

Scenario #2 – Castle Hassle – Part 2

Wandering Temptations: Chances of appearance is 20% every 10 turns. To determine which group of temptations show up, roll the ten sided die: 1 = 1-4 Fairies, 2 = 1-3 skeletons, 3 = 1-3 Were-Rats, 4 = 1-3 orcs, 5 = 1-3 harpies, 6 = 1-3 Sprites, 7 = 1 big baddie, 8 = 1 Gnolls, 9 = 1-2 Hobgoblins, 10 = 1-6 pieces of paper blow along the ground. Each one brings a random first level one-shot scripture.

All temptations designated as guards will only leer at characters, and will only attack if attacked, or if a character moves adjacent, or if the person being guarded is spoken to.

22. The Foyer. There's a guard here at A. He welcomes you to the castle. "You are welcome to look at the displays on the main floor, but please do not disturb the office occupants, unless you have business with them." There's an old piece of paper (like one of the vendor's old tracts) on the floor at B (see prop 1).
23. The Castle Main Hall. There are many displays in this hall. There's a lot going on here. Each display will provide a two square barrier. Here's what's here:
 - D. There are 2 Baddies guarding the door. When they attack, they will call 2 more Baddies to come help from the door behind them. On the door is a plaque that says "Ms. Goodie Three-Shoe: Executive Assistant – Special Events Planning Department". The door is locked. If you knock, a female voice says, "Who is it". If they have cleaned out room #42, she will reluctantly let them in, otherwise she will not be able to see them without an appointment.
 - E. This is a display showing different biographies of the most famous wrasslers throughout history. If they stop to read them, they will notice that on one biography is prop #2. The (first) person who reads this will invoke the multiple healing scripture on her/himself (but will affect no one on subsequent reading).
 - F. This door says "Events Planning, Dr. Samuel Strangelove - Director". There are 2 Skeleton Warriors guarding the door.
 - G. This is a collection of art commemorating all the important meetings attended by the various royalty throughout history. Some pictures depict important people sitting around a conference room table. Others show one person making some important point. Others are close ups of mugs of steaming liquid. One shows a man wearing a crown, sleeping. It is so boring that they get sleepy. One random group of the remaining temptations will take this opportunity to attack.
 - H. There are 2 Sprites guarding the door. When they do attack, they will call 2 more Sprites from behind them. The 2 Sprites at door I will join the attack with 2 more from behind them. This room will be open before the first meeting, but will be locked right after the second meeting. The metal key is needed to open it.
 - I. There are 2 Sprites guarding the door. When they do attack, they will call 2 more Sprites from behind them. The 2 Sprites at door H will join the attack with 2 more from behind them. This room will be open before the first meeting, but will be locked right after the second meeting. The metal key is needed to open it.
 - J. This display shows the history of the arena, what was there before, the plans for the arena, and a bunch of other stuff. There is of all things, a frisbee catalog stuck loosely in among the other displays. It obviously doesn't belong here.
 - K. This door says, "Audience Comfort, Mr. John Greedy - Comptroller". There are 2 Gluts guarding the door.
 - L. This is a display of the history of the Grotton Candy Company. They will notice a picture of an older gentleman standing beside a young boy.
 - M. There are 2 Were-Rats guarding the door. When they do attack, they will call 2 more Were-Rats to come help from the door behind them. On the door is a plaque that says "Mr. Joseph Cotton: Executive Assistant – Vendor Management". The door is locked. If they knock, Joe will let them in.
 - N. There are 2 Orcs guarding the door. When they do attack, they will call 2 more Orcs from the door behind them. On the door is a plaque that says "Ms. Gloria Kindly: Hospitality". The door is locked. If they knock, Gloria will let them in.
 - O. This is a biography of the royal family who has lived in the castle in the past. Many of the articles are rather juicy – so much so that you wonder if they really are true. If the orc guards are still there, they will attack. If the orc guards are not there, the ukluks will attack (if they are there).
 - P. This door says, "Public Relations, Ms. Donna Harpy - Director". There are 2 Banshees guarding the door.
 - Q. This display is a written tour of the castle (when it was first built). Of course now, it's a glorified office building. There's 2 old tracts that you can tell someone added to the display on the sly. They don't belong in the display. They contain one-shot scriptures #1 and #14.
 - R. There are a couple of very tough looking, battle hardened angels guarding this door. The only information that they will give is that it is their job to guard the man inside. The door has no plaque, but looks like there is a spot where there once was one. If they knock, a gentle, forlorn looking man will let them in. It's the same man they met in front of the castle.
 - S. There is a door (with nothing guarding it) that says, "Information, Come right in."
 - T. Here is a rather bizarre display. It looks like it could be a history of the castle, except for the fact that you have a hard time believing most of it. It looks like someone from the National Enquirer put together this display. In one, you see a picture of an alien next to one of the old kings. The backgrounds behind the king and the alien are different.
 - U. The door says, "Process Mangement, Mr. Harold Snarl - Head" (yes, management is misspelled). There are 2 Road Buzzards guarding the door.

