



ADVENTURE CLUB

THE KING'S SCEPTER

Chapter 1: Rubbed the Wrong Way

In the town of Huntsville there lived six friends: Blaze the tiger, Amelia the panther, Scout the badger, Sally the squirrel, Tracker the meerkat, and Lucy the owl. They called themselves the Adventure Club. Ever the adventurous group, they explored and journeyed to many amazing and fantastic places. Their mentor, Mr. Morrie the turtle, owner and caretaker of the Huntsville Museum, often instructed and guided them, intent on watching the kids mature and grow into amazing explorers.

One day, the Adventure Club had gathered at the museum to learn about rubbings. "It's very simple," said Mr. Morrie, placing a sheet of paper over a sign which sat in front of a display case covered with a cloth. "You can use crayon or charcoal, but all you need to do is lay the paper over the letters, hold it in place and gently run the side of the crayon back and forth."

He did so, and then held up the paper, which now read "The Black Tail Scepter" just as it was printed on the plaque.

The kids oohed and awed in fascination as they watched. "That's cool," said Sally, tracing her fingers over the page. "Does it work on any writing?"

"Well not quite," replied Mr. Morrie shaking his head, "It has to be something where the letters are either sticking out from or sunk into the surface. My friend and I used to do rubbings on the walls of dig sites when we had our adventures."

"Mr. Morrie," said Scout, waving his hand from the back of the group. "not to change the subject, but what is the Black Tail Scepter?"

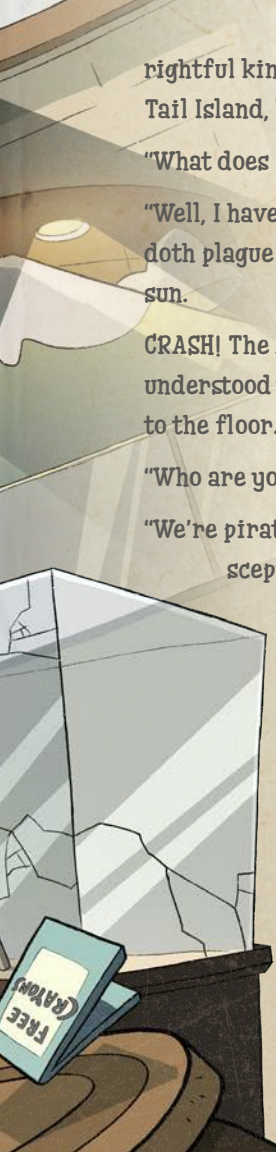
Mr. Morrie straightened up and smiled. "Ah, excellent question, Scout. Actually, I was going to show you all later, but I suppose now is as good a time as any." Carefully, Mr. Morrie slid the cloth off the display case to reveal a long rod of iron resting inside a glass box. All along the rod were symbols, markings, and a few sparkling gems with silver settings. The kids' eyes widened as they looked at the beautiful treasure. "This," said Mr. Morrie, "is the Black Tail Scepter, also known as the King's Scepter. A team of explorers recently recovered it from the bottom of the ocean. It is said to be the symbol of the rightful ruler of Black Tail Island, though no one really knows where the island actually is."

"What are all those markings on it?" asked Blaze. "Some kind of royal motto?"

"You're not too far off, Blaze," said Mr. Morrie. "The writing carved into the scepter actually talks about the legend behind who is the







rightful king. It is rumored that if the right individual speaks a special phrase, with the scepter in hand, before the people of Black Tail Island, he shall command a mighty army and rule unopposed."

"What does it say?" asked Tracker.

"Well, I haven't quite finished translating it yet, and most of it has worn away," replied Mr. Morrie, "but here goes. 'When empty throne doth plague us all ...'" As he began to read, a low humming filled the air and the room darkened as if a cloud had passed in front of the sun.

CRASH! The Adventure Club kids dove under tables and shielded their eyes to avoid the downpour of broken glass. Before they understood what had happened, they heard laughter as several ropes fell through the broken skylight and a group of thugs slid down to the floor.

"Who are you and what do you want?" cried Mr. Morrie, as he motioned the kids to stay where they were.

"We're pirates!" yelled a scruffy weasel, bashing the display case next to Mr. Morrie. "We're here for this," he said, grabbing the scepter, "and you!"

