

# CHUCK *Lavender*

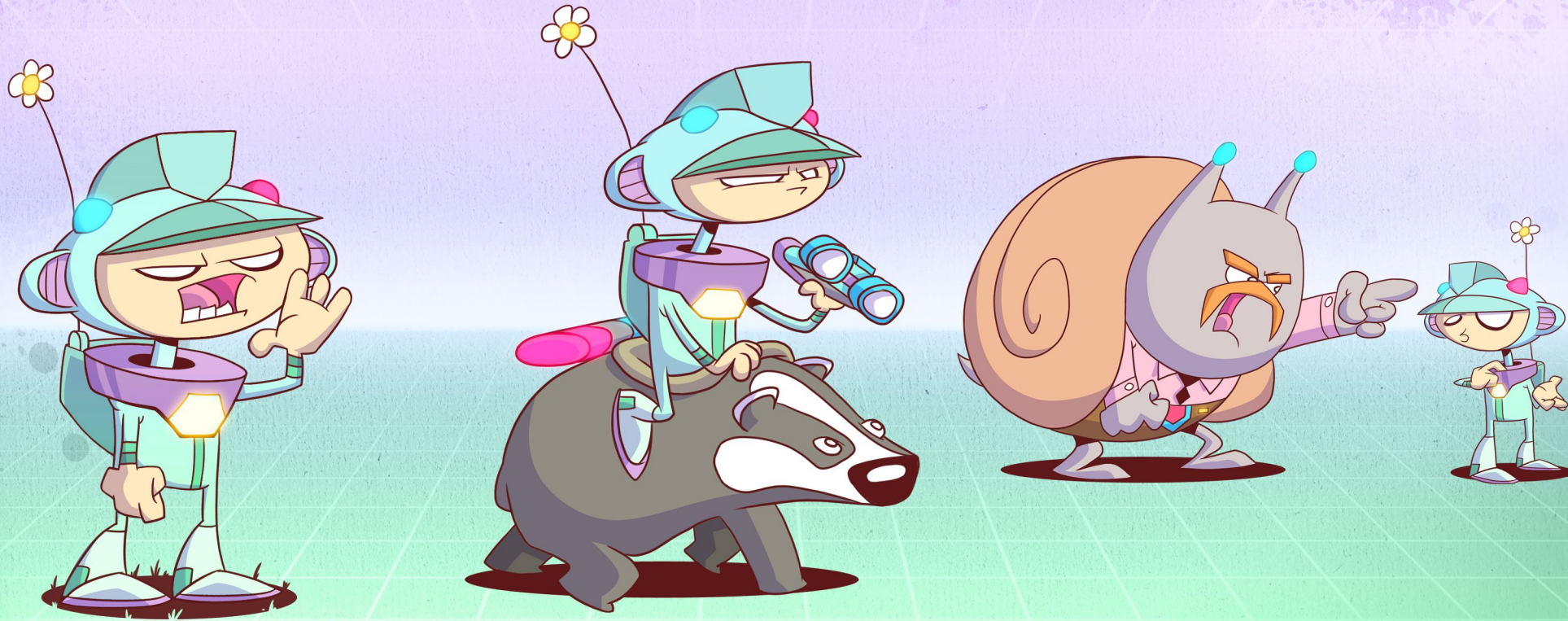
When magic folk get out of line, it's up to one tough pixie to restore order - Chuck Lavender.



Enchanted mischief is at an all-time high.

Enter Chuck Lavender: a pixie who has vowed to keep the gardens of the world safe from soil fairies, night gnomes, and beastly lawn goblins. With Petal the Badger by his side and Nut Watch backing him up, Chuck has vowed to take back the hedgerows of Bloomopolis. The naughty folk better watch out - a new Flower Ranger is in town and he's extremely punctual.





## CHUCK LAVENDER

He's four inches high, and tougher than a pickled walnut. Chuck Lavender has made a solemn vow to protect the magical folk of Bloomopolis from danger at any cost. He's always ready to jump into action, even if it means he might lose his badge.

