

COLOR OF CHAOS

AN ADVENTURE DESIGNED FOR 4-5 LEVEL 2-3 CHARACTERS

INTRODUCTION

An over-active imagination spells trouble for a sleepy village, thanks to impossible creatures borne of a whimsical mind. A spoiled child and magical pigments combine to create the mess your adventurers are about to find themselves in. Brindle, a young child of two absent minded, art-loving nobles, discovers an artifact in his attic, an extra-special set of *Nolzur's Marvelous Pigments*, and unleashes havoc in his family home, as well as the surrounding area.

Drawing himself some new friends and re-designing his childhood home into a marvelous castle that only a child could love, chaos is unleashed, his parents are imprisoned, and his creations begin to cause trouble outside of the family residence.

This is meant to be a single session adventure geared towards a party of Level 3 adventurers, and is meant to bring some light fun without completely upturning the fantasy and suspended disbelief of Dungeons and Dragons.

WHAT YOU'RE LOOKING AT

This adventure can be broken up into about 3 parts, the call to adventure, the dungeon delve into the Manor-turned-Castle, and the final encounter with Brindle himself. Included are the stat blocks for a few of the monsters and enemies, a brief breakdown of the involved characters, a basic map, and a few inspiring art elements. But enough explanation of the sections, let's get to an explanation of the plot.

A GNOME IN NEED

The adventure starts with a random encounter on a wooded path. A conflict can be heard, and a strange monstrous humanoid that appears to be not of this world is kidnapping a helpless and unarmed gnome. A man... made of Candy?! is attempting to abscond with the gnome, and is succeeding as easily as if he were taking candy from a baby. The candied crayon-drawn creature escapes in the direction of a nearby Manor, an estate on a rolling meadowy hill overlooking the nearby town of Ruzlon. The gnome begs for help, offering to pay for his life, before being taken.

BRINDLE AND THE TECHNICOLOR DREAM CASTLE

The Manor has some high class charm, but vast pieces and chunks of it are warped, changed, transmuted into clashing segments of castle, complete with turreted spires. Inside the Manor are rooms befitting a wealthy abode, as well as areas that look like a child's vision of a classic castle keep. Strange, semi-flat, and poorly colored monsters roam the area, and hastily drawn dangers lurk the halls of the Manor.

THE KING'S COURT

The party arrives at Brindle's throne room, and must attempt to undo the damage he's done, in order to bring order to the crayon chaos and revert the land and the craven crayon creatures to their original, non-magical, inanimate forms. Hopefully the day will be saved, without the death of a mostly innocent child.

ADVENTURE HOOKS

This module assumes the adventure begins while on the road, and focuses on the periphery of the nondescript town of Ruzlon (it's Nolzur, backwards, get it?) but if so desired, can focus around a different town or location, or also begin under different circumstances. Maybe The Candy Man shows up in a tavern, maybe rumors abound of strangely sloppy, semi-flat monsters and poorly depicted doppelgangers showing up to wreak havoc, or maybe even other strange happenings encourage your heroes to investigate the manor, whose papery aura seems to match those ensconcing the scribbled scallywags. *Appendix D* offers some random, shake-things-up style town happenings that may help with this angle, but the main focus of this module is on the Manor location itself.

RUNNING THE MODULE

It is recommended you read the whole module before running it to familiarize yourself with the material.

Certain sections are meant to be read directly as narration, and are indicated by the following text box.

Read this part directly to the players as needed. Maybe in a cool DM voice.

Monsters are noted as being in *Appendix B*, or listed in bold if they can be found in the Monster Manual. Some of the Monster Manual monsters in this one-shot have minor modifications to them, noted in the entry after the monster is listed.

GENDER BENDING

This almost goes without saying, but just to say it, this module assumes rather stereotypical gender tropes, but there's no reason Brindle couldn't be a girl, or any of the NPCs couldn't be other gender identities. Queen Brindle, or even King Brindle the Young Lady, would be just as fun of an accidental antagonist. The Candy Person would be equally formidable as a Candy Man.

THANK YOU

Thanks so much for checking this module out. It was a team effort, with the help of a young scamp who drew some of the major players and inspired a lot of the monster designs and thematic specifics. We hope you enjoy it!



PREPARE FOR A SPANKING!

Just beyond a bend in the path, a valiant voice booms out, followed by the harried cry of a gnome in need. Our heroes witness a strange scene, and determine how to proceed. A flat, colorful Candy Man and a desperate gnome are entangled in an altercation. Strange, scribbled foes appear, and a cartoon puppy joins the fray.

HOW TO START

We're assuming you run the module as written, however, this encounter could easily take place in a tavern, or even just somewhere outside. Or inside! You're the boss!

WHO CAN TAKE A RAINBOW?

The heroes witness a strange being with a peppermint head taking a gnomish captive and escaping in the direction of a well-known manor. The gnome doesn't want to be taken captive and asks for help, while the interloper will summon help to cover his escape. The Candy Man is Brindle's right-hand man, the Confectionary Gentleman's irregular methods have him patrolling the area around Brindle's home, looking for random people to punish via some twisted candy sense of justice.

As your journey down the path continues, the sounds of scratching, rustling, and a struggle can be overheard just on the other side of a shaded glen.

"STOP, FIEND, IN THE NAME OF BRINDLE, THE GOD KING!"

Then, a high pitched voice calls out: "what kind of monster are you, unhand me! Help!"

Rounding the bend reveals the source of the trouble. An otherworldly humanoid, seemingly at odds with the physics and trappings of this world, clutching a short purple rod, is binding a gnome in thick, textured bands of purple... something. Energy? Rope? It's not clear. The creature has a red and white striped head, which looks like a giant wrapped peppermint confection, and feet made of similar looking candies, which are wrapped in blue waxed parchment. This 8 foot tall humanoid finishes tying up the gnome, and then turns, becoming almost invisible for a moment before widening out again, appearing almost 2-dimensional in form. It raises a thick pink and green sword, as its flat and featureless face calls out "All who oppose King Brindle must be spanked!"

The Candy Man. This humanoid aberration is mostly green with a round peppermint-like head, and is attempting to capture a gnomish traveler, for no reason other than disrespecting the order of the God King.

Benson the Gnome. A gnome **commoner**, who was on his way back to the village of Ruzlon from a business trip into the countryside, is being attacked by the green figure with the

candied head. Benson has no clue why this is happening.

As the Candy Man sees the approaching party, he whistles to summon his comrades, several more poorly drawn minions, who are lurking deeper in the woods. The Candy Man is traveling with a large-headed goblinoid and a misshapen lady with big bulky arms like a gorilla (both stat'd as **hobgoblins**), as well as 2 flat and oddly proportioned **wolves**.

The Candy Man will flee if his allies start to fall or he falls below half health, while he attempts to abscond with the gnome, who begs for aid. The gnome has no idea why he is being kidnapped and will offer a nonspecific monetary reward for his help. If the Candy Man escapes with his captive, Benson will desperately beg the adventurers for aid with greater urgency, and toss out a bag full of 5 gp to incentivize his rescue, promising more for his safe deliverance.

AFTERMATH

After the fight, a scribbled puppy, brown with flat black eyes will show up, barking in a friendly manner. The puppy attempts to lead the party towards the manor, sniffing out the Candy Man's candy footprints on the path. The puppy is stat'd as a **blink dog**, but is not eager to wade into combats. The puppy is unshakably friendly and acts as an ally to the party.

If the Candy Man is losing, he will attempt to escape with his gnomish prisoner. As he absconds, the gnome will call out for help and manage to toss a bag of 5 gp out to incentivize his rescue, promising more if they succeed. If The Candy Man is defeated, read out the following:

The strange interloper croaks out "Brindle, I have failed ye. But I have one more trick up my sleeve. How will you handle... this!"

The Candy Man conjures a watermelon that has a lit fuse... it's a bomb! He tosses it towards you as the fuse burns. The gnome shrieks "Help me! We're all gonna be blown to smithereens!"

Shortly after, the bomb explodes, showering everyone in hot fragments of watermelon, dealing 2d8 damage to anyone within 20 feet who fails a DC 12 Dexterity saving throw and revealing a tiny little man inside, holding a knife and a flintlock pistol. The man screams "Assassins! Raiders! King Brindle, beware!" before running towards the Candy Man in the confusion. The Tiny Man will use his Tiny Magic to teleport the Candy Man and himself away to safety. The Tiny Man is listed in *Appendix B*.

The Tiny Man will attempt to flee in any way possible, his duty is to inform King Brindle of the presence of danger. The Tiny Man is unshakeably loyal to Brindle and forgoes violence for the sake of duty. The quick escape of the strange and scribbled duo will leave behind a **Purple Crayon** in their haste, detailed in *Appendix C*. If the Candy Man isn't defeated, he keeps the crayon for his next encounter with the party.

PURPLE CRAYON

The Purple Crayon can be used to generate ropes, strings, or other fibers. It can also be used to cast Web with a spell save DC of 12, emitting purple cords to tangle up foes. The Purple Crayon can draw up to 500 feet of material before being used up, and has 3 charges of Web. The Purple Crayon can be used to cast Web, although doing so consumes one charge, and costs 50 feet of material. Crayons regain their uses every morning if returned to their box, but otherwise are consumed upon expending all their charges.

If however, the gnome is somehow rescued, he thanks the heroes for their help and supplies them with a small bag of coins, 10 gp and 25 sp, all the wealth he has on him. He introduces himself as Benson, and says the monsters came from the direction of a wealthy Manor outside of Ruzlon, a small town close by. He has a couple of talking points and bits of info he might be willing to share.

- The name he heard, Brindle, is the name of the child of two aristocrats who for some reason live in a property outside of Ruzlon. But Brindle is just a child, not a king and not even of royal blood. Maybe there's another Brindle?
- The couple is insufferable, they're art enthusiasts and taste-makers, and Benson's sister Cecily works as a servant at their Manor.
- Benson hopes his sister is okay, and isn't caught up in any mischief from the Manor or its inhabitants. He offers the gang 10 more gp to go check up on Cecily, paid upon their return.
- Benson wants to make sure his home is safe, and will run off to attend to his affairs in Ruzlon.
- Ruzlon is a small town of less than 50 people.
- He might ask for a weapon in case he encounters more monsters if his concerns aren't treated seriously.

Hopefully at this point the party decides to investigate the Manor. If not, *Appendix D*, detailing other random events might help further motivate the players. Benson also might let slip that the family collects valuable art and artifacts, mentioning that they may possess some magical items.

A CASTLE OF CHAOS AND CRAYONS

The Prang Manor is home to Abelheim and Belfried Prang, rich and haughty art enthusiasts and wealthy landowners, living on their trading of artwork as well as taxes levied on farmers and other land tenants. The tenants live a distance away from the Prang Property however, as their small houses and farms are considered an eyesore, something to be kept out of sight and away from the house.

Arriving at the Manor, it is obvious that the place is under the effects of some strange magic. The bottom half of the manor is mostly normal, but the top is warped and shaped into a spired castle, bright yellow with pointed blue turrets.

