

## Scenario – Castle Hassle

Difficulty Level: Four intermediate level 1 characters

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 = 1-6 skeletons, 3 = 1-4 Were-Rats, 4 = 1-4 orcs, 5 = 1-3 harpies, 6 = 1-4 Sprites, 7 = 1 big baddie, 8 = 1 Gnoll, 9 = 1-2 Hobgoblins, 10 = 1-6 pieces of paper blowing along the ground. Each one brings a random first level one-shot scripture.

### Introduction:

You and your friends are enjoying a lovely day at the Castle Wrassle Match. The sun is shining. The sky is blue. The birds are singing. And that's almost the only thing you see and hear sitting as high up as you are in the bleachers. If you listen closely, you can just make out the various grunts of the performers: the wrasslers, their managers, the referees, the wrassler's grandmothers knitting in the front row, occasionally throwing objects, and beating on the other wrasslers who dare harm their babies. When some of you do attempt to pay attention to what's going on down near the ring (in between an otherwise joyous conversation with your friends), you are slightly disturbed by different sights. Some of you notice the unsportsman-like behavior of certain wrasslers, not to mention their grandmothers. Some of you notice how some of the wrassling scripts are becoming not very suitable for the many kiddies in the arena. Some of you notice that the cotton candy is tending to become smaller and smaller. In fact, many of you have been coming to this event year after year, and it's always been a great family event, but, lately, it seems like there's almost a shadow hanging over the event. You remember the good old days when Gorgeous George battled the Iron Claw. You remember how George always fought with honor – how even the Iron Claw never did anything particularly bad. Unless you count the way he grimaced at George. Then all of you would boo at him. Yep, those were the good old days. These days, even the good guys seem to play dirty tricks, and you wonder if their grandmothers are really their grandmothers! You know things are going down hill, but when they start skimping on the cotton candy, that takes the cake, uh, the candy! You feel like you would like to complain to somebody about this, but what ya gonna do? You start praying about what you are seeing.

In the meantime, invisible to our intrepid heroes, the angels are having a rather intense conversation with a messenger from The Throne. The Messenger says "I come from the King of Kings with a message for you. He is concerned about what is happening with this festival. Many people have, over the years, come out to this festival with their families for a nice day. But lately, the enemy has been exerting his influence on this event. You can see the results in the people who attend. The children's minds are being filled with violence and cursing. The men are lusting after the women put up on display. Even the women, who are of course immune to the performances, are allowing their boredom to turn them to gossip. And finally, the cotton candy vendors, letting greed get the better part of them, have turned to using dishonest scales. We all know how much this displeases God. This festival is hardening hearts, and is coming between the hearts of the beloved here, and the love of the One who would save them. This time, God is sending you on the offensive. Your job is to clean up the evil influences on this place. The King's servants, whom you are guarding, are being led by His Great Spirit to plant some seeds. These seeds will not sprout, unless the evil influences are first removed, and the ears of the festival planners are open."

Back to the heroes of this adventure. Every year, after the wrassling match, the castle (on which the outdoor arena is part of) has a kind of open house. It's always kind of fun to see the different displays around the castle. Before you go, you all agree that you should stop by the bathroom:

Mission 1 – Gotta pee. Note: The heroes are completely broke.

Notes: In any of the stands, a character may cross the barrier between rows, using 3 movement points. Any character who is further up in the stands (from the lower stairs) has height advantage.

