

Magic Candy



0th Edition. Last updated October 2020.

Let's roll some candy! There are a hundred entries here so you can roll 1d100 for a random candy; more common types of candy appear multiples times in the list. The dragon caveat applies to most magical candy effects.

1. Healing candy – 1HP
2. Healing candy – 1HP
3. Healing candy – 1HP
4. Healing candy – 1HP
5. Healing candy – 1HP
6. Healing candy – 1HP
7. Healing candy – 1HP
8. Healing candy – 1HP
9. Healing candy – 1HP
10. Healing candy – 1HP
11. Extra healing candy – 2 HP
12. Extra healing candy – 2 HP
13. Super healing candy – 1d4+1 HP
14. Super healing candy – 1d4+1 HP
15. Really really great healing candy – 1d10 HP
16. D-Twenty™ healing candy – 1d20 HP
17. Save-point healing candy – HP restored to max
18. Gargantuan healing candy – HP increase to double max! They go back to normal next nightfall
19. Poison candy – 1d12 damage
20. Invisibility candy – lasts 1d8 rounds
21. Flying candy – lasts 1d8 rounds
22. Talk to animals candy – lasts 15 minutes
23. Breathe underwater candy – lasts 15 minutes
24. Booze candy – gets the candy eater drunk for an hour or so

25. Shapeshifter candy – change into one similar-sized form for 15 minutes; your stats don't change but you may gain abilities for different body parts (e.g. wings, claws, etc)
26. Disguise candy – change your appearance (but not your overall size/shape) for 15 minutes
27. Slime candy – turn into a sentient, animated puddle of slime for 15 minutes; you can ooze as quickly as you'd normally walk, fit through tiny spaces, etc
28. Love potion candy – target falls in love with the first creature they see; lasts for maybe an hour or so
29. Blood candy (for vampires, and weirdos) – heals 1 HP for vampires (even above HP max; HP return to normal next nightfall)
30. Bubble gum that lets you blow an insanely huge bubble – let's say 2 meters-ish?
31. Telepathy candy (character must break it in half and share with someone else) – lasts 15 minutes
32. Gummi candy that glues your mouth shut – lasts 15 minutes
33. Red hot cinnamon candy that lets you breathe fire – lasts 1d6 rounds, roll ATT to hit, 1d12 damage
34. Electric jolt candy (a favorite of Frankensteins) – 1d6 damage to the candy eater
35. Force field candy – +4 DEF for 1d6 rounds
36. Apeshit candy – +4 ATT for 1d6 rounds
37. Strongthiness candy – +4 STR for 1d6 rounds
38. Wizardly candy – +4 MAG for 1d6 rounds
39. Quicksilver candy – +4 QUI for 1d6 rounds (maybe you get little wings on your feet)
40. Smarties (make you smart) – lasts 15 minutes
41. Swedish fish (lets you speak Swedish) – lasts 15 minutes
42. Fly candy, version 1 – turn into a fly-sized fly with your head and one hand; lasts 15 minutes
43. Fly candy, version 2 – your head and one hand turn into a giant fly head and hand; lasts 15 minutes
44. Candy that makes you glow in the dark – lasts 1 hour
45. Jawbreaker candy (breaks your jaw) – 1d12 damage
46. Grow a prehensile tail candy – lasts 15 minutes, can perform simple tasks including wielding a weapon for an extra attack every other round
47. Brain candy (for zombies and cannibals) – heals 1d4 HP for zombies
48. Forgetfulness candy – lasts 15 minutes

49. See in the dark candy – lasts 15 minutes
50. Ninja candy, version 1 – disappear in a puff of smoke and reappear in a hidden place up to 10 meters away
51. Ninja candy, version 2 – become extremely flippy and badass; you can do all kinds of flips and parkour and stuff, QUI +4, DEF +4, initiative +6, lasts 1d8 rounds
52. Astral projection candy – lasts 15 minutes, character's spirit can float up to 10 meters away (even ghost characters can do this; hey, why not?)
53. Courage candy – makes the candy eater immune to fear effects
54. Un-curse candy – negates all curses currently afflicting the candy eater
55. Candy that lets you throw one thing perfectly – no roll required
56. Candy that makes your skeleton all rubbery – STR/QUI/ATT/DEF all become -3 for 1d6 rounds
57. Mad dance moves candy – lasts 15 minutes
58. Eyeball lasers candy – roll ATT, 1d8 damage
59. Walk through walls candy – lasts 1d8 rounds
60. Pumpkin hangover cure candy (hair of the werewolf) – negates the effects of a pumpkin hangover
61. Good luck candy – get a one-time +5 to any roll
62. Candy with extremely, impossibly funny jokes on the wrapper – target must eat the candy and hear the joke(s); they're incapacitated with laughter for 1d4 rounds
63. Teleport candy – teleport to any place you can see with your eyes right at the moment you eat this
64. Throwback candy – teleports you to where you were 15 minutes ago
65. Spider candy, version 1 – turns into spiders when it hits your tongue; great for pranks and/or a tasty treat for frogs/fish-people/etc
66. Spider candy, version 2 – lets you walk on walls/ceilings for 5 minutes
67. Spider candy, version 3 – turn into a giant spider for 5 minutes; walk on walls/ceilings, spin webs, etc; your stats stay the same
68. Truth serum candy – lasts 1d6 rounds
69. Beautifying candy – makes the candy eater stunningly attractive for 15 minutes; don't do anything gross with this please
70. Mushroom power-up candy – makes you (and your clothing/equipment) grow to twice your normal size for 1d6 rounds; STR +5, DEF +5, physical attacks do double damage

