

KNARL'S CANDY COMPENDIUM



Fifty magical candies await your arcane sweet tooth in this supplement for the world's greatest roleplaying game



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ON THE COVER

Knarl may be but a child, but this young goblin knows nearly everything about magical candy concoctions—and, as for the things she doesn't know, she's more than ready to learn! Claudio Pozas illustrates a portrait of Knarl as she cheerfully chews on a piece of Ms. Alessia's Bubble Gum.

HI!!! I HOPE YOU'RE DOING GOOD, OR WHATEVER MS ADRIENNE SAYS WHEN SHE STARTS OFF HER LETTERS. SHE'S VERY FANCY.

ANYWAYS, MY NAME IS KNARL, SAID LIKE "KUH-NARL" BECAUSE I LIKE IT BETTER THAT WAY. AND THIS IS MY BOOK! WELL, MS. ADRIENNE HELPED ME PUT TOGETHER ALL THE NOTES I MADE, AND SHE FILLED IN ALL THE SPACES I COULDN'T READ BECAUSE THEY WERE COVERED IN STICKY SUGAR, BUT IT'S MOSTLY MINE. I HOPE YOU LIKE IT!

— KNARL

PS: MS. ADRIENNE, IF YOU'RE READING THIS, I SAW YOU TOOK OUT ALL THE SUPER-MEGA-IMPORTANT PARTS I LEFT YOU. DON'T WORRY, THOUGH! I WENT BACK AND RE-ADDED IN ALL MY NOTES FOR YOU.

FOREWORD

GREETINGS, ADVENTURER.

I hope this book finds you in good health — or rather, the best health you can be in, considering you are about to peruse a book entirely filled with magical candy. If you are currently finding yourself beset by a misplaced hot-cinnamon azer or an unexpected treacle tentacle, I would recommend skipping this foreword as quickly as you can, as my ramblings here will most likely be unhelpful to appeasing those sugary beasts. And besides, you wouldn't want to leave these pages too sticky for the next reader.

Now, if you have continued on through this foreword, please allow me to introduce myself. I am Adrienne Ro, wizard extraordinaire and collector of arcane knowledge across the realms. Though many have already published their guides to monsters and magic to grand success, no one (to my understanding) has yet to put forth a handbook for one of the most common yet complicated challenges an adventurer may face: sweets. Don't laugh, now. In fact, candies can be some of the most dangerously unassuming and unassumingly dangerous encounters an adventurer can have without the proper knowledge guiding them. After all, do *you* know how to appease an animated sugar dragon so you aren't burned by molten caramel? No? That's what I thought.

However, I must admit that I am by no means a magiconfectionary expert. Indeed, most of the notes compiled in this compendium come from my young friend Knarl. I met this little goblin child barely over a year ago, after I was helplessly plagued by the antigravity stickiness that comes from consuming one too many sugar spiders. Though she may only be a few years old, her knowledge of magical sweets far surpasses all I've met, and I am proud to share her work with you in this fashion.

So go forth, adventurer! May your future be filled with sugary delights.

And please, if you can, mind the dragon lollies. Those pack quite the punch.



INTRODUCTION



AS THE AUTUMN SUN SETS ON A SMALL village, a bespectacled goblin girl darts into an alleyway, dragging a large sack behind her. The smell of sugar fills the air as she reaches into the bag and pulls out a handful of brightly colored sweets before taking notes.

Known by most as Knarl (pronounced KUH-narl), this young goblin is one of the foremost experts of magical candy in the universe—and these are her findings.

With fifty whimsical new confectionaries, *Knarl's Candy Compendium* expands the possibilities for consumable magic items in your DUNGEONS & DRAGONS game. From lollipops to licorice, chocolate bars to coconut creams, you are sure to find a treat to satisfy your arcane sweet tooth.

USING THIS SUPPLEMENT

The contents of this compendium are organized according to the magical candies' rarity, which is explained in the following section. Occasionally, a candy's description will reference an outside source such as the *Player's Handbook (PHB)*, *Monster Manual (MM)*, or *Xanathar's Guide to Everything (XGE)*; when appropriate, the necessary chapter number is also provided.

All the candies within are considered consumable magic items. Unless otherwise stated in the item's description, it takes one action to consume a candy.

Finally, as you read, be on the lookout for notes from Knarl, the magiconfectionary expert herself!

MAGICAL CANDY RARITY

This compendium uses similar levels of rarity as other magic items, ranging from common to very rare. However, given their popularity among children and adventurers alike, magical candies are often much cheaper than your average magic item and sometimes sold in bulk. If you are implementing the purchase of magical candy into your game, you can consult the following table to set an appropriate price range.

