

**Pensacola Bay District
Gulf Coast Council
2024 Fall Camporee
“Dungeons & Dragons Quest”**



Leader Guide



Pensacola Bay District Fall Camporee: “Dungeons & Dragons Quest”

Friday, November 15 – Sunday, November 17, 2024

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INTRODUCTION - WELCOME

Welcome Scout Leaders and Parents,

Begin Your Quest!

The Pensacola Bay Fall Camporee “Dungeons & Dragons Quest” takes you and your Scouts on an epic journey. You will choose your characters, face challenges, uncover secrets, find treasure, and strengthen your party. In “Dungeons & Dragons Quest” your Troop/Patrol will form Questing Parties to explore fantasy trails in the “Royaume de L'Ange Bleu.” Together, you will travel on an epic quest to level up in strength, wealth, and experience. How will the dice guide your journey?

We know you and your Scouts will enjoy this weekend together to experience an exciting adventure, challenging events, and rewarding fellowship. We promise you an event where your Scouts will have fun through imagination, teamwork, and competition with other units from around the District and Council. Where will the dice lead you?

Please print and read over this Event Leader Guide. It contains important information that you and your unit leadership will need to plan and prepare for the best Scouting experience. If anything is confusing or unclear, please ask right away so you and your Scouts can Be Prepared for a fantastic adventure.

Our Mission

The mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

Scout Law

A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent.

Scout Oath

“On my honor I will do my best to do my duty to God and my country and to obey the Scout Law; to help other people at all times; to keep myself physically strong, mentally awake, and morally straight.”

EVENT DESCRIPTION

WHEN: Friday to Sunday, November 15 – November 17, 2024.

Check-in between 5:00-8:00 pm Friday.

Check out by 11:00 am Sunday.

WHERE: Blue Angel Recreation Area Youth Campground
2100 Bronson Rd
Pensacola, FL 32506

WHAT: Come roll the dice and find out how your Questing Party's epic journey along the trails of the "Royaume de L'Ange Bleu" will evolve! Be prepared to apply all that you and your party members know to meet the challenges presented by the Dungeon Masters. You will wind your way through your adventure and finally face the other Parties in an ultimate challenge at the King's Circle to determine the Quest Grand Champion. Who will be the most prepared?

WHO: This Scouting event is presented to ALL Scouts BSA Troops, Venturing Crews, and Sea Scout Ships in the Pensacola Bay District, but every Scouting unit in Gulf Coast Council as well as our adjoining Councils are called upon to come join the Quest.

WHY: Scouting FUN with a purpose! Enjoy unique activities, test your skills, overcome challenges, build camaraderie with fellow Scouts and Scouters, and make awesome memories.

EVENT INFORMATION

Please register your Troop online here: [HTTPS://SCOUTINGEVENT.COM/773-PBFALL24](https://scoutingevent.com/773-PBFALL24)

When registering your unit, you will need to list the individual names of youth and adults planning to attend when you register and pay. Additional youth and adults may be added and paid for until the registration deadline, November 8, 2024, 11:59 pm

CHECK-IN

Units should not arrive before 5:00 pm on Friday. Once you arrive at the Blue Angel Rec Area front gate, you will be directed to the group camping area. Once there, stop at the check-in tables. All required paperwork will be checked here. Your campsite assignment and Troop information packet will be given to your unit leader.

Please have the following information available at check-in:

- a. Unit rosters of scouts and adults (templates are in the back of this guide).
- b. Name and number of Patrols participating.
- c. Health forms parts A, B1, and B2 for ALL attending Scouts and registered adults. These will be held by the Unit Leader.
- d. If paying at check-in, credit cards or checks will be accepted. It is preferred that all Troops preregister and pay online or at the Council office. If you pay at check-in, your Troop is not guaranteed Event patches.

FEES AND DEADLINES: \$20 for youth, \$15 for adults through October 25; \$25 for youth, \$20 for adults after October 25. Camporee fees cover the cost of property usage, equipment rentals, awards, patches, and supplies. Please register and pay online or make checks out to "Boy Scouts of America, Gulf Coast Council" or "BSA GCC." Event fees cover the cost of property usage, equipment rentals, awards, patches, and supplies.

