

The Bouquet Blunder

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Outline

Prevent an unintentionally offensive bouquet of flowers from reaching the empress of a neighboring kingdom and starting a war.

LEVEL
1
15 min.

Locate and stop the courier from delivering the bouquet to the palace.

LEVEL
2
20 min.

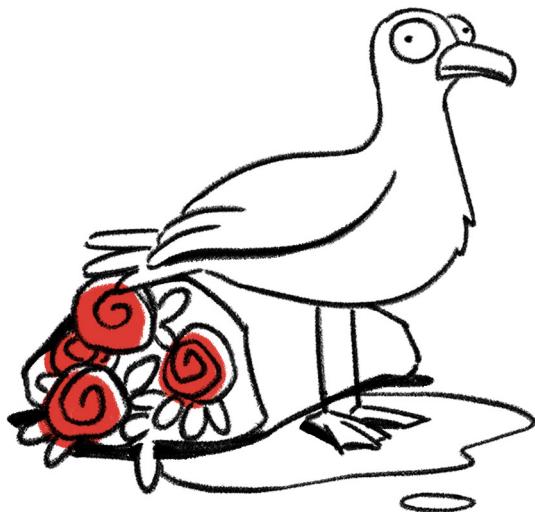
Replace the insulting flowers with a new one to win the empress's favor.

LEVEL
3
20 min.

Restore peace between your kingdom and the empress.



LEVEL
1
15 min.





Scene 1

PROMPT

Welcome to the Golden City, the largest metropolis in the Mountain Kingdom and home to the royal palace where the Empress lives. With its magnificent waterfalls and sprawling vistas, the Golden City has been coveted by many neighboring kingdoms throughout history, though it has been over a century since the last attempted invasion.

You and your companions work for the Empress, though you are not quite important enough for her to remember who you are. Today there is a dire emergency, and you've all been called to meet with her. "Something terrible has happened," she says. "I need to know that I can trust you before I say anything else. Tell me, what are your names? What is it that you do for me, and why are you uniquely suited to serve me?"

FREESTYLE

Move on to the next scene after everyone has introduced themselves to the empress.

QUICK TIP:

Since this is **LEVEL 1**, Players can use the **LEVEL 1 ABILITY** on their **ABILITY CARD**.



Scene 2

HOW MANY HEADS?

It will take **3 HEADS** on a **STRENGTH FLIP** to wrangle a wild steed in the woods.

PROMPT

Once you have introduced yourselves to the Empress, she confides in you. "I had the royal florist send a bouquet to the Empress of the Kingdom of Pearls after her recent visit, as is tradition," she says, "but I have just found out he knows nothing of their culture and has sent the most offensive floral arrangement. According to their customs, the flowers mean 'A muddy seagull's foot would be more competent a ruler and more beautiful than you.' Please, you must find the courier who is delivering the bouquet and stop him before it's too late and these flowers start a war!"

There is no time to waste! How will you catch up to the courier who is already well on his way? Find a method of transportation and track down this floral arrangement.

FREESTYLE

Move on to the next scene once the players have caught up to the courier.



Scene 3

PROMPT

When you locate the courier, a bumble bee Insectoid, he is suspicious of you and determined to perform his duty. "The Empress entrusted me with this delivery!" he says. "How do I know you're not agents working against her? Prove to me that you work for the Empress and aren't just some common nobodies, or you'll have to pry this bouquet out of my hands!"

Looks like you're going to have to convince this courier to give up the flowers! Come up with a way to impress him with your abilities, talk him into handing over the flowers, or take the bouquet by force.

FREESTYLE

Move on to the next scene once the players have acquired the bouquet.

HOW MANY HEADS?:
Persuading the courier to trust you takes at least **3 HEADS** on a **SMARTS FLIP**.

DANGER!
If the courier feels threatened and stings you, it will cost **3 STRENGTH COINS**.

LEVEL
2
20 min.





Scene 1

PROMPT

You have the flowers, but a realization dawns on you: the Empress of the Kingdom of Pearls is still expecting a floral arrangement to arrive soon, as is customary after a royal visit. None of you are experts in the Kingdom of Pearls' floral language, but maybe you can make a bouquet that is so outrageously gorgeous that it couldn't possibly be offensive!

It's of vital importance that the flowers convey a message of admiration and peace. Investigate the local flora and choose additions to this new bouquet that you think will work. The Kingdom of Pearls is known for its unusual and sometimes magical plant life, after all.

FREESTYLE

Move on to the next scene once every player has added a piece to the new bouquet.

SILLY IDEA:

Look for additions for the bouquet that aren't actually flowers. Perhaps there is a bird with emerald feathers that would be perfect, or some very nice-looking bones of animals who expired long ago.



Scene 2

HOW MANY HEADS?

It takes at least 4 **HEADS** on a **MAGIC FLIP** to create a magical umbrella.

HOW MANY HEADS?

It will take at least 4 **HEADS** on a **SMARTS FLIP** to successfully beg a caravan to take you in.