CANDY RARITY AND COST

Rarity	Price (per single unit)
Common	1–5 sp
Uncommon	5–10 sp
Rare	1–5 gp
Very Rare	5–10 gp

HEY, THAT'S ME! →

CANDY TYPES

Six types of candy are featured in this supplement:

- **Hard candy** is created by boiling a flavored, sugary substance to a high temperature before letting it set. As their name says, these types of candies are often hard, risking a chipped tooth if you attempt to bite through them. Most consume these types of candies by letting them sit in the mouth and dissolve.
- **Soft candy**, on the contrary, is easy to chew. Some variants of this candy type, like taffies, stick to the teeth while others, like fudges, leave little residue in the mouth.
- **Gummy candy** is firmer than soft candy but not nearly as teeth-shattering as hard candy. Made of a gelatinous mixture set in whimsical shapes, this type of candy is often fruit-flavored and sold in large packs of twenty apiece.
- **Chocolate candy** features chocolate—whether white, milk, or dark variants—as a primary ingredient. Though some of these candies are only flavored and enchanted pieces of chocolate, most features bars of layered substances (nougats, caramels, jellies, etc.) enrobed in a thick layer of chocolate.
- **Spun Sugar Candy** also begins with boiled sugar. However, unlike with hard candy, this hot sugar syrup is spun into thin strands, then rapidly cooled. This process results in a candy with a fluffy, cotton-like texture.
- **Powdered Candy** looks like pulverized hard candy. Often sold in small packets or thin tubes, this candy is consumed by pouring large quantities of the superfine saccharine powder directly into the mouth.



COMMON CANDIES

FOUND IN NEARLY EVERY TOWN CORNER store, these candies are household staples. Though their enchantments are the least potent by far, common candies nonetheless enchant children and adventures alike with their effects.

BUTTER RUM DROPS

Hard Candy, common

These sticky golden candies coat your tongue with a sugary syrup. Upon consuming a drop, you gain advantage on all Charisma (Persuasion) checks for 1 hour.

CANDY KERNELS

Soft Candy, common

These small triangular candies taste vaguely sweet and are often tricolored with garish hues. Upon consuming, roll a d20. On an 11–20, you can add 1d4 to an ability check of your choice within the next minute, as if affected by the guidance cantrip (*PHB*, Chapter 11: Spells). On a 1–10, nothing happens.

Occasionally you may find alternative seasonal versions of the candy shaped like pumpkins or holiday decorations. Creatures have been known to become aggressively defensive of their love and/or hatred of the confectionery, but it is unclear if that is an inherently magical property of the candy or just individual zeal.

I DUNNO WHY SO MANY PEOPLE DISLIKE CANDY KERNELS. MS. ADRIENNE SAYS IT'S BECAUSE THEY TASTE LIKE BLAND SUGAR WAX, BUT I THINK SHE'S JUST EATING THEM WRONG. EVERYONE KNOWS YOU HAVE TO EAT THE SEPARATE COLOR LAYERS ONE BY ONE!!!

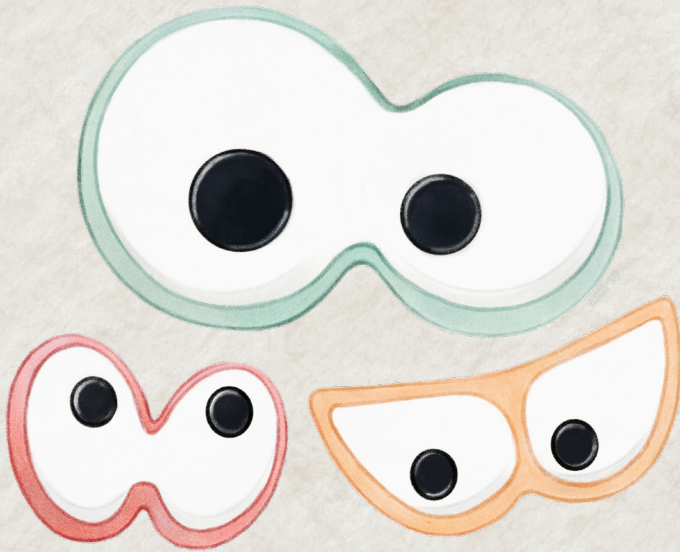


CONVERSATION HEARTS

Hard Candy, common

Each of these pastel-colored heart-shaped candies bears a small greeting phrase in white lettering on the front. The language of each phrase differs from piece to piece. Upon consuming a heart, you gain the ability to speak and read in the phrase's respective language for 10 minutes. The DM chooses the language for each piece or determines it by rolling on the table below. A successful DC 13 Intelligence (History) check is needed to identify a language, if you cannot already read it.

d20	Language
1	Abyssal
2	Aquan
3	Auran
4	Celestial
5	Deep Speech
6	Draconic
7	Dwarvish
8	Elvish
9	Giant
10	Gnoll
11	Gnomish
12	Goblin
13	Halfling
14	Infernal
15	Ignan
16	Orc
17	Primordial
18	Sylvan
19	Terran
20	Undercommon



EYE CANDIES

Hard Candy, common

After you consume a pair of these gumpaste eyeballs, you gain advantage on all Wisdom (Perception) checks for 1 hour. Some swear that they have seen the pupils of these candies move when no one else is watching.

FAERIE FLOSS

Spun Sugar Candy, common

These colorful cotton-like balls of sugar come in a variety of colors, though blue and purple are the most common. Upon consuming any amount, you are outlined in colored light for 1 minute as if affected by the *faerie fire* spell (PHB, Chapter 11: Spells). The light's color matches the color of the candy.

