

Scenario 3 –The Love Boat – B.Y.O.L.

By Bruce Hartman

Difficulty Level: Four beginning to intermediate level 1 characters

Cast of Characters:

- Don & Denise Poole (who lost the anniversary ring).
- The Pucks – Milford, Mildred & Bill (plus Uncle Bob and Aunt Marcia) – The estranged relatives.
- First Mate Harry.
- Wayne and Jen Dorry (the reluctant dancer).
- Timmy Trice and Samantha Boosteau - The Teen Lovers.
- Brenda Boosteau – the dance instructor.
- Captain Joseph Rubing.
- John Bentley – The Gambler.
- Dan Bateye – The Ship’s pilot.
- Nermal Pendington – The Radio Room Emperor.
- Mike Trice – The lifeboat witness.
- Pierre Jon-Claude – The Maitre’d.

Wandering temptations (D10): 1 = 1-6 skeletons, 2 = 1-4 Were-Rats, 3 = 1-4 goblins, 4 = 1-4 orcs, 5 = 1-4 baddies, 6 = 1 werewolves, 7 = 1 big baddie, 8 = 1 – 2 ukluks, 9 = 1-2 skeleton warriors, 10 = 1 – 6 random one-use scriptures (applied scriptures 1 – 15). 15% every 10 turns.

Note: This scenario is event based. A room’s occupants are determined based on the event.

Note #2: In this scenario, any temptations designated as guards will not attack unless they are attacked first, or unless you try to talk to the person they are guarding.

Note #3: Because people are in different rooms during different events, it’s possible that a combination of events could cause a person to have to be in two different rooms at once. Use your own judgement when handling this situation (like, canceling the second event, until the first one is solved).

After all missions are solved (or exhausted): The ball (in the ballroom) starts. Looking around you see all the people you helped. They look peaceful now. Also sitting or standing on the outside, are any you didn’t help. They look troubled. As you walk around, people (you helped) smile at you. The Arch-Angel appears to your angels and says, “Good work! You have protected your charges well, and (for the most part) have driven evil from this place! These lost sheep have seen the goodness and kindness shining through these (gestures to the characters). Because of their obedience to the Great Spirit of God, they have opened heart’s doors.”

Sharing Christ’s love with these people by serving them has increased your confidence. You find many openings for talking about Christ’s love – and you find hearts open to what you have to say.

Introduction: You are taking a one-day cruise together. You are in the bow of a ship, looking out at the blue water. This looks to be a great time. (They are at the very front of the ship in area #1). You feel like you are King (or Queen) of the World. You have two room keys that say: Room #13, and Room #14. All your stuff is already there. You figure out who is sharing rooms.

1. Ship's Bow:

Mission 1, Event 1:

There is a man sitting on a deck chair at A. He looks kind of sad. If approached, he will introduce himself as Don Poole. "Are you enjoying the cruise?" Should they ask him why he's looking so down, he will say, "Not that it's your problem, but since you ask, I lost the anniversary ring I bought for my wife. It was going to be my big surprise for her later tonight. But now it's gone. I looked all over for it, and have given up. Thanks for taking the time to ask, though."

Should they offer to look for the ring, a Gnoll will attack. Once the gnoll is defeated, he will say, "That will be great! The least I can do is give it another go myself. If you find it, come and find me. But, whatever you do, don't spoil the surprise for my wife. Thanks so much! I really, really appreciate this!" Don gets up and leaves. This ends event 1.

Mission 2, Event 2:

There is a young man (Bill Puck, if asked) standing at the front of the boat (location B) looking out over the water. If approached, you will notice that he doesn't look very happy.

If you mention his parents, he will say, "I hate them!" and 4 skeletons will come from all the entrances and attack.

Once the skeletons are vanquished, Bill will say, "I don't really hate them. It's just that they treat all of us like garbage!"

If you ask him about "us", he will say, "You should have seen the way they treated my Uncle Bob and Aunt Marcia right before we got on the boat. It was totally embarrassing. The worst thing is that my mom and dad don't even know that they did anything wrong. I tried to call my Aunt and Uncle on the ship's radio to apologize for my parent's behavior, but that guy in there acts like he's the king of all radios or something. It ticks me off! It's not like it costs them anything to put a phone call through. That's what the radio is there for. But, No, I have to suck up to the captain to get permission to use the radio. Well, it's not worth it!"

If you ask what the Pucks did, he will say, "My aunt had a headache, so she asked my mom for an aspirin. My mom wanted to Charge my aunt for it. This, after my uncle and aunt gave us a ride to the dock. I could see that my aunt was furious, but she just said that she didn't need an aspirin that bad after all. I know my aunt. She will never say anything, but she will hold a grudge forever. That's why I want to call her and see if I can do some damage control."

Hearing about the ship's radio ends event 2.

Mission 3, Event 7:

Brenda and Samantha Boosteau are standing looking over the front of the ship (location B). The wind is ruffling Brenda's hair, and the sun is sparkling in it. She looks gorgeous. For every male, one Fairy will attack the males. For every female, one Hobgoblin will attack the females.

