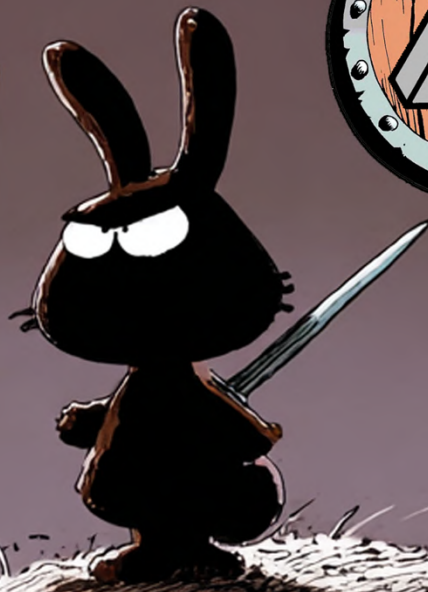


Rise of the Peeps!



A One-Shot
Holiday Adventure
for Alloyed RPG

Notes

Welcome!

Alloyed RPG™ is easy to learn, easy to play, and easy to run. Character creation takes as little as 5-minutes, and all you need to play are a 20-sided die (*1d20*) and your imagination. Whether you're a total newbie or a seasoned veteran, we're glad you found us and we know you'll have a blast! Core Rules and other resources are available for FREE at www.AlloyedRPG.com

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Credits

Editor-In-Chief: Steve Lorch **Storyline/Writing:** Steve Lorch **Cartography:** Steve Lorch **Artwork:** Midjourney, Photoshop Elements.

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'Power tends to corrupt, and absolute power corrupts absolutely.'
Letter to Bishop Mandell Creighton, Lord Acton, 1887

Rise of the Peeps

(A holiday campaign by Steve Lorch)

SPOILERS: This booklet is intended for the DM's eyes only! Shaded paragraphs are those that should be read to the players, with additional information shared at the DM's discretion.

Run Time: A one-shot adventure in 3 Acts, roughly 2-3 hours with breaks.

Overview. Every year during the Springtide Festival, the villagers of Bramblebrook craft enchanted marshmallow peepings to bring sweetness and good fortune to the land. But this year, the Magic has gone horribly wrong...

A charismatic-but-corrupted dark chocolate bunny, known as Lord Bittercocoa, has risen from the depths of the old abandoned chocolate factory. He has taken command of the peepings, twisting them by his sweet talk into militant peeps to do his bidding. Having amassed his saccharine army, Lord Bittercocoa is set on overthrowing the *'savory tyrants'* who consume sweets without mercy – and without a glucometer.

The Party must stave off the adorable-but-dangerous confections, discover the source of the corruption, and confront Lord Bittercocoa before the village of Bramblebrook is drowned in a mass of molten marshmallow!

In **Act 1 'Invasion of Bramblebrook,'** the annual spring festival is interrupted by a band of militant peeps. The Party discovers that things are not as they should be in the sleepy town of Bramblebrook – and the mayor may have something to do with it. Their quest becomes clear: Save an innocent lass from the clutches of the evil despot, Lord Bittercocoa.

In **Act 2 'Into Candywood Forest,'** the Party meets an eccentric candy cane hermit who aids them on their quest. They must find safe passage through the perilous woods to make their way to Ye Olde Chocolate Factory. While in the Candywood Forest, the adventurers will encounter a hostile environment and will find more items to either help or hurt their plight.

In **Act 3 'Ye Olde Chocolate Factory,'** the Party works their way through the labyrinth, culminating in a face-off with Lord Bittercocoa. They will have to overcome several foes and obstacles in this dungeon crawl before they meet the dark overlord himself for the final showdown. But things are not always as clear cut as we'd like them to be. When all is said and done, will the Party meet out vengeance or mercy?



Background: Welcome, dear traveler, to the sleepy creek-side town of Bramblebrook. After endless months of adventuring, you've finally been afforded a brief moment of respite to enjoy the comforts of home and the fruits of your labors. It's spring here, and that means one thing – the Springtide Festival!

Each year, the villagers of Bramblebrook gather together to celebrate the beginning of a new season. Annual highlights include decorating the festival grounds, preparing delicious foods, and of course, the crafting of the peeplings. Oh, you're not familiar with peeplings? Well, let me explain...

Three score and thirteen years ago, **Pez de Spencer**, the wandering wizard, came to Bramblebrook, bringing with him various and sundry magical arts and entertainments. The local confectioner, Mr. Sourpatch, had been busy concocting a new treat – a sugar-coated marshmallow in the shape of a baby chick (*it was the only candy mold he had at the time*). Puzzled at how to market such a novelty, the candymaker presented one of the squishy treats as a gift to the old mage. The wizard was delighted and offered to help the struggling confectioner peddle his new creation.

At the height of the festival, when all were full on meat and drink and ready for '*just a tiny bite*' of something sweet, the wizard took to center stage. His gnarled old hands held a mysterious wooden box. No stranger to theatrics, de Spencer waited until all were silent. He slowly, deliberately leaned forward and whispered into the crate. A great hush fell over the fairgrounds as everyone strained to hear the mage's incantation. More silence. And then...'*Peep! Peep! Peep!*'

Pez opened the box, releasing hundreds of tiny yellow marshmallow chicks. The chirping

confections scurried into the crowd, one for each attendee. They were adorable – and delicious!

As the festival came to an end, the wandering wizard packed his cart and rolled out of town, never to be seen again. But not before gifting Mr. Sourpatch a slip of paper. It was the ***Peepling Incantation***, scribbled on a crumpled parchment. Just a simple line of prose, really. So basic, in fact, that a child could be taught to recite it - but only during the festival. And with that, a Springtide tradition was born.

Act 1, 'Invasion of Bramblebrook.' At this time, the Party should introduce themselves (*name, traits, and latest exploits*). The map of Bramblebrook (*next page*) will familiarize them with the town as they explore. Give the Party 2d20 coins to spend between them (*no Gear slots used for coins*). You can roll 1d20/5(up) to randomly explore buildings (*see below*). **All other buildings are closed** until the next day.

1. Blacksmith. A boisterous iron worker is crafting metals in his shop. Sparks are flying and the place is buzzing with noise and activity. An **iron key** costs 2 coins.

2. Bookstore. A scholarly tortle is the curator. He knows the whereabouts of every volume. He brags about traveling to a mysterious, ethereal river (*Amazon*) to procure some of the rarer works. An **old map** costs 1 coin.

3. Haberdashery. The kindly old shopkeeper displays a fine selection of hats. One **hat** in particular – adorned with a plume of green plastic grass, catches your eye. It can be yours for 3 coins.

4. Curio Shoppe. The strange merchant offers you an absurdly large, golden never-ending-**gobstopper** for 2 coins.

Bramblebrook

City Hall

4

3

Provisionary

Apothecary

2

Fairgrounds

1

Candywood Forest ▶

Confectionary

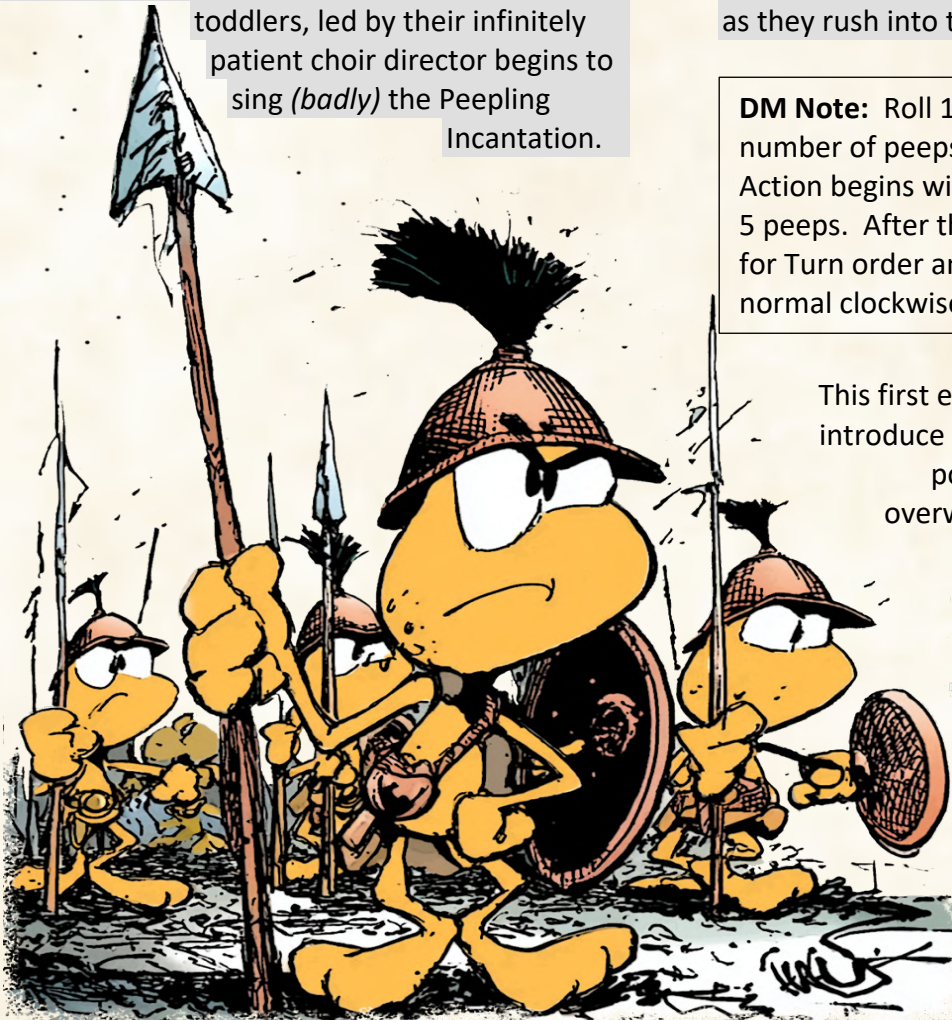
Peppermint Hermit



You've been enjoying a fun, relaxing day at the festival. The food and games at Springtide never disappoint. Everyone has eaten their fill (*perhaps a bit more*), but all have left a little room in their 'desert stomachs' for the main event. As the sun sets, **Mayor Staypuft** waddles his way up the steps to the podium.

