

Grinning Skull Design Studios

Grim's Amazing D100 Tables

1000

AIRSHIP SIDE QUESTS

for any Steampunk RPG Campaign

**SYSTEM
FREE**

By Aaron Canton

Grim's Amazing D100 Tables

Suitable for
ANY STEAMPUNK
ROLE PLAYING
GAME SYSTEM
CAMPAIGN

100 Airship based Side Quest ideas to inspire GM's, and slot into their preferred Steampunk Role Playing game campaign.



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Grinning Skull Design Studios presents:

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100 AIRSHIP SIDE QUESTS

FOR ANY STEAMPUNK RPG CAMPAIGN

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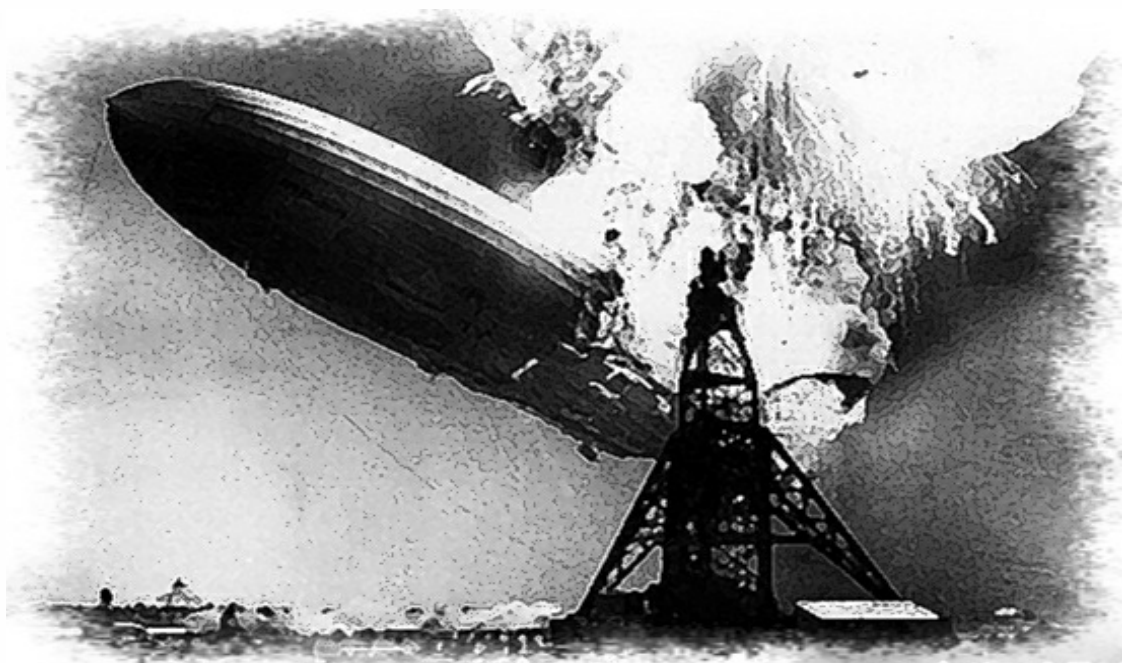
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FOREWORD



This edition of Grim's Amazing D100 Tables presents to you 100 Airship Side Quests, a collection of campaign ideas for your airship-centric Steampunk campaign. We also welcome a new writer to the fold, Aaron Canton, who has lovingly prepared 100 entries of this nature to help inspire Steampunk Games Masters with loads of interesting side quests to easily slip into your existing sessions.

Airships have always inspired thoughts of luxurious and sophisticated globetrotting air travel since they were first invented, and we all know, they are now a mainstay of the popular Steampunk genre, so it was about time that we catered for players and GM's alike of this historical and fantastic sub-genre!

If you're running a campaign set in a Steampunk world and your players get on an airship for a protracted length of time, chances are you'll want there to be a Side quest or two to make the ride more exciting. If you haven't thought of any, worry not: below is a list of 100 airship adventures designed to engage parties of any skill level and temperament.

