

FIZZLERLIMPS SUGARLAND



TW ROSS

Introduction

Welcome to our adventure, *Fizzleblimp's Sugarland*. This is something I wrote to sort of challenge myself to see if I could take an adventure that takes place in a setting full of wonder, candy and joy and instead make it something terrifying and deadly.

I just wanted to write and make an adventure that was just entirely wacky and over the top and something people would remember long after playing it. All of the creatures encountered in this adventure are entirely homebrewed, along with some re-flavouring of existing monsters in *Dungeons & Dragons* fifth edition.

It is inspired heavily by the film "Charlie and the Chocolate Factory".

ADVENTURE DETAILS

This adventure takes place in the *Forgotten Realms* setting in the city of *Waterdeep* inside a massive factory known as *Fizzleblimp's Sugarland* which is ran by the eccentric, goblin *Walton Fizzleblimp*. Sir Fizzleblimp is one of the most well known manufacturers of sweets across The *Forgotten Realms* but is also known for being slightly erratic and insane, with stories of him cooking people alive in the molten chocolate that flows like rivers throughout the factory.

Walton Fizzleblimp is one of the richest people in *Waterdeep* as well as The *Forgotten Realms*. He is prone to anger and is constantly paranoid someone is going to murder him for his estate and vast amounts of coin, so he's decided to hand out special invites to his candy factory which are hidden away in his best-selling chocolate bars the *Xanathar Nougat* in the form of golden tickets.

The catch? He plans on the people showing up to meet their end one by one in the hopes of squashing any potential plots for his murder. The hilarious part? Nobody in *Waterdeep* wants him dead because his candy brings joy to all.

The player's will be taking on the role of one of the winners of these golden tickets and will be brought on a tour of the factory which quickly turns into a battle of survival against Walton and his mad, candy creations.

The adventure is built for 3-5 players and is built around running from levels 1-3. Players who survive *Fizzleblimp's Sugarland* will leave the factory around level 3, perfect for moving on into the wonders of *Waterdeep* itself.



RUNNING THE ADVENTURE

To run this adventure, you need the D&D fifth edition core rulebooks (Player's Handbook, Dungeon Master's Guide, and Monster Manual).

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

When a creature's name appears in bold type, that's a visual cue pointing you to its stat block in the Monster Manual. If a stat block appears in **B**, the adventure's text tells you so. Spells and equipment mentioned in the adventure are described in the Player's Handbook. Magic items are described in the Dungeon Master's Guide, unless the adventure's text directs you to an item's description in appendix A.

Adventure Summary

The adventure is likely to play out as follows.

The players will be arriving in Waterdeep, most notably in front of **Fizzleblimp's Sugarland** itself and will just be standing outside of the iron gates painted to appear like candycanes.

Eventually Walton Fizzleblimp the owner of the factory and Goblin would saunter out from the factory and towards the gate. As he reaches the gates, players would then enter the factory grounds and move onwards to the factory itself.

Once the players are inside the factory, Fizzleblimp mentions that the whomever finds him will become the new owner of the factory, but he'll just murder them with his own hands (or so is his intent) in the events that his creations and the weird-candy like monsters throughout the factory don't complete the task for him.

The adventure is more open ended and is based around exploring the factory and determining the whereabouts of Walton. The players learn that they are sealed inside the factory and the only way out is the set of keys found on Walton.

Leveling Guide

Since this adventure is based around a milestone leveling system, below you'll find a table detailing the places during the adventure that would be ideal for allowing the players the chance to level up. However, feel free to level them up wherever you choose, but these are the more balanced and recommended options.

LEVEL	DETAILS
2	Once the players sort out the riddles to get deeper into the factory depths.
3	Once the players defeat the Chocolate Spectator.

Possible Outcomes

Walton Dies. If Walton perishes, the players notice the factory and candy monsters slowly begin to dissolve into a mess of nothingness. The players escape without issue and watch as the factory becomes nothing.

Walton Spared. If the players spare Walton he flees Waterdeep. He also gives the players the deed to the factory to do with as they so desire.

Players Die. If all the player's perish, Walton magically reanimates their corpses to serve him as more of his Trunga-Lungas in the factory, helping him make candy for another lengthy period of time before he snaps again and lures another set of adventurers in.

Playing Walton Fizzleblimp

Walton's stat card can be found in Appendix B. He is a 4th level Goblin wizard. He is eccentric, erratic, insane and mentally unstable. He believes everyone in the Forgotten Realms is out to murder him for his candy recipes. Due to this he's increasingly paranoid and murdered all of his human workers and now employs re-animated gnomes who have been given bodies made of caramel. He's invited the players as he believes they too want to murder him, so he plans to lure them inside and murder them first.