1. The stands. Upper level section. Even though this is an outdoor arena, the designers decided to put columns up, blocking certain seats, like the ones you all have. You all still have your humor, but you can't help but be bugged a little. You are all jammed together in the top row, seat 2, directly behind a column. One of you finds a quarter lying on the ground. You don't have to go to the bathroom bad . . . yet. (There's a 10% chance of finding a quarter for each new row a character walks through. There's a 20% chance if the characters are looking for money).
2. Underneath the stands, upper level. There's a cotton candy booth at A. Cotton candy is a buck apiece. The servings are pretty small.
3. Underneath the stands, upper level. There's a cotton candy booth at B. It's a buck apiece. The servings are rather small.
4. The stands. Upper level section. There's a 10% chance of finding a quarter for each new row a character walks through. There's a 20% chance if the characters are looking for money.
5. The stands, lower level section. There's a 20% chance of finding a quarter for each new row a character walks through. There's a 40% chance if the characters are looking for money.
6. Underneath the stands, upper level. There's another cotton candy booth at C. It's 2 bucks apiece. The servings are hardly a mouthful. (If the players have not been to the bathroom yet) There's also a long line of people waiting at an unmarked door. All of the people are surly and unresponsive. They seem ill at ease about something. If the heroes wait in line, they will be attacked by the following temptations in a continuous battle: Turns 1 - 5: one sprite appears each turn. Turns 6 - 10: one fairy appears. After the battle, they will see that it's the bathroom, and reach the front of the line. There's a man here who will demand 2 dollars apiece for use of the bathroom. If the heroes have it, right when they try to pay, a security guard will come and escort the man away, saying, "So, the old bathroom admission charge con, huh?" (they will be able to keep their money). If not, they are turned away and get attacked by 2 skeletons, 2 were-rats, 1 baddie, and one hobgoblin. For every time the heroes have waited in line at a bathroom already, and if they return to wait again, the line is half as long (and get attacked by half of the above "line-waiting" temptations while waiting in line).
7. The stands. Upper level section. There's a 10% chance of finding a quarter for each new row a character walks through. There's a 20% chance if the characters are looking for money.
8. The stands, lower level section. There's a 20% chance of finding a quarter for each new row a character walks through. There's a 40% chance if the characters are looking for money.
9. Underneath the stands, upper level. There's another cotton candy booth at D. It's 2 bucks apiece. The servings are hardly a mouthful. (If the players have not been to the bathroom yet) There's also a long line of people waiting at an unmarked door. All of the people are surly and unresponsive. They seem ill at ease about something. If the heroes wait in line, they will be attacked by the following temptations in a continuous battle: Turns 1 - 5: one sprite appears each turn. Turns 6 - 10: one fairy appears. After the battle, they will see that it's the bathroom, and reach the front of the line. There's a man here who will demand 2 dollars apiece for use of the bathroom. If the heroes have it, right when they try to pay, a security guard will come and escort the man away, saying, "So, the old bathroom admission charge con, huh?" (they will be able to keep their money). If not, they are turned away and get attacked by 2 skeletons, 2 were-rats, 1 baddie, and one hobgoblin. For every time the heroes have waited in line at a bathroom already, and if they return to wait again, the line is half as long (and get attacked by half of the above "line-waiting" temptations while waiting in line).
10. The stands. Upper level section. There's a 10% chance of finding a quarter for each new row a character walks through. There's a 20% chance if the characters are looking for money.
11. The bathroom. Whew, does that feel good. You don't know if you could have held out much longer. The heroes will find a scrap of cardboard that says, "Another fine product of the Grotten Candy Company".
12. The bathroom. Whew, does that feel good. You don't know if you could have held out much longer. The heroes will find a scrap of cardboard that says, "Another fine product of the Grotten Candy Company".
13. Underneath the stands, lower level. There's a cotton candy booth at E. It's 25 cents apiece. The servings are quite large. There is quite a line at this booth. It will take 6 turns to get through the line. If the heroes decide to wait, the vendor will talk to them. He will tell them he works for the Grotten Candy Company. If asked why his servings are so large, he will tell them the sad story that he will probably be fired soon. His boss, Mr.