- V. This is a rather poorly put together display on, of all things, the history of project management. What this display has to do with the castle, you have no idea. You see one note that says, "Are you a single man who is tired of spending his money alone? If so, come see Sandy. She can help!". One of the displays is an example of one of the more heralded processes. It explains that this process, as well as many of the others, comes under the control and enforcement of the Project Management department. In case you are interested, the example process is "Entry Allowance Procedure 10.50.45 – Entrant Permissions Granted to Managers of the Process Department on Castle Guest Day, which says very clearly, that entrance is not to be absolutely denied to people in the process of gaining entry to management of stated Process Management influence in accordance to Rule 20.6.23 from the Castle Guest Day Process charts concerning applicants posing process related informational queries that relate to Process Management."
- W. There are 2 goblins guarding this door. When they do attack, they will call 2 more goblins from the door behind them to join the attack. On the door is a plaque that says "Ms. Sandra Genteel: Executive Assistant – Project Management". If they knock, Sandra will let them in.
24. Office of Ms. Goody Three-Shoe. Goody, who sort of resembles a bulldog in a dress, is a large, take charge woman who looks like you wouldn't want to Ever cross her . . . ever. Goody's desk is at G, and after letting you in, she will sit at it. It's obvious from talking to her that she couldn't care less about the morality of the events. She would be willing to help you, but there is a certain person she is planning on ruining for life. If she is shown the lost recognition award from Joe Cotton, she will yell about Joe's ineptness, soften, and promise to help. If they visit her after the meeting, she will give them a crooked smile, and say that she wrote the issue down in the minutes, and that is the most she can do.
25. Office of Joe Cotton. Joe looks like he's been emotionally beaten up so many times that he's now resigned to it. Joe's desk is at J and he sits at it. If you have seen the picture outside the office, you will recognize that the "boy" is a young Joe Cotton. On the wall hangs a couple of recognition awards. One is from Goodie Three-Shoe. After hearing their complaints about the expensive prices of the vendors, he will not care, unless room #39 is cleaned out, or if they happen to get him talking about the man ("Gramps") in the picture with him on the display outside, he will be very cooperative. If he does become favorable to them, he will promise to bring up their issue at the afternoon's committee meeting. But, he says, his colleagues aren't the most mature bunch. With this person being mad at that person, and another person back-stabbing the other person, he doubts that he can get anything accomplished. He doesn't know what's going on, except that he's getting tired of working with a bunch of children. If they show him the lost recognition award, he will realize why Goodie is mad at him (he started to give her a recognition award, but lost it in the shuffle), but he will just grin sheepishly and shrug his shoulders. If they mention the rebellious vendor who has the low prices, he will scowl at them and give them 5 of the vendor's tracts as a "present" to them. These tracts contain one-shot scriptures #7, #12, #3, #15, and #5. If they come to see him after the meeting, he will congratulate them on a job well done. Their issue got copied down in the meeting minutes, and he's just sure that further action will come of this . . . some day.
26. Office of Mrs. Gloria Kindly. Gloria is sitting at GK. Mrs. Gloria has a soft, ingratiating voice, making it easy to imagine how she became the hospitality person. She seems very, very nice. She at once is very sympathetic to your plight (you get the feeling that she would be sympathetic to your plight if you were just caught robbing her house), and she is so, so, so sorry that there is nothing that she can do to help.
- Or, if they have cleaned out room #40, she will say that she will see what she can do at the meeting coming up shortly, but doubts that she can do anything with Mrs. Goody being so mad at poor Joe. "You see, it seems like they had some kind of deal, and Joe didn't come through on his end. Of course Joe, who is of course, "happily" married is flirting with Sandy across the hall all the time, and who knows how that's burning up Goody. Of course if she would lose a little weight, and learn to apply a little makeup, she just might have a few more men flirting with her . . .".
- If you show her the picture from downstairs (they will recognize one of them as Gloria), she will start crying, and explain that the other person was her best friend in the whole world, Sandy. Sandy won't speak to her now, and she doesn't know why. If you tell her that you smoothed it over with Sandra, she will be happy again, and will promise to help you out in the meeting this afternoon. If you visit after the meeting, she will say that she had a very good feeling about the meeting, and that she was just sure that everything would turn out just the way they all wanted.
27. Janitorial. In here is a large assortment of tools – some you recognize as used for cleaning, others for fixing things, but most are unrecognizable. It looks mostly like piles of old junk. Todd Hope will sit at a sort of desk like object (T). It kind of looks like he may have just piled a couple of crates together, but not as nice. He will introduce himself and ask to please excuse the mess. He's the head janitor, in charge of the entire castle. He will listen intently to their story, and then sadly nod his head. He's been concerned about the whole thing. He's mentioned it to others a couple of times, but they don't seem to care. "So, that's it. End of the line. There's nothing more that I can do." If they bring his bible from room #43, he will perk up and say, "Wow, I haven't seen this guy in a while. Where did you find it? Thanks a lot!" He takes the bible back, and says, "Look, I'm sorry about what I said before. There's a meeting this afternoon. I'm going to tell them that other people have noticed the sad state of the whole event too. If you are willing, I'm going to get you into the meeting so that the others will know it's not just my opinion anymore. What do you say? Will you help me out?"
- If they agree, he will also pull out a verse written on an index card and give it to them. It's a one-shot scripture #17. "This is one of my favorite verses in the whole bible. I don't need this card anymore now that I have it memorized. Go ahead and take it." He hands it to you. "I'm going to go in and give it my best shot this afternoon, and having you there will make my case. But perhaps, you can help in other ways too, if you're willing. There's quite a bit of office politics around here – what, with people being mad at this one, and that one not talking to the other. I doubt you can do anything, but, if you can keep your ears open, and if there's

