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Grim's Amazing D100 Tables

100

Water Side Quests

for any fantasy RPG campaign

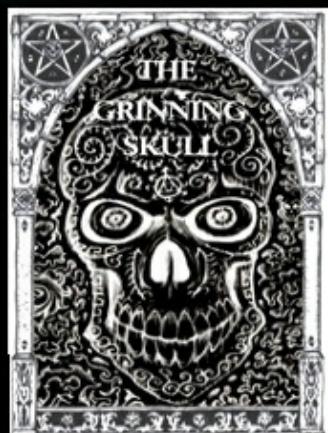


By Aaron Canton

Grim's Amazing D100 Tables

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Grinning ~~Skull~~ Design Studios presents:
Grim's Amazing D100 Tables

100 Water ~~Side~~ ~~Quests~~

For any fantasy RPG Campaign

By Aaron Canton



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Foreword



If you're running a campaign set in a fantasy world, you will likely at some point have the characters wind up alongside or within a river, lake, ocean, or other body of water. Below is a list of 100 possible side-quests to make the most out of these locations.

About the Author



Aaron
Canton

Aaron Canton is a writer currently living in Singapore. His writing includes science fiction and fantasy stories, essays on mythology, and RPG supplements.

He does work-for-hire in addition to working on his own projects and is currently accepting commissions. A complete list of his published works is available at <https://aaroncanton.wordpress.com/writing/>, and he can be contacted at dkg800@aol.com.

Choose or Roll D100



1-10: SIDE-QUESTS INVOLVING FISHING

01. The party must catch a large, violent fish for a merchant; the fish has swallowed the merchant's wedding ring, and the merchant will give the party an item they need if the party catches the fish and recovers the ring.
02. The party must catch a large quantity of fish to feed starving peasants, but the lake is reserved for sole use of the local baron, so the party must evade or defeat his guards in order to fish.
03. The party must catch a shy species of fish for a collector willing to pay a thousand gold pieces for it, requiring them to somehow divert the other fish away so they can coax out the shy fish and catch it.
04. The party must catch fish to eat but a magical shark-like monster is devouring all the fish in the local lake, forcing the party to race to catch their fish first.
05. The party must catch a magical fish for a spell component. The fish is invisible and can only be tracked by watching for ripples in the water.
06. The party must catch a fleeing criminal mage which has transformed herself into a fish and jumped into a river in order to escape.
07. The party must catch and kill a fish monster which has control over the waves as well as piranha minions.
08. The party must catch and kill five magically corrosive fish in a row, but even touching one of the fish is enough to seriously injure whoever touched it.
09. The party must catch four polar fish which have the power to summon spheres of ice around them, forcing the party to find some way to remove the ice in order to catch the fish.
10. The party must catch a massive shark which has slaughtered the last several adventuring parties and soldier patrols who tried to fight it.

