

Lowaneu-Crossroads Klondike Quest



Tactical Operation Guide (Leaders) Survival Guide January 24-26, 2025

Practical problems involving basic Scouting skills or patrol teamwork will be encountered as you dive into your D&D journey. Coins will also be awarded based on teamwork, patrol spirit, and Scout spirit. Watch out for the Gelatinous Cube which will engulf unexpected Scouts as they fight through D&D.

D & D AT LOWANEU AND CROSSROADS KLONDIKE!

The Lowaneu District will field Expeditionary Teams on a continent known as Faerûn and feature locations like the Sword Coast, the frigid north of Frozenfar, and cities such as Neverwinter, Waterdeep, and Baldur's Gate. The course is rugged, and the weather is brutal. Every Scout skill will be tested to the limit. However, the potential rewards for each team are unlimited. Each test completed shall result in coins being earned.

Each patrol is formed into a "Dog Sled Team" and is a separate expedition. The expedition follows a course outlined on a map-score sheet given to the Expedition Patrol Leader. The map guides the team over a field course, solving problems and overcoming the hazards of the Forgotten Realms.

After your last station, with the coins collected on the trail, the team is on the final stretch. Report to the covered shelter to have your score sheets checked and your coins tallied.

Saturday night after supper and church services, the coins earned during the day at each station will be used by patrols to bid prizes for the Saturday night auction. The more coins you earn, the more loot you can take home!

Every Scout will want to be in on the Dragon Quest journey. Look over the enclosed plan, plan your expedition and get the patrols working now! You do not want to get caught unprepared for the perilous journey ahead!

Putnam County Conservation Area: 4526 E 1000th St, Hennepin, IL 61327



PROCEDURES

1. Troops must check in when they arrive. No matter what time of night or early morning it is.
2. At least one leader per Troop has a cell phone with them at all times, and that number is on the check-in form.
3. Mandatory that troops check out when they leave camp. Patches will be handed out when you check out.

HIGH-LEVEL SCHEDULE:

Friday, January 24th:

5:30 PM Troops start to arrive.
9:00 PM SM/SPL Orientation (Dining Hall)
9:30 PM Staff/Volunteer meeting (Dining Hall)

Saturday, January 26th:

7:30 AM Morning Announcements and Breakfast (Dining Hall)
9:00 AM Morning Event Stations
Noon Lunch (Campsite)
1:00 PM Afternoon Event stations
4:30 PM Stations Close, Expedition Patrol Leaders must check in scores.
5:30 PM Dinner
7:00 PM Interfaith Worship Service
8:00 PM Auction

Sunday, January 28th:

7:00 AM Check Out

Points of Contact:

Chief Dungeon Master: Matthew.Johll@gmail.com; Text 815-878-9992
Quartermaster: Sally.Johll@gmail.com
Keeper of the Schedule: king.stacey11@gmail.com



REGISTRATION

Patches: Every registered Youth and Adult will receive a patch. That is if the dragons don't eat the delivery man.

Membership: For a Youth to attend the Dungeons & Dragons Camporee, they must be a registered Scout or Venturer.

Rosters: Every unit needs to fill out a roster form attached. It should include the name of the Scouts and leaders attending and the contact number of each leader attending. Keeping track of your numbers is strongly advised while completing your quest. If a member of the expedition needs to leave early, please see the Dungeon Master (Matthew Johl) to update your roster.

Medical Forms: Like all Scouting events, the Dungeons & Dragons Klondike requires that each troop have Class A and B medical forms in their possession for all Scouts and Adults attending the event. Each unit is expected to bring a binder or folder containing these forms, in the unlikely event that medical care is required beyond first aid. The troops will hold onto the medical forms. REMEMBER, Dragon's breath Fire!

We will be camping jamboree style, lining up rows of tents next to each other. Please be considerate of other troops. Please remind your Scouts not to run through other campsites and to respect quiet hours.

CHECK-OUT PROCEDURES

Check-out will begin at 7:00 am on Sunday, January 26th.

Your campsite MUST be inspected by your SPL and a police line to pick up any trash and forgotten tent stakes.

- Ensure the campsite is litter free.
- Restore your campsite to be better than you found it.
- Carry out all garbage to be disposed of at home there is no dumpster available.
- Check out with the Dungeon Master (Matthew Johl) and receive your patches.

