

Scenario 4: The Arena

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Difficulty Level: Four characters - any level.

Wandering temptations: None.

Note: This scenario is mostly for people who are close to leveling up, and want to get a little more experience to get them over the edge. Before beginning, have the players pick (agree on) one character strength they want to play for.

Introduction: You are in your church lobby. It's just before the beginning of the service, and you are deciding on when to go in and get a seat. (Depending on what character strength the players picked, read the following):

- (Love): You think about a guy named Joe. He ticked you off because he keeps blowing you off. He told you he was going to call you about a small group you were going to join, but he didn't. You feel like leaving. If people here don't care enough to follow through, why should you even go here (continue below).
- (Joy): You wonder if you should even go in. The sermons are kind of boring, and the music isn't exactly your style. Maybe you should just go out and enjoy the day (continue below).
- (Peace): You really don't have time for this today. Your water has been out since yesterday, and you can't get a plumber until Monday. Maybe you should go home and try to call someone, even though you know you won't have much luck (continue below).
- (Patience): You are really excited, because right after church you are going to pick up your new left-handed frisbee and try it out. Maybe you should blow off church and go get it now (continue below).
- (Kindness): After church, an elderly man has been asking you for a ride home, since it's on your way. Normally you wouldn't mind, but he kind of smells bad. If you went home now, he would ask somebody else for a ride (continue below).
- (Goodness): You are kind of sick of being asked to help fold up chairs after the service. If you don't go in, you won't be asked (continue below).
- (Faithfulness): Man! Are you tired! You made it this far, but you could use a few more hours of sleep. You consider turning around and heading back to bed (continue below).
- (Gentleness): You notice that one of the greeters at the door of the sanctuary is Donna. Donna grates on your nerves. She always makes the same tired pun with your name and then tries to give you a big hug. If you turn around now, you won't have to bear with her (continue below).
- (Self-control): But it's such a nice day out there today. The beach is calling (continue below).

Game Play: Put the characters in the far left-center of the lobby, matching the map for the character strength the players picked before the scenario (place or draw the overlays). They will face a continuous wave of these particular temptations, until they decide to go into church. (For example, if they picked Joy, all temptations will be Joy attacking

temptations. They will have to play again, if they want to face a different kind of temptation). They can decide to go into church (one of the two doors at the top) after each battle wave. If they should be tempted (their character strength should go down to zero), they will leave the church (through the bottom door) and will get no experience. If they should decide to go into church, the scenario will end and they will get the experience gained. At each new wave, the temptations will enter through the bottom door (leading to outside). Here is what each wave looks like:

- Wave 1: 4 temptations of their maturity level (if characters have different maturity levels, pick the highest one). (Skip if selected character strength is Faithfulness).
- Wave 2: 2 temptations of +1 their maturity level.
- Wave 3: 1 temptation of +2 their maturity level.
- Wave 4 = Wave 1, doubling the number of temptations. (Skip if selected character strength is Faithfulness).
- Wave 5 = Wave 2, doubling the number of temptations.
- Wave 6 = Wave 3, doubling the number of temptations.
- Waves 7+ = Follow the same pattern, which repeats every three waves, redoubling the number of temptations each time.

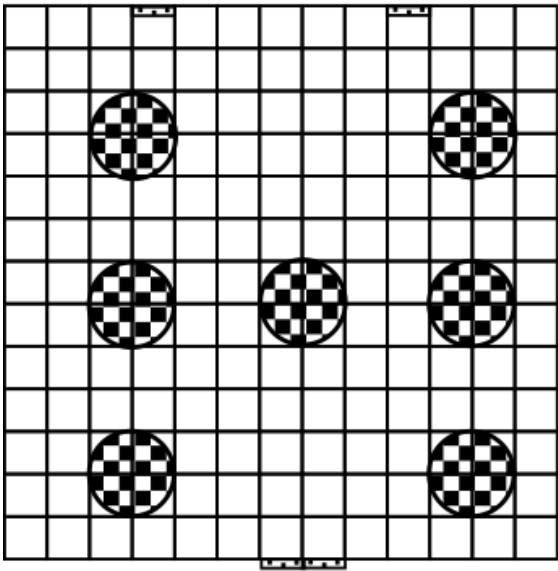
Other rules:

As per the official rules, getting up on a table will take 3 movement points (within a single turn). Height advantage will be gained by any character or temptation on a table.

