

Question

Q&A

A Tabletop Roleplaying Gameshow



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Credits: Questgiver is created and written by Kent Malosh. A special thank you to Josh Horvath, Sam Darrow, Marie McCallan, Dorian Vertumna, Chris Hughes, and Chris Babbitt for help with play testing.



Table of Contents

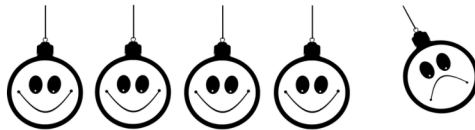
Introduction	P. 4
How to Play Questgiver	P. 5-8
Characters	P. 9
Locations	P. 10-11
Example Episodes	P. 12-13
Additional Quests to Modify Your Play	P. 14-15
Glossary	P. 16
Example Quest Scrolls	P. 17-20



Introduction



Welcome to Questgiver! Questgiver is a high fantasy, low stakes, comedy TTRPG inspired by the hit British TV game show Taskmaster, created by Alex Horne. In Taskmaster, 5 comedians compete against each other for points by completing silly challenges called "tasks".



Points are awarded on the whims of the Taskmaster unless the task specifically states the scoring criteria. As a result, hijinks and hilarity ensue as contestants vie for points. If you've never seen it before, I highly recommend it, but it's not required to enjoy the game.



Questgiver strives to replicate this spirit. Take a number of heroes (allegedly), ask them to complete challenges they haven't trained for, and watch the chaos. Players should be encouraged to lean into alternative readings or new interpretations. This game is about having fun and being weird.



Questgiver isn't quite like other TTRPGs. It's not a game of epic journeys, great victories and gleaming treasure. Instead, it's more like a game show: prompt, answer, points. Add a dash of theatricality and a twist of embracing failure, and you have a strong recipe for comedic fun at the table.



How To Play Questgiver

Roll for Shoes

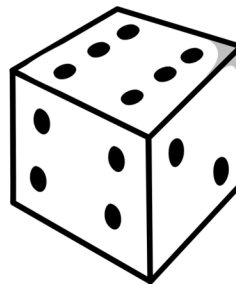
Questgiver runs on Roll for Shoes, a rules light TTRPG system with 6 rules. The following rules are the original Roll for Shoes rules written by Ben Wray and re-used here with attribution and minor contextual notes for use in Questgiver

1. Say what you do and roll a number of D6s, determined by the level of relevant skill you have.
2. If the sum of your roll is higher than an opposing roll, the thing you wanted to happen, happens.
3. At start, you have only one skill: Do Anything 1.
4. If you roll all 6s, you get a new skill specific to the action, one level higher than the one you used.
5. For every roll you fail, you get 1 XP.
6. XP can be used to change a die into a 6 for advancement purposes only.

Setting the difficulty

When opposition is not from another character, the GM rolls a number of dice based on how difficult a task is:

- 1d6 - Easy
- 2d6 - Average
- 3d6 - Hard
- 4d6 - Nearly impossible



Advancing Skills

New skills should be more specific than the skill rolled, and relevant to the action taken. In rule 6, "for advancement purposes only" means you can spend XP to gain a new skill by upgrading dice, but the narrative result of the action still stands as rolled. After you fail a roll, you can immediately use the gained XP for a new skill.

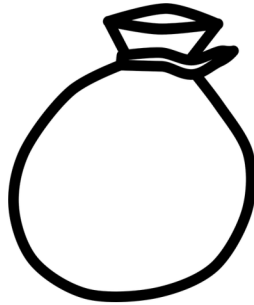


How To Play Questgiver (cont.)

Krudge's Sack of Desperation

In addition to Do Anything 1 each contestant starts with Trinket Magic 1 (the ancient art of Curiomagia, as Davinia calls it). This skill allows players to pull one item from Krudge's Satchel (which is magically linked to the junk drawer in his burrow) for each level they have in Trinket magic. The level of this skill can be increased in the same methods as other Roll for Shoes skills. A roll of a 6 allows the player to choose the item they draw from the sack. A roll of 5 or lower results in a randomly selected item of questionable usefulness (using a random table or generator)

- Each die rolled = one item pulled.
- Rolling a 6: player chooses the item.
- Rolling 5 or less: random item from your trinket generator.
- Gaining levels follows standard Roll for Shoes advancement.



The open ended nature of these rules allows GMs to ask players to make a roll for anything but also gives players the freedom to make any choice imaginable. When paired with open ended prompts, this can occasionally create decision paralysis. Remind players (and yourself if necessary) that you're here to have fun and not to judge each other. Besides, odds are that they're going to fail far more than they succeed (which is even funnier).

Failure is baked in to the experience, but it doesn't (always) disqualify a contestant. Sometimes you lose to the dragon more dramatically or hilariously than anyone else. Bigger failures can mean bigger points depending on the Quest. Encourage players to take risks.



Player Characters



The Unseen Audience and The Questgiver have mysterious magics that allow them to traverse dimensions and summon heroes from distant lands. Varna Manor can appear in your world and your characters can appear in Questgiver! The only rule is, no previous character sheets. Meaning system mechanics do not transfer (when a contestant enters Varna Manor, they lose access to all mechanical character abilities). This offers players an opportunity to bring back favorite characters from previous campaigns and allows GMs to drop Questgiver into their ongoing campaign for one week without disrupting the world.

Roll for Shoes does not provide a system for creating characters other than a couple of tables you can use to roll for physical and personality traits. It's a perfectly fine way to construct a character and if it's what you want for your table, I support it. You'll have a great game. If you have players who wish to create a more robust contestant, see the next page.

Whether you choose to play new characters or play with one you used to love, I hope you have a great time.



Non-Player Characters



Dame Davinia Varna, Breaker of the Fourth Wall, Wielder of the Eldritch Tape Measure, Emcee Extraordinaire of The Eternal Award Ceremony, Warden of the Questing Wood, Archon of Amusing Errors, and Grand Secretary of the Unseen Scorecard - height: 13' 8", age: older than she looks, younger than you'd think (and she knows what you think)

Davinia is the lady of Varna Manor and a knight in her own mind. Years ago (decades? centuries?), Davinia made a deal with an unseen entity from beyond the Fourth Wall: She would entertain them and in exchange she wouldn't have to fall back on her philosophy degree. The Unseen Audience agreed and now it is Davinia's duty to periodically put on a show. She received Krudge as an assistant in spite of her protests that she's quite capable on her own. Likely to be found in flowing robes of purple or blue, drink in her hand and reading a trashy novel while Krudge does all the work.