CAMPOREE GENERAL RULES

- The Scout Oath and Law will govern the behavior of all participants!
- The Buddy System must be followed by all Scouts at all times.
- Leave No Trace applies as always.
- No one may leave the Camporee site early unless approved by the Scoutmaster and the roster is updated with the Dungeon Master (Matthew Johl)
- As with any Scout event, there will be no illegal drugs, alcohol, fireworks, firearms, or other weapons.
- Sheath knives and fixed-blade scabbard knives are prohibited.
- No axe yards will be set up due to limited space. Please bring sufficient wood for fires already prepared. A limited amount of wood is available for purchase at the campground.
- Campfires must be built in an established fire ring/pit or raised above the ground and must be properly extinguished when the campsite is unattended. Keep a filled water bucket handy.
- Report all accidents, injuries, or other emergencies to a member of Camporee Staff.
- Lost and found items should be brought to the Dining Hall

SCOUTMASTER GUIDANCE

Questions may be directed to Matthew Johll: matthew.johll@gmail.com texts: 815-878-9992

- Friday evening check-in is from 5:30-9:30 PM at the dining hall. Please be prepared to show a binder with medical forms for your unit at check-in. Unit Leaders will keep possession of medical forms.
- Early departure must be declared at registration.
- Scoutmaster and SPL meetings: Friday 9:00 PM at the Dining Hall.
- Event Judges will have a meeting at the Dining Hall at 9:30 PM.
- **Breakfast and Dinner will be provided. Scouts should bring a mess kit (plate, silverware cup) for each meal. Dishwashing stations will be set up after the meal so they can clean their own dishes.**
- **ALL** Vehicles must be parked in lots. Gear must be hauled to the campsite from the parking lot.
- No sheath knives, fireworks, alcoholic beverages, or firearms; **ALL FIRES MUST BE CONTAINED WITHIN A FIRE RING WITH PROPER CLEARING** and water for extinguishing the fire. Anything beyond basic first aid must be reported to Camporee medical staff. Dutch oven cooking must be contained within fire rings or off the ground.
- **Each unit is asked to provide 1 or 2 adults to assist in the judging of the patrol competition.**
- Patrols must have a patrol score sheet to participate in patrol competitions.
- Judges running the events will adhere to the rules contained in this guide.
- The Camporee Chairman will be the final authority on any disputes.
- The Camporee committee reserves the right to alter competition events depending on weather conditions.
- All score sheets must be turned in to the Camporee Chairman before supper Saturday evening.
- Units are responsible for removing all the trash from the campsites and event areas. Leave the camp better than we found it.

SPL GUIDANCE

- These are some reminders of the important items for the weekend. Each activity will begin at the time indicated in the schedule, please ensure that your unit is on time. A detailed schedule is located in this guide.
- Scoutmaster and SPL meetings: Friday 9:00 PM at the Dining Hall.
- **Carefully read the description of ALL events, make sure that your patrol has all of the required items packed on the sled. Failure to be prepared will cost your patrol valuable coins!**
- Each unit is asked to provide 1 or 2 adults to assist in the judging of the competition. Judge meeting Friday at 9:30 PM at the Dining Hall.
- Practical jokes are not Scout-like and will not be tolerated.
- Patrol Flags will be carried by all patrols at all times except during the judging period.
- Lights are out Friday and Saturday at 10 PM. Due to the proximity of units, this policy will be strictly enforced. Please remind your Scouts to be courteous of other troops.
- Checkout: Make sure your campsite is clean following Leave No Trace principles.



The Trader's Guild

During the day each expedition team will be earning coins that will be spent at the auction on Saturday evening. In order to make this as memorable of an event as we can, we are offering additional coins for troops that can help contribute items to the auction event.

Do you have an item that your troop no longer uses but another troop might find useful? Donate an item for the Saturday Auction and earn 500 coins for your patrol!

Adult leaders, do you work for a company or know someone that would be willing to donate items for our auction? Donate a new item for the auction and earn 500 coins for your patrol!