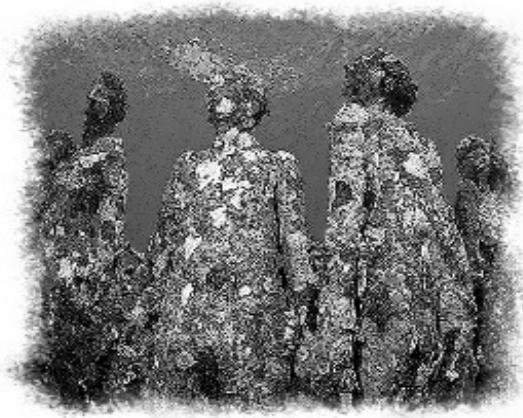
Choose or Roll D100



11-20: SIDE-QUESTS INVOLVING DIVING

11. The party must cross an underwater cave. The party has magical amulets which let each member hold his or her breath for 15 minutes. The cave normally takes 12 minutes to cross--but then kelp monsters attack.
12. The party must descend into a murky bog and search for five jewels which can unlock a wizard's treasure vault, while being attacked by various slime and ooze monsters.
13. The party must descend into the ocean and find an ancient wreck, then fend off the pirate spirits haunting it to claim its gold.
14. The party must pursue and rescue a civilian who is dragged under a lake by a magical whirlpool that shifts position and direction to better trap victims.
15. The party must carefully descend into a trap-laden moat, evading traps designed to look like fish and plants while searching for the pressure plate that will disable the traps and allow passage.
16. The party must find their way through a maze of underwater tunnels while dealing with limited light, limited air, and a pursuing shark.
17. The party must race through a series of geysers connected by underwater passages before the geysers fill with scalding water and erupt.
18. The party must escort refugees through a large underwater region by helping them swim between magical air bubbles. The party must also fend off piranha-like monsters trying to pop the bubbles and kill the refugees.
19. The party must sneak through a large toxic lake guarded by hostile forces, and must dive under the water when necessary to avoid being spotted--even though immersion in the water slowly damages their health.
20. The party must dig down into a frozen lake of magical ice and then tunnel through it to sneak beneath enemies. The party is slowed by the cold and risks being crushed by the magical ice slowly reforming around them.

Choose or Roll D100



21-30: **SIDE-QUESTS INVOLVING WATER DEITIES & WATER SPIRITS**

21. The party must battle the avatar of a powerful storm god on the beach. The avatar attacks with wind, waves, and lightning.
22. The party must complete a ritual to have a bog deity create a safe path through a murky, diseased bog. The ritual requires perfectly reciting a chant while being attacked by the insects and poisons of the bog.
23. The party must negotiate a truce between two high priestesses of rival water gods who have turned a lake inhospitable through their constant magical battles.
24. The party must find ways to defeat three magically-strengthened water monsters--a jellyfish, a stingray, and a shark--without killing them in order to earn both the respect and favour of a water deity.
25. The party must destroy a malevolent water spirit by somehow destroying its pond. As they work, the water spirit will notice them and begin summoning fish and other water-based animals to attack them.
26. The party must negotiate with a water spirit to stop a perpetual typhoon which has been devastating a seaside city for weeks.
27. The party must summon a water spirit to obtain a magical weapon. To summon it, the party must find and activate five rune stones scattered around the beach, all of which are protected by traps.
28. The party must placate a lonely water spirit which is blocking their way and which has fallen in love with the mayor of a local town. The party must bring them together to satisfy the spirit.
29. The party must take up the powers of a local water deity and wield its powers to fend off a fire monster which is attacking a nearby caravan.
30. The party must obtain the favor of a very powerful water deity by retrieving one of its ritual items from a partially submerged and haunted temple.

Choose or Roll D100

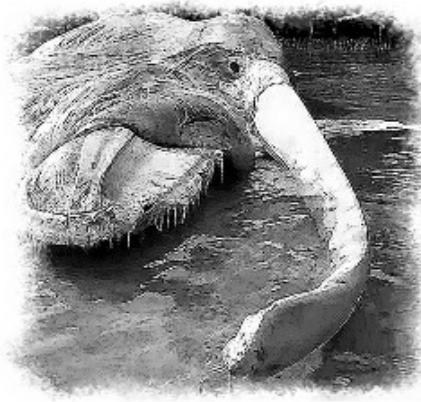


31-40: SIDE-QUESTS INVOLVING BOATING

31. The party must use a boat to chase several brigands across a lake.
32. The party must win a sailing race against several other groups, including a team of water mages which can manipulate the water to help them.
33. The party must fend off fish monsters that attack them midway through a voyage.
34. The party must rapidly patch their boat after it drifts into a patch of magically corrosive water and begins to fall apart.
35. The party must find their way across a wide open sea with few distinguishing features and confusing currents before they run out of food.
36. The party must sail to a sinking ship, board it, rescue trapped survivors, and retrieve valuable treasure that was on the ship as well.
37. The party must sail away from an island filled with hostile inhabitants when all the currents keep bringing them back to the island. To do so, they must find the one narrow corridor in which it is possible to sail away.
38. The party must sneak past an enemy navy.
39. The party must transport a sulking child djinni across a lake, but whenever the djinni becomes mad or disgruntled, he casts spells which churn the water or otherwise impede the party.
40. The party must sail through a horrible typhoon in order to bring magical antidotes to a kingdom afflicted with a curse that has poisoned all of its inhabitants.

