

Wizard Bonbon and The Castle of Sucre

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Dear Dungeon Master,

Please read the following:

Recommended Party Level: Level 3

Although this may be possible for a level 1 or 2 party, it will be extremely challenging if the party is not at least level 3. The damage and HP of enemies should be scaled down to accommodate a lower level party.

Encourage the players to take notes of information they may find important.

DM Tip: The sentences in *italics* are meant to be read aloud to the players. The rest of the information can be used how you see fit to run the adventure. Convey this information in your own creative way. Although there are clear things the party should do to complete this adventure, the main goal is to have fun and support each other.

Enjoy and Have Fun!

Introduction - You're Late!

The game starts with the party running towards the castle for an important meeting you have with the King of the land, King Sigmund. In this first part, the party must make a series of checks to run and dodge their way to the castle to make it in time! The party must succeed on 2 of the three mini-challenges to make it in time. The party succeeds each challenge if more than half of the party passes each check. If they don't, they must succeed in convincing the guards to let them inside.

This is your chance for the big time! Your chance to shine! You've been summoned by the King to do a special quest. It's too bad you overslept today because now you really have to book it to the castle to get there on time!

As your party starts running to the castle to make it in time, you decide to take a shortcut and jump over a stream of sewage towards the castle!

DC 10 Athletics check to make it across the stream.

Whoever doesn't make it falls face first into sewage.

After the sewage stream, you run across a large field as a swarm of angry chickens tries to trip you!

DC 15 Athletics check to not have the chickens trip you and swarm the player.

You're almost there! Now you just need to climb the wall just below the entrance to get to the main gate! Get going!

DC 15 Strength check to climb the wall and not fall down.

If the players succeed in all challenges, the guards will escort them to the waiting room for the King.

If the players fail the challenge, they must make a convincing argument to be let into the castle since nobody should ever be late to see the King! If one of the players makes a convincing argument then they get advantage on the roll. If one person succeeds, then the whole party may enter the castle and be escorted to the waiting room.

DC 15 Persuasion check to convince the guards to let you in (only needed if that party mostly failed the previous challenges)

After they are in the waiting room, begin to read the players the background below and continue the adventure.

The Castle of Sucre is a tale that parents tell their children to get them to behave. It's a myth. It's a legend. It's a story about a place where all your candy and sweets go if you do not behave as a young child. While nobody knows for certain if Castle Sucre exists, the magic behind the story is very real and has been around for hundreds of years.

The great Wizard Bonbon lives in a castle far away from anyone else, in another world altogether. This castle is the most beautiful castle in the land. This castle, made of bricks of caramel, sits high on a hill overlooking a beautiful garden where Bonbon's children played.

This garden is filled with delicious treats of all sorts. The grass is made of bright green gummy candy. The trees are made of dark chocolate with candy apples hanging from the branches. Bushes and rocks made of cotton candy, milk chocolate, marshmallows, toffee, rock candy, and taffy are scattered across the landscape. Surrounding the castle, a sea of syrup can be seen as far reaching as the horizon. Only a small blue, red, yellow, purple, and green hard candy bridge connects the castle to the lands of the Nougat Forest.

It is said that whenever a child is naughty, the parents can set the naughty child's candy on a silver plate. Then the parents could then say this phrase:

*“Bonbon, Bonbon, come and see”
“The children are naughty as can be”
“Take their candy its so sweet”
“Over and over I will repeat”*

After saying this phrase the plate of candy would disappear and reappear at The Castle of Sucre until the parents said the repeating phrase to return the candy to the children. The phrase to return the candy is this:

*“Bonbon, Bonbon, come and see”
“The children are as good as can be”
“They do their chores and dress quite dandy”
“Please return their sweet candy”*

Nobody actually knew for certain where the candy went and how it came back. Nobody has been to Castle Sucre. Stories of this castle have been passed down through many generations.

One day the magic stopped. A bright pink and blue wave of energy spread across the land and all of the candy and good sweet things disappeared. Not an ounce of sugar was left for anyone to enjoy. All the candy makers in the land tried desperately to make new candy, but any new candy that is made suddenly disappears. Candy and sweets shops all across the land had to shut their doors for good. This made everyone extremely sad and desperate to satisfy their sweet tooth. People need their sweets to be happy!

This is where you all come in.

The King, King Sigmund, has summoned you to his royal chamber. He has heard of your heroic deeds and is hiring you to take on the task of finding The Castle of Sucre and find a way to stop this curse on the land by any means necessary.

Chapter 1 - A Request from the King

In the beginning of the adventure, the party sits in the waiting room of the King. You can hear him bickering with someone, although you cannot exactly hear what he is saying.

