

Defenders of the Realm:

Herald of Light

SPL Adventurers Guide



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If there are any questions, please send an email to LHC.Camporee@gmail.com or reach out on our discord server <https://discord.gg/rgXrJD4p>.

NOTE: This guide is formatted for **duplex printing**, allowing it to be printed on both the front and back of each page reducing the amount of paper needed.

About This Guide Book and Camporee

SPL Adventurers Guide

We have decided to split out details about this camporee into two guides one with the logistics information for the Scout Master (**SM Guide**) and one with the detail story and how the camporee will work into this **SPL Adventurers Guide**. We strongly suggest that the SPL or other youth leadership at least read the **How To Prepare** section of this guide below. There is also more background and story information available here for those that are interested in the lore of the camporee.

The Camporee

Unlike prior council camporees, this camporee is open exploration and will allow you the youth to choose how you spend your time. What you do, and who you talk to will be up to you. There are no rotation schedules or places you have to be (other than where and when you start and end). Want to spend your time doing orienteering then visit the Explorers Guild. Are you interested in the story and want to do activities based on that, then visit one of the Patrons of the Realm. They each have their own story to tell and their own plans for the Realm. Need a break, find a nice shady spot and relax for a bit or have a sit down at the Travelers Rest Tavern. Don't like a quest, then leave it unfinished you can always come back to it. Explore the realm as fast or as slow as you want there will be more than enough quests to keep you busy all day.

Throughout the day, the Adventuring Party will encounter many of the Realms citizens (characters called NPCs). Each NPC will have their own set of unique quests and challenges.

How to Prepare

Now

1. Practice your Scouting skills needed to get to First Class. Quests can challenge any and all of them as well as things like orienteering, communication, problem solving and teamwork. If you've used a Scouting skill in the past for a rank or merit badge you might run into it here.
2. Start thinking about ideas you'd like to see for future camporees (you can earn bonus points if you turn these in).