Manor. The manor is large, but would be one story if not for the bright and garish additions to the top, stretching possibly hundreds of feet high. The front door has been replaced by a large purple portcullis, which stands open, and a red drawbridge. The drawbridge is extended, although there's no moat or anything that a drawbridge would normally span across. Windows into most of the rooms of the manor are closed, but can be broken, and if the perimeter is investigated, a broken window can be seen, leading into the kitchen.

On Ceilings. A majority of the rooms of the Manor have 15 foot high ceilings, unless otherwise noted.

Castle. Large patches of the Manor are overtaken by swathes of yellow blocks, which form the mass of the yellow castle bursting out of what would be the manor's attic and roof. These crayon-drawn blocks look irregular and sloppy, and some patches of blocks are colored by green, red, blue, and purple markings. The aesthetics of the castle look similar to those of the flat creatures seen in the forest, and the colors used are of a kind.

Papery Aura. The manor, as well as many of the drawn creatures, seem to exude a flat white aura, that appears vaguely like paper or parchment, a remnant of the magical power animating and transmuting the drawn forms into real animate entities. The aura extends into pieces of the yard surrounding the house, and where the paper aura spreads, the normal features such as the plants, grass, and fence surrounding the house appear to be crudely drawn versions of their original selves.

1. FRONT ENTRY HALL

The open portcullis leads into a pink wallpapered entry hall. The threshold is empty but for some boots and a coat rack. Past the front steps, the room seems to give way to the yellow stone blocks of a castle. The rest of the room is that of a castle's entry hall with vaulted ceilings 25 feet up, and a bright red rug extends north between paired rows of scribbled statues towards a large misshapen scribbled blue door. The other 4 doors leading to the other rooms are uniform matching doors made of finely crafted darkwood.

Coat Rack. The coat rack holds 2 coats, which are heavy but exquisite, bespoke and high-quality, as are the 4 pairs of boots, 1 men's pair, 2 women's pairs and 1 child's pair.

Statues. Strange gray suits of armor, like that of a knight, but misshapen and sloppy, and seemingly made of stone, stand facing each other. The statues are flecked with white, as if they were colored in haste. Hiding behind the statues are 2 orcs. The Statues can be pushed without a check, and attempting to topple them onto a creature will deal 1d10+1 damage to a target that fails a Dexterity 14 saving throw. Lying next to the closer statues, possibly as trap bait, is a **Green Crayon**, detailed in *Appendix C*.

2 orcs wielding bombs and diamond axes, lie in wait, hiding behind the statues in the room. A DC 13 Wisdom (Perception) check reveals the hiding orcs, who hope to push the statues over onto anyone who gets too close, to begin the fight. The orcs are ready for battle, and another orc hides in the closet (2), lying in wait. The statues and yellow castle-block walls are immune to bomb explosions. The orcs do not negotiate and fight to the death. They are stattd as **orcs** with the following changes:

- The Orcs can't speak languages and have an INT score of 5(-3).
- Their Diamond Axes are +6 to hit, and deal 10 (1d12+4 damage)
- Each Orc has one Bomb, a one use attack, ranged 20 feet, that hits all in a 15 foot square who fail a DC 13 Dexterity saving throw, dealing 2d8 Fire damage on a failed save, or half on a successful one. If an orc succeeds at a bomb attack, it will not take damage from its own bomb.

GREEN CRAYON

The Green Crayon can be used to create a sticky glue-like goop. The goo adheres objects to each other with ease, and when touched by a creature will stick fast, requiring a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check to break free. It can also be used to form makeshift stitches, restoring 1d8+1 hit points to an injured creature. The crayon has 8 charges, and using the glue consumes 1 charge, while healing consumes 2. Crayons regain their uses every morning if returned to their box, but otherwise are consumed upon expending all their charges.



Crayon Furnishings. Brindle made a statue to block the kitchen door, which attacks any creatures as an **animated armor** if disturbed, and he also drew a garish red rug on the floor, which is sloppy and misshapen, going around the legs of the furniture rather than underneath it.

2. CLOSET

The door to the closet is open, left that way by a third orc hiding inside, who hopes to surprise the party, attack with his bomb, then hack them up in the resulting chaos.

Treasure. A locked chest full of 200 copper pieces, with 10 silver and 5 gold pieces, acts mostly as a decoy chest the parents have on hand in case of a home invasion or hostage situation, as most of their money is stored with the bankers' guild. A masterwork walking stick is leaned up against the side, inlaid with gold and gorgeously crafted lacquer, worth 50 gp. There's also a masterwork rapier. The Rapier has a spiralling silver handguard and a ruby pommel, and is worth 400 gp.

3. PARLOR

The door to the parlor is wide open, revealing a mess of destroyed furniture. Windows adorn the south wall, overlooking the front yard, and a door to the kitchen is blocked by another strange stone statue of an armored knight. Irregular black cracks line the walls and ceilings of the room.

Blade Traps. The black lines on the walls and ceiling hide swinging blade traps, which can be easily detected as strange, but not obviously a traditional trap, requiring a DC 13 Wisdom (Perception) check to notice as a trap, and they also can't easily be disarmed, requiring a DC 15 Dexterity Check to disarm and reset. Brindle drew these while he was attempting to draw some traps to protect his home from invaders.

Inspecting damaged furniture reveals the height of the blades' arc and clever party members can use this knowledge to avoid damage with a 8 DC Dexterity (Acrobatics) Check. The Blade Traps are resisted with a Dexterity saving throw of 13 and deal 1d10 damage, knocking an affected creature prone, which will prevent further blades from hitting.

Mimic. The Mimic is a chest drawn by Brindle, to protect his toys and such. The mimic appears as a flat brown chest with a flat yellow lock, flecked with white, as if it was colored in hastily. The mimic knows to avoid the blade traps, and will attempt to adhere creatures such that they are trapped in the path of a blade trap's arc. Inside the mimic is some treasure, detailed below, which it will spit out upon being slain.

If anyone attempts to open the chest, they will be surprised to discover it to be a mimic. The animated armor will also get in on the fight. If the armor is moved, it will attack.

Treasure. Inside the mimic are a wooden boat, a small wooden toy sword, a small cloth animal toy, 20 scribbled gold coins, which are obviously fake to any observer, but are somehow made of real gold worth 5 gp, and one of 3 poorly drawn **Golden Keys**, of which 2 are required to open the door to Brindle's Bedroom (Area 10). The mimic also contains a **Red Crayon**, detailed in *Appendix C*.

RED CRAYON

The Red Crayon can be used to create crayon flames, which shed light and can be thrown to deal damage. Flames produced by the crayon cannot ignite flammable objects. The Crayon can produce a small ball of flame, as per the *Produce Flame* spell, using the user's Dexterity and Proficiency bonus to make the spell attack, except the flame produced deals 1d10 damage instead. The flame can also be held, shedding light like a torch. In addition, the Red Crayon can also be used to cast *Burning Hands*, with a spell save DC of 13. The crayon has 5 charges. *Produce Flame* consumes 1 charge, while *Burning Hands* consumes 2. Crayons regain their uses every morning if returned to their box, but otherwise are consumed upon expending all their charges.

BRINDLE'S KEYS

A note on Brindle's Keys, the DM may find it helpful to change the number of keys needed to open Brindle's bedroom door in Area 10, reducing it to 1 if things are running long, or increasing it to 3 in case the party is tearing through the manor. If so, you should also change the keyholes on the door. Remember, you're the boss!

4. KITCHEN

The kitchen is small and cramped, furnished with clay ovens, a burnt-out cooking fire, and shelving and containments for food ingredients. A scribbled wolf, (statted as a **worg**) is making a mess, eating trash. The counter holds the remains of a snack that Brindle made, and an orange crayon he left behind. The kitchen doesn't have any hallmarks of the crayon castle creep. The wolf is not immediately hostile, content to eat and scavenge at the moment. A door to the north leads to the Dining Room (6), and one to the east holds the Larder. A southern door leads to the Parlor.

Cooking Fire. The cooking fire is out, but the burnt logs don't seem particularly old, probably less than a week. A cauldron hung over the firewood is rattling, as a **ladle** magically stirs the empty pot. This ladle is magic, and can cook food autonomously. The ladle is detailed in *Appendix C*.

Kitchen Counter. Sandwiches and sandwich supplies set out have been in use today, bread sitting out and cheese sweating in the tepid heat of the empty kitchen. An **Orange Crayon** can be found next to a sloppy looking orange sandwich with a small bite taken out of it. The wolf will eat the sandwich, if undisturbed, causing the crayon to fall onto the floor and roll towards the party. The scribbled sandwich just tastes like wax and paper, although it smells mostly like a real sandwich.

ORANGE CRAYON

The Orange Crayon can draw food items, that taste like paper and wax but fill one up like real food. With a Dexterity or Charisma (Performance) check of 14 or higher, one could make exquisite looking food that actually looks and tastes like the genuine article, although without other colored pigments (which don't affect the taste of the food), the food will always look some shade of orange. The Orange Crayon has 20 charges, and drawing a food item consumes 1 charge (or 2+ if the food item is sufficiently large.) Crayons regain their uses every morning if returned to their box, but otherwise are consumed upon expending all their charges.

Wolf, Interrupted. The scribble wolf is ripping through the garbage and eating various food items stored in the kitchen, and will not notice anyone unless disturbed. The wolf has cut itself on broken glass while jumping into through the kitchen window, and a DC 13 Wisdom (Perception) check reveals the beast sports a few tears on its belly, although its hit points have not been affected by the cuts, and it does not bleed. The wolf (statted as a **worg**) will run if seriously injured, jumping out of the window or exiting through the door the party came in. Otherwise, it will attempt to eat the orange sandwich left on the counter, or scratch at the Larder door, whining to be let in.

5. LARDER

The door to the larder is marked by scratches, left by the wolf who seeks to gorge itself on the many meats inside. This typical larder has a few food items and larger supplies, including a cold-storage cupboard meant for keeping and preserving food. Hung on the wall in plain sight is a **Wand of Scouring**, a magical item that can erase crayon markings, detailed further below as well as in *Appendix C*.

Foodstuffs. Cured meats and sausages, as well as turkey carcasses dangle from the ceiling, and sacks of grains and flour and potatoes lie in the corners of the room.

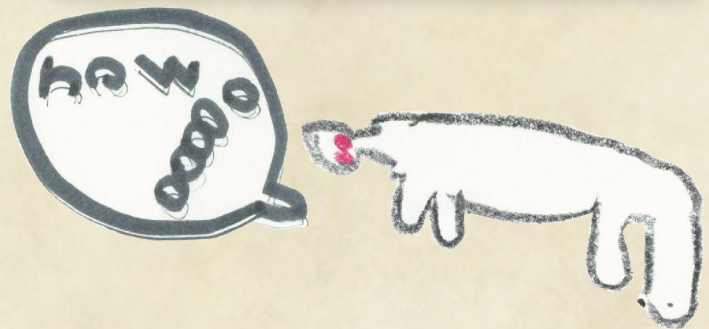
The Fridge. The cupboard is large, and keeps food inside cold so it stays fresher longer. The magical coldness is emanated from a magical **glass cone of cold**, (detailed in *Appendix C*) that's kept inside the cupboard. The glass cone chills the interior of the space without leaking cold from the container it's held in. If not kept in an enclosed container roughly the size of the cupboard or smaller, the glass cone will not function.