FIZZY STIX

Powdered Candy, common

This finely ground pastel-colored candy is often sold in small, repurposed potion vials. Upon consuming one vial of candy powder, you feel your stomach bubble, and you must make a **DC 14 Constitution** saving throw. On a failure, you suffer the effects of the *levitate* spell for 10 minutes. On a success, the spell's effects only last for 1 minute.

FRESHMINTS

Hard Candy, common

These chalky, barrel-shaped mints bear blue and white stripes along their sides. Upon consuming one, your clothes and appearance are instantly cleaned by magical means. Dignitaries and socialites often have a bowl of these mints by their front doors for their guests to use before entering their abode.

GOODBERRY GUMMIES

Gummy Candy, common

These sweet crimson candies look similar to the fruit they are named after, though they are much smaller in size. It takes a bonus action to eat 1 gummy. Each gummy restores 1 hit point to the consumer.

GUNPOWDER PEPPER ROCKS

Powdered Candy, common

When you consume a packet of this crushed hard candy, you produce harmless pyrotechnics effects from your fingertips for 1 minute. The black candy crystals pop across your tongue as you eat them.

HONEYSUCKLE

Spun Sugar Candy, common

This delicate, wispy candy is pulled into the shape of a small white or gold flower. Upon eating one, you gain advantage on all Charisma (Deception) checks for 1 hour.

INFERNAL SPICED BRITTLE

Hard Candy, common

This fiery, nutty candy is infused with various spices that warm the back of your throat. Upon eating a square, your eyes immediately glow red, and your voice becomes three times louder as if affected by the *thaumaturgy* cantrip (PHB, Chapter 11: Spells). This effect lasts for 1 minute.

LUSTERDUST'S CANDY CRYSTALS

Hard Candy, common

These shards of rock candy come in various metallic shades. Upon consuming a piece, your hair and eyes immediately turn the same color of the candy, and 1d10+2 small crystal-like growths pepper your body. You gain a number of temporary hit points equal to the number of crystal growths. These last for 1 minute.

LAUGHING LOLLIES

Hard Candy, common

When you begin to consume this garish, pink lollipop, you must succeed on a **DC 12 Wisdom** saving throw or experience the effects of *hideous laughter* (PHB, Chapter 11: Spells). These effects last for 1 minute or until someone else removes the lollipop from your mouth, whichever comes first.

LIGHTFOOT LICORICE ROPES

Gummy Candy, common

Upon consumption, your gait feels nimbler, and you gain advantage on all Dexterity (Acrobatics) checks for 1 hour. This shiny black rope candy is often distributed in tightly wound wheels.



SUGAR SPIDERS ARE MY FAVORITE!!! SEE, I'M REAL SMALL, SO I CAN'T USUALLY REACH A LOT OF THINGS, BUT ALL I GOTTA DO IS POP A SUGAR SPIDER IN MY MOUTH AND THEN I CAN GRAB ANYTHING I WANT! TALL SHELVES CAN'T STOP ME NOW!!

WHEN I FIRST MET MS. ADRIENNE, SHE HAD GOTTEN A BOX OF SUGAR SPIDERS AS A GIFT FROM ONE OF HER STUDENTS. SHE DIDN'T KNOW WHAT THEY DID, THOUGH, SO SHE JUST KEPT EATING THEM AND EATING THEM AND SOON SHE WAS STICKING UPSIDE DOWN TO THE ROOF OF THE BOOKSTORE AND HAD NO CLUE HOW TO GET DOWN!! LUCKY FOR HER, I HAD POPPED INSIDE THAT STORE TO GRAB A NEW NOTEBOOK AND SAW HER STUCK THERE, SO I TOLD HER THAT THE TRICK TO GETTING UNSTUCK IS SPITTING OUT THE SPIDER ONCE YOU'VE GOTTEN WHERE YOU NEED TO GO. WE'VE BEEN FRIENDS EVER SINCE!

MIDNIGHT SHROUD

Chocolate Candy, common

This candy bar features a sweet, purple berry filling enrobed with milk chocolate. It takes 1 minute to eat the entire bar. Upon consuming, the shadows around you grow darker, and you gain advantage on all Dexterity (Stealth) checks for 1 hour.

STICKY FINGERS

Gummy Candy, common

These brightly colored gummies get their name from their cartoonish hand shapes and gluey, outer texture. After eating one, you gain advantage on all Dexterity (Sleight of Hand) checks for the next hour. These candies often come on stretchy strings, which are also edible. Consumers enjoy flinging the gummy hands at various objects and watching them stick.

STARRY NIGHT

Chocolate Candy, common

Breaking open this dark chocolate bar reveals a gooey, citrus cream center with colors reminiscent of the night sky. It takes 1 minute to eat the entire bar. Upon consuming, you have darkvision out to a range of 30 feet for 1 hour. If you already have darkvision, consuming the candy increases its range by 30 feet.

