

The Side Quest Scroll

10 ridiculous side quests that'll earn you some extra coin



Heroes Wanted

What would you do for a bit of gold?

{Dismantle} An artificer trapped their newly built clockwork golem in their workshop after some loose gears caused it to go berserk. It is the result of many decades of research and hard work, so the artificer is offering a hefty reward to any heroes who can dismantle the golem without destroying it.

{Hunter or Prey} The party is invited to take place in the annual "Three Horn Hunt" during which they can hunt down their very own triceratops. Unfortunately, a pack of highly intelligent raptors has also started hunting in the same jungle.

{Bloody Affair} A nobleman fears his wife is having an affair and offers the party a small reward to trail her for a few nights. If the party follows her into the sewers, they'll quickly discover she has joined a vampiric cult that is preparing to take over the city.

{Peace Offerings} Tradition demands that before the truce between the Frost Tusk orcs and Hammerkeg dwarves is finalized, a stein of dwarven ale be delivered to the orc chief and then returned with orcish ale for the dwarf king to drink. The honor of delivering and returning the ale falls to your heroes.

{Astral Frontier} A mage king wishes to expand their kingdom into the Astral Plane, but doing so requires securing a foothold to station troops at. They've located a crystal palace drifting through the astral plane and will reward the heroes greatly if they can clear it out of any monsters so that it may be fortified into a proper military base.



{Locked In} A fame-hungry bard is locking themselves in an abandoned mansion for 72 hours for an elaborate performance, as it is supposedly haunted by the ghosts of two twin tiefling serial killers named Hook and Saw. The bard thinks these claims are entirely false but wants to hire the party as security "just to be safe."

{Rigged Election} A town is only two days away from electing its new mayor, and the expected winner is a good-intentioned but terribly incompetent farmer. The runner up {who is more qualified but questionable in their motives} has promised the party political favors if they'll plant false evidence that ruins the farmer's chances of being elected.

{Seal the Ooze} Oozes are spilling out of a nearby dungeon, so the town has put up a reward for anyone that can seal the dungeon's entrance. Doing so requires keeping waves of oozes at bay while the town's blacksmith attaches giant chains across the doors, and then escaping at the last moment before the doors are properly sealed.

{Quest for Love} A pair of star crossed lovers are desperate to be reunited at an upcoming gala that their parents have forbid them from attending. They've offered the party all of their riches to help disguise them, sneak them into the gala, and keep their parents distracted while they meet on the balcony.

{Thrown Race} Several mountain villages are preparing for the annual "Holy Hoof Summit" in which teams race to the top of the tallest mountain peak. A rival village has offered the party a shocking amount of gold to subtly sabotage the team they've been asked to join.