

Question

Q

A Tabletop Roleplaying Gameshow



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Questgiver is an original fan-made RPG inspired by Taskmaster, created by Alex Horne. No commercial claim is made.

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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.



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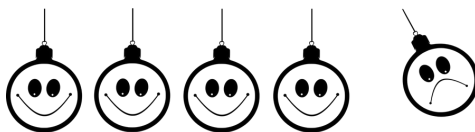
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Introduction



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.



I hope you have as much fun with Questgiver as I've had creating it and running it for my friends. It's a niche concept, but we've been having a blast. I hope I get to keep writing silly quests for the rest of my life.



How To Play Questgiver

Roll for Shoes

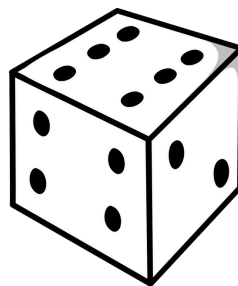
Questgiver runs on Roll for Shoes, a rules light TTRPG system with 6 rules. The following rules are the original Roll for Shoes rules written by Ben Wray and re-used here with attribution and minor contextual notes for use in Questgiver

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.

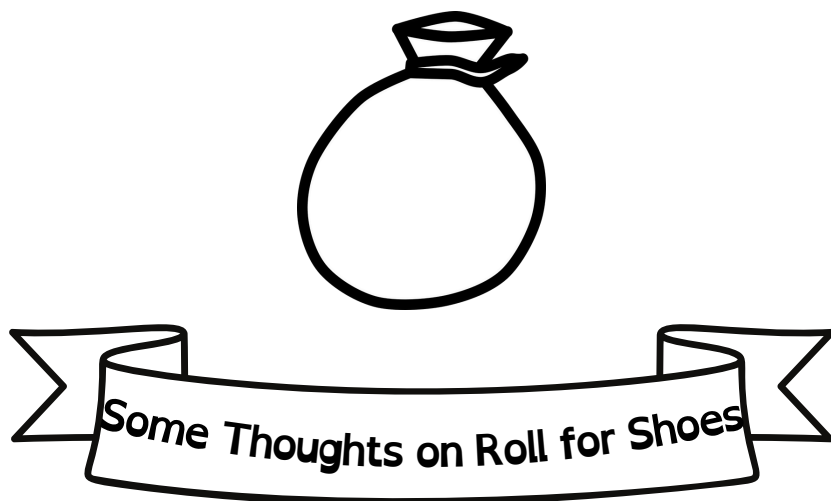


How To Play Questgiver (cont.)

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.



How To Play Questgiver (cont.)

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.
- Contestants are allowed 3 rolls using the same strategy during a quest. If after 3 rolls, they are not successful, they must find a new approach or end their attempt.

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 Quest of Importance 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 Quest of Importance.

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.



How to Play Questgiver (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 one). You're encouraged to create your own Questgiver if you want a different vibe. 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.



A Few Thoughts on Humiliation Theater

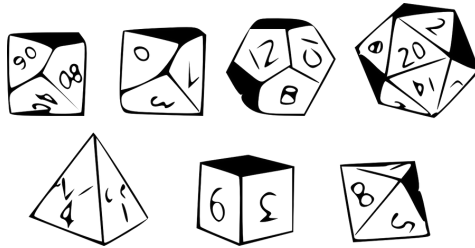
Questgiver is a game that exists in a genre I can only describe as "Humiliation Theater." Don't worry it's not as scary as it sounds and you don't require a safe word.

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.



How to Play Questgiver (Cont.)



The Reality Check

- For quests that rely on measurable results (fastest, furthest, most, fewest), the Chaos Adjustment 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 chaos 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.



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.



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.



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 character sheets. Meaning system mechanics do not transfer (when a contestant enters Varna Manor, they lose access to all 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.

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



Locations



Varna Manor

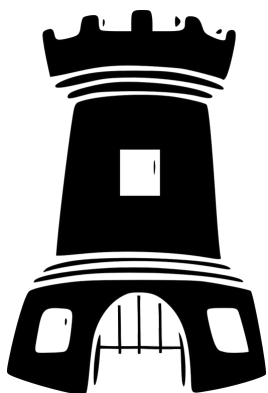
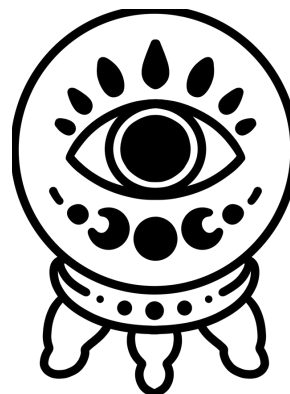
Davinia's home. Known previously as the Fourth Wall. A mansion built on a demiplane, able to appear in any world, setting, or time as The Unseen Audience wishes. Dame Davinia takes great pride in maintaining the home her Patron has provided for her. Well, her and Krudge, when she lets him sleep in the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

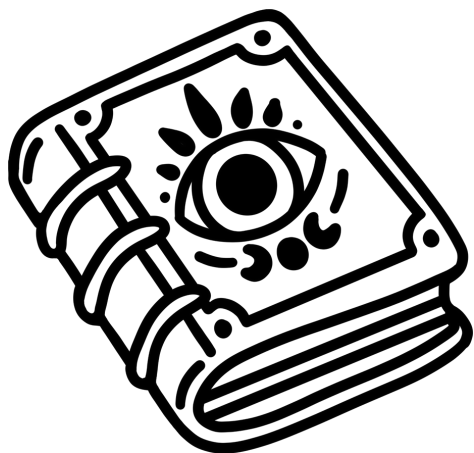


The Dungeon

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 (cont.)



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.





