

Campaign Strategy

The JUDGE PUZZLE is not like any other puzzles; it is performative and an interaction with HQ. If you are confused about any direction, instruction, or rule, use the Contact HQ form on the website and we will help explain! This should be fun and foolish.

Each objective will be assessed according to the attributes listed below it. All attributes are applicable and will be combined to determine an item's net modifier value. Each objective must meet the given minimum modifier value.

*When you believe you have all of the objectives required, submit the word "JUDGE" as the solution to this puzzle. If the objectives pass inspection, you will be given the answer to this puzzle. **YOU MUST COMPLETE 4 OF THE 6 CLASSES.** Important note: **there are no wrong answers to this puzzle. Instructions are open to interpretation.** Have fun and be fools, puzzlers!*

REQUIRED BEFORE STARTING ANY OBJECTIVE: *You MUST pass a SINGLE sub-class challenge, then state your character's name and their heavily involved and sorrowful backstory. Bonus points may be awarded to any objective for particularly inspiring CHARACTER INTRODUCTIONS*

To Summarize: *Each class has 3 main requirements: A subclass, a backstory, and points totaling to the total at the top of each class*

Bard (100)

(REQUIRED) Pick a SINGLE College:

College of Lore: Demonstrates a unique talent to the judge

College of Valor: Hits something forcefully with the instrument (*no beds or cushions*)

College of Satire: Tells a joke that makes the judge laugh (*they will try to resist*)

College of Whispers: Tells the judge a sufficiently juicy secret

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(REQUIRED) CHARACTER INTRODUCTION

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[SPECIAL BARD MODIFICATION: Total points for sub-objectives will be multiplied by X, where X is the amount of subsections completed in tandem (e.g: Completing *Bardic Inspiration* while *Starting a Fight* and casting a *Song of Rest* will triple the point value gain) (Anything bold past this point is a sub-objective)]

+5 Bardic Inspiration

+2 Plays an instrument

+1 ...only after tuning that instrument.

+2 ...and that instrument is not a real instrument

-5 ... but it sounds atrocious

+1 *Cutting Words:* Simultaneously insults HQ

+3 Has the charismatic influence to invoke a particular action from HQ without even asking them

+2 “Inspires” a member of your household as well

+3 Song of Rest (heal team members)

Includes...

+2 A Rhyme EVERY line

+8 Rhymes for the duration of the *Bard* objective

+1 Done in a bad singing voice

+1 Forte

+2 Fortissimo

+3 Fortissississimo

-10 Isn't done in a soothing manner (our ears hurt)

-INTEGER_MAX Family member wakes up

+3 Sforzando

-5 Not done in a singing voice

-3 Shorter than 1 minute

+5 Start a fight (within the party)

+2 Plays instrument in a threatening manner

-INTEGER_MAX win the fight

-10 Actually says or does anything provoking

Jack of all trades

+5 Demonstrate two impressive skills *simultaneously*

+10 Per additional skill

+3 Per actual DnD skill

Druid (60)

(REQUIRED) Pick a SINGLE Circle

Circle of the Land: No signs of civilization in the backdrop (*Outside! NO MAN-MADE OBJECTS*)

Circle of the Moon: “*SPECIAL DRUID MODIFICATION*” Utilizes an animal that HQ would be scared to take in a fight

Circle of Spores: Team member eats a mushroom on camera

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(REQUIRED) CHARACTER INTRODUCTION

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[*SPECIAL DRUID MODIFICATION*: Any sub-objective done completely by an actual animal (or an “actual animal”) will have its score doubled! (Anything bold past this point is a sub-objective)]

+5 Wears an Exeter-approved, definitely legit leaf hat

- +3 Per additional element of druidic attire
- 6 originated from a classics Diploma

+5 Interrupts HQ multiple times to loudly chew on a granola-based snack

- 6 HQ gets annoyed and is forced to “harsh your mellow”

+5 Controls an element of nature

- +1 ..With their mind
- +1 With an *Arcane Focus* (e.g. a wand)+
 - +1 >2 feet in length
 - +1 “Druid-y”
 - +1 More than 50 years old
 - +2 Family heirloom

+8 Misty Step

- +1 Is accompanied by the appropriate sound effects
- +3 teleports 30 feet or more
- +30 Utilizes a fog machine
- +2 Utilizes a “fog machine”
- +5 HQ doesn’t know how you did it
- 10 HQ sees you~!

+5 Utilizes Herbalism kit includes...

- +1 Tiny shovel
- +1 Herbs
 - +2 Eats on camera (*don’t die! :(*)
- +1 A salad made out of things normally not found in a salad
 - +1 “All-natural”
 - +2 Eats on camera (*don’t die! :(*)
 - +1 Dressing
- +1 Fun, nature themed carrying case
- 10 Any man-made items (*unless that man is you*)

+2 Speaks Druidic

- +4 Conveys an HQ-specified code phrase to another teammate
- +5 (doesn't have to be done by an animal): The mechanism of communication is explained by an accompanying PowerPoint
- +5 The communicated phrase is more than 3 sentences long
- 10 HQ understands what you say
- INTEGER_MAX The mechanism involves your keyboard

Rogue (60)

(REQUIRED) Pick a SINGLE Roguish Archetype

Thief: Steals an item on camera in the vicinity of its (non-team member) owner

Assassin: Has someone playing dead in the background for the duration of the Rogue objective

Arcane Trickster: Performs a magic trick that fools HQ

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(REQUIRED) CHARACTER INTRODUCTION

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[SPECIAL ROGUE MODIFICATION: Instead of the standard point system, the HQ will roll a die named next to every attribute (D4, D6, D20, etc) to determine how many points are rewarded]