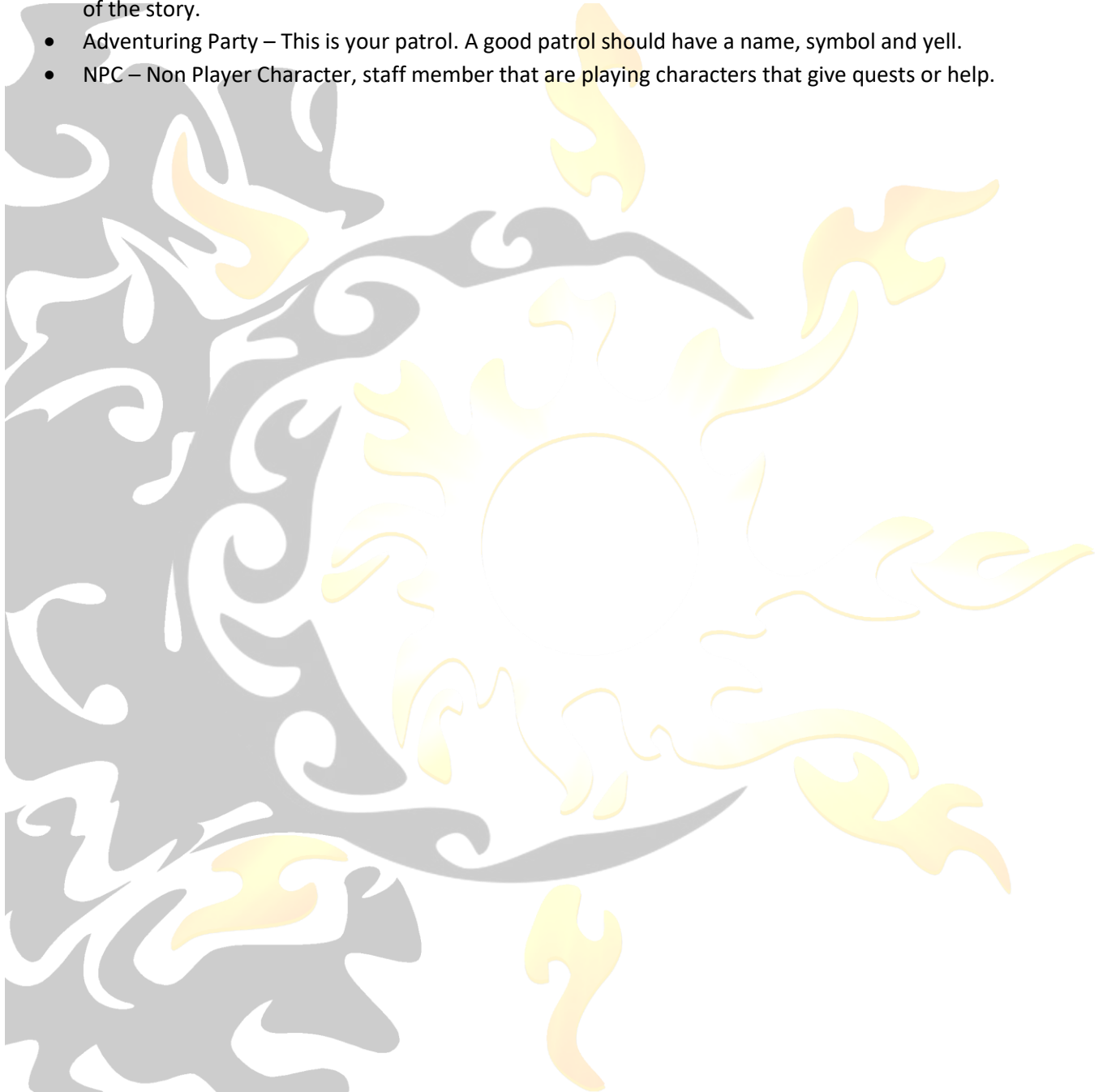
Two Weeks Before the camporee

1. Form your Adventuring Party (patrol) with the youth that will be attending. Adventuring Parties should have around 6-8 members. We strongly suggest that any Adventuring Party with more than 10 youth should be split into 2.
2. Create your Adventuring Party's name, symbol and yell if you don't have one.
3. Complete a registration slip (available at the end of this guide) for each Adventuring Party and bring to check in / registration on Friday.
4. Put together an Adventure Pack. This can be a day pack or backpack and should include your Scout Book, a notebook and pen or pencil, water for each person in the party, a Scout approved knife (along with a tot'en chip card) and a small personal first aid kit. All other items needed for the quests will be provided.
5. Complete an activity idea form (available at the end of this guide) for each of your ideas and bring to check in / registration on Friday for bonus points.

Terminology

You will likely here certain gaming terms used when talking about this camporee. Below is a short list of terms you are likely to hear along with a brief description.

- Adventurer – You, the youth. You are the squires and heroes of the Realm. Basically, the main characters of the story.
- Adventuring Party – This is your patrol. A good patrol should have a name, symbol and yell.
- NPC – Non Player Character, staff member that are playing characters that give quests or help.



SPL Important Events Schedule

Friday			
Friday Arrival / Check In ¹	OA Pavilions		5:00 PM – 9:00 PM
All Vehicles must be out of camp	Parking Lot		8:55 PM
Scoutmaster and SPL Meeting ²	Dining Hall		9:15 PM – 9:30 PM
NPC Meeting	Dining Hall		9:30 PM – 10:30 PM
Camp Gate Closed and Locked			9:15 PM
Taps			10:00 PM
Lights Out			10:30 PM
Saturday			
Sunrise			5:48 AM
Reveille	Camp		6:00 AM
Breakfast and Cleanup	Camp		6:00 AM – 7:45 AM
NPC Meeting	Dining Hall		7:30 AM – 8:00 AM
Adventure Leaders (Patrol Leaders) Meeting ³	Dining Hall		8:00 AM – 8:30 AM
Opening	Parade Field		8:30 AM – 8:45 AM
Morning Exploration	Camp		8:45 AM – Noon
Lunch & Clean Up	Campsites		Noon – 1:00 PM
Afternoon Exploration	Camp		1:00 PM – 5:00 PM
Turn in Score Sheets and Remaining paperwork ⁴	Dining Hall		5:00 PM – 5:15 PM
Retreat ⁶	Parade Field		5:15 PM – 5:30 PM
Dinner & Clean Up	Campsites		5:30 PM – 7:45 PM
Interfaith Worship Service ⁵	Campfire Circle		8:00 PM – 8:30 PM
Catholic Service	Dining Hall		TBA
Sunset			8:41 PM
Chief Coaltears' Campfire ⁵	Campfire Circle		8:30 PM – 9:30 PM
Return to campsites	Campsites		10:00 PM
Taps			10:30 PM
Lights Out			11:00 PM
Sunday			
Reveille			7:00 AM
Breakfast and Clean Up	Camp Sites		8:00 AM – 9:00 AM
Break Camp / Check Out / Depart			9:45 AM

