

TRICK OR TREAT

1st-Level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a wrapped sweet or candy)

Duration: Concentration, up to 1 minute

You imbue a wrapped piece of candy with chaotic magic and throw it at a creature you can see within range (you can choose yourself). Choose either trick or treat, and roll on the corresponding table to determine the effect you bestow upon the creature.

TRICK

d6 Effect

- 1 **Blankheads.** The creature must make an Intelligence saving throw. On a failed save, the creature is distracted by hallucinations. Attack rolls against the creature have advantage until the spell ends.
- 2 **Burst Rocks.** The creature must make a Strength saving throw. On a failed save, the creature takes 3d6 Thunder damage and is pushed up to 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed.
- 3 **Candy Kernel.** The creature must make a Constitution saving throw. On a failed save, the creature takes 2d8 Poison damage and is poisoned for the duration. On a successful save, the creature takes half as much damage and isn't poisoned. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 4 **Confection Apple.** The creature must make a Wisdom saving throw. On a failed save, the creature is frightened of you for the duration. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 5 **Crimson Hots.** The creature must make a Dexterity saving throw. On a failed save, the creature takes 4d6 Fire damage. On a successful save, the creature takes half as much damage.
- 6 **Minor Mints.** The creature must make a Charisma saving throw. On a failed save, whenever the creature makes an attack roll or saving throw until the spell ends, it must roll a d6 and subtract the number rolled from the attack roll or saving throw.

TREAT

d6 Effect

- 1 **Butterdigit.** Whenever the creature makes an attack roll or a saving throw before the spell ends, the target can roll a d6 and add the number rolled to the attack roll or saving throw.
- 2 **Chuckles.** The creature laughs off previous wounds. It regains 2d8 hit points.
- 3 **Gearkat.** The creature experiences a sugary rush, gaining 4d4 temporary hit points.
- 4 **N&N's.** The creature's speed increases by 10 feet and it gains a climbing speed and swimming speed equal to its walking speed.
- 5 **Peanut Butter Cup.** The creature gains resistance to a damage type (your choice) for the duration.
- 6 **Twin Bix.** The creature's shape appears blurred. Attack rolls against the creature have disadvantage until the spell ends.



MABEL'S CONFECTIONS
DALL-E