LAST DAY TO SIGN UP: Registration deadline is Friday, November 8 at midnight. This will allow staff adequate time for campsite and event assignment and preparation.

NO REGISTRATIONS WILL BE ACCEPTED AFTER THIS DATE!

WEATHER: The Event is completely outdoors with no foul weather options. If there are significant storms forecast, then a decision will be made as to if and how the event can be held. ALL GO/NO GO decisions will be guided by the BSA Guide to Safe Scouting and Weather Hazards guidance.

MEDICAL: A Medic will be available throughout the event. If your Troop has trained medical professionals (doctors, paramedics, first responders, etc.), please inform us at check-in.

SPECIAL CONSIDERATIONS: If you have any Scouts or Scouters that need special accommodation, use of mobility assistance vehicles, or any other concerns, please let us know by 5:00 pm, Monday, November 11, 2024.

UNIFORMS: As a general rule, Field Uniforms should be worn at arrival at Camporee, general assemblies, and Scout's Own Service. Activity uniforms consisting of Scout attire and a troop t-shirt (or some scouting t-shirt)

may be worn at all other times. **However**, for this event, character costumes are preferred to uniforms and are encouraged as an alternate for all activities. COSPLAY will in fact be judged as part of each unit's Scout Spirit.

EVENT ACTIVITIES: Saturday's schedule will consist of a series of events themed on the Dungeons and Dragons game and played at the Troop/Patrol level. Troop/Patrols will create Questing Parties that will work through these challenges. The day will end with a grand Quest Challenge that will pit the Troop/Patrols against each other as they are watched and cheered by their Troops. The winner of the entire King's final challenge will be crowned the DnD Quest Grand Champion. Please be sure to stay for the Scout's Own service, awards presentation, and closing ceremony on Sunday morning.

WEBELOS/AOL: Per updated guidance from Scouting America, AOLs are authorized to attend this event, but in accordance with AOL youth protection guidelines. This event is not open to WEBELOS.

SM/SPL CONCLAVE: There will be an information gathering at 8:00 pm on Friday evening. The location will be announced at check-in. The Unit SPL (or acting youth unit leader) and Scoutmaster (or acting adult unit leader) should attend. All units must be represented at this meeting.

QUEST LEADER CRACKER BARREL AND PLANNING MEETING: There will be a Cracker Barrel and planning/coordination meeting with ALL Dungeon Masters, Traveling Merchants, and Heralds at 8:30 pm on Friday after the SM/SPL meeting is done. Location will be announced and ALL DMs, TMs, and Hs are required to attend.

PATCHES: Each registered Scout and Scouter will receive a souvenir patch at check-out. Additional patches will be available for purchase at the trading post until they are sold out. Dungeon Masters and adult leaders who serve as Traveling Merchants and Heralds will receive special patches in recognition of their role.

Larger "Back Patches" and D&D Quest t-shirts will be available for order on the registration page. No extra items will be ordered or offered for sale, so please be sure to order before the posted ordering deadline.

CHECK-OUT: Event check-out procedures will be provided at Friday's SM/SPL meeting. All units are expected to follow "Leave No Trace" guidelines to leave their campsite better than they found it. Please check out with Event staff before departing. The Event officially ends after the closing ceremony on Sunday. All Units must depart no later than 11:00 am.

HEALTH AND SAFETY

The Camp Medic is continuously on site and on call to meet medical needs beyond the abilities of Unit Leaders.