"Hear ye! Hear ye! The seventy-third annual Springtide Festival has been a great success. A big Bramblebrook thank you goes out to all of our wonderful vendors and guests. And now, without further ado..." He looks behind him as the stage hand awkwardly struggles with the curtain. *'I say, "without further ado..."'* the mayor shoots an annoyed look as the drapes lurch open. *'The Peeping Players!'* The crowd goes wild with cheers as a small band of

toddlers, led by their infinitely patient choir director begins to sing (*badly*) the Peeping Incantation.



*'A flock of Peeps springs up this night,
All sugar-glazed and glowing bright.
They'll hop from boxes, pink and blue,
To form a squishy, chirping...'*

'STOP!!' A commanding shout from the fairground entrance interrupts the shaky little voices on stage. You turn around to see a band of yellow marshmallows. But these aren't the cute little peepings we've come to know and love. No, these are much bigger. Full grown **peeps**, if you will. And they're brandishing weapons. And they don't look happy. And they're not here to play! (*see note*)

Before you can fully process the situation, the peeps cry out with a collective shout, **'FOR LORD BITTERCOCOA! FOR SWEET LIBERATION!'** as they rush into the stunned crowd.

DM Note: Roll 1d20/4 (up) +10 for the number of peeps in the attacking band. Action begins with the DM playing for up to 5 peeps. After the initial ambush attack, roll for Turn order and resume the fighting in the normal clockwise sequence.

This first encounter should be enough to introduce the Party to the peep's special powers and capabilities without overwhelming them. For this initial battle, treat each peep individually rather than using hordes mechanics (**Core Essentials, p.19**). You can use that later 😊.

When the skirmish is over, the Party will have an opportunity to survey the scene. There are no more immediate threats after the last peep has fallen.

As the last peep falls, you see a pudgy figure lurking in the shadows. He has a wooden cash box under his arm. Sensing he's been noticed, he makes a mad dash toward City Hall.

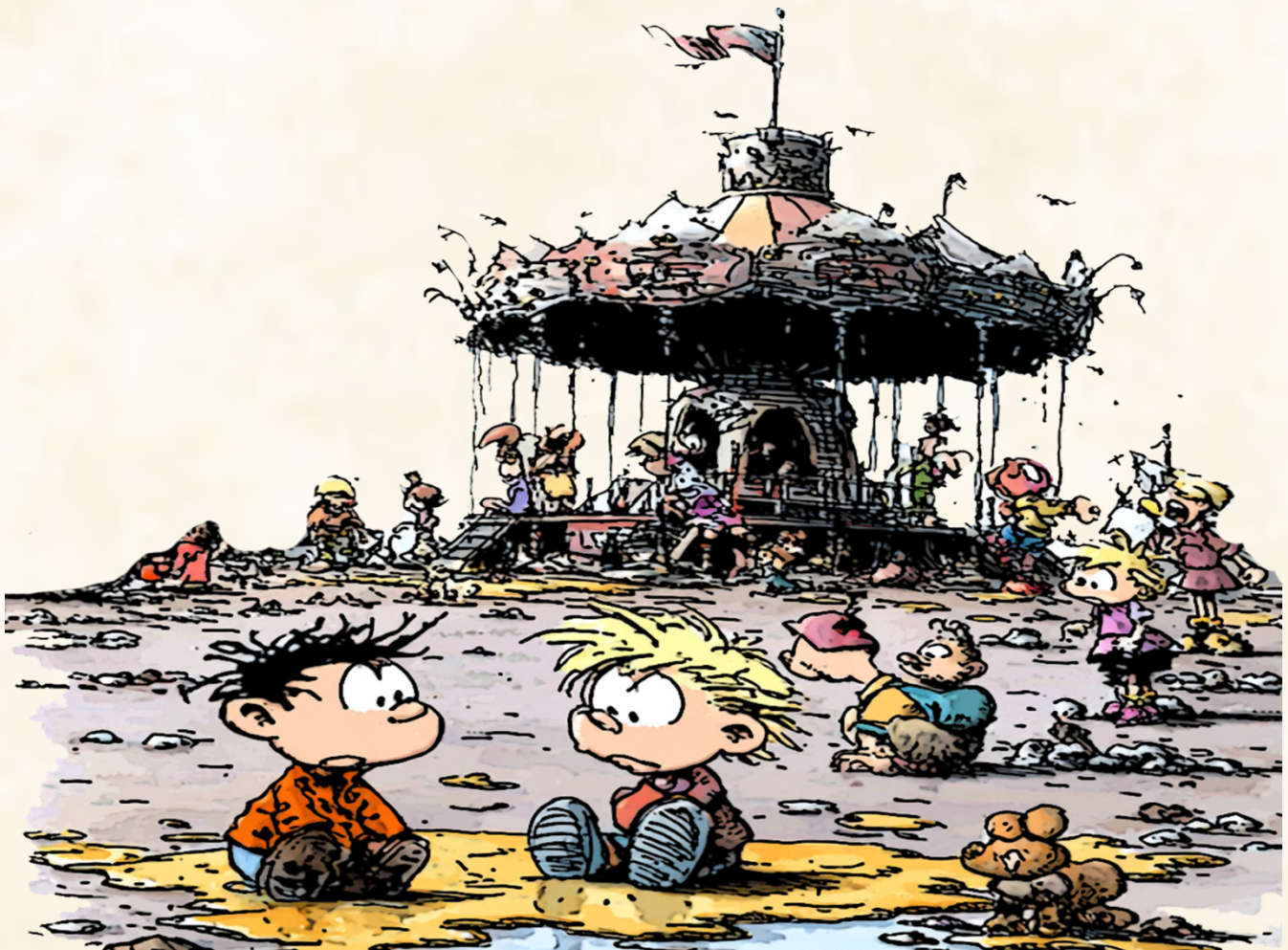
The figure is Mayor Staypuft. He has struck a deal with Lord Bittercocoa and is absconding with the ticket sales from the charity event. If any player tries to pursue him, read the following:

You turn to follow the mysterious figure. As you move your legs to run, you find yourself falling. SPLAT! You hit the ground with a thud. That hurt (*roll for Light Damage*). One of your shoes is held fast in a sticky puddle of marshmallowy goo. The figure scurries into the darkness and disappears.

The Mayor escapes to City Hall for now. The Party is encouraged to aid the wounded, most of them needing insulin (*available in the Apothecary, which is now open*).

The fairgrounds are littered with sobbing children and bits of marshmallow. You haven't seen this degree of carnage since Thanksgiving at Aunt Thelma's!

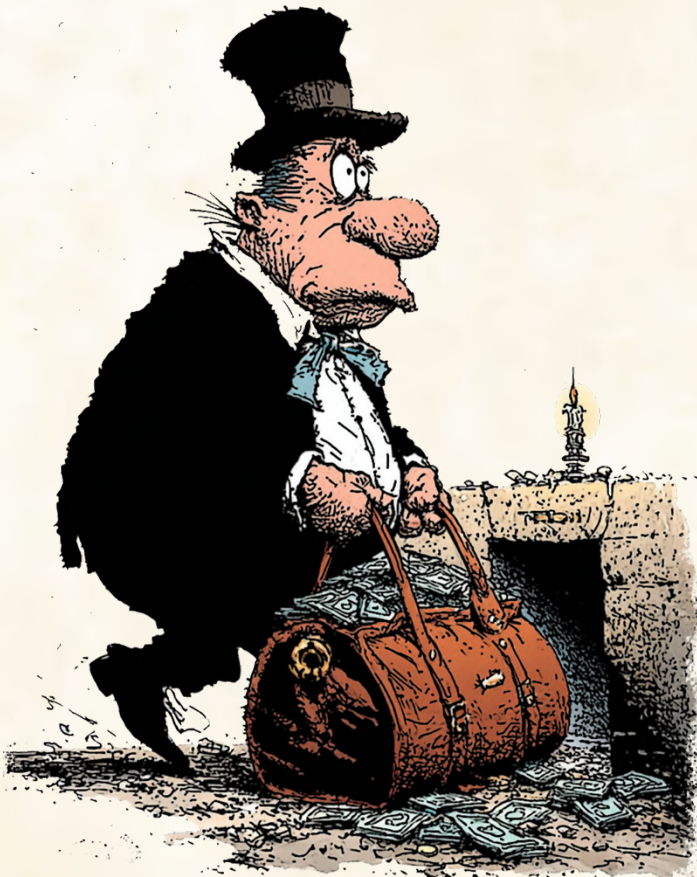
Have the Party roll for perception against Target 8 (Mind). If anyone in the Party is successful, they will all notice traces of cocoa powder in the marshmallow residue. If two (2) or more players are successful, they will also be able to track Mayor Staypuft's footprints clearly leading to City Hall.



