

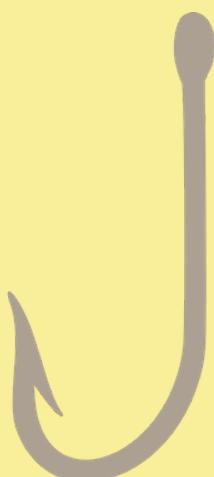


# 100

# SIDE QUEST



# hooks



- Misc. -

METAL TURTLE GAMES

1 A man gets kicked out of his house by his greedy landlord.

2 A dirty child is crying in an alley, with a broken arm.

3 An ad nailed to a tree asks for furtive “movers”.

4 A flamboyant man needs an item to be “retrieved” from a vault located in a well-guarded manor.

5 The party encounters a dead messenger who carried a letter.

6 A kid presents themselves as the child of a character.

7 A shady man needs a package delivered in another town.

8 A bad tempered cat must be retrieved from a tree.

9 The adventurers must gather a list of “ingredients” from various monsters.

10 A man asks the party to rig a fishing contest.

11 A child steals the purse of a character but they realize it.

12 A mother asks the party to rescue his little boy who fell into a well.

13 The PCs are invited to a strength and agility contest.

14 A magic sword is stuck in a rock since years.

15 A house is on fire and cries are coming from the inside.

16 The party have to place traps in a cellar often invaded by goblins.

17 The characters need to put an undead back to eternal rest but without damaging the body.

18 A granny wants a bag full of apples to make pie.

19 A man needs someone to watch its cows at night.

20 A member of the party has eaten something bad and is now sick.

21 A noblewoman needs her dress mended before the ball.

22 A distracted mage is trapped outside and needs someone to open the door of their tower.

23 A man can't seem to break its young horse.

24 The party have to convince a nobleman during a fancy dinner.

25 A bartender needs someone to collect the debt of a customer.

26 The characters encounter a trapped fairy in a glass jar.

27 Rival bakeries are trying to steal the secret recipe of the other one.

28 The PCs witness a crime and have to testify in front of a court.

29 An unknown beast found dead in the forest has to be dissected.

30 A bullied boy asks the party to train him to get revenge.

31 An enraged dog is cornering people in a narrow street.

32 A wizard wants the party to capture a living goblin.

33 A demon trapped in a magic circle should be banished but tries to bargain with the PCs.

34 While selling an item, a merchant replaces it with a fake and claims it to be worthless.

35 A feast is organized in the honor of the characters.

36 An old map of the city is found, revealing a forgotten vault.

37 An escaped slave begs the party to hide them for the night.

38 A crazy druid makes plants grow and rats pullulate around him.

39 A man is magically forced to read a book since he opened it.

40 The nearest forest shelters rare flowers deadly to the touch.

41 A man polymorphed into a cat asks help to find a cure.

42 Bandits, sick of stealing, are looking for career advice.

43 An illusionist is causing trouble by paying with illusions.

44 Campers have been found dead and the PCs must investigate.

45 Pregnant women are looking for the man who impregnated them for him to take responsibility.

46 An unfaithful wife is blackmailed by her lover.

47 A man, trying to impress his crush with magic, petrified her.

48 An ugly man offers a gambling game with dies.

49 An outlander has been selling potions with strange side effects.

50 A sacred animal is inadvertently killed by the party.

51 An ex-cultist is harassed by current members.

52 A house collapsed because of too much kobold tunnels.

53 A bard needs help to finish the last verses of their poem.

54 A grizzled warrior offers training to people who drink with them.

55 The PCs kill a werewolf and discover with horror it was the daughter of an important person.

56 A quarrel between an elf and a dwarf must be stopped quickly.

57 A man is buying magic crystals for a good price to power an odd device meant to go into space.

58 A scholar asks the PCs to do stupid things for their research.

59 A band of goblins waving a white flag enters the village.

60 A barbarian befriends the PCs and wants them to join his party.

61 A young half-elf asks the party to protect her while she fishes.

62 A man whose cart is broken and

needs help to repair it.

63 A beggar needs a place to stay if not he is going to freeze to death.

64 The party finds a baby minotaur who seems to appreciate them.

65 Corrupt guards try to extort money from the characters.

66 A farmer wants to get rid of a band of goat riding goblins who keep stealing his crops.

67 A priest needs water to be blessed by bringing it to a holy place.

68 An undercover guard tries to trap the PCs by selling them drugs.

69 While going through a village, the local lady loses her handkerchief.

70 A pilgrim asks the party if he is headed the right direction.

71 A wanted poster with the name "The Grey Fox" written on it.

72 A gold coin picked up by a party member is slowing eating their money as it is in fact a mimic.

73 A rogue asks the PCs to distract the guards in front of a bank.

74 A ferret wearing tiny goggles is selling useful items to bystanders.

75 A new restaurant opens in town, only serving cooked monsters.

76 The symbol of the town, a cooking pot, has been stolen.

77 A fake priest raised money for a "charity" until people realized.

78 A man trapped inside a giant glass-like ball asks the party to roll him to the house of a wizard.

79 A woman hands out flyers for a folk band coming soon in town.

80 A collector pays a lot for any ancient runes engraved stones.

81 Since a few days, the PCs stink horribly and people avoid them.

82 A dying man asks the party to give his savings to his family.

83 A wizard, trying to create a new spell, accidentally created a slime reproducing at an alarming rate.

84 An innocent man is imprisoned because of the party.

85 A doppleganger took the place of a member of the party.

86 A young man/woman needs help to flee with his/her lover.

87 A baker needs a rare ingredient to finish its fizzing chocolate.

88 A vigilante fights crime in this city but guards try to arrest them.

89 A robbery is taking place at the grocery store.

90 A slave is whipped on the public place to entertain their master.

91 The sewers are clogged and someone has to do something.

92 The cellar of an inn is flooded and the barmaid really wants to

recover a precious bottle of wine.

93 A nobleman in disguise likes to pick fights in the tavern at night.

94 The execution of a bandit is interrupted by accomplices.

95 Goblins have broken into a paint shop then left footprints and splatters everywhere in town.

96 Someone stole the staff of a wizard and they want it back.

97 The PCs are hired as food critics and must go eat in a restaurant.

98 A large rainbow can be seen and, at its end, a leprechaun is swimming in a pot of gold coins.

99 A bored king wants to play a chess game with living pawns.

00 A young musician is found with their skull exploded and the murderer must be found.