan nations from resolving their differences diplomatically.

The Bloo Nation, long-time advocates of peace, have sent warriors to reclaim the temple, but not a single one has returned from this quest. They are left with no choice but to call upon an adventuring party, in the hopes that it might be victorious where their own champions have failed.

SUMMARY

Here's a summary of the relevant information for this hunt:

- ♦ **Which Monster?** A dragonfruit, one of the mightiest creatures in the archipelago of Y'ummm.
- ♦ **Monster's Motivations.** Corrupted by the plaguemancer's Dragonrot, the dragonfruit is fueled by a desire to succumb to her disease, lashing out against any who trespass in her domain.
- ♦ **Monster's Previous Actions.** The dragonfruit's presence prevents the berryans from holding their yearly moot, which threatens to plunge the land into war. The dragonfruit has felled many warriors sent to expel her from her lair.
- ♦ **Where's the Monster?** The dragonfruit waits in the temple of Kornukopia, deep within the jungle of Jamazonia.

ADVENTURE HOOKS

Traversing the dense Jamazonian jungle isn't for the faint of heart, and it helps to have suitable compensation. Here are a few ways you can motivate your party to take this job:

- ♦ **Curiosity: Irrational Behaviour.** Dragonfruits are noble, magnanimous creatures who have aided the Kingdom of Y'ummm many times in the past. Sightings of one soaring in the skies above Jamazonia have reached far and wide already, but reports of its unusually feral behaviour confound scholars, who ask the party to investigate.
- ♦ **Morality: Berry the Hatchet.** Preventing a war between the berryan nations would stop the paradisiac jungles of Jamazonia from being torn apart by conflict, and help preserve many of its unique animals and plants. More importantly, it would save hundreds, if not thousands, of lives.
- ♦ **Compensation: Economic Incentive.** The berryans of Jamazonia are the undisputed main exporters of fresh fruit to the rest of Y'ummm. Already, the political unrest is having a noticeable impact on trade, a situation which is sure to worsen if nothing is done to vanquish the dragonfruit. Merchant guilds across the land are ready to invest in an adventuring party that can solve the berryans' issues and bring stability back to the fruit trade.

HUNT REWARDS PER PLAYER CHARACTER

Hunt Level	Gold	XP*
7th	1,400 gp	3,250
11th	3,500 gp	7,700
16th	7,750 gp	15,230

*Includes all monsters, traps, and puzzles, averaged for a party of four.

The party arrives at a Bloo Nation settlement in Jamazonia and is greeted by Mu Fin of the Bloo berryans, who's taken it upon himself to see the matter of the dragonfruit resolved and war in Jamazonia averted. The escalating tension between nations has made the berryan leaders reluctant to spare warriors who could be guarding their borders instead, so Mu is eager to find brave adventurers willing to confront the monster of Kornukopia.

MU FIN

Mu Fin is the youngest son of the current leader of the Bloo Nation, and a strong contender to take his mother's place in the future. Not only is he one of the Bloo Nation's most accomplished warriors, but he is also their foremost diplomat. Mu loves to talk problems out even more than he loves bashing heads together... and he loves bashing heads together.

Rising Star. From a very young age, Mu Fin showed great promise as both a barberryan warrior and a leader, and the Bloo Nation has worked hard to cultivate this potential. Mu has been trained by the nation's best fighters, instructed by its wisest tacticians, and mentored by its most brilliant scholars. He has been shaped into a fine young berryan, poised to take over the mantle of chief in the future, and so he shoulders the nation's hopes that he will lead the Bloo berryans to a golden age of prosperity.

Burden of Responsibility. All of the pressure to thrive weighs heavily on Mu's shoulders. He is genuinely grateful for the opportunities presented to him by his nation and looks forward to a time when he can return the favour by assuming the role for which he was raised. Yet he constantly struggles with guilty dreams of what it would be like to set off on his own, to be free of others' expectations, even if just for a while.

Information. Mu can offer the party the following information:

- ♦ A simple explanation of the political climate in Jamazonia, the importance of the yearly moot, and the disastrous consequences that a war could have for the berryan nations and Y'ummm as a whole.
- ♦ The Bloo Nation doesn't have concrete evidence of the identity of the creature residing in the temple, as none of the warriors they sent to investigate have returned.
- ♦ Mu believes that recent sightings of a dragonfruit in the area can't be a coincidence. Other berryans refuse to accept that a noble dragonfruit could be the one responsible for their plight, but Mu urges the party to keep an open mind and to seek more clues on their way to the temple of Kornukopia (see Tracking, page 5).

JAMAZONIA

Born of the ocean itself many centuries ago after a massive volcanic eruption, the isle cluster of Jamazonia is a veritable tropical paradise. Its sweltering, intensely humid climate isn't for everyone, but life thrives in its lush jungles and along the sandy beaches. It's home to the famed berryan nations of Y'ummm, whose barberryans rank among the fiercest and bravest warriors anywhere in the archipelago, and the source of some of the best fruit in the known world.

UNIQUE FAUNA AND FLORA

The jungles of Jamazonia boast one of the most diverse, rich ecosystems in all of Y'ummm. Researchers from all over the archipelago regularly mount expeditions to Jamazonia to study new animals and plants, hypothesising that hundreds of species remain undiscovered. The ones described below are but a sample of the variety the jungles have to offer.

Apericot. Tiny tropical tricksters that frolic in large bands on the jungle treetops, apericots are very hard to miss. They make their presence known by screaming loudly at passersby, mockingly mimicking their motions, and pelting them with a specific variety of durian whose hard spikes and foetid stench make it unpalatable even for the apes. Thankfully, they are just as easy to bribe as they are annoying. An offering of food or a shiny trinket can keep a group of apericots busy fighting amongst themselves for hours, providing a traveller with much needed peace and quiet... as soon as they distance themselves from the deafening ruckus that ensues.

An apericot uses the statistics of a **baboon** (CR 0), with the following additional action option:

Durian. *Ranged Weapon Attack.* +1 to hit, range 20/60 ft., one target. *Hit:* 1 piercing damage. If the target is a creature, it must succeed on a **DC 10 Constitution saving throw** or be **poisoned** until the end of its next turn.

Cocoabra. Those who dwell in the Jamazonian jungle must learn to keep an eye out for the vicious cocoabra, or they shan't dwell there for long. These devious creatures disguise themselves as cocoa pods, waiting for an unwary victim to approach before uncoiling and striking with a deadly bite. Instead of venom, cocoabras inject molten chocolate into the veins of their prey, incapacitating them with searing pain. New explorers are reminded not to confuse these

MU FIN

Humanoid (fruitfolk), barbarian, he/him

Personality. Confident, assertive, burdened by responsibility.

Appearance. Large and muscular. Carries an acorn maul.

Desire. To be free of responsibility and expectations.

Fear. That he will fail to live up to the high expectations of his nation.

"It's not the shine of your peel that matters, but the fibre of your pulp."

MU FIN



deadly predators with the docile cocobras, which resemble coconuts when curled up. To prevent similar confusion, the one responsible for this naming scheme was promptly expelled with extreme prejudice from the Royal Explorers' Society of Y'ummm.

A cocobra uses the statistics of a **poisonous snake** (CR 1/8), but its Bite attack deals fire damage instead of poison damage.

Omnifruit. A combination of the rich soil, warm climate, and symbiotic fauna makes the jungles of Jamazonia the only place in Y'ummm where the legendary omnifruit can grow. Also called "the jungle's jewel", this delicacy is exceedingly rare and highly sought after. Epicureans describe its taste as the most perfect of fruit salads, consisting of a delicately balanced blend of tropical fruits.

Omnifruits also boast miraculous health benefits. An entire omnifruit can be consumed over the course of **1 minute** and provides enough nutrition to sustain

a creature for **1 day**. A creature that eats the omnifruit regains **2d10** hit points. In addition, it gains **2d10** temporary hit points, **resistance** to poison damage, and **advantage** on saving throws against poison and disease. These benefits last for **8 hours**.

Rindnoceros. "All rind and no juice" is a common saying in Y'ummm, indicating an individual who talks a big game but can't back it up with substance. This phrase is inspired by the rindnoceros of Jamazonia, bulky titans with plates of rough rind more than two feet thick. This impressive armour is built over the course of a rindnoceros's long life by accumulating discarded peels from other fruit and piling them on top of its own skin. Despite their formidable bulk and nigh-impregnable defence, however, these creatures are abject cowards that fight only when they have no other choice.

A rindnoceros uses the statistics of a **rhinoceros** (CR 2), with an AC of 18 and the following additional trait:

All Rind, No Juice. The rindnoceros has **disadvantage** on attack rolls unless it has half of its hit points or fewer.



"JERRY"

TRACKING

Reaching the temple of Kornukopia necessitates trekking through the sultry, overgrown Jamazonian jungle. Even with directions from Mu, it's easy to get lost. The party must make at least three Tracking checks and succeed on at least two of them to reach their destination. Each Tracking check can be a **VDC Wisdom (Survival)** check or one of the ability checks suggested by the optional Tracking rules in *Heliana's Guide to Monster Hunting*. If a Tracking check would result in an encounter, feel free to replace any narrative encounters with the ones below.

This journey is the perfect opportunity to divulge some of the clues in the Know Thy Enemy section (page 6), which hint at the dragonfruit's strengths and weaknesses.

INTERPLANAR ICE CREAM

Narrative encounter, jungle

Three colourful butterflies fly out of the underbrush in a hurry, with a curious creature in hot pursuit: a giant hermit crab carrying an ice cream shop on his back. Abandoning the chase when he notices the party, the crab introduces himself as Jerry, the itinerant ice cream vendor, and deliberately mixes up the names of the party members in an attempt to pretend he has never met them. In reality, the crab's true name is Gary (see *Ascent of the Sour Serpent*; *The Good, the Bad, and the Oni*; *Release the Kraken*; and *Just Desserts*). His reasons for taking different aliases are unknown, but rumours have it that his true name was stolen by a mischievous Fey. In this iteration, he wears a pith helmet, sports a magnificent moustache, and carries a butterfly net. Speaking in a sophisticated accent, he goes on a short rant about how difficult it is to handle a net with a pair of pincers.

'Jerry' requests that the party assist him in capturing some rare, local insects, which he plans to incorporate into his ice cream recipes. He confidently asserts that this task "will take no time at all" and that the party "isn't doing anything urgent anyway". If the party accepts, they can spend **1 hour** chasing down the insects, which gets them off their path and imposes **disadvantage** on their next Tracking check. In return, each party member can select one of the two treats described below. 'Jerry's' ice cream always stays

magically cold, despite the weather, and can be consumed as a bonus action, after which it is expended.

- **Triple Citrus Sorbet.** A creature that eats this treat gains **resistance** to poison damage until the end of its next turn.
- **Berry Blast Milkshake.** A creature that eats this treat deals an extra 5 (**1d10**) damage with each of its attacks until the end of its next turn. The damage is the same type as the attack's damage. If the attack deals more than one damage type, the attacker chooses one of the types for the extra damage.

GRAPES OF WRATH

Combat encounter, jungle

As the noxious essence of Esherisha Koli spreads from Pithaia to the rest of Jamazonia, a new strain of grape has appeared in the jungle, laced with a powerful poison. Victims of this poison feel an uncontrollable rage towards any creatures that aren't also similarly poisoned. Some of the local fauna have feasted on the grapes and now rampage through the jungle in search of targets for their fury. Unfortunately for the party, that just so happens to be them.

Non-Combat Alternative. The rampaging Beasts won't listen to reason until some is beaten into them first. When a Beast is reduced to half its hit points or fewer, it appears to visibly regain its senses, and a character can use an action to make a **VDC Wisdom (Animal Handling)** check, causing the Beast to calm down and withdraw on a success.