DC 15 Perception - You hear King Sigmund saying *“But this is what I pay you for! I don’t get to be King and NOT have my sweets! The whole town is so sad and its making me depressed! You better have brought me some people worth sending to fix this mess! I simply don’t have time for this!”*

Now the players should each tell a little about themselves and why they decided to help the King. They should be encouraged to talk about a heroic deed they did to get the King’s attention.

After a little while, one of the King’s squires open the doors to the Great Hall and summon you to see the King. The King is a plump dwarf with a long red ponytail that snakes under his golden crown and touches his ankles. He wears expensive looking purple robes that look just a bit too tight. He is sitting on an iron and gold throne that has three ruby dragon heads sticking out of the back of the chair. The dragon heads seem to stare at you from wherever you stand.

King Sigmund *“Hello brave adventurers. I, King Sigmund, call upon you to remove this terrible curse that has fallen on our land. Ever since people’s candy started disappearing, everyone has been so very sad! It’s making me sad! I just want to see my people smile once more. This has to stop!”*

My wizards have discovered a possible way to reach The Castle of Sucre, the source of the curse. Master metal workers have forged a large silver plate, large enough for the whole party to stand on to transport you to the castle. I want you to stop this wizard and remove the curse by any means possible! You will be greatly rewarded! Do not fail me! Talk to High Wizard Flavius for more information.”

While talking to King Sigmund and accepting the task, the party may try to convince the King to give them some supplies for the quest.

If they succeed in a **DC 15 Persuasion** check then they can convince the King to give them extra supplies. At **DC 15 Persuasion** the King will give them 2

healing potions. At **DC 20 Persuasion**, the King will give each member a healing potion.

After talking to the King, High Wizard Flavius will approach the group to go over details about the trip. High Wizard Flavius is an elf and stands over 6 feet tall, almost double the height of King Sigmund. He wears simple blue robes that just drag behind him when he walks. A hood covers his hair but you can clearly see his sparkling emerald green eyes that seem to look right through you with an air of confidence.

High Wizard Flavius *“According to my research, in order for this to work, your party must stand there while we recite the proper chant”*

He says this as he motions to a giant silver plate on the floor in the room attached to the throne room.

High Wizard Flavius *“Once we recite the chant your party will be transported to Castle Sucre, which is in another plane of existence and was created by the powerful Wizard Bonbon. Once you’re there, the only way to return is to use Bonbon’s amulet. This amulet will be blue with a glowing purple gem. You must also bring back Bonbon’s staff. This staff has a twisting red and white pattern with a large blue glowing gem at the top. Again, you **MUST** retrieve the amulet and the staff in order to return and for this quest to be successful. You need the amulet to return, and we need the staff to lift the curse.”*

Flavius will inform the party that he believes if the group stands on the silver plate while his wizards recite the Bonbon chant, that the group will be transported to Castle Sucre which is in another plane of existence created by the powerful Wizard Bonbon. High Wizard Flavius will also tell them that the only way to return to this plane of existence is to use Bonbon’s amulet while standing on the plate. Flavius is not certain how they must use the amulet, only that it is required while standing on the plate. He also tells you to retrieve Bonbon’s staff because he feels it is necessary to reverse the curse on the land and restore sweets to the land.

Flavius describes Wizard Bonbon as a very old man in long golden robes with a long white-haired beard and frizzy white hair under a rainbow colored wizard hat and a long staff.

Once they are done talking with Flavius, the High Wizard will escort them to the large silver plate that lies on the floor in the King’s trophy room next door. The trophy room holds all manner of large strange beasts, many of which you have never seen before. If the party is interested, they may make a **DC 15 Nature** check to recognize that some of the creatures include dire wolves, owl bears, and a beholder.

Once the party is on the plate, Flavius will approach the group and give each member a 50 foot length of rope. Afterwards, Flavius and three other wizards wearing dark hooded robes will stand in a circle around the group and recite the chant:

“Bonbon, Bonbon, come and see”
“The children are naughty as can be”
“Take their candy its so sweet”
“Over and over I will repeat”

After the chant, the party will disappear and be teleported to the garden of Castle Sucre.

When the party arrives at the base of the garden in **Sector C1** (reference map for sectors) the party will need to find their way safely to the castle and confront Bonbon.

Upon entering the garden, read the following to the players:

As you're teleported to this new plane of existence, you are temporarily blinded by a spectrum of colors like you have never seen. All the colors of the rainbow skitter across your vision but included are other colors that you have never seen before. As the colors fade away, and your vision is restored, the scenery in front of you unfolds. The first thing you see is a garden made of an assortment of colors and textures. What appears to be a garden of candy at first, upon closer inspection, is actually heaps of rotting and melted candy treats. It's a sad sight to behold. It looks as if the garden has been littered with abnormally sized candy that has been left in the sun for weeks. It's certainly not the land of vibrant sweets that you heard about as a child.