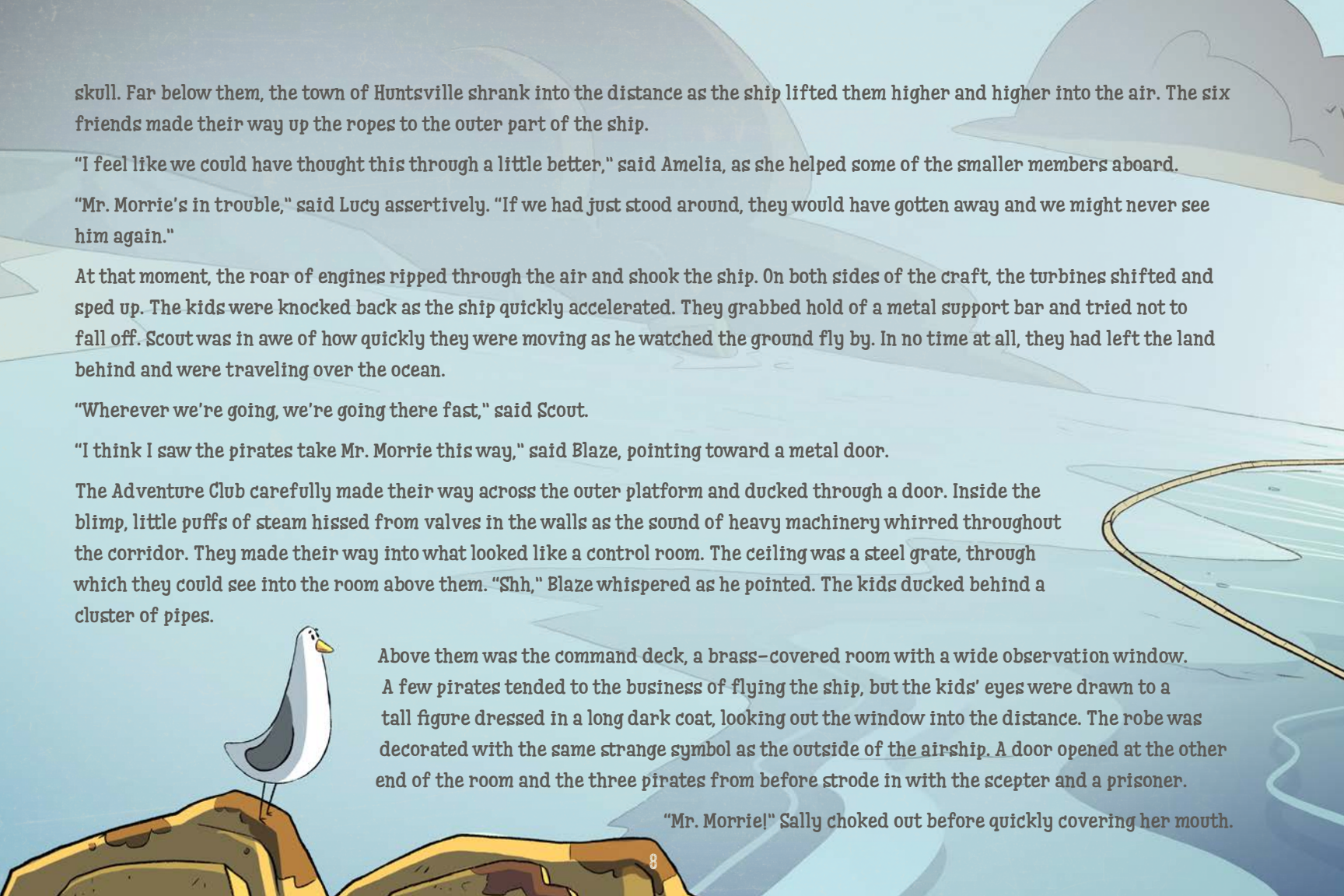
Two larger pirates, a boar and an alligator, grabbed Mr. Morrie under each arm and dragged him toward the swaying ropes.

"Wait, what?" said Mr. Morrie. "You can't do this. Let go of me!"

"Mr. Morrie!" the kids shouted.

The pirates sneered at the children and began climbing the ropes, taking Mr. Morrie and the scepter with them. Above them, a massive airship hovered, blocking out the sun. As the pirates reached the ship, they shoved Mr. Morrie through an open hatchway and the weasel yelled, "Let's go! We got everything!"

The turbines grew louder, and the blimp began to float away, dragging the ropes across the museum floor. Without thinking, Blaze shouted, "Come on, we can't let them get away with Mr. Morrie!" The kids ducked out from under the tables and ran to grab the ropes, holding on tight as they were pulled into the air. As they cleared the skylight, the flying machine came into view: a giant metal case suspended by a long purple balloon decorated with a frightful half



skull. Far below them, the town of Huntsville shrank into the distance as the ship lifted them higher and higher into the air. The six friends made their way up the ropes to the outer part of the ship.

"I feel like we could have thought this through a little better," said Amelia, as she helped some of the smaller members aboard.


"Mr. Morrie's in trouble," said Lucy assertively. "If we had just stood around, they would have gotten away and we might never see him again."

At that moment, the roar of engines ripped through the air and shook the ship. On both sides of the craft, the turbines shifted and sped up. The kids were knocked back as the ship quickly accelerated. They grabbed hold of a metal support bar and tried not to fall off. Scout was in awe of how quickly they were moving as he watched the ground fly by. In no time at all, they had left the land behind and were traveling over the ocean.

"Wherever we're going, we're going there fast," said Scout.

"I think I saw the pirates take Mr. Morrie this way," said Blaze, pointing toward a metal door.