Team Skull

Choose or Roll D100



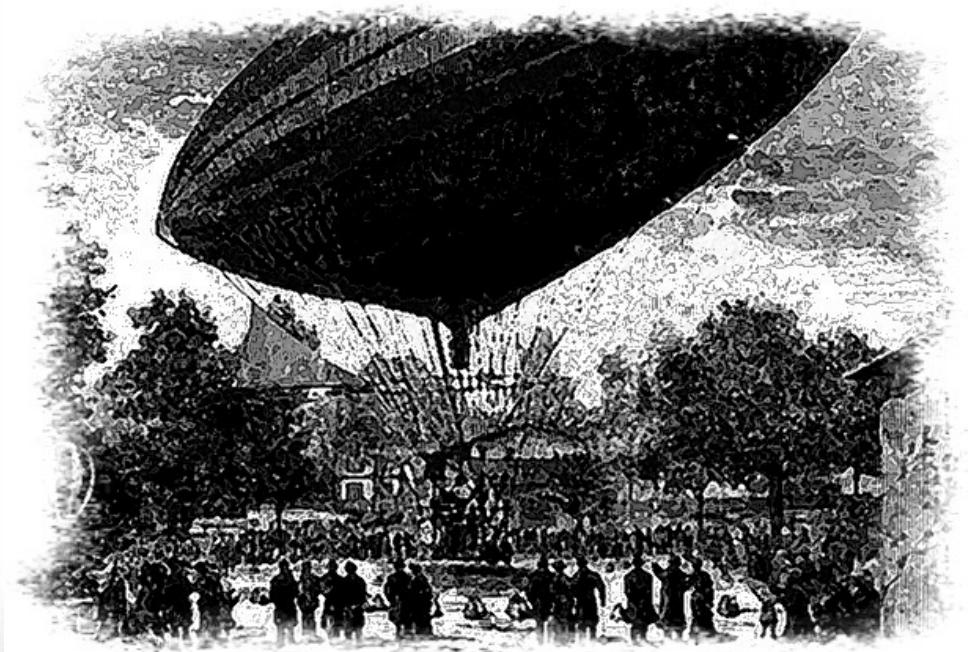
01.-10: CREW SIDE QUESTS

01. The crew mutinies against the captain, and the players must retake the ship.
02. The steersman becomes badly ill and is unable to steer the ship on his own, and the players must assist him.
03. The first mate is actually a runaway criminal, and the players must get him off the ship before it crosses the border and they are held liable for helping him flee.
04. The navigator has a crisis of confidence, and the players must use their diplomatic skills to help him regain his confidence in time to fix a problem with the ship.
05. The captain learns that a member of his hated rival's crew has infiltrated his own, and the players must figure out who it is.
06. The chaplain is revealed to be part of a cult, and the players must stop him from brainwashing the rest of the crew.
07. The boatswain is profiteering by buying the cheapest, shoddiest gear he can find, and the players must trick him into admitting this where the captain can hear so as to stop him.
08. The chief steward is revealed to be the captain's slave, and the players must help him to escape from the moving airship without alerting the captain.
09. The master-at-arms is so strict that he risks turning the crew against him, and the players must find some way to defuse the situation.
10. A petty officer is paid by a villain to frame the crew for attempted mutiny, and the crew must defend themselves in a makeshift trial.