Treasure. After killing or calming the Beasts, the characters can follow their tracks to a clearing where the poisonous grapes grow. A successful **DC 13 Intelligence (Nature)** check allows a creature to realise that the grape juice can be harvested and used as a potent poison. A successful **VDC Wisdom (Survival)** check, made with **advantage** if the character is proficient with the herbalism kit or poisoner's kit, allows them to obtain two doses of the poison. A creature that consumes a dose of this poison must succeed on a **DC 13 Constitution saving throw** or be **poisoned** for **1 hour**. While poisoned in this way, a creature is hostile towards all creatures not under the effects of the same poison.

Composition. Re flavour each creature as an animal-fruit hybrid; the rhinoceros as rindnoceros (see Unique Fauna and Flora, page 3), the elephants as melonphants, the giant crocodiles as croconuts, and the mammoths as giant melonphants.

Hunt Level	Composition
7th	2 elephants, 3 rhinoceros
11th	3 elephants, 3 giant crocodiles
16th	2 giant crocodiles, 5 mammoths

THE BANANA SPLIT

Narrative encounter, jungle

A loud, exasperated discussion between a group of disgruntled barberryans catches the party's attention. These barberryans are members of the newly formed Nanner Nation, and they're having trouble being accepted by the other nations, who refuse to allow them to attend the moot on the grounds that "bananas aren't berries". They ask the party to help them draft an argument in favour of their inclusion, which can be done with three **VDC** ability checks of the party's choice. These can be any checks that make sense, such as a **Charisma (Persuasion)** check to wax poetic about unity, or an **Intelligence (Nature)** check to discern that bananas *are*, in fact, technically berries.

If at least two of these checks are successful, the argument will be accepted by the other nations. At a later time, the Nanner Nation sends the party a token of their appreciation in the form of monetary compensation: gp equal to 50 × the hunt level.

THE JUNGLE'S JEWEL

Narrative encounter, jungle

Rising from the dense underbrush, an ancient, magnificent tree stands in the party's way. At the top, a single omnifruit dangles tantalisingly from a sturdy branch. The omnifruit is an incredibly rare delicacy with many health benefits (see page 4), but its rind is fragile, and trying to break the branch or drop the fruit from a distance will undoubtedly damage it beyond usability.

A creature can climb the 60-foot-high tree to retrieve the omnifruit by making two **VDC** ability checks. One of them must be a **Strength (Athletics)** check, made with **advantage** if the creature has a climbing speed. The other check can use a skill proficiency of the creature's choice, as long as it makes sense, such as a **Wisdom (Perception)** check to spot good handholds or a **Dexterity (Acrobatics)** check to keep one's balance while walking up a tilted branch. If both checks are successful, the creature obtains a single omnifruit. If at least one of the checks is a failure, the creature falls **30 feet** to the ground below, and the noise attracts a group of apericots that make off with the omnifruit.

KNOW THY ENEMY

Dragonfruits are creatures of legend to the Y'ummite people, making it difficult to separate myth from reality. The Bloo berryans aren't able to impart much valuable information about dragonfruits—most refuse to even believe that the creature at Kornukopia is one!—but some of their tales might hold nuggets of truth. Alternatively, you can divulge the clues as the party explores the jungle on its way to the temple of Kornukopia. The clues are the following:

- The dragonfruit can spit poisonous seeds and spew potent acid.
- The dragonfruit's peel is thick and sturdy, providing protection against weapons and spells alike. This peel can be cut away.
- Once the dragonfruit is deprived of its peel, its pulpy interior can hinder melee attackers with its stickiness.



APERICOT

CLUE 1: TUTTI FRUTTI

The dragonfruit has two different breath weapons, both incorporating the essence of different fruits. Its apple seed breath deals poison damage in addition to piercing damage due to the cyanide in the seeds. Its corrosive breath contains citric acid and pineapple enzymes that can eat through almost anything.

RUMOURS & TALES

An excited berryan child runs up to the party, wanting to tell them all about the dragonfruit she saw hunting in the skies. No one else in the settlement will believe her, and she's eager to share the tale with someone who will take her seriously.

- She recounts how she was climbing a distant hill in search of food when a large pink creature soared overhead, chasing some birds.
- This pink creature, which she believes to be a dragonfruit, alternated between spitting a yellow liquid and a barrage of small projectiles at its prey.
- She wasn't spotted and managed to escape unharmed. She considers herself very lucky for this

because she happened to come across some of the birds that the dragonfruit dropped from the skies on her way back to the settlement. Some of them were partially melted, while others looked discoloured and sickly.

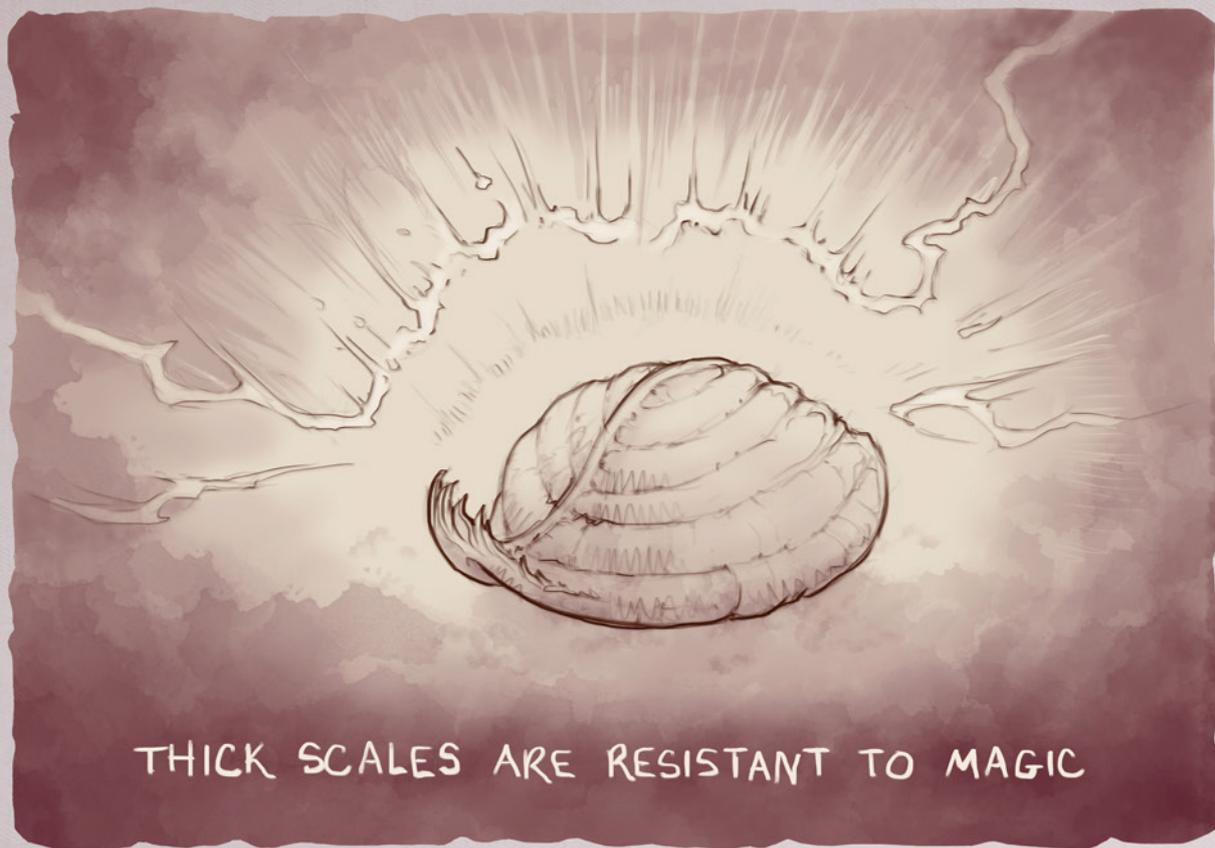
EN ROUTE

The party encounters a scene of devastation: a berryan patrol from the Stroh Nation, five strong, lies dead on the jungle floor, each warrior pierced by several fist-sized black seeds. Trees and rocks in the vicinity are partially melted and covered in a thick, yellow liquid.

- A successful **VDC Wisdom (Medicine)** check reveals that the berryans didn't die from their wounds, but from poison. Alternatively, a successful **VDC Intelligence (Nature)** check allows a creature to identify the seeds as apple seeds, and recall that they contain cyanide.
- The thick liquid smells faintly of citrus and pineapple and is highly corrosive.

HANDOUT 1. TUTTI FRUTTI





HANDOUT 2. THICK PEEL

CLUE 2: THICK PEEL

The dragonfruit's skin increases its defensive capabilities against mundane attacks as well as magic of all sorts. Dealing slashing damage to the dragonfruit can lower this defence and eventually strip it away completely.

RUMOURS & TALES

A shady, red berryan who's come to the Bloo Nation to trade approaches the party with an offer. He introduces himself as Saus from the Kran Nation, and claims he has genuine dragonfruit scales for sale, retrieved from the depths of the jungle. Saus also hints at the fact that dragonfruit scales can be crafted into powerful magic items.

A successful **VDC Intelligence (Survival or Investigation)** check reveals that the scales do in fact belong to a dragonfruit, but are too old and worn to be used in crafting (see *Heliana's Guide*). Still, some useful information might be gleaned from examining them more closely. Saus sells a pouch of scales for an amount of gp equal to $100 \times$ the hunt level. If the party manages to discern that the scales aren't in a state to be used for enchanting or forging and confronts him about it, he halves the price. A successful **VDC Charisma (Persuasion)** check convinces Saus to halve the price yet again.

EN ROUTE

The party finds a clearing where trees have been partially uprooted and pushed to one side, and deep grooves dug into the ground. The dragonfruit used this spot to scratch a deep itch, and a handful of old scales lie scattered about as a result. The scales were shed too long ago to be harvested for enchanting or forging (see *Heliana's Guide*).

EXAMINATION

Regardless of how the party obtains the dragonfruit scales, they can examine them more closely to discover some details:

- A successful **VDC Intelligence (Investigation)** check reveals that the scales can fit over one another in multiple, complex layers, not unlike plate armour. These layers provide phenomenal protection, and would have to be individually stripped from a dragonfruit in order to expose its vulnerable flesh.
- While bludgeoning and piercing implements have a tough time penetrating the protective layers of scales, blades are effective at cutting them apart.
- A successful **VDC Intelligence (Arcana)** check reveals that the scales, when in good condition, would be effective in protecting against magic.

CLUE 3: STICKY PULP

The dragonfruit's flesh is extremely sticky, and creatures that attack it once its skin has been peeled away can easily find themselves stuck. Dealing enough cold damage to the dragonfruit momentarily freezes its pulpy interior, nullifying its adhesive properties.

RUMOURS & TALES

A wise Bloo berryan elder is telling tales of dragonfruits to curious youngsters, and the party is free to listen in as well.

- The elder tells stories of a different dragonfruit he saw when he was but a child. Indeed, they've been known to visit Jamazonia in the past to escape from the cold, which causes their pulpy insides to partially freeze.
- This dragonfruit was special, and had an unusual hunting method that was unheard of for other dragonfruits. It would often rub against rocks or trees to shed some of its scales, then barrel into its prey, which would become glued to its sticky flesh. The children giggle as the elder describes the sight of a majestic dragonfruit flying through the air with several howling apericots dangling from its body.

EN ROUTE

A humorous sight presents itself to the party: a small apericot is glued to a tree by a strange white material flecked with black seeds. It howls desperately for help as it struggles, but only manages to get itself stuck more thoroughly. The party can attempt to help the unfortunate creature and learn some information in the process:

- A creature that touches the sticky white pulp must succeed on a **VDC Strength saving throw** or be grappled by it. A creature can free itself or another creature within reach from the grapple by using its action to make a successful **VDC Strength (Athletics)** check.
- A successful **VDC Intelligence (Nature)** check reveals that the sticky substance is similar to fruit pulp and can be frozen easily. Dealing cold damage to the pulp causes it to harden, letting the apericot snap off the pieces that bind it and break free with ease.