Krudge, the Unsummoned Familiar - height: 2' 9.5", age: infinite, but also imaginary.

An imp with purple skin and black horns, Krudge is a familiar. Well, he's supposed to be, but he's never been summoned. Something about an admin error? Anyway, the Unseen Audience bequeathed him to Davinia as a servant. It's the best thing that's ever happened to Krudge and they've been working side-by-side ever since. He lives in a burrow outside of Varna Manor and his shabby suit always seems too tight. He is truly devoted to Davinia and doesn't even mind when she makes him bathe the porcupine.



Contestant Creation

When creating an original character for Questgiver, players should consider the following. All of the presented options are suggestions as they provide no mechanical benefits and are meant for inspiring roleplay choices:

1. Creature Type (Pick 1): Choose 1 creature type that describes your characters physical appearance or lineage.

Suggestions:

- Goblinoid
- Aquatic
- Draconic
- Aberrant
- Monstrous
- Celestial
- Phantasmal
- Avian
- Elemental
- Bestial
- Slime
- Undead
- Infernal
- Fey
- Mutant
- Giant
- Human
- Energy-Being

2. Quirk (Pick 1): Choose 1 quirk that interferes with your character's daily life in big or small ways. You can work with your GM to determine what kind of quirk this is. Note: While disabilities would fit here, it's important to note that having a disability doesn't make a person "quirky".

Suggestions:

- Count everything
- Never stops eating
- Have a hard time fitting through doors
- lose focus around shiny objects etc
- Anger issues
- Butter fingers
- Body Odor
- Trouble seeing
- Control Issues
- Allergic to other contestants
- Accident Prone
- Or anything else you can think of!



Contestant Creation

3. **Personality Traits (Pick 2):** How do you want the character to be perceived or how you interpret and interact with the world.

Suggestions:

- Friendly
- Calm
- Intimidating
- Scholarly
- Careless
- Witty
- Observant
- Lucky
- Generous
- Patient
- Foolish
- Stubborn
- Cunning
- Gallant
- Seductive
- Passionate
- Optimistic
- Anxious

4. **Primary Strategy:** Pick one strategy that your character tends to use when solving problems. This is the strategy they use when they're all out of ideas. Feel free to explore other strategies as well, but this is the one you will keep coming back to.

Suggestions:

- Brute Force
- Magic
- Scientific
- Destructive
- Doesn't care
- Sticks to First Thought
- Goes for the Joke
- Lateral Thinking
- Cheating (if possible)
- Strict Rule Follower
- Eats Everything
- Summons help
- Mind Control
- Creates Chaos
- Any others





Host Creation

No matter what Davinia thinks or says, she is not the only Questgiver. If you want to create your own Questgiver or Assistant, here are some things to consider:

Creature Type (Pick one): Davinia is a half-giant, but your host can be anything. See the suggestions below or create your own:

- Goblinoid
- Aquatic
- Draconic
- Aberrant
- Monstrous
- Celestial
- Phantasmal
- Avian
- Elemental
- Bestial
- Slime
- Undead
- Infernal
- Fey
- Mutant
- Giant
- Human
- Or anything else

Personality Traits (Pick 2): How does the host interact with others and solve problems?

- Friendly
- Calm
- Intimidating
- Scholarly
- Careless
- Witty
- Observant
- Abrasive
- Generous
- Patient
- Nosey
- Stubborn
- Cunning
- Gallant
- Seductive
- Passionate
- Optimistic
- Or anything else

Personal Style (Pick 2): how the host leans into (or resists) the drama of the game, or comedy of the game.

- Stone-faced
- Overeager
- Narcissistic
- Awkward Silences
- Loud
- Ready to disrobe at a moment's notice
- Lover of Puns
- Violent
- Changes shape randomly
- Hatred of Magic
- Gallant
- Wine Aunt Vibes
- Slapstick
- Chaotic Scoring
- Cute faces
- Demeaning Nicknames
- Always wears the same outfit
- Or anything else



Session Breakdown

In Questgiver, the players play as high fantasy adventurers summoned, by magic, or any other means, to compete on a game show. Going forward, player characters will be referred to as "contestants" to differentiate from "players" the humans playing as contestants. The GM plays both the host of the game show and their assistant and sessions play out as "episodes."

It's up to you to decide if the contestants know what a game show is. What's not up to you is the format of each episode. It follows a very specific order and can never be modified under any circumstances (unless that's something you want to do). The order is as follows:

Loot Quest

(1 per episode)

- Contestants must bring an item corresponding with that episode's theme from their belongings to offer as a prize for the winner. Winner takes all. (No takesies-backsies.)
- Players can be told the category prior to the session of play to best prepare an appropriate offering

Endeavor of Adequacy

(1-3 per episode depending on desired session length)

- Quests usually set somewhere around the manor and that don't involve much risk of danger. Must be performed solo.
- Endeavors of Adequacy are revealed to all players at the same time, and individual player responses are summarized in secret (text message, scrap paper, etc.). The GM then decides which order to have players play out their attempts at the table.

Jaunt of Jeopardy

(1 per episode)

- These Quests typically involve greater risk and may take place outside of Varna Manor (e.g. a dragon's cave). Players may form parties, but some Quests require individual submissions for scoring.
- Like the Endeavor of Adequacy, the Jaunt of Jeopardy is revealed at the table. However, as all participants are making their attempts simultaneously, there is no need for secrecy. Players are free to interfere with each other during the Jaunt of Jeopardy.

Sudden Quests

(No more than 1 per episode)

- Tie-breakers, used only in the event that two or more contestants end an episode or season with a tied score. Typically a simple, quick, and straight forward objective.
- Sudden Quests are revealed at the table. As these are simple and quick, there's no need for secrecy. It's usually just a flavorful excuse for a roll off, anyway.



Session Breakdown (Cont.)

Scoring

Points available to be given out depend on the number of contestants (players). With first place always receiving points equal to the number of players, second place getting the number of players minus 1, third place getting the number of players minus 2, and so on.