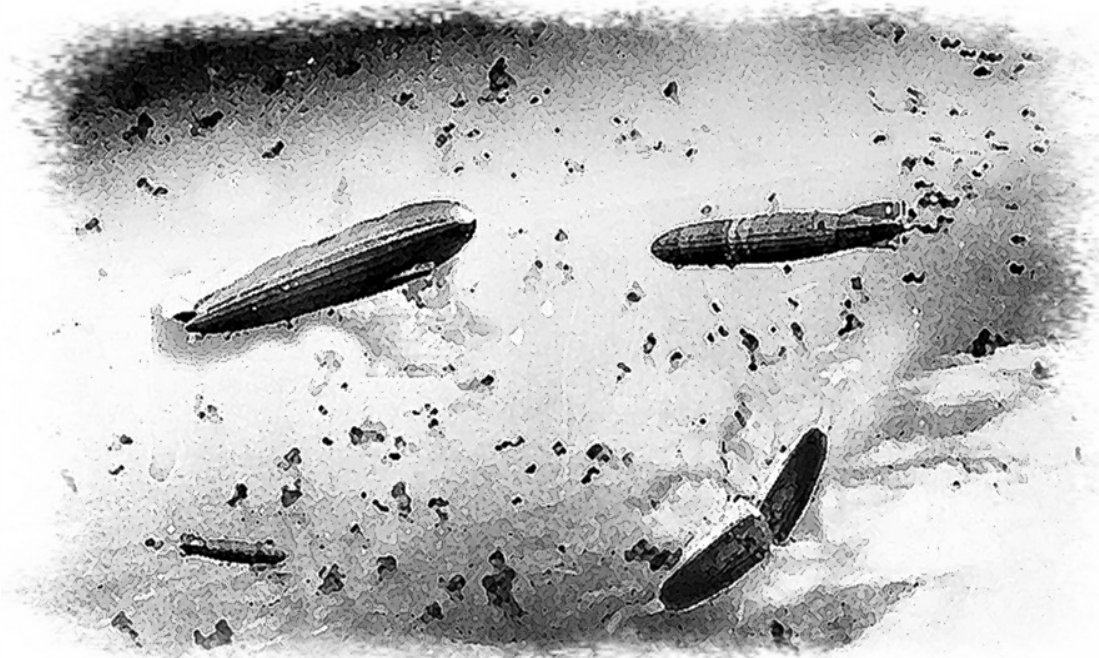
Choose or Roll D100

11.-20: REPAIR SIDE QUESTS

11. An engine has stopped, and the players must climb through gears, pistons, and boilers to fix it without killing themselves in the process.
12. An automaton on an understaffed airship has broken, and the players must jury-rig another before the ship flies into a storm for which it will need all hands on deck.
13. Multiple sails have ripped, and the players must climb the rigging and set up new sails before the ship crashes.
14. The airship runs out of fuel due to a leak, and the players must find ways to scavenge fuel from the rest of the ship--such as by ripping out and burning sections of the frame--to avoid crashing
15. Rust prevents gears on the rudder from turning, and the players must climb down the outside of the ship to remove the rust before the ship crashes.
16. Poisonous mould contaminates the food stores, and the players must identify and dispose of all the contaminated food anywhere on the ship before someone eats it and dies.
17. An engine fire starts, and the players must rapidly put it out before it destroys the ship.
18. A deadly illness spreads throughout the ship and the players must create a medicine using only the supplies and equipment on the ship.
19. The players break the seal of an important letter they were entrusted with delivering, and they must fix the seal using only the supplies and equipment on the ship.
20. The players are put in charge of ensuring a struggling prisoner remains confined to quarters, and they must monitor and maintain manacles, bars, and other restraints to stop a potential break-out.



Choose or Roll D100



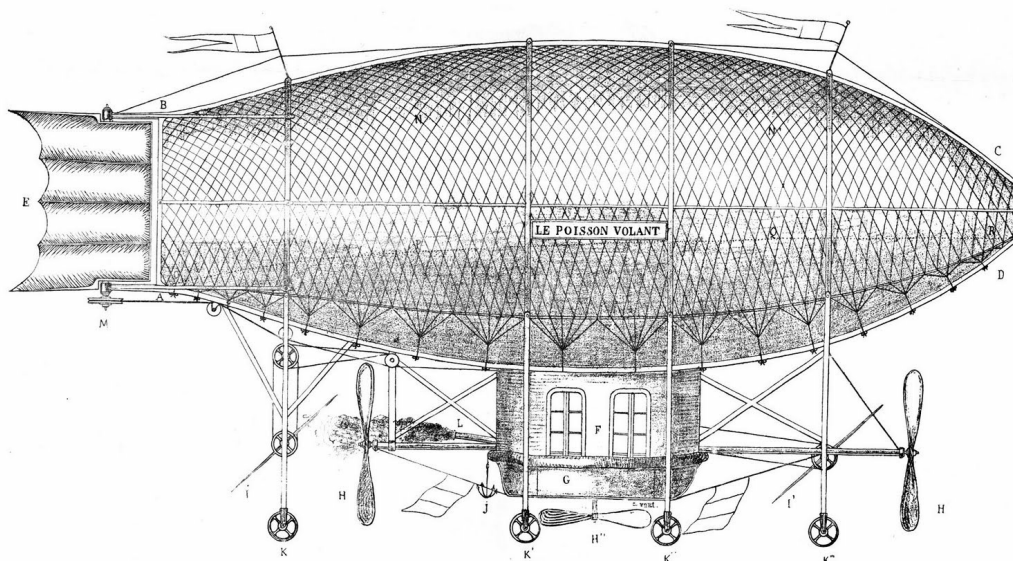
21-30: ENCOUNTER SIDE QUESTS

21. Pirates attack in their own airship, and the players must fend them off.
22. Another airship owned by a landlord who previously ripped off the players passes by, and the players must raid the ship to get revenge.
23. Another airship challenges the players' airship to a race, and the players must help their airship's crew win.
24. A tattered hulk of an airship drifts past, and the players must go onto the ruined airship and figure out what happened to it.
25. Another airship crashes, and the players must help to rescue the survivors.
26. The players are travelling incognito, and the players must support their false identities after a government airship arrives to investigate them.
27. A bandit's airship is known to be in the vicinity, and the players must induce the bandit to attack them so they can capture him and turn him in for a bounty.
28. A very powerful airship which is hunting the players is in the vicinity, and the players must manipulate their captain into avoiding the other airship so he doesn't find out.
29. The captain of the players' airship bets that airship against another one in a high-stakes card game, and the players must help their captain win so they don't lose the ship and become stranded.
30. A supposedly unstoppable juggernaut of an airship is bombing a nearby settlement, and the players must somehow drive it off to save thousands of innocent lives.

