



Leader's Quest: The Umbrella Uprising

Premise:

Across the Rainy Realms, umbrellas have come to life and staged a rebellion—refusing to open when needed and spinning away in the wind. The troop must journey to calm the Umbrella Uprising and restore balance between clouds and sunshine.

Quest Steps:

1. **Wind Walk:** Girl Scouts must cross the room while leaders wave towels or paper to create “gusts of wind” trying to blow them off course.
2. **Raindrop Relay:** Carry a balloon (raindrop) on a spoon to the finish line without dropping it.
3. **Umbrella Charades:** Girls act out silly umbrella actions (flipping inside out, spinning, refusing to open) while others guess.
4. **Cloud Call:** Girls work together to shout their best thunderclaps, lightning zaps, or rain sounds in harmony to “summon the Sky Council.”
5. **Peace Ceremony:** A leader places a rainbow scarf or streamer in the center. The troop joins hands around it to promise fair treatment for umbrellas everywhere.

Boss Battle:

Face the Umbrella King (leader with an upside-down umbrella crown). To win, Girls must chant:
“No storm too wild, no gust too strong—together we’ll stand, together we belong!”

Victory Title:

They become the **Storm Tamers of the Rainy Realms**.