1. If a different check in time is necessary it must be coordinated with the camporee staff. Please send an email to LHC.Camporee@gmail.com.
2. Please bring no more than 2 youth and 2 adults per unit to the SPL/SM Meeting.
3. Only two youth per patrol should attend this meeting.
4. It is important that the Adventure Parties turn in their Score Sheet, Survey and any extra bonus point sheets after the event is over to the dining hall starting at 5:00 PM. Without these items the scores can't be tallied.
5. Camporee surveys are to be turned in as troops enter the campfire circle.
6. Retreat will begin right after all patrols have turned in their Score Sheets.

General Information

A Scout is...

Though this camporee allows you freedom to explore and role play in a magical medieval setting, remember you are Scouts. We expect everybody to play by the rules of the camporee and act in a Scout like manner.

Adventuring Parties and Squires

The Scouts are the squires of the kingdom, each hoping to become heroes of the Realm. Every patrol will register as an Adventuring Party to explore the Realm as they complete challenges together. A good Adventuring Party size is around 6 to 8 youth. Parties more than 12 will be strongly encouraged to split into smaller parties.

Buddy System

The buddy system will be used throughout the camporee and as detailed in the Youth Protection Guidelines.

Coaltears' Campfire

Each unit will have the chance to perform for dwarven clan Chief Coaltears at the end of the day during his Campfire. The troops will have to turn their song or skit in at the Adventurer's Guild Hall before the Campfire in order to receive any points. Not every unit will be able to perform during the campfire. The campfire staff will select a suitable number of units to fill out the campfire program appropriately.

Emergencies

Any issues encountered at the camporee should be reported to a camporee staff member immediately so they can be handled.

The camp has an emergency siren, if it goes off at any point all participants must assemble at the main camp flag poles for further instructions.

Lunch Break

Troops will be responsible for their own lunches. An hour has been set aside by Chief Coaltears for a feast for his guests (camporee staff). During this time *Adventure Parties* should remain out of activity locations, though they can work on any quests that don't require one of those in the kingdom. A self-guided orienteering challenge is one such example. The *Adventuring Party* may find others as well but it is up to the *Adventuring Party* when and how long they take their lunch so they may use their time as they want. However, the staff will be unavailable from noon to 1:00 pm.

Points and Scoring

As your adventuring party explores and complete quests you will be awarded points based on how well you've completed those quests. At the end of the day, 1st, 2nd, and 3rd places will be awarded to the Adventuring Party

with the most points during Coaltears Campfire. More detail will be provided on points and scoring at the camporee.

Industrious Adventuring Parties can also earn bonus points in one of the following ways:

- 4 points (max of 4 points) if a leader from the troop assists. If the troop has multiple *Adventure Parties* each will be awarded the points.
- 2 points (max of 4 points) if the *Adventuring Party* turns in a COMPLETED camporee or activity sheet (form is attached at the end). These extra points are assigned to only one *Adventuring Party* even if there are multiple parties per troop. 2 extra points if this form is turned in during check in.
- 2 extra points if the *Adventuring Party* Registration completed before camp and turned in during check in.