HANDOUT 3. STICKY PULP

THE BATTLE AHEAD

The battle with the dragonfruit is divided into three distinct phases, referred to as waves. In the first wave, the party contends with ambushers from the Razz Nation, intent on protecting the dragonfruit. In the second wave, they fight the dragonfruit herself, accompanied by fruit flies. In the third wave, they face off against the dragonfruit's mythic form as well as corrupted plants animated by vestiges of necromantic magic.

THE TEMPLE OF KORNUKOPIA

Once used as a place of worship to thank the Gods of Flavour for the bounty of the land, the temple of Kornukopia is an ancient Jamazonian relic. Although this religious practice has fallen out of favour nowadays, the temple still plays a pivotal role in the community by serving as neutral ground where the berryans hold their yearly moot.

The fight against the dragonfruit takes place on the steps of the temple, which consist of two distinct levels surrounded by partial walls. The first level rises 5 feet

above the jungle floor, and the second level rises 5 feet above the first. The walls have many gaps in them, and only provide half cover to targets behind them. A creature can easily be pushed through the walls, falling into the water below.

Environmental Hazard: Perilous Wetlands. The temple of Kornukopia is located in a particularly humid portion of the jungle, and surrounded by a body of knee-deep water filled with hungry lychee leeches. The area of the water is difficult terrain, and whenever a creature ends its turn within it, it must succeed on a **VDC Constitution saving throw** or take piercing damage equal to half of **Vdam**.

Helping Hand. At any time during the battle, a tamed apercicot belonging to the Bloo Nation can arrive to help the party, sent by Mu Fin himself. The small primate sneaks over to one of the party members and delivers a bundle of **1d4 potions of healing** (normal, greater, or superior at 7th, 11th, and 16th hunt level, respectively) before running for dear life.





1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 1. TEMPLE OF
KORNUKOPIA

LAIR ACTIONS

While in the vicinity of the temple of Kornukopia, Pithaia can exert her power over the land, manipulating the growth of various fruits to devastating effect. The saving throw DCs and damage of the lair actions depend on the level of the hunt.

VARIABLE HUNT STATISTICS

Hunt Level	VDC	Vmod	Vdam
7th	14	+6	7 (2d6)
11th	15	+7	10 (3d6)
16th	17	+9	21 (6d6)

Lair Actions. On initiative count 20 (losing initiative ties), the dragonfruit takes a lair action to cause one of the following effects. It can't use the same effect two rounds in a row. See the table above for the damage, roll modifiers, and save DCs. The dragonfruit only begins using lair actions in wave 2, when it battles the adventurers in person.

- ♦ **Concussive Coconuts.** Coconuts spontaneously grow on the surrounding trees in a matter of seconds, then fall on the heads of up to three creatures of the dragonfruit's choice within its lair. Make one ranged attack roll (**Vmod** to hit) against each target. On a hit, the target takes **Vdam** bludgeoning damage.
- ♦ **Explosive Pomegrenades.** A single pomegrenade grows at a point the dragonfruit can see within its lair, then explodes, pelting nearby creatures with seed shrapnel. Each creature within **10 feet** of the pomegrenade must make a **VDC Dexterity saving throw**, taking **Vdam** piercing damage on a failed save, or half as much damage on a successful one.
- ♦ **Melon Ball and Chain.** Thick vines attached to hefty watermelons sprout from the ground and wrap around the feet of the dragonfruit's enemies. Each creature of the dragonfruit's choice within its lair must succeed on a **VDC Strength saving throw** or have its speed halved until it or another creature within reach uses an action to disentangle the vines, or until the dragonfruit uses a different lair action.

APPROACHING THE TEMPLE

As the party approaches the temple, read or paraphrase the following:

Through the thick foliage, an ancient edifice looms, the lifeless grey of worn stone stark against vibrant green. On its walls, faded carvings depict Y'ummmite mythological figures—a giant gummy snake at the centre, with five winged figures flying above it and devilish silhouettes wrapped in flames lurking underneath.

The murky, stagnant water circling the temple is a perfect breeding ground for insects. Their persistent buzz is a constant companion to the muggy, cloying air which carries a faint scent of rot. It emanates from the temple's front door, which is wide open, revealing nothing beyond but an empty corridor and thick shadows. Was there a flicker of movement in that pitch black darkness... or is your mind playing tricks on you?

WAVE 1: BARBERRYAN AMBUSH

The Razz Nation has a vested interest in ensuring that the dragonfruit remains in the temple of Kornukopia, preventing the moot from being held. For that reason, they have sent warriors to secure the perimeter, staying well away from the dragon while preventing any intruders from attacking it. These warriors hide in the bushes near the temple, and the party can spot them with a successful **VDC Wisdom (Perception)** check. If they do, the barberryans realise they've been discovered and come out of hiding to confront the party. You can read the following:

"Alright, you spotted us. Ain't that great for you?" A voice grunts from the bushes just before several berryan warriors rise to meet you, hands already on the hilts of their weapons. Their belts each bear a golden insignia depicting a raspberry. Farther back, you spot the shapes of giant, ape-like creatures emerging from behind the trees, their skin a tri-coloured gradient of green, yellow, and red. They heed the berryans' commands and come no closer... for now.

“Congratulations.” The same berryan continues sarcastically, doing his best to look threatening. “You’ve earned a second chance at life. We’re under strict orders not to let anyone near the temple, and there’s nothing there for you but a horrible death, anyway. Turn back now, and you’ll live to see the sun rise again.”

The barberryans attack if the party refuses to back down or if they fail the **Wisdom (Perception)** check to spot the ambush. In the case of the latter, the party is surprised as the barberryans leap at them from the underbrush. Wave 1 begins as soon as the barberryans attack.

ENEMIES

The enemies in wave 1 are barberryans from the Razz Nation, alongside with tamed giant mangorillas under their command.

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

- 2 barberryans (**berserkers**, CR 2)
- 1 giant mangorilla (**giant ape**, CR 7)

Level 11. At 11th level, the wave 1 combatants are:

- 2 barberryan commanders (**gladiators**, CR 5)
- 2 giant mangorillas (**giant apes**, CR 7)

Level 16. At 16th level, the wave 1 combatants are:

- 2 barberryan commanders (**gladiators**, CR 5)
- 3 barberryan huntmasters (**rangers***, CR 6)
- 2 giant mangorillas (**giant apes**, CR 7)

*See Appendix C

The berserker stat blocks have the following additional action option:

Javelin. *Melee or Ranged Weapon Attack.* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

RAZZ BERRYAN

TACTICS

The combatants fight according to the tactics below:

Giant Mangorillas. These Beasts follow the commands of their handlers, but otherwise employ no particular strategy. While at least one barberryan remains alive, the giant mangorillas will target whichever creature the barberryans want crushed first, and fight to the death. If there are no barberryans left, the mangorillas are considerably more disorganised: they simply strike at whoever’s closest and flee when reduced to one-third of their hit points or fewer.

Barberryans. Knowing that their beasts of war will break rank with no handlers to keep them in check, the barberryans take a more cautious approach in combat. They only attack creatures in melee when there’s a giant mangorilla nearby to help them, and make liberal use of the Dash and Disengage actions to position themselves optimally. Otherwise, they make use of cover and attack from range.

When there are no giant mangorillas left, the barberryans throw caution to the wind and attack without reservations, focusing their attention on a single foe at a time if possible. Dedicated to furthering the cause of the Razz Nation and reluctant to shame themselves by retreating, these loyal warriors fight to the death.





FRUIT FLY

WAVE 2: LORD OF THE FLIES

Wave 2 begins after the barberryans are defeated. Alerted by the commotion, the dragonfruit exits the temple through the front door to vanquish the intruders before they can vanquish her. She's accompanied by fruit flies whose feeding time was interrupted by the party's arrival. You can read or paraphrase the following:

The buzzing of insects grows louder as the last of the barberryans hits the jungle floor. But this buzzing isn't coming from the water. In fact, the area is eerily silent, as if all life decided to swiftly vacate the premises... The noise is coming from the temple.

Something stirs inside, slowly dragging itself towards the door. It growls as its claws scratch the stone tiles, the foul odour intensifying with each of its heavy breaths... and finally, a dragon emerges from Kornukopia, covered in leathery, scaly spikes of pink and green. Oversized mosquitoes crawl on its body, proboscises buried deep into the dragon's flesh and abdominal sacs swollen with juice. At the sight of succulent new prey, they take flight and charge at you... with the dragon in tow.

ENEMIES

The enemies in wave 2 are the dragonfruit herself, as well as several fruit flies that strive to keep her safe from harm so that they may continue to feed off of her.

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

- 2 **fruit flies*** (CR 2)
- 1 **young rotted dragonfruit*** (CR 7)

Level 11. At 11th level, the wave 2 combatants are:

- 1 **adult rotted dragonfruit*** (CR 11)
- 2 **swarms of fruit flies*** (CR 4)

Level 16. At 16th level, the wave 2 combatants are:

- 1 **ancient rotted dragonfruit*** (CR 16)
- 4 **swarms of fruit flies*** (CR 4)

*See Appendix C

Half of the fruit flies or swarms of fruit flies in this wave begin combat with temporary hit points equal to the average amount they'd gain from one of their attacks, obtained from gently feeding on the dragonfruit prior to the party's arrival.

TACTICS

The combatants fight according to the tactics below.

Fruit Flies. Even after indulging on the dragonfruit, the fruit flies remain starved. They attack the party recklessly, but try to steer clear of the dragonfruit so as not to get caught in its breath weapons. The fruit flies, maddened by the dragon's rot, fight to the death.

Dragonfruit. Even as far gone as she already is, Pithaia conserves a remnant of her considerable intelligence, and makes for a more shrewd combatant than the insects she keeps as company. She fights the party on the steps of the temple, aware of the hazards lurking in the water.

She uses her Fruit Breath action whenever she can catch two or more creatures in it. If at least half of these creatures are wearing armour or wielding shields that haven't yet been corroded, she chooses her Digestive Juice option. Otherwise, she resorts to her Golden DeVicious seed breath. She doesn't care if she catches any of the fruit flies in the process.

While the breath weapon is recharging, Pithaia concentrates her efforts on one foe. When choosing her target, she avoids being near combatants wielding weapons that deal slashing damage, wanting to preserve the benefit from her Thick Peel trait for as long as she can.

For her legendary actions, Pithaia uses her Claw attack as much as possible. She uses her Citric Wind when doing so might push several foes off the temple steps and into the water, or to keep combatants capable of dealing slashing damage at bay. If no creature is in melee range of Pithaia, or if she's surrounded by creatures capable of dealing slashing damage in a way that one use of Citric Wind won't push them all away, Pithaia uses her Wing Attack to reposition herself.

When it comes to lair actions, Pithaia mainly alternates between Concussive Coconuts and Explosive Pomegrenades, in order to deal as much damage as possible. She uses her Melon Ball and Chain only if this would keep creatures capable of dealing slashing damage away from her, or if at least half of her foes are standing in the water.

WAVE 3: THE ROT WITHIN

When Pithaia is reduced to 0 hit points, her Rotten to the Core mythic trait activates and wave 3 begins. Parts of her body fall away, revealing rotten organs and decaying flesh inside, which is extremely sticky to the touch. As the dragonfruit is pushed to the brink, the remnants of necromantic magic within her flare up, causing nearby plantlife to animate into a twisted, rotted form and fight by the dragon's side. You can read or paraphrase the following:

The dragon stumbles under the force of your blows. The strength with which it clings to life is almost supernatural... but perhaps life isn't the best word to describe it. You catch a glimpse of its eyes as it readies itself for its next attack and see the fathomless rage flaring within, not with heat, but with a cold, dead energy. And then... one of its horns falls off. A chunk of its tail soon follows.

The putrid scent that lingered so persistently in the area suddenly becomes overwhelming, nauseating. You feel the bile rise in your throat as the dragon reveals a further decayed form—a miserable husk of what it once was, half-rotten from the inside and falling apart before your eyes. Whatever magic is sustaining it seeps into the plants around you, causing them to animate into a twisted imitation of life and come to the dragon's aid.

With a new ally at its side, the dragon roars a terrible battlecry, a strangled sound of fury and guttural pain.