Choose or Roll D100

41-50: SIDE-QUESTS INVOLVING WATER-THEMED MONSTERS



41. The party must defeat a pack of kelpies, a horse-like monster which tricks humanoids into jumping onto its back, magically fixes the rider in place, then runs into the nearest body of water and drowns the rider.
42. The party must determine which of several people is a selkie, a seal-like monster which can remove its sealskin and become humanoid.
43. The party must find the sealskin of a selkie that has been captured and enslaved by a rich lord. Once they have the sealskin, the party must free the selkie so she may return to the sea at last.
44. The party must find and slay a very powerful siren, a monster whose voice can hypnotize sailors into drowning themselves or crashing their ships into rocks.
45. The party must defend a town against an invasion of fishmen.
46. The party must find and slay a nixie, a dragon-like monster that lives in the water.
47. The party must convince an undine to show mercy to her unfaithful husband. Undines are water spirits, and anyone who is unfaithful to an undine lover will waste away to death--unless the undine relents.
48. The party must partner with a melusine, a water spirit who is a snake from the waist down, to defeat a band of notorious pirates which have been plaguing the local marshes.
49. The party must track down a reclusive melusine who once had children with a local civilian, because the civilian is dying and wants to see his former lover one last time.
50. The party must battle a gigantic octopus which is destroying local ships.

Choose or Roll D100



51-60: SIDE-QUESTS INVOLVING BUILDINGS ON OR NEAR THE WATER

51. The party must reinforce a large house built on stilts over a lake that has been damaged in a recent storm so the stilts do not collapse and drop the house into the lake.
52. The party must explore a partially-submerged castle and find a lost treasure.
53. The party must escape after finding that a floating restaurant they are eating in is suddenly racing towards the center of the lake and carrying them away.
54. The party must operate a lighthouse to help a merchant ship safely dock, but the lighthouse is attacked by mercenaries hired by a rival merchant who seeks to sabotage the ship.
55. The party must work its way through a bizarre submerged tower to find a famous water-witch that can provide them with a spell they need.
56. The party must find a criminal who is hiding in a large docking facility and is trying to escape on one of the dozens of boats.
57. The party must guard a large portside warehouse from a pirate raid.
58. The party must survive after being trapped inside a stilt-house above a lake by the ghosts of water monsters.
59. The party must help terrified locals negotiate with a powerful pirate lord at a seaside tavern. If they fail to deal with the captain, the pirate's fleet will raze the town.
60. The party must help a wizard to finish casting a difficult and dangerous spell. The spell is needed to protect the town from very powerful lake monsters that are scheduled to attack in just a few days.

Choose or Roll D100

61-70: SIDE-QUESTS INVOLVING LARGER GROUPS



61. The party must put down a mutiny that takes place on a merchant ship they have hitched a ride on. The mutineers want to kill the captain's loyalists and sell their cargo on the black market.
62. The party must guard a group of prisoners being taken across a large lake. When the prisoners try to escape and take hostages from the ship's crew, the party must save the hostages.
63. The party must help a crew of elderly mariners accomplish his dream of sailing down a famously treacherous river infested with hostile water sprites.
64. The party must mingle with a group of passengers on a ferry boat and identify which of them is smuggling contraband across the lake.
65. The party must either negotiate a peace between a band of elves who want to stop destructive fishing and a band of human hunters who want to fish in a small lake, or must help one side defeat the other.
66. The party must help a team of dwarves tunnelling under a completely toxic and impassable lake. They must protect the dwarves from tunnel monsters as well as help notice and plug leaks of toxic water into the tunnel.
67. The party must help a construction team dam a lake, and must defend the dam from hostile druids seeking to sabotage the project because it “interferes with nature.”!
68. The party must steal six magical rubies from a heavily armed team of tomb robbers who are crossing a lake in the same boat.
69. The party must work with members of a stranded caravan to build a shelter that will protect them from an imminent magical hurricane.
70. The party must help the crew of their ship travel quickly enough to outrace a very powerful pirate ship that is pursuing them and intending to pillage them.