The scoring is done by the GM in the role of host or "Questgiver" (Dame Davinia Varna in this booklet, but surely not the only one). You're encouraged to create your own Questgiver if you want a different vibe (see page 10). Most Questgivers can be arrogant and snide, but they're still having a good time. Scoring can be fickle and unfair. It's literally up to you (unless the Quest gives specific scoring instructions)

Feel free to pick on one contestant more than the others. Don't mark them last every time but...let them know who's boss, eh?

Notes:

Players should remember to embrace alternative interpretations and take advantage of open ended phrasing. Lateral thinking will make the game much more fun and funny.

This game is a work of passion, but more than anything, it's an excuse to have fun.

The real quest is to enjoy yourself.

Be weird. Go crazy.
Enjoy the game.



Questgiver is a game that exists in a genre I can only describe as "Humiliation Theater." Don't worry it's not as scary as it sounds and you don't require a safe word.

Humiliation theater happens when a group of people get together to perform their own failure. The size of the audience doesn't matter, what matters is that catharsis comes from agreeing to celebrate each other's successes and failures in equal measure. Sometimes someone will achieve a perfect victory. Sometimes they will suffer a demoralizing defeat. But no matter what, they will have received valuable experience that they can carry forward with them into the next quest.

That's the spirit of Questgiver.



Special Rules

The following rules only apply when a specific Quest calls for them.

The Reality Check

- For Quests that rely on measurable results (fastest, furthest, most, fewest), the Reality Check may be invoked. This is a rule that is designed to replicate the unpredictability of reality.
- Each player rolls a die (value determined by the GM or Quest) and includes the result in their secret detailed plan. Players should keep their results hidden to heighten the drama and uncertainty.
- Additional Reality Check dice may be added based on performance.
- Example: In a Quest to fill a barrel to capacity using the fewest items, players might roll a d10 to represent unexpected items falling in during the attempt.
- The reality check can be implemented prior to a Quest for all Contestant, or for a specific Contestant when a strategy might cause unintended consequences

The Mundane Arcanum

The Mundane Arcanum is an ever expanding tome of easy-to-break rules. Each time it is invoked for a Quest, a new set of rules is added to the book, but only ten are selected to apply to the current task.

The Unseen Audience's Special Re-Quest

When the Unseen Audience has a special quest in mind for a individual contestant, they may make a special request. It is then up to Davinia and Krudge to devise the best Quest for the contestant in question. Special Re-quests are typically fairly rare, only appearing once in every handful of episodes. Unless the Audience is feeling particularly playful.

Optional rule: The Unseen Audience's Favor

At GM discretion, every episode may start with The Unseen Audience bestowing its favor upon one Contestant. The Contestant receives one bonus point, determined by the roll of a die or by which player impressed The Unseen Audience the most in the previous episode. This optional rule is especially encouraged in groups with even numbers of Contestants to help prevent frequent ties; it also serves as a reminder that someone is always watching.



Locations



Varna Manor

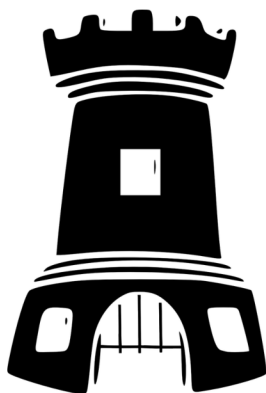
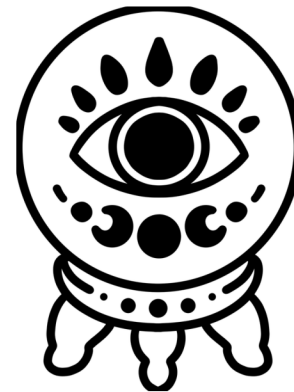
Davinia's home. Known previously as the Fourth Wall. A mansion built on a demiplane, able to appear in any world, setting, or time as The Unseen Audience wishes. Dame Davinia takes great pride in maintaining the home her Patron has provided for her. Well, her and Krudge, when she lets him sleep in the dungeon on especially cold nights.

- GM note: As stated above, Varna Manor can manifest anywhere. Feel free to drop it into your own homebrewed world and to use your own characters as NPCs if you don't want to invent a new world.

The Everseen Sanctum

A lit stage on which the show Questgiver takes place.

Seating is to the front of the stage and includes a mezzanine and a balcony. A grand ornate throne large enough for a bear to sit in is positioned down stage right. A smaller, plain wooden chair sits on the same side of the stage, a few feet away. Set opposite them are a number of comfy chairs matching the number of contestants. The sanctum is forever watched by The Unseen Audience who requires regular entertainment. Occasionally you can hear disembodied reactions. This is the temple where Davinia makes her offerings to her god.

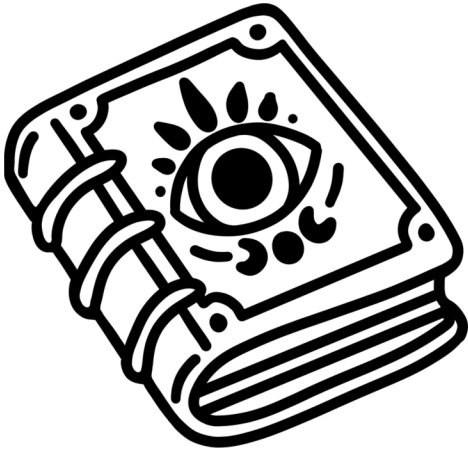


The Dungeon

A large room with stone walls in the underbelly of Varna manor. Once used to lock up heretics before being converted into a laboratory for necromantic research, The Questgiver has decided it's a good space for the messier Quests. Krudge has taken to calling it "The Disaster Dungeon". Don't let that scare you.



Locations



The Arcane Study

a large, yet cozy room lit by softly glowing mushrooms and brighter clouds that float near the ceiling. Among the cozy armchairs and couches are shelves of books on magical knowledge and chests filled with various magical implements. Includes a nice open space for performing some of the Quests. Davinia's been trying to get the name "The Gloaming Esoterica" off the ground, but no one else seems to remember it. Smells faintly of apples for some reason. It's not bad... unless you hate apples.

