

# Team Introduction Packet



*“Greetings, adventurers! I am your Dungeon Master, and I welcome you to the world of Brave Adventurers and PHantastical Legends! But before we head off into our campaign, you’re gonna need to finish up a few things...”*

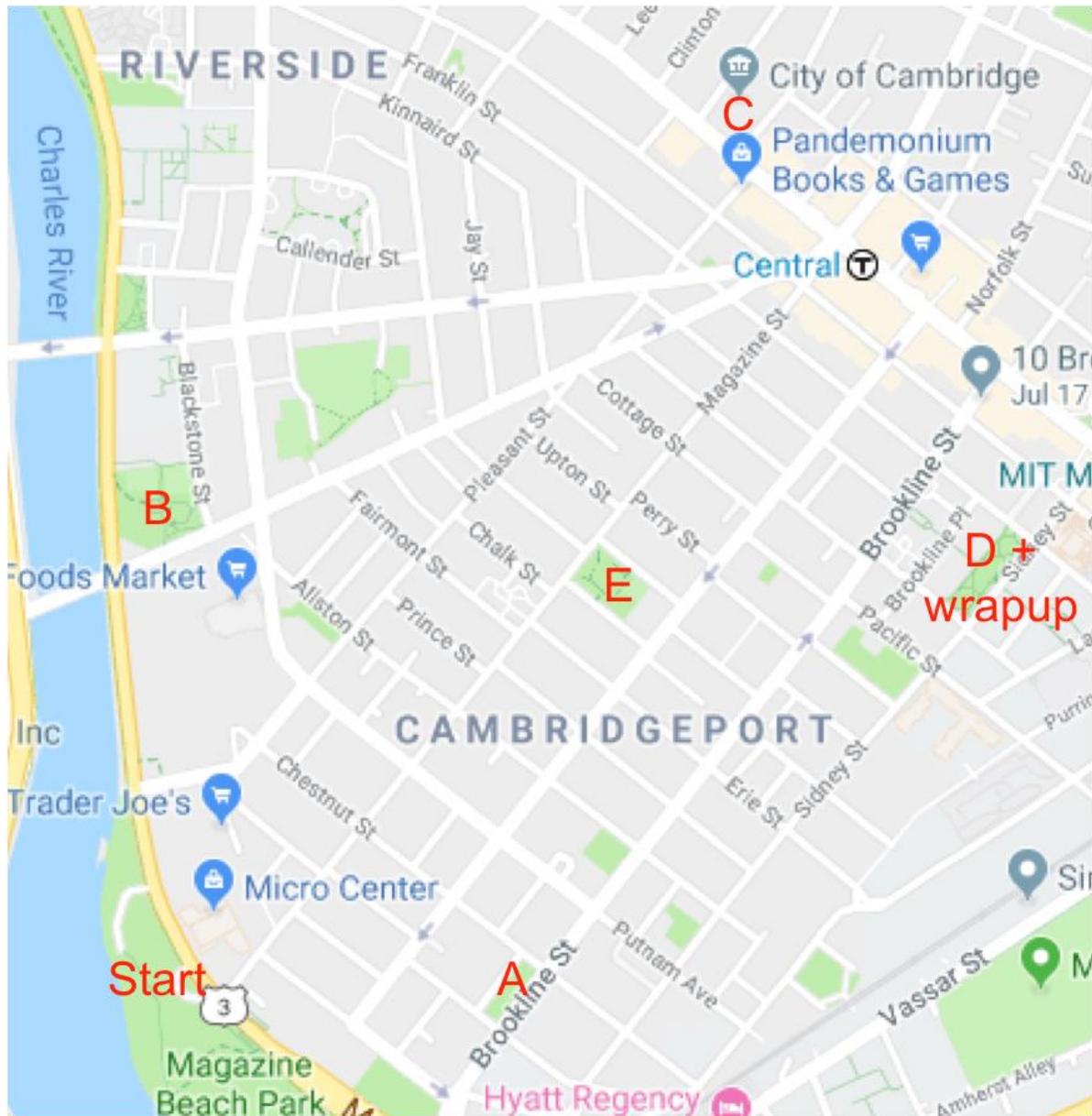
Welcome to BAPHL 20! This is a puzzle hunt designed for groups of 2 to 6(-ish), taking place under the auspices of the Boston Area Puzzle Hunt League (BAPHL). We hope you enjoy the puzzles we’ve set for you today.

-- The Natural 1s

## SCHEDULE

1000	<b>Hunt Begins!</b> Opening remarks and skit! Afterwards, follow the order of locations assigned to your team.
1000 - 1700	<b>Puzzling!</b>
1630	<b>Final Round.</b> If you haven’t yet made it to the final location, consider moving there so you can see the entire hunt.
1700	<b>Hunt Ends!</b> Move to the Wrapup location (University Park Commons), to hear the results!
	<b>Sometime afterwards,</b> all puzzles and solutions will be posted on the BAPHL website ( <a href="http://www.baphl.org">www.baphl.org</a> ).

## MAP OF LOCATIONS



### Round locations:

- A – Hastings Square Park (This is one of our smallest locations: If you'd like more space for working, you can spread out to the nearby Old Morse Park.)
- B – Riverside Press Park
- C – City Hall slope
- D – University Park Commons
- E – Dana Park

Wrapup will be held at the University Park Commons (Location D) at 17:00.