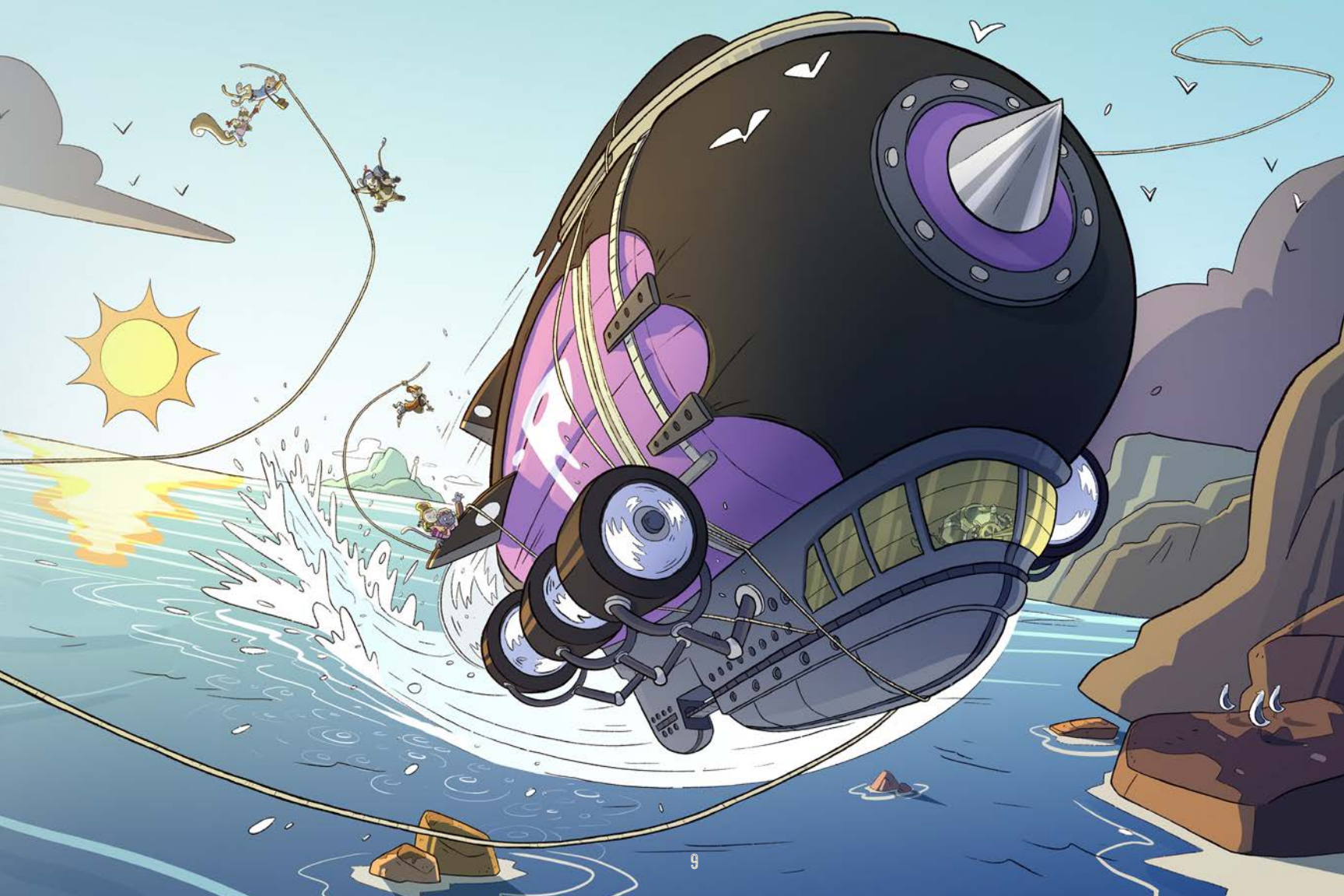
The Adventure Club carefully made their way across the outer platform and ducked through a door. Inside the blimp, little puffs of steam hissed from valves in the walls as the sound of heavy machinery whirred throughout the corridor. They made their way into what looked like a control room. The ceiling was a steel grate, through which they could see into the room above them. "Shh," Blaze whispered as he pointed. The kids ducked behind a cluster of pipes.