Allow any interested party members to make a **VDC Wisdom (Insight)** check. On a success, add the following:

The creature longs for release... and right here, right now, you're the only ones that can grant it that mercy.

ENEMIES

The enemies in wave 3 are the dragonfruit in her mythic state, alongside half-rotten plants animated by necromantic magic to do her bidding, along with any fruit flies that remain from wave 2.

Level 7. At 7th level, the wave 3 combatants are:

- ♦ 1 **awakened tree** (CR 2)
- ♦ 1 **young rotted dragonfruit*** (CR 9; mythic form)

Level 11. At 11th level, the wave 3 combatants are:

- ♦ 1 **adult rotted dragonfruit*** (CR 13; mythic form)
- ♦ 1 **shambling mound** (CR 5)

Level 16. At 16th level, the wave 3 combatants are:

- ♦ 1 **ancient dragonfruit*** (CR 18; mythic form)
- ♦ 1 **treant** (CR 9)

*See Appendix C

All Plant combatants in this wave have **immunity** to acid and poison damage.

TACTICS

The combatants fight according to the tactics below.

Plant. The only objective of the animated plant is to protect Pithaia and ensure she doesn't succumb to anything other than the Dragonrot. The Plant fights with no concern for its own safety, taking every chance to position itself between the dragonfruit and her enemies.

Dragonfruit. Pithaia's tactics change considerably from the ones described in wave 2. Now that she no longer has the benefit from her Thick Peel trait, she doesn't need to keep her distance from creatures capable of dealing slashing damage. Instead, she attacks more recklessly, outputting as much damage as she can.

For her Fruit Breath, she opts for the new Putrid Fumes option whenever she would previously use Golden DeVicious. She still prefers Digestive Juice when she can use it to lower the defences of her enemies.

Her preferred legendary action becomes the new Sticky Charge option, which she uses to barrel against enemies and grapple them with her sticky flesh. She still uses Wing Attack to reposition herself if there is no better option, and Citric Wind if foes aren't lined up for her charge. If the party has shown itself to have members capable of restoring hit points, Pithaia picks up on this information and strategically uses her Airborne Pathogen legendary action whenever she predicts that healing is incoming.

END OF WAVE

This wave ends once the dragonfruit is reduced to 0 hit points. When this happens, any remaining Plants fighting alongside her wither and die, and any remaining fruit flies disperse. Read or paraphrase the following:

More pieces of the dragon fall off its body like overripe fruit from a branch, splattering on the temple steps. It's a walking carcass hanging on by a thread, dragging out the last agonising seconds of its existence. As the final remnants of its strength fade, it collapses with a sickening squelch, limbs still twitching in your direction. What passes for its mouth opens and closes soundlessly, until a trembling tongue manages to speak a few syllables in a faint whisper.

"... thank... you..."

And then it goes still.

OPTIONAL ENDING: LAST BREATH

If you're running a one-shot, there might not be much point in harvesting the dragonfruit's corpse. Instead, you can use this optional ending to give an epic, climactic conclusion to the hunt. When the dragonfruit is slain, it releases one last breath before expiring. This foul exhalation washes over the surrounding area, causing all life it touches to rot and wither. You can read the following:

As the dragon finally expires, one last gust of foul, rotten wind escapes its corpse. The foetid scent is intense enough to make one's eyes water and head swim... but there's more to it this time. It settles in the air as a lingering, green miasma, and out of the corner of your eye, you catch a glimpse of the weeds that grow between the temple's stone tiles. They shrivel and die in a heartbeat at the slightest touch of the haze.

How well do you think your flesh will fare?

A green miasma wafts from the dragonfruit's corpse, covering a **100-foot radius sphere** centred on it. On initiative count 20 of each round, each creature still in the sphere must make a **VDC Constitution saving throw**, suffering one of the following effects depending on how many of these saving throws it's already failed:

- **0 failures:** On a failed save, the creature takes **Vdam** poison damage and falls **prone** as its knees give in. On a successful save, it takes half as much damage and doesn't fall prone.
- **1 failure:** On a failed save, the creature takes **2 × Vdam** poison damage and its speed is halved as the muscles in its legs atrophy. On a successful save, it takes half as much damage and its speed isn't reduced.
- **2 or more failures:** On a failed save, the creature takes **3 × Vdam** poison damage and its speed is reduced to **0 feet** as its body gives up completely. On a successful save, it takes half as much damage and its speed isn't reduced.

The miasma persists for **10 minutes**, after which it dissipates. A creature's speed returns to normal when it finishes a short or long rest, or when it's targeted by the *lesser restoration* spell or similar magic.

AFTERMATH

This hunt serves as the conclusion of the *Cakewalk* adventures, and merits a momentous send-off, whether it ends in success or failure! Either outcome can result in plenty of new adventure seeds, so that a party can continue to embark on delicious quests across Y'ummm!

THE DRAGONFRUIT LIVES - RETURN OF THE PLAGUEMANCER

- If the party fails to defeat Pithaia, she continues to fiercely defend the temple of Kornukopia, preventing the berryan nations from holding their moot. Some voices advocate for peace to the best of their abilities, but these proposals are met with suspicion, and it isn't long before Jamazonia is plunged into war. The Razz Nation enacts its plans to perfection, letting the other nations wear themselves out before swooping in to conquer large swathes of territory.
- Eventually, Pithaia passes away in the temple of Kornukopia. Unbeknownst to the people of Y'ummm, dragonfruits who succumb to the Dragonrot have their souls syphoned to feed the phylactery of Esherisha Koli, hidden away in a remote corner of Y'ummm. With this final burst of vitality, the plaguemancer rises once more as a lich and sets off to destroy the Kingdom of Y'ummm.
- Esherisha might seek an alliance with Nia Politana, if she remains in charge of Kubbard, or search for the Eye of Maraschino if she doesn't. Likewise, he might strike a deal with the spice devils, attempt to create a disease that causes the cracker krakens in Kytshen to go on a rampage, or reanimate the corpse of the Jörmungumdr facsimile created by Hissophelia.
- Either way, Esherisha's ultimate goal is to march on the Big Apple with an army and depose the King and Queen of Y'ummm, seeking not to rule himself, but to consume and destroy all in his path. Could a group of brave adventurers rise to deal with this ancient threat?

THE DRAGONFRUIT IS DEFEATED - A FEAST FOR THE AGES

- If the party defeats the dragonfruit, the berryans hurry to hold their moot in the now vacant temple of Kornukopia. During the event, the machinations of the Razz Nation are exposed, they surrender to the collective force of the other nations, and war is prevented.

- Word soon spreads that a diseased dragonfruit was slain in Jamazonia, reaching even the ears of the royal family in Kytshen. The party receives an invitation from the king and queen themselves to attend a ceremony in the Big Apple, meant to honour the memory of Pithaia and the valour of the heroes who put an end to its suffering.
- During the ceremony, the party is presented with the Starfruit of Valour, the highest honour in the Kingdom of Y'ummm. The ceremony is followed by a feast, attended by many of the friends the party has made during their adventures.
- Indiana and Davy Bones regale eager audiences with exaggerated stories of their exploits. They might mention to the party that they are preparing an expedition to find more artefacts for the Musée de Cuisine, and invite them to join.
- Chuck Nourish doesn't feel very comfortable in large crowds, but he doesn't miss the chance to congratulate the party for their feats. He might also be in need of assistance to squash a spice devil cult that arose in Pahn'Trie after the pepper oni was released.
- Brother Koli refuses to miss the event, even if it means encountering his family, and is the life of the party! If Nia Politana was defeated, he might request the party's help to track down the Eye of Maraschino and destroy it once and for all.
- Mu Fin makes the decision to attend the party and finally gets a small break from his responsibilities at home. He might approach the party with suspicions about the necromantic origin of the dragonfruit's disease, claiming that he has a bad feeling about it and that he could use a group of heroes to investigate.
- A surprise guest shows up for the feast! A hermit crab carrying an ice cream shop on his back joins in on the celebrations, oddly devoid of any disguises. He introduces himself as Gary, which he assures everyone is his real name, and tells the party he's been watching their exploits for a while. In honour of Y'ummm's new champions, he offers ice cream to everyone, completely free of charge! (But only the mundane kind. The magical treats are for paying customers!)
- Either way, the party make a name for themselves in the archipelago of Y'ummm, and are hailed as heroes far and wide.

TREASURE

Once the party has defeated the dragonfruit, 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 components can be harvested from the remains of the dragonfruit and used to make unique items.

DRAGONFRUIT HARVEST TABLE

Component DC	Components
10	<i>Pouch of claws</i>
15	<i>Pouch of scales</i>
20	<i>Breath sac</i> ^v



CRAFTING

The following unique items can be crafted from the dragonfruit's components.

DRAGONFRUIT CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
<i>Draconic Rindplate</i>	Armour (medium or heavy)	Rare	Required	<i>Pouch of Dragon (dragonfruit) scales</i>	<i>Robust</i>	4,580 gp
		Very rare			<i>Potent</i>	12,450 gp
		Legendary			<i>Mythic</i>	54,970 gp
<i>Fruit Punch</i>	Weapon (spiked cestus)	Uncommon	Required	<i>Pouch of Dragon (dragonfruit) claws</i>	<i>Frail</i>	790 gp
		Rare			<i>Robust</i>	4,350 gp
		Very rare			<i>Potent</i>	13,050 gp
<i>Pomegrenade</i>	Wondrous item	Uncommon	—	<i>Dragon (dragonfruit) breath sac</i>	<i>Frail</i>	290 gp
		Rare			<i>Robust</i>	1,080 gp
		Very rare			<i>Potent</i>	3,990 gp

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

APPENDIX A - MAGIC ITEMS

DRACONIC RINDPLATE

Armour (medium or heavy), very rare (requires attunement)
Component: pouch of Dragon (dragonfruit) scales

Closely hoarded, these sets of armour are either bestowed by a dragonfruit to worthy champions or stolen from a dragonfruit's lair by opportunistic thieves. With a hardened pink exterior and a soft white interior, this armour is as protective as it is comfortable to wear—as long as you can get over the stickiness, that is.

You have a **+1 bonus** to AC while wearing this armour.

Sticky Pulp. While wearing this armour, it can't be removed from you unless you allow it.

Aromatic Core. The armour emits a strong scent of fruit that reflects its condition. If you make a **Charisma (Persuasion)** check while you have more than half of your hit points remaining, you can use the armour's fragrant scent to gain **advantage** on the check. If you make a **Charisma (Intimidation)** check while you have half or fewer hit points remaining, you can use the armour's sour odorous scent to gain **advantage** on the check. Once the armour has granted advantage on an ability check, it can't grant advantage on that check again until the next dawn.

Seasonal Varieties. This armour has several forms, each representing a different variety of fruit that grants a different benefit. You can use a bonus action to change the armour's form.

- ♦ **Pulpy.** The armour's interior bursts with sticky pulp. When a creature within **5 feet** of you hits you with an attack roll, its speed is reduced by **10 feet** until the end of its next turn, to a minimum of 5 feet.
- ♦ **Sugary Sweet.** The armour's interior is high in fructose. Immediately after a creature hits you with an attack, you can use your reaction to move up to half your speed. This movement doesn't provoke opportunity attacks from the creature that attacked you.
- ♦ **Tough Rind.** The armour's rind rapidly hardens in response to damage. Immediately after a creature hits you with an attack roll, you gain a **+2 bonus** to your AC until the end of the turn.

Rare variant: Remove the bonus to AC.

Legendary variant: Increase the bonus to AC to +2.

DRACONIC RINDPLATE



FRUIT PUNCH

Weapon (spiked cestus), rare (requires attunement)
Component: pouch of Dragon (dragonfruit) claws

"To receive the honour of wielding the fruit punch, one must complete three difficult trials. First, one must demonstrate mastery of the melon brawl martial art to prove one's righteous skill. Then, one must sit motionless in pineapple juice for a full day to prove one's exceptional endurance. Finally, one must mix a really fine drink because one must also know how to party hard after all that."