anything you can do to help, you may just make my job easier. Come back to me if you have any specific questions, or if anyone is giving you a hard time.” He’s very wise about the ways of the castle, and will answer any specific question that they have.

If they tell him about the bucket in #33, he will get up right away and get it.

28. Sitting at A is a slobby looking man with stained clothes who happens to be asleep. When approached, he will wake up, say he is sorry that he didn’t notice you because he was doing his meditative exercises, and ask how he can help you. To any specific questions he is asked, he will give completely fallacious answers. He will say anything that will derail their mission. If he can, he will send them on useless errands.
29. Office of Ms. Sandra Genteel. Sandra (sitting at SG) has all the mannerisms of a 1950’s cheap diner waitress. After listening to your sordid tale (while chomping on a big wad of gum), she will tell you, “Yeah! Too bad! So Sad! Get out! Have a nice day!” If you cleaned out room #40, she will say, “Hey! I don’t care! What the hey! But if you don’t take care of the lover birds across the hall, I aint going to be doing squat. Besides, I ain’t so fond of the Backstabbing Bimbo down the hall. She’s horned in on my territory once too often, and now she’s making passes at my latest guy. He’s mine!” If they show her the picture of the prom, and they have not taken care of the “lover birds”, she will ask you not to show her that picture. If you mention that you have taken care of the problem, and show her the picture, she will laugh, and explain, “Well, what ya know, I later stole that guy from Ole Bimbo herself. Oh well, I guess maybe she’s just getting even with me after all these years. Ya know what! You’re right. I shouldn’t be so mad at her. As if she would be any competition for me. And you can tell her I said that! Well, now that everybody’s so friendly around here, I’ll see what I can do at the meeting.”
If they come to her after the meeting, she will say, “Whad ya know. We all agreed. You have an issue. It’s entered in the meeting minutes. Now, stop your yapping, goodbye, and get lost!”
30. Dr. Samuel Strangelove’s secretary (A) (Alice if they ask). If they have not got the five junior assistants to have their meeting yet, she will inform them that Dr. Strangelove is not in. If they have caused the meeting, she will say, “I’ve heard your little group has been making quite a stir around here. What can I do for you today?” If they ask to see Dr. Strangelove, the secretary tells you that Dr. Strangelove is not in. He is downstairs in a meeting with some of his people. “If you want to go find him, I will give you a guest badge so that you can go into the Administrative Support complex”. She will not let them in his office until he is in.
31. The office of Dr. Samuel Strangelove. There’s a Skeleton Warriors guarding Dr. Strangelove (SW). The doctor (A) is in. If they show him the jar with the brain in it, he will look insulted. “I do not want this. But, my friend, Brenda, one of the secretaries, would be interested in something like this. Her tastes are such that she would probably like this item.” If they show him the frisbee catalog, he will look at them wistfully, and say that he is a collector of frisbees. If they offer the catalog to him, he will say that he has this catalog already, and doesn’t need it. If they bring him the left-handed frisbee, he will gladly give them the plan of next year’s activities. If they bring him his binder entitled, “Process Exception Request List on Taste Guidelines”, he will explain that his events have been violating the current taste guidelines, and that this is a copy of his request to amend the process so that the kinds of events he’s been setting up will not violate the process. This turn of events do not seem very helpful to you. You obviously don’t want the current guidelines modified. When Dr. Strangelove promises to do what he can to help you at the meeting, you wonder how he can do that at the same time as pushing through his process exception. After the meeting, he will absent mindedly say that the meeting went fine, and then go on about his frisbee.
32. Before meeting #1: The door is unlocked.
After meeting #1: The door is locked, and will need the key to open it.
This is a conference room with a large conference table in the middle. There are 2 Gnolls in here. None of the meetings will be successful at all unless this room is cleaned out. The players will be required to show up for both meetings. The meeting will be extremely boring, and seem very pointless to you as long as you observe.
The meetings will last 20 turns. During the meeting, a (random) group of wandering temptations will show up.
Also, even though you know you should be praying during this time, there’s a real danger that you will fall asleep. In fact, all character initiative rolls will have a -2 modifier.
After the first meeting, everyone will quickly leave, leaving Todd and yourselves. Todd will say, “I’m sorry. It seems like that whole exercise was useless. Sure, we convinced the others that there are some real concerns, but they clearly aren’t up to the challenge of making real change. But I’m not going to give up! I’m taking the battle to the next level. See if you can get in and talk to the next level of management. I don’t hold much hope, but who knows? Thanks so far!” Todd leaves.
After meeting #2: Todd says, “I’m frustrated, and I’m sorry if I wasted your time. I’m not experienced in the politics of this place – at least until now. I just now realize that the people on this floor have let low morale and internal conflict bring them to a place where it’s impossible for them to change things. It’s funny. I’m the janitor here. It’s never occurred to me, but since I work in every room in this building, I talk to everyone almost every day. Seeing you in action today has made me realize how cowardly I have been. I’m going to speak up from now on and keep on working for positive change. It just takes people with a conscience to make a difference. You have proved that to me today. Thanks for waking me up!” Your faithfulness has made a difference today. Take 50 points in faithfulness apiece. The game is over.
33. Mr. John Greedy’s secretary (A) (Brenda if they ask). It’s plain by talking to her for a couple of seconds, that she doesn’t care much about anything. You also get the impression that she isn’t used to doing much of anything. She will let you right into John’s office. She doesn’t care. If you show her the brain in the jar, she will look interested. “Oh, I would really like that. I don’t suppose I can trade you this left-handed frisbee for it? I’m not left-handed, so I don’t need it”.
34. The office of Mr. John Greedy. There’s 2 gluts guarding John (G). He (A) seems young, and like somebody who doesn’t command much respect. He mutters when you come in, “That stupid secretary. Why do I keep her? Look, I can’t see anyone right now. I’m typing up a new status report because I lost the old one, OK? Goodbye!” And then he won’t talk to you anymore, even though you

can see that you are bothering him. If you bring him his lost status report, he will thank you very much and ask what he can do for you. He will tell you that he will talk about it at the next status meeting coming up shortly. After the meeting, he will seem very satisfied. He felt like he put across the points you were trying to make very clearly. He feels very satisfied with his performance in that meeting.