Patrols Beware! Sofina, the Red Wizard of Thay, this fearsome necromancer is a force to be reckoned with. This scoundrel will take every chip you have if they get a chance. This cunning villain is known to “hold up” patrols as they pass. Patrols will be asked Scout-related questions. For each question missed, Sofina will steal 50 coins. You can be confronted twice during the day. Sleds are then marked with a ribbon so they will not be jumped again.



Station #1: Enter the Realm

Preparedness

Each patrol sled will have the following:

1. All of the equipment needed for the day
2. All equipment packed securely
3. Patrol flag on pole, must have troop # and patrol name

All patrol members should be properly equipped and dressed for the weather and conditions, footwear, clothing & outer clothing.

No patrol may leave the starting point without at least a minimum of equipment.

Scoring

Sled with all equipment	100 coins
Patrol Flag	100 coins



Station #2 Esprit de Corps

Everywhere we go, people want to know who we are, so we tell them we are Scouts. If you are creating a new patrol for the camporee, why not show your creative side and create a new patrol flag?

Concept: Patrols will carry their flag to all activities. They are to be presented after the last event.

Flags that cannot be identified will not be judged. Scoring: Patrol Flag will be scored on the following:

Scoring:

Patrol Cheer: Say it LOUD and PROUD.	100 coins
Patrol Flag with D&D theme	100 coins
Patrol Dressed for D&D theme	100 coins



Station #3 Thieves' Guild (Knot Tying)

A rope is an essential tool for the guild, being able to tie and untie knots is an essential skill. Each Scout will role a D20 for initiative. Once lined up in order they will take turns reaching into the bag of holding and retrieving a knot. They must name the knot without any help from their adventuring party and then tie a duplicate of the knot. NOTE: Each patrol must provide a small 1-2' long rope for each member of the adventuring party. The guild master can RENT you rope if you forget yours, but the cost will be lost coins!

If necessary, hitches may be tied around staves, nearby trees, or someone's arm or leg. If the patrol does not have 6 Scouts, a Scout may tie more than one knot. The patrol will attempt to tie all 6 knots. For those brave enough, you can challenge the guild master to tie a master level knot.

- 1.Square Knot (Tenderfoot 3a)
- 2.Two Half-Hitches (Tenderfoot 3b)
- 3.Taut-Line Hitch (Tenderfoot 3c)
- 4.Sheet Bend (Second-Class 2f)
- 5.Bowline (Second-Class 2g)
- 6.Clove Hitch (First-Class 3b)

Scoring:

50 coins for each knot correctly named

100 coins for each knot tied correctly

*300 coins for Guild Master knot



Station #4 Cleric's Station (First aid)

One patrol member was attacked by an Intellect Devourer (Each member of the party roles a D20, lowest roll is the injured person). The most terrifying aspect of facing an intellect devourer comes when a victim is incapacitated. If the intellect devourer's target fails an Intelligence contest, the monster can consume their brain, seizing control of their body, and learning everything they ever knew. Can you save them in time? The Patrol Leader will roll a D8 die and see what type of First Aid you must render to the victim, you then must safely transport them across the battle field (obstacle course) to safety. NOTE: All first aid supplies MUST be part of the sled gear.

D8 Roll for Injury

1. Hypothermia
2. Twisted ankle
3. Fish hook
4. Broken Leg
5. Broken clavicle
6. Severe burn on arm
7. Impaled Object
8. Severe cut on lower leg

Scoring:

100 coins for participation
300 coins for correctly treated injury
-100 coins penalty for incorrect treatment
300 coins for completing the course.



Station #5 Sling Master (Wrist Rocket)

The displacer beast is a panther-inspired monster that originated in the Feywild. There, they gained the ability to displace light to create nearby illusions of themselves that make them a challenge to strike with an attack. A roll of a D4+4 die will let your Patrol know how many beasts you will need to disperse with a direct hit to stop them from sinking their teeth into the SPL.

The instructions of the range officer **MUST** be followed at all times, failure to do so will result in disqualification from this event.

Scoring:

100 coins if each Scout in the patrol participates.

500 coins if no misses to reach required number of hits

200 coins if it takes multiple throws to reach the required number of hits.



Station #6 Druid's Grove

Revering nature above all, Druids belong to ancient orders that call on the forces of nature. Harnessing the magic of animals, plants, and the four elements, Druids heal, transform into animals, and wield elemental destruction.