Chapter one: Factory Tour

The gates of the factory are ten-foot tall iron gates have been painted to appear like candy-canes. A bustling crowd of various people and races of waterdeep have gathered as the individuals who won walton Fizzleblimp's contest to tour the factory approach and make their way through the crowd.

As this happens, read this text block below.

The excited murmurs of the gathered crowd fill your senses as you push your way towards the tall, candy-cane painted iron gates. You are one of a select few who have won the chance to take a tour of the illustrious Sugarland, owned by one eccentric candy-maker, the goblin walton Fizzleblimp.

As you approach the gates you take in the full-size of the factory. It's a massive, and sprawling estate that appears to be made of gingerbread itself, with windows of stained glass taking the appearance of caramel.

Looking around your vicinity to take notice of the other lucky few who have also won this great opportunity.

This is where the player's would introduce and describe their characters. once they've completed this, the front doors of the factory open and out steps walton Fizzleblimp, and he makes his way towards the group of players.

Fizzleblimp's Entrance

You watch as the front door's of the factory slowly swing open and a small goblin figure steps out, hobbling slightly on a cane. This is walton Fizzleblimp, and he's wearing a long purple frock coat with a white cotton shirt underneath and a peach coloured ascot tie around his neck. He's wearing a pair of tan pants with brown leather boots. Nestled on a head of brown, curled hair is a brown top-hat.

As he reaches the gates, they slowly swing open and you all step through to greet your host and as you do so the gates close behind you. The crowd is dead silent, nobody has ever seen walton in the flesh and yet here he stands a measly 3'4".

He smiles at you all, waves his hands to the crowd and spins on his heels and makes his way back towards the factory.

The players then follow behind Fizzleblimp and this could be a good time for them to chat amongst themselves and get some roleplay in. Talking to Fizzleblimp right now proves ineffective as he doesn't seem to respond to their questions or statements.

He's focused. once they reach the factory doors, Fizzleblimp would push them open and the group would step inside, into the lobby.

So It Begins

The doors open to reveal the lobby. This room is fairly small and appears only to be home to walls lined with candy decorated wallpaper and strange humanoid hands coated in caramel protruding from the walls. The hands are actually the dead human workers who's bodies have been encased in caramel. The player's won't know this, and if asked Fizzleblimp explains they're hands made of caramel and animated with just enough magic to hold onto coats and other objects.

As you enter the lobby, Fizzleblimp turns to all of you and clasps his hands together with joy. "Welcome to Sugarland, the happiest place in the world!" He gestures towards the strange coat-racks that appear to be made up of hands made out of hardened caramel. "Please hang up any weapons or dangerous possessions you may have. No weapons are allowed on the premises."

Players can choose to try and conceal their weapons. The DC for concealing a small weapon like a dagger, shortsword, etc is a **DC Sleight of Hand 13** while concealing larger weapons such as great-weapons, rapiers, longswords, etc would be down with the same DC but with disadvantage.

If Fizzleblimp catches someone trying to conceal a weapon he'll slightly reveal his paranoia here, but calmly ask them to hang their weapon up. He'll mention people have threatened his life before, and he only does this as a safety precaution for himself and his guests.

If asked any details about who threatened him, or why, he just says "Lots of competition."

After dealing with this, Fizzleblimp leads the players up the stairs and towards another set of doors and he slowly pushes these open as well and the group steps through into the Garden of Sweets.

Garden of Sweets

As you're lead up the stairs towards another set of doors, a faint hint of cinnamon and mint wafts into your nose. Fizzleblimp turns to you and says "Enjoy." He pushes the doors open and your senses are immediately overwhelmed by the smells of sugar, cinnamon, mint and any sweet or baked goods you can imagine.

The room is massive and filled with sweets as far as you can see. The floor is knee-high grass of green licorice, with pathways of yellow cobblestone made of what can only be peanut brittle. Trees fill the room and chocolate eggs seem to be growing from them and the room is filled with the sound of running water, dominated by a chocolate waterfall in the northern part of the room along with a river of chocolate that appears to run for miles, and miles and miles as far as the eye can see.

As you take in the sights and smells, Fizzleblimp turns to you all. He lifts up his hands and says "This is all for the taking all yours, but for a price. Find me and the factory is all of yours to share." He pauses for dramatic effect and to see if you're all paying attention.