Joe Cotton, has told him to raise his prices and make his servings smaller. But he refuses. He is sad about what has been happening to the festival, and he's doing his part to try to salvage it. There's also some leaflets on his desk. There's three different kinds, and the vendor will only let them take one of each. These end up being 3 one-shot scriptures: #5, #6, #10. There's also a huge line of people waiting at an unmarked door. All of the people are surly and unresponsive. They seem ill at ease about something. If the heroes wait in line, they will be attacked by the following temptations in a continuous battle: Turns 1 - 7: one sprite appears each turn. Turns 8 - 13: one fairy appears. After the battle, they will see that it's the bathroom, and reach the front of the line. There's a man here who will demand 25 cents apiece for use of the bathroom. If the heroes have it, right when they try to pay, a security guard will come and escort the man away, saying, "So, the old bathroom admission charge con, huh?" (they will be able to keep their money). If not, they are turned away and get attacked by 2 skeletons, 2 were-rats, 2 baddies, and one hobgoblin. For every time the heroes have waited in line at a bathroom already, and if they return to wait again, the line is half as long (and get attacked by half of the above "line-waiting" temptations while waiting in line).

14. Underneath the stands. Lower level. There's a cotton candy booth at F. It's 75 cents apiece. The servings are smallish. There are 5 people in line.
15. Underneath the stands. Lower level. There's a cotton candy booth at G. It's 75 cents apiece. The servings are smallish. There are 5 people in line.
16. Underneath the stands. Lower level. There's a cotton candy booth at H. It's 50 cents apiece. The servings are decent. There are 5 people in line. The vendor seems somewhat chatty. If engaged in conversation, he will tell them about the Grotten Candy Company. This is who he works for. They have been reducing the size of the servings and raising the prices, which angers him. He has tried to resist, but doesn't know how long he can hold out. His supervisor is a Mr. Joe Cotton. You can tell, he doesn't like the guy very much. The sign above the door says "EXIT". If the characters try to leave before going to the bathroom, they suddenly realize that they still have to find a bathroom, and turn around.
17. The stands, lower level section. There's a 40% chance of finding a quarter for each new row a character walks through. There's a 80% chance if the characters are looking for money.
18. The stands, lower level section. There's a 40% chance of finding a quarter for each new row a character walks through. There's a 80% chance if the characters are looking for money.
19. The bathroom. Whew, does that feel good! You don't know if you could have held out much longer. The heroes will find a pamphlet on the floor that says, "Grotten Candy Company Code of Conduct". In it, the pamphlet has things like the mission statement – "To Maximize Profits in a Captured Market", and other things of little interest. However, inserted into the pamphlet is what looks like 5 small leaflets. On each is a one-shot scripture. They are: #11, #12, #13, #14, and #15.
20. Exit from the arena and entrance to the castle. Right when they make it to the entrance to the castle, a kind of dusty man will come up to them and ask, "Excuse me, but I feel that I should say something to you. I'm afraid that it's going to sound very strange, and you may think that I'm bananas. But, may I have your permission to say it to you?" If they grant him permission, he will read the multi-healing scripture to them. Todd (for that's his name) has a level 3 in love. It will affect the character with the most total damage.



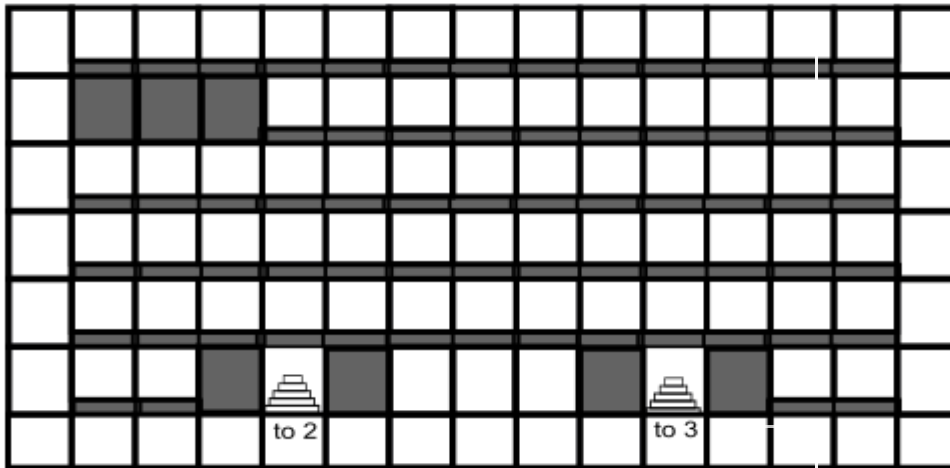
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Legend