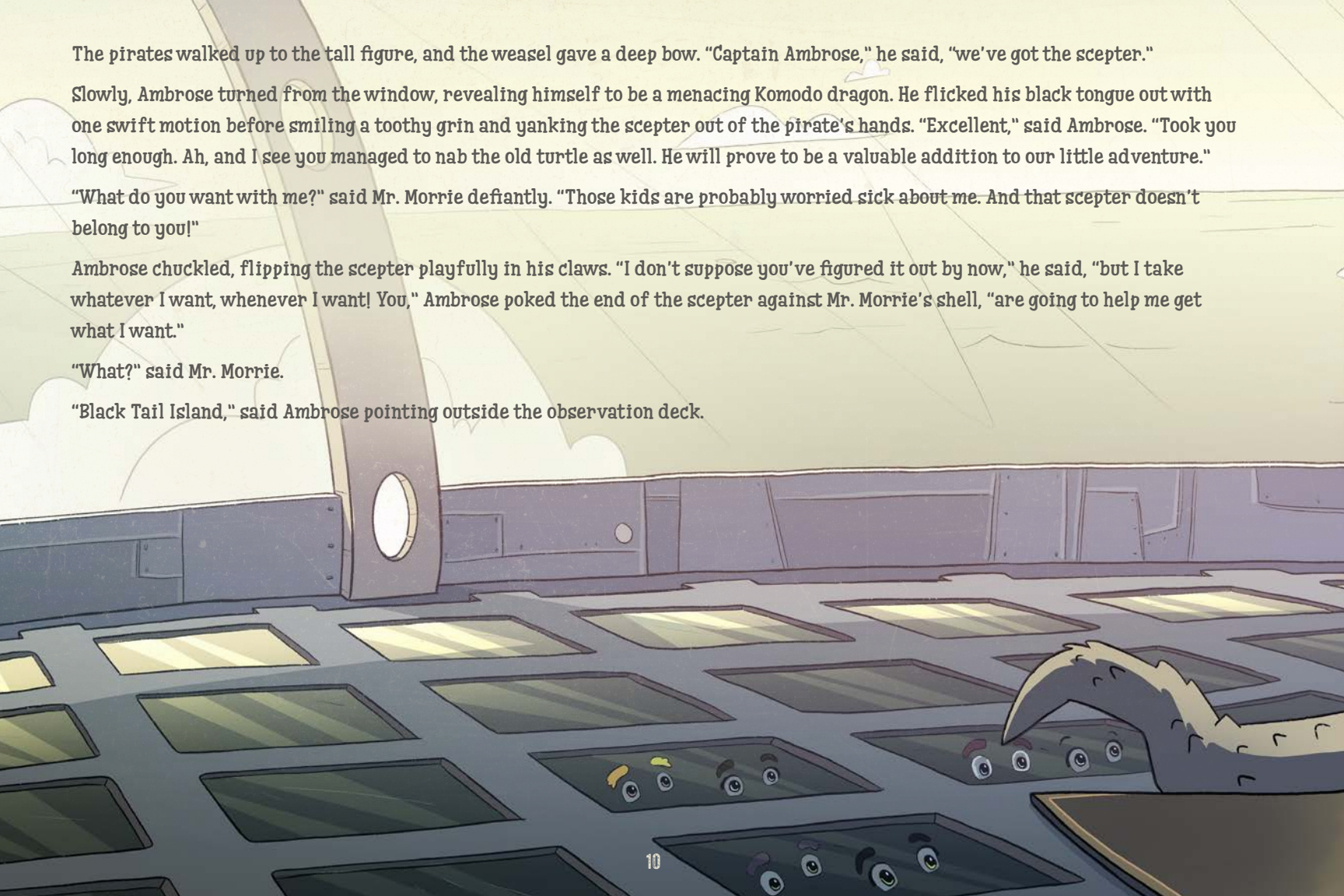


Above them was the command deck, a brass-covered room with a wide observation window.

A few pirates tended to the business of flying the ship, but the kids' eyes were drawn to a tall figure dressed in a long dark coat, looking out the window into the distance. The robe was decorated with the same strange symbol as the outside of the airship. A door opened at the other end of the room and the three pirates from before strode in with the scepter and a prisoner.

"Mr. Morrie!" Sally choked out before quickly covering her mouth.





The pirates walked up to the tall figure, and the weasel gave a deep bow. "Captain Ambrose," he said, "we've got the scepter."

Slowly, Ambrose turned from the window, revealing himself to be a menacing Komodo dragon. He flicked his black tongue out with one swift motion before smiling a toothy grin and yanking the scepter out of the pirate's hands. "Excellent," said Ambrose. "Took you long enough. Ah, and I see you managed to nab the old turtle as well. He will prove to be a valuable addition to our little adventure."

"What do you want with me?" said Mr. Morrie defiantly. "Those kids are probably worried sick about me. And that scepter doesn't belong to you!"


Ambrose chuckled, flipping the scepter playfully in his claws. "I don't suppose you've figured it out by now," he said, "but I take whatever I want, whenever I want! You," Ambrose poked the end of the scepter against Mr. Morrie's shell, "are going to help me get what I want."

"What?" said Mr. Morrie.

"Black Tail Island," said Ambrose pointing outside the observation deck.







The kids slid over from their hiding spot to a nearby window and looked out. As the blimp passed through the clouds, the view cleared, and they saw an island far beneath them, a lush land with sparkling rivers and several snow-capped mountains.

"So, the legends are true?" Mr. Morrie whispered.

"Oh, as true as everything else in that museum of yours, and as soon as we dock at the castle, you are going to help me proclaim the full phrase and thus become king."

"No!" choked Mr. Morrie.

"Yes!" snarled Ambrose.

Blaze stood up. He'd had enough. Quickly, he began flipping switches and turning cranks at random.


"What are you doing?" said Amelia.