"Don't find me, and I'm afraid you lose." He waves his hands once more and vanished with a pop, leaving behind a cloud of purple smoke and a heavy scent of lavender and sugar plums.

The player's may now explore the Garden of Sweets to their extent to find clues on what to do next, or where to go, or simply indulge in the sweets and joy for a minute or two. From here, provide them with the **Garden of Sweets** map found in the map folder included in this adventure.

1. The Garden

The garden and main area of the room is expansive and filled with candy. The floor is made of knee-high stalks of green licorice and the room is filled with an assortment of multicoloured trees made of gummy candy and chocolate eggs appear to be growing out from them.

Picking the eggs from the trees serves no real benefits other than having chocolate eggs in their inventory as a food source. Various candies grow in the field of green licorice grass. If players want to look for candy in the knee high grass, you can reward them with candy found on this table.

Each candy has it's own benefit which you can find in Appendix A of this adventure. once players taken their piece of candy from the grass, the remaining candy seems to vanish into the ground.

D4	CANDY LIST
1	Chocolate Rabbit
2	Caramel Beholder
3	Black Licorice Spider
4	Cinnamon Bear Paw

2. Chocolate River & Waterfall

once the player's get within 20-30 feet of the Chocolate River, read this block.

As you approach the chocolate river, complete with waterfall the smell of chocolate overwhelms everything else. The motten, liquid chocolate seems to have steam rising up from it and you can almost feel your skin get stickier as you approach. You notice what appears to be a small rowboat sat in the middle of the river just off the walkway you're standing on, and magically it seems to just have enough room to fit all of you.

If the player's get into the boat, they find themselves magically strapped inside with no way out. If the players get into the boat it immediately sets off to the next area, **Factory Depths**.

If a player jumps, or falls into the chocolate river they take **3 fire damage** as it is motten, bubbling chocolate. They take the damage at the start of every turn while inside the river.

If they're not rescued by their next turn, they're pulled 15ft towards the filtration pump in the river. After three turns in the river, they're sucked into the filtration pump and killed, their body being dispersed in the next batch of chocolate goodies.

Pulling someone out of the thick, viscous, motten chocolate requires a **DC Athletics/Strength Check of 15**. It's hard to pull someone out.

PLAYER DEATHS IN SUGARLAND

If you're feeling up for it, you can do what the compa-loompas did in Willy Wonka, and have the Trumpa-Lumpas (reanimated gnomes made of caramel) appear and sing a song pertaining to the death of said player, in how they died.

This is entirely up to you, and not a needed effect. Just helps make the adventure feel more like what it was inspired upon.

If the player's got in the boat, it starts sailing off on it's own volition west down the river towards a massive, dark tunnel. As it enters the tunnel, read this block.

As the boat jerks forward of its own volition, you find yourselves pulled towards a tunnel in the distance. It appears dark and you can hear the sounds of screaming and strange glows emanating from within. The bubbling chocolate river and the stream produced cloud your vision as you sail into the tunnel.

At this point have your players roll a **wisdom Saving DC of 13**. on a fail, read this block below. on a success, read the block beneath it.

This would be a great time to introduce the optional rules for Short-Term Madness found on pages 258-259 of the Dungeon Master's Guide.

ON A FAIL...

As you enter the tunnel you see what appears to be images of insects crawling over corpses, a man having his eyes pulled out with tweezers and the sight of a heavily overweight troll eating children at a birthday party.

ON A SUCCESS...

As you enter the tunnel you see what appears to be images of two beautiful orcs running towards each other in a field of flowers, a blink dog puppy playing in a stream, and a mother moose nurturing her babies.

Upon reading this blocks, and playing with Madness rules, refer to them on players who failed and give them some Short-Term Madness effects. once this has been dealt with, the boat exits the other side of the tunnel and arrives in the next area...the **Factory Depths**.

Factory Depths - Ground Floor

As the rowboat pulls up to the next walkway, the players would be forced to disembark the boat as the river seems to end. The walkway appears to be made of translucent, hard colourful candy that reeks of peppermint.

There is a large circular door going to the north which is were the "dungeon" bits of this adventure takes place.

The map for the "Factory Depths" dungeon can be found in the maps folder supplied with this adventure.

As soon as the player's enter this dungeon, read the block below. The red doors on the map are locked, and are trapped if someone tries breaking the door open. If they pick the lock, or use a peppermint key, the door unlocks without issue. If they try to break it down, a sharped, javelin like candy cane erupts from the floor and impales the player with 2d4 piercing damage on a failed DC Dexterity Saving Throw of 15. The purple door requires the four peppermint keys to open, or it refuses to open. It cannot be broken down, or opened by other means.

