

MUNCHFRUIT

Carnivorous and ravenous, munchfruits can look like anything from peaches to avocados to eggplants to squashes, that is until they open their creepy eyes and mischievously grin. The fruits they mimic can be fruits that are treated as fruits for eating and cooking, such as pears or papayas, or those fruits that are treated as vegetables for eating and cooking, such as tomatoes or peppers. Regardless, munchfruits prefer to hide among normal similar fruits, but are at the mercy of wherever their seeds are scattered, sometimes by the wind, and at times by beasts that eat the munchfruits and distribute their seeds in their dung. A munchfruit plant will produce mostly normal fruits, albeit relatively big ones for the fruit species, but around a fourth of the fruits will be munchfruits. The munchfruit genes are recessive, and such a plant may eventually produce only normal fruits, but even then, the munchfruit genetics still lie buried in the seeds... waiting for that rare instance when they will once again produce sinister plants.

Although they are not particularly clever, munchfruits have minds and do attempt to be devious, engaging mortals in conversation to lure unsuspecting victims close. They cannot fly, but can use the stems on which they grow like limbs, hurling themselves through the air and gleefully attacking with their thorny, rough, grating bites.

Unlike most moral-agent plants, munchfruits automatically speak the Common tongue.

- Small munchfruits mimic small fruits like cherries, boysenberries, limes, grapes, lychee and kiwis.
- Medium munchfruits mimic medium fruits like apples, pomegranates, tomatoes, zucchinis and mangoes.
- Large munchfruits mimic large fruits like pineapples, coconuts, eggplants, pumpkins and gourds.
- Huge munchfruits mimic alarmingly oversized specimens of any fruit.
- Spitting munchfruits are variants that can spit digestive acids to soften up prey before they land their bites.

MUNCHFRUIT TRAITS
Class: plant
Origin: Midgard
Sapience: moral-agent
Lifeworlds: <i>lashful-wicked-leeward</i> , <i>lashful-detached-leeward</i>
Vessel: corporeal (zoetic-organic)
Tier/Shape Range: Dawning – 0×0×0 to Honing – 2×2×2
Role: warrior
Creature Knowledge: <ul style="list-style-type: none"> • <i>General:</i> <i>nighlore</i> (sta) DR 5 • <i>Specific:</i> <i>nighlore</i> (sta) DR 16
Roottrait Points: 3+[2×(tier-1)]
Attack Roottraits: <ul style="list-style-type: none"> • <i>Physical Strikes/Harm:</i> Glt/Lth • <i>Magical Strikes/Harm:</i> —
Fixed Base Grit: [1]×[tier] ²
Augmentations/Lifeskills: Nml +2, Mfl +1; hasten +2; physical strikes +1, physical harm +1; <i>clout</i> +2 (train: imp); <i>dive</i> ±0 (train: sta); <i>farm</i> +1 (train: imp); <i>heed</i> ±0 (train: sta); <i>landfare</i> +1 (train: imp); <i>look</i> ±0 (train: sta); <i>lurk</i> +3 (train: adv; <i>avail</i> :1); <i>nighlore</i> ±0 (train: sta); <i>search</i> ±0 (train: sta); <i>toil</i> ±0 (train: sta); <i>tumble</i> +2 (train: sta)
Carcass Harvest: <ul style="list-style-type: none"> • <i>Food:</i> incidental (fruits) • <i>Water:</i> incidental (condensation)
Lair Treasure: <ul style="list-style-type: none"> • <i>Mundane:</i> incidental • <i>Magical:</i> incidental