The Party should be encouraged to follow the footprints, which will lead to an encounter with the mayor and give some more clues and resources for their quest.

You enter the clearing of the front lawn on the grounds of City Hall. The lights are off and the place is dark – except for one room on the second floor, lit by the faint glow of a candle lamp. The front door of the municipality is ajar, without any signs of forced entry.

City Hall is an old building with sagging doors and creaking floorboards. The décor is simple, but elegant. Several old photos and artifacts related to the town's history adorn the walls and display cabinets. The main hall features a row of portrait paintings depicting the



succession of mayors from Bramblebrook's inception until the present day.

You hear some rustling from the upstairs.

The Party encounters Mayor Staypuft in one of the upstairs offices. He is frantically emptying the contents of a wall safe into a duffel bag. When confronted, he tries to think up an excuse, but quickly crumples into tears.

'You caught me,' sobs the mayor. He slumps down at the desk and cradles his head in his hands. 'I just...I just didn't know what else to do.'

When questioned, you discover that **Jenny Jellybean**, the mayor's adopted niece, has been kidnapped by **Lord Bittercocoa**, an evil dark chocolate bunny.

Backstory: Many years ago, Fred was an ordinary milk-chocolate bunny. Life was great! He was sweet, he was solid – and the children adored him. But then, one fateful Springtide, he was left in a basket as all of the newer, more exciting candies were chosen. One by one, the confections were taken home until he alone was left to melt in the hot sun amidst an empty bed of green plastic grass. This once-solid staple of holiday goodness felt himself becoming *hollow* inside. Overcome with sorrow, his soul grew dark. He became bitter.

As the sun set on Bramblebrook, Fred wandered off into the Candywood Forest to disappear. That's when he stumbled upon the old abandoned chocolate factory. Scared, but resolute, he made his way deeper into the cavern. Tired, starving, and dehydrated, the now-hollow bunny encountered a less-than-noble psylocybe (*fungal folk*) who offered him an elixir that would 'change everything.' With nothing left to lose, Fred drank it.

What exactly transpired that fateful day is left to speculation and debate. But suffice it to say, the old Fred was gone. What emerged in his place was someone – or *something* entirely different.

Lord Bittercocoa wasted no time on setting his master plan into motion. He would secure a syrupy supply chain, raise an army of minions, and unleash his wrath upon the good citizens of Bramblebrook for slighting him. A simple story of scorn and revenge.

The despot's first step was to secure funding. Grants for evil confectionary masterminds had all but dried up since COVID, so he would have to resort to more direct '*donations to the cause.*' Mayor Staypuft, weak-willed as he is, was an obvious target. The threat letters began arriving about a year ago, sporadic at first – and with really bad spelling. Over time, they became more sophisticated and regular, culminating with a clear plan and much better punctuation. The mandate was simple: Give us the money or we take the girl.

Mayor Staypuft confesses to the Party that he'd been skimming from the town budget to pay Lord Bittercocoa. Funds had been tight in recent months, so he begged for an extension until the influx of cash from the festival. But, in a rare moment of clean conscience and bravery, the mayor told the dark despot that he'd had enough. No more extortion. No more payments. The people deserved better. That all changed when the peeps showed up.

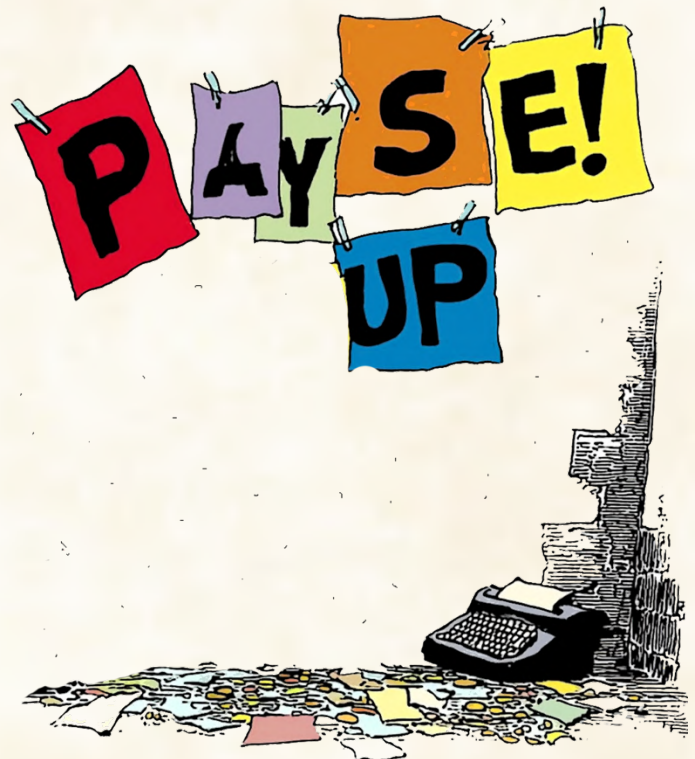
Since it's already quite late and not much can be accomplished in the dark, it is advised that the Party gets some rest and reconvenes in the morning. Mayor Staypuft graciously extends the invitation to be his guest at his manor house behind City Hall. There is no ill will here and nothing bad will befall the Party. Give the

Party the choice whether or not to stay as the mayor's guest (*see note*).

DM Note: If the Party decides to rest at the manor, they each recover 1d20/5(*up*) HP. If they decide not to rest at the manor, they are not able to find adequate lodging and have to sleep on park benches in the open. Everyone loses one inspiration token/coin due to a fitful night's sleep. In addition, have everyone roll 1d20. The player with the second highest roll has one piece of Gear (*of their choice*) stolen by a trash panda (*raccoon*) during the night.

It's morning and the chaos of the previous evening lingers in your mind. What's the next step and should you even get involved? As you ponder these questions, Mayor Staypuft bounces in to greet you.

'*Good morning, adventurers!*' His mood is surprisingly good. In his hands is a silver tray with cups of hot chocolate, one for each of you.



There's nothing fishy about the hot chocolate, but you can play up the Party's suspicions by not having the mayor drink any (*maybe he gives an excuse like, 'I'm watching my weight.'*). If the Party spent the night on the park benches, anyone who drinks the cocoa gets their coin returned to them (*but only after everyone has made their decision*).

When everyone has finished their beverage, the mayor gets down to business.

'Alrighty, then! Let's get down to business! We've got to find my niece. Last time I saw her, she was at the confectionary. She's the only one who can stop Bittercocoa from carrying out his diabolical plan. Perhaps she left some clues behind.'

The Party should make their way to the Confectionary. Here they will find the place completely ransacked, with graffiti written in icing on the windows and walls. One of the more legible slogans declares, *'For Lord Bittercocoa! For Sweet Liberation!'* which has become the rallying cry of the uprising.

Jenny Jellybean had clearly put a lot of her heart and soul into this establishment, so to see

it trashed like this is upsetting to Mayor Staypuft.

'She's given everything to make this confectionary a place of joy. All she ever wanted to do was make people happy.' The mayor's voice cracks a bit and his eyes start to mist. But then, with almost a flip of a switch, his face becomes hardened and resolute. (*angrily*) *'There's no time to waste! This ends today, Bittercocoa!'* He paces back and forth in steely-eyed deliberation. *'I don't have any more money. But what I do have are a very particular set of skills, skills I have acquired over a very long career. Skills that make me a nightmare for people like you. I will look for you, I will find you, and I will kil...'* In mid-sentence, the mayor steps on a pile of spilled gumballs, his rotund body bouncing to the floor. Well, you get the point and it was a good speech while it lasted.

As the Party searches the premises, have them roll against Target 7 (Mind). If anyone is successful, they find the following note, hastily scribbled on a cash register receipt. The mayor recognizes the handwriting as Jenny's. It reads, *'Follow the beans...'*



A trail of jellybeans leads out the front door toward Candywood Forest.

Act 2, 'Into Candywood Forest.' Leaving the Confectionary, the Party follows the trail of jellybeans toward Candywood Forest.

As you approach the river, you see that the bridge has been destroyed. The boards and support beams have all washed downstream. It's springtime, and the usually calm waterway is now running wild at full force (*see note*). Not a swimmer, the mayor stays behind, offering continued 'moral support.'

DM Note: The Party can use any variety of methods to cross the river as long as they make sense to you as the DM. Once they come up with a plan or two, have the Party roll for simple Percentage for success or failure. If the plan fails, have one random player lose one piece of Gear in the river.

Once the Party has traversed the river to the opposite bank, they will be in sight of a lonely, rundown cottage. This is the home of the Peppermint Hermit (*see note*). He is sitting outside in a rocking chair.

DM Note: The Peppermint Hermit is none other than the great wizard, Pez de Spencer himself. The Party will not discover this until much later in the adventure.

'An impressive display of skill you've shown crossing that river!' An old man is sitting in a rocking chair

outside a small cottage. A wisp of smoke rises from the stone chimney. 'Headed into Candywood Forest, I presume?' The old man waves you to come near.

Upon closer inspection, the old man is not a man at all. He is a candy cane - with a long, gray beard, bushy eyebrows, and a cloak that has seen better days.

The old wizard has been keeping his eye on Bramblebrook ever since rumors of Lord Bittercocoa began to surface. He will aid the Party to some degree, but will try not to directly intervene if possible. If the Party takes the time to question him, here is what the Peppermint Hermit knows:

- Directions to Ye Olde Chocolate Factory through Candywood Forest, on the other side of the Cotton Candy Clearing.
- That Jenny Jellybean was taken into Candywood Forest by a band of peeps.