SUGAR SPIDERS

Hard Candy, common

These small hard candies are made by crystallizing white sugar into spindly spider shapes. It takes 1 minute for a sugar spider to dissolve completely in your mouth. For this minute (or for as long as you keep the sugar spider in your mouth), you gain a climbing speed equal to your walking speed and can cross vertical surfaces while keeping both hands free.

SOUR CRAWLIES

Gummy Candy, common

These rainbow-colored, gummy worms wriggle against your tongue as you eat them. Upon consuming one, you take 1d6 psychic damage from this mouthfeel but gain the ability to comprehend and verbally communicate with beasts of Small size or lower for 1 hour.

TOUGH COOKIES

Soft Candy, common

These pale sugar circles contain four peanuts arranged in a near perfect square. When consuming this, the savory flavor of the peanuts remain for 1 hour. During this hour, you gain advantage on all Strength (Athletics) checks.

UNCOMMON CANDIES



WHILE STILL FAIRLY POPULAR TREATS, these candies take a little more effort to find. Uncommon candies carry more powerful enchantments than common ones, but such magic often comes with potential drawbacks to discourage adventurers from consuming one too many sweets.

BLURBERRY SUCKER

Hard Candy, uncommon

This deep purple lollipop vibrates in your mouth as you suck on it. This candy takes 5 minutes to consume. During these 5 minutes, you experience the effects of the *blur* spell. The effect ends early if you remove the candy from your mouth.

COCONUT FROSTIES

Soft Candy, uncommon

These small squares of soft candy typically have layers of white, bright pink, and pale blue. After consuming, swirls of frost begin to coat your forearms. For 1 hour, you can add 1d6 cold damage to all melee attacks. At the end of the hour you take 2d4 cold damage from the pain of the ice on your skin.

COLOSSUS CARAMELS

Soft Candy, uncommon

Upon consuming one of these sticky amber-colored caramels, you gain the “enlarge” effect of the *enlarge/reduce* spell for 1 hour (*PHB*, Chapter 11: Spells). Additionally, anytime you are hit with a melee attack during the next hour, the attacker must make a **DC 14 Strength** saving throw. On a failure, the attacker’s weapon remains stuck to your body until a creature takes an action to remove it.

CLEARHEAD CREAMS

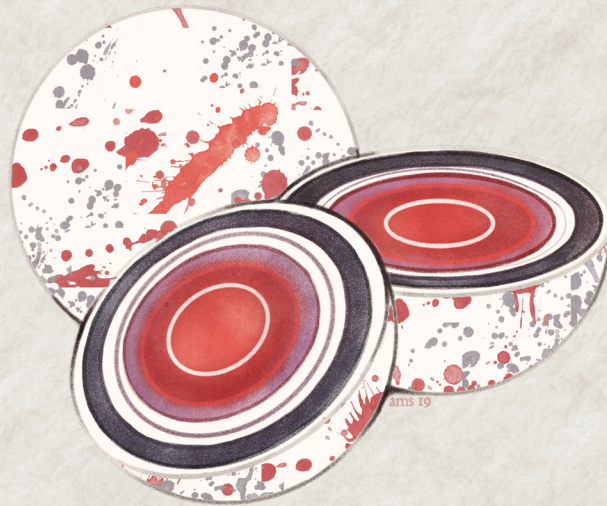
Soft Candy, uncommon

This condensed milk flavored taffy is hand-pulled by confectioners, which gives it its airy sheen. Upon consuming a piece, you gain advantage on all saving throws against being charmed for 1 hour. However, for the first minute after consuming this candy, you are unable to speak, as your teeth are cemented together with taffy.

GINGER GUMS

Gummy Candy, uncommon

These pale, gelatinous squares are said to ease stomach aches, despite their powerful spicy aroma. When you eat one square, you take 1d6 fire damage as the ginger flavor burns your nose, but you gain advantage on all saving throws against being poisoned for 1 hour.



JAW BREAKERS

Hard Candy, uncommon

This candy appears as a large white ball speckled with flecks of red and grey. Upon consuming, you must make a **DC 14 Strength** saving throw. On a success, the damage of your unarmed attacks increases to 1d8 for 1 hour. On a failure, you take 1d6 bludgeoning damage as your teeth crack from the biting pressure.

You can also attempt to break the candy into smaller pieces with a tool or weapon before consuming. The candy has 3d4+4 (11) hit points, and its AC is 14. Once the candy reaches 0 hit points, it breaks cleanly in half, revealing a layered center of various red and purple hues. Splitting a jaw breaker reduces the potency of its enchantment but also lowers the strength needed to consume it. Upon consuming one half of a broken jaw breaker, you must make a **DC 9 Strength** saving throw. On a success, the damage of your unarmed attacks increases to 1d4 for 1 hour. On a failure, you take 1d4 bludgeoning damage as pain shoots through your jaw.

LAVENDER DROPS

Hard Candy, uncommon

These small, pale, purple candies are covered in powdered sugar and carry a calm floral scent. Upon consuming one, you must succeed on a **DC 15 Wisdom** saving throw or fall unconscious for the next 2d4 hours. This magical slumber ends early if the sleeper takes damage greater than or equal to the number of hours rolled.