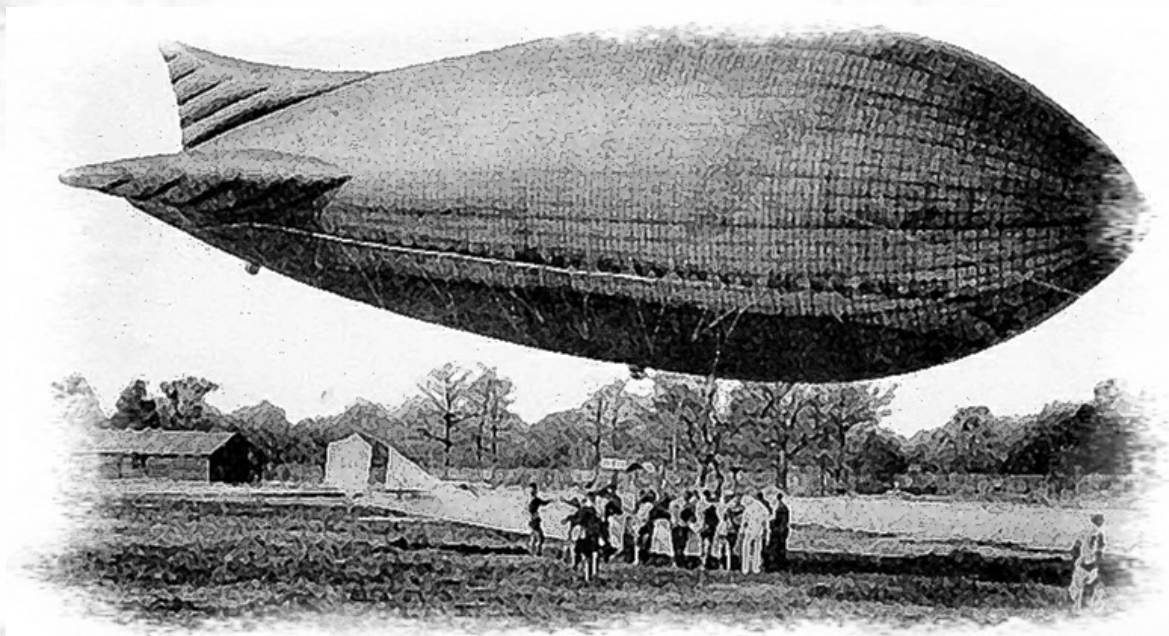
Choose or Roll D100

31-40: *MONSTER SIDE QUESTS*

31. The airship encounters a clockwork dragon, and the players must help it recover a large gem that was lost or stolen by another party.
32. The airship encounters a swarm of small robot birds, and the players must help them evade larger birds which are hunting them.
33. The airship encounters gigantic humanoid automatons when it is near the ground, and the players must help their ship evade nets and other restraints.
34. The airship takes a crumbling automaton onboard, and the players must help keep it functional until the airship gets it to its chosen final resting place.
35. The airship encounters a gigantic roc which kills several of the crew with its talons, and the players must help drive the roc away.
36. The airship encounters a swarm of mechanical bugs which begin to eat through the ship, and the players must get rid of them before the ship crumbles.
37. It is discovered that one of several animals being transported on the airship is a secret automaton, and the players must identify the automaton without hurting any of the real animals.
38. It is discovered that a rogue automaton which can perfectly imitate any human has snuck aboard the ship, and the players must identify it before it kills and permanently replaces one of them.
39. The airship is attacked by a gigantic rogue autonomous airship which hunts down and cannibalises other airships, and the players must destroy the autonomous airship for good.
40. The airship encounters a single bio-mechanical flower after all others of its type have died, and the players must find a way to care for it before it too dies and renders the species extinct.



Choose or Roll D100



41-50:

ENVIRONMENT-THEMED SIDE QUESTS

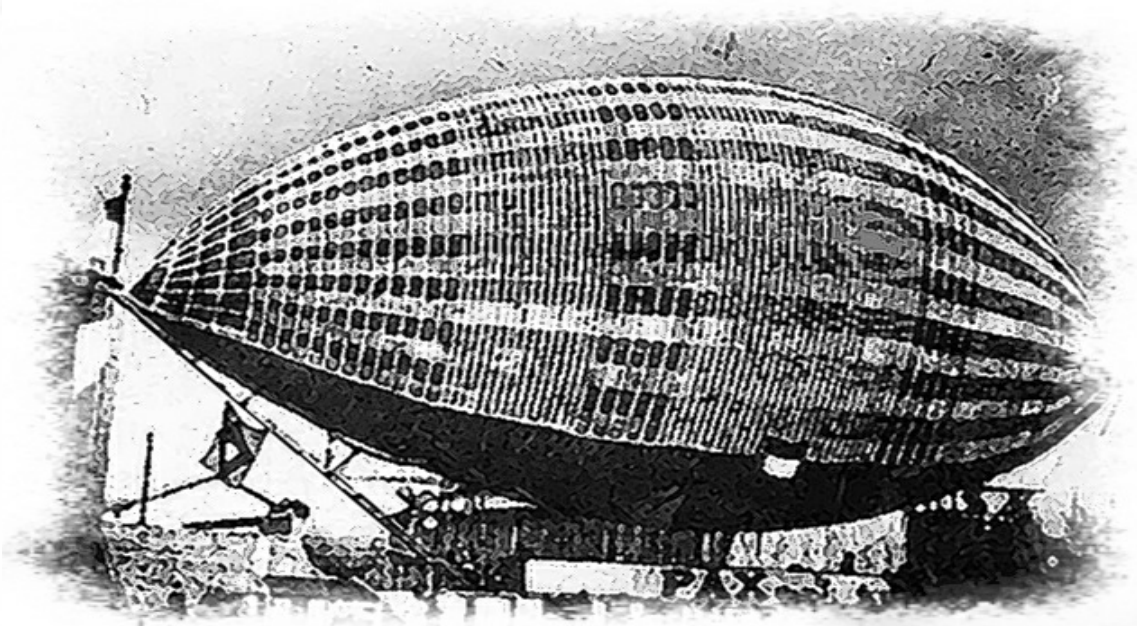
41. The airship enters a region of twisting mountain passes which double back on themselves, and the players must help navigate the ship safely through them.
42. The airship is caught in a horrible storm, and the players must help the crew to keep the ship together until the storm ends.
43. The airship enters a region where the air is so toxic it will poison anyone who stays in the open for more than two minutes, and the players must somehow fix broken parts on deck in two-minute shifts.
44. A volcano erupts just as the players' airship passes over it, and the players must help the ship avoid the ash, spurting lava, and flying rocks.
45. The airship enters a region where heavy ash and dust in the air reduces visibility to just a few feet, and the players must build and use navigational instruments or find another way to steer without sight.
46. The airship enters a hailstorm, and the players must rapidly fix holes punched in the ship by the hail before the ship disintegrates.
47. The airship enters a region where no mechanical devices function, and the players must use the airship's sails and other passive steering systems to get it out of the region before it crashes.
48. The airship enters a region that is so cold that the airship's fuel freezes, and the players must use onboard supplies to mix a new batch of fuel which does not freeze but can still power the engines.
49. The airship enters a mountainous region known for a very rare flower which grows on local crags, and the players must help the captain get close enough to pick the flowers without crashing.
50. The airship enters a cloudy region where navigation by starlight is impossible, and the players must help fly the ship dangerously close to land at night and look for landmarks to guide the ship by.

Choose or Roll D100

51-60:

RE-SUPPLYING SIDE QUESTS

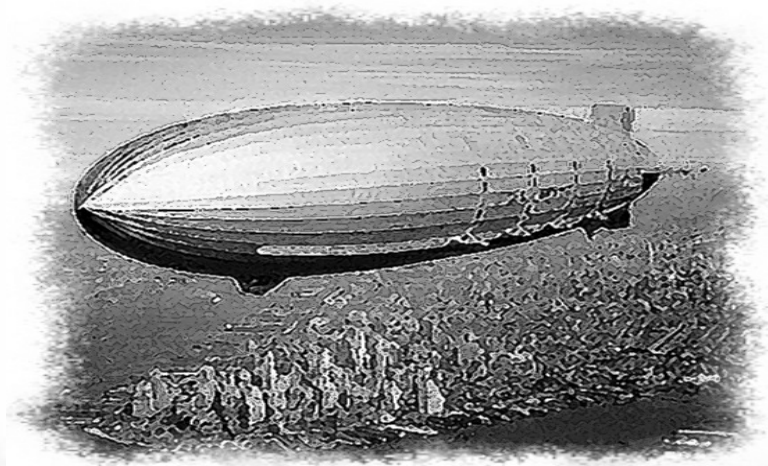
51. The airship stops for repairs in a desert, and the players must fight off hordes of sand golems or nomads until the ship is fixed.
52. The airship requires a new part, and the players must journey through a mysterious jungle to find the trader that has it.
53. The airship's water is contaminated, and the players must pick through the ruins of a destroyed village to build a machine that can purify their water before monsters attack them.
54. The airship's navigational equipment is stolen, and the players must steal a new set from the heavily-trapped vaults of a reclusive collector.
55. The airship's fuel is exhausted, and the players must enter an abandoned mine to dig up more fuel without being killed by rock creatures.
56. The airship runs out of food, and the players must convince local authorities to resupply them by successfully pretending to be representatives from the local noble.
57. The airship's propellers are damaged as the ship nears a paranoid, reclusive community, and the players must somehow obtain replacements parts from that community.
58. The airship requires medicine to combat an illness, and the players must reunite two hermits in the vicinity who once made the medicine together but subsequently had a bad falling out.
59. The airship runs out of water, and the players must carefully extract snow from a nearby mountaintop without triggering an avalanche--or somehow divert the avalanche from the town below if they do trigger it.
60. The airship stops to recruit more people, and the players must vet the applicants to ensure that a local serial killer doesn't scam his way onboard with fake credentials.