Krudge's Burrow

a small hole dug into the side of a mountain on the edge of the property of Varna Manor. Inside it's...dirt. but it's bigger than you'd expect. A lot bigger. Which is convenient since not every contestant is under 3 feet tall. You're gonna have to crouch to get through the door though.





Sample Episodes

The following pages are filled with sample episodes featuring one Loot Quest, one Endeavor of Adequacy, one Jaunt of Jeopardy, and one Sudden Quest each. These episodes, and the intros that go with them, were written to be used at any table. GMs should feel free to use as much or as little as they desire from the provided intros. Just as your version of the Questgiver and their assistant don't need to be the same as what is presented in the book, neither do your episodes.

Feel free to mix and match any of the content in the following pages. You can tweak what I've written to fit your characters or you can even disregard all of it and create everything from scratch if you want to. It's your choice and you know what's best for your table.

Following the episodes will be a few extra Quest that you can add to an episode if you want to play longer sessions. But be warned, not all of these Quests have not been playtested.

I originally designed Questgiver with no intention of sharing it with the public. It was just meant for my own table of lovable nerds. There are currently 7 of us and while writing Questgiver, I tried to balance having 1 more contestant than the show I was basing it on with the fact that my table rarely has the stamina for longer sessions. So I chose to only use 1 Endeavor of Adequacy per session, which ran about 2-3 hours per episode over 10 episodes. Perfect for my people, maybe not enough for yours.

If you like the work I've done and would like some advice on writing your own Quests, here's what I can offer: Decide on a core task (rescue the village, for example), add a restriction (Do no hurt the dragon) or, if possible create ambiguity in the phrasing of the Quest (End the dragon's attack on the village. You may not hurt the dragon." to allow players to form their own interpretations.



Episode 1: Cart Before the Horse

Davinia: Greetings one and all. Welcome to Questgiver. My name is Davinia Varna and I am the host of tonight's event among other titles including, but not 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 in the other room preparing. So why don't I walk you through the format for tonight's show?

First, 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. All treasures are added to my glorious horde and are assigned points according to how much I like them.

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 Endeavor of Adequacy. 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.

(She smiles and a dreamy look settles on her face for a moment)

My word is final. I decide who wins. From among the following contestants:

(Introduce players)

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)

Krudge: I gave the cart life. So now it can move on its own!

Davinia: 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

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

Davinia: No we cannot! That's a risk I'm willing to take. What's the Loot Quest, Krudge?



Episode 1 Quests

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.

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

Jaunt of Jeopardy

(set in the Everseen Sanctum)

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

Roar

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



Episode 2: Freaky Little A-holes

Davinia: Welcome once again to the Everseen Sanctum and to another episode of Questgiver! In this episode our contestants will get to see the enchanted Gloaming Esoterica and be offered the opportunity to use Krudge's Sack of Desperation. One's an eerily beautiful repository of arcane knowledge and the other is a portal to all the useless shit you could want. Can you guess which one is which? (In singsong) I bet you can't! Will our contestants be repositories of knowledge or just full of shit? Let's find out. Their names are:

(Announce character names)

And with me, whether I like it or not, is the world's least useful assistant. He's always polymorphed for 2 extra inches, but never adjusts his suit: it's Krudge the Unsummoned Familiar!

Krudge: Hello. I'm excited for tonight's show. There's a topic I wanted to bring to everyone's attention before we start the Loot Quest. Everyone is aware that discrimination is a problem. And naming specific types of discrimination can help bring attention to them. That's why I wanted to coin a term for an issue very close to my heart.

(Turns as if to look directly into a camera)

The number four is not just an underrated number. It's a lovely number. But we've never allowed four. For example, I wanted to have 4 contestants this year, but Davinia said that 4 is a number for freaky little a-holes. I didn't understand it then and I don't understand it now. But it led me to think that maybe we need a term for discrimination against the number four. And I suggest: Dys-four-ia.

Davinia: You know what? I stand by it. You are a freaky, little a-hole. Let's start the show. What do you have?

Krudge: If you thought the pun hurt, prepare yourself for some real pain. Our Loot Quest category this week is:



Episode 2 Quests

Loot Quest

The most overpowered weapon in your arsenal.

Endeavor of Adequacy

(set in the study)

Summon a spirit

- o using the summoning circle in the Arcane Study, chant, mutter, encant, or otherwise cast a summoning spell. Most bizarre spirit summoned wins.

Jaunt of Jeopardy

(The contestants are magically transported to an arena with many closed doors)

Defeat a Beast

Choose a door at random (roll a d10)

Behind each door is one magical beast. Defeat it. If you are defeated, you will be disqualified.

- 1: Wolpertinger
- 2: Sphinx
- 3: Bridge Troll
- 4: Will-o'-the-Wisp
- 5: Bigfoot
- 6: Mandrake
- 7: Grim Reaper
- 8: Unicorn
- 9: Gremlin
- 10: Automaton

Sudden Quest

Bestow a new title upon Davinia.

She will award the win to whichever pleases her most. Flattery is encouraged but not required.

- o examples of Davinia's titles include, but are not limited to: Breaker of the Fourth Wall, Wielder of the Eldritch Tape Measure, Emcee Extraordinaire of The Eternal Award Ceremony, Warden of the Questing Wood, Archon of Amusing Errors, and Grand Secretary of the Unseen Scorecard



Episode 3: Secret of the Questing Wood

Davinia: Welcome to Questgiver! The contestants are going to be great tonight. Or they'll be shit. Honestly, I hope they're shit myself. Does that make me a bad person?

People always ask me: Davinia, as The Questgiver, don't you feel a responsibility to better the worlds that Varna Manor appears in? Feed the poor? Heal the sick? Perhaps bring a war criminal or two to justice? And my answer is always the same: I did not acquire this power to help other people. I acquired this power to help myself.

(On the final word her eyes briefly become a shiny black (like a TV screen. She rise above the stage and floats high over high her throne, power rolling off of her like heat)

But that is not my role in this place, the Everseen Sanctum. Here, I judge would-be "heroes" on their ability to accomplish the utterly meaningless. Here, I fulfill my obligations to the Unseen Audience. And it's here that I am forced to work alongside an imp who pretends he was the escaped skyjacker known only as D.B. Cooper when everyone knows that the true identity of Cooper was exposed in XKCD #1400: Tommy Wiseau!