LAVENDER DROPS ARE MS. ADRIENNE'S FAVORITE CANDY. SHE EATS ONE BEFORE BED ALMOST EVERY NIGHT, SINCE SHE CAN'T SLEEP WELL OTHERWISE. IT'S CUTE.



LIGHTNING LEMONS

Hard Candy, uncommon

You take 4d4 acid damage upon eating this sour lemon-shaped candy. After consuming one, you can use a bonus action to release a 5-foot wide and 15-foot long bolt of lightning from your mouth. Every creature in range of this lightning must make a **DC 13 Dexterity** saving throw, taking 4d8 lightning damage on a failure and half as much on a success. This effect ends after you release three lightning bolts or an hour has passed.

MS. ALESSIA'S BUBBLE GUM

Soft Candy, uncommon

When you consume this simple piece of bubble gum, you blow a bubble that grows to surround your body, increasing your AC by 3 for 1 minute. You must concentrate on this effect as if you were concentrating on a spell. If you lose concentration, the bubble pops, causing the area in a 5-foot radius to become difficult terrain.

MINISCULE MALLOWS

Soft Candy, uncommon

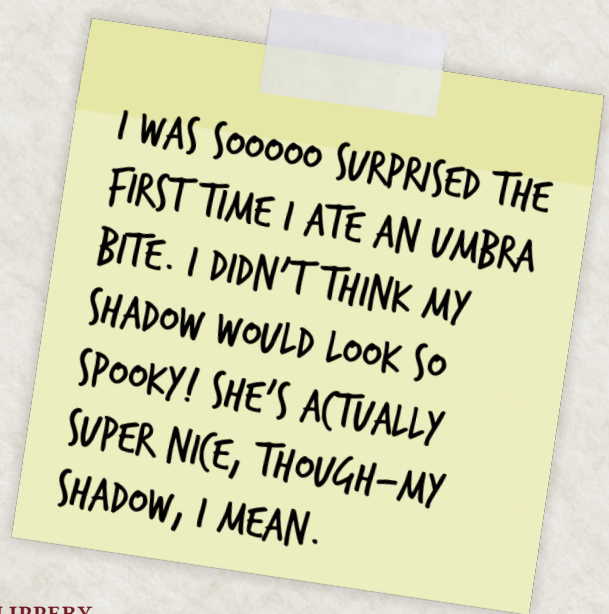
Upon consuming one of these small pillowy marshmallows, you gain the "reduce" effect of the *enlarge/reduce* spell for one hour. Additionally, you can cast *feather fall* (PHB, Chapter 11: Spells) 1d4 times during the next hour.

RESISTANCE RAINBOW SOURS

Gummy Candy, uncommon

These sugared belts of candy are approximately one foot long and come in a variety of colors. Upon eating a belt, you gain resistance to the type of damage that corresponds to the belt's color as indicated on the following table. There also exists a multicolored variant of this candy, which features stripes of all the hues on a singular belt. If this is consumed, the DM chooses the type of resistance you receive or determines it by rolling a d10 and consulting the table below.

d10	Color	Resistance
1	Red	Force
2	Orange	Fire
3	Yellow	Radiant
4	Light Green	Acid
5	Dark Green	Poison
6	Light Blue	Lightning
7	Dark Blue	Cold
8	Purple	Thunder
9	Pink	Psychic
10	White	Necrotic



SLIPPERY

SUGARBLOSSOMS

Hard Candy, uncommon

These six-petaled, crystalline flowers come in shades of periwinkle and purple. When you consume one, you must make a **DC 12 Dexterity** saving throw as a slippery film coats your body. On a success, you gain advantage on all saving throws against being grappled for 1 hour. On a failure, your sudden slipperiness causes you to lose your balance, and for the next hour you fall prone whenever you stop moving at the end of your turn.

SWEET-ISH FISH

Gummy Candy, uncommon

These red candies are shaped like a mundane trout and have a mild, sweet flavor. After you finish eating it, you gain the ability to breathe underwater for 1 hour. You still maintain your normal means of respiration for this time.

UMBRA BITES

Chocolate Candy, uncommon

These rich, dark chocolate triangles contain a spiced ganache filling. Upon consuming one, your shadow comes to life at your feet. It uses the **shadow** statistics (MM) and acts on its own initiative, doing all it can to protect its owner. Additionally, as a bonus action on your turn, you can command the shadow to either move up to 40 feet in any direction or make one *strength drain* attack. The shadow disappears when its hit points reach 0 or 1 minute has passed, whichever comes first.

VANILLA VALOR

Chocolate Candy, uncommon

This white chocolate candy bar is filled with soft, vanilla nougat. It takes 1 minute to eat the entire bar. Upon consuming, you gain advantage on all saving throws against being frightened and 1d6+3 temporary hit points for 1 hour.

RARE CANDIES



YOU WON'T FIND THESE CANDIES IN YOUR average town corner store. Requiring more complex enchantments, rare candies are usually the featured items of artisan confectionary shoppes in larger cities. Children save up for weeks to purchase a single piece of rare candy.