As you push through the circular doorway the smells of chocolate, and even more intoxicating scents of sweets fill the air. Your skin still feels sticky from the boat ride, as you step into what appears to be a maze-like environment of the guts, the true meat of Sugarland and the factory itself. The whirring of machines, and shouts of the Trumpa-Lumpas fill your ears.

1. Factory Floor

There is a wall of dark chocolate in the northwestern corner of the room where you enter. In the centre of the room is a pool of dark chocolate that doesn't seem as hot as the chocolate river outside. To the north of the room is a door, and a storage room that contains a chest. Inside the chest is **x1 Potion of Healing**, **10 gold dragons (coins)**, and a **Candy Cane Dagger** (normal dagger, just appears like a candy cane).

There are also five Trumpa-Lumpas working on the various machines through-out the room, squabbling and making grumbling sounds amongst themselves. They are non-hostile until someone starts looking through, drinks from, or otherwise interacts with the chocolate pool in the center of the room. There is one of the **peppermint keys** inside this pool needed to unblock a door later on in this floor of the dungeon.

You can find the stats for the Trumpa-Lumpas ******* (Deep Gnome in MM)***. Not only do they become hostile, but a **water Elemental** re-flavoured to look like molten chocolate rises up from the pool if anyone enters the pool of chocolate. This elemental will most likely kill the players if antagonized, but will stop chasing them once they leave the floor of this dungeon.

2. Trumpa-Lumpa Quarters

The room consists of a handful of beds, most likely where the the Trumpa-Lumpas sleep. The beds are made of what appears to be sticky toffee with bedsheets weaved from licorice. The room smells of caramel, and anise.

If the player's look under the western most bed they'll the **second of four peppermint keys**. The other beds just contain junk like old bits of caramel, and old, caramel stained clothes.

3. Taste Testing Room

This room is less charming than the others you've seen. There's a corpse on the floor, bleeding profusely from his nose and mouth, an unfinished candy wrapper and candy bar lies at his feet. A candy-cane coloured keep seems to be dangling out of his lapel pocket. There's a cage in the north-eastern corner with numerous syringes welded above and are filled with different levels of strange liquids.

One of the peppermint keys is on the corpses body. He has nothing else of value on him, and appears to have been killed by digesting extremely poisonous chocolate. Players can deduce this with a **Medicine DC of 15**. Eating the candy bar causes the player to become Poisoned for 1 minute, with no saving throws required.

The purple door in this room leads to the second floor of the dungeon. If the player's are being chased by the Chocolate (water) Elemental it would stop its chase beyond that door.

4. Waste Room

There is another chest in this room, but this one is actually a **Mimic!** It's flavoured to look like a chest obviously, but the chest appears to look like gummy candy. Read this block when the player's enter the room.

The final peppermint key is inside the mimic.

The smells of old, stale candy and sour milk fills your senses. In the south-west corner is a chest that appears to be made from gummy candy. Scattered across the floor are old candy bar wrappers, and numerous pieces of discarded food supplies leading to the off smell.

5. Luxury Room

As you unlock the door using the keys of peppermint you've collected, the door seems to sink into the floor and you're immediately given the sight of a massive statue in the center of the room. The statue is a painstakingly detailed visage of Walton, and has him standing on the backs of the poor people of Waterdeep. Along with trying to kill you, this dude is just an all around piece of work.

The statue appears to be made of hardened black licorice and reeks heavily of the stuff. There is an armchair nested in front of the statue and sat in it is Fizzleblimp, just staring up at it.

If the water Elemental was awoken and chased the players, it would turn back and dissolve back into the chocolate floor.

As soon as the players approach Fizzleblimp he spins around in the chair like a classic villain, and is petting a chocolate rabbit sat in his lap.

"Well, you've made it this far! You're almost home free. One more floor to go!" He snaps his fingers and vanishes in the same pop, followed by the lavender smell. A wall to the north-east opens up revealing a passage and set of stairs leading upwards. You're almost home free.

As soon as the player's make their way up the stairs they reach the second chapter and the second floor of the dungeon. **This is where they'd reach 2nd Level with our milestone leveling system.**

Chapter Two: Hunting Goblins

The second floor of the dungeon is overseen by Fizzleblimp's most beloved and trusted creation, the Spectator made of pure chocolate named Gluttony.