- The floorplan of Ye Olde Abandoned Chocolate Factory. He'll sell you the map for 2 coins. Hey, times are tough and rent ain't free!

-That Lord Bittercocoa can be defeated, and the answer lies with Jenny Jellybean. But the Party should be cautious. He will tell them:

'Many that live deserve death. And some that die deserve life. Can you give it to them? Then don't be so eager to deal out death in judgment. For even the very wise cannot see all ends.'

The Peppermint Hermit points the Party toward the path to Candywood Forest and gifts them a few items to help them on their quest.

'Wait - I almost forgot,' the old man says as he bounces back into the cottage. He rummages around in a closet for a few minutes and returns with a handful of items. *'You may find these helpful...'*

The items are a **spray bottle of water**, a small bag of **powdered sugar**, **strawberry licorice**,

and a jar of **peanut butter**. If asked what to do with the items, the Peppermint Hermit will simply reply, *'That's something for you to figure out on your own. Good luck!'* And with that, he goes back into his cottage and shuts the door.

It's about mid-day and you best be getting a move on! Candywood Forest is only a mile or two beyond the hermitage. The travel is fairly easy and well-trodden. From time to time, you spot a random jellybean, assuring you that you're heading in the right direction.

You arrive at the edge of the forest. The trees grow thick and ominous. As you stand at the trailhead, pondering the way forward, two of the trees begin to move. Their branches close in to completely obstruct the path. And then, they speak...

*'At forest gate you pause to plea
With whispered knocks to ancient tree.
The leaves leaned close, the roots awoke
To pass, tell us a good Dad joke.'*



Entrance to the forest requires someone in the Party to tell a clean, family-friendly Dad joke.

The trees chuckle as their branches retract, opening the passage into the forest beyond. Two paths now lay before you...(see note).

DM Note: Have the Party roll for Perception against Target 11 (Mind). If anyone is successful, they notice a single jellybean half covered by leaves on the trail to the right. There really is no difference between paths as far as encounters go, but rolling gives the illusion of choice ☺.

As the Party makes their way through the woods, the path gets progressively darker. The tops of the trees continue to grow thicker and thicker, blocking out more and more sunlight as they move forward. Strange, eerie noises add to the ominous scene. If you choose, you can have each player roll against Target 7 (Spirit). Failure results in -1 Spirit from dread until they exit Candywood Forest.

It's been happening slowly, but the ground beneath your feet has gone from normal dirt to an almost rubbery feel.

As the Party ponders the scenario, have them all roll 1d20. The lowest roll player is suddenly snatched in the air by their foot. A giant **licorice vine** has wrapped its tentacle around the player's ankle. The victim is dangling upside down about 30ft (10m) in the air. He/she rolls at Disadvantage until released from the vine.

As your fellow adventurer is hoisted violently into the air, the vine shifts its attention to the

rest of you. Tentacles poised, it readies for the next attack. Roll for Turn order...

After the encounter with the licorice vine is finished, the Party will enter another section of Candywood Forest (*next page*) where they will discover various artifacts. Some will help them, some will harm them, others are just for loot.

A clear blue pool of water marks the trailhead. The path before you meanders peacefully before disappearing into the forest. With the threat of the licorice vine over, this looks to be a good spot to rest and catch your breath.

Everyone in the Party who chose to rest adds +1 HP. Those who don't, don't (*and they cannot change their minds* ☺).



Candywood Forest



The map of Candywood Forest has five (5) locations where items may be found (*see note*). The Party is only allowed to explore three (3) of the locations in total. Once the three locations are chosen, determine which items are discovered in them by rolling 1d20/5(up) for each location. Allow different players to roll for each location, then have the Party decide as a group who gets to keep what item. None of these items take up Gear slots.

After the three items are allocated, have everyone in the Party roll 1d20. The highest and lowest players then get to choose which of the remaining two locations they (*individually*) want to explore. For each of these two locations, read to the receiving player the list of 4 available items. They must pick one to take. After both have chosen their items, they must then swap them with each other.

DM Note: Locations 3 & 4 are filled with only negative items. Do not tell the players the effect of **any** item in **any** location until after all items have been allocated. Simply read the highlighted descriptions as they are discovered. Once allocated, the item must be accepted and cannot be discarded.

LOCATION 1: You peer into the clear blue water. Suddenly, the pool starts to ripple and churn, then grows perfectly still. At the bottom, just within arm's reach, you see...

- 1. Nougat Nugget.** *A small, whitish lump.* No one really knows what 'nougat' is, but this little gemstone gives a definitive answer to any (*quest-related*) question. 1x use.
- 2. Chocolate Coin.** *A chocolate disk wrapped in gold foil.* Is worth whatever any single item costs. 1x use.
- 3. Jellybean Gemstone.** *A brightly colored*

crystalline jellybean. Can be exchanged for 3 coin/inspiration tokens. 1x use.

4. Ring Pop. *A plastic lollipop ring.* Worth enough to bribe any single enemy. 1x use.

LOCATION 2: A small metal door is set into the rock. It has been poorly concealed and the latch is almost rusted off (*Target 2 Body, HP 3 to break open*). The door opens with an anemic creak...

- 1. Lollipop Bonker.** *A giant round lollipop on a wooden handle.* Deals Medium Damage. 3x use, then breaks apart.
- 2. Sourball Grenade.** *A golf ball sized sourball.* Deals Heavy Damage to anyone within 15ft (5m). 1x use.
- 3. Explosive Chewing Gum.** *A pack of gum.* It can stick to anything and will explode 2 Rounds after activating (*chewing*), dealing Heavy Damage to the attached object. 3x use.
- 4. Licorice Whip.** *A 10ft (3m) bullwhip.* Deals Medium Damage. 5x use before breaking.

LOCATION 3: A pulsing blob of translucent substance shimmers in the lone ray of sunlight reaching the forest floor. An arcane object is encapsulated inside. Roll against Target 8 (Spirit) to reach in and extract the object...

- 1. Terror Taffy.** *A stick of purple taffy.* Whomever eats this loses -2 Spirit, sensing impending doom until they exit the forest.
- 2. Peanut Butter Pox.** *A chocolate peanut butter cup.* Whoever touches it begins to break out in pock marks everywhere. The itching causes -1HP (-3HP if eaten) and Disadvantage until they exit the forest.
- 3. Dum-dum.** *A small, green lollipop.* Decreases the player's Mind by -1 (-2 if eaten) until they exit the forest.
- 4. Junior Mints.** *A chocolate covered mint.* Shrinks the player's strength by 50%. Any Body

rolls are at Disadvantage until they exit the forest.

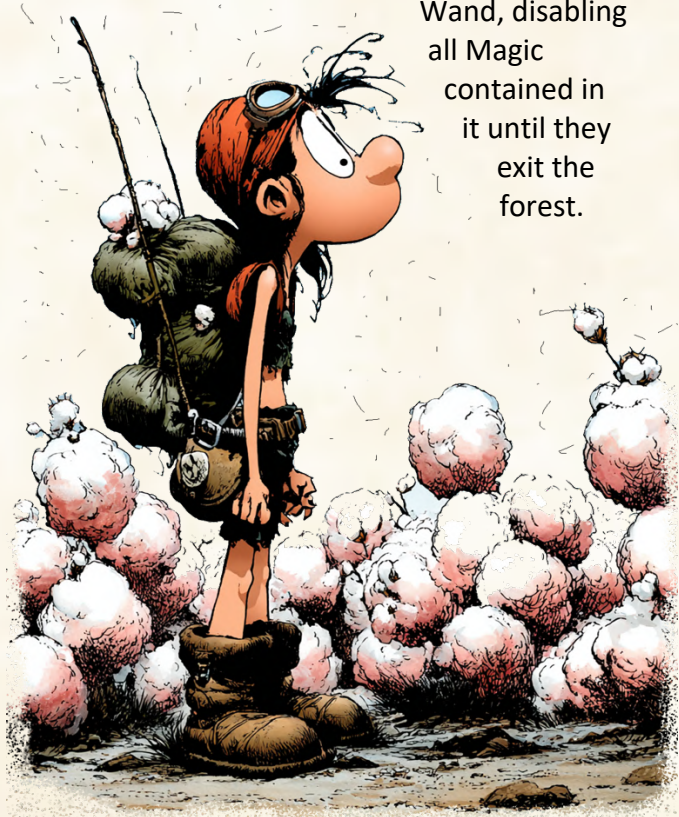
LOCATION 4: A bright red and white toadstool mushroom seems oddly out of place, even in this strange wood. It's unusually large, hollow cap seems more man-made than natural. (Stored inside the hollow cap is a...)

1. Donut Hole. A donut with an electrical glow in the center. It is a vortex. One piece of the player's Gear (determined by 1d20/2(up)) is sucked into the hole, never to be seen again.

2. Candy Corn Teeth. A bunch of candy corns arranged to look like a set of teeth. They attack the player, inflicting Light Damage before running off into the forest.

3. Caramel Syrup. A bottle of caramel syrup. Leaks while holding it, covering the player with sticky goo, and causing Disadvantage on all rolls until they exit the forest.

4. Chocolate Chipper. A strange looking chocolate chip. It breaks the player's Staff or Wand, disabling all Magic contained in it until they exit the forest.