Jury's out on whether or not Mr. Wiseau shares any connection to Krudge, though...
(Dryly) Anyway, without further ado, here's Krudge.

(Krudge enters carrying a witch's hat)

Krudge: Hiya, Dame Davinia. I thought for this episode, maybe I could introduce Ajajh?

Davinia: Oh you did, did you? Did you ask her about this? You know she's shy. She has an anxiety disorder!

Krudge: Oh yes. Of course Dame Davinia, it's just... she's my pet. And I think she'd really like (insert contestant name).

Davinia: (sighing) Alright. But if she has a panic attack and causes a scene, you're washing the porcupine again tonight.

Krudge: Yes, Dame Davinia. (Turns to audience, clears throat) Without further ado, it is my great pleasure to introduce my wonderful pet: Ajajh the mimic. She's a little shy, so be nice.

(Krudge sets the witch's hat down, it flops to one side for a moment before shaking into an upright position and opening her eyes. Her brim undulates hypnotically as she floats over to meet the contestants)

Krudge: you can pick her up, but don't touch her or look where the hole on the bottom would be. That's where her monster bits are and she's rather protective of them.

(Once the contestants are satisfied with their interactions with Ajajh)

Krudge: Alright, my sweet little monster baby! (Ajajh flits back to Krudge) Whos the best sentient accessory? You are! You are! Yes! I love you! (Smothers the hat in kisses)

Davinia: I think I might be sick. What's the Loot Quest this week?

Krudge: Right, this week we've asked the contestants to bring in:

Episode 3 Quests

Loot Quest

The item you would give to the party member most likely to get you killed

Endeavor of Adequacy

(Set in the Arcane Study)

Fill the Barrel

Get items into the barrel until it reaches capacity. Fewest objects in the barrel wins.

GM note: The barrel is roughly 3 feet tall and 2 feet wide at its widest. It has been enchanted to be extradimensional like a handy haversack or bag of holding. It can hold up to 5 times its regular volume. (total volume is roughly 850 gallons (3,218 liters))

Jaunt of Jeopardy

(Set in the Questing Woods)

Discover the secret of the Questing Wood

Find the treasure at the center of the maze. The Questing Wood is constantly changing. Trees and plants move, paths change, Quickest to find the center of the maze (fewest number of rolled attempts) wins. Any draws from Krudge's Sack of Desperation must be made prior to entering the maze and all items used must be from Krudge's Sack. Contestants must reach the center of the maze within 10 rounds. Initiative order will be determined by rolling a d6. The player who rolls a one acts first, the player who rolls a 2 acts second, and so on. Ties will be resolved by a roll off.

GM Note: When a player takes a turn, they will declare their action (cast a spell, use an item, ask woodland creatures for help, etc) and roll to determine success. On a success, the contestant moves closer to the center of the maze, 3 successes and they have completed the quest, On a failure, roll a d6 to determine a random effect from the following table:

- 1 The path closes** - A mess of thorns, vines and roots grow across the path, preventing any progress.
- 2 Close Call** - a platytaur stomps past but does not see the contestant...yet. The player may decide to attempt to get past the platytaurs or may forfeit their next turn to retreat up the path.
- 3 Snap back** - a portal swirls open beneath the contestant's feet and they are warped to the entrance (they may draw from Krudge's Sack at this time)
- 4 Lucky Chance!** - The contestant finds a treasure chest. Roll another d6, on an even the chest is a mimic, on an odd the chest contains one random item (roll on Krudge's Sack table)
- 5 - Krudge Krudge** sits at a small table with a tea set and a picnic basket and invites the contestant to sit and eat. Choosing to sit with Krudge will cost the contestant 5 roll attempts as he talks their ear off (feel free to withhold that information until a dramatic moment)
- 6 - Secret treasure:** a portrait of Davinia and Krudge sitting close to each other and looking fondly at each other while Ajajh eats a bird on the rug in front of them. It's deeply weird, yet touching.

Note on early successes: If a 6 is rolled during rounds 1 or 2, the contestant discovers a shortcut directly to the center of the Questing Wood but they are slowed by the presence of three massive platytaurs who will disperse throughout the maze on round 3 unless engaged



Episode 3 (Quests)

Sudden Quest

Find Ajajh

Krudge's pet mimic, Ajajh has hidden herself among the following ten items from his Burrow:

1. a witch's hat
2. a treasure chest
3. a magnifying glass
4. a sundial
5. A statue of a gnome lighting a blunt
6. a pillow shaped like Davinia's face
7. A sign that reads "When you're here, you're dinner."
8. A tombstone that reads "Here lies Krudge. He died as he lived: covered in gallons of molasses. Big Bang - Big Crunch"
9. An exact replica of Krudge made from gelatin
10. The deed to Vandra Manor

GM note: Secretly roll a d10 to determine which item Ajajh is hiding as.



Episode 4: Tor Chur Chaim Ber

Davinia: Welcome to Questgiver! What can I say about tonight's episode? Is it a masterpiece? My Magnum Opus?

(Waits a beat)

No, of course not! This episode was supposed to be put together by Krudge, but he made the Stew Elemental do it.

(Cut to stew elemental waving with blank expression on his face)

You think he could create a masterpiece? I'm going to need you dramatically lower your expectations. Hold onto your helmets, folks! It's going to be a living nightmare!

Speaking of nightmares; have you met our Contestants? They are:

(Name Contestants)

And the aforementioned Krudge, the Unsummed Familiar: he's short, he's ugly, but he does all the work I don't want to do. So he's not completely useless.

Krudge: *(sitting in the throne next to Davinia's)* Hiya, Davinia! So you mention every time that I'm Unsummed...and look it's fine because it's true, right? But ya know what they don't tell ya? How scary it is being summoned. You ever had a witch summon you to go spy on the neighbors? Ya know what happens when you spy ON ...THE ...NEIGHBORS?! They find you, And they scoop you up under a glass with, like, a magazine or a stiff leaf underneath. And that's a *(chewing every syllable)* TOR CHUR CHAIM BER, DAVINA! A TORTURE CHAMBER!! Ya wanna get TORTURED?!?! *(waits a beat)* Ahem! *(clears throat)* At least, that's what I've heard. As I was saying...call me "Unsummed" all you want. This is the better gig.

