

# THE MITHRAL CANVAS

## SWEET TOOTH



10 MAGICAL MORSELS FROM THE CANDY CONNOISSEUR  
FOR DUNGEONS & DRAGONS 5TH EDITION

# SWEET TOOTH

Stories tell of a wondrous wizard, not of fire and might, but of sugar and joy. A creator of confections so deliciously delightful that people came from all over just to sample his scrumptious sweets. But one day, without warning, he vanished from the public, never to be seen again. And all that remained were the curious creations of the genius of glucose, Sacchariferous the Candy Connoisseur.



## BANG STONES

*Wondrous item, uncommon*

A tiny bag of crystalline candies known for their cacophonous sound when consumed. This small leather bag has 1d8 + 3 small sugary stones.

**Pop Pop.** You can bite down on any number of these candies as an action to trigger their explosive properties. Each creature within 15 feet of you (including yourself) must make a DC 13 Constitution saving throw, taking 1d8 thunder damage per piece of candy on a failed save and half as much on a successful one. If you bite down on 4 or more pieces of candy at once the DC is raised to 16, and each creature that fails its save is deafened until the end of your next turn. If you do not bite down on the candy in your mouth within 10 minutes, it dissolves in your mouth with a pleasant fizzy sensation and a soft crackling noise.

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*When Sacchariferous' storerooms were inspected, bags and barrels of these curious sugary stones were uncovered. Though innocent in appearance, their true power was made apparent when a curious guard snuck a taste, bit down, and was subsequently deafened by the sudden noise that erupted from their mouth. A devilishly deceitful treat for those looking to pack a sonic punch.*

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## VISCID PINK

*Weapon (sling), varies (uncommon or rare)*

A looped slingshot with whimsical swirling accents and glowing pink gems. When ammunition is drawn, lines of stringy gum extend from its prongs. This sling has 4 charges and regains all charges after a short or long rest.

**Gum Up.** When you make a ranged attack with this weapon you can spend a charge to coat the ammunition with sticky gum as you fire it. If your attack hits the target, it becomes coated in gum and you can choose another creature within 5 feet of the target that must make a DC 13 Dexterity saving throw or also be coated in gum. A creature coated in this gum has its speed reduced by 5 and suffers a -1 penalty to Dexterity checks and saving throws it makes for each time it has been coated in gum. This effect lasts until it or another creature within reach of it uses an action to clean away the gum.

**Burst Bubble (Rare Variant).** As an action you can spend 3 charges to make a ranged attack against one creature you can see within 60 feet of you with a large gum bubble. On a hit, the bubble bursts on impact and the target and each creature within 10 feet of it takes 2d6 thunder damage and becomes coated in gum.

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*Sacchariferous believed deep down that Inspiration can be drawn from anywhere and anything, no matter how juvenile. Though initially brushed off due to its childish appearance, this humble weapon proved useful in battle, entangling groups of enemy combatants in glutinous glop from afar. The main downside was the sticky mess it tended to leave on everything it touched.*

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## THE NEAPOLITAN

*Weapon (quarterstaff), rare (requires attunement)*

A quarterstaff representative of the delectable treats it can dish out at a moments notice both for entertainment as well as combat. You gain a +1 bonus to attack and damage rolls made with this magic quarterstaff. While holding this staff you gain a +1 bonus to spell attack rolls and can use it as an arcane focus. This staff has 3 charges and regains all charges after a long rest.

**Flavor Bomb.** As an action you can spend a charge to create a large ball of confectionery (Chocolate, Strawberry, or Vanilla) at the tip of this staff and throw it at a target within 25 feet of you. On a hit, the target takes 1d10 bludgeoning damage. Hit or miss, the ball then explodes. The target and each creature within 5 feet of it must succeed on a DC 15 Dexterity saving throw or take 3d8 damage of a type respective to the flavor of the ball (Cold [Chocolate], Fire [Strawberry], Force [Vanilla]).