Spice Rack. The caviar and saffron are each worth 4 gold, although the caviar will spoil within days, becoming worthless. The other spices are worth a combined 1 gp, but would be great for cooking while traveling, if a bit bulky.

Wand of Scouring. Aprons and stained clothing hang on hooks, likely for the use of servants, and next to them is a thick wooden rod, about 2 feet long, smelling of pine and soap, alongside a similar wooden rod, which looks burnt and snapped in half (and non-functional), its tip colored by a few errant streaks of multi-colored wax. Burnt into the rods in mass-produced printed text are the words "**WAND OF SCOURING. Cleans even the toughest stains like magic! Because it is!**".

WAND OF SCOURING

The rod hanging on the wall is a *Wand Of Scouring*, capable of cleaning up stains, food messes, and a few of the lesser crayon markings around the house, though not monsters (except for Charlinton the servant, who can be cured by the Wand). It has 3 charges per day and recharges daily. The wand could be sold for 50 gp but only a rich idiot would ever want to waste that much money when a few copper can hire a cleaning servant. If used against scribble monsters, it deals 3d8 damage on a melee attack. (It's basically a Mr. Clean Magic Eraser but a wooden rod.)



6. DINING HALL

The Dining Hall has two entrances, one from the kitchen (area 4), and one from the main entry hall (area 1). Another door to the east leads to the Servants' Quarters (area 7). Sections of Yellow Blocks mar the walls, which extend 20 feet up to the ceiling, and framed artwork lines the walls, some of which has been scribbled on by Brindle.

Furniture. A 20 foot long dining table runs the length of this room, covered in a white tablecloth, with 12 chairs evenly placed about it. Beautifully framed paintings hang on the wall, pastoral images as well as portraits of Brindle's family, a mother, father, and young son, but of the 8 paintings, 4 are vandalized by crayon, and worthless unless cleaned. The masterwork frames are each worth 15 gp if left intact, although all are sealed to the wall with *Sovereign Glue* and will be hard to remove without serious damage to the frames as well as the canvas. The intact paintings carry an extra 3d6 gp price for the paintings themselves. Lying on the ground near the paintings and graffiti is a **Blue Crayon**, detailed in *Appendix C*.

BLUE CRAYON

The Blue Crayon can draw illusions as per the *Silent Image* or *Phantasmal Force* Spells. The spell save DC is 14, and crayon creatures have disadvantage on this roll. Illusions drawn with the Blue Crayon are blue. The Crayon has 5 charges, and either use consumes 1 charge. Crayons regain their uses every morning if returned to their box, but otherwise are consumed upon expending all their charges.

Crayon Critters. Adorning the walls are 5 scribbled Ice-Wolves, oddly shaped, red eyes almost glowing. When the party fully enters the room and inspects the artwork, the monstrous images on the wall shift and slide off, prowling around the table and growling gutturally. Their mouths exhale faint white fog, a cool mist trailing up into the air as it dissipates. They attack until defeated. The Ice-Wolves are statued as **wolves**, with these changes:

- Ice-Wolves have Damage Immunity to Cold.
- **Ice Body:** A creature that touches the Ice Wolf or hits it with a melee attack while within 5 feet takes 3 (1d6) cold damage.
- These changes adjust the Ice-Wolves' CR to 1 (200 XP).

7. SERVANTS' QUARTERS

Muffled cries can be heard from inside this room by anyone who enters the Dining Room, or by those who listen at the doors leading into the Dining Room on a DC 7 Wisdom (Perception) check. Benson's sister Cecily and the other servants have taken shelter in this room to escape the scribbled monsters, and are attempting to block off their closet. Inside is the dwarf butler Charlington, who was transformed into a scribbled monster when Brindle drew on his clothes. Charlington is attempting to escape his closet confinement, and will burst out after Cecily asks the party for assistance.

Furnishings. This room is undecorated, no wallpaper covering the bare wooden walls. 4 beds are tightly packed into the room, with small chests at their footboards, and they, as well as the few chairs, are askew, moved to barricade the closet door.

Cecily Enipip. Benson's sister is here with 2 other servants, human **commoners**, and they are frantically barricading the closet door by pushing chests and chairs up against it. They appear desperate and sleepless, and don't question your appearance, but instead ask for help. Cecily speaks up first.

"Thank the gods, please help us! Charlington... he... turned into a creature! Have mercy! He's a monstrous brute, what sorcery is this, aberrant wolves, papery monsters, I've served peculiar employers before, but I didn't sign up for this! Please, you have to help him!"

As the servant finishes her plea, a paper thin arm bends out between the crack in the door frame and clumsily opens the door.

Charlington. Charlington in monster form is wild and dangerous, attacking anyone he sees. He is statued as a **Duergar**. Instead of getting Larger in size (as per the Duergar ability), Charlington just rips off his poorly drawn shirt, revealing a poorly drawn chest. Charlington has +5 and advantage on his initiative roll. A character who acts before Charlington in initiative order can attempt to stop him, otherwise he succeeds and opens the door, then batters it down with a powerful kick, sending anything blocking the door flying and hitting any characters who fail a DC 13 Dexterity saving throw for 7 (2d6) bludgeoning damage from flung furniture. The servants will cower instead of aiding in combat, unless the party starts to die, in which case they will attempt to heal the party (see **First Aid**, below) and may take up the weapons of anyone downed, wielding them in self-defense.

A crudely and disproportioned humanoid, possibly a dwarf, emerges, its massive head, arm, and leg almost 3 times the size of normal appendages and its clothes covered in crayon scribbles as it groans, "This place is a mess!"

The corrupted Charlington attacks to the death, but can be subdued, and the **Wand of Scouring** (or lesser restoration or similar magic) will revert him to his normal dwarf form. A spell that cleans off his crayon markings will help, if the DM is feeling generous. (Normally in the manor, magic crayon markings can't be erased so easily by low-level magicks such as *prestidigitation*)

Cleaning Closet. Inside the servants' closet are brooms, mops, servants clothing, rags, towels, a sponge, and a bucket.

AFTERMATH

If Charlington is defeated, unless cured by the **Wand of Scouring** or similar magic, he reverts to his normal form, but starts dying, falling comatose for 4 hours if he passes his death saves.

Charlington also discovers a poorly drawn **Golden Key** in his pocket that he doesn't remember finding. This key works in the lock of Brindle's Door, one of 2 keys needed to open the lock. (See *Brindle's Keys*, p. 6)

If cured, Charlington remembers "Master Brindle" running in with a devious smile, drawing all over Charlington's clothing with strange looking crayons, and then... nothing else.

After the fight, Cecily thanks the heroes for their help. She mentions her brother Benson, and describes him. If the party has rescued Benson the Gnome, she will be appreciative that he is safe, but if they didn't rescue him, she will ask the party to find him.

- Cecily knows Brindle must be related to the chaos, but isn't sure how.
- She thinks he must be somewhere in the Manor, as Brindle's Parents have also disappeared.
- Brindle's parents are petty and callous and never paid much attention to Brindle, instead passing the duty of child-rearing onto their servants while they traded art and indulged in high-class carousing.
- Brindle is somewhat of a brat, but he's not an evil child, he just has an overactive imagination and doesn't think too much, just like any kid.
- Cecily is sure that the parents will offer a reward for their safe return, and probably a bonus if they can restore the house without damaging too much of their art and artifacts, they've spent some time curating nice furniture and artwork and are quite proud of their home collection.
- Cecily bemoans the mess Brindle is making, and mentions that a **Wand of Scouring** is in the Larder, which is great for cleaning up messes and stains. She's used it in the past to fix some of his messes, and knows it has 3 charges per day.

First Aid. The servants can render first aid to anyone who needs it, offering up to 3 applications of a *Cure Wounds* spell, healing 1d8+3 damage each application, by way of magical first aid supplies only the servants know how to use.

8. STUDY

The doors to the study are closed and locked, requiring thieves' tools or a Strength check to open, both with a DC of 14. Fluttering sounds of page flipping can be heard inside. This study is Brindle's father, Abelheim's personal space and Brindle isn't allowed inside, but he's been here recently, drawing on all the books with crayons. The dungeon is accessible through here, and this room is inhabited by 3 hiding Swarms of Books as well as The Candy Man, who has been healed, and sits at the desk, waiting for the party to enter the forbidden space. Floating *Everlit Candles* light the study with silvery flames. A rug covers the floor, and a big purple door in the floor leads to Brindle's Dungeon.

Bookshelves. Bookshelves line the walls, stretching 10 feet high and leaving a small ledge 5 feet below the ceiling. The shelves are full of books. These books are mostly about art, architecture, art history, art theory, and art instruction, and journals and other books are full of sketches and charcoal drawings. Most are written in Elvish and Dwarvish, and many of the books are piled on the floor, covered in crayon scribbles from some graffiti spree Brindle went on in his parents' absence.

Dungeon. A big purple door has been drawn in the rug of the study, rising up past the carpet and set with a big purple ring for a handle. The heavy door opens easily and is unlocked.

Desk. A beautiful darkwood office desk is covered with books and some art supplies. It contains some things, listed in the treasure section below.

Hanging on the wall behind the desk is a rare work of art depicting Nolzur's Keep, a beautiful castle of elvish design, adorned with spiralling vines and helical trees to support its curvacious spire, and hanging beneath the painting is a gleaming greatsword.

The Candy Man. The Candy Man is sitting at the desk, in a big padded swiveling chair, which is turned away, waiting to dramatically spin around and reveal himself at the most opportune time. The Candy Man is back at full health, his wounds colored in with odd colors from Brindle's pack of crayons. He will fight to the death, assisted by 3 Swarms of Books. Both The Candy Man and the Swarms of Books are listed in *Appendix B*.

Enemies. 3 Swarms of Books (See *Appendix B*) hide here, waiting to attack. The books cover topics of Art and Art History from various cultures, mostly Elvish ones, but the crayon scribbles animating them render them worthless.

The Candy Man will fight until he is killed, although he will not have the use of the **Purple Crayon** if he was defeated and dropped it at the beginning of the adventure, instead using the **Yellow Crayon**, detailed in Appendix C. He uses it to create a barrier around himself, giving him half cover and making it harder to flank him from around the desk.

If The Candy Man is killed, read the following:

The strange interloper croaks out "Brindle, I have failed ye, remember me fondly, my King." And he collapses, his body falling to shreds, leaving only his peppermint head, candy boots, his jellybean sword, and a lit watermelon bomb.

Shortly after, the bomb explodes, showering everyone in hot fragments of watermelon, and dealing 2d8 damage to anyone within 20 feet who fails a DC 12 Dexterity saving throw. The explosion reveals a tiny little man inside, holding a knife and a flintlock pistol. The Tiny Man screams "Assassins! Raiders! King Brindle, beware!" before running off toward's Brindle's room, squeaking through an indiscernible crack in the door, at incredible speeds, making him almost impossible to catch. The Tiny Man will never betray his King. The Tiny Man is listed in *Appendix B*.

If The Candy Man was somehow killed earlier and did not escape in the first encounter, you instead just see his bomb, which appears as if by magic after the Swarms of Books have been killed. In this instance, the **Yellow Crayon** will instead be on the desk. If the bomb detonated previously, the Tiny Man inside is surprised to see the party a second time, but retreats all the same.