35. Ms. Donna Harpy's secretary (A) (Charlotte if they ask). She looks a little harassed, and she will not let you in to see Ms. Harpy without an appointment. There's a mop and bucket in the corner of her office (it's obvious that you can't take it or mess with it). As you leave, you hear the secretary mutter, "I wish Todd would finally come and get that bucket out of here." If after talking to Todd in #34, and Todd comes and gets his bucket, Todd will badger the secretary into letting them in to see Ms. Harpy. He will succeed.
36. The office of Ms. Donna Harpy. There's a Banshee guarding Donna (B). She (A) looks like the kind of person who is used to getting what she wants, and doing whatever she has to, to get cooperation from others. After listening to their story, she will inform them that she doesn't give a rip about it. However, if they could do a little favor for her, "I'll scratch your back if you scratch mine", she would see what strings she could pull at the afternoon meeting. If they agree, she will tell them, "That crazy doctor is holding out on me. He's planning the events for the next year. I know that he has three more months before he 'has' to give them to me. But I know he's got to have a good idea what they are now. If I could get his current plan of what they are, it would help me avoid the crunch time that plagues me every year. He refuses to give them to me. He tells me what he wants, but I don't understand his request. It's something totally crazy. I pride myself with having the ability to deal with anyone – sane, that is. Get those secret plans of his for me, and I'll sell any sorry idea you have at this afternoon's meeting." If they come back with the plans, she will agree to help them. After the meeting, she will tell them that she did her part. Everyone agreed that you had an issue. It got put down on the meeting minutes. She did her part to help you. Good-bye.
37. Mr. Harold Snarl's secretary (Mary, if they ask). When asked to see Mr. Snarl, she will look at you kind of confused, then say, "let's see". She will pull out an absolutely huge binder entitled, "Entry Allowance Procedures – Volume 1". And then she will start reading it. It's obvious that at the pace she's going, she will never finish it. If they can point out procedure #10.50.45, she will pull out "Entry Allowance Procedures – Volume 3", turn to that page, look confused again, say "I think that according to this, I should let you in to see Mr Snarl". And she will let them in.
38. The office of Mr. Harold Snarl. There are 2 Road Buzzards guarding Harry(RB). He (A) is a kindly, older gentleman. The only trouble is that you have a hard time understanding what he is saying. His words are clear enough on their own, but all together, they don't make any sense. After listening to your proposal, he will, in a roundabout way, say that he needs time to consider your proposal, and most of all, to think of how the process will be affected by the changes you are suggesting. If you should bring up the process exception request list on Taste Guidelines, he will become very excited, and realize that there is a process violation, since he never approved these process exceptions yet. He promises to set things right at the afternoon's meeting. If you talk to him after the meeting, he will say that it was a great success. Thanks to you, he has gotten the process exception request list on Taste Guidelines on the next few agendas for the next few meetings. He will not drop this issue until the team has thoroughly discussed these process exceptions!
39. Basement Foyer. A = door says "storage". B = Door says "Administrative support – Do not enter without proper identification". It is locked and cannot be unlocked without the guest pass. C = Door says "Janitorial Supplies"
40. Storage room. At BB is a Big Baddie. "A" is a one-shot scripture. It is scripture #16. You also find a very unusual object. It looks like a jar with a brain in it, except you can obviously tell that it's fake. It's a novelty item. There's a note attached to it that says, "Anyone can take this if they want it."
41. Janitorial Supply. This room looks exactly like one would expect, except for possibly the Gnoll (G). "A" is a tattered bible. On the front of the bible is embossed "Todd Hope".
42. Basement Foyer. A = Door says "Storage".. B = Door says "Administrative support– Do not enter without proper identification". It is locked and cannot be unlocked without the guest pass. C = Door says "Displays"
43. Storage room. There's a Were-wolf at WW. A is the lost recognition award (prop #3). There is also a short stack of 5 pamphlets. They all contain one-shot scripture #5.
44. Displays room. In here are kept pieces of various displays used upstairs. It's not what you would expect of a museum class display storage room. Each U is an Ukluk (2 of them). Each H is a hobgoblin (2 of them). These two different kinds of creatures will attack the other kind every other time they attack (the first turn they will all attack each other). A = a picture of what looks like two couples with their dates at what looks like a high school prom. If they have met them, they will recognize Gloria Kindly and Sandra Genteel as the girls in the picture.
45. Administrative Support Jungle. They will have to have the guest identification badge to enter this area (which also works as a magnetic key to unlock the doors). Draw the maze as they make their way through it (starting with a clean piece of paper every time the adventurers pass through a room. Use the map to erase temptations when they attack (and to X out other found objects). The temptations in the cubicle maze are lethargic, which means their initiative is down 4 (-4). The cubicle maze is tight, so special flying rule penalties are in effect for flying temptations (which basically state that angels can use hand to hand attacks whenever a temptation flies over them). Each "S" is a skeleton. Each "F" is a Fairy. Each "H" is a Harpy. Each "P" is a Sprite. Also, there are 8 angels standing guard at various places (A1 – A8). They look so fierce that you don't wonder why the temptations don't mess with them or their charges. In each of these places, there is a paper on the wall that says, "Take One", even though there is only one copy of each verse on the cubicle tenant's wall. These one-shot scriptures are: A1 = #18, A2 = #16, A3 = #19, A4 = #20, A5 = #21, A6 = #22, A7 = #17, A8 = 16.
46. Conference room. There's 2 Gluts (G). On the table is a report entitled "April First Status Report, by John Greedy". When the Gluts are wiped out, all of the Fairies will disappear from room #45.