Once these are defeated, if you brought Mike and Timmy with you, Mike will introduce himself and get down to a serious talk. During the talk you will overhear Timmy say that he found a ring, and that he was going to give it to Samantha. Mark will say, "Where did you find it? I wonder to whom it belongs?" If you interrupt at that point and ask for the ring, Timmy will give it to you. Seeing the parents and children talking, you start to see that you averted a disaster. It's good you had the wisdom to know what true love is Not. Take 20 points in Love experience apiece.

2. Small Deck:

Mission 6, Event 2:

Once you have talked to the captain for the first time, you will notice a small lifeboat with a ragged man in it. He feebly waves his arms at you. This ends Event 2.

3. Hallway:

The door on the bottom says, “Keep Out: Crew only”.

(Mission 4, Event 3) – The Dorries’ door, #17, will be open.

(Mission 2, Event 7) – The Puck’s door, #12, will be open.

(Mission 3, Event 3) – The Trice’s door, #18, will be open.

(Mission 4, Event 5) – The Boosteau’s door, #11, will be open.

(Mission 3, Event 5) – The Boosteau’s door, #11, will be open.

(Mission 3, Event 6) – The Trice’s door, #18, will be open.

(Mission 1, Event 5) – The Pooles door, #15, will be open.

(Mission 5, Event 7) – John Bentley’s door, #16, will be open.

Mission 2, Event 3 AND Mission 6, Event 3:

You see First Mate Harry at A. If you ask him for permission to the bridge, he will pull out a piece of paper from his pocket and hand it to you. It is prop #B.

4. Small Deck:

Mission 7, Event 7:

Harry the First Mate is here (position A), looking as green as ever. There are 2 gluts here guarding him. They won’t attack unless you try to talk to Harry or move adjacent to them or Harry.

Once the gluts are defeated, you are free to give him the sea-sick pill. Should you do so, he will very quickly look a little less green. A little while later, he will say, “Thanks. Thanks a lot. I’ll take care of the pool right away. He immediately disappears through the door. Event 7 is over.

Mission 6, Event 6:

The captain is down here talking to a couple of people in the deck chairs (position B). If they mention the guy in the boat again, 2 Road Buzzards appear and attack. Once they are defeated, and if you bring the witness to him and tell him that he saw the guy on the lifeboat too, the captain will scratch his chin, and issue you prop #C. “Have the Radio Room report this”.

5. Small deck:

(After Mission 6, Event 6: Mike Trice is standing here looking out over the ocean. He just loves looking at the water.)

(After Mission 3 is successfully solved: Timmy Trice will be here with Mike)

Mission 6, Event 5:

There is a man here (Mike Trice) looking out over the ocean. If you approach him, he will turn to you and say, "Hey, want to know something funny I saw just a little while ago? There was what looked like a half-starved man in rags floating by on a little life-boat. He could just barely wave at me. What do you think I should do?" If you suggest that you go see the captain, a Big Baddie will appear and attack. Once the Big Baddie is defeated, he will gladly go with you to see the captain. This ends event 5.

Mission 3, Event 6, PART 1:

There is a man here (Mike Trice) looking out over the ocean. He will say to you, "Hey, have you seen my son, Timmy. I haven't seen him almost all day. He's been hanging out with a girl named Sam. I think that they are just friends. I hope it's not any more than that. Anyway, if you see Timmy, could you come and get me? If I go looking for him, he will think that I am spying on him." If you want to bring him to Timmy, he will follow you. PART 2 will continue at #18.

6. Small deck:

(Before Mission 3, Event 7: Denise Poole is lying here in a chair at A. If asked about the ring, she will ask, "Who lost it?" If they tell her who it was, she will say, "Why, that's my husband. I'm going to find out what's going on." You immediately realize that you just spoiled the surprise Don Poole was trying to tell you not to. Mission 1, events 7 – 8 will be cancelled, and no reward will be awarded.)

Mission 7, Event 3:

There is a man in a sailor suit at B, leaning over the side of the ship. He's obviously not feeling well. 3 Fairies are guarding him. They won't attack unless you try to talk to him or stand next to any one of them.

Once the Fairies are defeated, he will bring his greenish face up to look at you, and introduce himself as First Mate Harry (and then get sick over the side). If you complain about the pool, he will say, "Hey, normally I would love to scoop feces out of the pool, except for the fact that I'm kind of busy tossing cookies right now". He then gets sick again. Event 3 ends here.

Mission 5, Event 4:

You see John Bentley at C, leaning against the railing looking over at the sea. If the heroes walk up to him, he will turn and say, "Hello again. Hey, you don't happen to have a couple of bucks you could borrow me, would you? I'll pay you right back." If they give him any money, he will grab it and run off. Seeing the greedy look in his face will make you think about what you did and lose 30 experience points in Faithfulness (to a minimum of zero).

If the heroes try to give him the brochure, John will look furious, and a Skeleton Warrior will attack. Once the heroes defeat the Skeleton Warriors, John's furious look will disappear, he will shrug and say, "What do I need this for?" He will not take the brochure and deny that he has a problem. This will end event 4.

7. Recreation Deck:

(Mission 7, Event 1-4: There is an older couple (Milford and Mildred Puck) sunning at A. If they should come near, the heroes will overhear the lady going on and on about the latest seasick remedy. "I can't believe how fast it works!")

