

# The toymaker's problem

Backstory: The famous toymaker, Edward Winston, has requested you to assist him in clearing out some "old toys" from his storage, offering pay to do so. Looking for cash, your party shows up.

1: This is a well-stocked toy shop, Edward greets you here and explains the issue. Recently, a specter has taken up residence in the basement, where he keeps his old toys that never sold. He directs you to a trap door located behind the counter, and opens it up. He warns you of the dangers ahead.

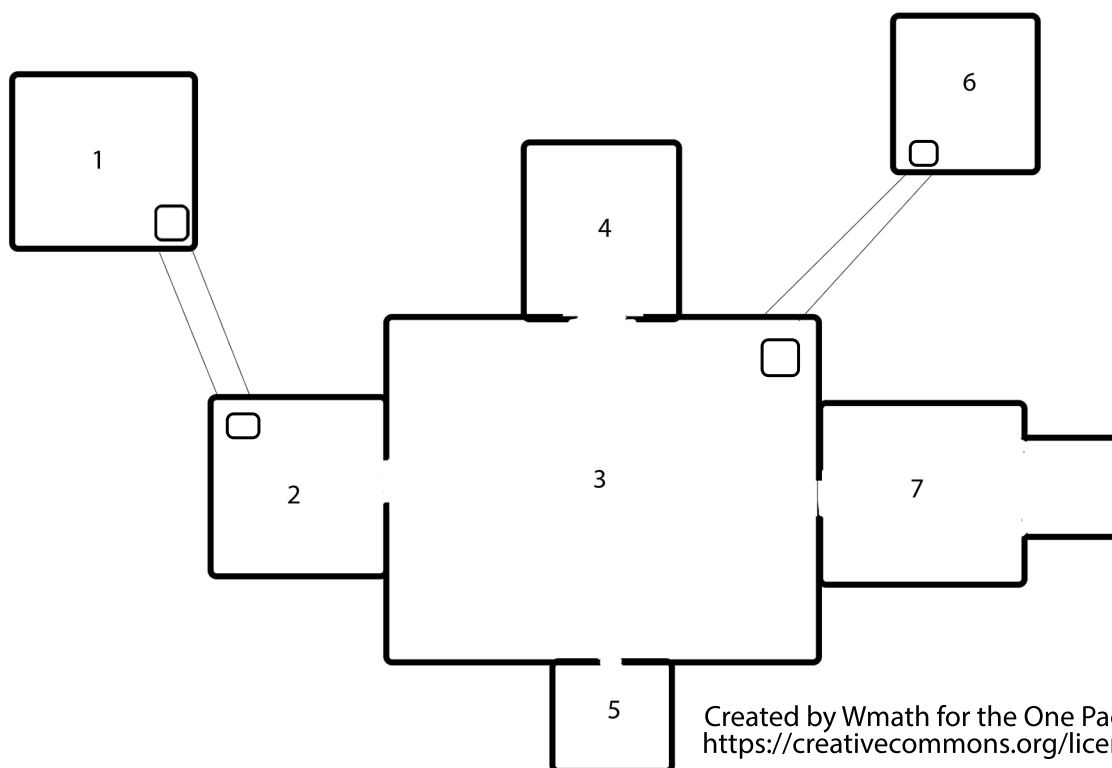
2: This room appears to contain some old dolls. Most of them are dusty. Two dolls block the entryway into the next room. Interacting with them will cause them to attack, with similar stats to a goblin.

3: This is a massive room containing all sorts of toys. The door to room 7 is locked with three locks. They are magic locks that cannot be lockpicked. Make sure to tell the party about the trapdoor in the corner!

4: This room contains several mannequins, each wearing either a dress or a tuxedo. One of the mannequins noticeably holds a key in its hand. Trying to take the key causes the mannequin to awaken and attack. It has similar stats to a zombie,

5: This room contains some action figures of things such as dragons and heroes. There is also a safe in this room. Examining the action figures reveals that one of them has a piece of paper in its hand, which reads "I put the code behind the safe." Behind the safe lies the number 143. Using that number in the safe opens it. Inside is a key.

6: This room is full of plushes of creatures such as teddy bears, goblins, and dragons. A chest lies in the right side of the room, which is unlocked. Opening the chest reveals a key, but causes the trapdoor to close. If the chest is closed, the trapdoor opens. The solution is to open the chest, grab the key, and close it to leave.



7: A large cardboard castle lies here, with a specter floating above it. When it sees the party, it attacks! Upon defeat, the paranormal activity ceases, and you can return to Edward.

Epilogue: Edward thanks you for your help and gives the party some money for their troubles. He says that he will reopen soon, and he hopes to see the party again.