**Kitchen Sink.** As an action you can throw this weapon at a point within 50 feet of you. Upon impact, the gems atop this staff all burst with energy and each creature within 30 feet of the point must succeed on a DC 17 Dexterity saving throw. On a failed save the target takes 2d6 cold damage, 2d6 fire damage, and 2d6 force damage. Roll a d20. On a 1, the number of damage dice per damage type is tripled, and this weapon explodes and is destroyed. Once you use this property it can't be used again until you finish a long rest.

*When it comes to flavor, why choose just one? Ever eager to please, Sacchariferous's dream was for everyone to experience their favorite brand of sweetness, to live in abundance and excess without restraint. To that end he produced a staff capable of swirling any menagerie of tastes one could imagine. Alas, the enchantment proved far more potent than Sacchiriferous intended as the creamy confections produced were capable of great destruction just as well as great fun.*

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## THE BATTLEMINT

*Armor (shield), rare (optional attunement)*

With a notched edge that echoes castle towers, for those who seek to keep their allies looking fresh, few shields compare to this outlandish barrier of sugary defense. While holding this shield, you have a +2 bonus to AC and always smell of peppermint. This bonus is in addition to the shield's normal bonus to AC.

**Hard Candy.** If you make a ranged attack while wielding this shield you gain a +1 bonus to your attack roll as you shoot from between the gaps of this shield's rim.

**Mint Condition (requires attunement).** As a bonus action you can grant some of this shield's sugary exterior onto another creature. You can transfer a chosen amount of the bonus AC this shield offers (maximum of 2) and the AC of a creature you touch with the shield is increased by the same amount for up to 1 hour. They smell of peppermint for the duration. This shield regains all bonus AC over the course of a long rest.

*In his studies, Sacchariferous found that the crystalline structure of his magical sugars were as durable as they were delightful. He fashioned a shield of minty sucrose, rimmed with ramparts reminiscent of his own tower's walls. The swirls of hardened candy were enchanted with the ability to transfer the protective crystal to another, as the wizard was one who knew the value of sharing.*

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## FAIRY FLOSS BATON

*Wand, rare (requires attunement by a spellcaster)*

Billowing with strands of sugar, this ephemeral wand inspires joy and merriment. While holding this wand you gain a +1 bonus to spell attack rolls. This wand has 6 charges and regains all charges after a long rest.

While holding this wand, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: Color Spray (1 charge), Misty Step (2 charges), Mass Healing Word (3 charges).

**Eye Candy.** As an action you can spend up to 3 charges to whirl this wand around you, creating a flurry of sugar and color. A number of creatures of your choice equal to the number of charges spent within 60 feet of you must make a Wisdom saving throw (the DC is 16 or your spell save, whichever is higher). On a failed save the target becomes charmed by you. A creature charmed in this way spends its turn moving as close to you as possible, ignoring any potential dangers in their path. Each time the target takes damage, it makes another Wisdom saving throw against this effect. If the saving throw succeeds, the effect ends. You do not gain disadvantage on ranged attacks against creatures charmed in this way that are within 5 feet of you.

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*Of all the sweets and candies under the sun, few could elicit more joy and wonder than strands of cotton candy dancing together to form a delectable treat. Seeking to produce enough to reach as many people as possible, Sacchariferous designed a wondrous wand capable of summoning strands of sugar at a moment's notice. As the populace devoured the magical sugary threads, the Candy Connoisseur's heart swelled with joy, blind to the fact that his patrons were descending upon the confections with more vigor than previous days.*

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## JAW BREAKERS

*Wondrous item, very rare (requires attunement)*

Named after a popular sweet infamous for its toughness, these knuckles provide a hefty punch to one's fists. While wielding these knuckles, your unarmed strikes gain a +1 bonus to attack and damage rolls, you can roll a d8 in place of the normal damage of your unarmed strikes, and your unarmed strikes score a critical hit on a roll of 19 or 20.

**Sucker Punch.** When you score a critical hit with an unarmed strike while wearing these knuckles, the target's jaw is broken and they cannot speak coherently until they receive at least 5 points of magical healing. A creature is immune to this additional effect if it is immune to bludgeoning damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its jaw to be broken in this way.