LOCATION 5: A pile of leaves doesn't look quite right. Poking around, you discover...

1. Marshmallow Boots of Bouncing. A pair of marshmallow boots. Enables the wearer to bounce/jump 20ft (6m) high. Unlimited use.

2. Pixie Dust. A pixie stick (powdered sugar in a tube). A cloud of dust that makes the player invisible to all enemies for 2 Rounds. 2x/use.

3. Butterfinger. A peanut crisp chocolate bar. Disarms an enemy by giving them butter fingers whereby they can't ever hold onto weapons or Gear. 3x/use.

4. Candy Coating. A vest made of pure sugar. Gives the wearer +2 Defense against any Body attack. Unlimited use.

Cotton Candy Meadow. The Party makes their way through the forest and finds themselves at the edge of a vast meadow. But this is no ordinary meadow. The field is made entirely of sticky cotton candy.

After trekking through the woods for some time, you come to the edge of a clearing. Before you is a vast meadow of pastel blues and pinks. It looks almost like a fuzzy sunset. On the other side of the field, you see another patch of forest. As you look more closely, you can make out an old brick smokestack in the distant woods. It's active, and the smoke is a light brown. You smell the faint whiff of chocolate in the air.

The only way to Ye Olde Chocolate Factory is through the field. It is too wide and too long to bypass. Any attempt to fly over it will be met with the same issues above, as the clouds over the field are also made of cotton candy.

Anyone who steps into the field must roll against Target 15 (Body) every 10ft (3m). Failure results in being stuck. Any Gear (except the spray bottle) that is used against the cotton

candy immediately gets stuck and is rendered unusable. Any attempt to heat or burn the cotton candy will result in Light Damage scald wounds from the caramelized sugar.

Eventually, everyone in the party should get stuck, requiring them to think of a solution (*literally* ☺). The only way to get through is to use the spray bottle given to the Party by the Peppermint Hermit. The water will immediately dissolve the cotton candy and unstick everything.

Act 3, 'Ye Olde Chocolate Factory.' After traversing the cotton candy field, the Party will trek just a bit longer through the far side of the forest.

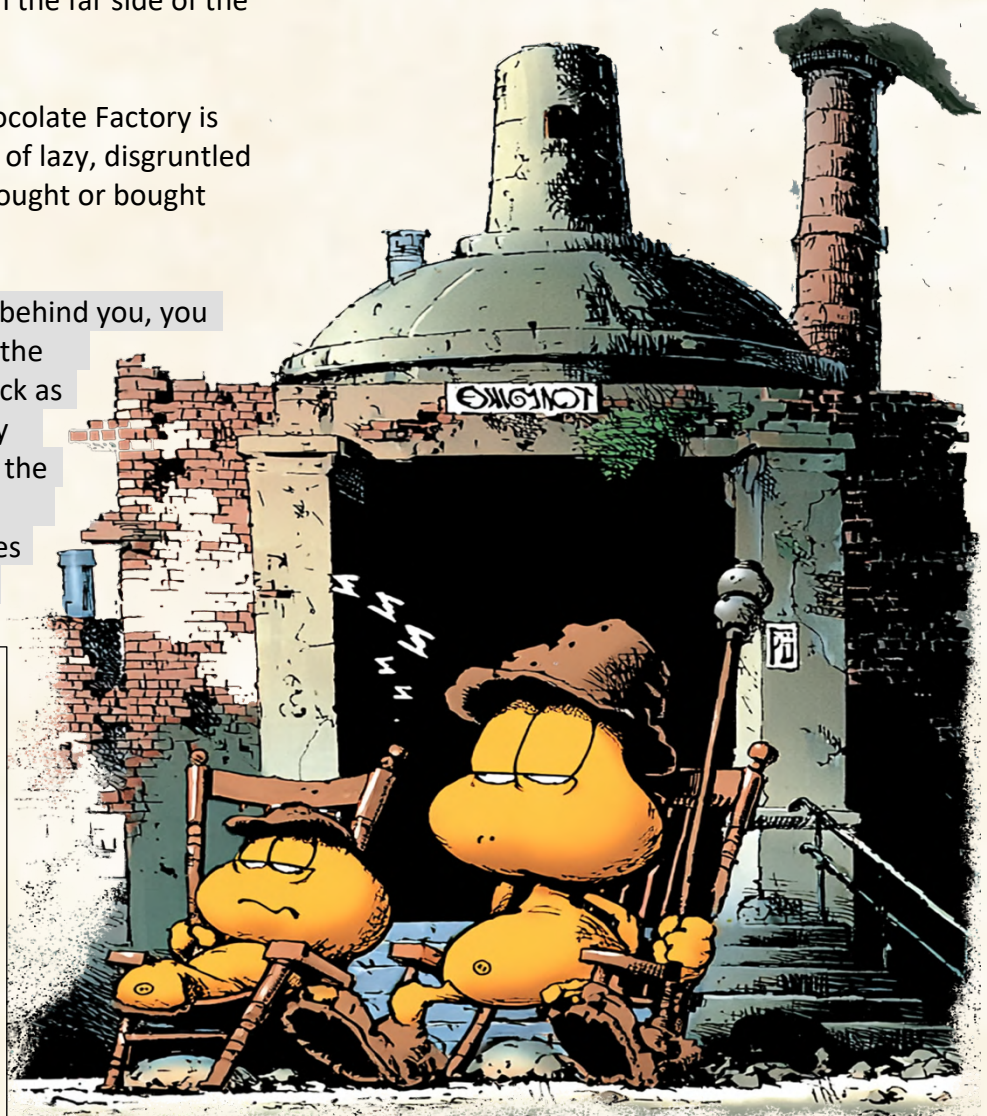
The entrance to Ye Olde Chocolate Factory is loosely guarded by a couple of lazy, disgruntled peeps. They can either be fought or bought (*cheaply, we might add*).

With the cotton candy field behind you, you make your way deeper into the forest. The vegetation is thick as you slash and push your way through the underbrush. In the not-to-distant distance, you think you hear muffled voices (*see note*).

DM Note: Two (2) peeps are 'guarding' the entrance. If the Party has not been careful to be quiet, the Party rolls collectively against Target 10 (*no modifier*). Failure results in the peeps sounding the alarm to warn others inside the factory.

If the Party sneaks up on the peeps (*'Chucky' and 'Bucky'*) without being detected, the peeps will be last in Turn order for any encounter, and everyone in the Party rolls the first round with Advantage. If the Party is detected, the peeps go first with Advantage.

The peeps can be bribed to look the other way. If the alarm has already been sounded, they can call it in as a false alarm. If the alarm has been sounded and not re-called, EVERY roll for EVERYONE in the Party is at Disadvantage for EVERY first encounter inside Ye Olde Chocolate Factory, so it may be wise to pay off the guards.

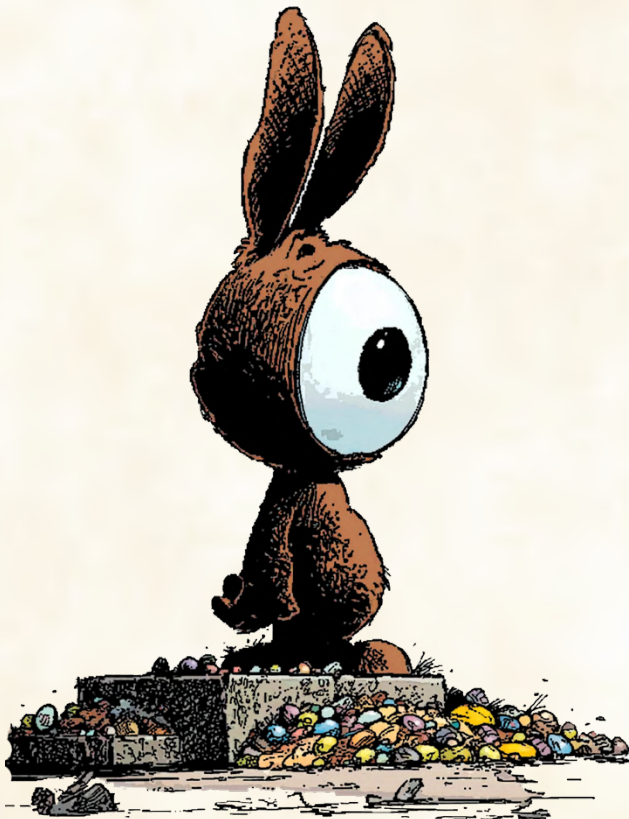


With the guards neutralized, the Party must now figure out how to get inside Ye Olde Chocolate Factory, preferably without being seen nor heard.

See map (p. 19) for Locations, described as follows:

1. Entrance. A large, steel door is secured with heavy chains and a padlock.

If the Party has the **iron key** from the Blacksmith in Bramblebrook, it opens the door without difficulty and does not spring the trap. Without the key, the door is Target 12, HP 18 to force open and springs the following trap: The heavy, rusty door groans on its hinges as it slowly creaks open. A rush of magical chocolate-scented air hits your nose. Each player must roll against Target 10 (Spirit). Failure results in -1 Spirit for 3 rounds due to lack of desire to fight (*the chocolate just smells sooooo goood*).



The entryway is dimly lit with a string of old, flickering Christmas lights. A rickety spiral staircase sits in the middle of the room and you can hear faint clanking noises from the factory below.

The stairs pose no actual threat but the Party may want to be cautious on their way down.