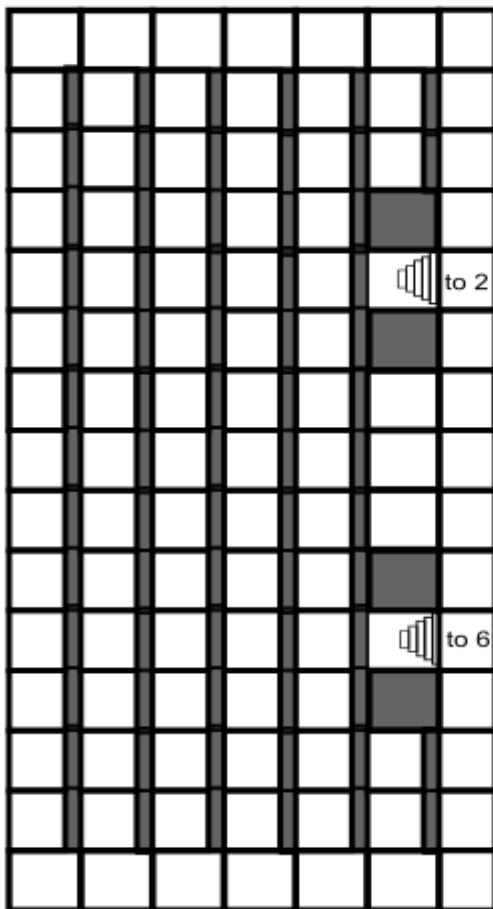
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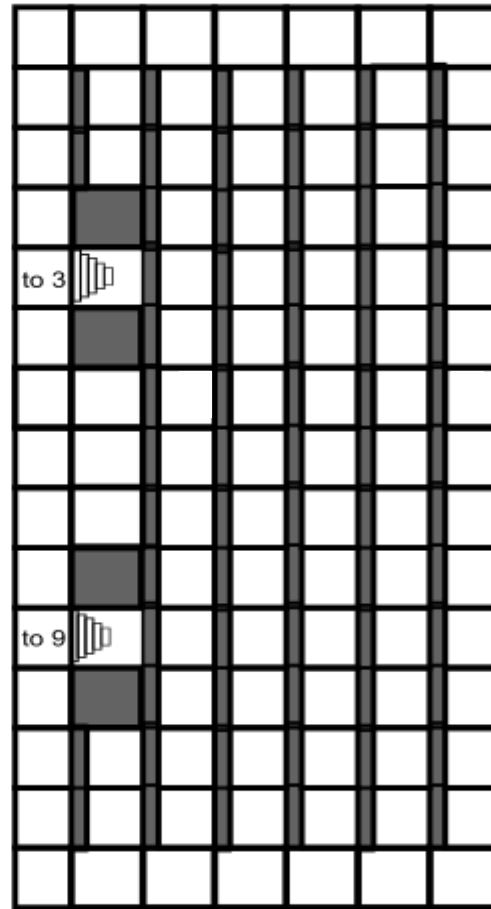


