



## DnD 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?