Davinia: *(dryly)* Fascinating. Do you have a Loot Quest category for this episode?

Krudge: Oh...uh... right. The Loot Quest category for this episode is:

Episode 4 Quests

Loot Quest

The Best Cursed Object



Endeavor of Adequacy

(Set in Krudge's Burrow)

Remove the imp-mites from Krudge's Home

Krudge's burrow has been infected with imp-mites. Remove them. Harming the imp-mites is discouraged. Whatever happens to Krudge's Burrow is his problem. You have a maximum of 5 minutes. (10 attempts). You may only use items from Krudge's Sack of Desperation. Reality check: D4

GM note: Imp-mites are tenacious. The best way to get rid of an imp-mite infestation is by playing EDM/Jazz mash-ups at frequencies only dogs can hear. But in fairness, if you could hear it, you'd want to leave too. Imp-mites are attracted to the oldest imp within 100 feet. However, they are not intelligent and can be easily fooled. Krudge should react to any destruction of his burrow

Jaunt of Jeopardy

(The contestants are transported to a seaside fae court)

Earn the approval of this Fae Lord

GM note: Fae Lord - Ronan Cloudflower - a bumbling puffin-coral fairy who failed his way up into a bureaucratic position. Is the Lord of Seaweed and Rocks. Once again be prepared to help players with decision paralysis. Reminder: Krudge is always available with Ajajh and the Sack of Desperation unless otherwise noted.

Sudden Quest

Deal the most damage to this effigy of Davinia in one attack.

GM note: Contestants may use any skills they have to cause damage to the effigy with one strike.



Episode 5: Eye Boogies

(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:

Episode 5 Quests

Loot Quest

The most intense potion



Endeavor of Adequacy

(Set in the lab)

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 they wish to speak with in the guild (master, low-rank member, history, etc) before planning their attempt (answered in secret and revealed during the attempt reveal).

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 all contestants have revealed their entries)

Complete the Quest

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 = d20

Sudden Quest

Create a new catch phrase

Create a new catch phrase. Funniest catch phrase wins.



Episode 6: Garden Variey Magical Weirdos

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.

(At that moment 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 really ought to 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 mom - I mean, Davinia.

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

Episode 6 Quests

Loot Quest

The thing least likely to be a mimic



Endeavor of Adequacy

(Set in the study)

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 transported to a busy 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 pope-ess 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 they give 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 "..."

The Evil Mastermind is the bartender: 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.



Episode 7: Brainstorming with the Imp Mites

(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:

(Name contestants)

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:

Episode 7 Quests

Loot Quest

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

Your paragraph
text

Endeavor of Adequacy

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.



Jaunt of Jeopardy

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 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

Sudden Quest

Pull the Sword from the Stone

Pull the sword from stone. Fewest pulls wins.



Episode 8: Little Fans

Davinia: Welcome to Questgiver! Krudge recently informed me that we've received some letters complaining about the scoring. "It's not fair" they write "you always score my favorite lowest!", "I think you're too mean to Krudge!" Well, too bad. I don't make this show for you! I make it for the Unseen Audience! I didn't even know we could receive the post. So stop sending me letters. I don't like it. Don't come for me, little "fans". I did not send for you. Unlike Krudge. Who is late... again. I swear that imp will be late to his own summoning if it ever happens.

(Krudge enters excitedly)

Krudge: Big news! Davinia! Huge news! Oops, Sorry, I forgot how you feel about the word "huge". Ya know, because people always use it to describe how tall you are?

Davinia: Yes, Krudge. Get to the point. What's the news? Are you finally being summoned? Will I be free of you at last?

Krudge: Don't worry, my Dame. I'm not going anywhere. Just like that fungus in the basement. Anyway, I was going to be on time for the show, but then I found the most mesmerizingly beautiful button in my junk drawer and I just stared at it for...probably hours. I've completely missed all of my prep for tonight.

Davinia: (*sighs*) Just announce the Loot Quest category, please.

Krudge: Right. The show mush go on! Tonight's Loot Quest category is:

Episode 8 Quests

Loot Quest

The most intimidating mount



Endeavor of Adequacy

(Set in the Dungeon)

Roll a d6 to select a cursed item from the list below and attempt to break the curse using any means necessary. Contestants may attempt to break the curse once per round. Fewest number of attempts to successfully break the curse wins. Reality check = d10

1. A haunted doll named Kaiden who moves things so you stub your toe once a day
2. A book for creating demon appliances known as The Necronomitron. Reading from its pages summons something evil...
3. A mirror that only shows the clown version of anything it reflects. Stare long enough and the clown may become part of you.
4. A puzzle box that when opened incorrectly causes a permanent case of "The Yips."
5. A painting of a crying unicorn that occasionally floods the homes it is kept in
6. An earring that causes the wearer to frequently misplace small items and cannot be removed without magic

Build a powerful weapon for the Questgiver.

Build a powerful weapon using only the items provided. You have 10 attempts. Most deadly weapon wins. Your time starts now.

items provided:

- 1,000 loose buttons
- A matchbox containing a single match
- A 10-pound bag of spider webs
- A stack of blank parchment
- A large bottle of ink
- A gallon of super glue
- 50-feet of hempen rope
- A dragonscale waterskin
- A phoenix feather quill
- A boulder too heavy to lift

GM Note: There is no correct or obvious answer to this Quest. As a result a real world time limit may be appropriate when asking for submissions from players. I recommend 15-20 minutes.

Sudden Quest

Stack the Stones

Stack the stones until they are equal with Krudge's height. Once stacked, the stones must stay standing for one additional round. Fewest number of attempts to successfully stack the stones wins.

GM Note: Krudge is 2' 9.5" tall (Approx. 85.09 cm)



Episode 9: A Hunk of Wood That Looks Like Nothing

Davinia: Welcome! It's the penultimate episode of Questgiver and the biggest question on everyone's mind is "What do I win if I win Questgiver?" Now obviously, I figured that out long ago and I know exactly what it is. But just in case everyone else has forgotten, I thought I'd have Krudge explain exactly what it is and why it's good, probably. And it because it's so important, I made sure Krudge was on time for this episode. Go ahead, Krudge.