In the distance you see a small multicolored bridge the leads to a small castle sitting atop an island. This castle is no normal castle. The castle stands tall and is built of brick, but the bricks appear to be golden. The reflection of the sun off its surface catches you off-guard and you have to avert your eyes temporarily before adjusting your sight on this magnificent building. It seems as if the sunlight shining on this building comes in all direction making the castle appear to be glowing.

Now, the players will start the adventure and choose how they will get to the castle. They can either try to get to the bridge and cross that way or get to the coast and try to swim across.

If the players decide to swim, upon closer inspection and a **DC 15 Perception** check, they will notice that the water is made from syrup that has the appearance of bright blue water. If they fail the check, they will think the water is normal until they get in the water or taste it.

If they try to swim in the water they will have a very difficult time. They will have to pass (x3) **DC 15 Acrobatics** checks if they plan on swimming. If they pass, they will make it to the side of the island closest to C10. If they fail this check three times, before succeeding three times, then their speed will be reduced to zero and will start to drown after 30 seconds of being in the syrup and take **1d6 suffocation** damage each turn until someone saves them. When drowning they are considered **incapacitated**. An incapacitated creature can't take Actions or reactions. At this point the players should be encouraged to use their rope to throw to the drowning players to save them. The drowning player must make a **DC 10 Dexterity** check to catch the rope. Players throwing the rope should make a **DC 10 Strength** check to pull the drowning player back to safety.

Next, as the DM, you will guide your party through the various monsters, traps, and other dangers that present themselves on the way to the castle. The **reference map** for all the dangers can be found towards the bottom of this adventure. You may have to reference either the Player's Handbook, Monster Manual, or Dungeon Master's Guide for certain information but most of the information needed to play will be included in this adventure.

After the party reaches the castle and tries to enter or knock on the door of the castle, go to **Chapter 2**. The only other means of entry into the castle is from the roof in which they will have to somehow climb a steep 20 foot wall made of near-frozen caramel. The caramel gives the walls its golden color. If the players make it to the roof, they may find an observation deck with a locked door in the tower above **sector C15**. The group must have a **climbers kit** or some other means to scale the wall and must succeed on a **DC 15 Athletics** check. The players can try to use the rope they were given to climb the wall, but must first craft some sort of grapple or hook to attach to the rope so it catches the ledge of the tower when thrown.

The group must have a **thieves tools kit** and succeed on a **DC 20 Dexterity** check to pick-lock the door and enter the castle from the top of the tower. If the party enters the castle from the tower then they will find the Wizard in sector **C14** assuming they don't lure the wizard out with too much noise.

Map of Castle Sucre



Chapter 2 - Arriving at the Castle

The players will most likely enter the castle by knocking on the front door, trying to forcibly go through the main door, or breaking in from the towers above. Either way, they will eventually run into the wizard inside. Once they encounter the wizard, read the section below.

As you confront the wizard you can confirm the appearance of golden robes and a rainbow colored hat but something is remarkably different than the description given by High Wizard Flavius. Instead of an old man, you see a young beautiful human woman with long blue hair and eyes that seem to alternate between shades of pink and shades of purple. She looks at you startled and mystified as if she hasn't seen another person in years, if ever. Around her neck you see a bright blue amulet with a glowing purple gem in the middle.

The woman's name is Penelope. If the party wishes to talk to Penelope she will divulge the following details and items upon the proper persuasion checks of your choice. You can give out this information, or withhold information, as you see fit.

Penelope Bonbon

- She is the daughter of Wizard Bonbon.
- Bonbon died a long time ago. She doesn't know exactly when. Her father told her that time works very differently in this plane of existence.
- She has lived in this castle for many many years. She cannot remember exactly how long.
- She knows the amulet belonged to her father but not what it does.
- She will not give up the amulet until her brother is saved.
- She says her brother might be dead and she wants revenge but cannot give it herself.
- She pretends to not fully know why the curse is happening.
- She tells you that Bonbon's staff was last seen in the hands of her brother while he was being consumed by the creature.
- She tells you that her brother, Peter, was passed the staff after Bonbon passed away and that he was in charge of receiving and sending back candy and sweets that were sent to him from parents all across the land. One day, something went wrong and he created a monster that consumed him and the staff. Penelope witnessed this and magically sealed the beast in the potion room in **sector C19**.
- The only thing she remembers about the beast was that it was a giant white mass that looked like a thick cloud consuming her brother.