Skills

Adventuring Parties should be prepared to use any Scouting skill up to and including First Class skills (Fire Building, Plant ID, Cooking, Animal ID, Orienteering, Lashing & Knots) as well as Scout-related skills like problem solving and team work. If you've used some Scouting skill in the past for a rank or merit badge you might run into it here.

Uniform

Activity (Class B) uniforms or medieval wear can be worn for the activities throughout the day. Youth and adults are encouraged to wear their favorite **APPROPRIATE** medieval clothing. Extra short shorts, tube tops, tank tops, extra tight outfits or any excessively revealing outfits are not appropriate for this event. Scout Masters must review any outfit before the event.

IMPORTANT: Swords, axes, bows / arrows or other such items, even fake, should not be brought.

Field (Class A) uniforms or their medieval wear can be worn for the closing campfire.



What to Bring

It is helpful for each *Adventuring Party* to have a day pack or other way to carry some small items. They should have the following gear with them, modified from the list [10 Essentials for a Hike](#).

Camporee Information

- A Scouts BSA Handbook
- A compass
- Note pad and pencil or pen
- A personal/small first aid kit
- Campfire Skit or Song
- A pocket knife
- Sun Protection
- Matches
- Fire starter
- Water (one per patrol member)

Wrist Bands

Each participant will receive a wristband at check-in. Wristbands must be worn the entire camporee until check-out. If a participant loses their wrist band, they must return to the Health Lodge to verify registration and get a new wristband.

Background and Story

The Pact of Blood ~ 618 rt

King William XIII of Anarea stood atop the citadel of his castle, gazing out over the rolling plains where smoke and the distant sound of battle could still be heard. The flowers of spring barely having a chance to bloom as the Blood Rock Orcs, brutal and relentless, lay siege to his kingdom. The once peaceful lands were now stained with the blood of the king's fallen knights and commoners alike.

Anarea's resources were dwindling, and though his knights fought valiantly, it was clear that they could not withstand the orcish onslaught for much longer. In desperation, King William sent a messenger to the neighboring Mercator Empire, a trade empire known for its wealth and expert Rangers and another to the renowned Arcanis Guild, whose mages wielded powers beyond most people's comprehension.

The response came swiftly. Princess Arabella of the Mercator Empire, a sharp and ambitious ruler in her own right, arrived with a small but formidable army of her own rangers. Beside her stood Altar the Gold, a mage of the Arcanis Guild whose powers were whispered to rival any in the Realm. Together, they came not only to aid King William but to fulfill their own veiled agendas.

The battle that ensued was fierce. The orcs, led by their brutal chieftain, were relentless, but the combined might of the Mercator rangers, the arcane prowess of Altar and his mages, the strategic genius of King William's knights and skill of the Realm's squires turned heroes turned the tide. The orcs fell back, bloodied and broken, retreating into the wild lands from whence they came.

It was a hard-won victory, and in the aftermath, King William stood victorious but wary. He had not forgotten the strange glint in Arabella's eyes, nor the cryptic words Altar had spoken before the battle. "There are greater wars to be fought than the ones with swords," the mage had said, his golden robes shimmering with an unsettling power.

Once the orcs were driven from Anarea's borders, King William invited Arabella and Altar to a private council. It was then that their true intentions were revealed. Arabella, who had once feigned humble gratitude for her victory, now stood in her full, regal glory. "King William," she said with a cool smile, "Anarea has long been a prize of the kingdoms a key stone to profitable trade routes, but it is now clear that its strength has waned. You owe your survival to the Mercator Empire. We could offer you peace once more—but on our terms." Altar, ever the silent figure beside her, spoke with his usual calm. "The Arcanis Guild also demands recognition, Your Majesty. Power such as ours and the help it afforded should not be ignored."

The king's brow furrowed. He knew the hunger of the Mercator Empire for expansion and the Guild's desire for control over all magic. Together, the two were a threat to everything he had built. "I will not trade my kingdom for peace," William declared. "Anarea is my birthright, and I will not see it swallowed by foreign ambitions." The tension in the room crackled as Arabella stepped forward. "Do you not see, William? Your kingdom cannot stand without us. The orcs will return. And when they do, you will need the might of the Mercator Empire and the power of the Arcanis Guild to survive."