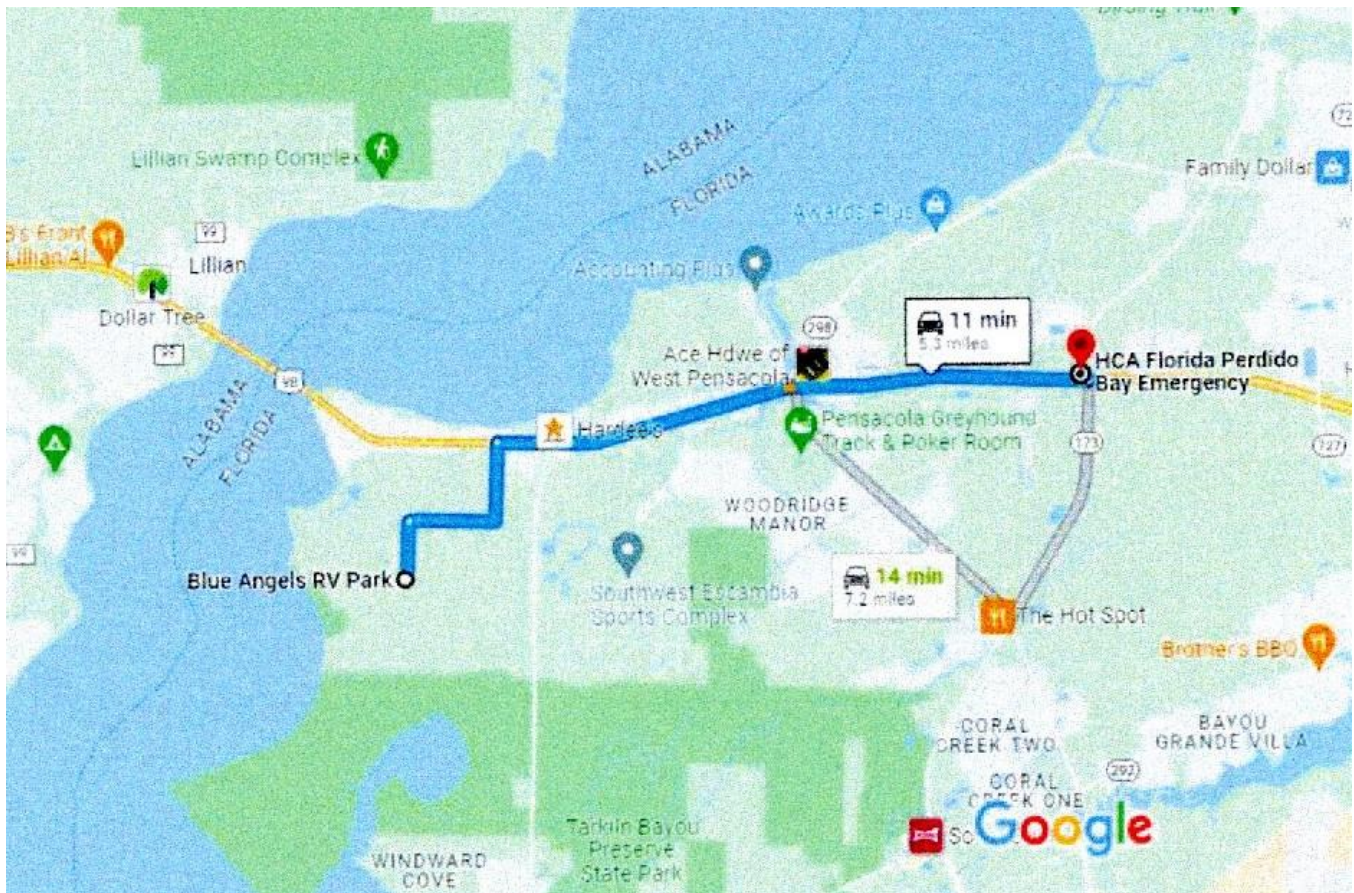
Daniel "Dan" Davis, RN
734.904.8970
dndavisii@gmail.com

For insurance purposes and for the health and safety of all participants, all accidents and illnesses, no matter how minor, must be reported to the Camp Medic and District Executive. Scouting America Incident Reports will be filed per directive.

Completed BSA Medical forms parts A, B1 and B2 are required for all participants (youth and adults) at check-in on Friday. Following check-in, Unit leaders will retain all medical forms and provide to the Camp Medic or emergency personnel if needed.