If the party chooses to fight Penelope, they have that option but try to avoid that option if possible. Overall, Penelope is a kind and helpful lady and just wants things to go back to normal. She will help the party however she can, but she will not go into combat with the creature in the potion room. She promises

to hand over the amulet if the creature is dealt with. Overall she is very truthful but may skimp on some of the details because she is embarrassed or ashamed of what has happened.

Chapter 3 - Retrieving the Staff

The doors to the potion room are sealed shut. The only way to open the potion room is to place Bonbon's amulet on the **protective barrier** spell that covers the large double wooden doors. Once the amulet makes contact with the barrier, the spell drops. When the party enters the room and you see the creature inside, read the following:

*As you enter the potion room of the great Wizard Bonbon you see what looks to be a 10 foot mass of white fluff on the far side of the room. The mass seems to be alive as parts of it shift and protrude violently in and out of its form. As it moves it sounds like being stretched and a sweet smell crosses your nose. Suddenly you realize what this is. This is some sort of **marshmallow beast**.*

The room itself is mostly made of hardened caramel bricks just like the exterior of the castle. There are four large pillars made of condensed rock candy that brilliantly reflect the light across the room from the ever-burning torches that shine upon them from the walls. The way the pillars are constructed seem to enhance the light in the room, while at the same time making it seem as if lights are dancing on every surface.

The room is mostly barren. The only pieces of furniture in the room is a large meticulously detailed dark chocolate throne on the north east side of the room and a raised cauldron filled with a strange bubbling red and green liquid in the center of the room. The side of the cauldron has 4 empty crystal vials attached to the side.

If the players get a chance to inspect the liquid in the cauldron closely, they will discover that the liquid is the equivalent of **greater healing potions**. There is enough liquid to fill four vials, or 4 potions worth.

When battling the marshmallow beast, there is a chance that it will summon its spiritual weapon which is a giant floating lollipop that the beast will use to try to smash the players as an alternate form of attack. It may also summon 4 mini marshmallow creatures that will attempt to stick to the players and cause them to become **immobile**. Use your best judgement and gauge the battle to determine when to summon these extra creatures. If this creature is too easy for the party, it may be a good to summon the extra enemies.

Once the marshmallow beast is killed, the mini marshmallow creatures and spiritual weapon will be destroyed if they weren't already. Once the beast is

destroyed the marshmallow beast will melt away and reveal Peter Bonbon clutching his father's staff next to his chest as he lay on the floor unconscious. They can wake him by feeding him a health potion or using a healing spell on him. If they manage to wake Peter, they may proceed to talk to him. He will not be hostile. Below are some pieces of info that Peter knows and you can relay this to the party how you see fit.

Peter Bonbon

- Peter's father, Wizard Bonbon, handed Peter the staff shortly before his passing. Bonbon wanted Peter to continue the family legacy of taking away candy from naughty children and returning it once they behaved again.
- Wizard Bonbon tried to teach Peter the ways of his magic but Peter was not strong enough.
- When Peter tried to use the staff to do the same type of magic as his father, things went horribly wrong and he spread a massive burst of magical energy across the land and removing any candy or candy making abilities from the land. At the same time this energy summed horrible sugar-filled creatures like the marshmallow monster that consumed him and the staff.
- He never intended for anything bad to happen, he just was not strong enough of a wizard to properly perform the same powerful magic that his father could.
- Peter does not know how to remove the curse and is afraid to try to use the staff's power again.
- If the party explains that they must take the staff back with them to remove the curse, Peter will comply with their request.
- Peter promises to spend more time studying magic and becoming strong like his father so that one day he might do good for everyone.
- Peter requests that once the curse is gone, that they return his father's staff.

In order to get back to your plane of existence, Peter tells you that the party must go back to the silver plate. Once there, and with the amulet, they must chant the following together:

“Bonbon, Bonbon, come and see”
“The children are as good as can be”
“They do their chores and dress quite dandy ”
“Please return their sweet candy”

Chapter 4 - The Curse is Lifted

“A bright flash of light blinds you the instant you finish the chant, but just as suddenly your vision returns to normal. The first thing you see are the bright emerald green eyes of High Wizard Flavius staring at you with a look of either anticipation or nervousness, but his expression goes back to that of confidence once he sees you have the amulet and staff.”

High Wizard Flavius takes the staff and amulet from you and tells you that King Sigmund wishes to speak with you. Flavius hands the objects off to his assistant wizards and guides you to plump King Sigmund stretching out in his throne. King Sigmund’s facial expression goes from concerned to pure joy the moment he sees your group enter the throne room. He starts clapping and beckons you over. Its then your eyes veer to a very large and ornate chest sitting a few steps in front of his throne. You also notice, gathered together, a large crowd of smiling townsfolk all looking your direction when suddenly they burst into applause as you walk into the throne room. You’ve never seen smiles so large.

