



Questgiver Episode 5

Intro

(A spotlight opens on a dark stage. We see Krudge, standing as if frozen in horror. He opens his mouth to speak but you hear Davinia's voice instead)

Davinia: Krudge? Krudge? Where are you? I need someone to clean the gunk out of my ears and clear away my eye boogies before the show starts!

(Krudge shuts his mouth and grins)

Krudge: Coming, Davinia, but I think we're running out of time! (his voice fades out as he disappears off stage)

(Davinia and Krudge walk on stage several moments later)

Davinia: Apologies for the delay. Krudge had some last-minute grooming he needed to do. He said something about watering his horns but between you and me, the poor little guy has eye boogies like you've never seen. Anyway, he knows what he did and he doesn't get to do a banter section this week. So instead, I thought I'd tell you all how I became the Questgiver.

When I was a small child-

Krudge:(interrupting) Not that she was ever "small"! Ha

Davinia:(annoyed) Ya know what? You don't get to hear it now. I made a deal with The Unseen Audience for power in exchange for eternal entertainment. That's the story. Start the show, you ungrateful purple, little -

Krudge: All right! Let's do it! First up, the Loot Quest. This week's category is:

Loot Quest

The most intense potion

Endeavor of Adequacy

(Set in the Arcane Stude)

Identify the potion

Identify the effects of this mystery potion. Fewest guesses wins. (Reality check d4)

GM note: Any testing materials the contestants wish to use (within reason) can be found in the dungeon, which has also been used as a wizard's tower over the centuries. The potion is a boiling, viscous magenta liquid contained in a large cauldron. After ingesting sufficient quantities (determined by rolling a 6 on d6) of the potion, the subject will grow in size by 1d4 inches for 1d4 days.

Jaunt of Jeopardy

(contestants are teleported to a bustling city center)

Part 1

Join the Adventuring Guild

The local adventuring guild is looking to attract new members. Help them create a name and a beginner-level quest that evokes the theme of the new name.

GM note: Let players know that there are multiple representatives from the guild available to speak to before planning their entry (Guild Master, recruiter, and top guild member, a B-rank adventurer). Contestants may ask questions of any guild member the wish to speak with any one person in the guild (master, low-rank member, history, etc) before planning their attempt (answered in secret and revealed during the attempt reveal)

GM note: Guild representatives

Herbo, B-ranked blue kobold adventurer, cocky, entitled, frustrated at not being able to achieve A-rank. Thinks more guild members will bring in better work.

Unaoro Goodbluff, aged halfling guild master, a gentle woman who worked as a cleric for many parties in the guild before being elected Guild Master. Wants to bring in a younger generation to pass her knowledge onto.

Zintra Wagglebadge, gnome recruiter - pessimistic in private, but slick and over promising with potential recruits. Would gain financially from increasing membership. Has gambling debts no one knows about.

Part 2 (after contestants have revealed their entries)

Complete the quest you created for the guild. If you are unable to fulfill the quest, you will be disqualified. Fastest to complete their quest wins. You have a maximum of 10 rounds. Roll initiative using d6s to determine turn order (ties will be determined by a roll off). Each round = 1 day. Reality check = d100 (add hours = composite numbers, subtract hours = prime numbers)

GM notes: Here's a list of all the prime numbers up to 100. Remember, prime numbers exclude the number 1 by definition: 2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41, 43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97

Sudden Quest

Create a new catch phrase

Create a new catch phrase. Funniest catch phrase wins.