2. Gift Shoppe. Furnishings of an old gift shop line the walls of this 30ft x 30ft (10m x 10m) room. The display cases are cracked and candy wrappers litter the floor. Vintage signs hang crooked on the wall, aged testimonies to the factory's glory days. A pile of yellow goo is slumped at the bottom of the stairs with a scribbled plaque embedded into it.

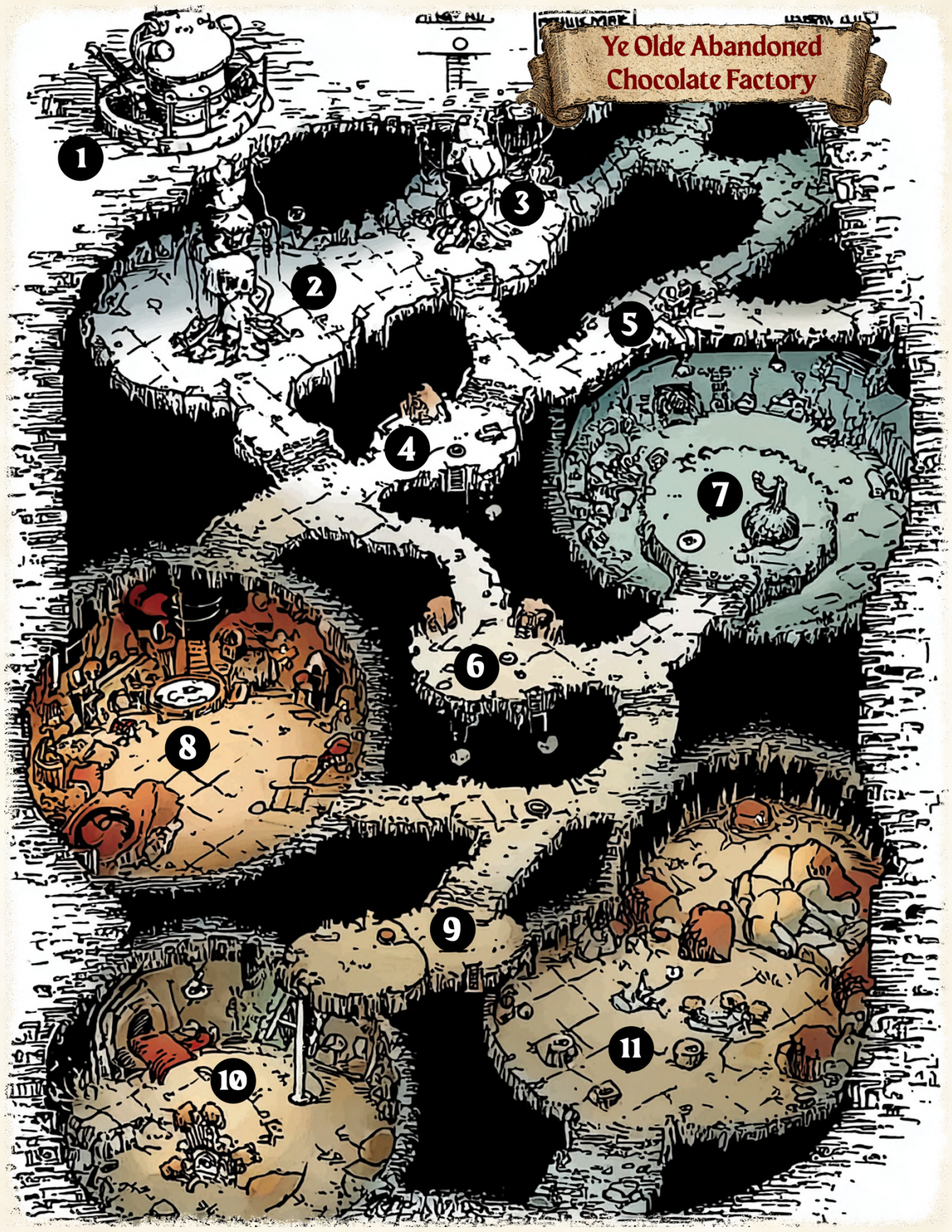
If the Party investigates the yellow goo, the plaque reads, '*A warning to all who would defy Lord Bittercocoa.*' It is a melted peep.

3. The Statue. A huge statue of a chocolate bunny cyclops occupies most of the space. Its eye is missing.

If the Party chooses to look around, have them roll against Target 7 (Mind). Success reveals a slate tile on the floor with an inscription covered in dust. If they take the time to brush it off, the inscription reads, '*One gobstopper to rule them all, one gobstopper to find them. One gobstopper to bring them all, and in the darkness bind them.*'

If they have the golden **gobstopper** from the Curio Shoppe in Bramblebrook, it fits into the socket. This will come into play later. When the gobstopper is placed, it locks into the statue and cannot be removed, even by Magic. If they do not have the gobstopper, the Party is overcome with a sense of dread, losing -1 Spirit as a group (*they choose who in the Party takes the loss*).

Ye Olde Abandoned Chocolate Factory



4. Depository. A 20ft (6m) diameter area guarded by 1d20 *peeps*. One of them is standing watch over what appears to be a small grotto roughly the size of a safe.

The grotto houses stolen money for the regime, most of it embossed with Bramblebrook markings. The entrance is just big enough for an adult human to crawl into. The first one to poke their head into the grotto immediately gets their hair stuck in a bubblegum web trap and remains stuck and at Disadvantage until extracted. The trap is Target 10 (*no modifiers*), HP 100.

If someone thinks to use the *peanut butter* gifted by the Peppermint Hermit to smear into the victim's hair (*thus releasing the bubble gum*), the trap is immediately neutralized. However, the victim must then roll against Target 6 (Body). Failure results in -1 HP to mild peanut allergy.

5. Barry. A lone peep patrols the corridor. He's wearing a tophat, whistling '*Sweet Child O' Mine*,' and his nametag reads '*Barry*.'

Like many of the peep minions, Barry doesn't want to be there. He dreams of being a singer in a rock band and headlining at next year's Springtide Festival. If he's guaranteed asylum, he'll tell the Party that Jenny Jellybean is held prisoner in Location 10.

6. Authorized Personnel. The corridor ends at two pillars with signs reading, '*Awthoryzd Prsonal Onli*.' The space in front of you is unoccupied and quiet. Maybe a little too quiet. For some reason, you notice a dust particle settling to the floor. A flicker of red light catches your eye as it flashes on the dust and quickly disappears.

The room is a laser alarm system guarding the passages below. Several invisible beams crisscross the space. If broken, the laser beams trip a blaring siren, alerting everyone of your presence. If this happens, the Party rolls at Disadvantage for every initial combat encounter, and the enemy rolls at Advantage for every initial combat encounter for each Location.

The Party should use the bag of *powdered sugar* from the Peppermint Hermit to 'dust' the air for lasers. If they do this, they will each roll against Target 4 (Body) to not trip the lasers. If they do not use the powdered sugar, they will each roll against Target 12 (Body) to not trip the lasers.

7. Chocolate Fountain Hatchery. A large iron door blocks the entrance to this area (Target 0, HP 30). Every attempt at opening the door summons +1 molten peep warriors (*see below*).

The door gives way to the steamy air of rich, liquid chocolate. The large, circular space has a catwalk around the outer circumference. In the middle of the room is a pool of hot, bubbling chocolate. A giant fondue fountain keeps the dark brown fluid circulating. Looking closer, you see something beginning to break the surface of the chocolate pool. As you contemplate this new development, the door slams shut behind you and seals itself with a wizard's lock that cannot be broken until the encounter is finished...

The pool is the hatching area for an advanced peeps warrior infused with the power of bitter cocoa. The number of these warriors is equal to the number of attempts to open the door (*above*). They share the same stats as regular peeps warriors, but with +3 Body and 12 HP.

8. Gummy Worm Lair. The air in this room is heavy, dank, and smells of earth and sugar. Test tubes and beakers filled with bubbling pink fluid line the walls. The space appears to be a lab of some kind. In the far corner is an in-ground tank of the same pink liquid. The tank is 3ft (1m) in diameter, and deep enough that you cannot see the bottom.

The room is home to a **giant gummy worm**. It lives in the tank and matches the color of the liquid so well that it completely blends into it. If anything touches the fluid in the tank, the worm immediately awakens and attacks with first Turn and Advantage. If the Party runs, the worm will continue to chase and overtake them.

9. Rotating Platform. You reach the end of the corridor where it terminates at a large, disc-shaped platform. The platform is slowly rotating in a circle like a carousel. The surface of the platform is sparking with blue and orange electricity. A 3ft (1m) diameter flat stone tile is the only area of the platform unaffected by the sparks. It comes nearest to you every 60 seconds in its rotation. The entrance to the next Location is on the opposite side of the platform.

The platform is the only way to cross over to Location 10. The stone tile will hold only one (1) character at a time. To successfully jump onto the tile, each player must roll against Target 11 (Body). If successful, they will be rotated to the other side to jump off into Location 10. If unsuccessful, they take Light Damage from the electricity and must wait their turn for another attempt.

10. Jenny Jellybean. The room is a sunken pit, roughly 20ft (6m) deep, with smooth stone walls. A simple straw bed is at the far side of the room. Seated at the end of the mattress is Jenny Jellybean. She is reading a children's storybook. Sitting at her feet, listening intently, are (1d20) peeps. The only way down into the room is via a brass fireman's pole.

Jenny is being held prisoner by Lord Bittercocoa, but the peeps adore her and hang on her every word. She is not allowed to leave the room per order of their chocolate overlord, but they try their best to treat her well under the circumstances.