King Sigmund *“I was starting to think that you might not return but now I feel foolish for doubting you! You should have seen it! You should have felt it! Just moments ago a wave of what felt like pure joy spread across the land! You obviously did something right! The people are smiling again!”*

Next, the King will reward the party with the contents of the chest. Inside the chest is 1000 gold pieces per player.

Alternatively, you can use this as a chance to give the player specific items that they have been wanting. The reward is up to you, the DM. Use your best judgement.

Reference Map

Candy Bushes - Rough Terrain

The bushes in the surrounding area are made of red rope candy with large red thorns coming off the rope making large and dense thorn bushes. If the players find themselves caught in these bushes, their movement is reduced to zero and they must make a **DC 10 Dexterity** saving throw to remove themselves, else they take **1d6** piercing damage from the thorns each turn.

Syrup Water - Coast

See **Chapter 1** for the effects of the syrup water along the coast.

C1 - Teleport Plate

This is where the players will arrive. They will arrive on a large silver plate about 15 feet in diameter. The plate is solid silver and has carvings of various types of candy around the exterior with a giant carving of a lollipop in the middle.

If the players try to remove the plate, it will not budge. It cannot be harmed by any physical means. If the plate is destroyed, the players will have to find another means of escape from this alternate plane of existence.

C2 - The Fountain

Here is a small fountain with purple liquid flowing out of it. The liquid looks like some sort of candy liquid substance. If the players choose to drink from the substance they will have to make a **DC 10 Constitution** saving throw. On a failed save, target takes **1d10** poison damage. On a successful save, target takes no damage.

C3 - Candy Cane Crossing

This sector has large candy canes hanging on either side. The ground is coated in hard candy. Players must succeed on a **DC 10 Acrobatics** check to walk across the hard sticky ground. If a player fails, the ground cracks causing the candy canes to topple down on top of everyone in the 10x10 area. Whoever is in the area when the candy canes fall must make a **DC 15 Dexterity** saving throw. On a failed saving throw, target takes **1d6** bludgeoning damage. On a successful saving throw, target takes no damage.

C4 - Hungry Ants

In this section are two **giant ants**. They appear to be feasting on broken bits of candy apples that have fallen from a candy apple tree on the north side of this sector. If the players attempt to pass through either **C8** section to get to the water, or get too close, the ants will close in and attack the party.

If the players happen to get to the candy apple tree, they can scavenge the tree and find four **candy apples**.

These apples have magical properties. Once eaten, the target gains all the benefits of a long rest (regaining health points and spells) after they take their next short rest.

C5 - Gummy Worms

This sector appears to be empty at first. If the players choose to walk on the ground of this sector then they will be attacked by **gummy worms**.

C6 - Bubbling Pool

This sector has a bubbling pool on the ground of a multi-colored liquid substance. It appears to be a pile of melted candy. If the players stand around it too long, a giant bubble will begin to form and burst. If the players are standing within 10 feet of this puddle, then they must make a **DC 15 Dexterity** check or take **1d10** acid damage.

C7 - Gummy Bears

This area will have 2 **gummy bears** wandering aimlessly in a circle. If the bears notice the players, they will attack them. Behind the bears appear to be some sort of candy treasure chest. If the players manage to reach and open the chest then they will find some **candy rope**. This rope is magic and 50 feet long. It is extremely strong but not invulnerable. It can only be attuned to one person at a time, although anyone the owner allows may use it. This rope can magically seal itself to any surface. Whomever climbs this rope has their hands partially stick to the surface making it easier to grasp onto and giving the climber **+6 Acrobatics** when climbing using the rope.

C8 - Peanut Brittle

These sections are covered in over-sized layers of peanut brittle. The peanut brittle in these areas has several layers and the tops of each layer is jagged and extremely sharp. The walls of the peanut brittle are very hard. Players must succeed on **(x3) DC 10 Strength** checks in order to break through all the layers. If they fail on a check, they must make a **DC 10 Dexterity** saving throw to avoid slipping and falling on the sharp edges of the peanut brittle. Failing on the dexterity check will result in **1d6** piercing damage.

C9 - Entrance of Bridge

The entrance of the bridge is open and clear. Upon entering the bridge however, the players must succeed on a **DC 10 Wisdom** saving throw or be **confused**. The target may make a wisdom saving throw at the end of their turn to stop the effect. The effect wears off automatically after 1 minute.

C10 - Castle Entrance

This area is the castle entrance. This area is fairly barren except for a lone bench made of blue hard candy. There is a small garden to the right of the main entrance, but it looks fairly unkempt. The main entry doors are large 10 foot tall hard chocolate double doors with large golden handles.

