

Scout Adventure RPG

Three Sample Adventures

Adventure 1: The Lost Trail

Theme: Camping, hiking, navigation, wilderness survival

Duration: 60 minutes

Key Values: Brave, Helpful, Cheerful, Thrifty

Premise

The scouts are on a day hike to reach Eagle Point campsite before sundown. Their usual trail is blocked by a fallen tree, forcing them onto an unfamiliar path. As weather rolls in, they must navigate, work together, and make camp before the storm hits.

Setup

What Scouts Know:

- They need to reach Eagle Point by sundown (about 2 hours of hiking)
- They have basic supplies: a map, compass, water, snacks, first aid kit, rope, tarp
- The main trail is blocked; they must take the old trail

The Map: Draw a simple map or describe three landmarks they need to pass: the Split Rock, the Creek Crossing, and the Old Pine. Eagle Point is beyond the Old Pine.

Act 1: The Blocked Path (10 minutes)

Scene: The Fallen Tree

The scouts arrive at a massive fallen tree blocking the main trail. It's too big to climb over safely with packs.

Choice Moment: They can see two options:

- Go around through thick brush (slow, but certain)
- Take the old trail marked on the map (faster, but less familiar)

Let them discuss. Either choice works, but the adventure assumes they take the old trail. If they choose the brush, have an older hiker suggest the old trail instead.

Transition: As they start down the old trail, clouds begin building on the horizon. The DM notes they'll want to move efficiently.

Act 2: The Journey (40 minutes)

Encounter 1: The Split Rock (Physical/Smart)

The trail forks at a distinctive split boulder. The map shows the path going left, but recent rain has washed out part of that trail—it's a muddy, steep scramble.

Options:

- Take the washed-out left path (Strong, Difficulty 2)
- Look for another way around (Smart, Difficulty 1 to spot a game trail)
- Check if the right path reconnects (Smart, Difficulty 2 to read the map/terrain)

Scaling: Younger scouts might spot animal tracks on the game trail. Older scouts can do the map reading.

Setback (if failed): Someone slips in the mud (Hurt: -1 die to physical). Others must help them up and clean off.

Scout Value: Helpful—whoever struggles needs assistance from others.

Encounter 2: The Spooked Deer (Social/Kind)

A young deer is tangled in old fishing line near the trail, panicking. Its struggles are making the tangle worse.

The Challenge: Calm the deer enough to cut it free.

Approach Options:

- Slowly approach and speak softly (Kind, Difficulty 2)
- One scout distracts while another cuts the line (Group roll, Difficulty 2)
- Wait for it to exhaust itself (works, but costs precious time—storm gets closer)

Scaling: Younger scouts are often better at the gentle approach—less threatening. Older scouts might coordinate the distraction plan.

Setback (if failed): The deer kicks while thrashing (Hurt to whoever's closest). It eventually tires and they can free it, but they lose time.

Scout Value: Kind—the gentle approach works better than force. Helpful—they didn't have to stop, but they did.

Reward: Once freed, the deer bounds off toward the Old Pine, showing them a clearer path through the next section.

Encounter 3: The Creek Crossing (Physical/Group)

The creek is higher than expected from recent rain. It's not dangerous, but the stepping stones are slippery and partially submerged. Packs make balance tricky.

The Challenge: Everyone needs to cross without falling in.

Approach Options:

- One at a time, using the rope as a handline (someone Strong crosses first, Difficulty 2, then others at Difficulty 1)
- Find a fallen log upstream (Smart, Difficulty 1 to spot; then balance across, Strong Difficulty 1)
- Chain together holding hands (Group pool, Difficulty 3—high difficulty but lots of dice)

Huddle Opportunity: Call for Action Mode here. Have them huddle and plan the crossing together before anyone attempts it.

Setback (if failed): Someone slips in—not dangerous, but they're wet and cold now. Getting them dry and warm quickly matters (someone offers dry socks or a layer—Helpful). Being wet gives them Spooked (-1 next roll) from being cold and uncomfortable, unless others help warm them up.