This floor of the dungeon is mostly rooms inspired from the Willy Wonka films, and is completed with a boss fight room where the players can take on Gluttony and move onwards to finding Fizzleblimp and get the hell out of this mad factory.

1. Egg Room

Ascending the stairs, you find yourself in a more mad, and erratic floor of the factory in design. The room you step into is a circular room with a massive, and seemingly endless pit in the center of the room. Sat on pedestals around the room appear to be six swans.

Golden eggs drop from beneath the swans and get brought up tubes leading deeper into the factory.

There is a sealed door in southern side of the room that seems to be connected to a pressure weight that needs the exact amount of weight to open up. This could either be three of the golden eggs, the unconscious body or corpse of a swan, or a humanoid hand.

Falling down the pit causes the target to fall in the incinerator and take **30d6 of fire damage**.

2. Experimentation Room

This room contains only a table, piled high with numerous sweets and strapped to a chair with chains is a **Half-ogre** who is insanely obese, and is called **Violet** and has deep violet skin, hair, everything.

As the player's approach Violet, read this block.

You see a massively obese, blue skinned Half-ogre, almost resembling a large blueberry. They're strapped to a chair via chains and the table in front of them is piled as far as the eye can see with various meats, desserts and drinks. Violet seems to notice your company and grumbles, a globule of saliva and chewed up meats falling from her lips.

She looks at you with sad eyes and says, "Taking a step in the right direction, puts you a leg above the competition. The right meal, onward to freedom." And repeats this over and over while the players are present.

Looking at the table reveals the list of fresh, edible foods on the table. This includes a slice of blueberry pie, a leg of mutton, a bowl of chocolate pudding a mug of ale and a bowl of rice.

Feeding her the blueberry pie causes her to become enraged and break from her chains and attack the group. Slaying her causes the door to open, but so does feeding her the right food, as the blueberry pie has caused her to become cursed and in this situation in the first place.

The correct food is the leg of mutton, which causes the curse to end and violet to shrink back to her normal size and the door to open. Feeding her the other items causes these effects to happen.

She vomits violently on her feeder. They take **1d4 of acid damage**.

3. Nut Room

As the player's step into this room they are immediately thrust into a room filled with nuts, and the nuts are covering the floor and the amount of nuts are so dense the players are standing knee deep in a variety of nuts, and the room is considered difficult terrain while inside.

There's a golden nut inside the pile that can be found with an **Investigation DC of 14** once the nut is found, it needs to be cracked open. Upon cracking it open, a Giant Squirrel (**Giant Rat stats**) rises up from the depths of the nuts and attacks. Upon defeating the Giant Squirrel, the door to this room opens up.

4. Entertainment Room

This is the room where players fight Gluttony (stat block found in Appendix B), the Spectator made out of Chocolate. The room is constantly changing to match a different theme. At the end of every one of Gluttony's turns, roll on the table below to determine what kind of environment the room changes into.

Once Gluttony is low on health, Fizzleblimp appears to fight against the players, angered that they might kill his most beloved creation.

You find yourselves in a massive room full of chairs you'd expect in only the most lauded theatres, and a stage. On the stage floating about ten feet up is a round creature with one large eye, and eye stalks protruding from its head. It's scaly skin appears to be made of dripping chocolate and it seems to be reciting lines of a play as Trumpa-Lumpas in the crowd seem to be enthralled by its performance.

As you enter, the creature looks up at you, annoyed at the rude entrance during its monologue and glares at you with its chocolate eye stalks.

"I was quoting the illustrious Syvin Swiftspear, and you ruined one of the best monologues in the history of the written word."

He lets out a bellowing screech of eerie proportions as the arena begins to shape shift and contort into something else entirely...

D4	ARENA CHANGE	EFFECT
1	Jungles of Chult	The room is covered in thick roots and vines and considered difficult terrain.
2	Castle Ravenloft	Mists form around soft around Gluttony. Any creature that starts its turn in the mists must make a DC 13 Dexterity Saving Throw or is dealt 1d4 piercing damage as Strahd Von Zarovich appears and feeds on them.
3	The Deep Sea	The room is filled with water up to the ceiling. Everyone is submerged and must follow the rules for Underwater Combat, Underwater Breathing, etc.
4	Fizzleblimp's Sugarland	The room returns to normal.

This fight is composed of Gluttony the Chocolate Spectator and four of the Trumpa-Lumpas in the audience. When Gluttony is killed, Fizzleblimp joins the fight and will try and kill the one who destroyed Gluttony.

Once Fizzleblimp is dropped to 0 hit points read the following block and the players would then hit 3rd Level.