"We can't let that guy use Mr. Morrie to become king," said Blaze, pulling a lever. "If we could force this thing to land, they wouldn't get to where they need to go, and we could rescue Mr. Morrie. Quick, help me out!" The rest of the gang began flipping, turning, and pulling every control piece they could. The engines ground to a halt as blasts of hot air burst from several pipes. The ship lurched to the right and everyone above them, caught by surprise, tumbled to the ground.

Ambrose glanced down as he picked himself up off the floor and saw the kids through the grate below. His eyes widened. "Grab them!" he yelled, pointing downward. The kids panicked and ran back into the hallway. A door from an overhead platform burst open and Ambrose and the rest of the pirates raced out.

"There they are! After them!" shouted one of the pirates. The kids hurried toward the back of the ship, bounded through another door leading outside, and slammed it shut behind them. Blaze grabbed a nearby pole and shoved it through the handle, then barred the door for good measure. They sprinted across a walkway to the rear cabin. One of the front turbines sparked and blew apart, flinging metal to the island below. An alarm sounded as the ship began going down.



The illustration shows a close-up of a ship's interior. A large, light-colored metal rod or pipe extends from the top left towards the center. Below it, a wooden crate is visible, partially open, revealing a pile of gold coins. The background is a dark, textured grey, suggesting the interior of a ship or a cave. The lighting is dramatic, with highlights on the metal and the gold.

The kids managed to reach the rear cabin and found themselves in a hangar bay. A steam pipe broke off a generator and hit against the bay door, knocking it from the walls and sending it plummeting to the earth below. The adventurers were knocked down by the blast but quickly stood up, struggling to find a way out.

Sally pointed to a row of parachutes hanging on a nearby wall. "Quick!" she cried. "We can put those on and jump out of here!"

Starting with Tracker and Lucy, the kids helped one another put their chutes on properly. As soon as the first two had them on, they leapt out from the back of the hangar and whooshed towards the island below. Next, Scout and Sally began getting their chutes on, but just as they were bracing to jump, Ambrose and his pirates broke through the door. Before the pirates could reach them, however, a screech of metal filled the air.

Huge holes appeared in the hangar walls as the ship scraped against the top of a mountain, sending everyone tumbling.

Ambrose caught hold of a railing with one hand as he fell sideways, but when his other hand hit the floor, he lost his grip on the scepter. The iron rod spun wildly across the deck and flew out the back of the ship. Everyone watched as the scepter spiraled toward the ground far below. Ambrose let out an angry roar and made his way toward the kids, but he had to stop and grab onto the rail again as the ship shook and the walls bent inward. Scout and Sally grabbed onto a cargo net bolted to the floor and hung on as the section of the ship they were standing on tore away from the hangar and fell onto the side of the mountain. They held on for dear life as their iron sled quickly slid down the slope.

Ambrose and the pirates retreated to safety at the front of the blimp. Blaze and Amelia ran after the pirates, diving into a hallway in the front cabin just as the rest of the rear cabin and walkway broke off and fell away. All six members of the Adventure Club were separated from each other and threatened by a group of terrible pirates, but each of the kids was determined to stop Ambrose and rescue Mr. Morrie.

LESSON 1: GOD SPECIALLY CREATED MANKIND

MEMORY VERSE:

GENESIS 1:26 – Then God said, “Let us make man in our image, after our likeness. And let them have dominion over the fish of the sea and over the birds of the heavens and over the livestock and over all the earth and over every creeping thing that creeps on the earth.”



I-Spy Game

Tracker spies all 13 of these items in the picture. Can you find them too? After you do, color in the picture.



LESSON 2: GOD CREATED MAN IN HIS IMAGE

MEMORY VERSE:

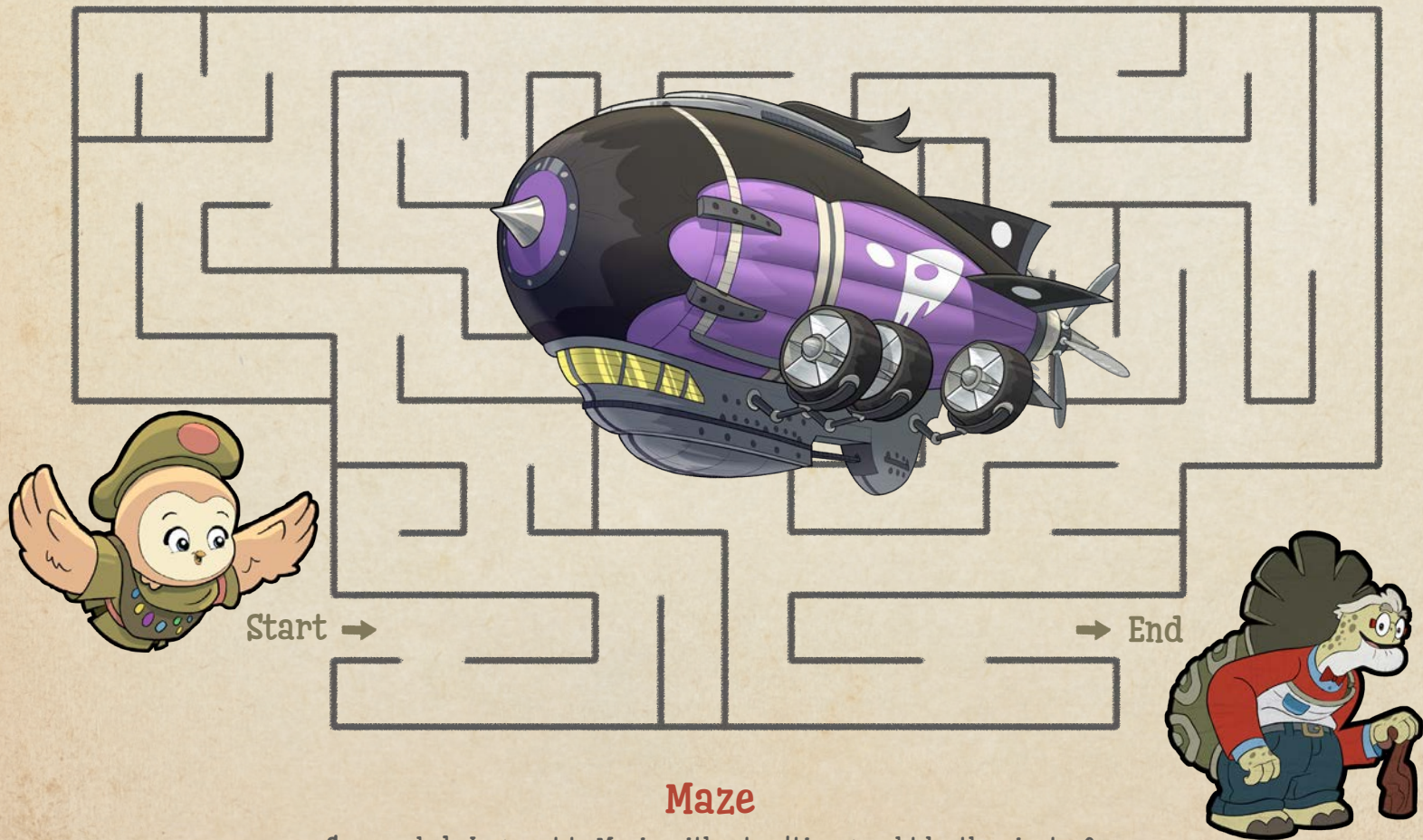
GENESIS 1:27 – So God created man in his own image, in the image of God he created him; male and female he created them.



Hidden Message

Use the letter key to fill in the blanks and reveal the hidden message.





Maze

Can you help Lucy get to Morie without getting caught by the pirates?

