

PRODUCT IDENTITY, THE FOLLOWING ITEMS ARE HEREBY IDENTIFIED AS PRODUCT IDENTITY AS DEFINED IN THE OPEN GAME LICENSE, VERSION 1.0A. SECTION 1(E) AND ARE NOT OPEN CONTENT. ALL TRADEMARKS, PROPER NAMES (CHARACTERS, PLACE NAMES, ETC.), DIALOGUE, PLOTS, STORY ELEMENTS, LOCATIONS, CHARACTERS, ARTWORK, GRAPHICS, SLOGANS, AND TRADE DRESS, OPEN GAME CONTENT. THE OPEN CONTENT IN THIS PAPER INCLUDES THE MONSTER, STATISTICS AND MONSTER ABILITIES. NO OTHER PORTION OF THIS WORK MAY BE REPRODUCED IN ANY FORM WITHOUT PERMISSION.

Abigan

Small Fey Dragon

AC 15 (Natural Armor)

Hit Points 14 (4d4 + 4)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	20(+5)	13(+1)	10(+0)	12(+1)	16(+3)

Skills perception +3, stealth +7

Senses darkvision 60 ft., passive perception 13

Magical Resistance. Abigan has advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/day). If Abigan fails a saving throw, Abigan can choose to succeed instead.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 +3) piercing.

Fey Dragon Charm. Abigan targets one humanoid that she can see within 30 feet of her. If the target can see Abigan, it must succeed on a DC 13 Wisdom saving throw or be magically charmed. The charmed creature regards Abigan as a trusted friend to be heeded and protected. Although the target isn't under Abigan's control, it protects Abigan to the best of its ability.

Each time Abigan or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Abigan dies, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to Abigan's Fey Dragon Charm for the next 24 hours.

Abigan can have no more than one humanoid charmed at a time.

Artwork by Jesper Ejsing and Enev Amundsen



The Dragons' Fruit

Mini Adventure by Ian Spiegel-Blum & Johannes Bahnsen

The sleepy farming village of Rhodes is not known as a hub for adventurers, but for the elusive S'tina Fruit that grows in the nearby forest. The fruit, shaped like a blue watermelon and known for giving the eater incredible powers of charisma for up to twelve hours, grows for a handful of days each summer. The villagers have an agreement with the spirits of the forest to watch over the forest in exchange for access to the fruit.

Despite their best efforts, word of the delicious fruit has spread beyond the village and now adventurers come from across Arcania to harvest as many as they can before the villagers have a chance to pick them. Little do the poachers know, however, that living in Rhodes are the twin dragons Eliban and Abigan, hatchlings being raised by elderly human parents, who adore the one-of-a-kind sweetness of the S'tina Fruit. Usually, the parents can secure at least one fruit for the two of them, which is enough to hold them over until the next harvest season, but their parents are growing older and slower, and could not get one before all the fruit were taken. The twin dragons grow hungrier and angrier, and with each passing hour their parents worry that they will lose control of the girls. If that happens, they could destroy the forest,

the village, and anyone between them and the fruit. The adventurers have been lured to the land of Rhodes by promises of the S'tina Fruit. In Rhodes they encounter the parents in the local market where S'Tina fruit is sold. The parents tell the adventurers of their problem and offer that they get to keep any fruit they find in the forest in exchange for securing at least one for the two dragons. The parents present the adventurers with the favorite toy of each dragon and tell them that the dragons, when calm, will recognize the scent and follow it. The parents explain that the S'Tina Fruit grows from the tree branches with access to the most sun and that a purple flower grows from where they were picked. Each fruit is worth 500 gp.

BETWEEN THE LEAVES AND VINES

The adventurers must make their way through the forest, finding clues as to where thieves may have scavenged, and choosing how best to reach the branches with the most sunlight. As the adventurers take their first steps into the forest, they may be surprised by its sheer size.

From the outside, it looks like a normal forest, but inside it is anything but. Magical Dust swirls like scattered dandelion heads in the air. Laughter echoes. Some trees grow new leaves, only for them to wither and die within a few seconds, while others seem to grow more colorful the longer one stares. The further in they walk, the larger the trees become until the leaves are larger than

most humanoids. A DC 20 *history* check will explain that the forest cropped up around the corpse of a massive nature dragon, and it is its influence that gives the soil such unique properties.

If the adventurers attempt to scale a tree, they must pass a DC 15 *athletics* or *acrobatics* skill check in order to do so. If they fail, the tree bark transforms into liquid, and they fall immediately.

To pluck a S'Tina Fruit from a tree without complications the adventurers must roll a natural 20 on an *acrobatics* check. If they do not the tree awakens and becomes an **Awakened Tree** and attacks. Once the tree is defeated the adventurers can pluck the fruit without any further hindrances

THE FRUIT-LOVERS GUILD

With a successful DC 15 *survival* or *perception* check the adventurers will discover footprints around the trees and a trail through the forest. Alongside the footprints they'll discover a dropped metal hook, used by thieves as a brace to assist in climbing trees. The metal hook bears The Fruit-Lovers Guild insignia. If they do not find the trail of the thieves, the thieves will set up an ambush and attack the adventurers. During such an ambush the adventurers will all be *surprised*. The thieves are 6 **Thugs** and 1 **Veteran**.

If the adventurers discover the footprints, the track will lead them to where the thieves are operating. If the adventurers confront the thieves without attacking them, the thieves will reveal that they are members of The Fruit-Lovers Guild,

and they will not attack. They are armed but will insist that they only bear arms in order to defend themselves against the creatures of the forest. A DC 20 *insight* check will reveal that the thieves are lying. They intend to kill the twin dragons to claim all the fruit for themselves. The thieves will offer to trade with the adventurers but will not give any fruit away for less than 600 gp. If the adventurers do not attack the thieves, they will leave and venture further into the forest. They will not let the adventurers know, but they are leaving to track down the twins to eradicate them. If the adventurers attack the thieves or are assaulted by them, then once three of the Thugs or the Veteran has died, the remainder of the thieves will flee into the forest one by one each round

A FRUIT BY ANY OTHER NAME

If the adventurers decide to follow the thieves deeper into the forest, they will find them fighting Abigan. If the adventurers have fought the thieves before, Abigan will know this and will not attack the adventurers. If the adventurers have allied with the thieves, she will attack them all. When Abigan reaches 10% HP, she will flee. When the battle is over, if the adventurers fought Abigan and allied with the thieves, the thieves will award them with fruit. If the adventurers honored their agreement with the parents, a wounded Abigan will follow the adventurers back to the parents, but only if presented with her favorite toy.