All unit leaders please closely screen everyone in your group before coming to Event to reduce the risk of introducing illness to camp.

The closest Emergency Room to Blue Angel Rec Area is at **HCA Florida Perdido Bay Emergency Room** is located approximately 11 minutes away at 9400 US-98, Pensacola, FL 32506.



CAMPSITE ASSIGNMENT AND CAMPING DETAILS

LOCATION: This event is being held in the Group / Boy Scout Camping Area of the Blue Angel Recreation Area in Pensacola. This campground is on US Navy property as a part of NAS Pensacola, so ALL rules must be strictly followed or the entire event will be in jeopardy. The Scout Oath and Law WILL be enforced by ALL adult leaders.

SITE ASSIGNMENT: Each unit will be assigned a campsite in the Blue Angel Recreation Area Boy Scout Group Campground. The group campsites will be shared by participant Troops, so be good neighbors and set up a tight and tidy campsite. A parking spot will be assigned to each Troop for a Troop trailer as near their campsite as possible but NOT in the campsite. All other Troop vehicles and extra trailers will be parked in an area designated by the Rec Area management.

FIRES AND COOKING: Camp fires are allowed in established fire rings only and those rings CANNOT be moved. Cooking by campfire, propane stoves, and grills/Dutch ovens using charcoal are allowed, but Troops must abide by Leave No Trace (LNT) principles, and be prepared to clean up and safely dispose of any coals and ash. Picnic tables are available but there will not be enough to support every Patrol in every Troop so units should plan to provide their own tables, awnings, and seating.

WASTE: Trash trailers are provided for trash. Waste water from cooking and cleaning should be disbursed according to LNT principles. Sumps can be dug on the edges of the campsites but MUST be filled in before departing the camp.

WATER: Potable water is available at multiple locations in the camp, but each unit must provide and transport their own containers. Wagons are suggested for transporting your water containers.

LATRINES & SHOWERS: Latrine facilities are provided by porta-potties (bringing extra toilet paper is a good plan). There are very limited outdoor shower facilities available, and they do not meet YPT privacy guidelines so bathing suits must be worn.

POWER: There will NOT be power available in the campsites. Any attendees who need power for equipment such as CPAP or phone charging must provide their own power source such as batteries.

FOOD TRUCKS: We will have food trucks on property for lunch time on Saturday. Troops are encouraged to use these vice cooking in order to have more time for activities. Details will be provided at check-in and SM/SPL meeting. The STSR Alumni Assn. will also have a "mini-trading post" set up offering snacks, drinks, and other items throughout the day on Saturday along with popcorn, etc. for the Quest Challenge.

“DUNGEONS & DRAGONS QUEST” GUIDELINES

Questing Parties and Dungeon Masters

BEFORE your Troop/Patrols arrive at the Kingdom, they must form “Questing Parties” of between 4 and 8 Scouts each. All Party members must assume a character from the list provided below. Related Character Sheets will be provided well before the event so your participants can choose their character, familiarize themselves with the character, and prepare their costume. Because of the physical and time constraints of this event, Characters are pre-designed and no additional character traits or skills can be added or used.

If your Troop has enough Scouts for one Party, great! If you have enough for more than one Party, even greater! If your unit does not have enough members to form a Party, then contingent Questing Parties will be formed. Each Troop SPL who has Scouts desiring to join a contingent, will petition the King at the Friday evening Conclave and 4-8 member parties (or as close as possible) will be formed.

In a change from the way a normal DnD campaign is run, the Dungeon Masters for this event will not be with the Questing Parties. Instead, they will be in strategic locations and at each challenge area. Each Questing Party will have a map and enough information to help them navigate the trails.

The Questing Party Journey

Saturday will begin with the King’s Assembly, where each Questing Party will declare their loyalty and desire to join the Quest. Each Party will then roll the dice and draw their Quest guide and maps. The Party will travel along the Kingdom’s trails as their unique adventure unfolds. Each Party will face a series of challenges and search for treasure along the trail.