Game Conclusion:

- For every character that makes it into the sanctuary, say, "You decide to go in. Afterwards, you were really glad. The pastor must have been reading your mind, because the sermon hit you right between the eyes. The music wasn't exactly your style, but you worshiped God and realized that was the important thing after all. No way you are going to be tempted to miss out on this again!"
- For every character that didn't make it through a battle, say, "You are out of there! Onto what you wanted to do. You can't seem to shake the feeling that you made the wrong choice, though. Perhaps you will make it up next week . . . maybe."

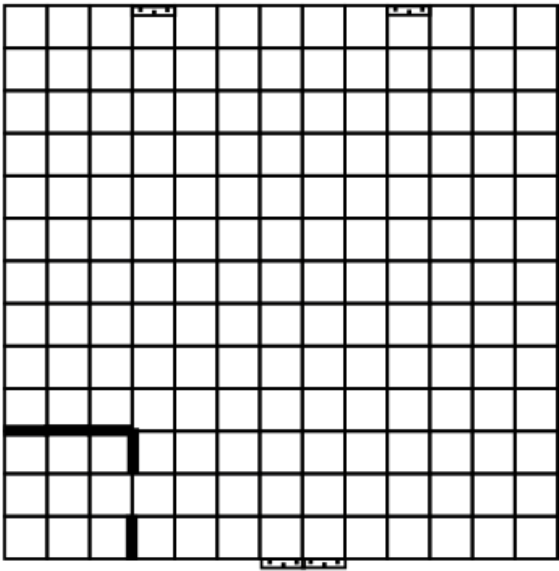
Lobby (Love)



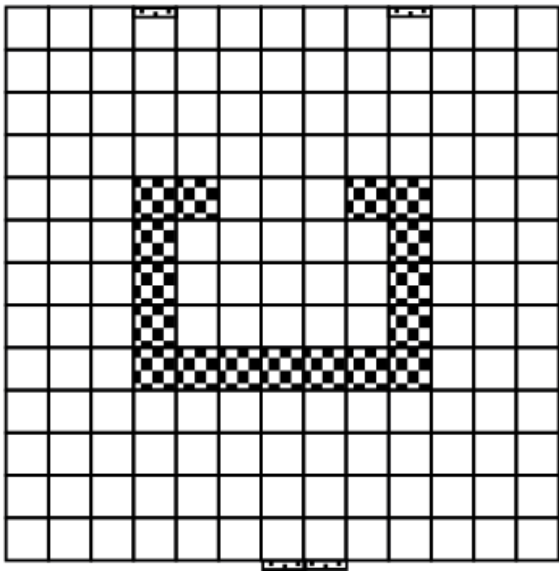
Legend

- Door
- Tables
- Wall (opaque)
- Glass partion (transparent)
- Column (opaque)

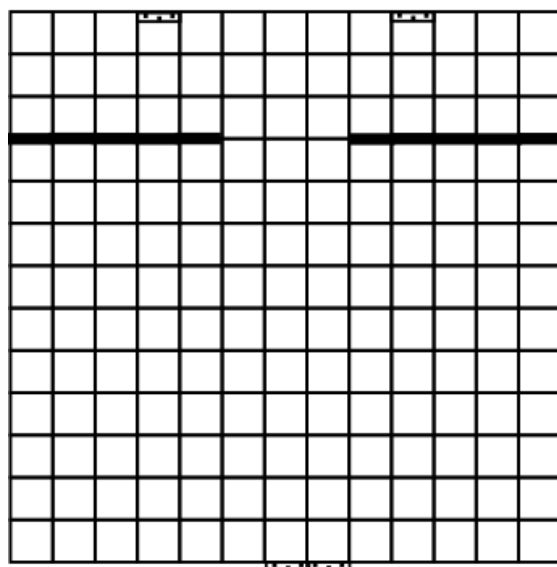
Lobby (Patience)