47. Conference room. There's 2 Skeleton Warriors here (SW). There's also a man (A) sitting at a table by himself with a laptop. He's Dr. Samuel Strangelove. Dr. Strangelove is a small, calm, quiet man that manages to give you the willies at the same time. Even though he has done nothing so far to deserve it, you think there's something seriously wrong with this man. It's not like he's done a single thing out of the ordinary, yet . . . When the Skeleton Warriors are vanquished, all of the Skeletons in #45 will disappear. If you tell him your woes about the current activities, he won't care. If you mention the activity plans to the Doctor, he will say that he would be happy to give them to anyone who could find something unusual for his collection. He's a collector of anything odd and unusual. After they ask for his plans, he will head back up to his office. He will not be interested in anything they might have that's unusual unless they see him in his office later.
48. Conference room. There's 2 Road Buzzards (RB). On the table is a thick binder entitled, "Process Exception Request List on Taste Guidelines" by Dr. Samuel Strangelove. Once the Road Buzzards are defeated, all Sprite will disappear from #45.
49. Conference room. There's 2 Banshees (B). On the table is a metal key with a piece of paper (see prop #4). Anyone who reads this piece of paper out loud will be affected by the lying curse. Until they identify the lie, any time they attempt to use applied scripture, it will mysteriously not work. (Inform them that there seems to be some kind of block on them). When the Banshees are wiped out, all the Harpies in #45 will disappear.

Props

1. Luke 11:21-22

*When a strong man, fully armed, guards his own house,
his possessions are safe. But when someone stronger
attacks and overpowers him, he takes away the armor in
which the man trusted and divides up the spoils.*

3. Recognition Award

For outstanding job of keeping minutes at the
daily status meeting. Keep up the good work!

Recipient: Ms. Goody Three-Shoe

Recognizer: Mr. Joseph Cotton

2. Lucky Eddie (310-318OE)

Lucky Eddie, always dashing in his jeweled black battle shorts,
was most famous for his unique battle cry, "Aaarrrrggghhh".

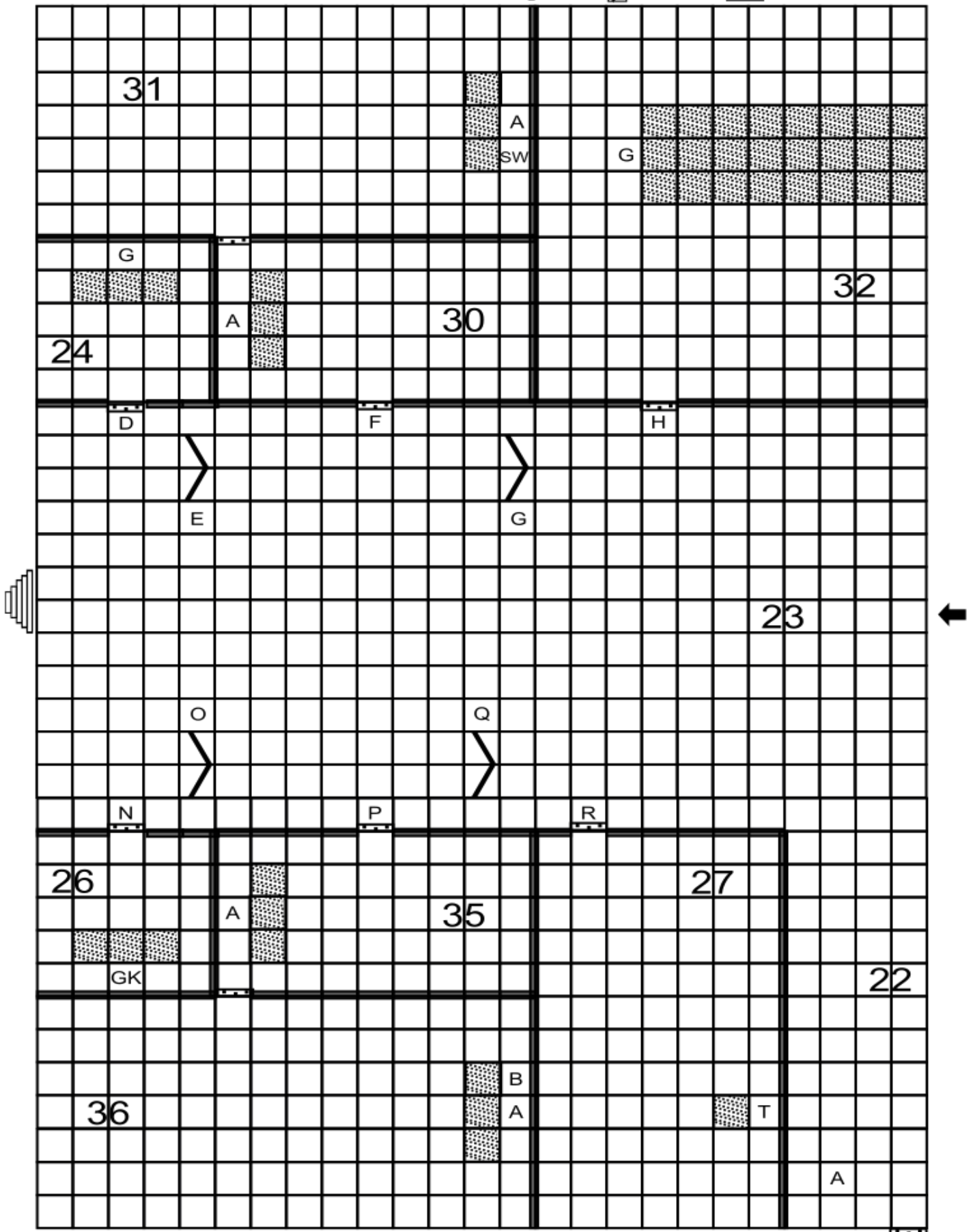
Although he had a decent win-loss record, he was thought of
being "soft" by some of the other wrasslers. Strangely enough, he
never tried to deny this charge. Instead, most often, he would give
a cryptic reply. One of his most common responses was,
"Therefore confess your sins to each other and pray for each
other so that you may be healed. The prayer of a righteous
man is powerful and effective." It didn't help his case that his
responses almost always had nothing to do with the original
accusation . . .