The Dungeon Masters will introduce and guide each challenge and observe your Party’s performance. A score will be earned for each challenge, but only after an opening roll of the die, and then no challenge will be complete until the die is rolled a final time. The DM describes the opening of the challenge, guides the party, and interprets the final results. Strength may become weakness, or weakness turn to strength. Poor scores may become great; great performance might turn out poorly. Your roll of the die will choose the challenge and determine the ultimate outcome. As the day goes along, every Party will face a journey that is different from every other Party. Only the dice will know the way.

The Final Quest Challenge

All day Saturday, the Questing Parties will compete for the best performance in each challenge activity. Once the day is done however, the Questing Parties will come together at the King’s Circle for one final challenge. At the King’s Circle, all parties will face off with each other. Party members will be called out one-by-one to face a member of another Party for a PvP duel. Wizard will face Wizard, Cleric versus Cleric, Barbarian versus Barbarian, etc. The pairs will be given a challenge by a Dungeon Master who will officiate. Rounds will continue until only a single Party is left to be crowned the Quest Grand Champion! Who will the dice choose?

Character List

Each Questing Party should contain as many of the following characters possible, but no more than one of each:

A Wizard (or Witch) - The Wizard is a very important part of every Questing Party. He/she is ready to cast spells that dazzle the mind. The Wizard can solve puzzles and mysteries that may baffle the group. The Wizard is also able to conjure fire and make potions boil.

A Fighter - The Fighter is a brave individual, ready to defend his/her group from attack, showing proficiency in weapon use especially the bow, ax, and tomahawk. Masters of melee a Fighter is a welcome sight for any party.

A Cleric - The Cleric of your party provides spiritual care and healing to the group. He or she is an expert in First Aid and the calm in the storm of battle and will surely be tested on that expertise during the quest.

A Ranger - The Ranger is proficient with the bow and ax. As a hunter and tracker, he/she can quickly and accurately identify tracks, think like the animals, and read the trees and plants of the woods.

An Artificer - The Artificer uses tools to cast spells and solve problems. He/she can use the Alchemist's potions to cure wounds, the Tinker's tools and ropes to create structures, or a wand to throw chemicals. The effect of the spell is the same as for a Spellcaster, but the method of spellcasting is unique.

A Bard - The Bard keeps up the moral of his/her party by being able to create songs, tell stories, or act out images of the Questing Party's valor on the spot. Being able to play an instrument while performing brings even more glory and reward to the party.

A Barbarian - The Barbarian is a primal warrior of strength for his/her party by being able to thrive in the heat of battle, summon feats of strength, and being able to take damage many others could not stand for his/her Questing Party's victory. By honing their keen instincts and infamous rage brings even more glory and reward to their party.

A Paladin - The Paladin is a warrior with an Oath to uphold and stand against evil with his/her party. These Knights of Justice can turn the tide of battle with their martial prowess, heal their allies, and smite the wicked. A Paladin can be trusted to always do the right and moral thing no matter the temptation.

Character Sheets

Because this event is being held on a single day with a diverse set of participants, many of whom have not played DnD before, the characters have been pre-determined. Corresponding Character Sheets have also been pre-determined. For more information on your selected character, please go to

["https://forgottenrealms.fandom.com/wiki/Main_Page"](https://forgottenrealms.fandom.com/wiki/Main_Page) and search for the character. Once you have read about the characters and better understand them, their strengths, weaknesses, skills, and vulnerabilities, make your choice. Be aware that most of the challenges are designed for the abilities of a particular character so choose your character wisely. Scouts must carry their sheet with them wherever they go on Saturday. Due to the limitations of holding this event on a single day with a large group, character sheets that detail each of the eight characters will be provided as a separate document before the event weekend.

Races

Race or species is a rule in DnD referring to the fantasy ancestry of a character. The term is primarily used to refer to those species intended to represent player characters, as opposed to monsters. Humans are the most common people in the worlds of DnD, but they live and work alongside elves, dwarfs, halfling, dragonborn, gnomes, orcs, tieflings, genasi, and countless other fantastic species. You can search on-line for a complete list

of races, and as you plan out your character, you get to choose to which of these peoples your character belongs.