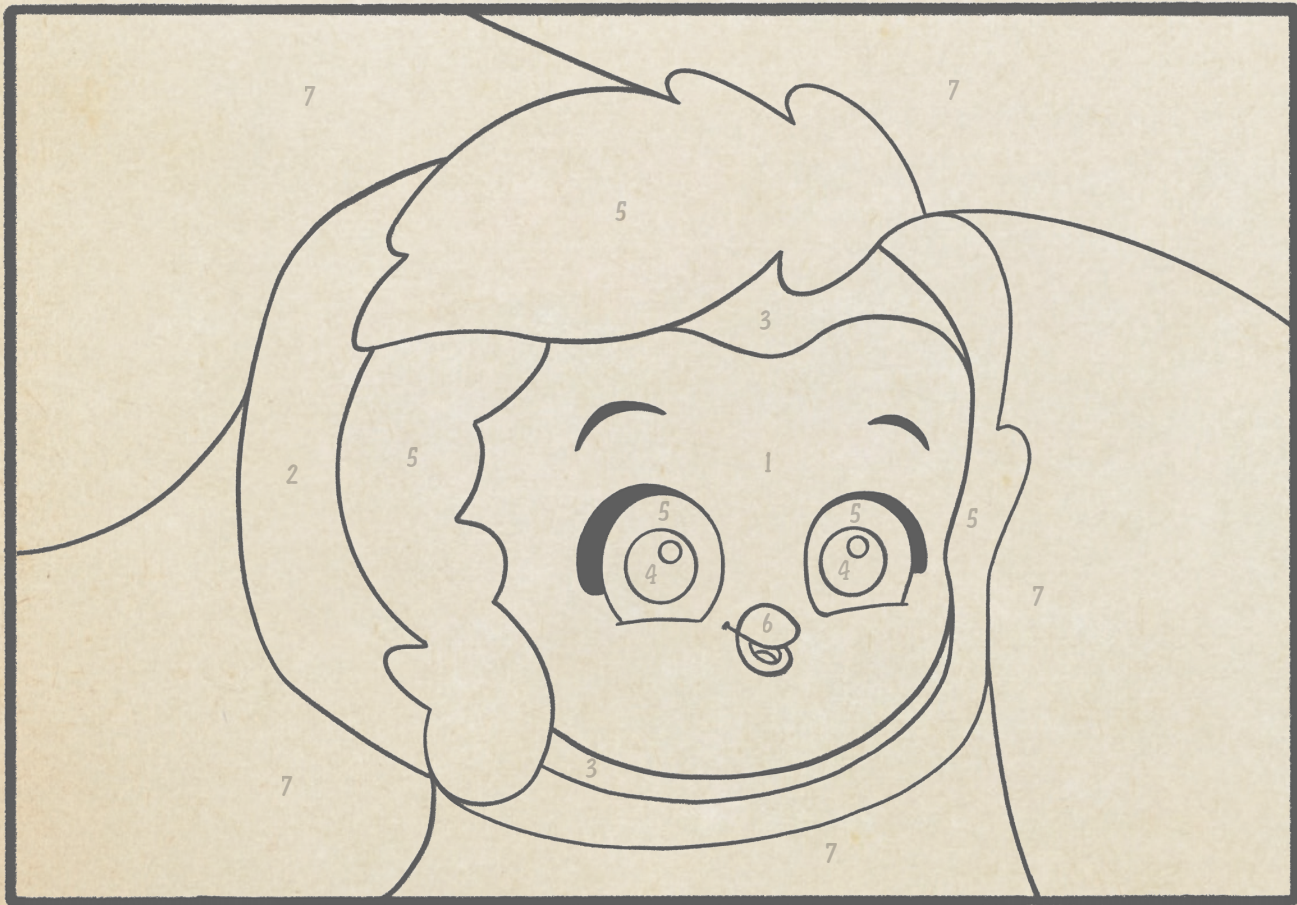
LESSON 3: GOD MADE MAN FOR A PURPOSE

MEMORY VERSE: **PSALM 8:6** – *You have given him dominion over the works of your hands; you have put all things under his feet.*



Spot the Differences

Can you spot all eight differences between the two Morie turtles?



- 1 Tan
- 2 Green
- 3 Brown
- 4 Black
- 5 White
- 6 Orange
- 7 Blue

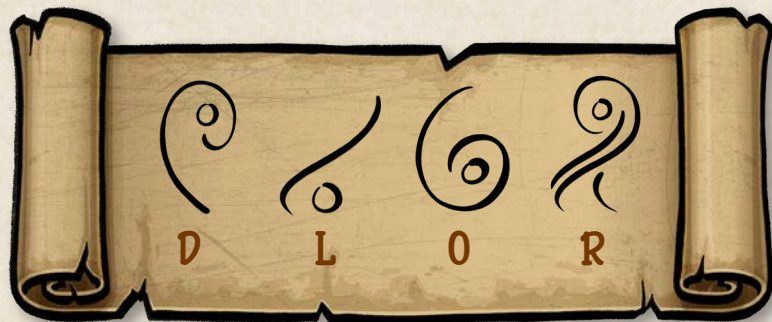
Color by Numbers

Use the color key to fill in our friend.

LESSON 4: EVERYONE HAS A BODY AND A SOUL

MEMORY VERSE:

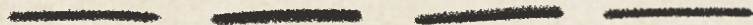
GENESIS 2:7 – *Then the Lord God formed the man of dust from the ground and breathed into his nostrils the breath of life, and the man became a living creature.*



Legend Stone Rubbing

Place a blank piece of paper over the right-hand page, and lightly rub a pencil or crayon over it to reveal the Legend Stone's ancient word. Then use Morrie's letter key to translate. The first letter is done for you."

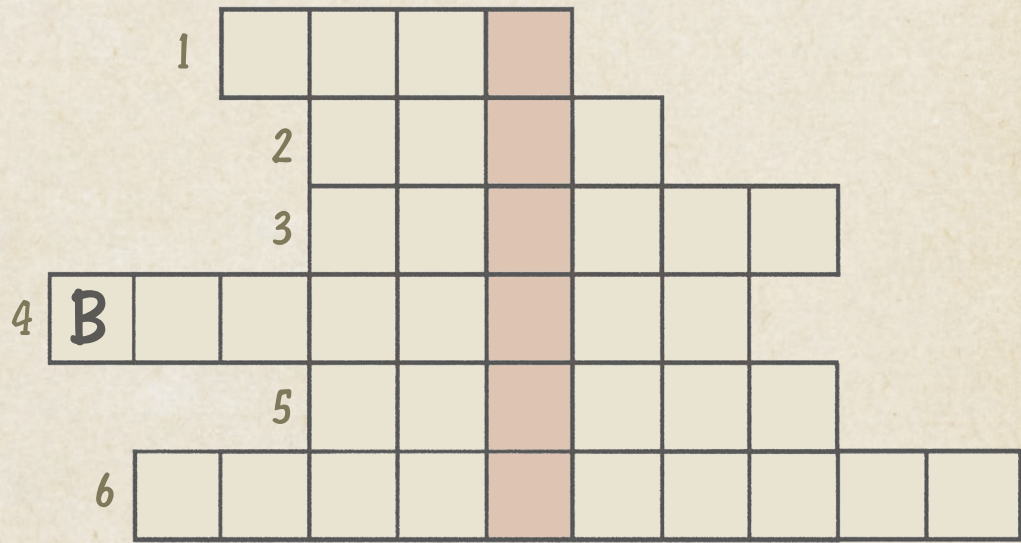
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LESSON 5: GOD'S DESIGN FOR MEN AND WOMEN