SMALL MUNCHFRUIT
Tier: Dawning
Lifeworld: <i>lashful-wicked-leeward</i>
Languages: Common, Plant, Insect, Beast
Shape: 1/8×1/8×1/8
Size Modifier: +9
Mass Modifier: ±0
Speed: walk 2; swim 1
Roottraits: Brw 0; Lth 2; Smt 0; Wis 0; Glt 1
Hasten: +2
Defenses: Nml 26; Ftl 13; Mfl 13
Grit: 1+1d2 [3]
Pneuma: 3
Harm Yields: <ul style="list-style-type: none"> • <u>susceptible</u> <i>wreck</i>, <i>rasp</i>, <i>shake</i>, <i>shock</i>, <i>logos</i>, <i>charis</i>, <i>heinous</i> • <u>vulnerable</u> <i>whelm</i> 6, <i>flare</i> 1, <i>frost</i> 2, <i>gloom</i> 4, <i>rot</i> 3 • <u>resistant</u> <i>gleam</i> 5 • <u>immune</u> <i>chaos</i>, <i>hubris</i>, <i>hallow</i>
Condition Adaptations: <ul style="list-style-type: none"> • <u>liable</u> (<i>unavail</i>:1) <i>confused</i>, <i>deranged</i> • <u>renitent</u> (<i>avail</i>:1) <i>paralyzed</i>, <i>incapacitated</i>, <i>nauseated</i>, <i>retched</i> • <u>renitent</u> (<i>avail</i>:2) <i>imbalanced</i>, <i>prostrated</i> • <u>impervious</u> <i>restrained</i>, <i>constrained</i>
Lifeskills: <i>clout</i> +4 (imp); <i>dive</i> +1 (sta); <i>farm</i> +2 (imp); <i>heed</i> ±0 (sta); <i>landfare</i> +2 (imp); <i>look</i> ±0 (sta); <i>lurk</i> +7 (adv; <i>avail</i> :1); <i>nighlore</i> ±0 (sta); <i>search</i> ±0 (sta); <i>toil</i> ±0 (sta); <i>tumble</i> +4 (sta)
ATTACKS AND POWERS
1 Bite — 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +3; <i>wreck</i> (<i>rend</i>) harm 1d2+2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d2)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>grappling</i> — standard; <i>longleap</i> (×5)
Ascension-Point Value: 2

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MEDIUM MUNCHFRUIT
Tier: Beginning Lifewiew: <i>lashful-wicked-leeward</i> Languages: Common, Plant, Insect, Beast + Smt
Shape: 1/4×1/4×1/4 Size Modifier: +6 Mass Modifier: ±0 Speed: walk 3; swim 1
Roottraits: Brw 0; Lth 2; Smt 0; Wis 0; Glt 3 Hasten: +2 Defenses: Nml 24; Ftl 14; Mfl 16 Grit: 4+2d2 [7] Pneuma: 7
Harm Yields: <ul style="list-style-type: none"> • <u>susceptible</u> <i>wreck, rasp, shake, shock, logos, charis, heinous</i> • <u>vulnerable</u> <i>whelm</i> 5, <i>flare</i> 1, <i>frost</i> 4, <i>gloom</i> 5, <i>rot</i> 3 • <u>resistant</u> <i>gleam</i> 7 • <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <ul style="list-style-type: none"> • <u>liable</u> (<i>unavail:1</i>) <i>confused, deranged</i> • <u>renitent</u> (<i>avail:1</i>) <i>paralyzed, incapacitated, nauseated, retched</i> • <u>renitent</u> (<i>avail:2</i>) <i>imbalanced, prostrated</i> • <u>impervious</u> <i>restrained, constrained</i>
Lifeskills: <i>clout</i> +6 (imp); <i>dive</i> +1 (sta); <i>farm</i> +2 (imp); <i>heed</i> +1 (sta); <i>landfare</i> +2 (imp); <i>look</i> +1 (sta); <i>lurk</i> +7 (adv; <i>avail:1</i>); <i>nighlore</i> ±0 (sta); <i>search</i> ±0 (sta); <i>toil</i> +1 (sta); <i>tumble</i> +4 (sta)
ATTACKS AND POWERS
1 Bite – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +3; <i>wreck (rend)</i> harm 1d2+4 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d2)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>grappling – standard</i> ; <i>longleap</i> (×5)
Ascension-Point Value: 4