For the purpose of THIS EVENT with its time and experience limitations, your character race will have little effect on your ability scores and traits. Your race will largely reflect in your COSPLAY including both your costume and your role-play. This is a place to have fun when making your character come to life.

COSPLAY

Each Questing Party member should (not mandatory) design a costume that reflects their character and plan to wear that costume all day on Saturday (costumes can be worn for the entire weekend if desired). For those Scouts who want to be in a Questing Party but don't have enough Scouts in their Unit, their Unit leader can ask the King to place them in another Party or form a complete contingent Party on Friday. There will be a booth available Friday night with some limited supplies for those participants to create a costume to wear on their Quest.

There are no real restrictions on costumes except that they will follow common-sense rules of modesty. Additionally, there cannot be any use of "fake blood" or other items or props depicting body parts, wounds, mutilations, etc. No firearms, "fake" or otherwise, can be included with any costume, and any prop weapons such as bows, spears, or swords, must CLEARLY be costume items. REMINDER – this is a Scouting event and we will be on US Navy property. Real weapons (as defined by Navy Base Security) of any type are forbidden. Violations will be confiscated and turned over to the unit leader for keeping until departure on Sunday. When designing your costumes, please look ahead at the weather forecast and plan accordingly.

Every Questing Party should have a flag or pennant, a cheer, a song, or some elements that help them stand out and makes them unique. Since bonus points and extra acclaim with the King may depend on your Scout Spirit, your flag and song might tip the balance in your favor.

Dungeon Masters may COSPLAY any official DnD Character. No "Home Brew" characters please.

Dice - Dice - Dice

Each Dungeon Master will be provided a set of dice and a dice box. These will be used for nearly every activity during the weekend. Each DM will have the following:

- 1 - D20
- 1 - D12
- 2 - D10 (10-sided die, Percentile die)
- 1 - D8
- 1 - D6
- 1 - D4

Treasures

Just like in the game, there will be things hidden along the trails for you to find. Some will be good; some will be bad; some will be great; some will be tragic, but only a Dungeon Master or Traveling Merchant will know. When your party finds a treasure box, you can take one card from it, but the meaning of your card only

becomes clear when you present it to a DM or TM. They will reveal your reward and record it on your Party's quest guide. What you do next is up to you....and the dice.

Traveling Merchants

Numerous adult leaders will be asked to serve as Traveling Merchants. They will wander along the Kingdom's trails to place valuable treasures or replace treasures that have already been found. The Traveling Merchants will also monitor Questing Party progress and performance, engage them with additional challenges, trade valuable items, give aid to a Dungeon Master in need, and perhaps even grant a special gift to some deserving adventurer.

Heralds

Other adult leaders will directly serve the King as his Heralds by traveling the kingdom's trails. They will keep watch on the challenges and Questing Parties and report back to the King. The Heralds will check on each Challenge Area staff and support the Traveling Merchants by refilling their haversacks as needed.

EVENT SCHEDULE

Friday, March 15

- Unit arrival & set up (5:00 pm – 8:00 pm)
- Dinner at your campsite or prior to camp arrival
- SM/SPL Conclave with the King (8:30 pm)
- Lights Out (10:00 pm)

Saturday, March 16

- Reveille (6:30 am)
- Breakfast at your campsite
- The King's Assembly (8:00 am)
- Trading Post Open (9:00 am – 9:00 pm)
- Quests begin (8:30 am – 11:00 am)
- Lunch at your campsite or food trucks (11:00 am – till)
- Quests continue (12:00 pm – 5:00 pm)
- Dinner at your campsite (6:00 pm)
- Final Quest Challenge (8:00 pm)
- Lights Out (10:00 pm)

Sunday, March 17

- Reveille (6:30 am)
- Breakfast at your campsite/pack up/campsite inspection
- Scout's Own Service (8:00 am)
- Recognition/Awards Presentations (8:30 am)
- Break Camp/LNT Cleanup/Checkout (NLT 11:00 am)

**** A more detailed event schedule is included in the Unit Packet at Check-In ****

BSA CAMPOREE SAFEHAVEN GUIDELINES

We know that different troops handle their programs in different ways. However, when you're at the District Camporee, we all must live close together under some common rules. To make this a pleasant experience for everyone, we've listed the BSA Camporee Safe Haven Guidelines.