Treasure and Such. Hanging on the wall behind the desk is a rare work of art depicting Nolzur's Keep, a beautiful castle of Elvish Design, adorned with spiralling vines and helical trees to support its curvacious spire.

This painting is worth 1d4x100 gp, but is also *Sovereign Glued* to the wall.

Below the Painting is hung a masterwork greatsword, with an adamantium handguard in the shape of an orchid. Searching the desk reveals 1d4 doses of *Sovereign Glue*, as well as 6 doses of *Sovereign Glue Solvent*, the only thing that can dissolve *Sovereign Glue* (aside from *Universal Solvent*). Calligraphy tools and a **Black Crayon**, detailed in *Appendix C*, can be found on the desk as well.

BLACK CRAYON

The Black Crayon can draw small holes and gaps. Holes drawn work similarly to the *Portable Hole* Magic Item but the holes drawn are 5 feet deep, and any medium creature can escape using their action without a check. These holes cannot be moved. Smaller creatures must make a DC 8 Strength or Dexterity (Acrobatics) check to escape. If a hole is erased, creatures and items are forced out, taking 2d6 damage in the process. The Crayon has 4 charges, and drawing a hole 4 feet in diameter consumes 1 charge. Crayons regain their uses every morning if returned to their box, but otherwise are consumed upon expending all their charges.

9. MASTER BEDROOM

This is the parents' bedroom, luxuriantly furnished and lit by floating *Everlit Candles*. Listening at the door to this room will yield unintelligible screaming and yelling in a language that cannot be discerned. Brindle's parents aren't here, but the boy drew scribblegangers to take their place. The door to Brindle's room, on the north wall, is locked by a magic lock he drew, that requires 2 golden keys to open, but has 3 keyholes. One of the keyholes is a decoy, a mistake Brindle made while drawing the lock. (See *Brindle's Keys*, p. 6)

Meet The Parents. Poorly drawn living doppelgangers of Brindle's parents inhabit the room, screaming at each other in gibberish, ignoring anything else, even if attacked or moved. The scribblegangers are drawings Brindle made of his parents, and they will not attack, only scream and yell incoherently, which causes creatures who hear it to start uncontrollably crying and be Frightened for 1 minute unless they succeed at a DC 15 Wisdom saving throw. They have an AC of 8 and 10 hp.

Furniture. The wardrobe is full of fine clothing and a DC 16 Perception check will yield a Ring of Swimming. The *Everlit Candles* can be taken. The room to the study has a lock, but the door has been bashed in. A silver mirror hangs on the north wall.

Brindle's Door. Brindle's door is locked, requiring two keys to open. The lock is magical and as such can't be picked by traditional means, although a DC 20 Dexterity check can pick one of the locks so that the lock only requires one key instead of two. If lock picking is attempted a second time, it resets the lock, back to requiring both keys to open, a fact any would-be lockpick can discover upon witnessing.

The third keyhole is a decoy, a mistake Brindle made while drawing it. The lock doesn't care which keys are inserted into which holes. The door is reinforced by crayon-drawn metal bands and bolts, and can't be destroyed or opened by force.

10. BRINDLE'S DUNGEON

This is Brindle's Dungeon. He drew it early on, and at some point after drawing The Candy Man, it captured his parents and locked them up in the dungeon. If Benson the gnome was captured, he can be found here, unconscious like the other captives. The room is protected by a Beetle Spider and an Animated Axe, seemingly wielded by a giant teddy bear.

Dungeon Entrance. There are two entrances to the dungeon, but both connect to the same entrance by magic, and when leaving the dungeon, one can only exit to the dungeon door in The Study, rather than to the dungeon door in Brindle's bedroom. Irregular steps lead down to the dungeon, and anyone descending must make a DC 11 Dexterity (Acrobatics) or Strength (Athletics) check or fall down the stairs, landing with a loud crash and taking 5 (1d6+3) damage. Unmoving red flames, scribbled onto the purple block walls, cast a red light throughout the dungeon, and the dungeons walls stretch up 30 feet to the ceiling.

Cage. A quarter or so of the dungeon is taken up by irregular purple bars that stretch to the ceiling, forming a purple cage. Abelheim and Belfried Prang (as well as Benson the Gnome, if he hasn't been rescued) are in the cage, tied up by thick purple cords. They are unconscious and appear to be comatose, deep in a magical slumber from the Beetle Spider that lurks in the shadows near the ceiling within the cage. Outside of the cage, scribbled on the walls, are purple humanoid drawings that look vaguely like The Candy Man. Inside the cage, tucked behind the captives, is a Golden Key, one of 2 needed to open the lock to Brindle's Door; (See *Brindle's Keys*, p. 6) as well as a **Gray Crayon**, detailed in *Appendix C*.

Beetles and Spiders and Bears. A 5 foot tall plush teddy bear sits propped up against the wall, facing the prisoners. In its lap is a flat yellow axe, and on its forehead is an 8 inch tear, stuffing leaking out.

GRAY CRAYON

The Gray Crayon can draw gray statues and other similarly heavy objects. Objects drawn must be drawn on the floor, not against walls or in the air, and require a DC 12 Strength check to move. If desired, a creature can attempt to topple over a drawn object, making a Strength check. If successful, the statue or other object deals 2d6 to any creature it lands on that fails a DC 13 Dexterity saving throw. The Crayon has 4 charges, and drawing an object consumes 1 charge, unless it is Huge size or larger, in which case it consumes 2. Larger objects weigh the same as smaller objects drawn. Crayons regain their uses every morning if returned to their box, but otherwise are consumed upon expending all their charges.

The Axe is statted as a **Flying Sword** with the following changes:



- Attack is now Axe, *Melee Weapon Attack* +4 to hit and *Hit*: 7 (1d10+2) damage.

The Beetle Spider is statted as a **Phase Spider** with the following changes:

- The Beetle Spider's poison deals subdual damage, and a poisoned character is knocked unconscious if reduced to 0 hit points and will recover the lost hit points after 10 minutes.

The parents can't be roused until they are freed and their purple bonds severed, but if the party attempts to wake them, or open the locked cage, read this:

A hissing voice drifts down from the ceiling, as you hear the sounds of scuttling legs. A massive brown bug-like creature crawls from the shadows, against the far wall inside the cage. "If you wish to find the key, you must agree you will help me; and if not there's one more way, so listen close to what I say... Answer my riddle or fetch me my stick, what will it be, and make it quick..."

BEETLE SPIDER

The Beetle Spider will open the cage for the adventurers if either of its two demands are met. The Beetle wants either its stick to be fetched, or its riddle to be answered.

Fetch The Stick. The Beetle Spider is looking for the purple crayon, one of the easiest crayons for the heroes to discover. He describes it as such:

"Wrapped in paper, waxen purple, draws great lines and... and... makes... uhh.... Does anything rhyme with purple? Rats. Dang it! Dang it.... Well, you get the idea."

The Purple Crayon is wielded by The Candy Man.

Answer The Riddle. The Beetle Spider recites his riddle:

"Seen all about, never attention paid, be forewarned, this riddle's tricky, tell me this and don't be swayed, what is something brown and sticky?"

The answer to the riddle is "poop." If you're generous, the answer can also be "a stick," "honey," or another appropriate answer to the riddle, if you feel sporting. They should only get one guess before the Beetle Spider gets frustrated and says they fail.

ALTERNATE SOLUTIONS

If the players are having trouble, an alternate solution is to use another crayon to draw a key. If the heroes fail the riddle or the fetch quest, the spider beetle might say, "Not even Master Brindle has the key, and he drew it himself!"

Any crayon can draw a key for this lock. The lock can also be attacked or forced open, (AC 16 and 30 HP, Damage Threshold 3, or Strength check DC 18) but doing so will invoke the ire of the Beetle Spider, and make the teddy bear attack, although not the teddy bear so much as the animated weapon that seems to drag the teddy bear floppily along with it.

AFTERMATH

If the Beetle Spider is satisfied, it reaches into the lock and opens it. If the crayon is produced, the Beetle Spider also takes it and draws over the mouths of the parents, and then uses it to tie up the gnome and hang all the captives upside down from the ceiling.

Then the creature retreats into the shadows. He soon after returns to stitch the teddy bear's head back together with purple stitches, drops the crayon, and retreats again. If the party frees the captives, the Beetle Spider yells "Oh come on!" but doesn't otherwise bother them.

The captives, Benson (if present), and Brindle's parents are deeply unconscious and must be woken up one at a time (Benson or the Parents) or else stay knocked out. Depending on who is awoken first, different events may transpire.

WAKING UP BENSON

Benson the Gnome is thankful for the help. If he offered a reward, he gives them his sack of coins, 10 gp and 25 sp, minus the 5 gp if he tossed them that earlier. Benson knows this information:

- The name he heard, Brindle, is the name of a wealthy child of two art collectors who for some reason live in a property outside of Ruzlon.
- Ruzlon is a small town of less than 50 people.
- The couple is insufferable, they're art enthusiasts and taste-makers, and Benson's sister Cecily works as a servant at their Manor.
- Benson wants to make sure his home is safe, and may run off to attend to his affairs in Ruzlon.
- He asks for a weapon in case he encounters more monsters.
- Benson hopes his sister is okay, and isn't caught up in any mischief from the Manor or its inhabitants. He asks the gang to go check up on Cecily, and mentions that they probably have valuable stuff the party could steal.

Benson will attempt to leave the house if the party decides to look for his sister, but otherwise will attempt to find her on his own, likely being attacked if not killed by the Ice-Wolves in the Dining Room. If he is attacked by Ice-Wolves, his cries can be heard, begging for help once more.

WAKING UP THE PARENTS

Brindle's parents, Abelheim and Belfried, immediately start quarreling as they wake up. If one is awakened, the other wakes up within seconds. They argue over who's to blame for this mess, and who is more responsible for Brindle's behavior. If sufficiently interrupted, they will rudely demand to know who you are and why you're here, before calming down enough to thank you, huffily and less than gratefully.

The parents have this information:

- A green creature with a peppermint head burst into their bedroom and knocked them out, and that's the last thing they remember.
- They worry that Brindle might be in trouble, and can't believe their beautiful boy would ever act out like this. (In fact, he would.)
- They want you to save Brindle, and bring him back to them. (In fact, he doesn't need saving, but they don't know this.)
- They also are interested in returning the home to its original state.
- They offer a reward of 50 gp for the task, but can be negotiated up to 150.
- They are cheap, arrogant, and self-absorbed.

Brindle's parents will stay in the Dungeon arguing if left to their own devices, and are too afraid to leave the dungeon until the Manor is fixed. If sufficiently motivated, they will leave the manor, arguing outside until the quest has been completed.

Treasure. A Golden Key, one of 2 needed to open Brindle's Bedroom Door, can be found in the cage (See *Brindle's Keys*, p. 6), as well as a **Gray Crayon**, which can be found lying on the floor.