The DM can run this encounter different ways...



'Hostile Peeps.' In this scenario, the peeps immediately attack the Party and fight to the death. This scenario is also triggered if any Party member attacks a peep.

In the Hostile Peeps scenario, Jenny is upset by the death of the peeps, but understands it to have been necessary. She is grateful to be rescued from Lord Bittercocoa. *"My heroes!"* she exclaims. She grabs one of the expired peeps from the floor and gulps it down. *"What? A girl's gotta eat."*

'Friendly Peeps.' In this scenario, the peeps move to attack, but Ms. Jellybean intervenes by telling them to stop. She reminds them of the story she was just reading to them and how it instructs us to *'play nice'* with others and not to hit people.



In the Friendly Peeps scenario, Jenny convinces the peeps that the Party members are friends here to *'rescue us all'* from Lord Bittercocoa. The peeps are skeptical at first, but they trust her, and will join the Party in overthrowing the dark chocolate one.

In either scenario, once Jenny Jellybean is freed, she instructs the Party of the following:

"Lord Bittercocoa is in his lair at the end of the factory. During my captivity, I've been able to coax the peeps into bringing me various ingredients. They think I've been working on making them a birthday cake, but it's really a formula I've been developing. Barry brought me the last of the ingredients today. Have you met Barry? He's super nice – been saving up to go to Candywood College. Anyway, he brought me the Mentos® and Diet Coke® this morning."

She grabs a glass bottle of a strange concoction from the shelf. *"I'll lead the way. Let's roll!"* With that, she heads toward an opening to another corridor.

Any peeps from the Friendly Peeps scenario lead the charge to confront Lord Bittercocoa in Location 11.

11. Lord Bittercocoa. As you approach the end of the hall, you hear John William's *'Imperial March'* blaring from cheap, Radio Shack® speakers. This is none other than Lord Bittercocoa's lair...and he's been expecting you.

The room is guarded by 1/d20 peeps, but they will not fight their brethren if any friendly peeps from Location 10 have joined the Party. If the Party does not have friendly peeps, roll for Turn order and begin the battle.

Once the peeps guards have been neutralized, the Party can enter the lair.

Sitting defiantly on a pile of gold is Lord Bittercocoa. *'I see you have come to meet your chocolatey doom,'* he says with an ominous sneer.

Lord Bittercocoa's first attack will be Molten Mouth, spewing a stream of scalding hot chocolate onto anyone within range. This counts as one attack and all must roll against Target 10 (Body) to dodge the blast. The main goal of the Party is to protect Jenny Jellybean from harm, but she is eager to fight. After the first attack from Bittercocoa, everyone (*including the chocolate despot*) rolls for Turn order to resume the fight.

Cyclops. If the Party has activated the cyclops statue from Location 3 (*by placing the golden gobstopper into its eye socket*), it now shows up in the second Round to help them fight Lord Bittercocoa. Allow one of the players to control the cyclops rather than the DM playing it as an NPC. The cyclops has same stats and Abilities as Lord Bittercocoa.

Jenny Jellybean's potion. The concoction is a 'reverse-the-curse' formula with a 50% chance of transforming Lord Bittercocoa back into harmless Fred upon contact. She has only one shot at it, mixing the formula into the bottle of Diet Coke®, then adding Mentos® to create the explosion. Anyone within 6ft (2m) of Lord Bittercocoa at the time of the explosion will suffer Medium Damage from the blast.

The Feathered Hat. If anyone has the hat from the Haberdashery in Bramblebrook, it begins to glow with intense yellows and reds. At the same time, the top of Lord Bittercocoa's head begins to glow in the exact same colors. If the hat is placed onto the tyrant's head, it has a

50% chance of transforming Lord Bittercocoa back into harmless Fred.

Ending 1 – Fight to the death. If Lord Bittercocoa is killed, the entire factory complex starts to quake violently. The Party barely escapes as the structures and peeps within descend to the depths of the earth.

Ending 2- Redemption. If Lord Bittercocoa is changed back into Fred, he is (*bitterly*) sorry for all of the pain he's caused and pledges to devote himself to community service. The gold is returned to Bramblebrook's treasury, and all of the mutant peeps are turned back into harmless peepings.

The Party, along with Jenny Jellybean and Fred, return to town where they are reunited with Mayor Staypuft and the good people (*see what we did there*) of Bramblebrook. Fred immediately goes to work, putting all of his resources into renovating the fairgrounds for what can only be expected to be the biggest Springtide Festival ever.

You slowly make your way back to Bramblebrook, relieved that all is well. Leaving the forest, the sleepy glen lays before you, its shallow brook meandering through the town. The Peppermint Hermit's cottage door is open and there's a wagon with a donkey parked out front. It's loaded with all manner of fireworks and entertainment. An old man in a wizard's cap fumbles his way outside, locks the door, and makes his way up into the wagon. Pez de Spencer gives you a whimsical look. *'I always knew you'd make it.'* He slaps the reigns and the donkey slowly moves forward. You watch as the wandering wizard disappears down the path over the horizon. Next year's Springtide Festival is sure to be the best one ever...

Giant Gummy Worm

'Even when freshly washed and relieved of all obvious confections, children tend to be sticky.'

-F. Lebowitz, Orator

Neither solid nor liquid, these gummy titans of terror are spawned in various forgotten places (*like between couch cushions and under car seats*).

Solitude. Worms who have survived 'outside the pack' are tough and resilient. They live a life of lonely solitude, and they like it that way. They are deeply protective of their secluded habitations and will defend their domains to the death.

Regeneration. In some circumstances, if a gummy worm is cut in half, it can grow into two independent gummies. It may also stick itself together again. It all depends on how much dirt and debris gets stuck on the wounded ends.

Camouflage. Being a mix of non-descript colors and flavors, gummy worms can blend into almost any background to disguise themselves. It is particularly hard to tell the difference between an edible gummy worm and a plastic fishing lure. This is why Cabela's® and Bass Pro Shops® are used as incognito worm-trafficking hubs.

Body Slam. Even though these monsters have giant teeth, they are as rubbery as the rest of their bodies. Worms will resort to body slamming their enemies into walls and other hard surfaces. Since it's squishy, the worm itself does no damage – it's the impact into the other surface that inflicts the wound. In rare cases, a worm can smother its victims by surrounding them in its gel.



Giant Gummy Worm

Very large gummy monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
3	0	0	0	0

TARGET 8 HP 40 DAMAGE Medium

Traits. Aggressive, made of gummy candy, rubbery, fast.

ACTIONS/ABILITIES

Body Slam. Will ram into enemies, causing Medium Damage (*it would be more, but he's bouncy*).

Camouflage. Can blend into any color.

Motivation. *Primal/territorial.* Acts on its base instincts to protect its home and itself.

Weakness. *Melts.* All gummies melt if you apply enough heat.

Jenny Jellybean

'Whoever thought a tiny candy bar should be called "fun size" was a moron.'

-G. Beck, Commentator

Orphaned at age 7, 'JJ' as she is called, was unofficially adopted by her uncle, Copernicus Staypuft, the mayor of Bramblebrook.

Confectionary. JJ has fond childhood memories of making candy with her mom in the manor house kitchen. So, when the old confectionary came up for sale, she jumped at the opportunity. With a downpayment gift from her uncle, she scraped up every penny to buy the rundown place. It's taken years of struggle, but the store is finally starting to break even.

Big Dreams. JJ is a talented artist in all forms of candy, but her true passion is chocolate. One day, she hopes to be the best and biggest chocolatier in the land. Her journal is filled with exotic places where she dreams of traveling to source the world's finest cocoa beans.

A Good Heart. Ms. Jellybean always assumes the best of people, even when it isn't true. This has often led to her being the victim of scams and less-than-truthful promises from would be 'investors.' She has more debt than she knows.

The Dark Side. Perhaps it was the trauma of losing her parents at a young age, but whatever the reason, JJ has a dark side she tries to control. Although she *wants* to like milk chocolate, the truth is that her heart is 65% cacao.

Marriage. Many suiters have tried to win the hand of this fair maiden, but to no avail. So far, none has been able to match her unique balance of sweet and savory.



Jenny Jellybean

Young humanoid candymaker, friendly

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	1	2	0	0

TARGET 8 HP 27 DAMAGE Light with a rolling pin.

Traits. Spunky, free-spirited, naïve. She makes the best candy in the land.

ACTIONS/ABILITIES

Recipes. Has a keen awareness of how ingredients react in a blend.

Perception of Good. Able to see even the slightest bit of sweetness in someone.

Motivation. *Curiosity.* She's always looking to try new things just to see for herself.

Weakness. *Naïve.* Takes people at their word. 'Fool me twice' was coined for her.

Licorice Vine

'Licorice is the liver of candy.'

-M. O'Donoghue, Dark humorist

Let's face it – no one likes licorice. Maybe if that's all you had in the 1800s, but even then, we'll pass.

Strawberry Envy. Licorice was doing just fine as a lonely, unloved candy. He chalked it up to people's lack of sophistication for classic flavors. That was until someone came up with *strawberry* licorice. It was all the rage, but it also proved that it wasn't the actual licorice people disliked – it was him! Now, just to look at that hideous red abomination twizzles his HP down to half at first sight (*this only works once*).