C11 - Foyer

This area is the foyer, or sitting area, for the castle. This room is meant for guests who would like to sit for a while before they enter the castle proper. This room has cushioned seats against the walls and numerous family portraits hanging on the walls. On the ground is a large blue carpet that reads “Welcome to Castle Bonbon.”

C12 - Broom Closet

This room is a broom closet. Here you find an assortment of brooms, mops, cleaning soaps, and more excited cleaning products! Even wizards have to clean sometimes.

C13 - Wizard Bonbon’s Bedroom

This area is locked on all sides and requires a thieves tools or some other creative means to break into. Breaking the locks to the doors to this tower requires a **DC 15 Dexterity** check using thieves tools or a **DC 20 Strength** check to break down the doors. Once inside, the players can proceed up the stairs into Wizard Bonbon’s bedroom. The players will not know that this is Wizard Bonbon’s bedroom until they reach the bedroom door at the top of the tower. A sign hangs on his door and says “Wizard Bonbon”.

The door to the bedroom is unlocked. The bedroom is about 20 feet by 20 feet. The bedroom is at the top of the tower which is about 50 feet tall. The room is surrounded by windows and has a perfect view of the Nougat Forest and the surrounding gardens. Inside the bedroom is a large bed, wardrobe, a couple of chests, a bookshelf filled with books, a desk, and many portraits of two smiling children with blue hair.

The wardrobe has about 10 different fancy robes of various design. The chests hold several different types of powders and plants. These appear to be ingredients used for magic or potions of some sort.

If the players search the chest further, and roll a **DC 20 Perception** check, they can find a secret compartment in one of the chests that holds a small silk bag filled with some emeralds and rubies. As the DM, you can decide the exact value of the gems they find.

The bookshelf hold many different books about topics that range from potion making, recipes on candy, and child behavior.

On the desk in the room is a large over-sized book with a red and gold-trimmed cover labeled “Wizard Bonbon’s Recipes”. This appears to be a hand-written book on several different recipes about new types of candy that Wizard Bonbon was working on. Some of them even appear magical in nature. The book is half finished. On the first page of the book reads the following:

“To all the wonderful children of the world. Let these treats fill you with delight and happiness for years to come.”

C14 - Penelope’s Bedroom

As you enter Penelope’s bedroom, a wave of citrus smelling scents fills your nostrils. As you look around, the room has a large blue bed in the middle covered in layers of blue drapes. It reminds you of an elegant version of a blanket fort that you might make as a kid. Around the room is littered with stuffed animals of all sorts. A giant stuffed bear lies in the corner, a variety of stuffed horses litter the floor, and a stuffed giraffe is seen poking its head out of the layers of blue drapes.

If the players succeed in a **DC 15 Perception** check they will hear a strange snoring sound coming from the bed, although they cannot see past the drapes. They will also see small bits of golden hair floating around the room. A small piece of hair lands on the tongue of whomever enters first.

The players can’t see past the blue drapes that encircle the bed. If the players choose to move the drapes and look on the bed, they will notice a small puppy with golden hair fast asleep. If they look closer, they can see the name “honey” written on a leather collar. If they wake the dog then it will start barking in a high pitched voice and bury itself under the thick covers on the bed. The dog is very friendly.

C15 - Observation Tower

The base of this tower has many shelves filled with paper, various colors of ink, and anything else that might be used to take notes or write with. The top of the tower has a locked door **DC 20 Dexterity** check if opened from the outside. The door opens freely if opened from the inside of the tower. The outside of the tower is an observation area that just has a desk and comfy looking chair. This area appears to just be a peaceful area for writing.

C16 - Courtyard Garden

This is a garden that is in the middle of the castle. The outlying walls are covered in beautiful weaves of green and red growth with red and yellow candy flowers branching out in all directions. The middle of the garden is fairly empty except for a long table surrounded by 6 chairs in the middle made of chilled dark chocolate. On the top of this table lay an assortment of 20 plates filled with fresh and steaming versions of various foods such as stuffed duck, freshly baked bread, vegetable soup, roasted vegetables, and more. There are some empty plates. If the player thinks of a food type and touches the plate, that type of food is instantly summoned. Each plate has this effect 3 times per day.

C17 - Garden Shed

This room has an assortment of garden tools, fertilizer, bags of seeds, and more. This room has all the supplies needed to maintain a garden.

The seeds are mainly for regular types of plants such as tomatoes, potatoes, cucumbers, and cabbage. If the players succeed on a **DC 20 Perception** check they will find two seeds that are for a magic candy apple tree.

C18 - Toy Chest

There is a sign over the wooden door to this room labeled “Toy Chest” with another sign below that says “Chores before Toys!”