Scout Value: Helpful—sharing gear with a wet friend. Brave—whoever crosses first takes the risk for the group.

Encounter 4: The Weather Turns (Choice/Smart)

Thunder rumbles. The Old Pine is visible ahead, but so is Eagle Point beyond it—still 20 minutes away. Rain starts spitting.

Choice Moment:

- Push on to Eagle Point (risky—full storm might catch them exposed)
- Make emergency camp under the Old Pine's canopy (safe, but not the "real" campsite)

No wrong answer. If they push on, they'll need to move fast (Action Mode, 3 rounds, group needs 4 total successes across all physical rolls or they get soaked). If they camp early, they stay dry but must make do with a less ideal site.

Scout Value: Thrifty—making the most of what they have. Brave—either choice takes courage.

Act 3: Making Camp (10 minutes)

Scene: Setting Up Before the Storm

Whether at Eagle Point or the Old Pine, they need to set up before the rain hits hard.

Group Challenge: Set up camp (Group pool, Difficulty 4)

Tasks they can narrate:

- String up the tarp for shelter
- Gather dry firewood before it gets wet
- Find level ground for sleeping
- Secure loose gear

Everyone contributes dice. Go around and have each scout describe what they're doing. Each described contribution adds their relevant attribute to the pool.

Scaling: Let younger scouts do concrete tasks (gather sticks, hold the tarp corner). Older scouts can direct or handle trickier elements (knot-tying, reading the wind direction for tarp placement).

Resolution

The rain arrives just as they finish. They're dry under the tarp, watching the storm roll through. If anyone got hurt or wet earlier, this is the moment where the group takes care of each other—sharing snacks, telling jokes to keep spirits up.

Debrief Prompts:

- "Who did something brave today?"
- "When did you see someone being helpful?"
- "What would you do differently next time?"

Scaling Notes

Younger Groups: Reduce creek difficulty to 1. Have the deer be a less-threatening animal (rabbit caught in brush). Skip the weather choice—just have them camp at the Old Pine.

Older Groups: Add a navigation puzzle (compass bearings to find the trail). Make the weather choice have real tradeoffs (Eagle Point has a fire ring and better shelter; Old Pine is safer but cold night).

Potential Setbacks Summary

Encounter	Setback	Recovery
Split Rock	Slip in mud (Hurt)	Friend helps them up, cleans off
Deer	Kicked (Hurt)	First aid from another scout
Creek	Fall in (Spooked)	Share dry clothes, warm them up
Weather Push	Get soaked	Extra effort at camp to warm up

DM Tips

- Keep the storm as a constant time pressure—mention the clouds each scene
 - Let the deer moment breathe; it's the emotional core
 - The creek crossing is the big teamwork moment; make it feel tense but achievable
 - End with them warm and safe, looking out at the storm they beat
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Adventure 2: The Community Kitchen

Theme: Charitable service, working with strangers, unexpected problems

Duration: 60 minutes

Key Values: Helpful, Kind, Courteous, Cheerful, Obedient

Premise

The scouts are volunteering at a community kitchen serving a holiday meal. It's their first time, the regular volunteers are short-staffed, and the line of people waiting is longer than expected. Things go wrong, feelings run high, and the scouts must work together to help everyone leave fed and with dignity.

Setup

What Scouts Know:

- Today is the community kitchen's big holiday meal
- They're there to help however needed
- Mrs. Delgado runs the kitchen and will direct them

The Kitchen: Describe a church basement or community center with a serving line, tables for guests, a kitchen in back, and a line of people waiting outside.

Important NPCs:

- **Mrs. Delgado:** Runs the kitchen, stressed but kind. Gives them tasks.
 - **Marcus:** Teenage regular volunteer, knows where everything is, initially skeptical of "little kids" helping.
 - **Mr. Jeffries:** Elderly guest, regular at the kitchen, dignified and quiet.
 - **A Young Mother and Child:** First time here, nervous and embarrassed.
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Act 1: Getting Started (10 minutes)

Scene: Arrival

Mrs. Delgado greets them, clearly frazzled. Two volunteers called in sick. The meal starts in 30 minutes and they're behind.