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 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 Try of Destiny. 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.

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)

"I gave the cart life. So now it can move on its 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."

Tasks

Loot Quest

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

Trial 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

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 (if necessary)

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 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're 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 *four* some real pain. Our offering of power category this week is:

Tasks

Loot Quest

The most overpowered weapon in your arsenal

Endeavor of Adequacy

Summon a spirit

- 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

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.
 - i. Wolpertinger
 - ii. Sphinx
 - iii. Bridge Troll
 - iv. Will-o'-the-Wisp
 - v. Bigfoot
 - vi. Mandrake
 - vii. Grim Reaper
 - viii. Unicorn
 - ix. Gremlin
 - x. 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.
 - 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



Extra Quests to Modify Your Play

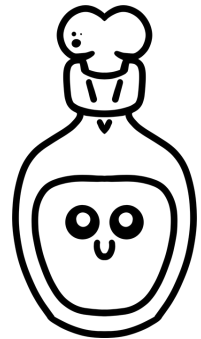
I originally designed Questgiver with no intention of sharing it with the public. Just for my own table of lovable nerds. There are currently 7 of us and while writing Questgiver, I tried to balance having 1 more contestant than the show I was basing it on with the fact that my table rarely has the stamina for longer sessions. So I chose to only use 1 Endeavor of Adequacy per session, which ran about 2-2 1/2 hours for Episode 1. Perfect for my people, maybe not enough for yours. To that end, here's a few extra quests that can be used to extend your sessions.

If you like the work I've done and would like some advice on writing your own Quests, here's what I can offer: once you've decided on a core task to be accomplished during the quest, try to open the wording up in ways that invites players to try things maybe you haven't even thought of.

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.

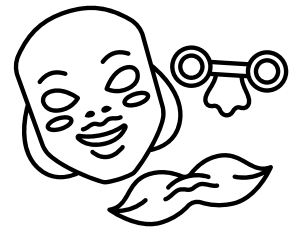


Clear Out the Burrow

Remove the goblins from Krudge's Burrow. Harming the goblins is discouraged. Whatever happens to Krudge's Burrow is his problem.

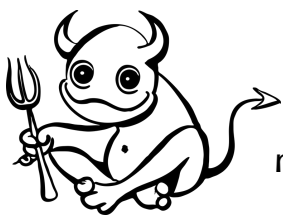
Introduce yourself as someone new

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.



Improve Krudge's life

Krudge's life is miserable. Improve it. You must draw at least one item from Krudge's Sack and you must use whatever you draw. Krudge is magically bound to Varna manor until he is summoned as a familiar. Any attempt to remove him from the premises will result in disqualification.





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 you're within its lair, you are disqualified
- GM Notes (not included on the Quest provided to players):**
- 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

2 Extra Sudden Quests

BONG

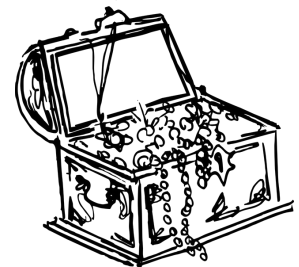
Unleash your strongest attack

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

Find the Mimic

Taking turns, players guess which chest is the mimic. First player to correctly identify the mimic wins

GM Note: Players are presented with ten items that may be mimics, you may choose all treasure chests or choose a variety of objwcts. Roll a d10 to determine which item is the mimic





Glossary

Endeavor of Adequacy - Low-risk quests, typically inside Varna Manor

Jaunt of Jeopardy - higher-risk tasks, 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

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

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 blank you can use for your own quests

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)

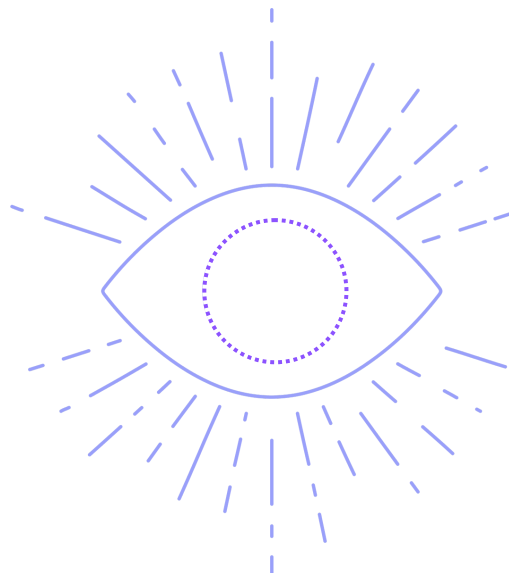
a blackened feather plucked from a dying

Phoenix

Krudge's stuffed griffin, Tisiphone

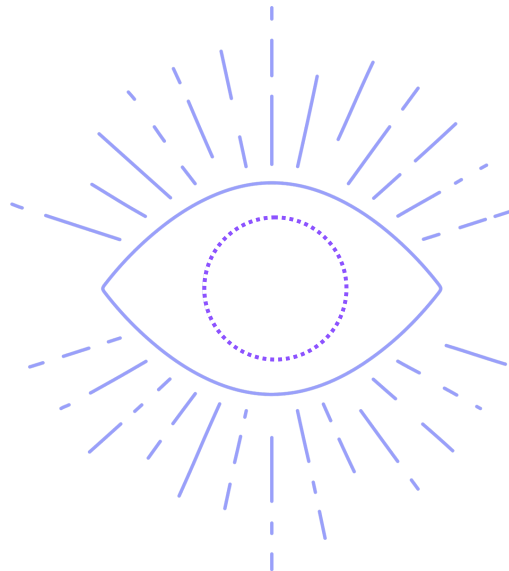
a big stick

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.