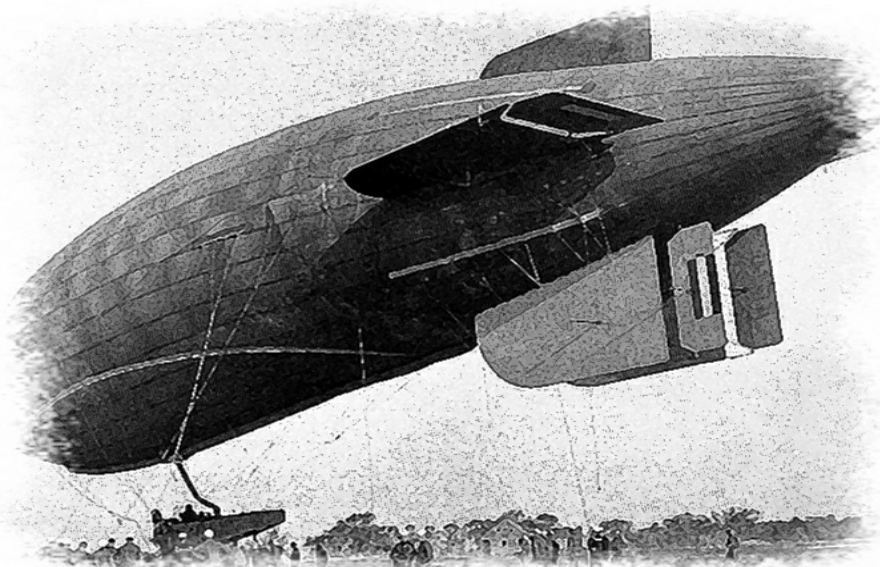
Choose or Roll D100

61-70: OVERLAND SIDE QUESTS

61. The airship is damaged such that it can hold less weight, and some of the players must accompany the airship on foot until it can be repaired. Those on the ship must help fend off raiders attacking the ground forces.
62. The airship must bypass a checkpoint, and the players must disembark and sneak through a ravine to get to the checkpoint first and open the gate.
63. The airship must fly high above a jungle to avoid forest creatures, and the players must get off the airship (to reduce its weight) and push through the jungle on foot before rejoining the airship on the other side.
64. The airship is traversing over a gigantic crumbling structure, and the players must disembark and chase the airship while making repairs to the structure so it does not collapse and kill people.
65. The airship is flying over a huge polar sea, and the players must chase it while hopping from iceberg to iceberg and collecting polar gems to pay off a debt.
66. The airship has been hijacked and hidden in a gigantic cave system, and the players (who were thrown off) must race aboveground and get to the other end of the caves so they can retake it before it flies away.
67. The airship lacks an important piece of cargo, and the players must sneak off the airship and then take the cargo up a tall, wolf-infested mountain in time to meet the airship when it passes.
68. The airship is passing over a besieged village but cannot intervene due to diplomatic considerations, and the players must disembark and fight their way through the village to save it.
69. The airship is officiating a footrace, and the players must win the race on foot in order to obtain further passage.
70. The airship is pulled off-course by an unknown force while the players are Off-ship, and the players must chase after the airship with the aim of somehow stopping it before it is fully seized by the enemy.



Choose or Roll D100



71-80:

SCOUT SHIP SIDE QUESTS

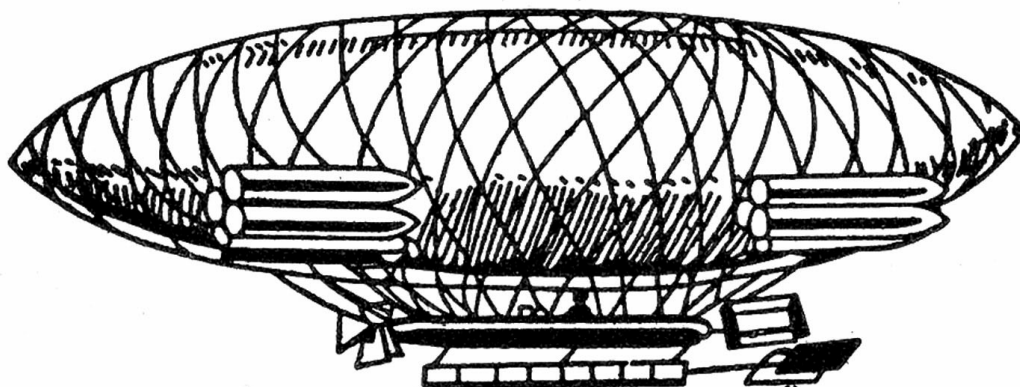
71. The airship must get through an aerial maze, and the players must take small scout ships through the maze first in order to chart the best path.
72. The airship must protect a flock of endangered birds, and the players must use small scout ships to chase after any birds that leave the main flock and fend off predators.
73. The airship runs out of fuel before it can catch a fleeing criminal, and the players must take scout ships to continue the chase, even though the criminal's ship is much stronger than the scout ships.
74. The airship has been boarded by pirates, and the players must help a noble passenger escape in a scout ship and reach the nearest safe city.
75. The airship is prevented from advancing in a pass by an artillery barrage and the players must use small scout ships to sneak through the pass and destroy the artillery.
76. The airship is stricken with plague, and the players must load medicine into a small scout ship and return to the airship--in the middle of a hurricane.
77. The airship is badly damaged, and the players must take a scout ship to the underside of the main airship and effect repairs without crashing and before the airship breaks down completely.
78. The airship is robbed by mutinous crewmen who flee in one scout ship, and the players must pursue in the second scout ship to catch the mutineers before they reach their base.
79. The airship's engine breaks down, and the players must use scout ships to tow the airship for repairs--while also fending off raiders who attack the airship.
80. A scout ship with some crew members is knocked down by an enemy army, and the players must hurriedly take another scout ship to save them.