+(D20) Commits a crime

- +(D4) ... and it is proven to be one by a .gov site
- +(D4) ... against a fellow team member
- INTEGER_MAX Caught in the act

+(D10) Psychoanalyzes someone

- +(D20) Guesses something about HQ they didn't know before
- (D10) Inaccurate

+(D30) Con Artist (Make a TikTok promoting an insightful product that is "*most definitely not a scam*")

- +(D6) Involves a family member
- +(D6) Involves multiple team members
- +(D6) Involves a dance number
- +(D6) Involves an iconic, fittingly edgy TikTok song
- +(D6) Has a "sus" link in the description
 - +(D20) To a custom site
- (D20) Anyone in the video has their feet on the floor at any moment
- +(D6) the TikTok is public

+(D20) Rolls a die (multiple times) to showcase their incredible luck

- +(D10) HQ is impressed by your luck
- (D10) HQ is not impressed by your luck
- +(D10) per Nat20
- (D10) per Nat1
- +(D6) Shows their luck with something *better* than dice (*no, not a coin flip*)
- (D20) Cheating!
- +1 per dice roll

Cleric (40)

(REQUIRED) Pick a SINGLE domain

Twilight Domain: Objectives completed outside, during twilight

Tempest Domain: Objectives completed while braving some form of precipitation (*Don't die! Man-made OK*)

Trickery Domain: Completes a sub-objective from any class without HQ noticing

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(REQUIRED) CHARACTER INTRODUCTION

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[SPECIAL CLERIC MODIFICATION: The Cleric chosen for this objective must be truly saintly and have thus either
A) attended/attend Exeter and have never received stricts or B) Have never attended Exeter]

+5 Channel Divinity

- +1 Read from scripture
 - +2 Scripture is written by your team
 - +2 Duration greater than 30 seconds
- +3 Turn Undead: Used against someone wearing a Halloween costume
 - +2 Costume is actually of an undead creature
- +1 Presents a holy symbol
 - +2 Homemade
 - +2 Family/Dorm Heirloom
 - 3 Actually religious in nature

+5 Healing Word

- +20 Word used is the longest we've heard yet
- 5 ... Word used is the second longest we've heard yet
- +50 Word used is the shortest we've heard yet
 - 60 ... tied for shortest
- +5 Pronounced incorrectly
- +3 Sufficiently divine aura (*visibly so*)
- +1 Heals a fellow party member
- +2 Heals an actual ailment/wound
 - +3 Ailment/wound is fully healed
 - INTEGER_MAX Ailment/wound is self-inflicted
- 3 Employs Western medicine

+10 Resurrection (wakes up a sleeping family member)

- +10 They were actually sleeping (*no fakers!*)
- +3 Done with a sufficiently holy chant
- INTEGER_MAX Family member gets angry

Ranger (50)

(REQUIRED) Pick a SINGLE Ranger Archetype

Hunter: Tracks prey of some form while completing objectives

Beast Master: Player holds a pet in their arms while completing objectives

Gloom Stalker: Objectives are completed outside, at night

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(REQUIRED) CHARACTER INTRODUCTION

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[SPECIAL RANGER MODIFICATION: The Ranger must complete the entire objective as far away from the camera as possible]

+10 Hide in Plain Sight

- +5 Utilizes camouflage
 - +5 Actually wearing a “camo” article of clothing
- +5 HQ fails its first guess on where you’re hiding
 - +10 HQ fails to guess where you’re hiding at all
- INTEGER_MAX Hiding off-camera

+10 Archery

- +7 Actual Bow and Arrow
- +20 Shoots projectile over 30 feet
- +2 Cool sound effect when firing
- +5 Objective completed while “Hiding in Plain Sight”
- INTEGER_MAX Projectile goes anywhere near a living thing
- INTEGER_MAX Objective completed inside

+10 Natural Explorer

- +5 Takes HQ on an outdoor adventure
- +1 Fun
- +2 Informative
 - +3 Contains relevant nature facts
 - +2 With a visual aid
 - +2 HQ doesn’t know the fact
 - 4 Fact is boring!
- +6 Animal companion
 - INTEGER_MAX Companion is an indoor-only pet

Barbarian (±30)

(Completes when the absolute value of your total points reaches 30)

(REQUIRED) Pick a SINGLE Primal Path

Path of the Berserker: All requirements are completed while shouting

Path of the Totem Warrior: A pet obeys a command to complete a sub-objective

Path of the Zealot: Only speaks in quotes from religious texts

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(REQUIRED) CHARACTER INTRODUCTION

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[SPECIAL BARBARIAN MODIFICATION: Any attribute can have its points gained negotiated to have its sign flipped (neg->pos., pos.->neg.) if you can arguably complete the exact opposite of what that attribute describes (e.g: *Breaks Something* becomes *Fixes Everything*)]

Rage

- +3 Mad at something out of their control
- +4 HQ genuinely believes that they're mad
- +2 Duration >1 minute
- +1 Loud
- +3 Breaks something
 - 6 doesn't carefully put it back together
- +4 calms themselves down with a rhyming, punny slogan specifically designed to relieve their stress and anxiety

Fast Movement

- +4 HQ is impressed by your speed
- +2 Feral scream
- 2 Bad form

Primal Champion

- +5 Performs a feat of strength
 - +2 Lifts something heavy
 - +2 Pushes something heavy
 - 3 HQ unimpressed by the object's heaviness
 - +3 Done outside
- +2 Demonstrates their constitution
 - ±INTEGER MAX (counterproductive to FINAL score) Actually hurts themselves