PROMPT

With the new bouquet in hand, you're on your way to the Empress of the Kingdom of Pearls' palace. However, a storm blows in out of nowhere and threatens to destroy your beautiful creation with violent winds and torrential rains! There's no time to take shelter while the storm passes, the Empress is expecting her flowers and a delay would be unacceptable!

Use your abilities to protect the bouquet – and yourselves – from the elements as you push forward. Perhaps you can build something to shield yourselves from the weather?

FREESTYLE

Move on to the next scene once the players have found a way to protect themselves and the bouquet from the storm while on the move.



Scene 3

PROMPT

When the storm finally passes, you find yourselves in front of the palace. It's an impressive structure with tall columns that glimmer in the sunlight. The only problem is, you all look a bit rough after weathering the storm, and you have to present yourselves to the Empress!

Find a creative way to make yourselves look worthy of entering the palace by using your abilities and anything you can get your hands on. Use magic to gussy yourself up, or maybe just figure out how to pull off the soggy look so it seems glamorous.

FREESTYLE

Move on to the next scene once all the players have made themselves presentable.

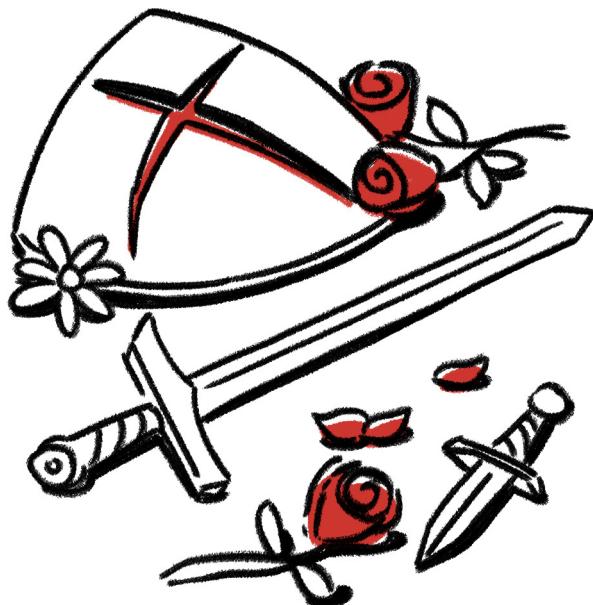
HOW MANY HEADS?

It will take at least **4 Heads** on a **Magic flip** to dry out your clothes.

HOW MANY HEADS?

It will take at least **4 HEADS** on a **SMARTS FLIP** to persuade a noble to give up their very fine hat.

LEVEL
3
20 min.





Scene 1

PROMPT

It's time to present the flowers to the Empress! She is the most elegant Crustaceanoid you have ever laid eyes on. You wait with bated breath as she inspects the floral offering. To your great relief, she smiles. "This is a most remarkable bouquet," she tells you. "As a show of my gratitude, I would like to throw a party for you this evening."

One of the Empress's attendants informs you that custom calls for all guests to contribute something to the party, whether it's a food item, entertainment, or a service of some kind. Figure out what each of you will offer, attend the party, and do your best to impress the Empress and her friends with your contributions!

FREESTYLE

Move on to the next scene once each player has made their contribution to the Empress's party.

SILLY IDEA:

Sing a song or come up with the most impressive pun that you can to impress the Empress.



Scene 2

DANGER!

If a royal guard attacks you, it will cost **4 STRENGTH COINS**.

HOW MANY HEADS?

It takes **5 HEADS** on a **MAGIC FLIP** to create false evidence that an enemy kingdom sent the bouquet.

PROMPT

The party is still a lively affair hours later when someone throws open the doors and barges in. To your horror, you see that it's another courier, an Arboroid carrying another offensive bouquet identical to the first one! "Good thing I arrived!" she tells the Empress. "I saw the bouquet out in the hall, and it's nothing like the one you were supposed to have. Luckily the florist always sends two couriers just in case something happens. Here! These are the flowers that were meant for you."

The Empress glares at the floral arrangement in outrage. "Someone explain why this insulting sight is before my eyes!" she cries. "This is clearly a declaration of war! Gather the troops immediately!" Uh oh. If you don't do something to stop this, the Kingdom of Pearls will be at war!

FREESTYLE

Move on to the next scene once the players have stopped a war from occurring.

Scene 3

PROMPT

With the threat of war thoroughly stomped out, the time has come to return to the Golden City and deliver the news of your success to your own Empress. The journey home is a peaceful one, and the Empress is eager for news upon your arrival. You are brought to her favorite balcony that overlooks the entire city.

"Well? Did you manage to avert disaster?" she asks, and pushes you to regale her with the full story. She listens, enraptured by your tale, gasping at every twist and nearly in tears of gratitude by the end.

"Clearly you all need to be promoted," she says. "From now on, you will be my most treasured and respected emissaries to other kingdoms. You will be given titles, and all in the Mountain Kingdom will know your names and know that you work to keep them safe. Unless, of course, you would all rather be my new florists. That could be arranged as well."

QUICK TIP:

Try to work in parts of earlier **FREESTYLES** so that the ending is satisfying for the players.

GAME OVER. YOU WIN!