11. BRINDLE'S BEDROOM

This is Brindle's bedroom. Its door is locked by a magic lock that requires two separate keys to open, one from inside the mimic in the Parlor, and the other from the Dungeon, and extras found in Charlinton's pocket and in the Dungeon (if the DM needs there to be extras). Another dungeon door in the floor of this room, hidden beneath the lift platform, leads into the dungeon, but this portal only works one way. The Bedroom is covered in yellow block walls from the crayon castle, and stretches hundreds of feet up like a tower. Inhabiting it is a scribbled Giant named Grogmort, who is too big to fit through any doors and as such is stuck here.

Dungeon Door. A purple door in the floor, marked with yellow lines, leads into Brindle's Dungeon (Area 11). This door magically only works one way, so that one can go from here into the dungeon but one can't exit the dungeon and end up in this room.

Furniture. A smashed bed is in the room, next to the lift, crushed by Grogmort when he tripped earlier. A ruined dresser is also in the room, childrens' clothes spilling out.

A real life, not-drawn toy box that looks almost identical to the mimic in the Parlor is also here. The Chest contains gray knight figures and carved wooden wolf and insect toys. On the wall are scribbled several angry figures and a smaller figure wearing a crown.

Lift. A crayon drawn circular platform dominates the center of the floor, colored white with green, purple, blue and red patterns, with a brown pulley, a winch, and a crank attached to a purple rope that extends up hundreds of feet into the darkness above. Sitting on the lift is Grogmort the Giant.

Grogmort. Grogmort is statted as a **Troll** with the following changes:

- Grogmort speaks Common. His speed is reduced to 10 feet due to his shoe problems, and if he moves a full 10 feet, Grogmort must pass a DC 13 Dexterity check or fall prone, dealing 2d6 damage to anything he lands on.
- Grogmort doesn't have regeneration.
- Grogmort's HP is reduced to 43.
- Grogmort is Huge Size, but his statistics are unaffected by his increased size.

Grogmort is extremely busy trying to untie his shoes. When the party tries to interact with Grogmort, read this:

The giant is futzing with a tangle of purple scribbles that seem to be binding his crudely drawn shoes. He's grunting in exertion and frustration at this massive tangled knot. The giant yells in frustration.

"Grogmort shoes no tied properly, RAAAAAAH!"

BFG (BIG FUSSY GIANT)

Grogmort is a scribbled giant, and can't move easily, and if he moves more than 10 feet in a round must pass a DC 13 Dexterity check or else fall prone (potentially harming anything he lands on for 2d6 damage). As a result, he will avoid doing this unless sufficiently agitated.

Despite his strength, Grogmort can't remove his shoes. He's irritable but focused on his shoe situation, and might ask for help, but if provoked, will attack. If one unties his shoes for him, he is thankful, but then busies himself with re-tying them, a task that if left alone will result in a similar knot and similar rage.

If the laces are cut, he is thankful, but almost immediately turns angry at the realization that his shoes now can't be tied properly, and will attack if not calmed down or supplied with fresh shoelaces, either drawn or otherwise improvised. If Grogmort is befriended and/or aided, he will offer to work the lift.

Pink Crayon. A **Pink Crayon**, detailed in *Appendix C*, can be found in this room, lying near the lift platform.

PINK CRAYON

The Pink Crayon can draw Balloons and constructs which float up into the air even when attached to heavy objects. A Pink Crayon has 10 charges and each use consumes 1 charge. Crayons regain their charges every morning if returned to their box.

12. LIFT SHAFT

The Lift in area 11 is used to travel up the long spire to Brindle's hand-drawn throne room. 1d12 Scribbled Bats lurk in the shadows. Scribbled Bats are statred as **Bats**.

Lift. A creature can operate the lift on a Strength check of 12, and must make 3 such checks to ascend the length of the tower.

If a check is failed, a character must immediately succeed at another Strength check of 12, or the lift will begin to fall. If this check is also failed, The lift will fall one length of distance equal to the length ascended by each succeeded check to ascend the tower, before another Strength check can be attempted to halt the lift. If all such checks are failed, the lift will hit the ground, dealing 4d6 damage to all on the lift. If however, the falling lift is stopped by a successful check, which can be aided by other creatures, the lift-operator will take 1d4 damage from friction burns.

The **Pink Crayon** can be used to create balloons or other objects that lift the lift up the tower, bypassing the need to operate the lift via winch.

Need a Lift. As the lift is raised into the air, the scribbled bats attack. They don't shy away from harming the party, but their main strategy is to attack the rope that holds the lift aloft, in order to send the lift crashing down towards a plummeting doom. The rope has 10 AC and 8 hit points.

If the rope is in fact severed, a DC 12 Dexterity check can catch the pieces of rope before it falls away, followed by a DC 12 Strength check which can hold the lift from falling. If Grogmort is helping, he instantly succeeds at both checks and will hold the lift fast, until he is destroyed. Grogmort can't fit through any of the doors exiting the Bedroom or Lift Room, though he wouldn't turn on his creator anyway.

12A. THE LIFT ANTECHAMBER

When the lift arrives in the antechamber, it clicks into place and is no longer at risk of falling. The yellow block walled hall stretches 50 feet high to a conical pointed ceiling. A magical white door that looks like paper is the only exit, but surrounding the Lift platform is a magical hole of pitch black darkness. A lever on the platform that holds the lift can be activated to unlock the lift mechanism and allow one to take the lift down to the Bedroom again.

Pitfall. A 40 foot gap stands between the lift platform and the floor of this room, a final defense mechanism against intruders. This black hole has scribbled edges, and it appears to be drawn using a black crayon. Brown crayon-drawn posts stand on either side of the gap. Broken purple ropes hang off the posts, indicating that some sort of crayon rope bridge must have existed here at some point. A grappling hook can be thrown and hooked around the far posts on a DC 15 Dexterity check, or otherwise, rope drawn by the purple crayon will automatically succeed at bridging the gap. Bridges made from yellow or purple crayon drawings can bridge the gap, and drawings from the pink crayon will allow a character to float across the gap. The **Wand of Scouring** can be used to erase part of the magical hole, creating enough erasure to bridge the gap with a single charge.

Paper Door. A magical white door prevents passage into Brindle's Throne Room. The door depicts a black outline of a person with a scribbled yellow crown. If a character approaches the door, the outline begins to animate and starts depicting some scenes from Brindle's life. These scenes act as puzzles, and solving them tears off a paper layer of the door. There is 1 drawing for each crayon the players have obtained, but it's probably best to stop after 3 drawings, otherwise this would get pretty tedious. You can pick which scenes appear or determine randomly by rolling a d10, rerolling on a 10, or if the die results in a crayon challenge for which the party does not have a crayon (Some of the crayon challenges can be solved without the crayon indicated, so use your discretion). The door can also be attacked, it has 13 AC and 80 hit points, and vulnerability to slashing damage, but that's less fun for everyone, right?.

SIMPLER PUZZLES

A simpler version of this puzzle would be that the person outline is upset at being black and white, and is reaching for colored crayons above its head, which draw colored shapes that he can't quite reach. The figure is frustrated at not being colored in. In this version of the puzzle, coloring in the figure makes it happy and causes the door to tear away, allowing access to the next room. You could also make up your own crayon puzzles if you would like, or if the group is having trouble. In that case, the figure walks away into a different drawing, starting the next puzzle.

CRAYON DRAWING CHALLENGES

The Door depicts one challenge at a time, and completing the challenge tears away one papery layer of the door. These challenges are meant to require a certain crayon and utilize its properties to solve, but other crayons and solutions are quite possible. The Wand of Scouring may also solve a puzzle, not consuming any charges unless being abused by the players.

1. Purple. The Brindle figure is chasing around a purple scribbled puppy. He is too slow to catch it. Attaching the puppy to Brindle using a purple crayon line allows the figure to get the puppy under control, and solves the puzzle. (Using another color crayon would work, and other solutions, such as trapping the puppy in a box work as well)

2. Orange. The figure is eating an orange sandwich, but it falls on the floor and ants start to swarm it. The figure begins crying cartoonish tears. Drawing a new food item with the orange crayon results in the figure happily eating the new food, and solves the puzzle. Other colors may also be used.

3. Yellow. The figure chases a yellow cat, which runs up a tree. The figure tries and fails to climb the tree, and then places its hands on its hips in frustration. A yellow ladder, or an axe to chop down the tree, or similar solutions would allow the figure to retrieve the cat, solving the puzzle. Other crayons could also be used to solve the puzzle, like a pink balloon to lift the figure into the air, or an orange fish to lure the cat out of the tree.

4. Blue. The figure is walking, but encounters a light blue monster that looks to be a little bit bigger than the figure is. The monster behaves menacingly. Drawing a monster with the blue crayon scares away the other monster and solves the puzzle, as would drawing a large weapon with the yellow crayon, or other solutions. Use your imagination!

5. Gray. The figure spies a treasure chest atop a high gray ledge, and a see-saw contraption sits at the bottom, its far end just high enough to reach the ledge. The figure attempts to climb it, but upon passing the middle section, the higher end of the seesaw dips to the bottom. The figure tries a few more times, then gives up and sits down on the side of the seesaw nearest the ledge. Drawing a heavy gray object on one end of the seesaw to lift the other end allows the figure to obtain the treasure chest, and solves the puzzle, as well as a yellow ladder or another possible solution.

6. Pink. The figure sees a giant pink teddy bear and attempts to pick it up, but the bear is too heavy. The figure tries to lift it, but gives up in frustration. Attaching a couple pink balloons or other constructs to the teddy bear causes it to lift off the ground, and the figure pushes it to his house, solving the puzzle.

7. Black. A crowd of small figures (with black outlines) chases the figure around. Drawing a hole in the ground stops the progression of the crowd and allows the figure to escape, solving the puzzle. Other solutions would work as well, such as balloons, walls, other obstacles, monsters, etc.

8. Red. Snow starts falling, covering the ground, and the figure appears to be cold, shivering. It puts on red mittens and starts rubbing its hands together. It attempts to make a fire using brown firewood, but it can't. Drawing a fire with the red crayon warms up the figure and melts the snow, and the snow stops falling, solving the puzzle.

9. Green. The figure is reaching onto a high ledge to grab a lime green vase, but the vase falls and shatters. The figure starts crying. Drawing on the broken pieces with green crayon causes the vase to reform, solving the puzzle. Drawing a new vase also solves the puzzle.

13. THRONE ROOM

Brindle and his 2 scribbled knights are in the room, facing down an Ultra-Dragon, which Brindle drew to fight in order to prove his heroism. Brindle and the Dragon will pause for the party to interact with Brindle, to either yell at him or convince him to knock it off. In addition, a crowd of scribbled followers watch the spectacle, cheering at first but silent at the appearance of the party. They are stat'd as **commoners**, but don't engage in combat. Even though Brindle is missing a few crayons, he has more than enough to draw anything he needs.

Brindle's statistics are listed in *Appendix B*, and the Knights are Stat'd as **Thugs**, with the following changes:

- The Knights have AC 15, from their Armor.
- One of The Knights is equipped with a Greatsword, which has a +5 to hit and deals 10(2d6+3) damage, in addition to his normal weapons.
- One of The Knights is equipped with a Bow, which has a +4 to hit, ranged 150/600 and deals 6(1d8+2) damage. This Knight also has 1 Mega Arrow, which has a +7 to hit, and deals 4d6+2 damage.

