

# LICORICE ENCLAVE

The Licorice Enclave are those who understand the world is dangerous, but would still like to make it as sweet as possible. While most folk treat candy as a confection, they treat it as a tool against their foes, wielding delicious weapons of doom. They are trained in combat, and in candy making, and no member of the

Enclave would ever be caught without his candy thermometer.

## LICORICE ENCLAVE SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown on the table below. This spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know. You also know the Prestidigitation cantrip, but can only use it to flavor food by making it sweeter.

Ranger Level	Spell
3rd	Goodberry
5th	Enthrall
9th	Create Food and Water
13th	Charm Monster
17th	Animate Objects

## THE PATH OF CANDY

At 3rd level, you've attuned yourself with a candy-based lifestyle. You gain proficiency with candy weapons, and you score a critical hit on a roll of 19-20 with these weapons. You also gain proficiency with chef's utensils and may double your proficiency bonus with them when making sweet confections.

## COMPANIONABLE FOCUS

At 3rd level, you choose a companionable animal as a focus, and carry its representation with you always.

## LAGOMORPH BOOT

You wear boots fashioned to look like your chosen companion: fuzzy rabbits. You only feel comfortable when wearing them, and the magical bond you have with your slippers strengthens your Ranger abilities. While wearing the boots, you have advantage on stealth rolls which rely on sound, and your walking speed is increased by 10 ft. When performing a standing jump, you may add your Wisdom score to your Strength score for the calculation. Finally, you have advantage on the first melee attack you make on your turn against an enemy who can see your feet.

## BOUYANT ANATIDAE

You are naturally drawn to water, and so is your chosen companion: a floating duck totem. You never seem to put your duck down, and always having it on-hand aids your Ranger abilities. While the duck is in your hand, you have a swim speed equal to your walking speed, and you have advantage on Wisdom(survival) and Intelligence(nature) checks involving aquatic animals and terrain. As a reaction when you are hit, you can squeeze your duck to distract your foes,

adding +2 to your AC until the end of your next turn, including against the triggering attack. If the duck is in your hand, you may cast the spell Water Breathing, but only as a ritual and it is not added to your list of known spells.

## ENSCONCED PORCINE

You are cautious, even when eating, and therefore wrap all of your hot foods in a cooler pastry shell to protect your mouth. You always have samples of your delicacies on you: sausages wrapped in pancake. No matter how desperate your situation, you always seem to be able to conjure such a treat, allowing you to feed six medium humanoids. Additionally, any creature which eats one gains their choice of +1 AC, resistance to Cold and Fire, or an increase of Max HP equal to your Ranger level for three hours. When you eat one, you gain all three of these benefits for the duration.

## THE CANDY MAN CAN

At 7th level, your bright and sunny disposition makes it difficult to hurt your feelings or darken your mood. You have advantage when making saves against charms and the frightened condition, and you may always reattempt such saves at the end of each of your turns. You are immune to psychic damage.

## A SPOONFUL OF SUGAR

At 11th level, you have perfected the art of ensuring the proper application of healing magics. Whenever a healing spell is cast by a source you can see, you may have that spell grant the maximum amount of healing to its targets. You may do this up to a number of times equal to your Wisdom modifier (minimum 1) before completing a Long Rest.

## HONEY BUNCHES OF DEATH

At 15th level, you've honed your natural sweetness into a saccharine slurry of carnage. As a bonus action, you may channel your Enclave's power into your damage-dealing abilities. For 1 minute, you add an additional 1d10 whenever you roll damage, and any creature which takes this damage is poisoned until the end of your next turn. On a critical hit, the damage die from this feature is trebled rather than doubled, and the target is blinded until the end of your next turn. You may use this feature twice before completing a Long Rest.