Please take some time prior to arriving at the Camporee to have your Senior Patrol Leader review these guidelines with their Scouts:

- 1) The Camporee follows all points found in The Guide to Safe Scouting. Discipline is to be handled by unit leaders. If a troop has any questions about this, please ask the Camporee Coordinator or District Executive.
- 2) An atmosphere of respect and consideration for others needs to be promoted and exemplified by all adults and junior leaders.
- 3) All language used at the Camporee must follow the 11th and 12th Points of The Scout Law.
- 4) Scouts are never to enter anyone else's campsite without being invited or being granted permission.
- 5) Scouts are not allowed to leave their campsites after the designated "in camp" time each night. Adults and Scouts must adhere to the "Lights Out and Quiet Times" each evening. This consideration for others is especially important when troops are camped close to each other as they are here.
- 6) We ask that no adult or Scout arise before 6:00 am, but we know that's not always possible. Adults and Scouts arising before 6:00 am must talk in whispers and not make any noise that will disrupt neighbors, and stay in their own campsite.
- 7) Competition must always be conducted with Scout Spirit.
- 8) Inappropriate Troop or Patrol yells should not be used at any time during the Camporee. The Camporee Coordinator will notify a Scoutmaster if this is in question with his unit.
- 9) Nothing is to be thrown while at the Camporee, including pine cones, rocks, sticks, or anything else, unless in an event approved by the Camporee Staff.
- 10) Scouts should not wear bandanas, baggy pants, backward hats or other non-Scout clothing that presents an image contrary to Scout ideals and uniformity.
- 11) We expect Troops to manage their free time. Please make sure that free activities are positive and contribute to the weekend program.

AWARDS

Awards will be presented at the closing King's Circle on Sunday morning. For units that must leave early, please let the Event Coordinator, Rick Walker, know before supper on Saturday. Troop flag streamers will be awarded for each of the following awards:

Challenge Awards

For each of our Challenges, a 1st, 2nd, and 3rd place award will be earned. These awards will be determined by the highest DnD score for that challenge, which combines both how your Party performs and how you roll the die. This isn't just another same old Camporee!

COSPLAY Awards

Throughout the day on Saturday, all members of the King's Court will observe and evaluate the costumes of every participant. The DMs will have significant input to determine the top 3 costumes and all must know that a participant's behavior, role play, and attitude will weigh heavily on the final choice. COSPLAY is much more than just clothing! The Oath and Law are always being evaluated. Two types of awards will be presented for COSPLAY:

First, individual participants will be judged and the top 3 will earn 1st, 2nd, or 3rd place (these will be special awards).

Second, the top Questing Party COSPLAY will be selected based on total team costumes, role play, and attitude. If you want this award, you ALL had better get into it.

Dungeon Master Awards

The King's DMs are key to the success of this Camporee. The top 3 performers, as judged by participants and members of the Court, will be rewarded at the final King's Assembly (these are also special awards).

The Grand Champion Award

The final challenge of Saturday will be the King's Grand Challenge. The Questing Parties will face off in a series of duels until only one is left as the Grand Champion. How will the dice roll and who will they choose?

Top Unit Award

This award will be presented to the Scouting Unit that demonstrates the best overall performance across all elements of the weekend. The idea of this award is to identify the Unit that makes the most of their Event experience. Units that have the highest percentage of members on a Quest, that participate in the most activities, and that perform well in the events will score high for this award. The final award element is Scout Spirit: use of flags and cheers, great costumes, awesome attitudes, strong teamwork, adherence to the Oath and Law, and the overall impression the Scouting Unit makes over the entire three days. The District Executive is the final judge and will approve this selection.