ARMOR OF AGA-MINTS

Hard Candy, rare

Once you place this mint in your mouth, minty fresh frost encases you and your gear. You gain the benefits of the *Armor of Agathys* spell (PHB, Chapter 11: Spells) as if it were cast at 3rd level.

BLINK BON-BONS

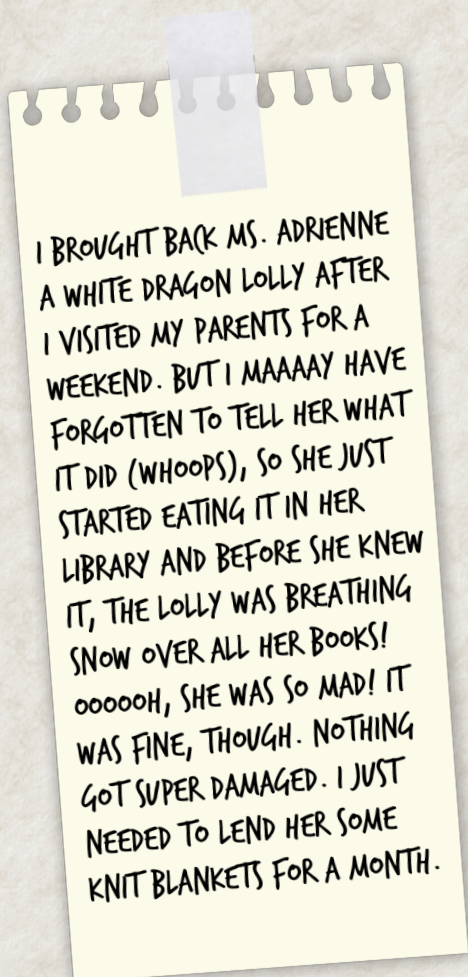
Chocolate Candy, rare

These circular, chocolate candies are filled with a sparkling blue caramel. Upon consuming one, you gain the effects of the *blink* spell (PHB: Chapter 11: Spells).

COFFEE TOFFEE

Hard Candy, rare

These deep brown, toffee squares are swirled with cream. Consuming a piece fills you with jittery energy, and your level of exhaustion is reduced by one for an hour. At the end of this hour, the energy leaves your body in a rush, and you return to your original level of exhaustion plus one more as the ensuing fatigue hits.



DRAGON LOLLIES

Hard Candy, rare

As you begin enjoying this lollipop shaped like the head of a dragon, it gains 1d6+2 charges. The lollipop lasts for 1 hour or until all its charges are spent. You may spend 1 charge as a bonus action to blast magical energy in a 15-foot cone. All creatures caught in the area must make a **DC 17 Dexterity** saving throw, taking 3d8 damage on a failed save, and half as much on a successful one. The type of damage dealt corresponds to the color of the lollipop, as detailed in the table below.

Color	Damage Type
Red, Gold	Fire
Black, Green	Acid
White, Silver	Cold
Blue, Bronze	Lightning

FAST FUDGE

Soft Candy, rare

This modest bite of especially sweet fudge, when consumed as a bonus action, causes a burst of speed to course through your body and enhance your reflexes. You gain the benefits of the *haste* spell (PHB, Chapter 11: Spells) until the end of your next turn. After the effects wear off, you are unable to use your bonus action on your next turn, as a brief moment of lethargy slows you.

HEXACOMB

Chocolate Candy, rare

These squares of porous, honey-flavored candy are enrobed in a thick layer of milk chocolate. Immediately after you consume a square, you use your bonus action to cast *hex* at 3rd level on a hostile creature within range (*PHB*, Chapter 11: Spells). If no hostile creatures are present, the curse fizzles away, harmless.

HOT-CINNAMON AZER BITES

Gummy Candy, rare

These gummy candies are shaped like miniature fire dwarves. During the action in which you consume one of these gummies, an **azer** (*MM*) made of hard red cinnamon candy appears in an unoccupied space within 5 feet of you. It acts on your turn as if you had summoned it and disappears after 1 minute.

NONDETECTION NOUGAT

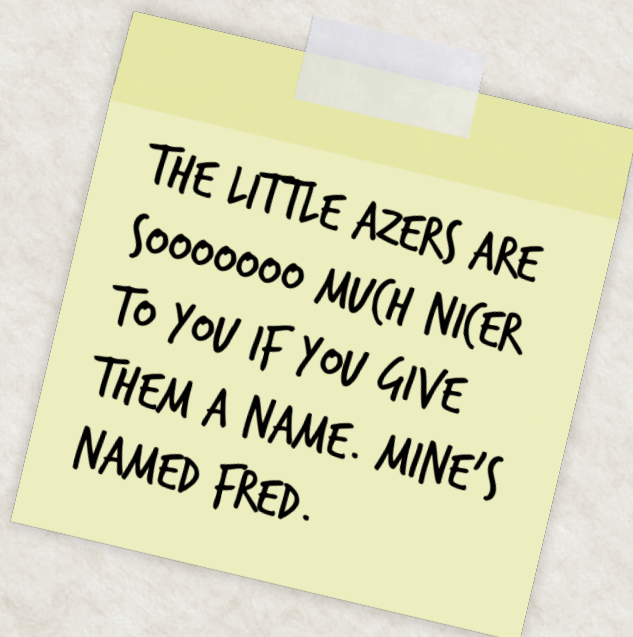
Soft Candy, rare

This delicate cream-colored candy is studded with pistachios and dried red berries. Upon consumption, you are shielded from divination magic as if you were under the effects of a *nondetection* spell (*PHB*, Chapter 11: Spells). This effect lasts for 1 hour.