"You think you can threaten me," William said, his voice steady. "But you forget one thing. I have already won the war. The Heroes of the Realm have shown with their influence that they have sided with me

and with their aid I could stand against both of you." In the end, it was not swords nor spells that won the day—it was honor and willpower. Despite his victory, King William did not gloat. He knew that peace was fragile. The battle had been won, but the war for trust was far from over. So, he brokered a peace agreement—the Pact of Blood known more commonly just as The Pact—between the Kingdom of Anarea, the Mercator Empire, and the Arcanis Guild. It was a treaty of mutual cooperation, an opening of certain trade routes, but also one that would forever be watched with suspicion by all parties.

The Pact was signed by King William XIII, Altar the Gold and Princess Arabella, and though peace was restored, it was a cold and uneasy peace. King William knew that the cost of this alliance had been high—and that the true price of it might one day be paid in full though the King could never have guessed just how soon. For now, however, Anarea and the Realm was safe.

The Fall of Anarea ~ 622 rt

King William XIII of Anarea had long been revered for his indomitable spirit, but as shadows began to loom over his kingdom, even his legendary resolve was tested. After guiding his kingdom through the brutal invasions of the Blood Rock Orcs nigh 4 cycles before, he faced a new and insidious threat. Rumors of a dark force, accidentally released by the power-hungry Altar the Gold, the High Mage of the Arcanis Guild, reached his ears. Desperate to protect his people, William sought the aid of the Rangers of the Mercator Empire, the Elven Archers of Eramae, and even the power of the Mages from the Arcanis Guild once again. With these formidable armies he hoped would counter the dark menace the Shadow Mage now unleashed upon the world.

The Pack, forged years ago, soon revealed its cracks as the Shadow Mage's dark magic spread like a disease, plunging Anarea into a suffocating darkness. Even as Arabella, now Empress of the Mercator Empire and Eldoth Lord of the Elves of Eramae battled the Shadow Mage, they saw an opportunity in the chaos. Betrayal cut deep as they turned on William, seizing control of the kingdom with the influence of the Realms Heroes and carved it up between their factions. Their actions left the king powerless and betrayed, the gleaming future he had hoped for now a fractured memory.

In Arabella and Eldoth's pride and thirst for control of the Kingdom of Anarea they lost sight of their purpose. As they put their machinations into place, so too was the Shadow Mage making his move. The influence of the Shadow Mage grew as the shadows of the day did and as the sun began to set it was all but too late. The corruption of the Shadow Mage spread though out the Kingdom infecting commoner, noble, knight, ranger and archer alike. Sparing the mages of the Arcanis guild and few others from its corrupting influence, and as the sun fell that day so too did the Kingdom of Anarea. Now corrupted and twisted the once shining Kingdom of Anarea was no more and though Arabella and Eldoth claimed the land and won the day, their prize was anything but shiny.

The Shadow Mage saved his last act of vengeance for Altar and the Arcanis Guild. In a cruel twist of fate, they met an even grimmer end than the rest of Anarea. With the Shadow Mage's full power restored he exacted a final and terrible vengeance. The High Mage, the Anarea chapter of the Arcanis Guild and all its members were imprisoned in the very shadow plane they had once used to confine the Shadow Mage—a grim fate reflecting his hatred for the guild.

Now, stripped of allies and watching the remnants of his kingdom dissolve into discord, King William decided to embark on a final, desperate quest. He would journey in search of a myth, a legend passed down through the ages whispered in the margins of long forgotten dusty tomes. One that he hoped would aid him in

regaining his kingdom and vanquishing the influence of the Shadow Mage once and for all. He knew not if such a myth exists or even if it ever did, but this was his last hope. And so it began, his search for the Herald of Light.