Druids are concerned with the delicate ecological balance that sustains plant and animal life and with the need for people to live in harmony with nature. Druids often guard sacred sites or watch over regions of unspoiled nature.

In order to protect nature, it is necessary for a Druid to be able to instantly recognize animal types by the color pattern of their fur or by the tracks they leave in the snow. At this station you will test your ability to identify animals.

The patrol leader will role a 1d4+4 to determine how many animal signs they must identify. The patrol leader will confer with the patrol before answering.

Score:

- 500 coins if all items are correctly identified on the first try
- 300 coins if all items are identified correctly using multiple attempts
- 100 coins if all patrol members help with identifying animal signs
- 200 bonus coins for correctly identifying the guardian animal of the grove



Station #7 Land Rush (Pioneering Event)

Stake your claim to part of the Dungeons & Dragons world. Homebrew a world of your own and start a small village by raising your Patrol Flag to mark your territory.

Equipment:

The Patrol furnishes all the equipment:

2 poles plus patrol flagpole (3 poles in all)

Ropes for lashing and staking out your flagpole.

4 tent stakes or anchors may be used - Improve.

Procedure:

Each Patrol will be given **15 minutes** to complete the project.

Lash your patrol flag and 2 other poles together to create a single tall pole with the patrol flag on top.

No more than 2 poles lashed together at anyone lashing joint.

Once assembled – attach 3 to 4 support ropes to the pole to help you tie to stakes or anchors.

Raise the Pole and Stake or anchor the pole with 3 or 4 ropes.

The Pole must be free-standing. – No holding ropes or poles while patrol does patrol yell.

Patrol does the patrol yell when the patrol is done – not touching the flagpole or ropes. Flagpole must remain standing during patrol yell until Patrol Leader says “DONE.”

100 coins if each Scout in the patrol participates.

100 coins for each correct lashing

500 coins for getting the Patrol flag raised, staked and Patrol yell completed.



Station #8 “Winterdeep Rescue” (Ice Rescue)

Your Patrol is stranded at Grayhawk during your battle between good and evil. Everyone escapes except one patrol member who is stuck on the ice with your sled. Roll the D20 to see how far away they are. Roll an even number and they are 40’ feet away. Roll an odd number and they are 25’ away.

Equipment:

Patrol provides: (10) 6 ft long lengths of rope.

Sled (containing all other patrol gear)

Victim on the sled.

Procedure:

- Patrol leader organizes patrol:
- Patrol chooses Scout to be on the sled.
- Patrol positions sled and Scout on the ice behind the rescue line, 40’ or 25’ away
- The Scout on the sled cannot leave the sled or touch the ice for any reason.
- The rest of the patrol lays rope (ten 6’ lengths) out in front of them.
- When ready the Judge says “Rescue”
- Patrol members pick up the lengths of rope and tie them together, each patrol member must tie at least 1 of the knots.
- One member, chosen by the Patrol Leader, throws the line to the Scout on the sled (reaching devices are allowed)
- Loss of the rope or insufficient length (not enough to reach the sled) will end the event.
- The rescuer must fasten the rope to the sled in some fashion.
- The patrol/den then pulls the sled and Scout to safety.
- Patrols will be penalized 50 coins for each patrol member who crosses the “safety” line.
- Patrol will lose 50 coins each time the Scout on the sled touches the ice.
- If the rope is thrown 5 times from a 40-foot distance unsuccessfully, the judge will move the sled to the 25-foot distance and the patrol will be penalized 100coins and patrol gets 3 more throws.

100 coins if each Scout in the patrol participates.

500 coins for rescue on 1st throw.

300 coins for rescue after first throw.



Station #9: The Hungry Halfling **(Fire building)**

Objective: To work as a team to make a fire, fry an egg, and a volunteer to eat it. The patrol leader must organize the patrol and assign tasks: 1. Fire builder(s) 2. The cook and 3. The hungry halfling. Once assigned a job, the rest of the patrol can give advice but not assist other members in their job. The judge will determine when the egg is cooked sufficiently to eat. Roll a D20 to determine what tools you get to light the fire.