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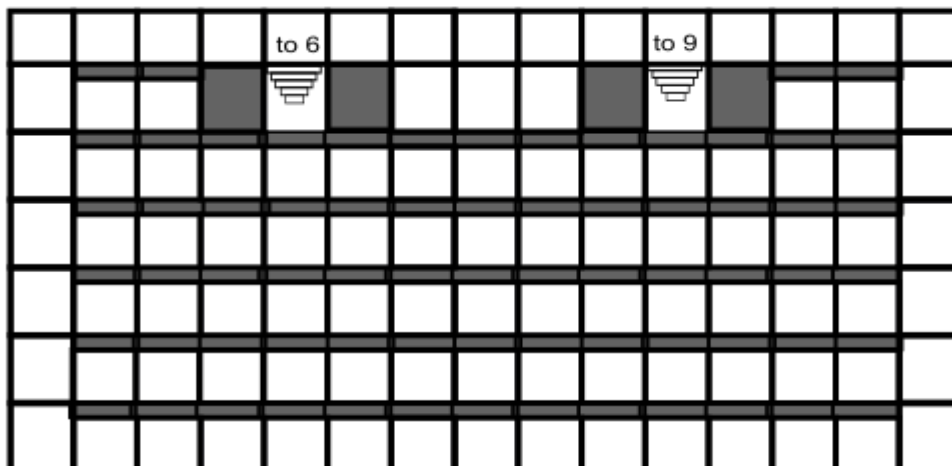


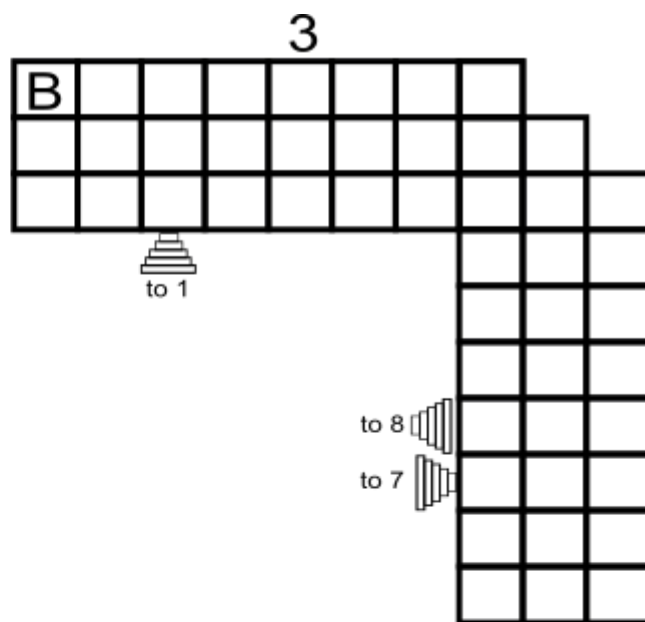
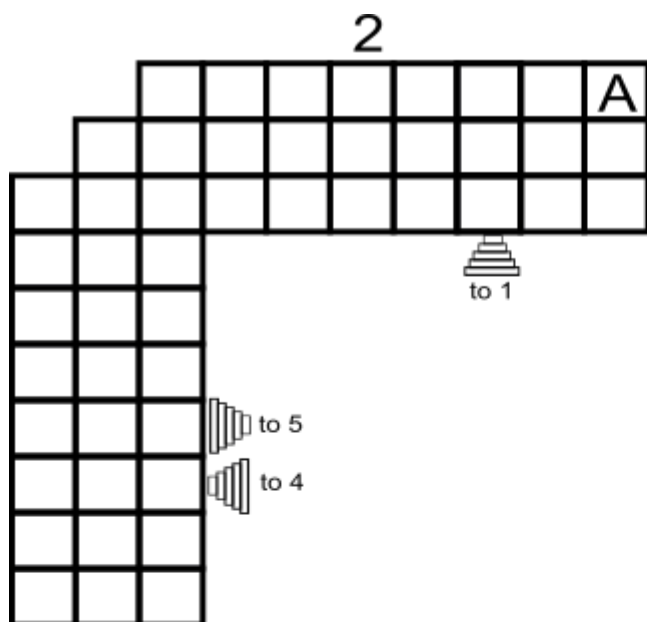
Level 4