QUEST CHALLENGE LIST

Saturday will be filled with challenges that your Party must face and overcome. Each challenge will be guided by a Dungeon Master who will describe the scene, present the tasks, and judge the outcomes. But know this, the score you think you earned may not be the final score at all. Each ultimate outcome will be decided by two critical rolls of the die: one to begin, and one to end.... roll well and be quick. As ever, time is of the essence!! Oh, and did we mention that your Party might encounter a DM or TM around any turn of the trail, and who knows what challenge they might present. Be Prepared!

CHALLENGE #1: Tomahawk Trial

Each Questing Party will face this challenge that can only be met with the accurate throw of the ax. The Party will have a few chances to succeed, but only axes that stick will earn points. Extra credit will be given for each good ax thrown by the Barbarian.

CHALLENGE #2: Ring Rope Rally

There is an art to this challenge. The Questing Party must work together to float the rings to their correct places in the quickest time. This is a true team effort so no one member can earn a bonus.

CHALLENGE #3: Riddle Rampage

No feats of strength will win this challenge; logic and clear thinking are the skills in demand here. Who can be the fastest to “riddle me this” and answer every puzzling query? The Wizard is the logical master of this challenge, and will earn a bonus for working it out.

CHALLENGE #4: Healing Hands

The dangers along the trails of L’Ange Bleu can render any Party member weakened, injured, immobilized, or even worse. This challenge will call upon your knowledge of wounds and healing to keep your Party together and moving forward. Any member can help meet this challenge, but the bonus will only be given if the Cleric saves the day.

CHALLENGE #5: Dungeon Distraction

Strength and magic are not the answer to this challenge. This hazard must be soothed, so your Party had better be prepared with a song or story or whatever distraction is called for. Be warned, an “invisible bench” here will cost you dearly. Every member might have to get involved, but the Bard must lead this show to get a bonus.

CHALLENGE #6: Bomb Bonanza

This is a complete team challenge. Your party must navigate the maze while holding up the enchanted ring and carrying a volatile package. To drop either earns a fast trip to disaster. Sounds easy, doesn't it? This is a true team effort so no one member can earn a bonus.

CHALLENGE #7: Catapult Commotion

The targets in this challenge are quick on the move. Can you make an accurate catapult shot and win the encounter? The Party will have to team up for this challenge, but a bonus will come with each good shot aimed by the Fighter.

CHALLENGE #8: Lifeline Lobbing

Does this emergency require finesse or strength? Your Party must be the judge before the waves sink something magical. Accuracy and distance are the key to tossing the lifeline and saving the beloved creature. Any member(s) of the Party can take a turn, but extra credit will be given if the Ranger makes the save.

CHALLENGE #9: Jabbing Joust

Your party will face different challenges everywhere, but this one can only be met with expert use of the lance. The threat can only be overcome by putting the point on target and if you fail, then none shall pass! Your party will choose which member mounts up for this challenge, but choose wisely, for only the Paladin can earn the bonus.

CHALLENGE #10: Brewing Bash

Did you pay attention in potions class? This challenge will demand that your Questing Party demonstrates expertise in combining ingredients to produce something special. Time and accuracy are critical, and while any member can tackle this challenge, we all know that the Artificer alone can gain a bonus.

THE FINAL CHALLENGE

When the individual Quests are done when the sun sinks, the King will call his loyal subjects to join him at his circle for one last challenge. All Questing Parties will then face off two by two in a series of duels to determine the final champion. Ranger versus Ranger, Wizard versus Wizard, Bard versus Bard, etc., until only one Party is left. That Party will be recognized as the King's Grand Champion of the Quest and rewarded at the final assembly. What will the challenges be? Will you be prepared? Who will the dice choose?

ROYAUME DE L'ANGE BLEU



FALL 2024 D&D QUESTING PARTY LIST

Unit Type/Number _____

District _____

Unit Leader _____

Cell No. _____

[illegible]

**** SUBMIT THIS COMPLETED FORM AT CHECK-IN; USE MULTIPLE PAGES IF NEEDED ****