Equipment

The Patrol must supply:
Wood (tinder, kindling, etc.),
Spatula to flip the egg.
Clean frying pan
Cooking oil (recommended)
Cooking mitt or glove, which will be used to hold onto the frying pan.
An undamaged egg (be careful how the egg is stored in the patrol sled!)

RULES:

You may stage materials & equipment outside of the fire ring before the judge starts the event.
No stacking of wood or building the fire until the judge says, "Start".
The fire must be built and lit inside the designated fire ring area.
NO FLAMMABLE FLUIDS.
Matches may be used to ignite fire – (wax fire starters allowed).
Using cooking oil in the pan to keep the egg from sticking is highly recommended.
Cook the egg, flip it over with a spatula, and cook the other side.
The judge will determine when the egg is cooked sufficiently.
The patrol must clean up **all debris** after the fire is extinguished (Leave No Trace).
The Station Manager will sell you an egg if you need one for 100 coins.

100 coins if all patrol members participate

300 coins for starting proper fire type determined by rolling a D4, 100 coins if using other style.

300 coins for cooking and eating the egg.

D20

Roll 20: Lighter 19-14: Matches 13-9: Ferro Rod 8-2: Flint and Steel 1: Bow Drill



Station #10 Sailing the Sea of Stars (Compass Event)

Objective: Magical powers have gone wild, and you need to get out of Ravica. Follow the Compass Coins Course to find your way out. Work together as a Patrol team to run the Compass Coins and record the correct compass coins for each leg of the course. Don't be fooled by the tracks in the snow. Many people have tried, and many have failed.

RULES:

1. You Have 15 Minutes Maximum to complete the event.
2. You must follow the course correctly to obtain the maximum reward.
3. You must involve your entire patrol in the activity.
4. Time Starts when the Patrol Leader says you are ready to start
5. Then you are given the course directions.
6. Patrol is responsible for recording the stations as you proceed on the course.
7. Time Ends when your Patrol Leader says you are done.

100 coins for participation

500 coins for completing the course correctly.



Station #11 Siege of Barad-dûr (Catapult Event)

When laying siege to a fortress, you must have your siege weapons ready to move to the front lines. Each patrol will need to have lashed together their catapult and have it ready for laying siege to Barad-dûr.

You must wear safety goggles and follow all instructions from the Range Officer. Failure to carefully follow all directions will result in disqualification from this event.

Roll a D4+4 to determine how many shots you get at the fortress.

Scoring

100 coins if each patrol member participates

100 coins for each direct hit on fortress

100 coins for each part of the fortress that is dislodged.