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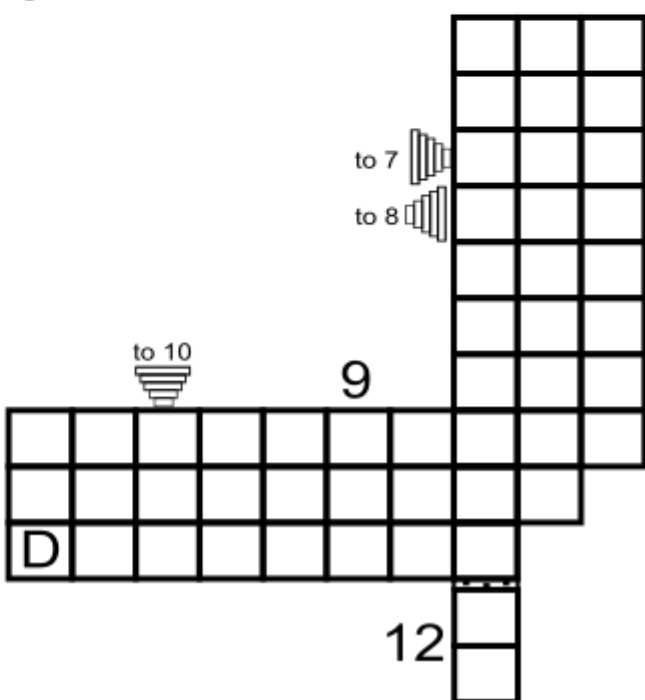
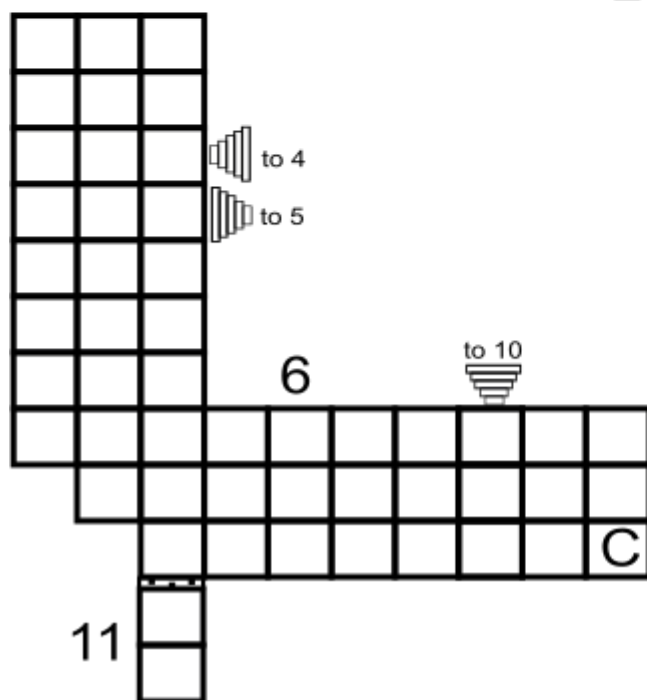