THUNDERSTEP THINS

Hard Candy, rare

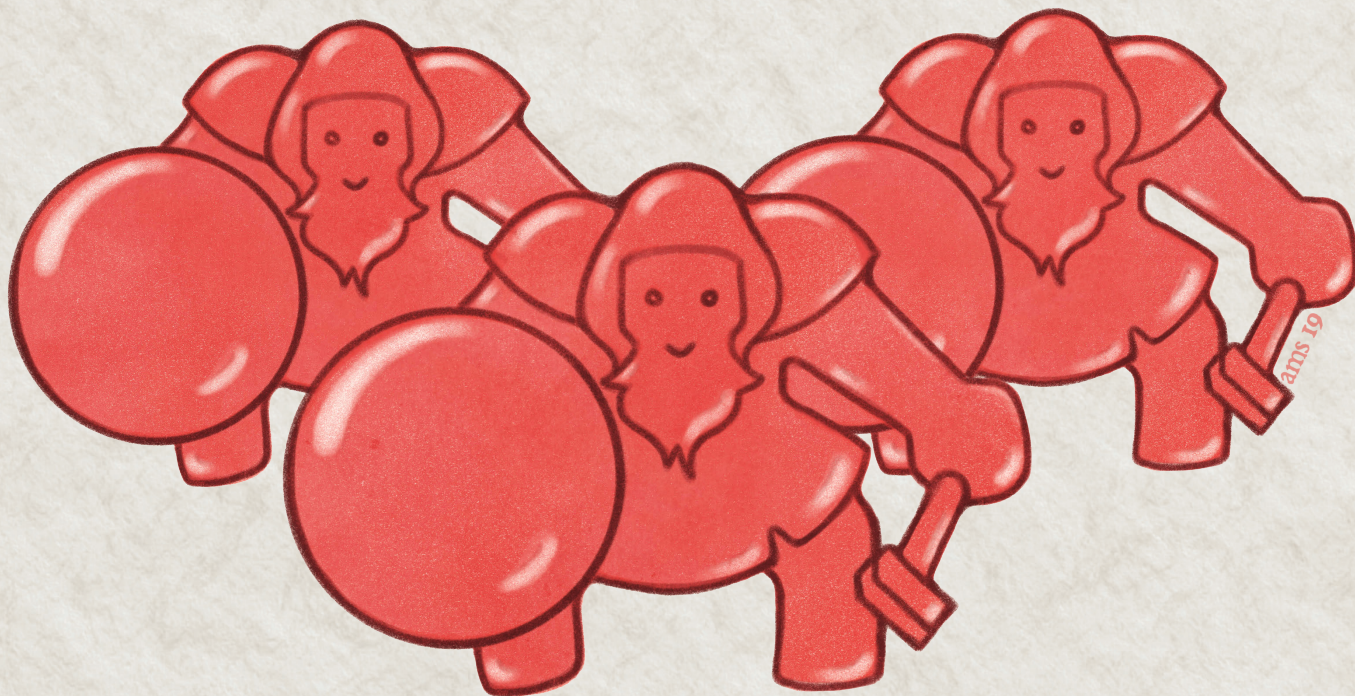
These bright blue sugar wafers are embossed with a stormcloud insignia. You can consume one wafer as a bonus action. Upon consumption, you can then immediately cast *thunderstep* (*XGtE*, Chapter 3: Spells) as an action.



TELE-TAFFY

Soft Candy, rare

Upon consuming one of these cylindrical, violet candies, you can read the thoughts of all creatures within a 15-foot radius for 1 minute. A small image of a brain is inlaid in each piece's center.



VERY RARE CANDIES



MIX OF COMPLEX ENCHANTMENTS AND artful recipes, very rare candies are the pinnacle of the magiconfectionary world. Only the most skilled artisans can craft these candies, often taking years of training to master the arcane process behind these treats.

ANIMATED SUGAR CREATURES

Hard Candy, very rare

Made of sweet syrup swirled into intricate shapes, these sugar creatures are imbued with wondrous magiconfectionary enchantments. Artisans of these creatures, known as sugar painters, often travel between towns to craft these treats for wide-eyed children and pass the art's intricacies to the next generation.