LARGE MUNCHFRUIT
Tier: Raising Lifewiew: <i>lashful-wicked-leeward</i> Languages: Common, Plant, Insect, Beast
Shape: 1/2×1/2×1/2 Size Modifier: +3 Mass Modifier: ±0 Speed: walk 4; swim 1
Roottraits: Brw 0; Lth 2; Smt 0; Wis 1; Glt 4 Hasten: +3 Defenses: Nml 22; Ftl 15; Mfl 19 Grit: 9+3d2 [14] Pneuma: 10
Harm Yields: <ul style="list-style-type: none"> • <u>susceptible</u> <i>wreck, rasp, shake, shock, logos, charis, heinous</i> • <u>vulnerable</u> <i>whelm</i> 7, <i>flare</i> 3, <i>frost</i> 4, <i>gloom</i> 4, <i>rot</i> 5 • <u>resistant</u> <i>gleam</i> 4 • <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <ul style="list-style-type: none"> • <u>liable</u> (<i>unavail:1</i>) <i>confused, deranged</i> • <u>renitent</u> (<i>avail:1</i>) <i>paralyzed, incapacitated, nauseated, retched</i> • <u>renitent</u> (<i>avail:2</i>) <i>imbalanced, prostrated</i> • <u>impervious</u> <i>restrained, constrained</i>
Lifeskills: <i>clout</i> +7 (imp); <i>dive</i> +1 (sta); <i>farm</i> +3 (imp); <i>heed</i> +3 (sta); <i>landfare</i> +3 (imp); <i>look</i> +3 (sta); <i>lurk</i> +7 (adv; <i>avail:1</i>); <i>nighlore</i> ±0 (sta); <i>search</i> ±0 (sta); <i>toil</i> +2 (sta); <i>tumble</i> +4 (sta)
ATTACKS AND POWERS
1 Bite – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +3; <i>wreck (rend)</i> harm 1d4+5 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d2)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>grappling – standard</i> ; <i>longleap</i> (×5)
Ascension-Point Value: 6

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HUGE MUNCHFRUIT
Tier: Surging Lifeview: <i>lashful-wicked-leeward</i> Languages: Common, Plant, Insect, Beast
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 5; swim 1
Roottraits: Brw 0; Lth 2; Smt 0; Wis 2; Glt 5 Hasten: +4 Defenses: Nml 20; Ftl 16; Mfl 22 Grit: 16+4d4 [26] Pneuma: 13
Harm Yields: <ul style="list-style-type: none"> • <u>susceptible</u> <i>wreck, rasp, shake, shock, logos, charis, heinous</i> • <u>vulnerable</u> <i>whelm</i> 9, <i>flare</i> 2, <i>frost</i> 2, <i>gloom</i> 5, <i>rot</i> 6 • <u>resistant</u> <i>gleam</i> 5 • <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <ul style="list-style-type: none"> • <u>liable</u> (<i>unavail:1</i>) <i>confused, deranged</i> • <u>renitent</u> (<i>avail:1</i>) <i>paralyzed, incapacitated, nauseated, retched</i> • <u>renitent</u> (<i>avail:2</i>) <i>imbalanced, prostrated</i> • <u>impervious</u> <i>restrained, constrained</i>
Lifeskills: <i>clout</i> +8 (imp); <i>dive</i> +1 (sta); <i>farm</i> +4 (imp); <i>heed</i> +4 (sta); <i>landfare</i> +4 (imp); <i>look</i> +4 (sta); <i>lurk</i> +8 (adv; <i>avail:1</i>); <i>nighlore</i> +1 (sta); <i>search</i> +1 (sta); <i>toil</i> +2 (sta); <i>tumble</i> +4 (sta)
ATTACKS AND POWERS
1 Bite – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +3; <i>wreck</i> (<i>rend</i>) harm 1d6+6 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>grappling</i> – <i>improved</i> ; <i>longleap</i> (×5)
Ascension-Point Value: 12

SPITTING MUNCHFRUIT TEMPLATE
Core Stats Alterations: hasten +1; grit +2 variable dice
Additional Attack Power: <i>1 Acid-Spit – 1 strike; assail Nml [utilization; 1 pneuma]:</i> targeted melee [range = max walk speed]; strike +3; <i>rasp</i> harm [variable harm = same as for 1 bite]
Ascension-Point-Value Alterations: +4