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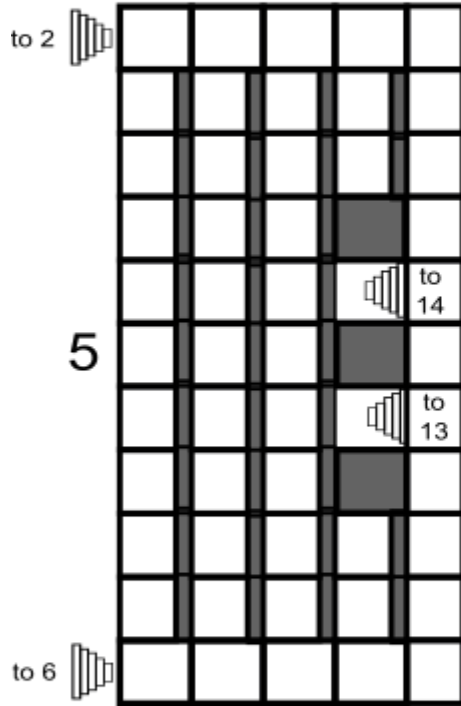
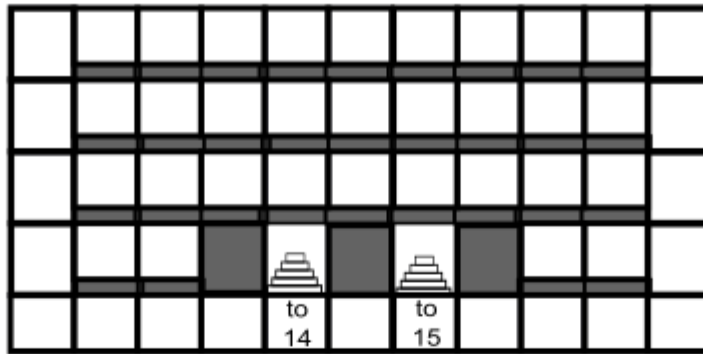




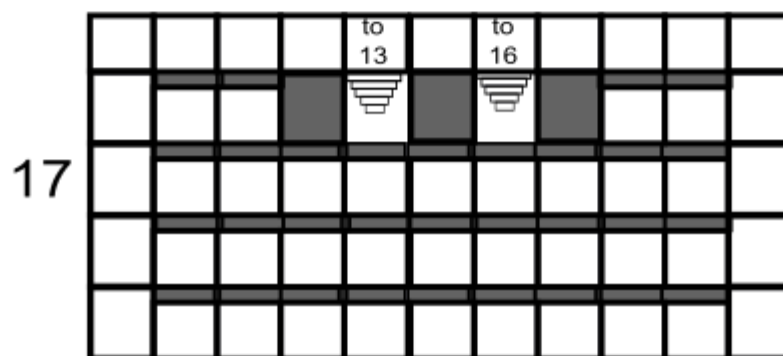
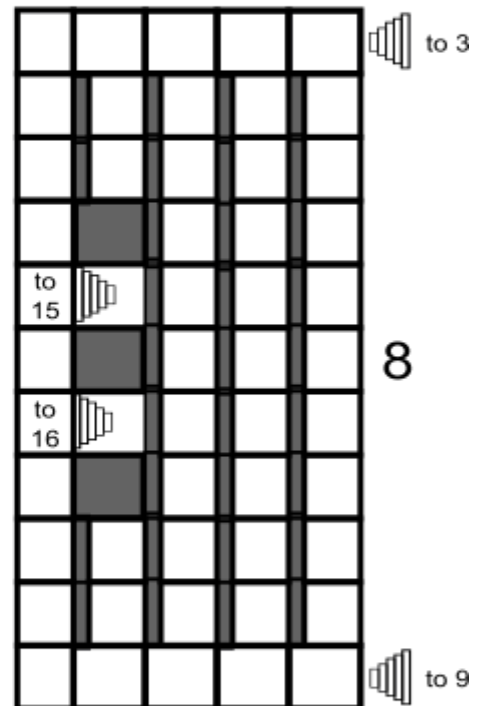
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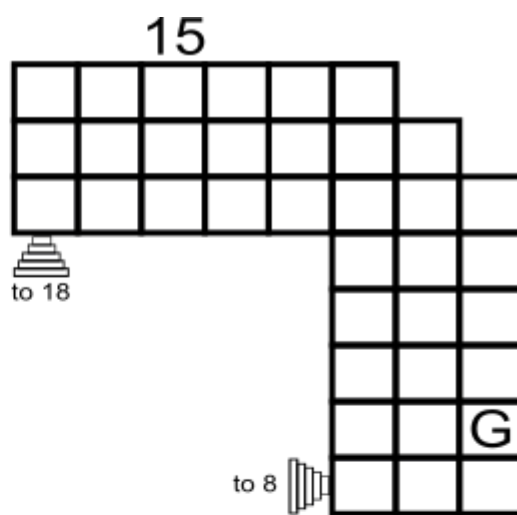
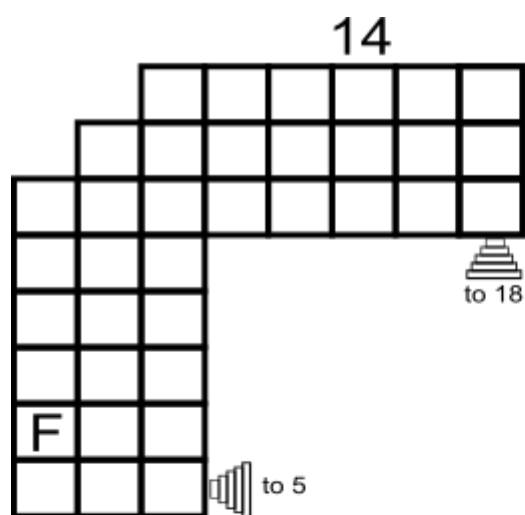


