

Episode 7

Intro

(As the show opens, Davinia and Krudge are already seated)

Davinia: Greetings friends and foes! Welcome to another episode of Questgiver!

We're in for another rip roaring episode tonight! I heard Krudge brainstorming with the imp mites. If he uses any of those ideas, one or two people may actually die. Bad night for a couple of people, to be sure, but the Unseen Audience will be amused. And that's what matters in the end.

On that note the people who might die tonight are:

Krudge! Which deadly quests await our contestants tonight?

Krudge: Oh gosh, Dame Davinia...I didn't use any of those quest ideas. I know The Unseen Audience would enjoy it, and the imp mites have so many ideas, but I worry that if people die we're going to have trouble attracting future contestants. The last time this came up you and I agreed that - *(Davinia cuts him off)*

Davinia Ugh, right. I agreed that if I ever brought it up again, I'd let you score a quest of your choosing.

Krudge That's right, Dame! I get to judge one! So I choose...the Loot Quest. This week's category is:

Loot Quest

The scroll upon which the worst thing imaginable has been written.

Endeavor of Adequacy

Improve Krudge's life

Krudge's life is sad. Make it happy. You must draw at least one item from Krudge's Sack and you must use whatever you draw. Krudge is magically bound to Vandra manor until he is summoned as a familiar. Any attempt to remove him from the premises will result in disqualification. The change that makes Krudge happiest wins. 1 bonus point is available to the

Jaunt of Jeopardy

Hit the target with an arrow

Hit the target with a flying arrow. You must use an item from Krudge's Sack from Krudge's Sack of Desperation. If you miss three or more times, you are disqualified. Furthest distance from the target wins. The Mundane Arcanum has been invoked.

GM Note: The Mundane Arcanum (MA) is an ever expanding tome of easy-to-break rules. Roll a d10 to determine the active rule during this quest from the table below. Do not reveal the active rule until after all attempts have been made.

- 1: Never touch the target
 - 2: Never thank Krudge
 - 3: Never use magic items
 - 4: Never close one eye while you aim
 - 5: Never swear if you miss
 - 6: Never get a bullseye on the first attempt
 - 7: Never make an attempt while in a shape other than your own
 - 8: Never make an animal noise during your attempt
 - 9: Never make a wish for success
 - 10: Never use a catapult
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Sudden

Pull the Sword from the Stone

Pull the sword from stone. Fewest pulls wins.