## PETAL

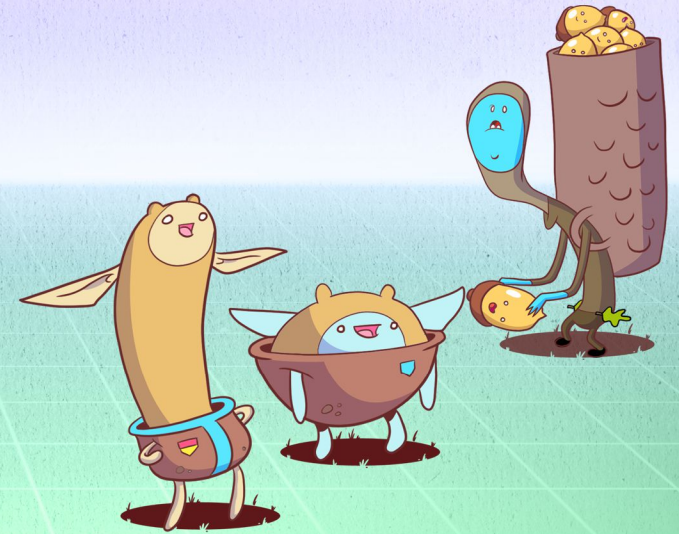
Petal is Chuck Lavender's trusty Badger. What she lacks in brains, she makes up for in loyalty, and will bravely carry Chuck Lavender into any situation. But be warned, she can become violently rabid when threatened.

## CHIEF MOLLUSKY

The boss of the Forest Floor Activity Department. He will shout orders and alert Chuck Lavender to various emergencies and crises. He has a bad temper and to calm down, he polishes his extensive pebble collection.







## RON BLOSSOM

A neurotic daisy who is always around to help Chuck keep things running smoothly, although his advice is often ignored. Sometimes Ron acts on his own, and has to be rescued from danger because he freezes up in a pressure situation.

## PIP SIDWELL

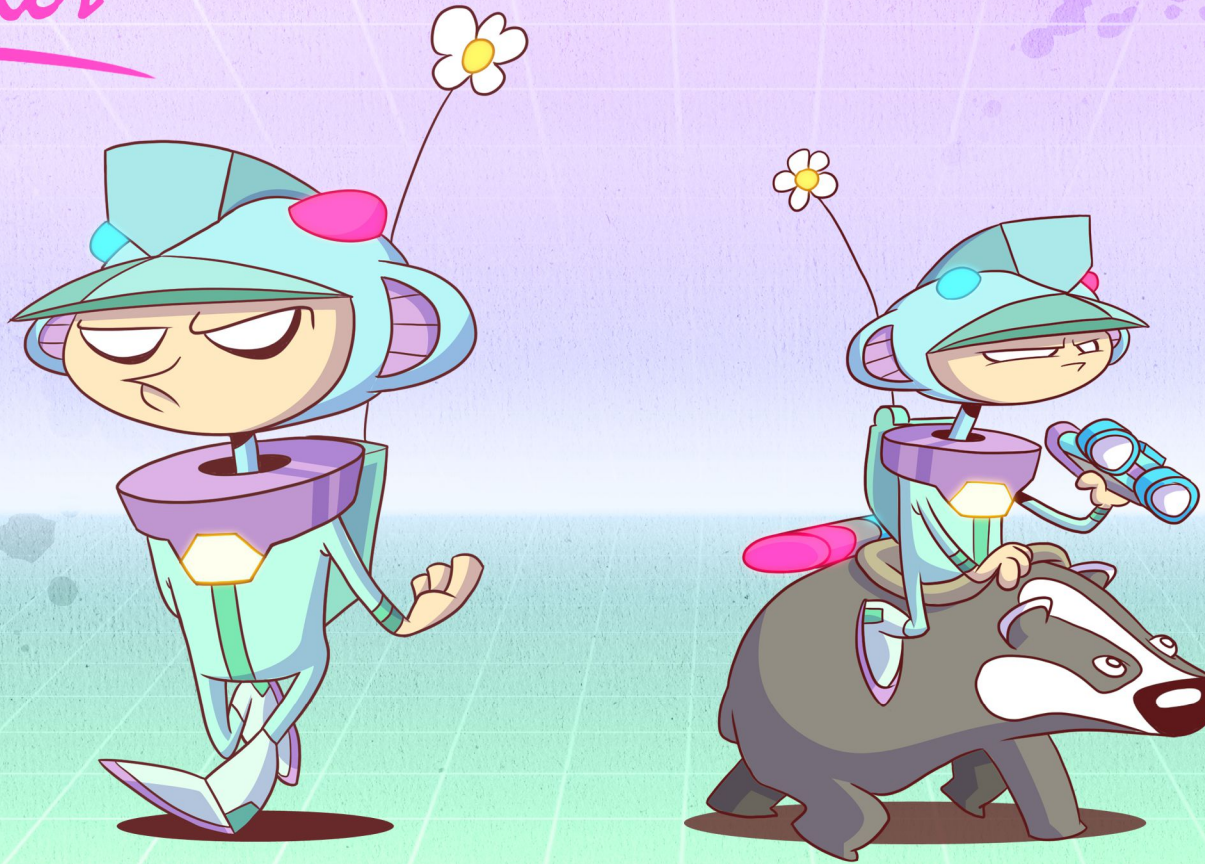
Chuck Lavender's nemesis and the mastermind behind the mischief in Bloomopolis. He is a greedy imp who wants to steal all the fruit in the world and crush it a giant cube. Being so small, he often employs the help of much larger creatures to do his dirty work.