(After Mission 2: Milford, Mildred, and Bill Puck are sitting and talking at A. They are happy to see you.)

Mission 7, Event 1:

There are several people in proper swim attire standing around the pool pointing at the water in the pool with various expressions ranging from mirth to outright disgust. All of them look like they would like to go swimming, but something is holding them back. A couple of kids are crying.

There are 4 Were-Rats standing around the people. They will attack right away.

Once the Were-Rats are defeated, and should you investigate further, they will notice a medium-sized brown roughly cylindrical chunk floating in the pool. Should you decide to do something rash, such as trying to get it out yourselves, you can't reach it with anything. If you think of diving in, you will notice the rules about swimming without proper swimwear. If you have proper swimwear, outraged people will keep you from entering the pool, and point to the chunk. This event will be passed should you decide to find someone to report this too.

Mission 7, Event 4:

The couple is still there at A, If you ask Mildred for a sea-sick pill, an Ukluk and 2 Orcs will attack.

Once the temptations are defeated, Mildred will say, "Look, these pills are very expensive. I won't give you one, but, I guess, out of the kindness of my heart, I'll sell you one. Give me \$5. You will have to go back to your rooms for the cash.

Mission 7, Event 8:

This will not start for 10 turns after mission 7, event 7 is solved. Should you be here after that time, you will witness Harry the First Mate approach the pool with a large pole with a net on the end. Harry fishes the brown chunk out of the pool with the net. Everyone is staring at him. To everyone's enormous disgust, Harry puts his face up close to the brown item. Everyone gasps as Harry picks up the chunk with his fingers. As Harry takes a bite of the chunk, there are loud gagging noises from everyone around you.

A couple of people fall over. Harry, just now seeing that he is the center of attention, is shocked for a second. He looks at the chunk, looks at the gagging people. His face lights up as he now understands what's going on. He looks embarrassed, smiles, and says, "Don't worry! It's only a candy bar!"

Everyone bursts out in laughter. One by one, as people can stop dying of laughter, they jump into the pool.

Looking at all the kiddies playing in the pool makes you feel good. Receive 20 points of experience in Joy each.

Two things now happen. You see a shiny thing down at the bottom of the pool (at C). The second thing is that you hear, "Help! Somebody help me!" from B. You will find it impossible to ignore the cries of help and will go investigate. This leads right to Mission 4, Event 1. Mission 7 is over. Mission 1, Event 2 is solved as well.

Mission 4, Event 1: You approach a frantic woman (at B) who is kneeling over a man lying on the deck. The woman will scream, "Help us! I was standing here looking out at the ocean, when my husband suddenly collapsed. I'm afraid he's had a stroke."

If you explain what happened at the pool, she will look relieved. In any event the man will soon wake up and shakily tell you all what he just saw (which was Harry eating the candy bar). If you tell him what really happened, he will look very relieved and introduce himself. "My name is Wayne Dorry. This is my wife Jen." The scene quickly passes, and you make some light talk. Soon the Dorrays get into an argument about dancing. Jen says that her husband never dances with her. He replies that he doesn't dance. "But, why won't you even try?" "Look, I just don't dance" "You are such a Jerk!" She turns away from him. He shrugs at you. The conversation is over. This ends Event 1.

Mission 1, Event 4:

If you have proper swim wear on, you can dive into the pool. Once you dive in, you will be attacked by 2 Harpies. In this vulnerable position, your angels are unwilling to leave your side. The angels can only make hand-to-hand attacks.

Once the Harpies are defeated, you can dive down and get the ring (at C). Event 4 will end when you get the ring. Unfortunately, the ring ends up being a cheap plastic ring. A kid calls over from the side of the pool, "Hey, thanks for getting my ring. I dropped it earlier. I was wondering how I was going to get it. Thanks." You hand the kid the ring (and the kid takes off). This leads right into Mission 3 Event 1.

Mission 3, Event 1:

(After retrieving the ring) Nearby in the pool, there are a couple of young teens (a boy and a girl) with their arms around each other. They look like they are 12. They will say, "Hello", but immediately turn their attention to each other. This ends event 1.

Mission 2, Event 5:

You see Bill Puck practicing snorkeling in the pool (at D). Try as you may, you cannot get his attention. Nobody is willing to help you get his attention. You have no choice but to get into the pool. If you do get into the pool (with proper swim wear), Bill will say, "What's up". If you mention the Radio Room permission slip, he will say, "Cool, I'll meet you up there in a couple of minutes". This will end event 5.

Mission 6, Event 8:

You notice a boat not too far away with the words "Coast Guard" on it. It looks like they are picking up something from the water. Someone comes over to you and asks, "What do you think is going on over there?" If you answer that it is a man in the lifeboat that's getting picked up, you will realize what you did. You feel good and get 20 experience points in Goodness. End of Mission 6.

Mission 4, Event 7:

You see Mrs. Dorry in the swimming pool floating on an inflatable lounge chair (E). She has her eyes closed and has some headphones on, listening to the radio. You cannot get her attention from the side of the pool. Assuming you have proper swim wear, you can get into the pool and get her attention. If you tell her that the banquet is back on, she will smile and say, "We still have time to get those dance lessons! Thanks!" She gets out of the pool and heads for her room. This ends Event 7.