Choose or Roll D100



71-80: SIDE-QUESTS INVOLVING MAGICAL PLANTS

71. The party must fight off an attack by magical weeds and vines which constrict around them and tries to drag them underwater while they wade through a bog.
72. The party must overcome a magical flower whose pollen makes the party members hallucinate and believe each other are enemies that must be attacked.
73. The party must find specific plants in a dimly-lit bog in order to make a potion, and they must do so quickly before the bog's poisonous atmosphere overwhelms them.
74. The party must negotiate with the spirit of a gigantic willow tree in order to get information. To please it, they must find a way to purify the lake it drinks from, which is being fouled by waste from a nearby town.
75. The party must navigate through a constantly shifting maze of reeds which is being directed by a malevolent water spirit that wants to trap the party in the lake forever.
76. The party must cross a pond by jumping between magical lily pads, but the evil wizard who enchanted the lily pads notices and attacks them, forcing them to fight in a restricted environment.
77. The party must help a village harvest vegetables from water-based farms before a storm hits that will destroy all un-gathered produce.
78. The party must cut wood from a magical tree in the middle of a lake to build a new magician's staff, but it takes ten cuts to cut all the wood, and with each cut the tree makes the lake more violent and inhospitable.
79. The party must find a specific rare plant in a bog and bring it back to a nearby city where an alchemist can use it to cure a disease. If they bring back an incorrect look-alike, the 'cure' will instead kill all who drink it.
80. The party must use magical berries growing near a lake to lure a powerful eagle-like monster out of their way so they can sneak across. If they make a mistake, the monster will attack them.

Choose or Roll D100

81-90:

SIDE-QUESTS INVOLVING WATER-THEMED SPELLS



81. The party must master a spell to control the waves of a lake in order to get their boat across the water despite their being no wind and the boat being too heavy to row.
82. The party must build a water Golem from ocean water using an ancient manual. They then must use the Golem to defeat another monster in their path.
83. The party must use a spell to simulate low tide and push back the ocean long enough to search the seabed for treasure. They then must get back to shore before the spell lapses and the water rushes back.
84. The party must use water magic to shoot spouts of water up from the surface of a lake and help fend off a swarm of flaming harpies which attacks them.
85. The party must master intricate spells in order to temporarily destroy whirlpools that block their boat's path. If they fail to cast the spells correctly, the whirlpools will begin to chase the party's boat.
86. The party must perform a ritual to summon rain and soak a dry lake bed, which will trigger magical plants to grow that the party needs. The rain ritual will cause hailstones or fireballs to drop if performed incorrectly.
87. The party must use a 'water-moulding' spell to draw upon water from a boiling volcanic lake and mould something that will let them cross it, such as a bridge or ladder.
88. The party must ride a chunk of frozen ice down a freezing series of rapids by using magic to control the ice's direction.
89. The party must use magic to scry on their main enemy in a pond, and must fend off local bandits hired by that enemy which attempt to disrupt the scrying early.
90. The party must freeze a lake in front of approaching enemy warships in order to stop them before their cannons come into range of a town on the beach. Once the ships are stopped, the party must go out and fight them.

Choose or Roll D100



**91-100:
MISCELLANEOUS
SIDE-QUESTS**

91. The party must escape after being shrunken and trapped in a submerged ship-in-a-bottle by an evil wizard.
92. The party must work with local citizens to construct a moat before an invading army reaches their position.
93. The party must destroy a well-defended dam in order to drown an enemy army that is too strong to fight directly.
94. The party must defend a dam from enemies who want to break it in order to drown a town down river.
95. The party must find a thief who is hiding in the middle of a murky and hazardous bog.
96. The party must find a child who has vanished near a haunted swamp before the child is harmed by angry spirits.
97. The party must appease the ghost of a drowned sailor by retrieving his body from the monster-infested waters where his boat sank.
98. The party must escape from a very large ship which catches on fire while at sea.
99. The party must sneak aboard and sink an enemy warship.
100. The party commandeers an enemy warship and must use it to destroy a heavily-defended enemy position.