Choose or Roll D100

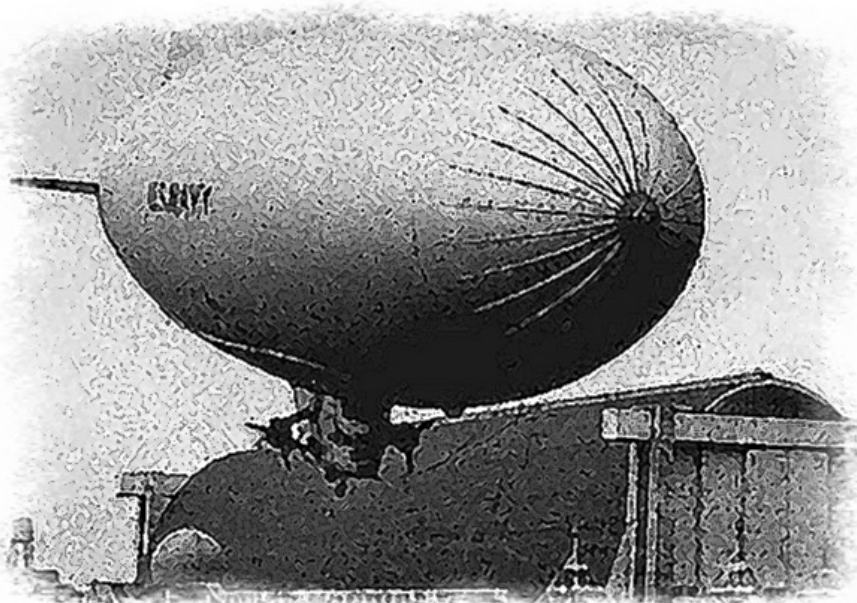
81-90:

ESCORT SIDE QUESTS

81. The airship must protect a diplomat's procession, and the players must help fend off raiders who attack the procession.
82. The airship must protect an ostensible psychic's procession, and the players must help fend off ghosts and spirits which attack the procession.
83. The airship must protect three feuding nobles en route to a conference, and the players must mediate between the nobles so none of the nobles abandon the mission.
84. The airship must protect a duplicitous merchant being escorted to a court, and the players must stop the merchant from stealing certain precious treasures onboard the airship in the process.
85. The airship must protect a fleet of smaller airships, and the players must rush from airship to airship in order to fend off a large group of pirates who attacks them all simultaneously.
86. The airship must guide an autonomous airship which is wandering into danger due to a flawed guidance system, and the players must figure out how the ship's navigation works and then help guide it along a safe path.
87. The airship must accompany a newer airship with a younger crew to a military base, and the players must help train the new crew along the way so they survive an upcoming battle.
88. The airship must accompany a prize ship led by a captain who keeps attempting dangerous stunts due to his arrogance, and the players must find a way to humble the captain before he wrecks his ship.
89. The airship must escort a strange creature whose presence causes violent hallucinations in others, and the players must fend off the hallucinations and work together to protect the creature until it reaches its destination.
90. The airship must escort a strange creature which is almost invisible, and the players must find a way to monitor the creature before it slips away.



Choose or Roll D100



91-100: MISCELLANEOUS SIDE QUESTS

91. The airship stops for a holiday observance, and the players uncover a plot to cancel the holiday's celebration in the area. The players must overcome this plot.
92. The players realize that the airship itself is using dark magic or evil technology to 'bond' with them and they will immediately die the next time they step foot off the ship unless they find a way to break the bond.
93. The airship itself is captured by an enemy nation, and the players must steal it back so they can continue on their journey.
94. The airship is completely destroyed by a rival ship, and the players must seize the rival ship to continue on their journey.
95. One of the players is attacked by an enemy weapon that induces a horrible fear of heights in him, and the other players must find a way to help him overcome this so he can remain onboard.
96. The airship is completely destroyed by a rival ship, and the players must build Icarus-like flight suits out of the wreckage to fly to their next destination and obtain new transportation.
97. The airship is revealed to be powered by an evil artefact which is setting up an evil plan, and the players must fight the crew and the ship itself in order to reach and destroy the artefact.
98. The players discover that the crew are actually human-like robots who are part of the ship, which is semi-sentient. The ship then attempts to assimilate the players as well, who must escape.
99. When the crew deserts due to an apparent mistake by the captain, the players must recruit new crewmen at a nearby settlement. The players must then train the new recruits so they do not crash the ship.
100. The airship is completely destroyed, and the players must talk a local merchant or noble into buying them a new one.