This room is filled with toys of all sorts for children. There are toys that range from rocking horses, different colored balls, jump rope, building blocks, toy figures, and more.

C19 - Potion Room

This room is described in **Chapter 3**.

C20 - Potion Ingredients Room

This room is absolutely filled with containers and shelves with an assortment of components used for magic. A list of the ingredients is below:

- Small piece of adamantine
- Ash
- Black onyx stone
- Clay
- Charcoal
- Copper wire
- Cork
- Dust
- Eggshell
- Gem dust
- Glass beads
- Granite
- Honeycomb
- Incense
- Ice
- Lead
- Lime
- Lodestone
- Pearl
- Rose petals
- Sand
- Sweet oil
- Sulfur
- Talcum powder
- Yew leaf
- Wood
- Water

C21 - Treasure Room

The door to the treasure room has “Treasure Room” written in gold letters that are etched into the wooden door. As you try to open the door, you notice that it is locked. The players can open the door with a **DC 15 Dexterity** check using thieves tools. Alternatively, if they save Peter, he will open the door for you.

Inside the treasure room is filled with dusty crates and chests. Inside these chests are filled with old childhood toys, baby blankets, arts and crafts projects, and various other family items. If the players succeed on a **DC 20 Perception** check they will notice a hidden compartment in the wall that can be opened by

putting enough pressure on the right section of the wall causing a small door to pop open. Inside this compartment is a small chest filled with 100 platinum pieces. Peter does not know that this compartment is there, but does not mind the party taking the money if they saved him.

C22 - Bathroom

This is the bathroom for the castle. It is extremely clean and has a toilet, bath tub, and sink.

C23 - Peter's Bedroom

Upon entering Peter's bedroom, an array of lights shine in your eyes. Once your eyes adjust, you can see the room has many different glass containers filled with a floating glowing liquid that illuminates the room in various purples, reds, and oranges. Peter's bed is nothing more than a large mattress with scattered layers of blankets on it. Multiple staffs are neatly placed on a rack in the corner. The wall closest to you, as you enter, has a large painting of what looks like a group of five bards dressed in black layered uniforms with the name "Blue Day" written at the top in large red letters. One of the bards appears to be yelling into a small hand-held device, two are playing instruments that look like a lute, and another is on a piano.

C27 - Underground Cave

The top of this sector is covered in sheets of hard but brittle white and blue candy sheets. In the middle is a section that is more brittle than the rest and covers a hole that leads to an underground cave below. If the players step over this area they must make a **DC 15 Dexterity** saving throw or break through the candy sheet and fall down the hole and into the cave.

The players will fall 10 feet into a crypt. The floor of this crypt is soft layers of condensed cotton candy. No damage will come to a player who falls down this hole or enters from either side. The only way to get to this crypt otherwise is to swim down under the **syrup water** from the two coastal entrances which is near impossible.

The crypt is lit with ever-burning torches that surround the walls to this place. The crypt is largely empty except for the raised coffin, made of a hard red glistening candy casing, on the far side of the room. Etched in the casing reads:

"Here Lay to Rest is the Great Wizard Bonbon. Our Loving Father. His Heart as Sweet as Candy."

Above the coffin on the wall is a massive 10 foot moving picture of Bonbon. It shows about a 10 second video loop of Bonbon happily playing in the candy garden with a young boy and a young girl. In the video, the garden appears to

be vibrant with color and life, unlike what you have seen. Both the children have flowing blue hair. Bonbon appears much younger than how he was described to you. He doesn't look like an old man, but a young vibrant man filled with energy and joy. Around his neck lies a bright blue amulet with a glowing purple gem.

There is no way to open the coffin as it is sealed with powerful magic. Any attempt to break open the coffin with excessive force will result in the coffin giving a burst of magical energy to whoever targets it. The target will have to make a **DC 20 Wisdom** saving throw or be **paralyzed** and **blinded** for 10 turns and take **1d10** psychic damage.

Castle North Tower

This tower stands 20 feet tall. At the top of this tower is a small office. This office has book shelves that cover the walls and a large desk that sits against the only window in the room looking north. The books are a variety of fiction topics written by several different authors.

Castle Middle Tower (Next to C14)

This tower stands 75 feet tall. This is the tallest tower in the castle yet has the smallest room once you reach the top. At the top you are surprised to see that it is little more than a toilet room with an excellent view of the Nougat Forest. You are surprised by this because on the outside of the castle you don't remember there being a tower here.

NPCs and Monsters

PENELOPE BONBON

Medium humanoid (any race), lawful good

Armor Class 12 (15 With Mage Armor)

Hit Points 49 (18d4 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws INT +8, WIS +5

Skills Arcana +9, History +9

Senses Passive Perception 12

Languages Any six languages

Challenge 6 (2,300 XP)

Magic Resistance. The archmage has advantage on saving throws against spells and other magical effects.