The Herald of Light ~ 625 rt

King William XIII of Anarea stood in the Forgotten Plains at the foot of the Sunrise Mountains, his cloak whipping in the mountain winds. The sun's first light stretched over the jagged peaks, casting long shadows across the ancient stone. For months now, he had traveled east through treacherous paths and frigid winds in search of something far greater than a mere kingdom. He sought the *Herald of Light*, an ancient figure foretold in prophecies to bring about the end of the corruption of the Shadow Mage.

Three cycles ago, in the wake of the treacherous rebellion by Empress Arabella of the Mercator Empire and Eldoth, Lord of the Elves of Erame, the Kingdom of Anarea fell. Arabella and Eldoth were now in uneasy alliance, driven by their mutual ambition to take Anarea for themselves and purge it of the corruption of the Shadow Mage. However, both harbored their own dreams of ruling the kingdom. Each had also heard whispers of the *Herald of Light* and began their own journey to seek it out.

The Herald's exact nature was a mystery, but it was said to reside deep within the heart of the Sunrise Mountains, guarded by the ancient dwarven clan. Led by Chief Coaltears, the dwarves were fierce and secretive, and they held the keys to the mountain's deepest secrets. Beneath their clan stronghold was a sacred vault, and within it, the Herald's resting place. At least, that was what one of the many rumors claimed.

King William knew to face the Shadow Mage, he would need to find this Herald first, before Arabella or Eldoth could. Failure meant that the balance of power would tip forever if they succeeded.

Empress Arabella, elegant and ruthless, had managed to form a truce with Eldoth, the brooding, sharp-eyed ruler of the Elves of Erame. Their motives, while aligned for now, were a careful balancing act. Neither trusted the other, but they both knew that the Herald of Light was the key to fully taking Anarea. If Arabella secured it first, Eldoth would no longer be useful to her. If Eldoth reached the Herald, Arabella would be reduced to nothing more than a bargaining chip.

Unbeknownst to them, the three were not the only ones seeking the Herald. At the base of the Sunrise Mountains, another force waited—an eerie presence. The most remote chapter of the Arcanis Guild, led by the Arch Mage Eldric, had set up a hidden stronghold beneath the mountains. Eldric was no fool even though he was kept far from the rest of the Arcanis Guild chapters, rumored for good reason. The Arch Mage was an enigma to most, and he was aware of the other three's arrival and what they sought.

As the three completed their journey, they were met by the imposing sight of the dwarven stronghold carved into the mountain itself—*Hammerfist Keep*. Chief Coaltears, a broad, iron-bearded dwarf of great stature, greeted them with a mixture of suspicion and respect. His eyes, dark as coal, studied each of them as if weighing their worth.

"You come seeking the Herald of Light, yes?" Coaltears growled, his voice deep and gravelly. "Many have sought it before, and many have failed. Some come seeking power, others come for glory. But all have left empty handed just as I fear you will as well."

Un-wavered by the warning of Coaltears, and without the backing of the majority of their armies, the three set up their camps around the Forgotten Plains and sent out missives to the ends of the Realm for heroes to come and help them locate and obtain this Herald of Light. Curiously Eldric and Coaltears have also sent out

the call, though to what ends only they know. Once again the Defenders of the Realm have been called to give their influence to one of the five factions. Who if any will succeed in finding the Herald of Light and which faction or factions will win the influence of the heroes? Can the Heroes save Anarea and the Realm by ridding it of the Shadow Mage? This is the story that has yet to be written...

Influence and Patrons in the Realm

There are many powerful people that call the realm their home. Throughout the day, the squires will have the chance to earn influence points that they can then give to any of the five patrons at the end of the day. The patron or patrons with the most influence points will be able to sway the story for their benefit.



King William XIII had seen his kingdom through the war with the Blood Rocks Orcs some 7 cycles ago only to see it fall to the Shadow Mage and lost to the Mercator Empire and the elves of Eramae. Now without a kingdom the King's journey has taken him far to the east in search of help.

Though the king had become wise with age, he was unable to stop the Mercator Empire and Elves of Eramae from carving up his once grand kingdom after it fell. Left without his former allies, King William XIII has travelled to the Forgotten Plains at the base of the Sunrise Mountains with his remaining advisor and a handful of those still loyal to him. His recent experiences leaving him even more cautious of this new mage and dwarven chief.



