

# COLLEGE OF THE TRICK OR TREATER



**BARDS WHO USE CANDY AND SURPRISES**



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## TRICKS, TREATS, AND MORE!

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Some may say that Trick Or Treat is nothing more than a way to acquire candy.

But others know the truth. They know that Trick or Treat is an art form. It is a performance that requires focus and dedication.

The College Of The Trick Or Treater aims to educate people about the joys of Trick Or Treat as well as spread happiness and joy wherever they go.

## CANDY CONNOISSEURS

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Members of the College Of The Trick Or Treater have a sweet tooth. The college doesn't just teach performance, it also teaches bards how to create delicious candy.

This candy contains fragments of the bard's inspiration. Because of this, eating a candy produced by a Trick Or Treater bard motivates and energizes you.

## ALWAYS WELCOME

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Due to their habit of giving out candy, Bards from the College of The Trick Or Treater are very popular.

Most areas will welcome them with open arms and many taverns familiar with the college will offer to use the candies made by a Trick Or Treater bard instead of money.

## CANDIES

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The candies created by bards from the College Of The Trick or Treater work like any other item.

They can be given to other beings, dropped or traded for goods and services.

Any being that is in possession of one of these candies may use a bonus action to consume it.

## CANDY CREATOR

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The College Of The Trick Or Treater is nothing without its candy. When someone joins the college, the first thing they learn is how to create special candies that can help their companions.

When you join this college at 3rd level, you may use a bonus action to turn one of your Bardic Inspiration dice into candy.

To do this, expend one use of bardic inspiration and roll the bardic inspiration die.

Consult the Candy Table to find out what type of candy is created.

Any being in possession of one of these candies may use a bonus action to consume the candy and get the listed effect.

## TRICK OR TREAT!

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The arcane call is at the heart of the Trick or Treater's craft. It is a phrase that carries a unique energy and even beings who are unfamiliar with the tradition will find themselves echoing the statement.

Starting at 6th level, you may use a bonus action to shout the arcane words "Trick or Treat!". Roll one D6 for each hostile being within 25ft.

For each die that rolls an even number, roll a die equal to your Bardic Inspiration die and get one candy of that type.

For each die that rolls an odd number, each hostile being in range takes 1d8 damage.

Once you have used this ability, you may not use it again until you complete a short or long rest.

## CANDY COMBINER

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While candy is good on its own, true Trick Or Treathers know that the best candies combine several flavors and textures into one.

Thus, the college teaches its members how to concoct these multi-faceted confections.

Starting at 6th level, you may use a bonus action to combine 3 candies into one Combined Candy.

However, you may only combine one candy of each type.

Any being who uses a bonus action to consume this Combined Candy will get the effects of all three of the candies used to create it.



## CANDY CHAOS!

The power and magic inside your candy grows stronger. By eating several candies at once, you can harness their energy and channel this energy into your weapon.

Starting at 14th level, you may use a bonus action to activate this ability. When you activate this ability you may eat as many as you want.

However, you do not get their effects.

Instead, your next attack does bonus damage equal to the number of candies you decide to eat.

You do an extra 1d8 damage for each single candy consumed.

You do an extra 2d6 damage for each Combined Candy consumed.

If you consume a complete set of single candies (One of each from 1 to 12) you also do a bonus 5d10 damage.



## CANDY TABLE

<i>Roll</i>	<i>Candy Type</i>
1	Next Attack Does 1d4 Bonus Damage.
2	Resistant To One Type Of Damage Of Your Choice For 1 Minute
3	Automatically Succeed On Next Saving Throw
4	Next Time You're Attacked You Get +5 AC Until The Attack Is Resolved
5	Instantly Cast Any Cantrip Of Your Choice
6	Advantage On Your Next Roll
7	Instantly Heal 1d4 Hit Points
8	Restore One Spell Slot Of Level 3 Or Below
9	Instantly Heal 1d8 Hit Points
10	Restore One Spell Slot Of Level 6 Or Below
11	Next Time You're Attacked You Get +10 AC Until The Attack Is Resolved
12	Next Attack Does 1d8 Bonus Damage