4. Today's Wisdom

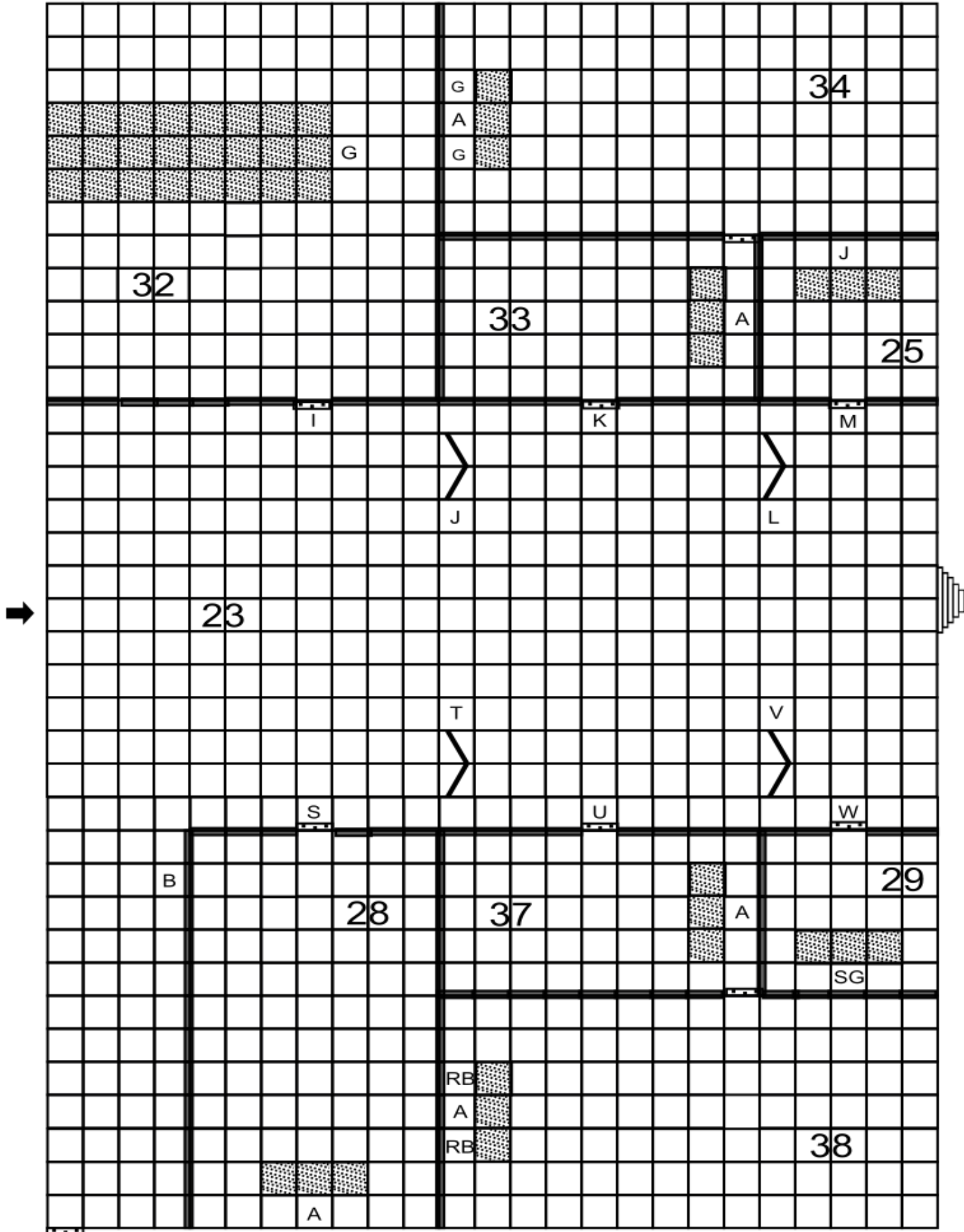
Hezekiah 13:13 – "Today is the day, and not
tomorrow, to hear the wisdom that comes from
your heart."

