Questgiver Episode 6

Intro

Davinia: Welcome to Questgiver! What can I say about our contestants; past, present, or future? Some of them literally have the brains of animals. True. Some of them are sentient balls of slime. Also true. Some are your garden-variety magical weirdos. My opinion. And some are seemingly normal people until you talk to them for two minutes and hear how obsessed they are with cats. Fact! Those are the only categories of people we seem to attract. Can you figure out which categories are appropriate for the following people?

(Name contestants)

Krudge is late. Again. I wonder what he's up to this time.

Krudge enters, pulling himself along the ground as his feet are held aloft in the air by his boots. He is breathing heavily and seems to be struggling to continue pulling himself along

Krudge: (breathing heavily) Hiya, Davinia. Wheezes

Davinia: What is happening here?

Krudge: Well, last night you told me that if I ever want to be summoned that I need to pull myself up by my bootstraps. I didn't really understand it, but I gave it a shot. Did you know that it's actually impossible to do? Someone should tell the people who created that saying...

Anyway. So I said to myself, "Self, what would Davinia do?" and I realized that you use magic to solve basically all of your problems. Even that one time when you broke into - oof! (Davinia snaps her fingers and Krudge falls, landing hard)

Davinia: That's quite enough of that. Thank you. Start the show, won't you?

Krudge: Oh wow, thanks mo - I mean, Davinia.

Right. Let's start the show. This week's loot Quest category is;

Loot Quest

The thing least likely to be a mimic

Endeavor of Adequacy

Set in the Dungeon

Make Magic

Create a never-before-seen spell for Davinia's amusement. Your spell must contain verbal, material, and somatic components. You are allowed to pull up to 3 items from Krudge's Sack of Desperation. The spell that Davinia enjoys the most wins.

Jaunt of Jeopardy

(Contestants are magically transported to a tavern)

Discover the Identity of the Evil Mastermind.

Find the villain by asking questions. Contestants may only ask one question per round, up to a maximum of 5. Guesses must be submitted in secret which can be submitted instead of asking a question. Play will proceed in initiative order.

GM Note: Set in a crowded tavern, The Shrieking Eel. There are 6 tables, each with 1 suspect and their party. 6 characters, each with different red-herrings

Aeolus Featherwell, a billionaire descended from air elementals. His family controls all of the water in the desert region they rule over. "We just live where the water is. Is that our fault?"

Krudge's evil twin, Plok. A small imp who enjoys playing practical jokes but seems to be otherwise genuinely helpful. "I think I might be the good twin, actually."

Ashka Shaddan, vampire popess (religion) starting a blood cult "Is there something you're struggling with? My family can help. Join us."

Renard Bobar, a Time-Manipulating Mad Scientist (toxic masculinity) - places people in time loops until they "learn their lesson" when whey they giver him an answer he doesn't like. "I think you need some time to think about it."

Aiv'athrexz, a steam-powered machine-person possessed by a demon. "You're not just about to die. You're about to experience a one-of-a-kind transition into hell."

Susnaran, a shape shifting eldritch abomination in the form of a little boy "..."

Evil Mastermind is the bartender (anti-villain): Rika Eruontiel an aspiring actress who has set her sights on dethroning Davinia and taking over her role as warlock to The Unseen Audience. "When I'm through, Questgiver will be cancelled and a new show

will take its place. My show! Prepare yourselves for a Trial Twister! I've been nearby all along!" Sudden Guess Krudge's true height. Closest without going over wins.

Sudden Quest

Guess Krudge's exact weight.

Closest without going over wins.

GM note: Krudge is composed of dark matter and is much heavier than he looks. He weighs exactly one metric ton, or 2204.263 pounds.