# FAQ'S

## Where can I find my team's order of locations?

It should be somewhere in your packet.

## Do I need to stay at a location until I complete all of its puzzles?

There are a handful of puzzles that are location-specific: they'll be clearly marked. Otherwise, feel free to work on the puzzles at any location. Whenever you leave a location, please make sure to *check out* of the location with BAPHL staff.

## What do I do if my team is stuck?

Move on! You can always come back to these puzzles once you've tried the next round, and you might want to prioritize seeing more of the Hunt. Please remember to *check out* of the puzzle round with the staff on duty when you've decided to move on. If you're *really* stumped to the point where you're not having fun anymore, talk to the staff.

## Where can I get lunch/drinks/snacks?

There are many restaurants, cafes, coffeeshops, supermarkets, etc. along Massachusetts Avenue in Central Square (near locations C and D), and to a lesser extent, there are shops near locations A and B. Please patronize these establishments!

## Where can I use the bathroom?

Here are the most convenient/nearest bathrooms around each location:

- Start (Magazine Beach Park)
  - There should be portapotties nearby.
  - There are restrooms at nearby Veterans Memorial Pool, which opens at 1115.
  - There are restrooms at Microcenter and Trader Joes, across Memorial Drive.
- A (Hastings Square Park)
  - Morse School Playground, a couple blocks away, has a portapotty.
  - Magazine Beach Park is not too far away.
- B (Riverside Press Park)
  - There's a Whole Foods and Rite Aid across River Street.
- C (City Hall slope)
  - A number of restaurants and businesses are nearby on Mass Ave.
- D (University Park Commons)
  - A number of restaurants and businesses are nearby on Mass Ave.
- E (Dana Park)
  - A number of restaurants and businesses are nearby on Mass Ave.

## What do I do if my team has an emergency/issue/question?

If it's life-threatening, call 911. If not, reach out to the Hunt staff. We'll be a little busy, but we'll do our best to help.

# OPENING SKIT TRANSCRIPT

*This is included just in case you can't hear, or if you'd like to revisit the story later.*

## **DM**

Hello, and welcome! I'm the DM for this campaign of Brave Adventurers and PHantastical Legends, a well-known roleplaying system. Before we start our first session, let's have our players introduce themselves.

## **CROSSWORDSPERSON**

Hi, I'm Chris, the Crosswordsperson. I'm a melee fighter and tank.

## **METAMAGICIAN**

I'm Mel, and I'll be playing a Metamagician today. I cast spells about spells!

## **KAKUROGUE**

I'm Casey, and I'll be playing a Kakurogue. I'm real sneaky.

## **SOKOBARD**

And I'm Sam, the Sokobard! I play songs!

## **CROSSWORDSPERSON**

Sam, I told you we needed a healer.

## **SOKOBARD**

I could... play a healing song!

## **METAMAGICIAN**

I'm pretty sure those don't exist.

## **DM**

Alright, folks! Let's get started. The four of you start out in the tavern and...

## **METAMAGICIAN**

Wait, how many spells do I get?

## **DM**

At your level? Four.

## **METAMAGICIAN**

Ah. Uh... I haven't picked... any of them yet.

## **CROSSWORDSPERSON**

Yeah, me neither.

**SOKOBARD**

Same here.

[All look at KAKUROGUE. KAKUROGUE shrugs.]

**KAKUROGUE**

I'm good. I stole pages from each of your source books to build my character. (*shocked reactions*) But now I gotta go sort out my loot. See ya later!

[KAKUROGUE leaves]

**METAMAGICIAN**

Well, I suppose that means we have some time to make a choice.

**CROSSWORDSPERSON**

Agreed.

[Both leave.]

**SOKOBARD**

Um... I guess I gotta go practice my harp then? Or my fife? Guitar?

[SOKOBARD leaves.]

**DM**

I... wait, no... come back! (*sighs*) Okay, well. I guess I have some time to finish the campaign then. I **was** just gonna improvise the whole thing, but...

I guess it's up to you guys to help them finish up their character creation! And once that's all done, come on back and we can launch our campaign for real!

[DM switches out of character.]

Welcome to BAPHL 20!

As you can see, we've got four different characters who need your help to finish up their character creation. They each have four selections to make, and they also need to figure out their overall character motivation. In other words... those are puzzles!

In your team packet, you will have a particular route for your team to follow - please stick to it, so that we can try to keep things from getting too congested.

At each location, you should check in with someone wearing a snazzy BAPHL cap like this one. They'll give you a packet full of puzzles - please check to make sure you receive a character sheet, four puzzles, and a metapuzzle that match the difficulty level you picked.

Whenever you solve a puzzle, you should confirm your answer by bringing it to any BAPHL volunteer. It's extremely important to do so, because whenever you solve a puzzle correctly, you will receive a card representing your selection. That card will be **really helpful** in solving the many puzzles that lie before you today.

The most important thing about BAPHL is to make sure you're having fun. If you're stuck and not having fun, please let us know and we'll try to find a way to help you out. If you think you'd like to move on to the next location to see more of the hunt, that's awesome! Just make sure that whenever you decide to leave a location, **please check out** with the BAPHL volunteer before you go.

BAPHL 20 will run until 5 PM at the latest, at which point there will be a wrap-up at the University Park Commons (location D on your map).

Any questions about logistics?

Okay. Happy adventuring!