— From the training texts of the Order of the Punch Bowl

Fruit Medley. The complex mix of flavours in this weapon compound with each other for a powerful punch. The first time you hit a target with this weapon or with an unarmed strike using the hand wearing this weapon on your turn, you impart a lingering fruit flavour. If you hit the same target a second time before the end of your turn, you can roll the attack's damage dice again and choose either result. If you hit it a third time before the end of your turn, you can roll the attack's damage dice two additional times and choose a result from among them. Additional hits beyond the third grant no benefit.



FRUIT PUNCH

Burst of Flavour. The weapon is composed of three primary flavours: blood orange, durian, and pineapple. When you hit a creature with this weapon or with an unarmed strike using the hand wearing this weapon, you can impart your choice of one of the effects below (no action required). Once an effect has been used, it can't be used again until the next dawn.

- ♦ **Blood Orange.** This fruit lives up to its name. The target must succeed on a **DC 15 Constitution saving throw** or be marked with bloodlust until the end of your next turn. While a target is marked, other creatures have **advantage** on the first attack roll they make against the target on their turn.
- ♦ **Durian.** This fruit's aroma isn't for everyone. The target must succeed on a **DC 15 Constitution saving throw** or be **poisoned** until the end of your next turn.
- ♦ **Pineapple.** This fruit is exceptionally sour. The target must succeed on a **DC 15 Dexterity saving throw** or be coated in acid and take **2d8** acid damage at the start of its next turn.

SPIKED CESTI

A spiked cestus is a simple melee weapon worn around the knuckles of one hand that deals **1d6** bludgeoning damage on a hit and has the Adaptable (piercing), Attached, and Pugilist properties.

Adaptable. A weapon with this property can be used with differing techniques, allowing it to deal different types of damage. A damage type in parentheses appears with the property—when a creature makes a weapon attack with this weapon, it can choose either the weapon's normal damage type or this type.

Attached. A weapon with this property is attached to a hand. This weapon cannot be disarmed, but donning or doffing the weapon requires an action. The attached hand can be used to hold items, but can't be used to attack with the weapon while doing so. Additionally, when the attached hand is used to make weapon attacks with other weapons or Sleight of Hand checks, it has disadvantage.

Pugilist. For creatures that roll a die when they make unarmed strikes, the size of their damage die is increased by one (maximum 1d12) when they make unarmed strikes with a hand equipped with a weapon that has this property.

Uncommon variant: Remove the Burst of Flavour property.

Very rare variant: Increase the **DCs** to **16**. The weapon has the Fruit Fusion Blast property.

Fruit Fusion Blast. With a strong squeeze, you can summon an incredibly sour deluge of fruit juices. While wearing this weapon, you can cast the *lightning bolt* spell from it (**save DC 16**), dealing acid damage instead of lightning damage. A creature that fails the saving throw is also pushed in a straight line up to **10 feet** away from you. Once this property of the weapon has been used, it can't be used again until the next dawn.

POMEGRENADE

Wondrous item, uncommon

Component: Dragon (dragonfruit) breath sac

The *pomegrenade* is a peculiar fruit selectively bred by the barberryans of Fruitopia, prized for its explosive flavour... and explosive everything else. Its introduction during the Applacian-Orajah Wars changed the face of armed conflict for years, until its over-farming gave way to a devastating seven-year drought. Since then, *pomegrenade* production has been restricted only to those who obtain a pomelicense.

Exquisite Clusters. When first found, this grenade has **1d4 + 1** seed clusters and grows **1** new cluster daily at dawn, up to a maximum of **5** seed clusters. You

can use an action to pluck a cluster from the grenade and consume it or feed it to a willing creature within your reach. A creature that eats a cluster regains **1d4** hit points and is nourished for the day. Additionally, if it is suffering from a poison or disease that allows it to make a saving throw to end it, it can immediately make that saving throw with **advantage**. If failing this saving throw would have negative consequences other than continuing to be afflicted by the condition, you don't suffer those consequences.

Explosive Clusters. Alternatively, you can use an action to throw this grenade at a point within **60 feet** of you, where it immediately detonates with juicy, seedy shrapnel. Each creature within **10 feet** of that point must make a **DC 13 Dexterity saving throw**. On a failed save, a creature takes **2d4** piercing damage for each seed cluster in the grenade. On a successful save, a creature takes half as much damage. Once used this way, the grenade is destroyed.

Rare variant: Increase the hit points regained by eating a seed cluster to **1d6**, the **DC** to **15**, and the damage to **2d6** for each seed cluster. You can consume a seed cluster as a bonus action.

Very rare variant: Increase the hit points regained by eating a seed cluster to **1d8**, the **DC** to **16**, and the damage to **2d8** for each seed cluster. You can consume a seed cluster as a bonus action.



POMEGRENADE

APPENDIX B - SPELLS

CONJURE OMNIFRUIT

4th-level conjuration

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (an ornate pot worth at least 100 gp, which the spell consumes)

Duration: Instantaneous

Classes: Druid, Ranger

You conjure a small omnifruit, a rarity from the Jama-zonian jungle, which appears in an unoccupied space within range. The omnifruit can be consumed over the course of **1 minute**, and provides enough nutrition to sustain a creature for **1 day**. A creature that eats the omnifruit regains **2d10** hit points. In addition, it gains **2d10** temporary hit points, **resistance** to poison damage, and **advantage** on saving throws against poison and disease. These benefits last for **8 hours**.

The omnifruit loses its potency if it hasn't been consumed within **24 hours** of the casting of this spell.

RINDSKIN

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

Classes: Druid, Ranger

You sacrifice the content of your pulp to fortify your rind. You take up to **20** necrotic damage, which can't be reduced or prevented in any way. You then gain the same number of temporary hit points, which last for the duration. While you have these temporary hit points, your skin takes on the texture of melon rind, and you gain a **+2 bonus** to AC.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can choose to take up to an extra **10** necrotic damage for each slot level above 2nd.

SPROUTING SEED

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger

You conjure an enchanted seed and send it flying through the air at your target. Make a **ranged spell attack** against a creature within range. On a hit, the creature takes **2d6** piercing damage, and the seed is lodged within it until the spell ends. While a creature has a seed lodged within it, its speed is halved as small vines growing from the seed restrict its movement, and it must make a **Constitution saving throw** at the end of each of its turns. On a failed save, the creature takes **2d6** poison damage, and it becomes **grappled** as the vines grow even more and root it in place. If a creature fails this saving throw again while already grappled by the spell, it becomes **restrained** instead. A creature grappled or restrained in this way, or another creature within reach, can use an action to make a **Strength** check against your **spell save DC**. On a success, the creature is freed, but the seed isn't removed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the piercing damage increases by **1d6** for each slot level above 2nd. In addition, the poison damage increases by **1d6** for every two slot levels above 2nd.

APPENDIX C - CREATURES

DRAGONFRUIT

Dragonfruits are ancient creatures native to the archipelago of Y'ummm, with some scholars hypothesising that they were the first sapient beings to inhabit it. Either way, they acted as Y'ummm's stewards for centuries, until the arrival of the first Humanoid races. Y'ummmite history tells of how the leader of these prospective settlers impressed the noble dragonfruits with her wisdom and benevolence, earning a place for her people in the archipelago and becoming their first queen. Her descendants sit on the throne to this day, and the dragonfruit remains the sigil of the royal house of Y'ummm.

NOBLE DRAGONFRUIT

Most dragonfruits are benign to other creatures, although they can come across as melancholic and aloof to those not accustomed to dealing with their kind. Their incredible longevity grants them a unique perspective on life, and they plan ahead in decades rather than days, a concept that shorter-lived peoples may find difficult to fully comprehend.

Distant Guardians. Shortly after the founding of the Kingdom of Y'ummm, the dragonfruits decided to entrust the land to the Humanoid races and leave for distant shores. No one knows exactly where they made their new home, but they continue to watch over the archipelago from afar. Once in a while, rumours spread of a dragonfruit briefly visiting one of the islands, usually to survey it from the sky before swiftly departing. Dubious as these tales may be, it's true that in crucial moments of Y'ummm's history, when its future hung in the balance, dragonfruits arrived en masse from beyond the ocean to aid the denizens of Y'ummm.

Symbols of Hope. To the people of Y'ummm, dragonfruits symbolise hope, bravery, and safety. Sighting one is cause for much revelry, with entire festivals being put together in a matter of days to commemorate the fortuitous occasion. The dragonfruits have never been known to attend, but this does little to deter the joyous celebrants, who dance and sing through the night in honour of their scaly protectors. Expressions such as "like a dragonfruit in time of need" or "having pulp like a dragon's" are common anywhere in Y'ummm, and it's a great honour to be compared to one of these revered creatures.

LAIR ACTIONS

While in the vicinity of the temple of Kornukopia, Pithaia can exert her power over the land, manipulating the growth of various fruits to devastating effect. The saving throw DCs and damage of the lair actions depend on the level of the hunt.

VARIABLE HUNT STATISTICS

Hunt Level	VDC	Vmod	Vdam
7th	14	+6	7 (2d6)
11th	15	+7	10 (3d6)
16th	17	+9	21 (6d6)

Lair Actions. On initiative count 20 (losing initiative ties), the dragonfruit takes a lair action to cause one of the following effects. It can't use the same effect two rounds in a row. See the table above for the damage, roll modifiers, and save DCs. The dragonfruit only begins using lair actions in wave 2, when it battles the adventurers in person.

- **Concussive Coconuts.** Coconuts spontaneously grow on the surrounding trees in a matter of seconds, then fall on the heads of up to three creatures of the dragonfruit's choice within its lair. Make one ranged attack roll (**Vmod** to hit) against each target. On a hit, the target takes **Vdam** bludgeoning damage.
- **Explosive Pomegrenades.** A single pomegrenade grows at a point the dragonfruit can see within its lair, then explodes, pelting nearby creatures with seed shrapnel. Each creature within **10 feet** of the pomegrenade must make a **VDC Dexterity saving throw**, taking **Vdam** piercing damage on a failed save, or half as much damage on a successful one.
- **Melon Ball and Chain.** Thick vines attached to hefty watermelons sprout from the ground and wrap around the feet of the dragonfruit's enemies. Each creature of the dragonfruit's choice within its lair must succeed on a **VDC Strength saving throw** or have its speed halved until it or another creature within reach uses an action to disentangle the vines, or until the dragonfruit uses a different lair action.

YOUNG NOBLE DRAGONFRUIT

Large Dragon (Fruit), Lawful Good

Armour Class 15 (natural armour, 18 with Thick Peel)

Hit Points 114 (12d10 + 48)

Speed 40 ft., burrow 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	15 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +3, Con +7

Skills Perception +8, Stealth +3, Survival +5

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 7 (2,900 XP)

Proficiency Bonus +3

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

Thick Peel. The dragonfruit's scales form a layer of sturdy peel, which grants it a **+3 bonus** to AC. Once on each turn, if the dragonfruit takes **10** or more slashing damage in a single instance, this bonus is reduced by 1 (minimum of 0). While the dragonfruit has a bonus to AC from this trait, it has **advantage** on saving throws against spells and other magical effects. The dragonfruit regains the full bonus to AC when it finishes a short or long rest.

ACTIONS

Multiattack. The dragonfruit makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* **+7** to hit, reach 10 ft., one target. *Hit:* 13 (**2d8 + 4**) piercing damage.

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

Fruit Breath (Recharge 5-6). The dragonfruit uses one of the following breath weapons.

Digestive Juice. The dragonfruit exhales a mixture of citrus and pineapple juice in a **60-foot cone**. Each creature in that area must make a **DC 15 Dexterity saving throw**. On a failed save, a creature takes 18 (**4d8**) acid damage. If it is wearing a nonmagical shield or armour, it receives a **-2 penalty** to AC that lasts for **1 minute**. On a successful save, a creature takes half as much damage and does not receive this penalty.