Task Assignment: She asks what they're each good at (this lets scouts reference their attributes).

Jobs Available:

- Setting up tables and chairs (Strong)
- Organizing supplies—napkins, utensils, cups (Smart)
- Making welcome signs and decorations (Kind/Smart)
- Helping in the kitchen—stirring, carrying, fetching (Strong)

Let each scout pick or be assigned. This gets everyone a role before chaos begins.

Transition: Marcus is dismissive—"Just stay out of the way." This sets up something to overcome.

Act 2: Service and Problems (40 minutes)

Encounter 1: The Supply Shortage (Smart/Thrifty)

Midway through prep, someone discovers there aren't enough serving trays. The meal is in 15 minutes.

Options:

- Find something else that works (Smart, Difficulty 1—cookie sheets, large plates)
- Reorganize the serving plan to need fewer trays (Smart, Difficulty 2)
- Ask Mrs. Delgado to call someone (works, but she's overwhelmed—scouts solving it themselves is better)

Scout Value: Thrifty—making do with what's available. Helpful—solving problems without being asked.

Scaling: Younger scouts might notice the cookie sheets. Older scouts can redesign the flow.

Encounter 2: The Nervous Family (Social/Kind)

The young mother and her child enter, clearly uncomfortable. The child is crying quietly; the mother looks like she might leave.

The Challenge: Help them feel welcome without making it worse.

Approach Options:

- A scout talks to the child, offers to show them around (Kind, Difficulty 1)
- A scout quietly lets the mother know the food is good and people are nice here (Kind, Difficulty 2)
- Give them space but make sure they get served first when the line opens (Kind, no roll—just thoughtful)

Huddle Opportunity: If multiple scouts want to help, pause for a quick huddle. How do they approach without overwhelming?

Setback (if failed): The mother and child leave. This should sting—but another guest might mention they'll probably be back next week, giving scouts a second chance to think about what they'd do differently.

Scout Value: Kind, Courteous—respecting dignity, not making a scene.

Scaling: Younger scouts often excel here—less intimidating. Older scouts might talk to the mother directly.

Encounter 3: The Kitchen Crisis (Physical/Group)

A pot of soup starts to boil over. At the same moment, someone drops a tray of rolls. The kitchen is chaos for 60 seconds.

Action Mode: Huddle, then 2 rounds.

Tasks to handle:

- Turn down the burner / move the pot (Strong, Difficulty 1)
- Pick up the rolls quickly—five-second rule! (Strong, Difficulty 1)
- Calm down the volunteer who dropped them (Kind, Difficulty 1)
- Get replacements from the backup supply (Smart, Difficulty 1 to find them)

Each scout picks one task per round. They need to get everything handled in 2 rounds (at least 4 successes total across the group).

Setback (if failed): They lose the soup or the rolls—not a disaster, but portions will be smaller. This creates tension later if food runs low.

Scout Value: Helpful—jumping in without being asked. Cheerful—keeping spirits up in chaos.

Encounter 4: Mr. Jeffries' Dignity (Social/Choice)

Mr. Jeffries, the elderly regular, spills his drink. He's embarrassed. Marcus starts to loudly call for cleanup, drawing attention.

Choice Moment: How do they handle this?

Options:

- Quietly clean it up themselves without drawing attention (Kind, Difficulty 1)
- Tell Marcus to keep it down (Brave, Difficulty 2—but risky, might cause conflict)
- Sit with Mr. Jeffries and chat while someone else cleans, distracting from the embarrassment (Kind, Difficulty 1)
- Get him a new drink and act like nothing happened (Kind, no roll)

The point: Dignity matters more than efficiency. Loudly announcing "CLEANUP!" makes things worse.

Scout Value: Courteous, Kind—protecting someone's dignity.

Resolution: If handled well, Mr. Jeffries quietly thanks them later. "You young people were raised right."

Encounter 5: Running Low (Smart/Thrifty)

The line is longer than expected. Mrs. Delgado realizes they might run out of the main dish before everyone is served.