**Sugar Rush.** As a bonus action you can supercharge yourself by pumping sweet sucrose through your body. For the duration this property is active your movement speed is increased by 10 feet and the first time you take the attack action on your turn you can immediately make an unarmed strike with these knuckles. You can end this property as a bonus action. At the start of each turn this property is active, you gain a stacking 5% chance to experience a sugar crash, which ends this property. If you crash, you can't move or take actions for the duration of your turn, after which the stacking chances are reduced by 20%. After a long rest, the stacking chances to crash are reduced to 0%.

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*It wasn't long after Sacchariferous began to expand the possibilities of his confectionary magic that some "interested parties" appeared. Those who saw the potential of seemingly innocuous treats capable of mass destruction found Sacchariferous's factory of great interest in their pursuit of advanced weaponry. Left with little choice, the wizard found himself producing candies more suited to warfare than for consumption, beginning with a pair of knuckles that were so durable that they shattered the mandibles of all test subjects put through the wringer.*

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## SWEETEDGE

*Weapon (battleaxe), very rare (requires attunement)*

Nothing beats a classic. A formidable axe formed from swirled and spiked sugar. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

**Sugar and Spice.** As a bonus action you can imbue this weapon with even sharper sweetness. For the next 10 minutes this weapon deals an extra 2d8 piercing damage.

While this property is active, as a bonus action you can end this property early and cause crystalline sugar spikes to burst around you. Each other creature within a 30 foot radius of you must make a DC 16 Dexterity saving throw, taking 6d8 piercing damage on a failed save, or half as much damage on a successful one.

You can use this property once per short or long rest.

**Lollygag.** On the first round of combat if you are not last in the initiative order, you can use your reaction to drop to the bottom of the initiative order. If you do so at the start of your turn you gain a stacking +1 bonus to all attack rolls, saving throws, and ability checks for each creature that goes ahead of you in the initiative order that was previously after you for a maximum bonus of +3. At the start of each following turn the bonus is reduced by 1 until it is reduced to 0.

After the resounding success of his previous creations, production of Sacchariferous's new sweet but deadly treats were underway. In the midst of depression at his fate, the wizard turned to an old favorite; a classic lollipop. Twisting metal and hard candy into a familiar form, Sacchariferous wished for simpler times, when all he was responsible for were the smiles of the populace.



## CACAO PLATE

**Armor (breastplate, half plate, or plate), legendary (requires attunement)**

A testament to its sculptor's talent, this luscious armor stands tall many years after its creation. This armor grants you a +1 bonus to AC. This armor has 3 charges and regains all charges when you finish a long rest.

**Tempering.** When you hit a medium or smaller creature with a melee attack while wearing this armor, you can spend a charge to coat the creature in chocolate. The target must make a DC 17 Strength saving throw. On a failed save the creature becomes covered in a chocolate shell and is restrained. The creature can spend its action to repeat the saving throw, freeing itself from the chocolate on a success. For each failed saving throw, the save DC for the effect increases by 1 (to a maximum of 30) as the shell hardens around the creature. The chocolate shell has AC 15, 30 hit points, and is vulnerable to fire damage. Reducing the shell to 0 hit points destroys it and frees the creature.

**Melting Point.** While wearing this armor, if you take 10 or more fire damage from a single source, this armor takes a cumulative -1 penalty to the total AC it grants to a minimum of 10. Additionally, all creatures within 5 feet of you must make a DC 15 Dexterity saving throw, taking 1d6 fire damage for every 10 fire damage you receive as they are splashed with molten chocolate. This armor regains 1 AC every hour.