Golden DeVicious. The dragonfruit exhales a barrage of apple seeds in a **60-foot line** that is **5 feet** wide. Each creature in that line must make a **DC 15 Dexterity saving throw**, taking 13 (**3d8**) piercing damage plus 13 (**3d8**) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragonfruit 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 dragonfruit regains spent legendary actions at the start of its turn.

Claw. The dragonfruit makes a Claw attack.

Citric Wind (Costs 2 Actions). The dragonfruit uses its wings to whip acidic fumes wafting from its nostrils into a vortex of wind in a **30-foot cone**. Each creature in the area must succeed on a **DC 15 Strength saving throw** or take 13 (**3d8**) acid damage and be pushed up to **30 feet** away from the dragonfruit.

Wing Attack (Costs 2 Actions). The dragonfruit beats its wings. Each creature within **10 feet** of the dragonfruit must succeed on a **DC 15 Dexterity saving throw** or take 11 (**2d6 + 4**) bludgeoning damage and be knocked **prone**. The dragonfruit can then fly up to half its flying speed.

ADULT NOBLE DRAGONFRUIT

Huge Dragon (Fruit), Lawful Good

Armour Class 16 (natural armour, 20 with Thick Peel)

Hit Points 161 (14d12 + 70)

Speed 40 ft., burrow 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +9, Wis +6, Cha +8

Skills Perception +10, Stealth +5, Survival +6

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 11 (7,200 XP)

Proficiency Bonus +4

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

Thick Peel. The dragonfruit's scales form a layer of sturdy peel, which grants it a **+4 bonus** to AC. Once on each turn, if the dragonfruit takes **15** or more slashing damage in a single instance, this bonus is reduced by 1 (minimum of 0). While the dragonfruit has a bonus to AC from this trait, it has **advantage** on saving throws against spells and other magical effects. The dragonfruit regains the full bonus to AC when it finishes a short or long rest.

ACTIONS

Multiattack. The dragonfruit makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* **+9** to hit, reach 10 ft., one target. *Hit:* 16 (**2d10 + 5**) piercing damage.

Claw. *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* 9 (**1d8 + 5**) slashing damage.

Fruit Breath (Recharge 5-6). The dragonfruit uses one of the following breath weapons.

Digestive Juice. The dragonfruit exhales a mixture of citrus and pineapple juice in a **60-foot cone**. Each creature in that area must make a **DC 17 Dexterity saving throw**. On a failed save, a creature takes 22 (**5d8**) acid damage. If it is wearing a nonmagical shield or armour, it receives a **-2 penalty** to AC that lasts for **1 minute**. On a successful save, a creature takes half as much damage and does not receive this penalty.

Golden DeVicious. The dragonfruit exhales a barrage of apple seeds in a **60-foot line** that is **5 feet** wide. Each creature in that line must make a **DC 17 Dexterity saving throw**, taking 18 (**4d8**) piercing damage plus 18 (**4d8**) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragonfruit 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 dragonfruit regains spent legendary actions at the start of its turn.

Claw. The dragonfruit makes a Claw attack.

Citric Wind (Costs 2 Actions). The dragonfruit uses its wings to whip acidic fumes wafting from its nostrils into a vortex of wind in a **30-foot cone**. Each creature in the area must succeed on a **DC 17 Strength saving throw** or take 13 (**3d8**) acid damage and be pushed up to **30 feet** away from the dragonfruit.

Wing Attack (Costs 2 Actions). The dragonfruit beats its wings. Each creature within **10 feet** of the dragonfruit must succeed on a **DC 17 Dexterity saving throw** or take 12 (**2d6 + 5**) bludgeoning damage and be knocked **prone**. The dragonfruit can then fly up to half its flying speed.



ANCIENT NOBLE DRAGONFRUIT

Gargantuan Dragon (Fruit), Lawful Good

Armour Class 17 (natural armour, 22 with Thick Peel)

Hit Points 214 (13d20 + 78)

Speed 40 ft., burrow 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	23 (+6)	18 (+4)	17 (+3)	19 (+4)

Saving Throws Dex +7, Con +11, Wis +8, Cha +9

Skills Perception +13, Stealth +7, Survival +8

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 16 (15,000 XP)

Proficiency Bonus +5

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

Thick Peel. The dragonfruit's scales form a layer of sturdy peel, which grants it a **+5 bonus** to AC. Once on each turn, if the dragonfruit takes **15** or more slashing damage in a single instance, this bonus is reduced by 1 (minimum of 0). While the dragonfruit has a bonus to AC from this trait, it has **advantage** on saving throws against spells and other magical effects. The dragonfruit regains the full bonus to AC when it finishes a short or long rest.

ACTIONS

Multiattack. The dragonfruit makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* **+11** to hit, reach 10 ft., one target. *Hit:* 17 (**2d10 + 6**) piercing damage.

Claw. *Melee Weapon Attack:* **+11** to hit, reach 5 ft., one target. *Hit:* 10 (**1d8 + 6**) slashing damage.

Fruit Breath (Recharge 5-6). The dragonfruit uses one of the following breath weapons.

Digestive Juice. The dragonfruit exhales a mixture of citrus and pineapple juice in a **60-foot cone**. Each creature in that area must make a **DC 19 Dexterity saving throw**. On a failed save, a creature takes 31 (**7d8**) acid damage. If it is wearing a nonmagical shield or armour, it receives a **-2 penalty** to AC that lasts for **1 minute**. On a successful save, a creature takes half as much damage and does not receive this penalty.

Golden DeVicious. The dragonfruit exhales a barrage of apple seeds in a **60-foot line** that is **5 feet** wide. Each creature in that line must make a **DC 19 Dexterity saving throw**, taking 27 (**6d8**) piercing damage plus 27 (**6d8**) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragonfruit 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 dragonfruit regains spent legendary actions at the start of its turn.

Claw. The dragonfruit makes a Claw attack.

Citric Wind (Costs 2 Actions). The dragonfruit uses its wings to whip acidic fumes wafting from its nostrils into a vortex of wind in a **30-foot cone**. Each creature in the area must succeed on a **DC 19 Strength saving throw** or take 18 (**4d8**) acid damage and be pushed up to **30 feet** away from the dragonfruit.

Wing Attack (Costs 2 Actions). The dragonfruit beats its wings. Each creature within **10 feet** of the dragonfruit must succeed on a **DC 19 Dexterity saving throw** or take 16 (**3d6 + 6**) bludgeoning damage and be knocked **prone**. The dragonfruit can then fly up to half its flying speed.

ROTTED DRAGONFRUIT

Unfortunately, aiding the people of Y'ummm has not come without a cost for the dragonfruits. Decades after their victory over the plaguemancer Esherisha Koli, the virulent disease he hatched haunts them still. Like a persistent curse, the Dragonrot finds its way to healthy dragonfruits on occasion, festering within ancient treasure they're drawn to, or simply carried on a foul wind.

Cursed by Rot. Dragonfruits afflicted by the Dragonrot undergo a series of physical and mental changes that drastically alter their personality, turning them from selfless guardians into feral destroyers. Their decaying bodies make activities such as flying a lot more taxing, and rotted dragonfruits prefer to stay ground-

ed, taking to the skies only to hunt or travel large distances. This physical weakness is more than made up for by the burning rage that fuels a rotted dragonfruit, lending strength to its vicious strikes where its muscles cannot.

Soulfuel. Oddly, even in their blind rage, rotted dragonfruits all share the one irresistible compulsion: to find a remote lair and wait to succumb to their illness, fighting tooth and nail to prevent their deaths by any other means. This peculiar behaviour hints at the true, sinister purpose of the Dragonrot. Unbeknownst to the people of Y'ummm and even the dragonfruits themselves, the soul of a dragon that dies from this vile disease is syphoned into the phylactery of Esherisha Koli, furthering the plaguemancer's eventual return as a lich.

DRAGONFRUIT



YOUNG ROTTED DRAGONFRUIT

Large Dragon (Fruit), Chaotic Evil

Armour Class 15 (natural armour, 18 with Thick Peel)

Hit Points 114 (12d10 + 48)

Speed 40 ft., burrow 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	15 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +3, Con +7

Skills Perception +8, Stealth +3, Survival +5

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 7 (2,900 XP), or 9 (5,000 XP) in its Mythic Form

Proficiency Bonus +3

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

Rotten to the Core (Recharges after a Short or Long Rest). When the dragonfruit would be reduced to 0 hit points, parts of its body fall away to reveal a rotten interior. The dragonfruit's current hit point total instead resets to **114** hit points, it recharges its Fruit Breath, and it loses the AC bonus from its Thick Peel trait. Additionally, for **1 hour**, it can use the options in the Mythic Actions section, gains access to the Sticky Pulp trait and the Putrid Fumes breath weapon, and some of its attacks are modified. Award a party an additional 5,000 XP (7,900 XP total) for defeating the dragonfruit after its Rotten to the Core activates.

Thick Peel. The dragonfruit's scales form a layer of sturdy peel, which grants it a **+3 bonus** to AC. Once on each turn, if the dragonfruit takes **10** or more slashing damage in a single instance, this bonus is reduced by 1 (minimum of 0). While the dragonfruit has a bonus to AC from this trait, it has **advantage** on saving throws against spells and other magical effects. The dragonfruit regains the full bonus to AC when it finishes a short or long rest.

Sticky Pulp (After Rotten to the Core Activates Only). Whenever a creature within **5 feet** of the dragonfruit touches it or hits it with a melee weapon attack, the creature is **grappled (escape DC 15)**. If the dragonfruit takes **10** or more cold damage in a single instance, this trait does not function until the start of its next turn, and any creatures grappled by the dragonfruit in this way are immediately released. A creature grappled by the dragonfruit takes 3 (**1d6**) poison damage at the start of each of the dragonfruit's turns.

ACTIONS

Multiattack. The dragonfruit makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* **+7** to hit, reach 10 ft., one target. *Hit:* 13 (**2d8 + 4**) piercing damage, plus 4 (**1d8**) poison damage if the dragonfruit's Rotten to the Core trait is active.

Claw. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 7 (**1d6 + 4**) slashing damage, plus 3 (**1d6**) poison damage if the dragonfruit's Rotten to the Core trait is active.

Fruit Breath (Recharge 5-6). The dragonfruit uses one of the following breath weapons.

Digestive Juice. The dragonfruit exhales a mixture of citrus and pineapple juice in a **60-foot cone**. Each creature in that area must make a **DC 15 Dexterity saving throw**. On a failed save, a creature takes 18 (**4d8**) acid damage. If it is wearing a nonmagical shield or armour, it receives a **-2 penalty** to AC that lasts for **1 minute**. On a successful save, a creature takes half as much damage and does not receive this penalty.

Golden DeVicious. The dragonfruit exhales a barrage of apple seeds in a **60-foot line** that is **5 feet** wide. Each creature in that line must make a **DC 15 Dexterity saving throw**, taking 13 (**3d8**) piercing damage plus 13 (**3d8**) poison damage on a failed save, or half as much damage on a successful one.

Putrid Fumes (After Rotten to the Core Activates Only). The dragonfruit exhales a cloud of noxious gas with a nauseating odour in a **60-foot cone**. Each creature in that area must make a **DC 15 Constitution saving throw**. On a failed save, a creature takes 36 (**8d8**) poison damage and is **poisoned** until the end of the dragonfruit's next turn. On a successful save, a creature takes half as much damage and isn't poisoned.

LEGENDARY ACTIONS

The dragonfruit 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 dragonfruit regains spent legendary actions at the start of its turn.

Claw. The dragonfruit makes one Claw attack.

Citric Wind (Costs 2 Actions). The dragonfruit uses its wings to whip acidic fumes wafting from its nostrils into a vortex of wind in a **30-foot cone**. Each creature in the area must succeed on a **DC 15 Strength saving throw** or take 13 (**3d8**) acid damage and be pushed up to **30 feet** away from the dragonfruit.

Wing Attack (Costs 2 Actions). The dragonfruit beats its wings. Each creature within **10 feet** of the dragonfruit must succeed on a **DC 15 Dexterity saving throw** or take 11 (**2d6 + 4**) bludgeoning damage and be knocked **prone**. The dragonfruit can then fly up to half its flying speed.