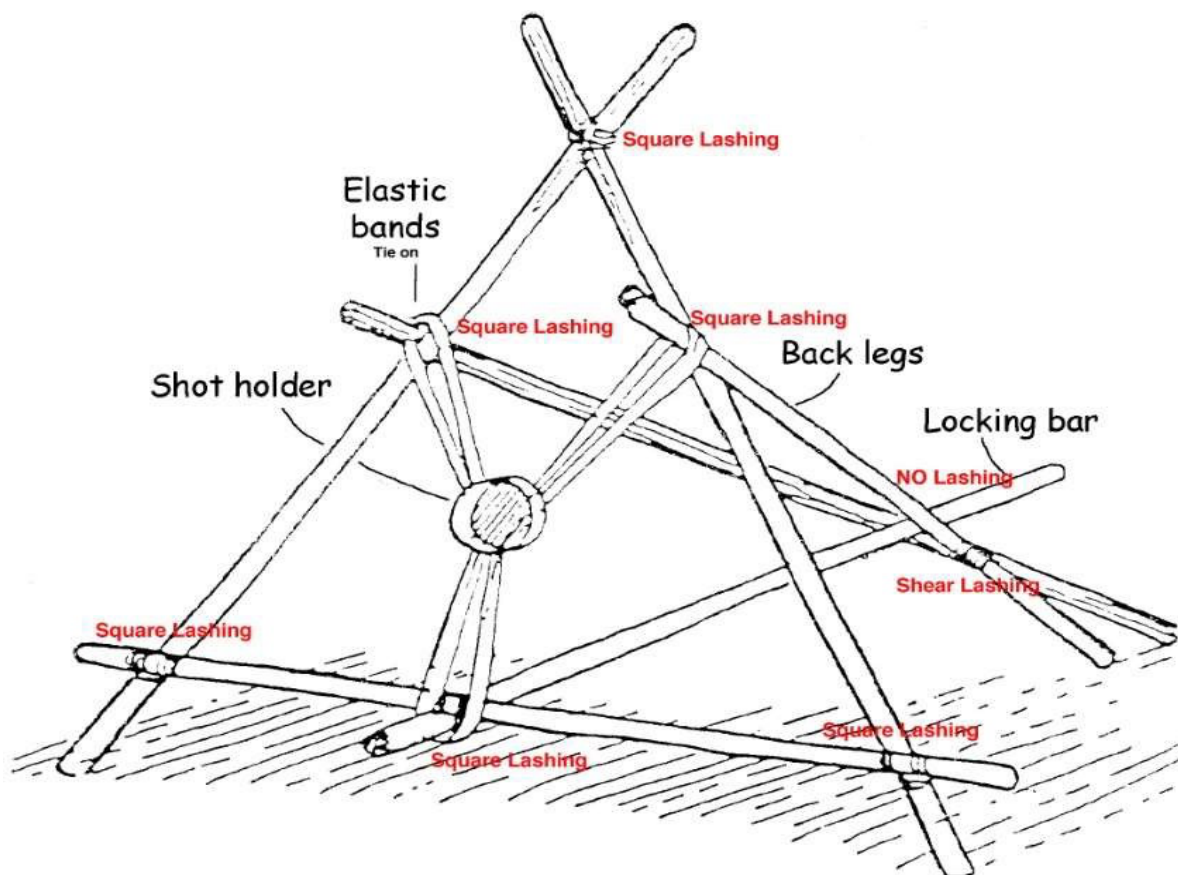
300 bonus coins for hitting the fortress with every shot.

THE ONLY ACCEPTED CATAPULT DESIGN IS FOUND ON THE NEXT PAGE!

Catapult Building and Safety Requirements

Catapults should be built BEFORE the KLONDIKE. **Catapults can only be used at the official station at Klondike after they pass inspection by the range officer.** Patrols may re-tie any lashings the range officer does not approve of.

In order to meet BSA safety requirements, ALL catapults should be built with the following materials.



Here's what each troop or patrol will need for one catapult. If troops have more than one patrol, each patrol needs to build their own catapult:

- six Scout Staves
- seven 6-foot x 1/4-inch lashing ropes
- three, six foot lengths of 1/4" surgical tubing or elastic cord
- three short lengths of cord (to secure the shot holder to the structure if you're using surgical tubing)
- one pre-made "shot-holder" – maybe be a canvas pouch or can that will hold the tennis ball. It is VERY important that your projectile holder is secured to the tubing, and that the tubing is secured to the staves
- three tennis balls for projectiles <<ONLY TENNIS BALLS MAY BE USED>>

It should be noted, the "locking bar" (refer to the drawing) is only lashed to the bottom crossbar of the A-frame. The angle of fire is adjusted by moving the "locking bar" up and back. Each launching can serve as a point of reference to adjust the "locking bar" and, if necessary, the position of the elastic bands.

See BSA National Shooting Sports Manual, 2022 for Rules and Safety:

https://filestore.scouting.org/filestore/outdoor%20program/pdf/30931_wb.pdf



#12 Destroying the Bridge (2 person saw)

The only way to slow the advancing army of evil is to destroy the bridge across the fierce Windrunner River as it makes its way to the Sea of Ghosts.

Each patrol working as a team will need to destroy the bridge using two-person saws. Scoring: Coins for dropping the bridge are based on the following.

- 100 coins if each member takes a turn on the saw.
- 500 coins for dropping the bridge in less than 3 minutes.
- 300 coins if each patrol takes more than 3 minutes.



#13 Trail End – Deep Water

At the end of the day, you pull into Deep Water (covered pavilion) for the finish of the event. At this station, your score cards will be collected and tallied.

The Patrol Leader will come to the pavilion and submit the score card for the day's events.

Lowaneu Crossroads Klondike Expedition Roster

(To be filled out upon arrival)

Adult Leaders (Name/Cell Phone #)

Senior Patrol Leader (name)

Expedition Members (note if late arrival or early departure)This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