Fizzleblimp drops to his knees and peers over at his beloved Spectator, tears streaming down his face. He looks up at you all, his paranoid dreams about to come reality, or maybe not? He digs through his pocket and produces the deed to the factory as promised.

He holds it up.

"If you spare me, the factory is yours. If you kill me...well, no dice."

Endings

walton Dies

If the players choose to kill walton after the combat encounter read this block.

As you deal the killing blow to walton, you hear what seems to be sighs of relief from all over the factory and then massive quakes. As you look around you watch as the factory walls begin to melt and crumble away and the chocolate body of gluttony seems to melt into a pile of bubbling goo as do the Trumpa-Lumpas.

Terrified you may be buried alive, you run off as the deed to the factory also melts away and a massive pile of debris crushes what remains of walton's body. As you race through the halls of the factory you see numerous of the surviving Trumpa-Lumpas letting out sighs of relief as they melt away into nothingness.

The chocolate river is bubbling more viciously but you make your way back up the stream on the rowboat, and race out of the factory towards the iron gates. The gathered crowd is screaming as the factory melts away into nothingness, seeping away into the sewers and tunnels beneath waterdeep...

walton Spared

If the players choose to spare walton after combat, read this.

As you take the deed from walton's trembling hands, he vanishes with a pop leaving behind his signature fragrance of lavender. You all look around taking in the sights of what you have just acquired. A candy factory all your own.

As you take this all in, a small Trumpa-Lumpa approaches holding a quill and parchment. It looks up at all of you, clears its throat and asks your names.

As you tell it your identities, it writes them down, smiles, claps its hands together and you all watch as the same clothes that Fizzleblimp wore appear on your persons.

"What are your first actions for the factory?" The Trumpa Lumpa asks.

Players Killed

If the players all die, read this.

walton Fizzleblimp stands on a stage in the courtyard of the factory, the gates are wide open and numerous members of the waterdeep public are standing within the courtyard watching him deliver a speech.

"It's been a long six months of turmoil since I was attacked in my own factory here, by the very people I allowed inside. I triumphed however, and thanks to my wonderful staff the would be murderers were stopped and removed from waterdeep entirely. Thanks to these events, I've decided to be more open to the community and with that, we'll be providing daily tours of the factory and sharing my secrets so these attempts at murdering me for my recipes, and factory no longer happen.

we will live in a better time, and all proceeds made from our new line of candy will be given back to this wondrous city of waterdeep." He smiles, as deep inside the factory the Trumpa Lumpas are delicately carving up the bodies of the adventurers who perished and who's forms have been turned into hardened chocolate.

Appendix A.

These are a list of the items found in the adventure. These are simply just the homebrewed candies that can be eaten that are found in the beginning of the adventure.

Chocolate Rabbit

CONSUMABLE

A rabbit made of milk chocolate, and wrapped in lavender scented paper.

Eating this rabbit causes the target to gain 10 feet to their movement speed and jumping distance for 1 minute.

Caramel Beholder

CONSUMABLE

A golf-ball sized Beholder made of solid caramel.

Eating this piece of candy causes the target to sprout a Beholder eyestalk for 1 minute. The eyestalk can be used as an attack action and it deals 2d4 necrotic damage for every creature in a 60ft line.

Black Licorice Spider

CONSUMABLE

A spider made of black licorice.

Eating this piece of candy causes the target to gain the **Spider Climb** trait found in the Monster Manual for 1 minute.

Cinnamon Bear Paw

CONSUMABLE

A bear paw made of fried dough and sprinkled with cinnamon.

Eating this piece of candy causes the target to roll advantage on their next attack roll, and add a +3 to the damage roll.

APPENDIX B.

WALTON FIZZLEBLIMP

Small humanoid, chaotic evil

Armor Class 14

Hit Points 32 (4d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	10 (+0)	15 (+2)	11 (+0)

Saving Throws wisdom +3

Skills Arcana +3

Senses darkvision 60 ft.

Languages Common, Goblin, Deep Speech

Challenge 2 (450 XP)

Spellcasting. walton is a 4th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). walton has the following wizard spells prepared:

- Cantrips (at will): mage hand, prestidigitation, ray of frost
- 1st level (4 slots): false life, burning hands, magic missile
- 2nd level (3 slots): ray of enfeeblement, invisibility, melf's acid arrow

Actions

Candy Cane. Melee weapon attack: +3 to hit, Reach 5ft, one target. Hit: 3 (1d4) bludgeoning damage