71. Fire flower candy – throw bouncy fireballs from your hands for 1d6 rounds; roll ATT to use, 1d8 damage
72. Invincibility star candy – complete invulnerability for 1d6 rounds; touching enemies knocks them out for one round
73. Weightlessness candy – lasts 15 minutes
74. Living statue candy – +7 DEF, immune to things that rocks are immune to, lasts 1d10 rounds
75. Ventriloquist candy – project your voice anywhere within 10 meters; lasts for up to 5 minutes
76. Cactus candy – turn into a cactus person for 1d6 rounds; anyone you touch (or who touches you) takes 1d8 damage
77. Whirlwind candy – extra attack per round for 1d6 rounds
78. Wish candy – get one wish; what could possibly go wrong?
79. Control plants candy – lasts 1d6 rounds; plants will grow and move at your will
80. Sleep candy – candy eater sleeps for 1d6 hours,; wakes up feeling great!
81. Lightning reflexes candy – +9 to initiative rolls for 1d6 rounds; automatic success for your first attack at the start of a fight
82. Terror candy – small/dumb monsters and cowardly creatures try to flee you for 1d8 rounds
83. Disintegrate candy – poof, gone (‘til next nightfall)
84. Magic protection candy – resist spells with MAG +6 for 1d6 rounds
85. Animal friendship candy – animals and dumb monsters think you’re the best, for about 15 minutes
86. Sharpshooter candy – +7 ATT for ranged attacks (bow, throwing knives, a freaking rock, etc) for 1d10 rounds
87. Telekinesis candy – lets you move things with your mind, lasts just one round
88. Shrink candy – become about 15 cm tall for 1d10 rounds
89. Skeleton candy – turn into a skeleton for 15 minutes (QUI +2); or, if you’re already a skeleton, turn into a big dinosaur skeleton instead! (ATT +3, STR +3)
90. Vampire bat candy – turn into a bat for 1d8 rounds (QUI +3); or, if you’re already a vampire, turn into a person-sized bat! (ATT +3, QUI +3)
91. Werewolf candy – turn into a werewolf for 1d8 rounds (ATT +2, STR +1); or, if you’re already a werewolf, turn into like a rhinoceros-sized wolf! (ATT +3, STR +3)
92. Zombie candy – turn into a zombie for 1d8 rounds (ATT +1, DEF +2); or, if you’re already a zombie, turn into a zombie gorilla instead! (ATT +3, STR +3)

93. Ghost candy – turn into a ghost for 1d8 rounds (QUI +2, MAG +2); or, if you're already a ghost, turn into a lightning-fast blob of glowing spirit energy instead! (QUI +6, MAG +4)
94. Mummy candy – turn into a mummy for 1d8 rounds (ATT +1, DEF +2); or, if you're already a mummy, turn into a giant cobra instead! (ATT +3, QUI +3)
95. Frankenstein candy – turn into a Frankenstein for 1d8 rounds (STR +2, DEF +2); or, if you're already a Frankenstein, grow bigger and grow two extra arms! (STR +3, additional attack per round)
96. Flash of blinding light candy – characters looking in the direction of the candy eater get -10 to ATT for 1d4 rounds
97. Centaur candy – turn into a centaur version of yourself for 1d6 rounds
98. Switcheroo candy – you and the closest character swap heads for 1d6 rounds; the heads each control their new bodies
99. Double whammy candy – eat this with another candy to double its effects! Effects may be pretty darn unpredictable!
100. Randomizer candy – labeled with a “?”; eat it, roll 1d100, and see what it does!