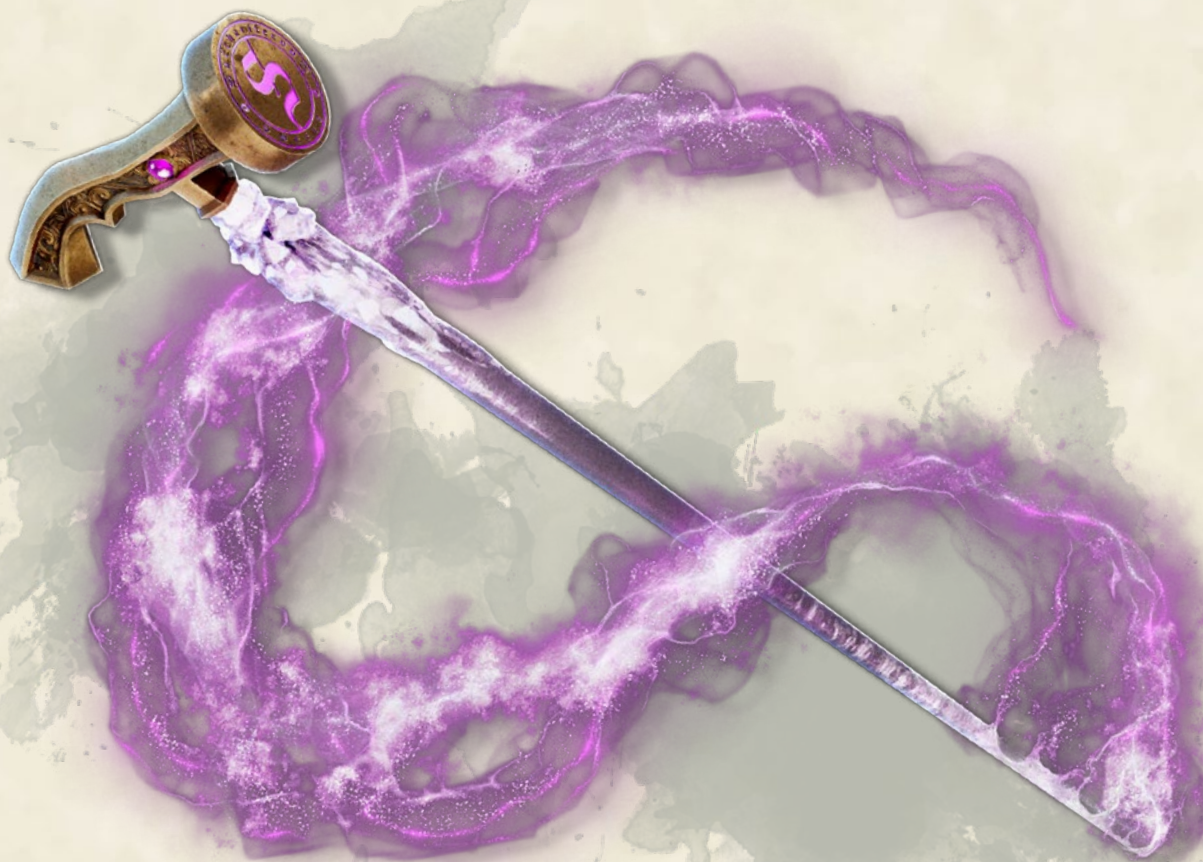
**Choclganger.** As an action you can create a chocolate duplicate of yourself in a space within 5 feet of you. This duplicate spawns with half your remaining hit points and has AC 14 + your proficiency bonus, the same ability scores as you, and immunity to all conditions. The duplicate is a construct the same size as you, occupies its space, and is created with a nonmagical weapon of your choice that you are proficient with in its hands. The duplicate is added to the initiative order immediately after you and follows your commands, but can only perform simple actions such as the attack action, help action, or interacting with objects. The duplicate lasts for 1 hour or until it is reduced to 0 hit points. Once you use this property it can't be used again until you finish a long rest.

The duplicate is vulnerable to fire damage and if it takes 10 or more fire damage from a single source, all creatures within 5 feet of it must make a DC 15 Dexterity saving throw, taking 1d6 fire damage for every 10 fire damage it receives as molten chocolate erupts from the duplicate.