Krudge: (gulps audibly) Well...uh... let's see what I've got here. (He reaches into his Sack of Desperation and pulls out...a hand whittled wooden statuette that appears vaguely feminine) A carving by yours truly of the most beautiful game show host in all planes of existence: Dame Davinia Varna

Davinia: Huh, welp, that's what it is. A hunk of wood that looks like nothing. I hope you're all happy! Krudge, start the show!

Krudge: Right! As always we start with the Loot Quest, where the players offer a prize to be added to your glorious horde. The best prize wins. This week's category is:

Episode 9 Quests

Loot Quest

The best item that reminds you of home

Unseen Audience's Special Re-quest

(One contest and a setting of your choice, can take place at any point in the episode)

Befriend the Cactus Cat

Earn a cuddle from the Cactus Cat to earn a point

Endeavor of Adequacy

(Set in the dungeon, an enormous heavy stone door with a nine-tailed fox carved into it.
At the end of each tail, a brazier is mounted to the door)

Light the braziers

Guess the magic numbers. Each time you get one of the magic numbers, a flame will ignite on one of the braziers. When all braziers have been lit, the door will open. Fewest guesses to open the door wins. Reality check = d6

GM Note: there are no "correct numbers." In order to succeed, contestants will need to guess numbers starting with digits 1-9. For example, guessing 42 would be acceptable, but guessing 420 after that would not be successful, but guessing 525,600 would be.

This Quest is unlikely to generate any skill checks as it is just a guessing game. A round of play in this quest is as follows: players submit their guesses in secret, the GM reads the answers out loud anonymously, identifying any that are correct. Players will need to track how many they've gotten correct. Once they reach, they may stop submitting guesses. Play continues until each player has guessed 9 correct numbers. You will also want to track how many each player has gotten correct.

Jaunt of Jeopardy

Perform a heist.

The local museum is housing powerful relics that belong to Davinia by decree of the Unseen Audience. Retrieve them. Most relics retrieved wins. You have a maximum of 5 rounds before you must be out of the museum. Play will proceed in initiative order.

GM notes: Play will proceed in initiative order, contestants may make one move and one attempt to steal per turn after which the guards will look toward them. Players will have to describe how they attempt to hide and roll the appropriate skill check.

For pacing (and fun) it's all one roll to steal and avoid detection. Generic table dialogue might look like: "Here's where I move to, here's what I steal and how, here's how I attempt to hide afterwards." "Okay, roll a skill check" "I failed" "you weren't able to steal that item without being detected and had to leave it. The guards put it back in place."

Difficulty for steals should increase every round throughout the task. To set difficulty for steal attempts in the first round, roll 1d6. Difficulty increases by 1d6 for all contestants each time a contestant fails.

Sudden Quest

Jump

Highest jump wins

Episode 10: Murderhoboes and Random Trolls

Krudge: *(in the form of Davinia, but not quite nailing the voice)* Welcome friends and foes! Lovers and haters! Murderhoboes and random trolls who stand in their way! Welcome to the grand finale of Questgiver!

Get ready for an evening just like many things you've seen before. Prepare to feast your eyes on the glory that is our greatest anticlimax yet! Brace yourself for the mediocrity of the following contestants:

(Name contestants)

And this week I don't have anything snarky to say about Krudge, the Unsummoned Familiar. He's the best friend a Dame could ask for.

Davinia; *(Offstage)* Krudge have you seen my scepter? Krudge? *(Enters and sees Krudge as herself sitting in her throne)* Krudge!

Krudge: Ummm... Hiya Davinia! Like my new trick? *(Scratches his head with the scepter)*

Davinia: *(grabbing the scepter from him)* Give me that. You could turn your brain in guacamole. What's gotten into you? Just start the show already.

Krudge: *(changing back to his own shape)* The Loot Quest is a special one this week. It is:

Episode 10 Quests

Loot Quest

The Best Gift for the Questgiver

Endeavor of Adequacy

(Set in the study. A makeshift stage has been set up in the center)

Part 1

Tell a Tale of Daring-Do.

Tell the tale of the most daring moment from your adventures. Your story must end on a cliffhanger. Most dramatic cliffhanger wins

Part 2

Create a Visual Representation of Your Cliffhanger

Recreate the dramatic moment in your story using any visual medium of your choice. Krudge will provide two materials that you require via the Sack of Desperation at no cost. Contestants may ask Krudge to obtain additional materials for them for at a cost of one point per material. Most exciting visual representation wins.

Jaunt of Jeopardy

Name what the Questgiver is describing.

Davinia will describe an object or creature. When Davinia starts with a description with "Did you know?" That mean the following statement is true. If her description does not start with the "Did you know?" , the information is false. First player to successfully name the object or creature wins. Players will submit answers via secret method (written notes/text messages/etc). Any contestants who haven't submitted answers by the end of the description are disqualified.

GM Note: Davinia is describing a Mimic using the following clues:

- Did you know? They're alive
- Did you know? They have no moral code
- They can't look like anything they want.
- Krudge is immune to the adhesive they produce.
- Did you know? They must retain their volume.
- It never looks like stone or wood
- You should touch it
- It's quite the fetching accessory
- Did you know? That's not a tongue, its a psuedopod
- Did you know? They're neutral.
- They're not technically monsters
- Did you know? It's carnivorous
- They aren't hungry. Don't worry.
- Did you know? Krudge has been eaten by at least 3 of these. This year.
- Did you know? Some people think they were created by wizards
- No. They don't bite.
- They never look like a treasure chest
- Did you know? They will bite you if you get too close.
- Did you know? They have their own language.
- Did you know? There used to be a rare metal variety.
- They don't want to eat you.
- There's one one right behind you! Run!

Sudden Quest

Guess the Mythical Creature

Guess the mythical creature Krudge is thinking of. First to guess it wins.
Krudge is thinking of the Questing Beast

Season Tie-Break Quest

Tag Krudge

First to tag Krudge wins.

GM note: Players roll to tag Krudge. They must get a 6 to succeed. If no one tags Krudge, roll again. If two or more contestants tag Krudge in the same round, roll again.