11. Cabin of the Boosteaus.

Mission 4, Event 5:

You see Brenda Boosteau lying on her bed reading (at position A). She is very beautiful. For every male member of the party, one Glut will attack only the males. For every female, one Goblin will attack only the females.

Once all the temptations are defeated, she will greet you and say, “Bad News! I just found out that the kitchen is having some trouble, and the banquet is in danger of being cancelled tonight. Not very many people know about this yet – only the Dorries and I. Mrs. Dorry found out and cancelled the lessons we had planned, since they weren’t going to be able to dance tonight anyway.” This ends event 5. (See if it’s time to go right into Mission 3, Event 5).

Mission 3, Event 5, PART 1:

(Skip to the next paragraph if you just came from Mission 4, Event 5). You see Brenda Boosteau lying on her bed reading (at position A). It’s a good thing that you had battled off temptation before, otherwise you would be staring (male) / extremely jealous (female).

She says, “Say, have you seen my daughter, Sam? I haven’t seen her around at all and am starting to get concerned for her. She’s been hanging around with a boy named Timmy. I probably shouldn’t worry. They are too young to get into trouble together. Anyway, if you find her, could you come and get me, please?” (She smiles at you. It’s a good thing you just fought off temptation to stare at her / be jealous of her). Brenda continues, “I don’t want her to know that I have been worrying about her.”

If you agree, fine, she will be waiting. If you know where Samantha is, and will lead Brenda to her, she will follow you to Samantha. This event will continue in #23.

12. Cabin of the Pucks:

Mission 2, Event 7:

The Pucks will be sitting in their room (at position A) with the door open. They are guarded by a Werewolf.

Once the Werewolf is defeated, if you tell them that their son wants them up in the radio room, they will tell you to lead the way, and follow you.

13 and/or 14: The hero’s room:

Whenever the heroes change to their not very well fitting swim wear, 2 Sprites will attack (except for below, when the Road Buzzards attack).

Mission 7, Event 5:

You battle bad thoughts towards Mildred Puck. 2 Road Buzzards attack. Event 5 is ended when the Road Buzzards are defeated and at least \$5 is taken.

Mission 1, Event 3:

You have to see what the shiny thing is in the bottom of the pool. You are trying to get your swim wear on, when 2 Road Buzzards attack.

Defeating the Road Buzzards and donning your swim wear will end Event 3.

15. The Poole's cabin:

Mission 1, Event 5:

Don and Denise Pool are relaxing in their room.

(You previously ruined the surprise): If you ruined the surprise before, Don will thank you for finding the ring. "It's too bad you accidentally ruined the surprise, though." Mission 1 is over. No points are rewarded.

(You did not previously ruin the surprise): If you should give the ring to Don in the full sight of Denise, Denise will say, "You got me a ring!?" Don will say, "Thanks a lot! You spoiled the surprise! Uh, look, I'm sorry. You found the ring. I really appreciate it. Thank you!" He hands the ring to his wife. You're glad you found it for him, but feel like a jerk for forgetting that it was supposed to be a surprise. This will end Mission 1. No points are awarded.

Now, if you had the presence of mind to somehow signal Don, or whisper to him, or somehow hide the ring from Denise, Don will (so that his wife doesn't see) point up, and then hold up five fingers, and point up again. Then, he will shoo you out of the room. This ends event 5.

16. John Bentley's cabin:

Mission 5, Event 7:

You see John frantically running around his room, looking through his suitcase, looking under the mattress, looking under the cushions of the small couch. If you mention that the kitchen needs him right away, he will give you a funny look, and ask you why. A Gnoll will appear and guard him at A. Once you defeat the Gnoll, he will agree to go up to the kitchen and leave. This will end mission 7 (but the reward will come in Mission 8).

17. The Dorries cabin:

Mission 4, Event 3:

Once the brochure is found, the Dorries door will be open. They (at position A) will be in the midst of an argument about dancing. A Banshee is guarding them.

Once the Banshee is defeated, and you show the Dorries the brochure, Mrs. Dorry will say, "This is perfect! Thank you! (turning to Mr. Dorry) now, there's nothing holding you back!" Mr. Dorry says, "I'm not getting lessons! I don't need lessons to learn how to make a fool of myself!" Mrs. Dorry turns to you with tears in her eyes, and says, "Thank you for your thoughtfulness." This ends event 3.

18. The Trice's room:

Mission 3, Event 3:

You see a teen (Timmy Trice) sitting on the bed (with the door open). You recognize him as the boy you saw in the pool with his arms around a girl. If you ask him about the fight with Samantha, he will say, "She's so immature. I don't want to go out with her anymore." If you attempt to get him back together with her, he will agree to go talk with her with you. If you say that he's too young for a girlfriend, or try to get him to talk to his parents, a Skeleton Warrior will appear and attack from position A.

Once the Skeleton Warrior is defeated, he will say that he will think about what you said. Make a mark to indicate that the Skeleton Warrior was fought. Either way, event 3 is over.

Mission 2, Event 6, PART 2:

Timmy is still here. If you bring Timmy's dad in, Mike will ask, "Where's your girl friend?". If the Skeleton Warrior has not already been defeated in Event 3, a Skeleton Warrior will attack from position A.