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*In time, tensions between the Candy Connoisseur and his "benefactors" came to a head. In the pale moonlight Sacchariferous, adorned in lusciously tempered chocolate armor, crashed through the walls of his very own kingdom of sweetness and began to tear it asunder. In his rampage he was seemingly buried amidst the falling rubble alongside those that had lorded over him for so long. Yet after the incident curious reports arose of Sacchariferous instead shepherding innocent bystanders away from the carnage and shielding them from harm.*

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## THE SUGAR CANE

*Staff, artifact (requires attunement by a spellcaster)*

A perfectly iridescent walking cane composed of pure sugar that seems to sweeten the very air around it. While holding this cane you can use it as an arcane focus. This cane has 12 charges and regains all charges after a long rest. While holding this cane you gain a +2 bonus to spell attack rolls.

**Sweet Dreams.** While holding this cane you can cast any of the following spells by expending a number of charges equal to the level at which you cast the spell: Floating Disk, Dust Devil, Create Food and Water, Spirit Guardians, Summon Construct, Wall of Stone, and Heroes' Feast. Food, objects, and constructs created by spells cast this way are composed of pure white sugar or confectionary treats. You can also spend 4 charges to create a sugary object as though by the Creation spell. Objects created this way are considered stone or crystal.

**Candy Man.** As a bonus action you can spend a number of charges to become coated in a protective layer of sugar. You gain 5 temporary hit points for each charge spent. While you have these temporary hit points you are resistant to bludgeoning, slashing, and piercing damage.

**Sugar Shell.** As an action you can spend 3 charges to make a ranged spell attack against a creature within 80 feet of you. On a hit, the target becomes wrapped in a cocoon of sugar. For the duration of this property the target is considered restrained and takes 4d8 bludgeoning damage at the start of each of its turns.

The target must succeed on a DC 17 Strength saving throw at the end of each of its turns, breaking free of the sugar on a success. You must maintain concentration on this property as though concentrating on a spell.

You can spend an additional number of charges to target an additional number of creatures within 80 feet of you equal to the number of charges spent.

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*After the dust and sugar and settled, Sacchiriferous's factory was reduced to rubble. Hundreds of people gathered round to truly acknowledge that the Candy Connoisseur was no more, and that his sweets would no longer enrich their lives. As the last of the crowd shuffled away, a young child caught a glimpse of something beneath fallen brick and mortar; an ethereal and stark white cane, the very one that Sacchiriferous himself would use when he walked the cobblestone streets. And when the youth took hold of the cane, they could feel a sudden rush of inspiration take hold within, as though they could feel the touch of the Connoisseur's hand upon their shoulder.*



## GUMMY GELEE GALEA

*Wondrous item, rare (requires attunement)*

A pliable helmet worn by the Gummy Guard of the great Candy Connoisseur. While wearing this helmet you gain a +1 bonus to your AC.

**Squishy Tactics.** While wearing this helmet, as an action you can have yourself and up to 3 willing creatures within 10 feet of you take on a gummy composition for up to 1 hour along with everything you and those creatures are wearing and carrying. You must maintain concentration on this property as though concentrating on a spell. While in this state a creature gains the following properties:

You are resistant to bludgeoning damage and vulnerable to slashing damage.

You can move up, down, and across vertical surfaces and upside down along ceilings at a speed of 20 feet while leaving your hands free.

You can move through a space as narrow as 1 inch wide without squeezing.

A creature can choose to revert back into their normal form as a bonus action, and if you choose to end this property all affected creatures immediately revert back into their normal forms. If a creature reverts while in a space too small for its original form, it is shunted to the nearest unoccupied space it can occupy, taking 1d10 force damage for every 5 feet traveled to do so. Once you use this property, you cannot do so again until you finish a long rest.

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*Warriors wish for speed and strength, always seeking to overpower their foes through might. But for those not fortunate enough to be blessed with such power there are alternative methods to achieving victory, as proven by the Gummy Guard that once protected Sacchiferous's candy kingdom. Seemingly appearing out of nowhere and descending from all directions, unfortunate intruders found themselves outwitted and outnumbered as they were swarmed by a legion of gummy assailants.*