

Defenders of The Realm: Herald of Light



Hearken now, for the wheel of seasons doth turn once more. As winter's grip loosens and the first blossoms of spring stir upon the wind-swept, forgotten plains, a chill yet lingers—a foreboding breath carried from darker realms. Though the shadows cast by the mighty Sunrise Mountains shrink with each passing dawn, a far graver darkness encroacheth: the curse of the Shadow Mage creeps ever closer unto the land of Sephmara.



In these dire days, the last three Patrons of the Kingdom of Anarea journey forth, each driven by their own veiled intentions, to a realm long whispered of in legend—said to be the resting place of the fabled *Herald of Light*. Yet they are not alone. Already do two other Patrons walk the lands, their eyes likewise fixed upon the Herald, their motives shrouded in mystery.

And so, across the breadth of The Realm, a summons hath gone out—to squires bold of heart and quick of wit—to swear their swords, their spells, and their spirits to one of these five mighty patrons.



The hour is upon thee. Gather thy fellowship, hone thy craft, and steel thy spirit—for the path ahead is fraught with peril. Only through cunning, courage, and unyielding will may the encroaching darkness be turned away, and Sephmara delivered from the shadow that seeks to consume it.

Arise now, brave squires—the fate of the realm hangs in the balance.

Steady thy course, for the road ahead is long and fraught with trials. Thy skills in Scouting shall be tested as never before, for across the width and breadth of the land of Sephmara shalt thou wander—speaking with over fifty folk of note, each bearing tales, tasks, and secrets untold.



More than two hundred and fifty quests await the bold-hearted, each one a crucible to prove thy mettle. But that is not all—for within the roaring sands of the Gladiator Arena, thou shalt face both squires and seasoned champions alike in duels most glorious. There, thy cunning shall be thy shield, and thy wits thy blade, as thou constructest a Dueling Deck drawn from over one hundred mystical and martial cards—each to be earned through valor or found in the wild places of the land.

Whether thou art warrior, wanderer, sage, or seeker, Sephmara holdeth trials to stir thy spirit and triumphs to test thy soul. Let no squire say they found not a challenge worthy of their name—for here, all shall be tried, and greatness forged anew.



Camporee FAQ

When can we register?

Registration is open now via the live link, if you have already provided estimates numbers now is the time to finalize those. You can adjust your numbers until **April 20, 2025**. Registration closes on **April 20, 2025**. Spots are limited to 650 total (youth, adults, and staff) and are first come, first served. Late registrations are not guaranteed a spot.

What should the youth be doing?

The registration link includes both a Scoutmaster's Guide and SPL Guide. Youth leaders should begin reading the SPL Guide and preparing their patrols—the camporee will challenge almost every Scouting skill.

When is check-in?

Friday, 5:00–9:00 PM at the OA Pavilions. Arriving late? Email LHC.Camporee@gmail.com before **April 20, 2025** to arrange a late check-in.

What are other key times?

- SM & SPL Meeting: Friday at 9:15 PM (max 2 adults & 2 youth per unit)
 - Check-out: Sunday starting at 8:00 AM
- All other times will be shared at the SM/SPL meeting and in the SM Guide.

Campsite Info:

Sites will be assigned at check-in. You may share a site with another unit. Fire pits are not guaranteed, so plan to bring an above-ground fire pit if needed.

Special medical needs?

Email LHC.Camporee@gmail.com with any requests (including need for a vehicle at camp). Please notify us by **April 20, 2025**.

Can we drive to our site?

Yes, during check-in and check-out only.

- Trailers can remain on-site and stay hooked up.
- Vehicles may only remain in camp if attached to a trailer or approved for medical reasons.
- For safety, no vehicles may drive through camp on Saturday (except admin).

Is food provided?

No. Each unit must provide their own meals for the weekend.

Do we need to volunteer?

Yes—we ask for at least one adult volunteer per unit.

We need help with:

- Logistics
- Culinary (for staff without a unit)
- Activity areas
- Roleplay characters (for those who enjoy medieval fantasy!)

Email LHC.Camporee@gmail.com to volunteer or you may be recruited during the leaders meeting. Units that provide volunteers earn bonus points!

Saturday Uniform / Costumes:

Youth and volunteers are encouraged to wear medieval costumes (appropriate, of course). If not, troop activity uniforms are welcome.

Where can we get more info?

- The SM Guide covers logistics
- The SPL Guide includes how to prepare and what to bring as well as themed content and the camporee storyline
- To join the Camporee Discord, email LHC.Camporee@gmail.com for an invite link