Spellcasting. The wizard is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The wizard has the following spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor*, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

PETER BONBON

Medium humanoid (any race), chaotic good

Armor Class 12 (15 With Mage Armor)

Hit Points 53 (18d4 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws INT +8, WIS +5

Skills Arcana +9, History +9

Senses Passive Perception 12

Languages Any six languages

Challenge 6 (2,300 XP)

Magic Resistance. The archmage has advantage on saving throws against spells and other magical effects.

Spellcasting. The wizard is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The wizard has the following spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): [Tooltip Not Found], *mage armor*, *magic missile*

2nd level (3 slots): *detect thoughts*, *hold person*, *misty step*

3rd level (3 slots): *counterspell*, *fireball*, *lightning bolt*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

GIANT ANT

Medium beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 30 (4d8 + 12)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	17 (+3)	3 (-4)	13 (+1)	4 (-3)

Skills Athletics +6, Perception +5, Survival +5

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 15

Languages --

Challenge 1 (200 XP)

Spider Climb. The ant can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The giant ant makes two attacks, only one of which can be its sting attack.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage, and the target is grappled (escape DC 12).

Sting. *Melee Weapon Attack:* +2 to hit, reach 5 ft., a creature that is grappled by the ant. *Hit:* 7 (2d4 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour.

MARSHMALLOW BEAST

Large beast, chaotic evil

Armor Class 16 Natural Armor

Hit Points 45 (6d10 + 20)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	8 (-1)	1 (-5)

Saving Throws STR +7, CON +7

Damage Vulnerabilities Fire

Damage Resistances Cold

Senses Passive Perception 14

Languages None

Challenge 4 (1,100 XP)

Consume. Once per turn, as an action, this creature can try to consume a target player. The creature will slam its gooey body on you and stick itself to you. The targeted player must make a DC 12 Dexterity saving throw or be stuck to the creature and become restrained. At the end of the player's turn, the targeted player can make a DC 15 Dexterity saving throw to free itself from the creature.

Spiritual Weapon. This creature may summon a spiritual weapon. (2nd level evocation). Casting time: 1 bonus action. Range: 60 feet. Duration: 1 minute. The creature creates a floating, spectral weapon that lasts the duration. When the spell is cast, this creature can use the spiritual weapon to make a melee spell attack

against a creature within 5 feet of the weapon. On a hit, target takes 1d8 damage. This spiritual weapon is the shape of a giant lollipop.

Summon Minions. This creature may summon 1d4 mini marshmallow minion creatures. Hit points is 8. Speed is 25 feet. AC is 13. They can use an action to attach themselves to target player and restrain them. Target player must make a DC 12 Dexterity saving throw or be restrained. At the end of target player's turn, they can make a DC 15 Dexterity saving throw to release themselves from the marshmallow minion.

Actions

Marshmallow Fist Slam. The creature slams a giant marshmallow fist into you.

Marshmallow Fist Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., 1 target. *Hit:* 8 (1d8 + 3) [bludgeoning] damage.

Marshmallow Throw. *Ranged Weapon Attack:* +4 to hit, range 25/50ft., 1 target. *If a target player is hit it must make a DC 14 Dexterity saving throw or become blinded. At the end of target player's turn, they may make a DC 14 Dexterity saving throw to remove the marshmallow from their eyes.*

Legendary Actions

Enter the description for how legendary actions work for your monster here.

Legendary Action Name (Costs # Actions). Enter the description for your legendary action.

GUMMY BEAR

Small unknown, unaligned

Armor Class 13

Hit Points 12 (2d8 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	3 (-4)	12 (+1)	2 (-4)

Damage Vulnerabilities Fire

Senses Passive Perception 12

Languages --

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., 1 target.
Hit: 6 (1d6 + 2) [piercing] damage.

GUMMY WORM

Medium unknown, unaligned

Armor Class 12

Hit Points 14 (5d4 + 6)

Speed 25 ft., walk 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	5 (-3)	8 (-1)	5 (-3)

Damage Vulnerabilities Fire

Senses Passive Perception 14

Languages --

Challenge 3 (700 XP)

Burrow. The rock worm can burrow through the earth as a bonus action. Burrow allows the rock worm to move its movement speed through rock and earth.

Tremor Sense. The rock worm is blind, and can only see any creature within 60ft that is touching ground.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 3) piercing damage.

Credits

While the story is written by me, the image of the castle was illustrated by Rob Lazzaretti who is a freelance cartographer. All credit for the map goes to Rob.

Monsters and NPCs were created at dndbeyond.com.

Thanks for Playing!