Brindle and the Ultra Dragon are listed in *Appendix B*.

This is Brindle's Throne Room, a high ceilinged chamber, vast, but well lit without any obvious sources of light visible, and scribbled figures flank the walls, staring rapt and silent. An irregular red carpet leads up to a strangely shaped throne, flanked by knight statues holding swords and trumpets. You can see a small boy with wiry hair and a sloppy looking yellow crown on his head, wielding a big blue sword, flanked by 2 strange and misshapen knights.

The team is facing off against a massive and poorly drawn dragon, colored with all manner of strange colors, teeming with spikes, with a narrow pointy mouth bristling with viciously sharp, oddly shaped teeth. The knights notice you and shout,

"Intruders! King Brindle, be on your guard! You there! Bow before Brindle the God King, Master of Many Colors and Shapes!"

BRINDLE AND THE CRAYON CONFLICT

Brindle is high on his own power at the moment, thinks of himself as a king, and doesn't appreciate being told what to do. His magic crayons are in a box that's strapped to his waist by a scabbard he drew specifically to hold them.

The party can try to take Brindle's crayons by force, convince him to surrender or give up his mischief, or even attempt to kill him (although it should be made clear that Brindle isn't evil and never meant to hurt anyone.) If he is not convinced, or is attacked, or if one attempts to take or steal his crayons by force, without negotiation, Brindle will defend himself, riding the Ultra-Dragon who will act as his ally in battle along with the knights.

ROLEPLAYING BRINDLE

Brindle is a spoiled child of 2 rich but busy aristocrats. As such, he is very self-assured, cocky, and stubborn. He is pretending to be a king, and demands to be treated as such, and will get upset if he is not. However, he is aware he is just playing pretend, and sufficient badgering or parental guidance will lead him to drop his ruse and act more like a child. He does not know or trust the party, and is aware that enemies have entered his castle, a message delivered to him by The Tiny Man. He considers himself a just and righteous monarch, and will not callously call for the execution of the gang unless sufficiently agitated.

Brindle also may be convinced to fight the party without the help of the dragon, but will definitely use his knights and his crayons in combat. Alternatively, he may demand the heroes prove their heroism by slaying the dragon without his help, as proof of their loyalty to the king.

If Brindle can be convinced to stop his dangerous playtime, or otherwise be made to feel remorse and thus surrender to the party, the Ultra-Dragon will attack you both, but he and his knights will aid you in battle.

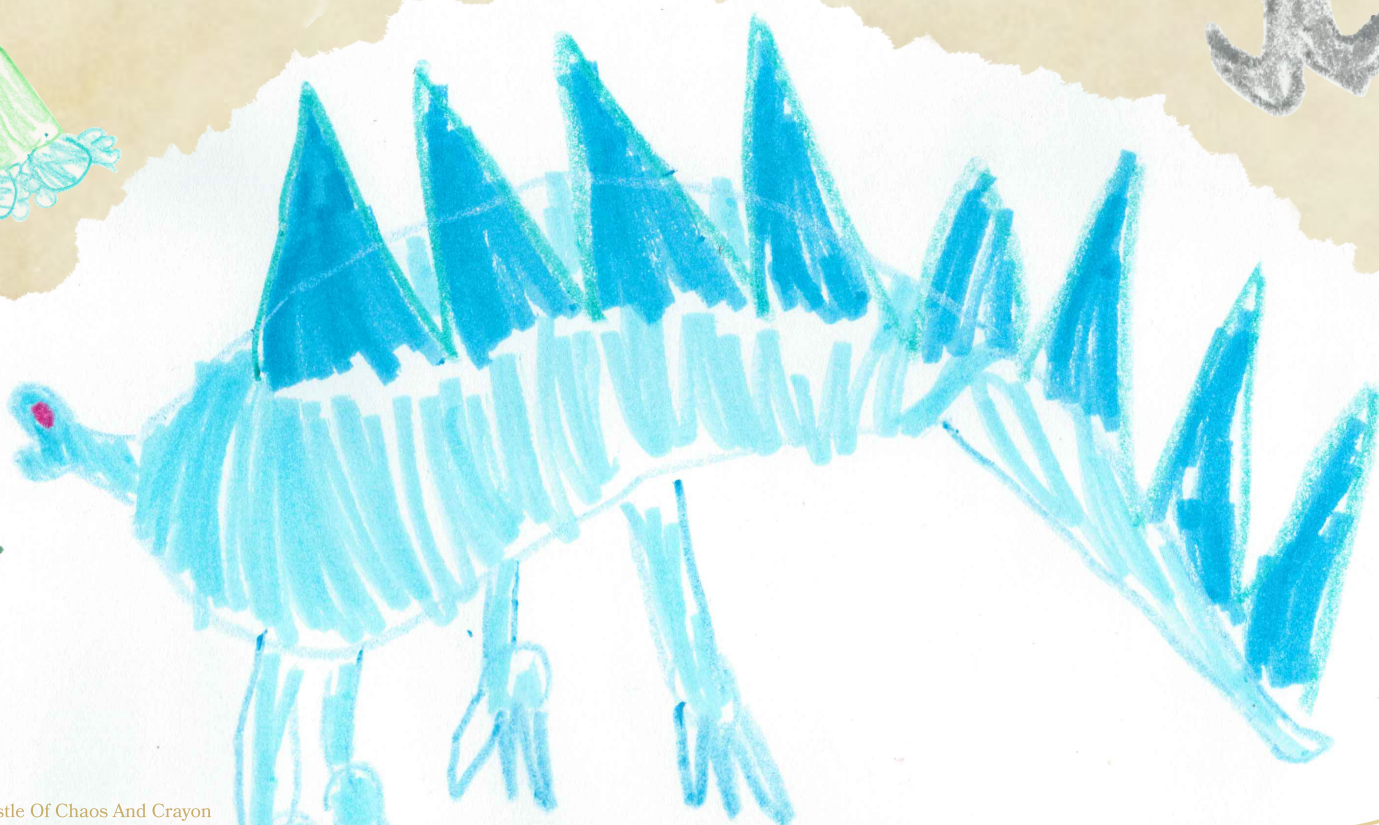
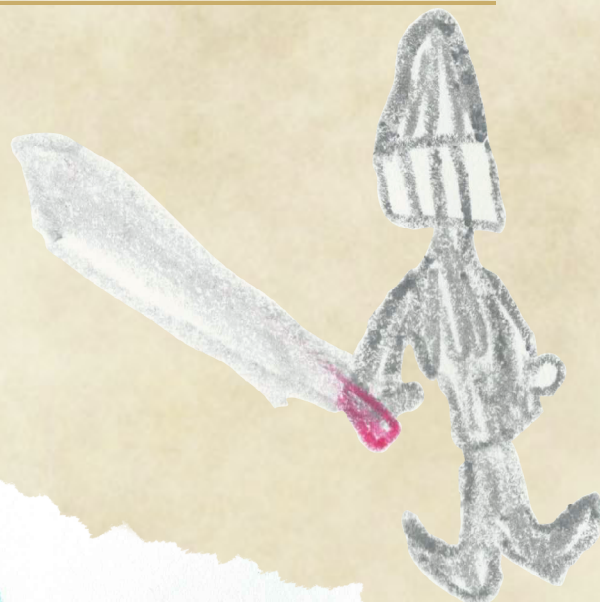
Depending on how things shake out, the Ultra Dragon will have different levels of health. If the Ultra Dragon and Brindle are fighting the party, use the smaller HP total. If Brindle demands you defeat the Dragon, use the middle HP total, and if Brindle is helping you face the dragon, use the larger one.

AFTERMATH

Either way, Brindle will want to keep his *Nolzur's Marvelous Pigments*, but if they are taken, they revert back to the normal version of the magical item, while still allowing any Colored Crayons the party has found to be used as noted, these special and supercharged crayons recharging overnight any time they are returned to their box. If Brindle keeps the Pigments, the party's versions of the crayons still function as noted earlier in the adventure, and Brindle will not miss them dearly, barely noticing their absence in his box.

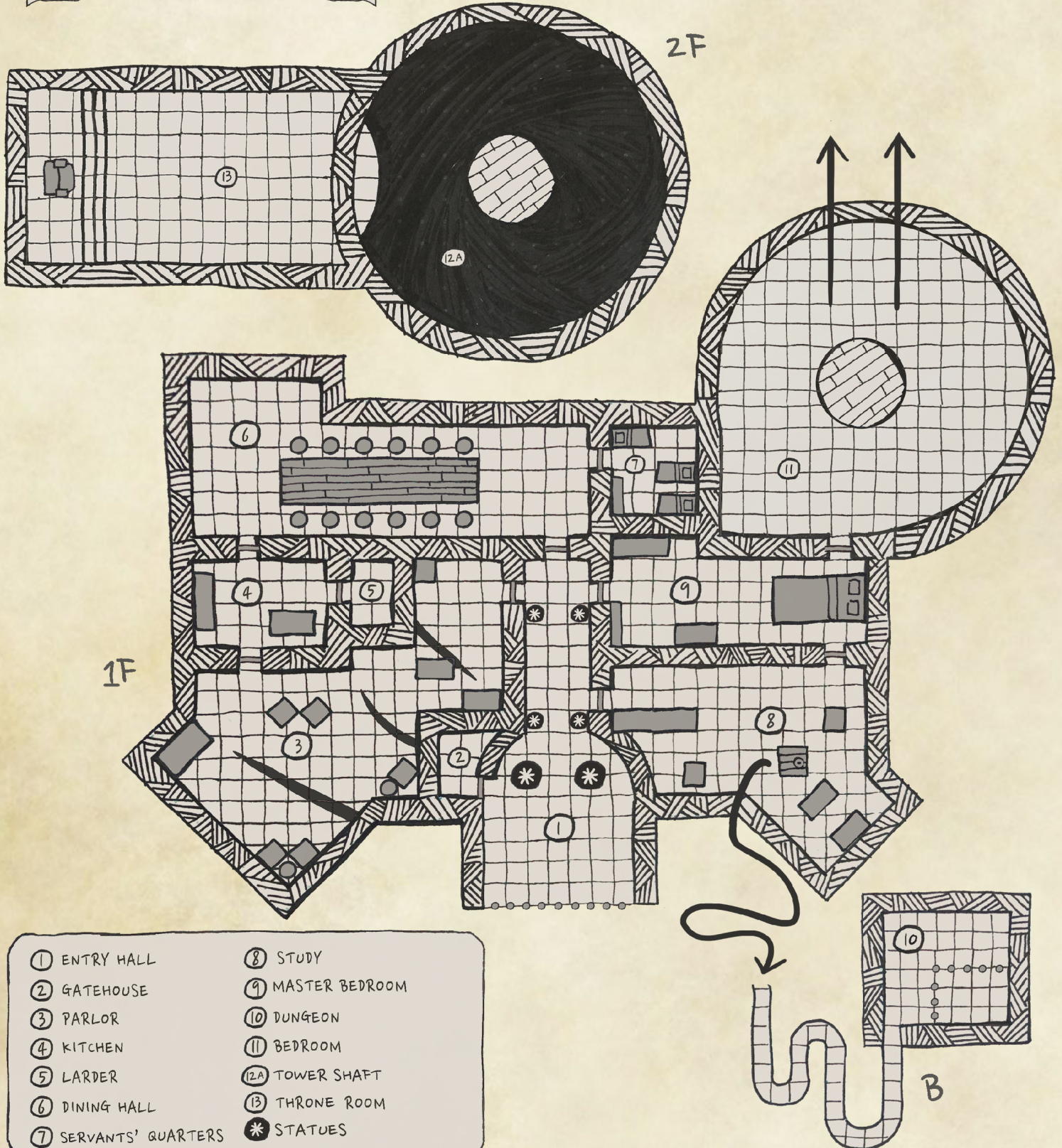
Brindle's parents will pay the party the agreed upon price, and will want to ground Brindle as punishment, but they will almost immediately forget or soften on this punishment and begin spoiling and ignoring Brindle within 1d6 days. Cecily and/or Benson will pay the heroes 10 gp, depending on who asked the party for help first, assuming either/both are still alive.