Animated sugar creatures are more durable than the average candy. Each creature has 13 (3d8) hit points and resistance to bludgeoning, piercing, and slashing damage from non-magical weapons. Their enchantments remain active for 1 hour, after which they become a mundane sugar painting. Though the most experienced sugar painters can craft nearly any shape, these creatures most commonly take the following forms and enchantments:

Dragon (Fire Enchantment). With wide bat-like wings and jagged fangs, this sugar dragon pulses with fiery warmth. You can use your bonus action to command the dragon to move (flying speed 20 feet). At the end of each of your turns, regardless if you commanded the creature that turn, the dragon spurts a ball of molten caramel from its mouth. Every creature within a 10-foot cone must make a **DC 18 Dexterity** saving throw. On a failure, they take 3d6 fire damage; on a success, they take half damage.

Dragon (Rain Enchantment). Unlike its molten counterpart, this sugar dragon lacks wings, instead taking a long serpentine form with a lion-like face. As it winds through the air around you, spun sugar clouds puff in its wake. Any time a creature makes a weapon attack against you, they must roll 1d4 and subtract the number from their attack roll.

Owlbear. This sugar creature has the ruffled feathers of an owlbear, snapping its caramel beak as it prowls through the air around you. As a bonus action, you can command the creature to attack one opponent in melee range. The sugar owlbear then makes a sugar claw attack (+5 to hit for 1d8 slashing damage + 1d8 fire damage).

Unicorn. The delicate sugar mane of this creature seems to wave in the wind as it prances through the air. You can use your bonus action to command the creature to move (flying speed 15 feet). At the end of your turn, every ally within a 5-foot radius of the creature gains 3d4 hit points.



CHOCOLATE BARMOUR

Chocolate Candy, very rare

Upon consumption, ornate armor made of milky sweet chocolate begins to form around you. Your AC becomes 14+CON+DEX. The armor disappears after 1 hour. If you take 20 or more fire damage in a single round, the armor melts off of you, turning the area in a 10-foot radius around you into difficult terrain.

FLIGHT-O-FANCY

Gummy Candy, very rare

When you consume a piece of this simple clear candy, you gain a flying speed equal to your walking speed plus 10 feet for the next hour.

PANDAN-MONIUM

Soft Candy, very rare

These brilliant green squares of coconut paste are flavored with sweet screwpine and imbued with chaos magic.

When you consume a square, roll on the following table to determine the candy's magical effect:

d8	Effect
1	The edges of your physical form seem to fizzle into pale green mist. For the next minute, you teleport up to 20 feet in a random direction at the end of your turn in addition to any standard movement.
2	A burst of brilliant rainbow light flares from you in a 30-foot radius. You and each creature in the area that can see must succeed on a DC 15 Constitution saving throw or become blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns. On a success, the effect is ended.
3	Each creature within 30 feet of you takes 1d10 necrotic damage. You regain hit points equal to the sum of the necrotic damage dealt. If this exceeds your hit point maximum, you gain the excess amount as temporary hit points.
4	A cloud of 600 oversized, blue, sugar butterflies fills a 30-foot radius centered on yourself. The area becomes heavily obscured. The butterflies remain for 1 minute and follow you as you move. As an action, a creature can catch a butterfly by succeeding on a DC 15 Dexterity (Sleight of Hand) check. One sugar butterfly can be eaten as a bonus action, and upon consuming one, you regain 1d4 hit points.
5	A shimmering field of pale, arcane light whirls around you. For the next minute, you gain a +2 bonus to AC, and whenever a creature within 10 feet of you hits you with an attack, that creature takes force damage equal to your Charisma modifier.
6	Until you take a short rest, every time you make an attack roll or saving throw, you can add 1d4 to the attack roll or saving throw as if affected by the <i>bles</i> spell (PHB, Chapter 11: Spells).
7	Heavy rain falls in a 60-foot radius centered on yourself. The area becomes lightly obscured. This effect follows you for 3d10 minutes. If you attempt to drink the rain, it tastes oddly saccharine.
8	Until you take a short rest, every time you make an attack roll or saving throw, you must subtract 1d4 from the attack roll or saving throw as if affected by the <i>bane</i> spell (PHB, Chapter 11: Spells).

TREACLE TENTACLES

Soft Candy, very rare

These sludgy, tentacle-shaped candies undulate faintly in their box. Upon consuming one, a sticky, sweet, black substance begins pooling around you. For the next hour, your movement is halved, but the area in a 5-foot radius around you becomes difficult terrain. This area moves with you. Additionally, whenever an opponent enters your melee range, you can use your reaction to summon a sticky lash of treacle to your side and make a simple melee weapon attack against the opponent. On a hit, the creature takes 1d6 bludgeoning damage, and the creature's speed becomes 0 for the rest of its turn.

So, I GUESS THIS IS THE END, HUH? IT'S WEIRD. I'M KINDA SAD, REACHING THE END OF ALL OF THIS, BUT I'M ALSO... HAPPY? EXCITED?

IF YOU READ IT THIS FAR, THANK YOU!! I HOPE YOU LIKED IT, I KNOW I LIKED MAKING IT. AND WHO KNOWS? MAYBE THERE ARE EVEN MORE CANDIES OUT THERE THAT I HAVEN'T TRIED YET! I'M PRETTY SURE I'VE STILL GOT SPACE IN MY NOTEBOOKS SOMEWHERE...