MYTHIC ACTIONS

If the dragonfruit's Rotten to the Core trait has activated in the last hour, it can use the options below as legendary actions.

Airborne Pathogen. The dragonfruit's body exudes fumes that carry a portion of its disease. Each creature within **15 feet** of the dragonfruit must make a **DC 15 Constitution saving throw**. On a failed save, until the start of the dragonfruit's next turn, whenever a creature would regain hit points, it instead takes poison damage equal to the amount of hit points it would have regained.

Sticky Charge (Costs 3 Actions). The dragonfruit moves up to its walking speed in a straight line and can move through the space of any Medium or smaller creature. When it enters a creature's space during this move, that creature makes a **DC 15 Dexterity saving throw**. On a failed save, a creature takes 13 (**3d8**) bludgeoning damage and is **grappled** by the dragonfruit's Sticky Pulp trait. On a successful save, a creature takes half as much damage, isn't grappled, and moves to the nearest unoccupied space of its choice.

ADULT ROTTED DRAGONFRUIT

Huge Dragon (Fruit), Chaotic Evil

Armor Class 16 (natural armour, 20 with Thick Peel)

Hit Points 161 (14d12 + 70)

Speed 40 ft., burrow 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +9, Wis +6, Cha +8

Skills Perception +10, Stealth +5, Survival +6

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 11 (7,200 XP), or 13 (10,000 XP) in its Mythic Form

Proficiency Bonus +4

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

Rotten to the Core (Recharges after a Short or Long Rest). When the dragonfruit would be reduced to 0 hit points, parts of its body fall away to reveal a rotten interior. The dragonfruit's current hit point total instead resets to **161** hit points, it recharges its Fruit Breath, and it loses the AC bonus from its Thick Peel trait. Additionally, for **1 hour**, it can use the options in the Mythic Actions section, gains access to the Sticky Pulp trait and the Putrid Fumes breath weapon, and some of its attacks are modified. Award a party an additional 10,000 XP (17,200 XP total) for defeating the dragonfruit after its Rotten to the Core activates.

Thick Peel. The dragonfruit's scales form a layer of sturdy peel, which grants it a **+4 bonus** to AC. Once on each turn, if the dragonfruit takes **15** or more slashing damage in a single instance, this bonus is reduced by 1 (minimum of 0). While the dragonfruit has a bonus to AC from this trait, it has **advantage** on saving throws against spells and other magical effects. The dragonfruit regains the full bonus to AC when it finishes a short or long rest.

Sticky Pulp (After Rotten to the Core Activates Only). Whenever a creature within **5 feet** of the dragonfruit touches it or hits it with a melee weapon attack, the creature is **grappled (escape DC 17)**. If the dragonfruit takes **15** or more cold damage in a single instance, this trait does not function until the start of its next turn, and any creatures grappled by the dragonfruit in this way are immediately released. A creature grappled by the dragonfruit takes **7 (2d6)** poison damage at the start of each of the dragonfruit's turns.

ACTIONS

Multiattack. The dragonfruit makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* **+9** to hit, reach 10 ft., one target. *Hit:* **16 (2d10 + 5)** piercing damage, plus **4 (1d8)** poison damage if the dragonfruit's Rotten to the Core trait is active.

Claw. *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* **9 (1d8 + 5)** slashing damage, plus **3 (1d6)** poison damage if the dragonfruit's Rotten to the Core trait is active.

Fruit Breath (Recharge 5-6). The dragonfruit uses one of the following breath weapons.

Digestive Juice. The dragonfruit exhales a mixture of citrus and pineapple juice in a **60-foot cone**. Each creature in that area must make a **DC 17 Dexterity saving throw**. On a failed save, a creature takes **22 (5d8)** acid damage. If it is wearing a nonmagical shield or armour, it receives a **-2 penalty** to AC that lasts for **1 minute**. On a successful save, a creature takes half as much damage and does not receive this penalty.

Golden DeVicious. The dragonfruit exhales a barrage of apple seeds in a **60-foot line** that is **5 feet** wide. Each creature in that line must make a **DC 17 Dexterity saving throw**, taking **18 (4d8)** piercing damage plus **18 (4d8)** poison damage on a failed save, or half as much damage on a successful one.

Putrid Fumes (After Rotten to the Core Activates Only). The dragonfruit exhales a cloud of noxious gas with a nauseating odour in a **60-foot cone**. Each creature in that area must make a **DC 17 Constitution saving throw**. On a failed save, a creature takes **45 (10d8)** poison damage and is **poisoned** until the end of the dragonfruit's next turn. On a successful save, a creature takes half as much damage and isn't poisoned.

LEGENDARY ACTIONS

The dragonfruit 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 dragonfruit regains spent legendary actions at the start of its turn.

Claw. The dragonfruit makes one Claw attack.

Citric Wind (Costs 2 Actions). The dragonfruit uses its wings to whip acidic fumes wafting from its nostrils into a vortex of wind in a **30-foot cone**. Each creature in the area must succeed on a **DC 17 Strength saving throw** or take **13 (3d8)** acid damage and be pushed up to **30 feet** away from the dragonfruit.

Wing Attack (Costs 2 Actions). The dragonfruit beats its wings. Each creature within **10 feet** of the dragonfruit must succeed on a **DC 17 Dexterity saving throw** or take **12 (2d6 + 5)** bludgeoning damage and be knocked **prone**. The dragonfruit can then fly up to half its flying speed.

MYTHIC ACTIONS

If the dragonfruit's Rotten to the Core trait has activated in the last hour, it can use the options below as legendary actions.

Airborne Pathogen. The dragonfruit's body exudes fumes that carry a portion of its disease. Each creature within **15 feet** of the dragonfruit must make a **DC 17 Constitution saving throw**. On a failed save, until the start of the dragonfruit's next turn, whenever a creature would regain hit points, it instead takes poison damage equal to the amount of hit points it would have regained.

Sticky Charge (Costs 3 Actions). The dragonfruit moves up to its walking speed in a straight line and can move through the space of any Large or smaller creature. When it enters a creature's space during this move, that creature makes a **DC 17 Dexterity saving throw**. On a failed save, a creature takes **13 (3d8)** bludgeoning damage and is **grappled** by the dragonfruit's Sticky Pulp trait. On a successful save, a creature takes half as much damage, isn't grappled, and moves to the nearest unoccupied space of its choice.

ANCIENT ROTTED DRAGONFRUIT

Gargantuan Dragon (Fruit), Chaotic Evil

Armour Class 17 (natural armour, 22 with Thick Peel)

Hit Points 214 (13d20 + 78)

Speed 40 ft., burrow 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	23 (+6)	18 (+4)	17 (+3)	19 (+4)

Saving Throws Dex +7, Con +11, Wis +8, Cha +9

Skills Perception +13, Stealth +7, Survival +8

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 16 (15,000 XP), or 18 (20,000 XP) in its Mythic Form

Proficiency Bonus +5

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

Rotten to the Core (Recharges after a Short or Long Rest). When the dragonfruit would be reduced to 0 hit points, parts of its body fall away to reveal a rotten interior. The dragonfruit's current hit point total instead resets to **214** hit points, it recharges its Fruit Breath, and it loses the AC bonus from its Thick Peel trait. Additionally, for **1 hour**, it can use the options in the Mythic Actions section, gains access to the Sticky Pulp trait and the Putrid Fumes breath weapon, and some of its attacks are modified. Award a party an additional 20,000 XP (35,000 XP total) for defeating the dragonfruit after its Rotten to the Core activates.

Thick Peel. The dragonfruit's scales form a layer of sturdy peel, which grants it a **+5 bonus** to AC. Once on each turn, if the dragonfruit takes **15** or more slashing damage in a single instance, this bonus is reduced by 1 (minimum of 0). While the dragonfruit has a bonus to AC from this trait, it has **advantage** on saving throws against spells and other magical effects. The dragonfruit regains the full bonus to AC when it finishes a short or long rest.

Sticky Pulp (After Rotten to the Core Activates Only). Whenever a creature within **5 feet** of the dragonfruit touches it or hits it with a melee weapon attack, the creature is **grappled (escape DC 19)**. If the dragonfruit takes **15** or more cold damage in a single instance, this trait does not function until the start of its next turn, and any creatures grappled by the dragonfruit in this way are immediately released. A creature grappled by the dragonfruit takes 10 (**3d6**) poison damage at the start of each of the dragonfruit's turns.

ACTIONS

Multiattack. The dragonfruit makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* **+11** to hit, reach 10 ft., one target. *Hit:* 17 (**2d10 + 6**) piercing damage, plus 9 (**2d8**) poison damage if the dragonfruit's Rotten to the Core trait is active.

Claw. *Melee Weapon Attack:* **+11** to hit, reach 5 ft., one target. *Hit:* 10 (**1d8 + 6**) slashing damage, plus 3 (**1d6**) poison damage if the dragonfruit's Rotten to the Core trait is active.

Fruit Breath (Recharge 5-6). The dragonfruit uses one of the following breath weapons.

Digestive Juice. The dragonfruit exhales a mixture of citrus and pineapple juice in a **60-foot cone**. Each creature in that area must make a **DC 19 Dexterity saving throw**. On a failed save, a creature takes 27 (**6d8**) acid damage. If it is wearing a nonmagical shield or armour, it receives a **-2 penalty** to AC that lasts for **1 minute**. On a successful save, a creature takes half as much damage and does not receive this penalty.

Golden DeVicious. The dragonfruit exhales a barrage of apple seeds in a **60-foot line** that is **5 feet** wide. Each creature in that line must make a **DC 19 Dexterity saving throw**, taking 27 (**6d8**) piercing damage plus 27 (**6d8**) poison damage on a failed save, or half as much damage on a successful one.

Putrid Fumes (After Rotten to the Core Activates Only). The dragonfruit exhales a cloud of noxious gas with a nauseating odour in a **60-foot cone**. Each creature in that area must make a **DC 19 Constitution saving throw**. On a failed save, a creature takes 63 (**14d8**) poison damage and is **poisoned** until the end of the dragonfruit's next turn. On a successful save, a creature takes half as much damage and isn't poisoned.

LEGENDARY ACTIONS

The dragonfruit 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 dragonfruit regains spent legendary actions at the start of its turn.

Claw. The dragonfruit makes one Claw attack.

Citric Wind (Costs 2 Actions). The dragonfruit uses its wings to whip acidic fumes wafting from its nostrils into a vortex of wind in a **30-foot cone**. Each creature in the area must succeed on a **DC 19 Strength saving throw** or take 18 (**4d8**) acid damage and be pushed up to **30 feet** away from the dragonfruit.

Wing Attack (Costs 2 Actions). The dragonfruit beats its wings. Each creature within **10 feet** of the dragonfruit must succeed on a **DC 19 Dexterity saving throw** or take 16 (**3d6 + 6**) bludgeoning damage and be knocked **prone**. The dragonfruit can then fly up to half its flying speed.

MYTHIC ACTIONS

If the dragonfruit's Rotten to the Core trait has activated in the last hour, it can use the options below as legendary actions.

Airborne Pathogen. The dragonfruit's body exudes fumes that carry a portion of its disease. Each creature within **15 feet** of the dragonfruit must make a **DC 19 Constitution saving throw**. On a failed save, until the start of the dragonfruit's next turn, whenever a creature would regain hit points, it instead takes poison damage equal to the amount of hit points it would have regained.

Sticky Charge (Costs 3 Actions). The dragonfruit moves up to its walking speed in a straight line and can move through the space of any Huge or smaller creature. When it enters a creature's space during this move, that creature makes a **DC 19 Dexterity saving throw**. On a failed save, a creature takes 18 (**4d8**) bludgeoning damage and is **grappled** by the dragonfruit's Sticky Pulp trait. On a successful save, a creature takes half as much damage, isn't grappled, and moves to the nearest unoccupied space of its choice.