The Challenge: Stretch the food without making anyone feel shorted.

Options:

- Slightly smaller portions for everyone remaining (requires someone to recalculate—Smart, Difficulty 2)
- Add more of the sides to make plates look full (Smart, Difficulty 1)
- Check if anyone wants seconds before new people are served (Kind, Difficulty 1—politely managed)
- Find backup food in the kitchen (Smart, Difficulty 2 to find the emergency supplies)

Huddle Opportunity: This affects everyone. Gather the team to decide.

Scout Value: Thrifty—stretching resources. Helpful—making sure everyone gets something.

Scaling: Older scouts do the math. Younger scouts can ask about seconds politely or help make plates look generous.

Act 3: Wrapping Up (10 minutes)

Scene: The Last Guest

The final people come through the line. The food held out (or almost did). The room is full of people eating, talking, some laughing.

Moment: Mrs. Delgado pauses and thanks the scouts. Marcus, who was dismissive earlier, admits they were a real help.

Optional Final Task: Someone needs to take a plate to an elderly guest who couldn't make it—they live two blocks away. A small errand that extends the kindness beyond the building.

Resolution

The scouts help clean up. Guests thank them on the way out. The nervous mother, if she stayed, gives a small wave as she leaves—the child is smiling now.

Debrief Prompts:

- "What was harder than you expected?"
- "When did you see someone treat a guest with dignity?"
- "How did it feel when things went wrong? What helped?"

Scaling Notes

Younger Groups: Focus on the child—they can be buddies. Reduce kitchen crisis to one problem (just the rolls). Skip the food shortage math.

Older Groups: Add an interpersonal conflict (two guests arguing over seats). Make Marcus's skepticism harder to win over. Add a moment where a guest says something unkind and scouts must stay courteous anyway.

Potential Setbacks Summary

Encounter	Setback	Recovery
Supply Shortage	Can't find alternative	Mrs. Delgado solves it, but scouts miss chance to help
Nervous Family	They leave	Another guest reassures scouts, lesson learned
Kitchen Crisis	Lose food	Portions smaller; stretching food matters more
Mr. Jeffries	Dignity hurt	He withdraws; scouts can apologize later
Running Low	Someone goes without	Mrs. Delgado makes a sandwich; scouts see the stakes

DM Tips

- Keep Mrs. Delgado warm but stressed—she's not angry at them, just overwhelmed
- Marcus's skepticism should melt naturally as scouts prove themselves—no forced confrontation needed

- The nervous family is the emotional anchor; give that scene room to breathe
 - Don't let "helping" become "fixing people"—the guests have dignity; scouts are there to serve, not save
 - The soup kitchen setting lets you discuss real community needs without preaching
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Adventure 3: The Cardboard Regatta

Theme: Engineering, teamwork, competition, sportsmanship

Duration: 60 minutes

Key Values: Trustworthy, Loyal, Helpful, Friendly, Thrifty

Premise

The scouts are entering the town's annual Cardboard Boat Regatta—a race across the lake in boats made entirely of cardboard and tape. They must design their boat, build it with limited supplies, handle a mid-race crisis, and finish with integrity. Winning isn't everything, but doing your best matters.

Setup

What Scouts Know:

- The race is 100 meters across Miller Lake
- Boats can only use cardboard, duct tape, and paint/decoration
- Each team gets the same supply pile
- Two scouts paddle; others support from shore or swim alongside
- Other troops are competing

The Competition:

- **Troop 44:** Last year's winners. Confident, maybe a little arrogant.
- **Troop 87:** Younger troop, excited but their boat looks shaky.
- **The Community Team:** Adults from the Rotary Club, joking around, not taking it seriously.

Team Roles: Assign or let scouts choose:

- **Designer(s):** Plans the boat shape and structure
- **Builder(s):** Does the cutting and taping

- **Paddlers:** Will be in the boat during the race
 - **Pit Crew:** Handles repairs, supplies, and shore support
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Act 1: Design and Build (20 minutes)

Scene: The Supply Table

Each team gets the same pile: six large cardboard boxes, four rolls of duct tape, markers for decoration. They have 15 minutes (real or game time) to design and build.

