



# Questgiver Episode 1

## Intro

Davinia: Greetings one and all. Welcome to Questgiver. My name is Davinia Vandra and I am the host of tonight's event among other titles including, but limited to: Warden of the Questing Wood, Archon of Amusing Errors, and Grand Secretary of the Unseen Scorecard. My servant, Krudge, the Unsummoned Familiar, is the other room preparing. So why don't I walk you through the format for tonight's show.

First up, the Loot Quest. Contestants will present an artifact of intrigue from their own collection based on a category of our choosing. Let's see what kinds of "treasure" these scavengers were able to pick off the bodies of their victims.

Next, the Endeavor of Adequacy. A simple task? Not for these simpletons. They will make their feeble attempts and I shall judge and decide the points.

Lastly, the Jaunt of Jeopardy. Here, competitors can choose to form parties of 2 or more to achieve their objectives, and must make their attempts simultaneously. I really hope no one does anything to sabotage another player. That would be just... Dreadful. (Smiles and a dreamy look settles on her face for a moment) My word is final. I decide who wins.

(Introduce Contestants)

Now then. Without further ado... KRUDGE! GET IN HERE! YOU'RE LATE!  
(He runs in looking panicked, huffing and puffing)

Krudge: Apologies, Dame Davinia! I seem to have put things in the wrong order on my schedule. I was in the lab repairing the competitors transportation and I put the cart before the horse.

Davinia: I agree, Krudge. First of all, this should have been taken care of already. The Unseen Audience is waiting. Transport is less important than entertainment at this moment.

Krudge: Of course, oh Great Judge of Arcane Ineptitude. But to be clear, I've literally put the cart before the horse.

(A floating cart drifts in, a horse carried in another cart being pulled behind it)

"I gave the cart life. So now it can move on it's own!"

"Oh great. What are we going to do with a living cart? They're notoriously violent... I know. I want you to ride it at the end of the show"

"B-b-but... It hasn't eaten yet. Can we at least feed it first?"

"No we cannot! That's a risk I'm willing to take."

## Loot Quest

The most oddly specific magical wand you've found on your travels

## Endeavor of Adequacy

(set in the dungeon)

Summon the most wondrous effect using the supplied items.

- the mythical duck egg (oooooh)
- a dragon's egg
- Mystery egg (it moves sometimes)
- Abacus
- butter knife
- wooden bowl (we use it for salad so just make sure you wash it out when you're done)
- a blackened feather plucked from a dying Phoenix
- Krudge's stuffed griffin, Tisiphone
- a big stick
- some mud

## Jaunt of Jeopardy

(Set in the Questing Wood)

"Destroy this life size statue of Davinia. Most glorious destruction wins. You must use any items you draw from Krudge's sack and cannot draw more items than your current skill level in Trinket Summoning.

## Sudden Quest

Deliver your mightiest (or most ridiculous) war cry. Volume, drama, and commitment count.