Main Floor (left side)

 Door
  Stairs
  Display
  Table / Desk

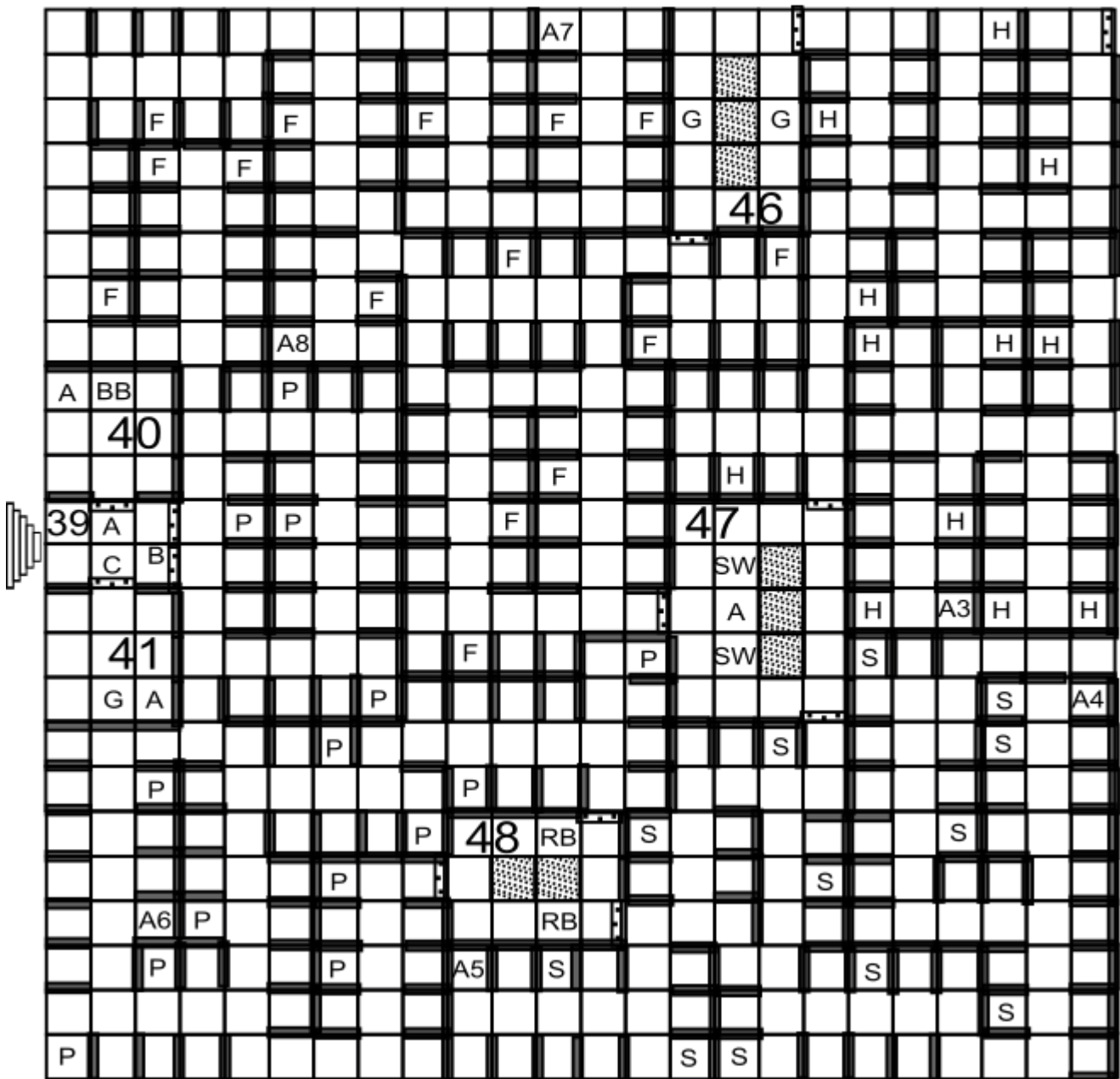


Main Floor (right side)



Basement (left side)

45



Basement (right side)

45