Encounter 1: The Design Phase (Smart/Group)

Huddle Required: The team must agree on a design before building.

Design Options (each has tradeoffs):

- **Wide and Flat:** Stable but slow (Easy to paddle—Difficulty 1 for movement rolls)
- **Narrow and Long:** Fast but tippy (Fast—bonus die on movement, but capsizing is Difficulty 2 to avoid if hit)
- **Box Barge:** Simple to build, average performance (No modifiers; fastest to build)
- **Creative Design:** Something unusual—let them describe it (Smart Difficulty 2 to make it work; if successful, gets a unique advantage)

The Roll: After they decide, the Designer rolls Smart to execute the plan.

- 2+ successes: Built perfectly, looks great
- 1 success: Built fine, minor cosmetic issues
- 0 successes: Structural flaw—will cause problems later (don't reveal this yet)

Scout Value: Thrifty—working within resource limits. Teamwork—everyone contributes ideas.

Encounter 2: The Build (Physical/Group)

Action Mode: 3 rounds of building.

Each round, scouts describe what they're contributing:

- Cutting cardboard (Strong, Difficulty 1)

- Taping seams tightly (Strong or Smart, Difficulty 1)
- Reinforcing stress points (Smart, Difficulty 2)
- Decorating (Kind, no roll—builds team spirit)

Group Goal: Accumulate 5+ successes across all building rolls for a solid boat. 3-4 is okay but fragile. Under 3 means trouble.

Scaling: Younger scouts do cutting and decorating. Older scouts handle structural decisions.

Encounter 3: The Sabotage Question (Choice/Trustworthy)

While building, a scout notices Troop 44's tape roll fell off their table and landed nearby. No one else saw it.

Choice Moment:

- Return it (Trustworthy—right thing, no advantage)
- Keep it (more tape for us—but dishonest)
- Say nothing and leave it (technically not stealing, but not honest either)

No roll. This is pure character.

Consequence: If they keep it, Troop 44 struggles and accuses them later—the scouts must live with that. If they return it, Troop 44 grudgingly respects them.

Scout Value: Trustworthy—doing right even when no one's watching.

Act 2: The Race (25 minutes)

Scene: Launch

All teams carry their boats to the water. The starting horn sounds. This is Action Mode throughout.

Race Structure

The race takes 4 rounds. Each round, the Paddlers roll to advance:

- **Movement Roll:** Strong, Difficulty 1 to make progress
- Successes accumulate—first team to 5 total movement successes wins
- Other scouts can Help from shore (shouting encouragement = +1 die) or swimming alongside (if water safety allows in your fiction)

Pit Crew Role: Between rounds, pit crew can attempt emergency repairs or provide tactical advice.

Encounter 4: Troop 87's Trouble (Loyalty/Helpful)

End of Round 2: Troop 87's boat is sinking. Their younger scouts are paddling hard but water is pouring in. They're scared.

Choice Moment: The scouts' boat is doing fine. Do they:

- Keep racing (not wrong—it's a competition)
- Stop to help Troop 87 (lose a round of movement; help the other team)
- Send the pit crew/swimmers to help while paddlers continue (split attention—movement roll this round is Difficulty 2)

No wrong answer, but stopping to help is rewarded narratively—Troop 87 will remember it, and so will the crowd watching.

Scout Value: Helpful, Loyal—helping others even at a cost. Friendly—treating competitors as community.

Scaling: If younger scouts want to help, let them be the ones who swim out. Older scouts can make the tactical call.

Encounter 5: The Crisis (Physical/Group)

Round 3: The scouts' boat hits something—a submerged log or wave. Water starts coming in at a seam.

The Challenge: Fix it while still moving.

Options:

- Paddlers shift weight to lift the leak out of water (Strong, Difficulty 2)
- Someone inside uses extra tape to patch (Pit crew should have thrown tape in—Smart to remember, then Strong Difficulty 1 to patch)
- Paddle harder and hope to finish before sinking (Strong, Difficulty 2 for movement, but no repair)

Huddle: Quick 30-second huddle. What's the plan?