Once the Skeleton Warrior has been defeated (either now, or back in event 3), Timmy will say, "I broke up with her". Mike will reply, "Uh, I was just kidding. Do you mean to tell me that you considered her your girlfriend?" He will talk to him for a while and suggest that they find Samantha and her mom and talk this out. Timmy will shrug his shoulders and agree. Mike will ask you if you know where they are, and if you will lead them up to them. This will end event 5.

21. Open-air Upper Deck:

(Mission 4, between Events 5 and 7: Wayne Dorry is at A. He doesn't look like he wants company, and he definitely doesn't want to talk about dancing.)

(After Mission 3 is successfully solved: Sam Boosteau is sitting up here at B. She looks a little sad, but wiser.)

Mission 7, Event 6:

Mr. and Mrs. Puck are sitting at a couple of deck chairs right in the center. There is a Skeleton Warrior guarding them.

After the Skeleton Warrior is defeated, you hear them talking about their son. They are very concerned about him.

If you give them the \$5, Mrs. Puck will give you the sea-sick pill. This will end Event 6. This will lead right into Mission 2, Event 1.

Mission 2, Event 1:

After you get the seasick pill, Mr. Puck will ask you for a favor. "You're young people. We don't always understand what's going through the young psyche. We have a son on this boat named William. We're a little worried about him. He's been surly and won't talk to us. If you can find him, talk to him. If you can help him get out of his funk so that he could become a decent human being again, we'd appreciate it very much." This ends event 1.

Mission 3, Event 2:

In the lower corner of the deck, you see a girl crying at B. She is the girl that you saw in the pool with her arms wrapped around a boy. If the heroes approach her and ask her why she's crying, she will say, "Hello again. I'm sorry that I'm blubbering. My name is Samantha (Boosteau). The reason that I'm crying is that my boyfriend, or ex-boyfriend, Timmy Trice and me got into a big fight" (she doesn't know what the fight was about). If they say that they will try to talk to him and solve the fight, she will wipe her tears and thank you. If they tell her that she is too young to have a boyfriend, or that she should talk to her parents about this, a Skeleton Warrior will appear and attack.

Once the heroes defeat the skeleton warrior, Samantha will say that she will think about it. Make a mark to indicate that the Skeleton Warrior was defeated. Either way, Event 2 is over.

Mission 1, Event 8:

Don and Denise are at D. You see Don give Denise the ring. Her eyes light up. It's nice that you could make this moment possible. Receive 20 experience points in Love.

22. Entryway:

There is a big sign at the top of the stairs. No one is allowed in the upper decks without proper attire. If the heroes are wearing swim suits, they will have to turn around. The door to 24 says, "Kitchen Staff Only". The door to 26 says, "Bridge: Authorized Personnel Only".

Also, there is a big bulletin board hanging here. Each time a mission gets past its first event (or second event, if the first event is solving an event in a different mission), a verse will appear here:

Mission 1: Prop D. Mission 2: Prop E. Mission 3: Prop F. Mission 4: Prop G.

Mission 5: Prop H. Mission 6: Prop I. Mission 7: Prop J. Mission 8: Prop K.

For every mission you have completed, there will be 1-6 one-use scriptures. For each scripture, there's a 50% chance it's the Healing scripture. Otherwise it's a random scripture (D20 – applied scripture 1-20). This will happen only once per mission accomplished during the entire scenario.

Mission 4, Event 2:

Taped to the wall is a display with a bunch of brochures. The brochures are for dance lessons. There's a small sign that says, "Take One". If you take one, that will end event 2. Give them prop #A.

Mission 5, Event 5:

Walking out from the ball-room, you meet Mrs. Dorry. She looks mad. She says to you, "Can you believe the nerve of that Bentley character? He tried to ask me for money for that horrible addiction of his. I can't believe that he was once a great chef. What a waste!" She leaves. This is the end of Event 5.

23. Grand Dining and Ballroom:

The door to 24 says, "Kitchen Staff Only". The door to 25 says, "Radio Room: Authorized Personnel Only".

(After Mission 1: Don and Denise Pool are sitting in here at A. They really look like they love each other.)

Mission 7, Event 2:

There is a man in a captain's hat sitting around a table having some light conversation with guests at B. If you interrupt the captain, 3 Sprites will appear and attack.

Once the Sprites are defeated, the captain will introduce himself as Captain Joseph Rubing. "Welcome to the SS Amaray. If there is anything that I can do to make your stay more comfortable, just let me know." If you tell him about the chunk in the pool, he will grimace and tell you, "Find the First Mate. He takes care of these kinds of situations. He should be near the pool right now." Telling him about the chunk will end event 2.

Mission 5, Event 1:

There is a little area for video gambling at C. There is a man playing one of the machines. There is a Gnoll guarding him.

Once the Gnoll is defeated, the man will bang the machine he's playing on and turn around and look at you. "Hey! I'm John Bentley! Do you have a couple of bucks you can loan me? I'll win it right back for you. You can have half of the winnings. How about it?"

If the heroes give him money, they will immediately realize that they enabled a man's addiction, and must deduct up to 20 points of experience in Faithfulness (down to a maximum of 0).

If the heroes turn him down, the man will turn back and stare at the machines. Either way, this will end event 1.