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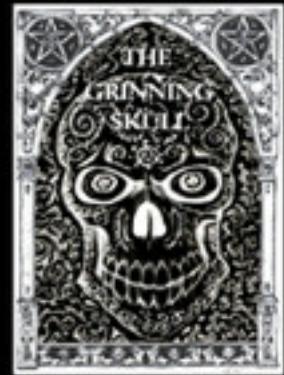
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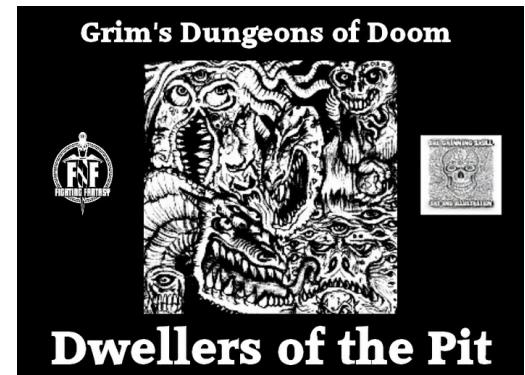
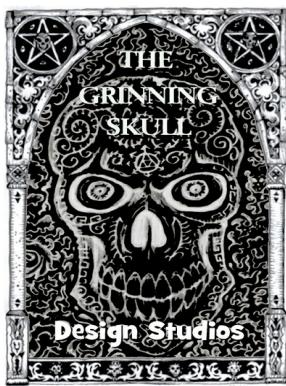
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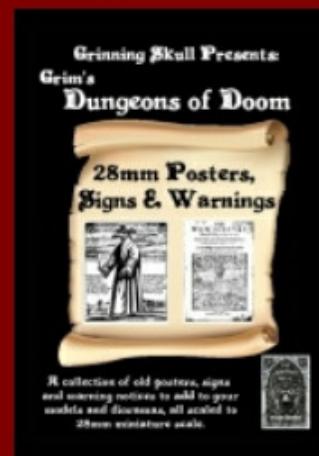
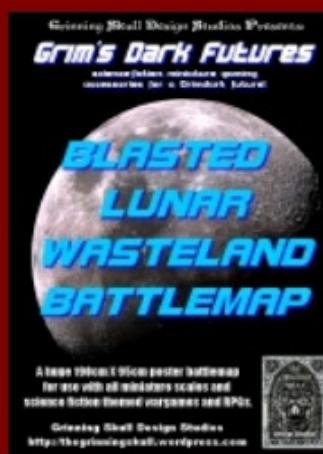