Eldric, Arch Mage of the Arcanis Guild of the Forgotten Plains chapter. Little is known about Eldric. Rumors abound that he is a bit odd and took his magic experiments to dangerous levels. It is said this is why he was put in charge of this far off chapter of the Arcanis Guild. It is also said that he thinks many steps ahead and has contingencies for his contingencies.

Ultimately how he will play into the story of the Realm and what goals and desires he has, are yet to be seen. It is a fair assumption that he has his own plan for the Realm and the Herald of Light.



Empress Arabella or more often just Empress is the leader of the Mercator Empire. The Mercator empire was south of the Kingdom of Anarea and over the years has grown to be a rich and powerful trading empire especially now that it has consumed half of the fallen Kingdom of Anarea.

Many think she is just biding her time with her alliance to Lord Eldoth and will betray him if she gets ahold of the Herald. Her true motives however maybe as hidden as her rumored secret trade routes.

The dwarven clan is a wild card though. Their keep is far from the Mercator Empire and would add a new trading partner if she can position herself in a spot to take advantage of it.



Lord Eldoth is the leader of the High Elven Court of Eramae. He has kept his people in relative isolation for centuries if not longer. It is likely that they would remain hidden in the deep woods if not for the threat the Shadow Mage posed.

The elves were absent during the war with the Blood Rocks Orcs choosing to remain deep in their forest sanctuary.

The Elves of Eramae had preferred to keep themselves separate from the chaotic nature of the shorter-lived races, though with recent events they managed to intertwine their fate with that of the fallen Kingdom of Anarea.



Chief Coaltears is the leader of the dwarven clan of Hammerfist Keep which is built into the Sunrise Mountains overlooking the Forgotten Plains. It is said they are the keepers or know the location of the Herald of Light.

The dwarves left the area of the Mercator Empire, Hight Elven Court and the fallen Kingdom of Anarea long ago. Taking with them their wisdom and knowledge of the ancient secrets of the land. It is unknown if even the long-lived Elves of Eramae have any recollection of the dwarves. Either way, the dwarves represent an unknown element to the other patrons.

What knowledge do they possess? Do they really have the Herald or know of the location, or are they just stringing the others along?



Camporee Forms

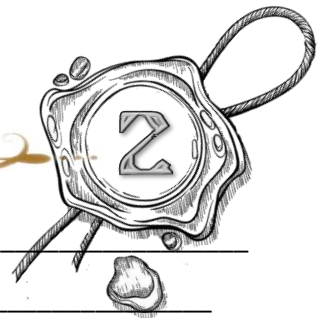
Adventuring Party Registration

Each *Adventuring Party* must turn in a registration form, multiple parties can use the same page. Complete this form before coming to camp and turn it in during check in for extra points

Blank Site/Activity Sheet

Complete this form before coming to camp and turn it in during check in for extra points for your patrol.

Adventuring Party Registration Form



Adventuring Party's Name: _____

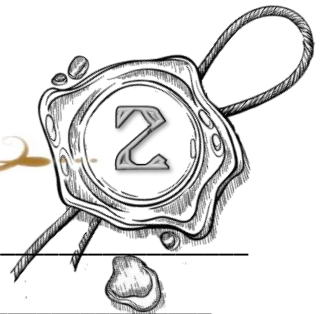
Number of Squires: _____ **Troop:** _____ **District:** _____

Lead Squire (Patrol Leader): _____

Level:

- ☐ Party entirely New Youth (Scouts having just crossed over)
☐ All Other Youth

Adventuring Party Registration Form



Adventuring Party's Name: _____

Number of Squires: _____ **Troop:** _____ **District:** _____

Lead Squire (Patrol Leader): _____

Level:

- ☐ Party entirely New Youth (Scouts having just crossed over)
☐ All Other Youth

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Adventuring Party's Name: _____ **Troop:** _____

Site: _____

Skills: _____



Rules: _____

[illegible]

Scoring:

[16]