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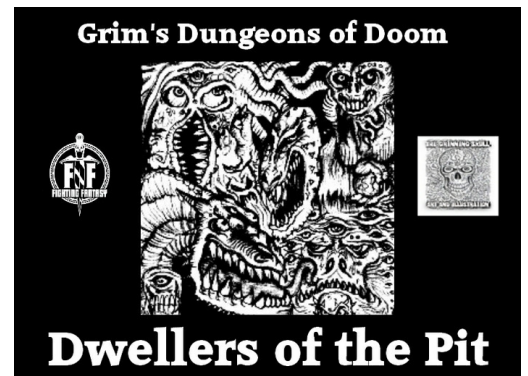
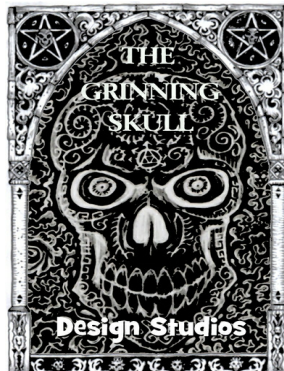
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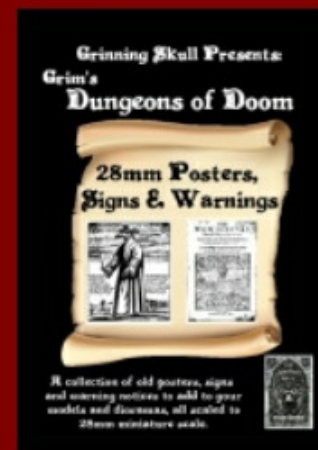
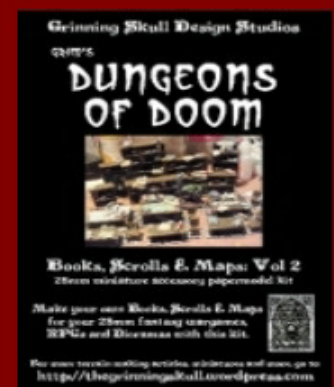
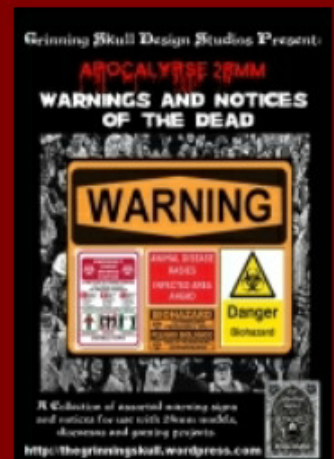
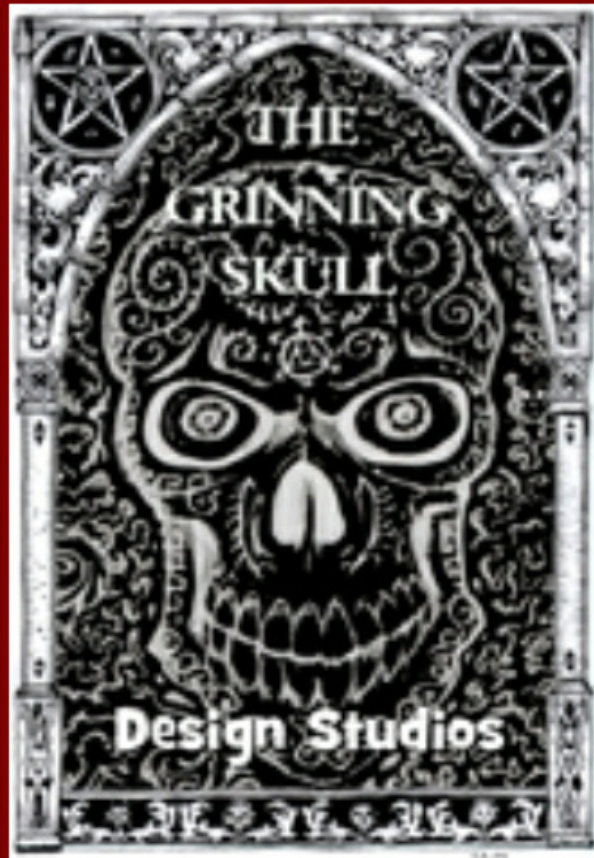
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