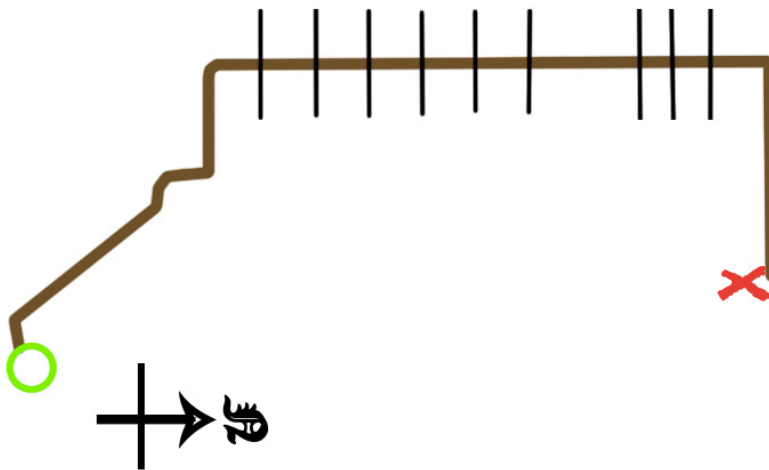


# 50 Hour Slam Red Quest

1. Your quest begins at a gathering place for many; a place that has embodied the “spirit of nature” for over a century. But beware! This place is large and expansive, and you must start your quest in the right spot. Use the ancient runes below to guide you to your beginning point:

**XVIII & GR + 🖐️**

2. Now that you have found where your journey will begin, search out the large wooden crest upon which this place’s name is engraved. Stand before it. Bask in its greatness. When your basking session has concluded turn left until you see a great thoroughfare. You will journey upon this path north to your next destination. Continue north until you see a large building built of stone and stained glass.
3. Your next journey will take you to a hall of heroes, where legend tells a dragon dwells. Another clue to find your way there lies in the archaic etching below:



4. You are nearing the end of your quest, not far to go now! Your next journey will take you to a grand chamber for bards and minstrels, so be sure to bring your lute! Stand before the hall of heroes and study the glyphs below. Hopefully they will give you *direction* to your next destination.

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5. This is it, the end is near! You are very close to completing your quest. From your current location, head south a short distance until you reach a tunnel. Once you emerge on the other side of the tunnel, face east and look upward. There, reaching to the sky, you will see what you came for... and what needs to appear in your film for this year’s 50 Hour Slam!