Mission 4, event 4:

You see the Dorries sitting at a table at D. Near them, at E you see a woman sitting, whom you have not seen before. If the heroes approach the woman, they will notice that she is extremely attractive. She introduces herself as Brenda Boosteau. If the heroes think to introduce Brenda to the Dorries, Mr. Dorry will say, "That's the dance instructor!?! (turning to Mrs. Dorry) Maybe we could get those dance lessons afterall!" Mrs. Dorry responds (in a menacing tone of voice), "Why the sudden interest?!?"

At that moment, a Gnoll and a Glut appear to guard the Dorries. When the heroes vanquish the temptations, Mr. Dorry will stop staring at Brenda, turn to his wife, and say, "Look, I thought about it, and you're right. There's no reason I can't learn to dance. And it doesn't look like Ms. Boosteau is going to kill me." Mrs. Dorry stares angrily at her husband for a couple of seconds. Mr. Dorry meets her stare head on. Mrs. Dorry stops looking angry and says, "Thanks Honey! I really, really appreciate it!" They start talking with Ms. Boosteau about details. The heroes realize they are dismissed. As they walk away, they overhear them saying that they will get together in about 30 minutes for their lesson. This ends event 4.

Mission 3, Event 4 - 6:

You see Samantha Boosteau sitting at E. If you meet her alone, she will just say, "Hi".

If Sam's mom is here, and you try to bring Timmy here, Timmy, not wanting to face Sam's mom, will take off.

If you bring Timmy here (without any parents present), and in any way encourage them to make up and get back together again, they will make up. Timmy will ask Samantha to come down to his room. They will walk out with their arms around each other. Belatedly, you will realize that this is not a good thing at all, and experience a 25 point reduction in Love experience (to a minimum of 0). The mission is over (as well as mission 1).

Mission 3, Event 5, PART 2:

If you bring Samantha's mom (Brenda) up to see Samantha (E), two possible things will happen. If you had already talked to Samantha about talking to her mom, and fought off the Skeleton Warrior (it will be marked on event 2), Samantha will run up and hug her mom and start crying while she talks about Timmy. If you have not suggested that Samantha talk to her parents, and have not fought off the Skeleton Warriors before, a Skeleton Warrior will appear and attack.

Once the Skeleton Warrior is fought off, Samantha will start crying and talk to her mom. This will end event 5.

Mission 1, Event 7:

You see Don Poole sitting at A. When you approach, he will stand up and say, "Do you have the ring?" When you give it to him, he will thank you and say, "I have to get back downstairs before the wife gets suspicious. Don't say anything to her until I give her the ring. I owe you guys big-time." This ends event 7.

Mission 5, Event 3:

At C there are 2 Gluts standing over there. If the heroes get nearer, they will notice that the Gluts are guarding a small brochure (they can't see it until they get closer and defeat the Gluts). Once the Gluts are defeated, they will see that the brochure is about Gambling addictions. If they pick it up, this will end event 3.

Mission 4, Event 8:

You see Brenda Boosteau giving dance instructions to the Dorries at F. Mr. Dorry seems to be sneaking looks at Brenda. Mrs. Dorry doesn't look comfortable. There are 2 Gluts guarding them. Once the Gluts are defeated, Mr. Dorry stops looking at Brenda, and Mrs. Dorry starts to look more at ease. As you watch, Mr. Dorry starts looking like he's having fun. He says, "You know, this is kind of fun." Watching them dance makes you think about the self-control married couples have to have to keep paying attention to each other, and not let themselves be distracted from their relationship. This solves Mission 4. You learn something that day and get 20 experience points in Self-control.

24. Kitchen:

There are several people here washing dishes, mixing stuff in big pots, and generally running around doing stuff.

(After Mission 8 is solved): John will be in here cooking like a madman. You are awed by his display of skill. He smiles in your direction, but keeps on working. Pierre is here too, and thanks you over and over again for finding John.

Mission 8, Event 2:

When you enter, a French guy (his name is Pierre Jon-Claude) in a tuxedo is crying out, "Disaster, Disaster, now what are we going to do?" If you ask Pierre what's up, he will say, "The chef has come down with an illness. Now there is no one who can cook the banquet for tonight. Disaster!" This will end Event 2.

Mission 8, Event 4:

Pierre is still here wringing his hands. If you tell him that John Bentley is a chef, he will say, "You must get him up here! Even if we could just get his advice, it just might be enough for an assistant to take over. Just maybe." If you promise to get John, this will end event 4.

Mission 8, Event 6:

When you enter, you see John very busy doing all kinds of things, and ordering people around. He seems like a different person. You can't believe how much skill he is displaying. Pierre thanks you and says, "This is a miracle! I thought that I recognized his name, but I had nearly forgotten about the once-famous John Bentley. He was one of the great chefs several years ago, but for some reason, he disappeared from the cooking world." John walks up to you, breaks down in tears, and says, "I have forgotten what it's like. It feels like I've come home. I've been such a fool! I gave all this up, and for what?!?! Misery and despair! Do you still have that brochure?" If you give him the Gambling Addiction brochure, he will thank you and go back to his work. He looks like he's having the time of his life. He waves the brochure at you, and says, "Thank you! I promise that I will do everything that it says in this brochure." You know it's going to be a long road, but you think he just might make it. This will solve Missions 5 & 8. Take 30 points of experience in Kindness.

