



## DnD QUEST PARTIES, CHARACTERS, & COSPLAY



### 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.