If the design roll failed earlier: The flaw is revealed here—the leak is worse. Need 2 successes to patch instead of 1.

Setback (if failed): Taking on water. Movement next round is Difficulty 2 unless patched.

Scout Value: Thrifty—using the tape wisely. Teamwork—paddlers and pit crew coordinating.

Encounter 6: The Final Push (Physical/Choice)

Round 4: The finish line is close. Troop 44 is slightly ahead. The scouts need a strong final push.

Options:

- All-out effort (Strong, Difficulty 2—if successful, they might win or tie; if failed, they might capsize)
- Steady finish (Strong, Difficulty 1—won't win, but will finish strong)
- Encourage Troop 87 across the line if they're struggling nearby (forfeit placing to help another team finish)

Scout Value: Brave—taking the risk. Friendly—good sportsmanship regardless of outcome.

Act 3: The Finish Line (15 minutes)

Scene: After the Race

However the race ended, all teams are now on shore. Some boats survived; some are soggy cardboard. The important part is what happens next.

Encounter 7: The Results (Social/Friendly)

Possible Outcomes:

- **Scouts won:** Troop 44 is bitter. How do scouts handle it? (Friendly—gracious winners)
- **Scouts lost:** Troop 44 gloats a little. How do scouts handle it? (Cheerful—gracious losers)
- **Scouts helped Troop 87:** The crowd and judges noticed. Special sportsmanship mention.
- **Scouts kept the tape:** Troop 44 accuses them publicly. Do they admit it?

Choice Moment (if tape was kept):

- Admit it and apologize (Trustworthy—late, but real)
- Deny it (dig deeper into the lie)

Resolution: Win or lose, the adventure ends with what kind of team they were, not what place they took.

Debrief Prompts

- "Was winning the most important thing? What else mattered?"
 - "When did you see someone put the team first?"
 - "What would you do differently in the design? In the race?"
 - "How did it feel when Troop 87 was in trouble?"
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Scaling Notes

Younger Groups: Simplify the race to 3 rounds. Make the sabotage choice more obvious (someone says "we could keep this..."). Focus on the helping Troop 87 moment as the emotional core.

Older Groups: Add a pre-race "inspection" where a judge checks boats (Smart roll to pass—did they reinforce enough?). Make Troop 44 more nuanced—maybe one of them is actually nice. Add wind/current as a factor (Smart to read the water, adjust paddling).

Mixed Ages: Paddlers should include both age groups. Younger scouts excel at encouraging from shore. Older scouts can handle repair decisions.

Potential Setbacks Summary

Encounter	Setback	Recovery
Design	Structural flaw	Revealed during crisis—needs extra repair
Build	Under 3 successes	Boat is fragile; capsizing easier
Tape Choice	Keep it	Accusation later; must face it
Troop 87	Ignore them	They sink; scouts must live with it
Crisis	Fail to patch	Slower final round; might not finish
Final Push	Failed all-out	Capsize near finish; embarrassing but not failure

DM Tips

- The sabotage choice is quiet—don't telegraph it. Just describe the tape, let them decide.
 - Troop 87's crisis should feel urgent—describe scared faces, water pouring in.
 - Whether they win or lose, the debrief is where the real lesson lands.
 - If they lose and handled it well, that's the better story. Make sure they know that.
 - Let the boat design be creative—if a scout wants to build a cardboard swan, find a way to make it work.
 - Competition brings out strong feelings. If real frustration emerges, pause and address it—that's part of the learning.
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Quick Adventure Reference

Adventure	Key Values	Emotional Core	Big Choice
The Lost Trail	Brave, Helpful, Cheerful, Thrifty	The deer rescue	Push on vs. camp early
The Community Kitchen	Helpful, Kind, Courteous, Cheerful	The nervous family	How to protect dignity
The Cardboard Regatta	Trustworthy, Loyal, Helpful, Friendly	Helping Troop 87	Tape / Stop to help / Final push