The Party should gain a level of Experience, at least, on top of the monster rewards for finishing the quest, unless they kill Brindle.



PRANG

MANOR



APPENDIX B - CREATURES AND CHARACTERS

BRINDLE PRANG

Brindle is a young child with an overactive imagination and negligent parents who care too much about their own problems and hobbies to engage effectively with their child. In the absence of strong parenting, Brindle has taken to mischief and artistic expression, and when he found a box of Nolzur's Marvelous Pigments, some latent magical power in him was awakened, unlocking an incredible power of conjuration and transmutation by way of drawing. Since then, Brindle started re-drawing his house into a castle, and drawing new friends that served him as king, ultimately taking his parents prisoner in a dungeon in his new castle. Brindle is high on his own power at the moment, and thinks of himself as a king, and doesn't appreciate being told what to do. His magic crayons are in a box that's strapped to his waist by a scabbard he drew specifically to hold them. His crayon magic has bestowed upon him impressive combat prowess.

BRINDLE PRANG

Medium sized Human, Neutral Good

Armor Class 18 (Plot Armor)
Hit Points 52
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Constitution +4, Wisdom +6
Skills passive Perception 10
Languages Common
Challenge 3 (700 XP)

Brave. Brindle has advantage on saving throws against fear and against mind-affecting effects.

Plot Armor. Brindle cannot be damaged by his crayon creatures or effects. Brindle cannot be killed in a single blow, only rendered unconscious. Brindle can, however, be killed while unconscious.

Actions

Multiattack. Brindle makes two Greatsword attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Inspire. For 1 minute, Brindle can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear Brindle.

Legendary Crayon Actions

Brindle can take one legendary action, choosing from the options below. A legendary action option can only be used at the end of another creature's turn. Brindle regains spent legendary actions at the start of his turn.

Draw Knight. Brindle draws another knight. It is statued as a Thug (without changes). Brindle can only use this when he has no knights remaining.

Draw Monster. Brindle can draw a monster, but it takes one round for each point of CR the monster has, up to Challenge Rating 3. During this, Brindle has advantage on all defensive rolls but can't otherwise take actions. He typically relies on his knights to protect him during this action.

Draw Weapon. Brindle can draw an Orc Bomb (a one use 20 foot ranged attack, 15 foot square, DC 13 Dexterity saving throw or 2d8 Fire damage), a Watermelon Bomb, (dealing 3d8 damage to anyone who fails a DC 12 Dexterity saving throw and revealing a tiny little man inside, who runs away shrieking), a Mega Arrow (see *the Knights*, p. 13), or any mundane weapon. Any resulting mundane weapon gains an extra damage die. This can be used to augment an existing creature, giving it a one-time bonus attack.

Heal. Brindle heals any creature 3d10 damage.

Augment Creature. Brindle can draw augments, such as wings or spikes on something, granting them a fly speed of 30 feet, or the ability to deal 1d6 damage to a creature who attacks it with a melee attack. (Or other cool stuff, if you think of it. You're the boss!)

BENSON ENIPIP

Benson is a chaotic good gnome **commoner**. Born and raised in Ruzlon, Benson is a business minded but generous sort with little patience and insecurity. Benson worries about his sister, who is his closest living relative, and has slightly strained relations with his other family members who live in town as well as abroad. He's headstrong and not too smart, but his heart is pure.

THE CANDY MAN

The Candy Man is the first creature Brindle brought to life, steadfast and loyal, and will never betray his King.

THE CANDY MAN

Medium Humanoid, Unaligned

Armor Class 16

Hit Points 45

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	8 (-1)	8 (-1)	8 (-1)

Saving Throws Dexterity +6

Skills Athletics +3, Perception +5

Damage Resistances Bludgeoning, Piercing from nonmagical attacks

Condition Immunities Exhausted, Frightened, Petrified, Poisoned

Senses Blindsight 60 ft. passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Sure-Footed. The Candy Man has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Loyalty. The Candy Man can never be made to betray his King

Actions

Multiattack. The Candy Man makes 2 attacks with its Jelly Bean Sword.

Jelly Bean Sword. *Melee Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Purple Crayon. *Ranged Weapon Attack:* +4 to hit, range 30 ft., two Large or smaller creatures within 10 feet of each other. *Hit:* The creature is restrained by purple cords. As an action, the restrained creature can make a DC 12 Strength check, escaping from the cords on a success. The effect also ends if the cords are destroyed. The cords have AC 10, 5 hitpoints, and become vulnerable to damage if wet, and have immunity to bludgeoning, poison, and psychic damage.

Yellow Crayon. If the Candy Man lost his Purple Crayon, he will instead wield the Yellow Crayon in combat. The Yellow Crayon can be used to draw weapons. It can also be used to draw barriers which grant half cover if they block line of sight. Weapons will be launched at the foe by magic.

Yellow Crayon Attack. *Ranged Weapon Attack:* +4 to hit, range 30 ft., one creature. *Hit:* 8 (1d12+2) slashing damage.

Innate Spellcasting. The Candy Man can use Cure Wounds as a Level 1 Caster, 1/day, and Expeditious Retreat and Freedom of Movement 3/day. Its spellcasting trait is Strength.

Candy Loot

Peppermint Head. The Candy Head can be eaten, it counts as 2 doses of a Cure Wounds potion healing 1d8+2 damage.

Jelly Bean Sword. The Jelly Bean Sword counts as a rapier and also can be eaten to heal 1d8+2 damage.

Candy Shoes. The Candy Shoes count as potions, one that casts Expeditious Retreat and the other Freedom of Movement on 1 eater, with durations of 1 and 10 minutes, respectively.

Watermelon Bomb. Upon the Candy Man's death, he drops a lit watermelon bomb, which explodes, showering everyone in hot fragments of watermelon, dealing 3d8 damage to anyone who fails a DC 12 Dexterity saving throw and revealing a tiny little man inside, holding a knife and a flintlock pistol. The man screams "Assassins! Raiders! King Brindle, beware!" before running off towards the manor at incredible speeds, making him almost impossible to catch.

Purple Crayon. The Candy Man drops a **Purple Crayon**, detailed in *Appendix C*. If the party fights him in the Study, he may drop a **Yellow Crayon**.



CECILY ENIPIP

Benson is a neutral good gnome **commoner**. Well-adjusted, hardworking, and generous, Cecily works at the Prang Manor, where she hopes she can utilize her charm and the connections of her patrons in order to acquire an artistic apprenticeship with one of the art patrons or artists who do business with the Prang couple. Cecily cares deeply about her coworkers, and even the Prang family, who do not return the sentiment, although the help is treated mostly fairly, paid reasonably and on time.

CHARLINGTON KEFFERNECHT

Charlinton is a lawful good dwarven **noble**. With a high sense of duty and honor, Charlinton is the Head Servant and Head Cook of the household, keeping the help up to his high standards and the house in order. Charlinton values class, order, and a job well done, to a fault. When first encountered, Charlinton is a crayon monster stated as a **Duergar**.

ABELHEIM AND BELFRIED PRANG

The Prang couple is a stuffy rich pair of art enthusiasts and art-collecting **nobles**. Abelheim himself a scholar of art and art history, Belfried an amateur artist of many disciplines, the two seek out friends and colleagues whom they attempt to charm for help with their pursuits. They pay little attention to Brindle, and don't appreciate his generally graffiti-based artistic output much, and they quarrel often.

SWARM OF BOOKS

Abelheim's Study is off-limits to Brindle, so when his parents were imprisoned in the dungeon, Brindle immediately went to the study to begin adding his own crayon additions to the walls, floors, and pages of several of his father's books. The books lie in wait, on floors, desks, and shelves, but take to the air like a swarm of irritated bees, attempting to swat at and smother any creatures that come too close, smashing their face between heavy leather covers and stuffing their mouth and nostrils with crinkling pages.



SWARM OF BOOKS

Medium Swarm of Tiny Constructs, Unaligned

Armor Class 12

Hit Points 32

Speed 0, Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	10 (0)	1 (-5)	3 (-4)	1 (-5)

Skills Stealth +7

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing

Damage Immunities Poison, Psychic

Condition Immunities Blinded Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft. passive Perception 6

Languages None

Challenge 2 (500 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a book. The swarm can't regain hitpoints or gain temporary hitpoints.

Antimagic Susceptibility. The Books are incapacitated while in an area of an *antimagic field*. If targeted by *dispel magic*, the swarm must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer. While they are grappling a creature, the books take only half the damage dealt to them, and the creature grappled by the books take the other half.

False Appearance. While the books remain motionless, they are indistinguishable from normal books.

Actions

Smother. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating. In addition, at the start of each of the target's turns, the target takes 10 (2d6+3) bludgeoning damage, or half if the swarm has half its original HP fewer. If other creatures are within 5 feet of the swarm while it is smothering a creature, they are attacked (+5 to hit, 5 damage) at the same time as the smothered creature takes damage, or 2 damage if the swarm has half its original HP fewer.

THE TINY MAN

Another scribbled minion, and an ally of The Candy Man. The Tiny Man has a deep link to The Candy Man's Watermelon Bomb, where he is thought to have originated. Nobody knows where the Tiny Man came from, what ends he seeks, or how he came to be, and The Tiny Man is not about to divulge any of his secrets. The Tiny Man never talks, and would sooner die than give up one single bit of information. The Tiny Man has no need for violence, because his ultimate goal is to flee, to warn Brindle of assassins and other threats.

THE TINY MAN

Tiny humanoid, ?????

Armor Class 15

Hit Points 25

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)

Saving Throws Dex +8

Skills Perception +5, Stealth +12

Condition Immunities Immune to Psychic Effects

Senses Passive Perception 15

Languages Common

Challenge 2 (450 XP)

Actions

Multiattack. The Tiny Man makes two attacks: one with its knife and one with its flintlock pistol.

Knife. *Melee Weapon Attack:* +7 to hit, Reach 5 ft., one target. *Hit:* 3 (1d4) slashing damage.

Flintlock Pistol. *Ranged Weapon Attack:* +7 to hit, Range 10/30 ft., one target. *Hit:* 5 (1d8) piercing damage.

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

Psychic Immunity. The Tiny Man is immune to psychic and mind-altering effects. The Tiny Man will never talk.