Regeneration. Every two Rounds, a licorice vine will regenerate 1d20/5(up) tentacles, and with them he gains +1 HP per tentacle. The best thing you can do is to quickly cut off as many as you can, or go for the head (Target 9, 15 HP). Once the head is at zero HP, the creature shrivels away.

Saccharine Squeeze. Anyone caught by a tentacle (*by failing against Target 10 (Body) when attacked*) fights at Disadvantage until released. Every round during which one is entangled, the victim suffers Damage. Light for the first round, Medium for the second round, Heavy for the third, then cycle back to Light. Individual tentacles are Target 5 (Body) with 2HP to release its victim.

Nutritious. If one is adventurous to actually eat this disgusting confection, doing so will add 1d20/4(up) HP to the eater. This is added to their permanent baseline HP. But, after consuming, the eater must roll against a 20% chance of vomiting and negating the added HP.



Licorice Vine

Rubbery vine-like monster, hostile.

BODY	MIND	SPIRIT	ATTACK	DEFENSE
4	0	0	0	0

TARGET 5 (*tentacles*)/9 (*head*) **HP** 33 **DAMAGE** Light-Heavy (*squeeze*)

Traits. Aggressive, strong, rubbery, regenerates tentacles.

ACTIONS/ABILITIES

Regeneration. 1d20/5(up) severed tentacles regenerate within 2 rounds.

Saccharine Squeeze. Progresses from Light to Heavy Damage each entangled round.

Motivation. *Wounded Pride.* No one likes licorice and he resents that.

Weakness. *Strawberry.* The mere sight of the non-traditional flavor reduces its HP by half.

Lord Bittercocoa (Fred)

'Keep your friends close, and your chocolate closer.'

-R.A. Bit, Mafioso

Born in Hershey, Pennsylvania, but was never allowed to ride the Comet.

Bitterness. Many years ago, Fred was an ordinary milk-chocolate bunny. Life was great! He was sweet, he was solid – and the children adored him. But then, one fateful Springtide, he was left in a basket as all of the newer, more exciting candies were chosen. One by one, the confections were taken home until he alone was left to melt in the hot sun amidst an empty bed of green plastic grass. This once-solid staple of holiday goodness felt himself becoming *hollow* inside. Overcome with sorrow, his soul grew dark. He became bitter.

Molten Mouth. The rabbit has an endless supply of hot chocolate, and he's not afraid to burn you with it! 30ft (10m) range.

Mind Control. If he decides to use it (*and he will*), Lord Bittercocoa will try to control his enemies by staring at them. This is a Magic casting action (Target 10, Spirit). Victims who succumb to this attack forfeit their immediate next Turn. They just stand there, awestruck, mumbling, *'For Lord Bittercocoa! For sweet liberation!'* Any victim who succumbs to this attack 3+ times in a row becomes the minion of the dark chocolate despot, turning against their own Party.

Hive Mind. Once Bittercocoa is neutralized, all of his influence is broken. Any creature (*peeps, etc.*) under his will revert back to their cute, normal selves. The question is: Can the dark overlord himself be redeemed?



Lord Bittercocoa (Fred)

Angry chocolate boss, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	1	2	0	0

TARGET 11 HP 75 DAMAGE Medium

Traits. Bitter, chocolate, quick, intelligent. Does not like the sunshine or happy people.

ACTIONS/ABILITIES

Molten Mouth. Spews a stream of hot chocolate, inflicting Medium Damage.

Mind Control. Victims give up a Turn when under his spell.

Motivation. *Bitterness and Revenge.* If he can't be the candy most wanted, then he'll be the 'Most Wanted' candy.

Weakness. *Chocolate.* The guy is made out of chocolate.

Mayor Staypuft

'The real hero is always a hero by mistake; he dreams of being an honest coward like everybody else.'

-U. Eco, *Travels in Hyperreality*

Born, Copernicus Reginald Staypuft III, you'd think the mayor came from money. But you'd be wrong...

Humble Beginnings. Staypuft was the last of seven siblings. Unable to afford the basics, let alone a proper education, young 'Coppo' was shipped off to a boarding school. It was there that he learned the art of diplomacy. It was there that he decided it was better to be liked than loved.

Rise to Local Prominence. Upon his parents' passing, the family scattered and the dilapidated homestead passed to Coppo. Being far too big a place, he entered into a partnership with his sister and brother-in-law. They would get the main house while he would occupy the guest room. Together, they toiled to restore what is now known as the Bramblebrook Manor House behind City Hall. When the town's old mayor died, Staypuft decided to run on a dare. To his surprise, he won! As far as the job itself goes – there's not much to do in a small town like Bramblebrook.

The Achilles Heel. Several years after the manor house was complete, Coppo's sister and brother-in-law were killed in a freak bowling accident. His niece, Jenny Jellybean, was given to his care. A bachelor all his life, Staypuft never counted on having a child of his own, but he took on the challenge. Raising Jenny took a lot more money than he thought, and that's when he started 'skimming a little' here and there from the treasury to give her a better life.



Mayor Staypuft

Portly politician, friendly enough

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	-1	0	0

TARGET 10 **HP** 20 **DAMAGE** n/a

Traits. Generally good-hearted, but weak under pressure.

ACTIONS/ABILITIES

Convenient Cowardice. A typical politician, the mayor is not one for direct confrontation. He will pretty much cave with even the slightest opposition.

Motivation. *Popularity.* He wants to be liked by everyone.

Weakness. *Non-confrontational.* He will almost always take the path of least resistance.

Peep

“Do you even like them?” is not the point.’
-Avery Won, Cultural Critic

At 4-inches (10cm) tall and weighing a mere 0.3 oz (8.5g), these militant marshmallows are more mighty than minuscule.

Creation/Corruption. Originally concocted by Mr. Sourpatch, a confectioner in Bramblebrook, as a new treat for the Springtide Festival. They were infused with a magical incantation that animated the gooey snacks for 5-minutes, just long enough for them to hop into the mouths of adoring fairgoers. The evil chocolate bunny, Lord Bittercocoa, plied his dark chocolate arts to craft a new incantation – one that would give longer life to the peeps while controlling their minds to do his bidding. What they lack in Mind they make up for in zeal (Spirit) for their cruel dark chocolate master.

Sticky Slap. Marshmallows are notoriously sticky. The peeps have used this to their advantage to disarm and steal from would-be adversaries. Sticky Slap is successful against Target 9 (Body) and requires success against Target 12 (Body) to get back what was pilfered (*each attempt costs a Turn*).

Self-healing Squish. Peeps can be stabbed and squished without taking Damage. If pulled apart, they form two (2) new peeps within one (1) Round.

Glazed Stare. Peeps are just darn cute - and they know it. A peep will often use their Turn to convince an enemy not to harm them. Casting requires the victim to roll against Target 7 (Spirit). Failure keeps them from attacking any peep that Turn. Once resisted, Glazed Stare has no future effect on the player.



Peep

Sentient marshmallow, apathetically hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	-1	2	0	0

TARGET 6 HP 7 DAMAGE Light (*even with weapons – they cannot use Magic*)

Traits. Mind-controlled confection, yellow, sticky, squishy.

ACTIONS/ABILITIES

Sticky Slap. Steals one piece of Gear. Roll 1d20/2 (up) to determine which piece.

Glazed Stare. Charms you into thinking they are too cute to hurt.

Motivation. *Obedience.* They do the will of their dark Lord Bittercocoa.

Weakness. *Marshmallow.* They're made of marshmallow – did someone say, 'S'mores?'

Pez de Spencer

'You're not famous until you're a Pez dispenser.'
-C. Fisher, Galactic Princess

Hailing from Spencer, Oklahoma, this wily wizard is most known for his gentle demeanor and propensity for mischief.

Childhood. Pez was always a precocious child, forever exploring and getting into trouble. He particularly enjoyed taking things apart to see how they worked (*and, every once in a while, he could put them back together again*).

Wizardry. Pez didn't start out as a Mage. He originally wanted to be a cobbler like his father, but those were some pretty big shoes to fill. At age 12, he went to work for a baker where he learned how to make cobbler. But that didn't pan out either. Then one day, a mysterious figure appeared at the bakery. He blew a puff of powdered sugar in the boy's face, declared him *'the successor to the Candy Cane and protector of the Sweet Lands,'* then vanished.

After that encounter, strange things started happening to young de Spencer. He was able to 'do things' with his mind. He was...different. As a result, people were afraid of him, so he left to live in a remote cabin in the woods where he continued to hone his craft.

Magic. Pez has a lot of Magic at his disposal, including Artifice, Assemble/Disassemble, Big Fat Fist, Float, Liquify, Mage Hand, Plastic, Rewind and Shrink. Although powerful, he almost never kills his enemies, but rather incapacitates them in hopes they will change.

Age. No one knows how old de Spencer is, but he is certainly ancient. Confusing the matter is that he still has the maturity of a 12-year-old.



Pez de Spencer

Wandering humanoid wizard, friendly

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	2	4	0	0

TARGET 11 HP 53 DAMAGE Depends upon which Magic used.

Traits. Gentle, mischievous. Known to use 'ironic' Magic to teach a lesson to his victims.

ACTIONS/ABILITIES

Magic. Artifice, Assemble/Disassemble, Big Fat Fist, Float, Liquify, Mage Hand, Plastic, Rewind and Shrink.

Motivation. *Joy.* He wants to show people the good in life and in themselves.

Weakness. *Puns and Dad Jokes.* If given the opportunity, they must be said out loud.

Notes

A whimsical, magical, and slightly sinister adventure of
sugar-coated chaos!