Final scores and Trophy Ceremony

Davinia: Well, there you have it! Another season of Questgiver for the books. But what was the point? (List some highlights of the last 10 episodes, at least one for each contestant) But I did it all... (*she looks at Krudge*) With you. I love you, Krudge. But if anyone here repeats that, I will use my magic to set every screen you ever look at to display nothing but Krudge attempting to learn piano on loop. It lasts for 6 hours. And he doesn't make any progress.

Without further ado, the winner of this season of Questgiver and the Hunk of Wood that Looks Like Nothing is ... (*Name the winner*)

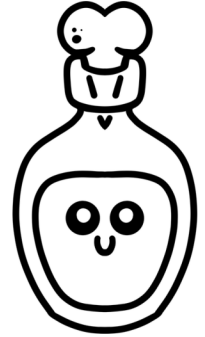


Extra Quests to Modify Your Play.

4 Extra Endeavors of Adequacy

Make a Magical Cocktail

Create a mystical beverage. Your beverage must contain a base, a rare ingredient, and a garnish. Beverage that Davinia finds the least repellent wins.

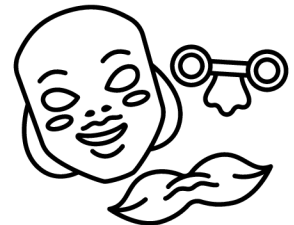


Level Up

Gain a new skill. Most impressive new skill wins

Introduce Yourself as Someone New

Change your appearance without using magic or shapeshifting. You cannot pull more than 2 Items from Krudge's Sack of Desperation. If Davinia identifies you correctly (determined by a roll), you must wear your new costume for the rest of the season.



Defeat Your Rival

Name your rival. Davinia will bring them here. You have 5 attempts to defeat them.



1 Extra Jaunt of Jeopardy

Steal the Greatest Treasure from the Dragon's Hoard

The dragon is sleeping. Tread carefully. This isn't your Gruncle's average dragon hoard. Items range from a gold coins and treasure to haunted mirrors and cursed flowers. Each player must present one item. Judging will be based on how interesting your item is and how quick you were (measured in attempts or rolls)

- Example items (you may choose one or imagine your own)
 - Orb of Summoning Sounds
 - Pinwheel of Cooling Breeze
 - Screaming Broom which Contains a Void
 - Little Rod of Ink
 - Pocket Grimoire of Knowledge and Madness
 - Grimoire of Mirth and the Runepad of Control
 - Chest of Quickcook Coals
 - Window of Distraction
- If the dragon wakes while youre within its lair, you are disqualified

GM Note:

- Once players grab their items, all other items in the room begin to float up towards the dragon, who sleeps beneath a large metal plate embedded in the ceiling. Contestants must retrieve their items before the items hit the dragon or the metal plate (number of attempts allowed determined by the GM, suggested maximum 5 attempts)
- Contestants are allowed, even encouraged, to work together or interfere with each other during Quests of Importance. If they are too loud while doing so, this could also wake the dragon

BONG

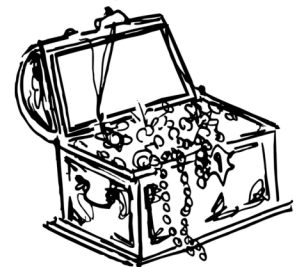
Unleash your strongest attack

Using a single psyical attack, deal the most damage to this training dummy. (roll a d20)

Bribe Krudge with the Best Treasure

Offer Krudge a bribe. Most value treasure win. You may only offer one item.

GM Note: Rewarding sentimental value or other interpretations of "value" is encouraged. This is completely subjective.





Glossary

Endeavor of Adequacy - Lower-risk Quests, typically inside Varna Manor

Jaunt of Jeopardy - higher-risk Quests, typically off Varna Manor grounds

Krudge's Sack of Desperation - the magical satchel that Krudge carries everywhere that is magically connected to his junk drawer. His ridiculously spacious junk drawer.

Loot Quest - First task per episode, contestants bring in items for the prize pool based around a theme

Mundane Arcanum - An ever-changing list of easy to break rules

Quest - a short, sometimes absurd, almost always pointless task which can be completed for points.

Questgiver - This game. Also a fictional high-fantasy, low stakes game show.

Questgiver, The - Dame Davinia Varna, Breaker of the Fourth Wall, Wielder of the Eldritch Tape Measure, Emcee Extraordinaire of The Eternal Award Ceremony, Warden of the Questing Wood, Archon of Amusing Errors, and Grand Secretary of the Unseen Scorecard, among other titles. Or whichever character you create for your home game.

Special Re-request - a Special Quest for one contestant. May or may not reward points

Sudden Quest - A Quest used to break a tie.

Taskmaster - a television that was the inspiration for this game

Trinket Magic - a form of magic used to call objects out of Krudge's Sack of Desperation. Krudge likes to call it Curiomagia

Example Quest Scrolls

On the following pages you will find examples of quest scroll designs, plus a template you can use. For more quest scrolls, see www.questgiverttrpg.com/quests

The final page is a character sheet for your use.



Summon a Wondrous Effect

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



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.



Roar

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



Sample Quest Text

Sample Quest Description Text



Character Details



Player Name: _____ Creature _____ Pronouns: _____

Type: _____

Contestant Name: _____ Class/Job: _____ Age: _____ XP: _____

Skills: Do Anything 1 Trinket Magic Personality Traits: _____

_____ Quirk: _____

_____ Notes: _____



How to Play Questgiver



When you want to do something

1. Say what you want to do
2. Find the relevant skill you have to do it on your sheet
3. Roll the corresponding number of D6s for that skill

If your roll is higher than the opposing roll (usually rolled by the GM), **the thing you wanted to happen happens**

If you roll all 6s, you **gain a new skill** specific to the action you attempted at one level higher & more specific than the skill you used to attempt it.

For every roll you fail, you get one XP.

XP can be used to **change one die into a 6** solely for the purpose of gaining a new skill.

You start with **Do Anything 1** and **Trinket Magic 1**

Krudge's sack of Desperation



1. Roll d6s equal to your level in Trinket Magic
2. For every 6 rolled, you get to decide which item you pull from the sack
3. For every 5 or lower, the GM rolls on a random table to determine the item
4. Trinket Magic can be leveled up in the same ways as any other skill.