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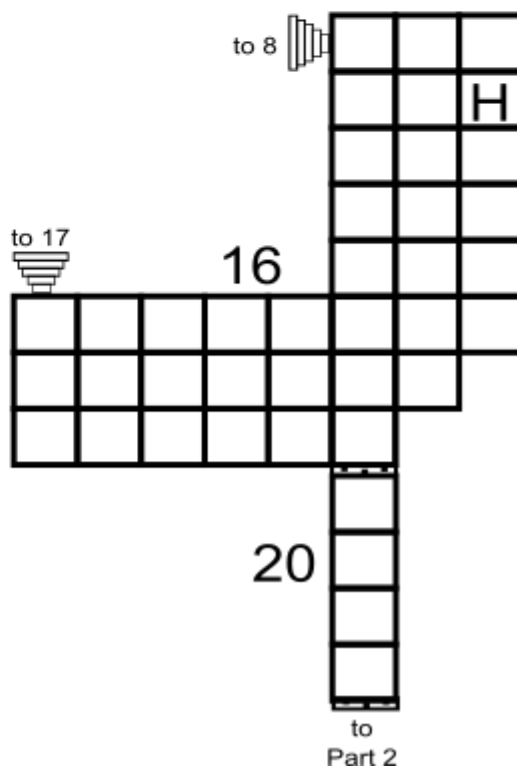
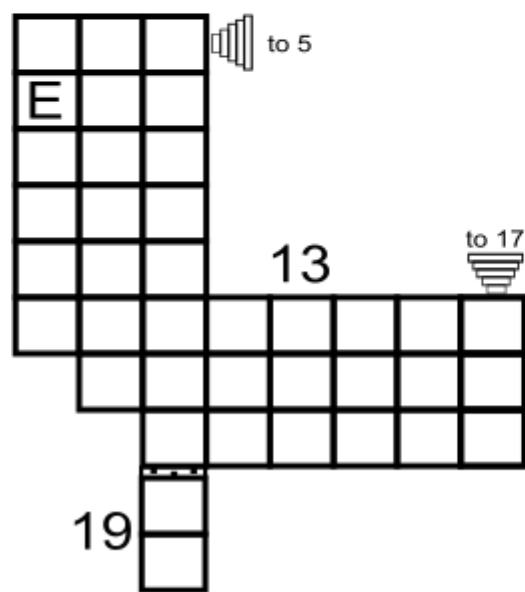


Level 2





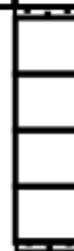
## Level 1



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to  
Part 2