FRUIT FLIES

Thriving in heat and humidity, the fruit flies of Jamazonia are more than a simple pest—they are a very real and present danger to any who visit the lush jungle. Their abundant numbers make them easy to find, and their seemingly endless hunger makes them difficult to shake off. The local berryan nations highly recommend the use of DEET (Durian Enhanced Entomological Tardifier) insect repellent for any looking to travel through areas where these ravenous creatures may be found... which is almost anywhere on the isles. The revolting scent won't stave them off indefinitely, but it might just afford enough time to run.

Eager Suckers. Fruit flies eagerly attack any living creature they detect, swarming in large numbers when targeting larger prey, and suck them dry of all bodily fluids. Their preferred meal is the fruit juice running in the veins of many of the local fauna, but they won't turn their noses up at the blood found inside the occasional outsider. They know no moderation, eating until their sacs are ready to burst and they are lulled into a lethargic, comatose state.

SWARM OF FRUIT FLIES



Vectors for Disease. Every creature with any amount of liquid in its body avoids fruit flies at all costs. The only exception to this rule are those affected by the Dragonrot and similar illnesses, who strive to do the opposite. To these poor souls, having the foul, rotten fluids in their bodies drained by the flies is a temporary but very welcome relief. For this reason, fruit flies make excellent vectors for these diseases, sucking the contaminated fluids from the willing sick and passing them to the next healthy creature they attack. When a plague is running rampant in Jamazonia, its resident juicesuckers become twice as dangerous.

FRUIT FLY

Small Monstrosity, Unaligned

Armour Class 14 (natural armour, 16 with Juiced Up)

Hit Points 54 (12d6 + 12)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	3 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Fragile Sac. Once a creature scores a critical hit against the fruit fly, the fruit fly can't gain temporary hit points from its Juice Drain attack until it finishes a short or long rest.

Juiced Up. While the fruit fly has temporary hit points from its Juice Drain attack, it has a **+2 bonus** to AC, can take the Dash action as a bonus action, and has **advantage** on attack rolls.

ACTIONS

Juice Drain. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one creature. *Hit:* 9 (**2d6 + 2**) piercing damage. If the target isn't a Construct, Elemental, or Undead, the fruit fly gains temporary hit points equal to the damage taken.

SWARM OF FRUIT FLIES

Large Swarm of Small Monstrosities, Unaligned

Armour Class 14 (natural armour, 16 with Juiced Up)

Hit Points 67 (9d10 + 18)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (-4)	8 (-1)	6 (-2)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Juiced Up. While the swarm has temporary hit points from its Juice Drain attack, it has a **+2 bonus** to AC, can take the Dash action as a bonus action, and has **advantage** on attack rolls.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small fruit fly. The swarm can't regain hit points or gain temporary hit points by any means other than its Juice Drain attack.

ACTIONS

Juice Drain. *Melee Weapon Attack:* **+5** to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (**4d6**) piercing damage, or 7 (**2d6**) piercing damage if the swarm has half of its hit points or fewer. If the target isn't a Construct, Elemental, or Undead, the swarm gains temporary hit points equal to half of the damage taken.

Cacophonous Buzzing (Recharge 6). The swarm beats its wings rapidly, creating a deafening and harmful buzz. Each creature in the swarm's space must make a **DC 14 Constitution saving throw**. On a failed save, a creature takes 22 (**5d8**) thunder damage and is **deafened** until the start of the swarm's next turn. On a successful save, a creature takes half as much damage and isn't deafened.

NON-PLAYER CHARACTERS

RANGER

Medium Humanoid (Any Race), Any Alignment

Armour Class 16 (studded leather)

Hit Points 149 (23d8 + 46)

Speed 30 ft. (40 ft. with *longstrider*)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +5, Dex +7

Skills Animal Handling +6, Perception +6, Stealth +7, Survival +6

Senses passive Perception 16

Languages any two languages

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Land's Stride. Moving through nonmagical difficult terrain costs the ranger no extra movement. It can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Spellcasting. The ranger is a 6th-level spellcaster and can cast the following spells, using Wisdom as its spellcasting ability (**spell save DC 14**, **+6** to hit with spell attacks):

2/day each: **cure wounds**, *locate animals or plants*, *longstrider*, **spike growth**^c

1/day each: **conjure animals**^c, **wind wall**^c

***bold** indicates combat spell; ^c indicates concentration.

ACTIONS

Multiattack. The ranger makes three attacks with its Shortsword or two attacks with its Longbow.

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

Longbow. *Ranged Weapon Attack:* **+9** to hit, range 150/600 ft., one target. *Hit:* 8 (**1d8 + 4**) piercing damage.

Volley. The ranger makes a separate Longbow attack against each creature of its choice within **10 feet** of a point it can see within the weapon's range.

Whirlwind. The ranger makes a separate Shortsword attack against each creature of its choice within its reach.

BONUS ACTIONS

Hunter's Mark (1/Short or Long Rest). The ranger chooses one creature it can see within **90 feet** and mystically marks it as its quarry for **1 hour**. For the duration, the ranger deals an extra 3 (**1d6**) damage to the target whenever it hits it with a weapon attack, and the ranger has **advantage** on any Wisdom (Perception) or Wisdom (Survival) check it makes to find the creature. If the target drops to 0 hit points before this effect ends, the ranger can use a bonus action on a subsequent turn to mark a new creature.

FAMILIAR: MANGORILLA



1

GROWTH I

PREREQUISITE: BECOME COMPANION

"One more growth spurt..."

3

BOND I

PREREQUISITE: —

"Mangorillas stick by their friends..."

GRAPPLER

PREREQUISITE: —

"In Yummm..."

5

GROWTH II

PREREQUISITE: GROWTH I

"...and it'll start climbing skyscrapers..."

MULTIATTACK

PREREQUISITE: —

"Go bananas."

9

BOND II

PREREQUISITE: BOND I

"...because better than anyone, they know..."

FRUIT JAM

PREREQUISITE: GRAPPLER

"...fruit beats YOU to a pulp."

CHEST THUMP

PREREQUISITE: —

"This mango doesn't bruise easily."

13

GROWTH III

PREREQUISITE: GROWTH II

"...or fighting giant lizards."

HIGH FIBRE

PREREQUISITE: —

"It really IS good for you."

17

BOND III

PREREQUISITE: BOND II

"...apes together strong."

"L'Arsène has been running tests on the mangorilla for weeks now, trying to ascertain its level of intelligence. I think he finally got a decisive answer when his pub trivia team was destroyed last night, courtesy of our new team captain."

— Heliana, Team Mangorilla

Type: Monstrosity

Creature Component: Any dragonfruit

Bonus Tamer Improvement: Growth I and +2 Hit Dice

After a run-in with rowdy apericots, newcomers to the Jamazonian jungle might be forgiven for hastily judging the resident mangorillas as being as simpleminded and unpleasant as other simians. Nothing could be farther from the truth, however. Not only do mangorillas display signs of great intelligence by developing and communicating in their own sign language, they are social, sensitive beasts who strive to form meaningful connections with other living creatures. Indeed, a mangorilla fighting in defence of its loved ones is a fearsome sight to behold, whether it's swinging its powerful fists or tossing hefty mango pits at whatever fools dared to cross it.

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

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

MONSTER TRAINER

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

GROWTH I

Prerequisite: Become a tamer's companion

Type: Passive (companion)

The mangorilla'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 attacks increases to a **d6**.

MANGORILLA

Tiny Monstrosity, Neutral

Armour Class 13 (natural armour)

Hit Points 4 (1d4 + 2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	12 (+1)	10 (+0)	8 (-1)

Senses passive Perception 10

Languages understands Common but can't speak

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Demoralised. When a friendly creature that the mangorilla can see is reduced to 0 hit points, the mangorilla must succeed on a **DC 11 Wisdom saving throw** or have **disadvantage** on the first attack roll it makes within the next **minute**. Once the mangorilla has failed this saving throw, it can't be affected by this trait again until it finishes a long rest.

Sign Language. The mangorilla is capable of communicating simple ideas and emotions through rudimentary sign language. Other mangorillas can automatically understand it, but all other creatures must succeed on a **DC 11 Wisdom (Insight)** check in order to correctly interpret its gestures.

ACTIONS

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

Pit Throw. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

BOND I

Prerequisite: 3rd-level tamer

Type: Passive (companion & tamer)

The mangorilla's tamer automatically succeeds on Wisdom (Insight) checks made to interpret the mangorilla's sign language. The mangorilla and its tamer know each other's emotional state as long as they can see each other.

In addition, when the mangorilla and its tamer spend a short or long rest within **60 feet** of each other, they each gain **2d6** temporary hit points.

GRAPPLER

Prerequisite: 3rd-level tamer

Type: Active (action), Passive (companion)

The mangorilla gains proficiency in the Athletics skill, and it can replace any number of attacks it makes during its turn with attempts to grapple another creature. In addition, the mangorilla can grapple creatures and hold objects using either of its two feet. While one of its feet is occupied, the mangorilla's speed is halved. While both of its feet are occupied, the mangorilla's speed is reduced to **0 feet**.

GROWTH II

Prerequisite: 5th-level tamer, Growth I

Type: Passive (companion)

The mangorilla'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 die of its attacks increases to a **d8**.

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the mangorilla can make two attacks.

BOND II

Prerequisite: 9th-level tamer, Bond I

Type: Active (no action required)

When the mangorilla or its tamer is reduced to 0 hit points but not killed outright while within **30 feet** of the other, it can choose to drop to **1** hit point instead. Once this improvement has been used by either the mangorilla or its tamer, it can't be used again until the tamer finishes a long rest.

CHEST THUMP

Prerequisite: 9th-level tamer

Type: Active (action)

As an action, the mangorilla can hit its chest with its fists while it roars menacingly. Each hostile creature within **30 feet** of the mangorilla that can see or hear it must succeed on a **Wisdom saving throw** or be **frightened** of the mangorilla until the end of the mangorilla's next turn. If a creature frightened in this way can see the mangorilla at the start of its turn, it must roll a **d4** to determine what its behaviour for that turn is, according to the table below.

d4 Behaviour

1 The creature immediately cowers and falls **prone**. It can't stand up from prone this turn.

2 The creature uses all of its movement to move away from the mangorilla. It can do this before or after it takes its actions.

3 The creature stares at the mangorilla in terror. Until the start of its next turn, it can't take reactions, and the first attack roll against it is made with **advantage**.

4 The creature can move and act normally.

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

Once the mangorilla's tamer reaches 13th level in this class, the duration of the frightened condition increases to **1 minute**. A creature frightened in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

FRUIT JAM

Prerequisite: 9th-level tamer, Grappler

Type: Active (action)

While the mangorilla is grappling two or more creatures, it can use a bonus action to forcefully jam them all together. Each creature must make a **Constitution saving throw**, taking 7 (**2d6**) bludgeoning damage on a failed save, or half as much on a successful one. Once the mangorilla's tamer reaches 13th level in the tamer class, the damage increases to 9 (**2d8**).

In addition, when a creature provokes an opportunity attack from the mangorilla, the mangorilla can attempt to grapple the target as the opportunity attack.

GROWTH III

Prerequisite: 13th-level tamer, Growth II

Type: Passive (companion)

The mangorilla'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 die of its attacks increases to a **d10**.

HIGH FIBRE

Prerequisite: 13th-level tamer

Type: Passive (companion)

Mango pulp fortifies the mangorilla's muscle fibres, making it both sturdier and deadlier. The mangorilla gains a **+2 bonus** to AC.

In addition, the mangorilla's weapon attacks score a critical hit on a roll of **19** or **20**, and deal an extra 5 (**1d10**) damage on a critical hit.

BOND III

Prerequisite: 17th-level tamer, Bond II

Type: Passive (companion & tamer)

The mangorilla has **advantage** on attack rolls against creatures that have dealt damage to its tamer or affected its tamer with a harmful spell or effect since the mangorilla's last turn, as well as on Strength (Athletics) checks made to grapple such a creature.

In addition, the mangorilla's tamer has **advantage** on attack rolls against creatures grappled by the mangorilla.



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LEGAL

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