



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 Request

(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