25. Radio Room:

There is a surly character (Nermal Pendington, if they ask), with a nasal voice and a pocket protector. He will let you know in no uncertain terms that you have entered a vital section of the ship, and that you are not allowed in here without permission.

Mission 2, Event 6:

Nermal (at A) has 2 Road Buzzards guarding him. If you show him the permission slip, he will huff, mutter, “Don’t these people realize how important and delicate this piece of equipment is? And they let just anyone use it.”

Once the Road Buzzards are defeated, Bill Puck will enter. Nermal says, “Alright, who do you want to call?” Bill gives him the phone number, and Nermal gets busy on the radio. Bill says to you, “Quick, get my parents. I want them to hear this!” Nermal says, “Don’t worry, this is going to take a little while. This is an extremely sensitive piece of equipment.” This ends event 6.

Mission 2, Event 8:

If you enter the room with the Puck’s behind you, you will see Bill talking with somebody on a handset. He will be saying, “Yeah, I know. Believe me, they are completely clueless. They really didn’t mean anything by it.” Mrs. Puck says, “Bill, who are you talking to?” Bill hands the phone over to her. Mrs. Puck talks into the handset, “Marcia! What a surprise.” Her face falls, and she listens for a while. She gets mad, and starts to scream into the phone. Two Ukluks appear and guard her (at A).

If you defeat the Ukluks, Mrs. Puck will calm down, deflate, and say, “I’m sorry. I didn’t know that you felt that way.” While she goes on talking, Bill shows you guys out of the room, and gives you a thumbs up. Right outside he says, “Thanks so much for your help. I can’t believe that my mom is actually apologizing! This is turning out much better than I expected!” He smiles at you and shakes your hand. You can see that this was worth all your effort, and get 25 points of experience in Faithfulness.

Mission 6, Event 7:

If you show Nermal the permission slip, he will mutter, “How can I ever keep this delicate equipment properly calibrated with all these interruptions”. If they tell him to get help for the guy in the life boat, he will respond, “Fine! Please leave now! I’ll call the Coast Guard.” Nermal will stare at them until they leave. Once they leave, this will end event 7.

26. Bridge:

If the heroes don’t have the Bridge pass, whoever is piloting will go ballistic if they try to enter. Whenever the heroes enter the bridge (with the bridge pass, and if they haven’t been on the bridge for a while), the person steering the ship (at A) will look more than half-asleep. This person will either be Captain Rubing (if a mission event determines it), or it will be the chief pilot, Dan Bateye. Dan will never have much to say. There is a Gnoll guarding him. Once the Gnoll is defeated the pilot will look alert again.

(After Missions 2, 6, and 7 are solved): the captain will be here (and not sleepy). His attitude towards you seems to have changed. He seems glad to see you.

Mission 2, Event 4:

After the Gnoll is defeated, if the heroes should ask for a radio room pass (good for one use), the captain (at A) will give them prop #C. This ends event 4.

Mission 6, Event 4:

After the Gnoll is defeated, if the heroes should report the life-boat, the captain (at A) will explain to them that they just saw a small sailing boat or something, and they must be mistaken. This will end event 4.

Scenario Mission Progress Table

| | Event 1 | Event 2 | Event 3 | Event 4 | Event 5 | Event 6 | Event 7 | Event 8 |
|------------------------------------|--|---|---|--|--|---|--|--|
| Mission 1: The Lost Ring | 1: Talk to Don Poole. | Solve Mission #7. | 13 & 14: Get swim suits on. | #7: Find the plastic ring at the bottom of pool. | Solve Mission #3. | 15: Take the ring to Don. | 23: Meet Don and give him the ring. | 21: Witness Don gives Denise the ring. |
| Mission 2: Estranged Relations | 21: The Pucks ask you to find out about their son. | 1: Talk to Bill Puck. | 3: Get First Mate's permission to bridge. | 26: Get Captain's permission to use the radio. | 7: Get Bill Puck, who is in the pool, to the radio room. | 25: Meet Bill in the Radio room. | 12 & 25: Find Mr. and Mrs. Puck and bring them. | 25: The Puck's get together. |
| Mission 3: Teenage Love | 7: See teen "lovers" in the pool. | 21: Talk to Sam (mark if the skeleton warrior is defeated). | 18: Talk to Timmy. | Solve Mission 4, Event 5. | 11 & 23: Find Sam's mom and bring her to Sam. | 5 & 18: Find Timmy's dad and bring him. | 1: The Boostaus and the Trices all get together. | |
| Mission 4: I Can't Dance | 7: Mr. Dorry won't dance. | 22: Find a dance lesson brochure. | 17: Show brochure to Dorries. | 23: Introduce Brenda and the Dorries. | 11: Brenda reports Banquet cancellation | Solve Mission 8. | 7: Tell Mrs. Dorry (in the pool) the banquet is back on. | 23: The dance lesson. |
| Mission 5: Betting the Farm | 23: Meet John by the gambling machines. | Solve Mission 8, Event 2. | 23: Pick up brochure on Gambler's Anonymous | 6: Show brochure to John. | 22: Find out about John being a cook. | Solve Mission 8, Event 4. | 16: Tell John that the kitchen needs him. | |
| Mission 6: Man Overboard | Get through Mission 7, Event 2. | 2: See the Man in the lifeboat. | 3: Get First Mate's permission to bridge. | 26: Report the lifeboat to the captain. | 5: Get the witness to go to the captain with you. | 4: Bring the witness to the captain. | 25: Tell Nermal to call for help. | 7: See the coast guard picking up the man in the lifeboat. |
| Mission 7: Accident in the Pool | 7: Witness pool chunk. | 23: Report problem to captain. | 6: Talk to the First Mate. | 7: Find the seasick remedy. | 13 & 14: Get cash for seasick remedy. | 21: Buy seasick remedy. | 4: Bring seasick remedy back to first mate. | 7: Witness the clean pool. |
| Mission 8: Kitchen Trouble | Solve Mission 3, Event 5. | 24: Talk to maitre'd. | Solve Mission 5, Event 5. | 24: Tell maitre'd about John. | Solve Mission 5. | 24: Witness John Bentley at work. | | |

