

*Questing Through Life* follows Allie, Emma, Nico, Sage, and Isaac, a group of old friends trying to escape the messiness of adulthood through a new Dungeons & Dragons campaign. Each of them is struggling in their own way: Allie is lonely after a breakup and quickly falls for Tara, Emma is trapped under her cruel boss Joshua, Nico is overworked and broke while trying to pursue music, and Sage is haunted by the patients they cannot save. When Isaac introduces a mysterious old D&D module called *Questing Through Life*, the game begins as a fun escape from real life.

Inside the campaign, the friends become fantasy heroes: Elanor, Chike, Elias, and Irene. Their quest begins in the town of Sodomia, where a prophet sends them to defeat a dragon supposedly terrorizing the royal palace. Along the way, they meet the princess and the king, discover treasure and a healing *Book of Vitality*, and eventually find the dragon Brego chained in the king's dungeon, with dice rolls determining their success at every turn. The party realizes the dragon is not the villain: the king has imprisoned Brego and trapped his own daughter in order to hold on to power. They attack the king and free Brego, but the king escapes with the princess.

Soon, strange parallels begin appearing between the game and real life. Nico's in-game rash appears on his real arm and disappears after the *Book of Vitality* heals him. Emma's attack on the king mirrors Joshua's sudden downfall at work. Sage's healing magic seems to stop patients from dying. Allie's connection with the princess begins to echo her relationship with Tara. When Nico wins money after taking gold in the game, the group realizes that whatever happens in the campaign can affect their real lives.

At first, this discovery feels like a miracle. The friends realize that by rolling dice and making choices in the game, they may be able to control what happens outside of it. They use the campaign to get what they want: money, power, talent, love, and freedom for Tara from her homophobic father. But as they push further, they become increasingly greedy and reckless. They kill the king, seize his riches and throne, and begin planning to conquer more towns. Allie grows uneasy, realizing that their desire to improve their own lives is turning them into the villains of the story.

When the wounded king returns and attacks the princess, Allie/Elanor sacrifices herself to save Tara/the Princess. After her character dies, she realizes that the magic has gone too far. Using her final heroic action, she tears the game module apart, ending its control over their lives.

In the aftermath, the friends grieve Allie and lose the magical rewards they had gained. Emma visits Tara, and together they remember the joy of the game before it became dangerous. The play ends with the possibility of starting a new D&D campaign, this time simply as friends, using imagination not to control life, but to survive it.