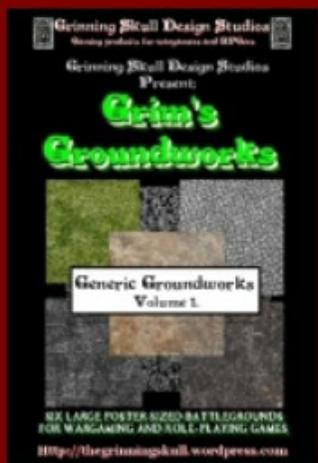
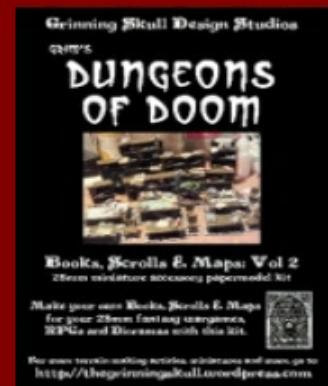
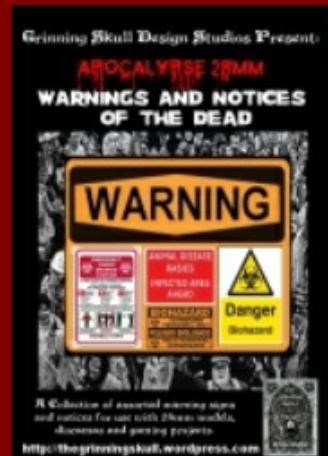
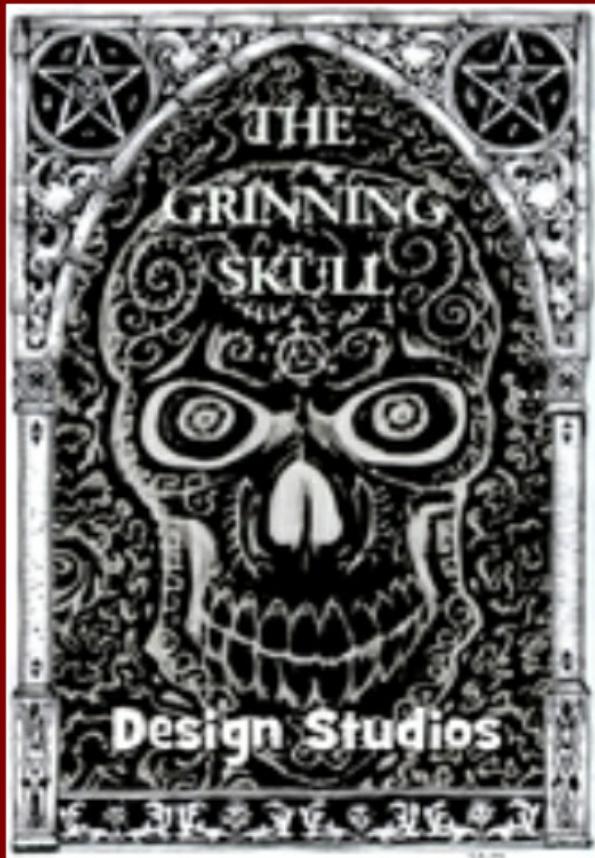
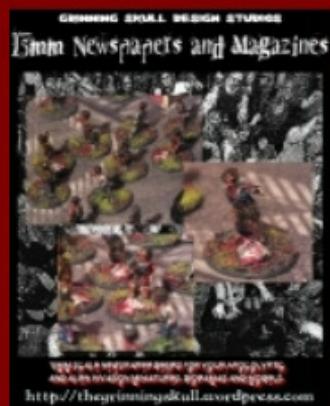
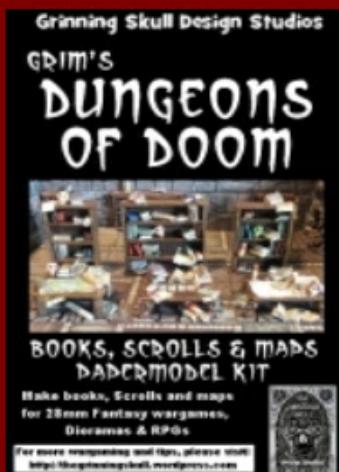
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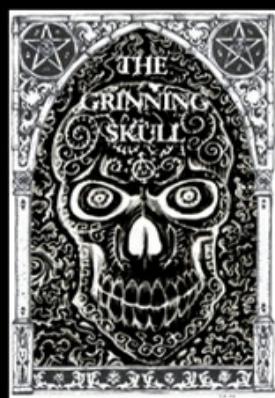