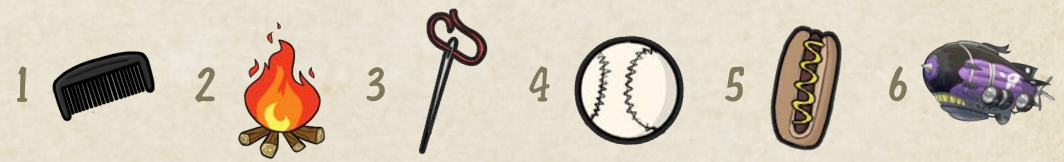
MEMORY VERSE:

GENESIS 2:24 – *Therefore a man shall leave his father and his mother and hold fast to his wife, and they shall become one flesh.*

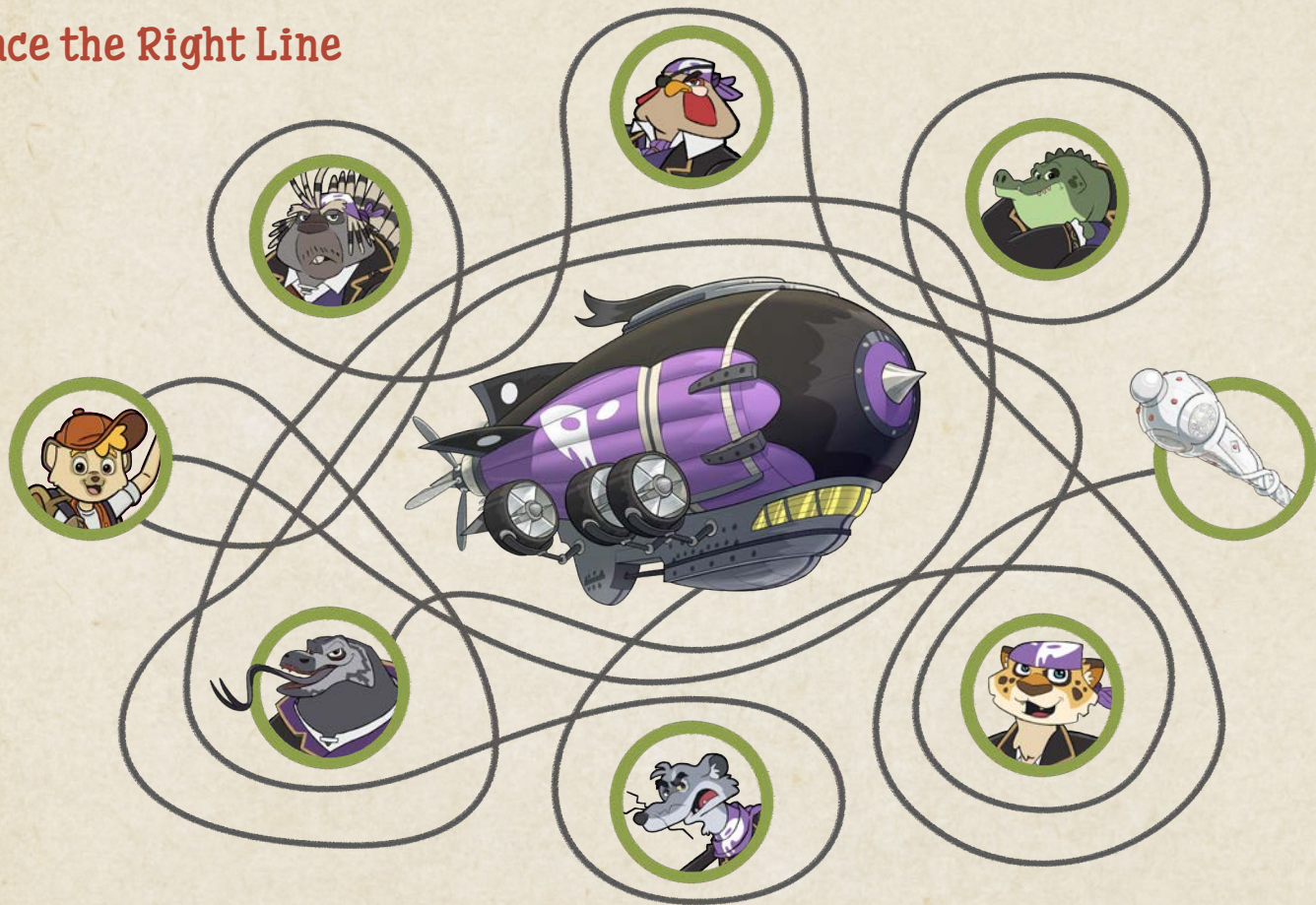


Crossword Game

Ask for help spelling each item pictured, and fill them in to reveal the highlighted hidden word.



Trace the Right Line



Help Tracker sneak past all of the pirates to find the King's scepter without getting caught. Three lines lead from Tracker, but only one makes it to the King's scepter. Can you figure out which one?