Innate Spellcasting. The Tiny Man's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no spell components:

1/day each: *confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, entangle, dimension door, phantasmal force, polymorph, sleep.*

Cyanide Pill. The Tiny Man is capable of wriggling out of even the stickiest of situations, but if he is ever caught or compromised, the Tiny Man will swallow the cyanide pill he keeps between his teeth so that his secrets may never be used by the enemy.



ULTRA DRAGON

Huge Dragon, Lawful Evil

Armor Class 17

Hit Points 65 / 70 / 95

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +4, Wis +2, Cha +4

Skills Perception +4

Damage Resistances Radiant

Senses Blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 3 (700 XP)

Actions

Multiattack. The Ultra Dragon makes one bite and one claw attack.

Claw. *Melee Weapon Attack* +5 to hit, reach 10 ft., one target. *Hit:* 1d8+2 slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 1d6+2 piercing damage.

Laser Breath (Recharge upon Withdraw, see below). The Ultra Dragon Exhales laser beams in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 16 (3d10) radiant damage on a failed saving throw, or no damage on a successful one.

Legendary Actions

The Ultra Dragon can take a legendary action, which can be used only at the end of another creature's turn. The dragon regains a spent legendary action at the start of its turn.

Withdraw. The Ultra Dragon leaps onto the ceiling and curls up, extending its laser spikes. It gains advantage to defensive rolls, and recharges its Laser Breath attack. If attacked while withdrawing, it will regain 1d8+2 health per attack suffered. (This action is mainly meant to give Brindle time to draw cool things, and not meant for abusing the party with Laser Breath)

ULTRA DRAGON

The Ultra Dragon is the most fearsome beast Brindle can imagine. A massive dragon with laser scales and laser breath, the Ultra Dragon is the apex predator of Brindle's Castle, and Brindle drew it in order to slay it such that he could save his kingdom and prove himself the savior of the land, a true hero for all people.

If the dragon is defeated, certainly the townsfolk (many of whom Brindle has not yet drawn) will sing his praises and worship him for the end of days as the God-King he is pretending to be.



APPENDIX C - MAGIC ITEMS

NOLZUR'S MAGICAL CRAYONS

This whole mess started when Brindle found some magical pigments which unlocked his latent magical abilities. Nolzur's Marvelous Pigments are a magic item found in the Dungeon Master's Guide, but on this adventure, players may discover random crayons that Brindle left lying around. These crayons are special, and work differently than Nolzur's Marvelous Pigments, as detailed below.

PURPLE CRAYON

The Purple Crayon can be used to generate ropes, strings, or other fibers. It can also be used to cast Web with a spell save DC of 12, emitting purple cords to tangle up foes. The Purple Crayon can draw up to 500 feet of material before being used up, and has 3 charges of Web. The Purple Crayon can be used to cast Web, although doing so consumes one charge, and costs 50 feet of material. Crayons regain their uses every morning if returned to their box, but otherwise are consumed upon expending all their charges.

GREEN CRAYON

The Green Crayon can be used to create a sticky glue-like goop. The goo adheres objects to each other with ease, and when touched by a creature will stick fast, requiring a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check to break free. It can also be used to form makeshift stitches, restoring 1d8+1 hit points to an injured creature. The crayon has 8 charges, and using the glue consumes 1 charge, while healing consumes 2. Crayons regain their uses every morning if returned to their box, but otherwise are consumed upon expending all their charges.

RED CRAYON

The Red Crayon can be used to create crayon flames, which shed light and can be thrown to deal damage. Flames produced by the crayon cannot ignite flammable objects. The Crayon can produce a small ball of flame, as per the *Produce Flame* spell, using the user's Dexterity and Proficiency bonus to make the spell attack, except the flame produced deals 1d10 damage instead. The flame can also be held, shedding light like a torch. In addition, the Red Crayon can also be used to cast *Burning Hands*, with a spell save DC of 13. The crayon has 5 charges. *Produce Flame* consumes 1 charge, while *Burning Hands* consumes 2. Crayons regain their uses every morning if returned to their box, but otherwise are consumed upon expending all their charges.

ORANGE CRAYON

The Orange Crayon can draw food items, that taste like paper and wax but fill one up like real food. With a Dexterity check of 14 or higher, one could make exquisite looking food that actually looks and tastes like the genuine article, although without other colored pigments (which don't affect the taste of the food), the food will always look some shade of orange. The Orange Crayon has 20 charges, and drawing a food item consumes 1 charge (or 2 if the food item is sufficiently large.)

Crayons regain their uses every morning if returned to their box, but otherwise are consumed upon expending all their charges.

YELLOW CRAYON

The Yellow Crayon can draw smaller objects, barriers less than 10 square feet, or other inert items, but weapons drawn with them deal 2 less damage. It has 10 charges, and drawing an item consumes 1 charge. Crayons regain their uses every morning if returned to their box, but otherwise are consumed upon expending all their charges.

BLUE CRAYON

The Blue Crayon can draw illusions as per the *Silent Image* or *Phantasmal Force* Spells. The spell save DC is 14, and crayon creatures have disadvantage on this roll. Illusions drawn with the Blue Crayon are blue. The Crayon has 5 charges, and either use consumes 1 charge. Crayons regain their uses every morning if returned to their box, but otherwise are consumed upon expending all their charges.

BLACK CRAYON

The Black Crayon can draw small holes and gaps. Holes drawn work similarly to the *Portable Hole* Magic Item but the holes drawn are 5 feet deep, and any medium creature can escape using their action without a check. These holes cannot be moved. Smaller creatures must make a DC 8 Strength or Dexterity (Acrobatics) check to escape. If a hole is erased, creatures and items are forced out, taking 2d6 damage in the process. The Crayon has 4 charges, and drawing a hole 4 feet in diameter consumes 1 charge. Crayons regain their uses every morning if returned to their box, but otherwise are consumed upon expending all their charges.

GRAY CRAYON

The Gray Crayon can draw gray statues and other similarly heavy objects. Objects drawn must be drawn on the floor, not against walls or in the air, and require a DC 12 Strength check to move. If desired, a creature can attempt to topple over a drawn object, making a Strength check. If successful, the statue or other object deals 2d6 to any creature it lands on that fails a DC 13 Dexterity saving throw. The Crayon has 4 charges, and drawing an object consumes 1 charge, unless it is Huge size or greater, in which case it consumes 2. Larger objects weigh the same as smaller objects drawn. Crayons regain their uses every morning if returned to their box, but otherwise are consumed upon expending all their charges.

PINK CRAYON

The Pink Crayon can draw Balloons and constructs which float up into the air even when attached to heavy objects. A Pink Crayon has 10 charges and each use consumes 1 charge. Crayons regain their charges every morning if returned to their box.

WAND OF SCOURING

A thick wooden rod, capable of cleaning up stains, food messes, and a few of the lesser crayon markings around the house, though not monsters (except for Charlington the servant, who can be cured by the Wand).

It has 3 charges per day and recharges daily. The wand could be sold for 50 gp but only a rich idiot would ever want to waste that much money when a few copper can hire a cleaning servant. If used against scribble monsters, it deals 3d8 damage on a melee attack but consumes a charge. It can also clean up mundane messes, such as grease stains or graffiti.

MAGIC LADLE

This ordinary-looking ladle is magic and can cook food. If placed in a cauldron over sufficient firewood, and supplied with food ingredients for things that could be cooked in a cauldron or large saucepan, the ladle automatically starts a fire and begins to finish whatever dish it has ingredients to make. If the ingredients supplied could make a simpler version of a dish or a more complicated one, it picks the simpler dish, as long as it utilizes all available ingredients. It isn't an amazing gourmand, and relies on the user to provide the right proportion of ingredients and spices. If left unattended, roll 1d8. On a 1, the food is ruined, tastes horrible, douses the firewood, and only a fraction of the food is at all edible. Its magical nature is obvious, although the item isn't particularly valuable to most. For certain buyers it might fetch a high price, but for those same buyers, a home cook or kitchen staff would be a lot cheaper than this ladle.

GLASS CONE OF COLD

A magical glass cone that can keep items at about 34 degrees Fahrenheit. This glass cone can chill the interior of a small space containing it, without leaking cold to the exterior of said container. The glass cone will not function unless contained in a closed space of roughly 10 cubic feet or less, about the size of a cupboard. It works in cupboards, boxes, crates, barrels, or even bags (it will chill the contents of a bag of holding or portable hole despite those spaces being larger than 10 cubic feet). The glass cone may also be used as a material component for the spell Cone of Cold. The cone is not consumed upon use. In addition, the cone is magically durable compared to the average glass bauble.

APPENDIX D - RANDOM TOWN EVENTS

THE TOWN OF RUZLON

If you so desire, or your players don't rush to the crayon scribbled manor, you may wish to engage in some random events befalling the nearby town of Ruzlon in order to stoke your party's attention and get them interested in heading to the Prang Manor. Here is a table of random events that might occur due to Brindle's crayon chaos.

INSIDE TOWN

d8	Event
1	A Scribbleganger is terrifying the person it is imitating, doing a rude and obnoxious impression and getting increasingly angry and violent when interrupted.
2	The Scribbled Puppy leads the party to the village, where a pack of scribbled wolves or other monsters are cornering a small cat.
3	A Scribbleganger has taken up residence in a local shop, terrifying the shop keeper but also conducting strange and child-like business, selling scribbled wares for random prices.
4	The Candy Man shows up, challenging any given taker to a duel and promising a spanking to all who defy Brindle the God King.
5	Bildemore the Traveling Painter is telling a story to anybody who would hear about a nearby manor that seems to be overtaken by strange magic, bleeding a white aura into the surrounding area.
6	A Watermelon Bomb appears near the Town Well. It has a clock attached to it, and the villagers are terrified and unsure of what to do.
7	A gang of scribblegangers appears, and attempts to kidnap the people they are drawn to resemble, claiming that the originals are imposters committing "the big crimes and need a time out."
8	A Villager claims to have found a magical brown crayon from near the Prang Manor, and shows off that it can be used to draw little scribbles that make weird sounds and move around as if alive. The drawings may bite, or urinate.

OUTSIDE TOWN

d8	Loot
1	Strange scribbled salesmen approach, offering to sell Prang Manor and it's sloppily forged papers to the party for 20 gp.
2	An out-of-breath halfling warns of a candy-headed kidnapper stealing folk and taking them to a nearby manor.
3	A young female tiefling is looking for help. Her black cat was taken by a strange scribbled wolf, who ran into a large house nearby.
4	A traveling artist is excited to see fellow travelers. He was on his way to Prang Manor, but found it strangely remodeled, with no one to answer the door. He had business with the couple there, but left empty-handed.
5	The Candy Man returns to kidnap a random member of the party.
6	A watermelon bomb is discovered sitting next to a nearby tree, threatening the tree's tiny inhabitants, the Mini-folk.
7	A Golden ticket, poorly drawn and misspelled, floats on the breeze towards the party, inviting the recipient to the Prang Manor for a royal reception.
8	Large Scribbled Signs point the way to the Prang Manor, calling it the "HOME OF BRINDLE THE GOD-KING"

PRANG

MANOR