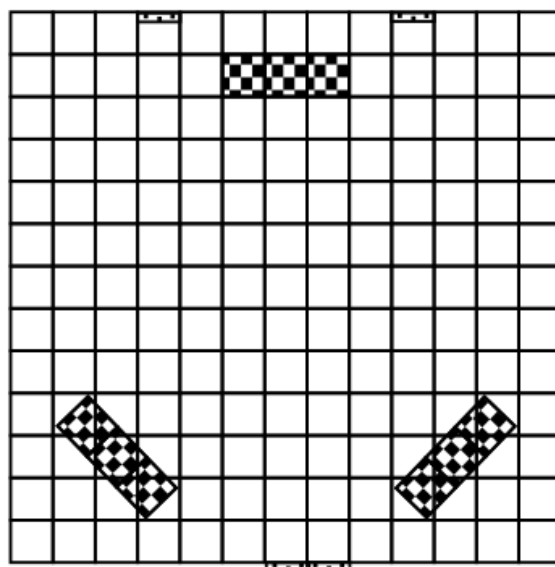
Lobby (Joy)



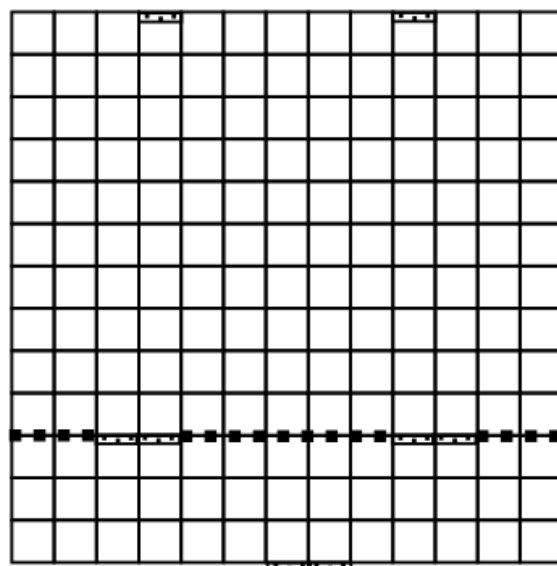
Lobby (Peace)



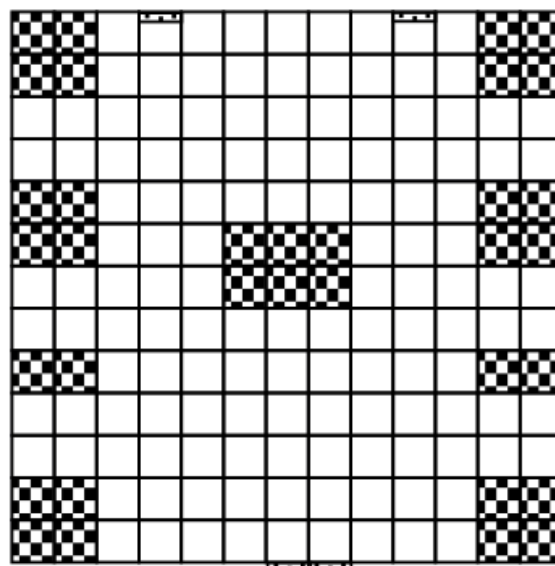
Lobby (Kindness)



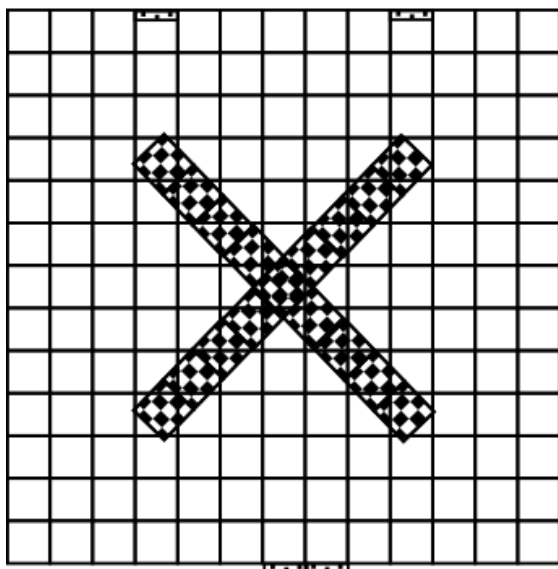
Lobby (Goodness)



Lobby (Faithfulness)



Lobby (Gentleness)



Lobby (Self-control)