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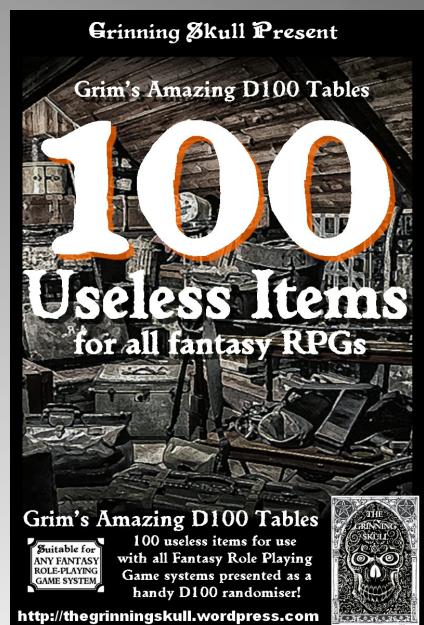
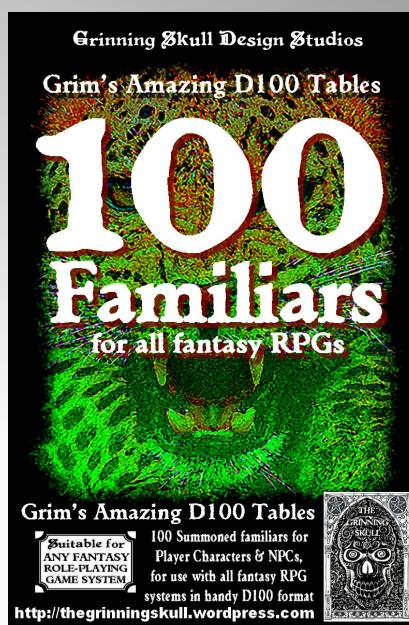
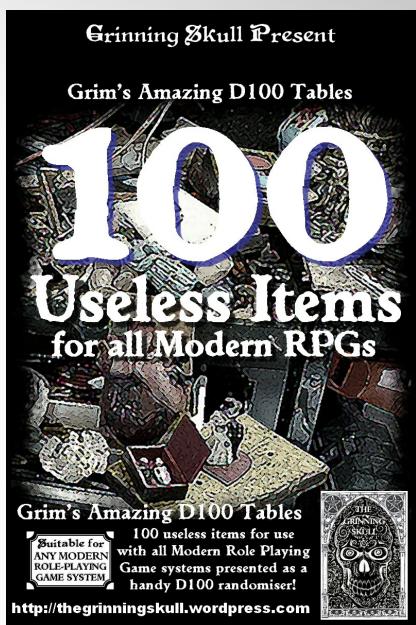
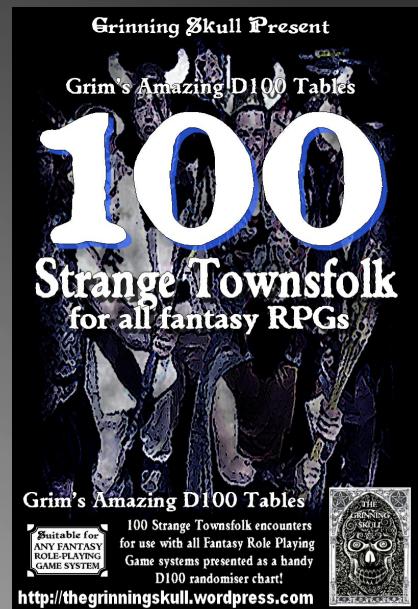
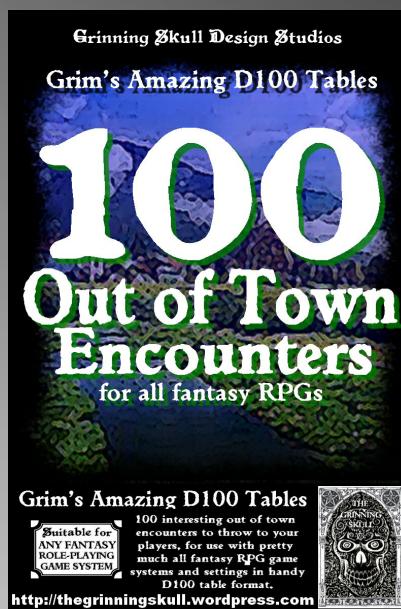
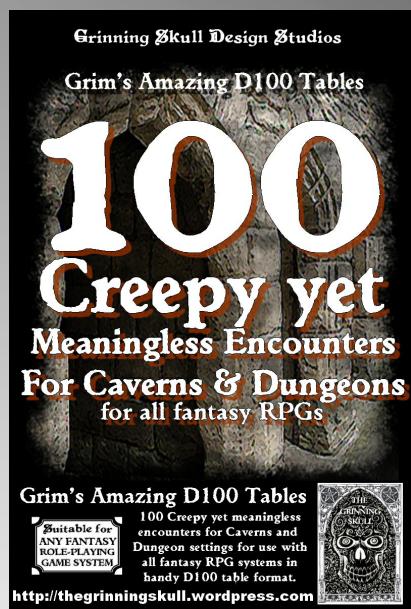


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