A

Are you ready for the ball tonight?
If you would like to brush up on your dancing,
or if you would like to learn how, come see me
in room #11.
Brenda Boosteau

C

Radio Permission
Good for one use only.
Authorizer: Captain Joseph Redding

E

Matthew 5:9
Blessed are the peacemakers,
for they will be called sons of
God.

G

Matthew 5:28
But I tell you that anyone who looks at
a woman lustfully has already
committed adultery with her in his
heart.

I

James 2:13
Because judgment without mercy will be
shown to anyone who has not been
merciful. Mercy triumphs over
judgement.

B

Bridge Pass
Authorizer: First Mate Harry

D

Luke 15:9
And when she finds it, she calls her friends
and neighbors together and says, "Rejoice
with me; I have found my lost coin." In the
same way, I tell you, there is rejoicing in the
presence of the angels of God over one
sinner who repents.

F

II Corinthians 11:2
I am jealous for you with a godly jealousy. I
promised you to one husband, to Christ, so
that I might present you as a pure virgin to
him.

H

Proverbs 21:17
He who loves pleasure will become poor;
whoever loves wine and oil will never be rich.

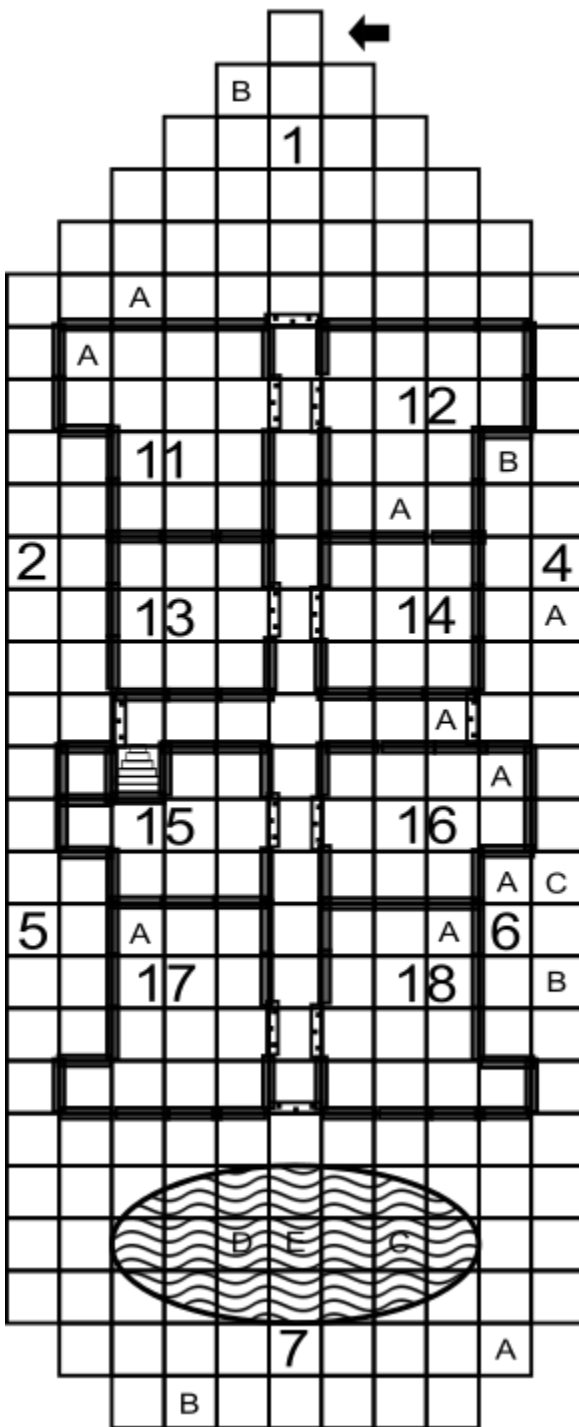
J

Proverbs 25:26
Like a muddied spring or a polluted well is a
righteous man who gives way to the wicked.

K

I Timothy 1:15
Christ Jesus came into the world to save
sinners – of whom I am the worst.

Main Deck



Legend

 Door

 Stairs

 Table

Upper Deck