## NUT WATCH

These humble guys have their ears to the ground and supply clues and information when Chuck Lavender is stuck on a case. They patrol the forest floor, enforce the smaller magic bylaws and give out fines for after-hours blooming.







## ELF AND SAFETY

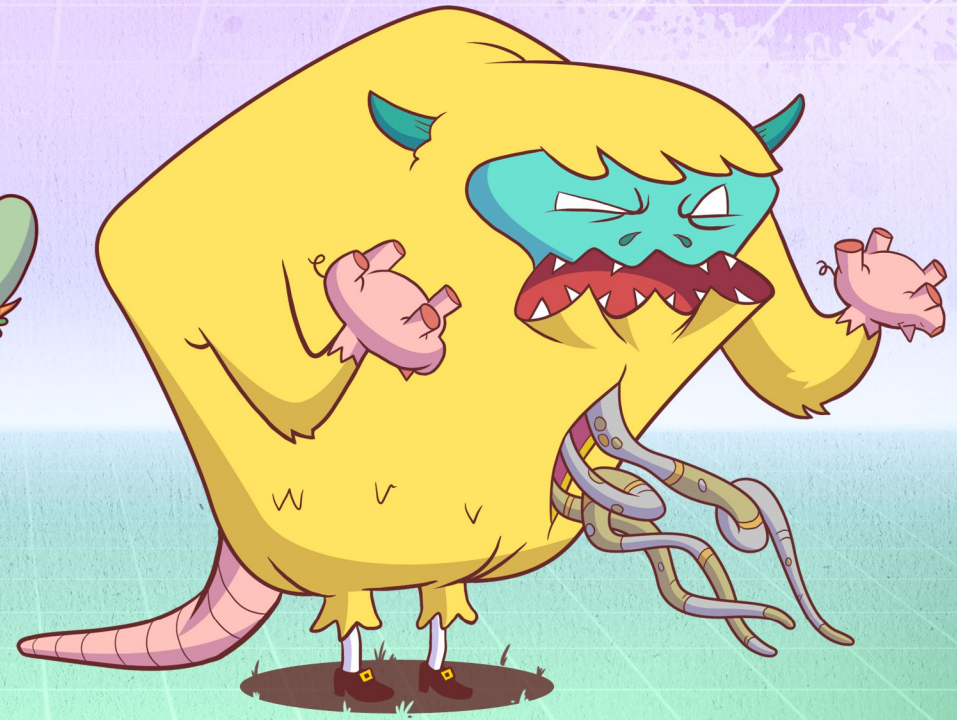
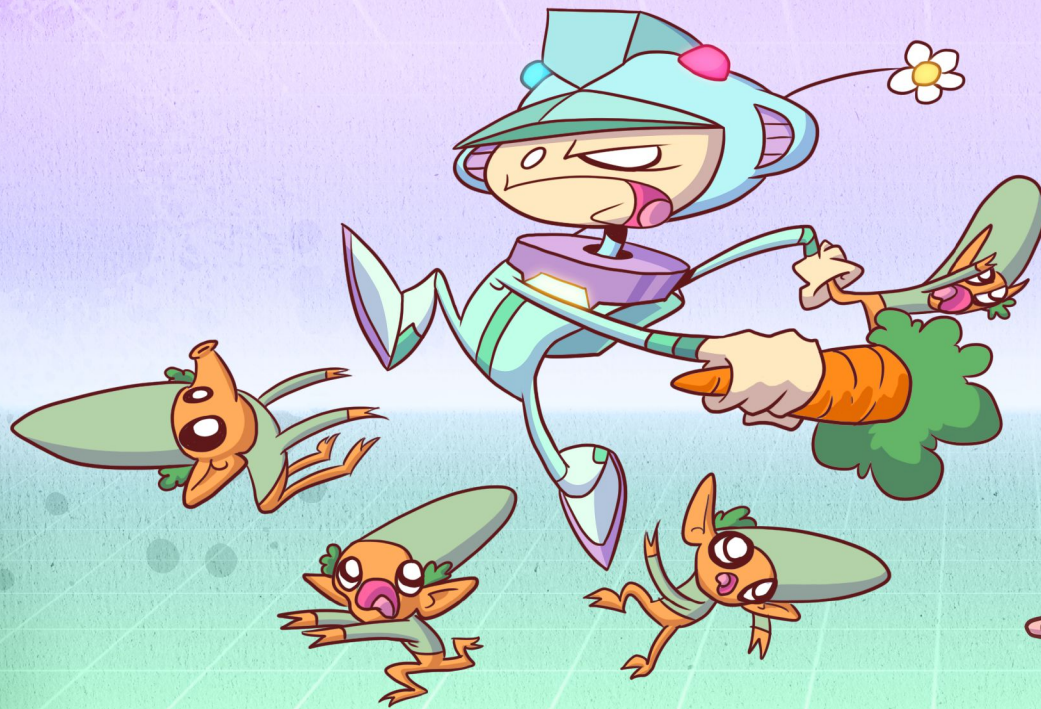
Chuck Lavender learns of some unauthorized flower picking taking place in the forest. His search leads him to a terrified elf, who is under orders to collect buttercups for his boss, Pip Sidwell. Chuck is shocked to hear of the conditions at the florists, and must make a decision - punish the elf, or use him to put Sidwell out of business once and for all.

## THE POTATO INCIDENT

Chief Mollusky sends Chuck an urgent mission - a dangerous gnome has escaped and is on the loose. He must be tracked down before he eats a potato and goes berserk. When Chuck Lavender finds the small gnome, he is surprised to find the cutest little creature he ever saw. Could this sweetie pie really be the dangerous beast he's looking for?







## THE CARROT VANDALS

A carrot patch has been ruined, meaning only one thing - the Carrot Vandals are in town. Chuck disguises himself as a member of the gang to infiltrate them and tells a story about a (fake) vegetable garden nearby. The trap is set, but his cover is blown when he gags on the grated carrot in his salad - an unforgivable error. He's left with no choice but to take the group down alone.

## RELEASE THE TRUFFLECRUSHER

Pip Sidwell hatches a nefarious plan - he will release a large "Trufflecrusher" into the human world and while Chuck Lavender is dealing with it, Pip's gang will raid Strawberry Acres for fruit. Except for one thing - Chuck Lavender can speak Trufflecrush. He foils the plan, but will Chuck be able to turn the tables on the scheming imp?

