

**75 FANTASY  
ADVENTURE  
HOOKS**

*Pink Dice Bag Publishing*

# Dedication and Appreciation

I would first like to thank my sweet love who has been my constant sounding board and creative assistant through this and many other projects.

I would also like to thank my Mutti who has supported my creative endeavors (no matter how small or silly) since before I could even hold a pencil.

## Credits

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## Introduction

A good seed can grow into a great story, and even if it doesn't hopefully it will be good for a few laughs down the road. That's part of the reason why I've written this list of story hooks. The other part of the reason is because, let's face it, everyone runs out of ideas every now and then or could use something on the fly. Goodness knows, no matter how well laid a game masters plans may be the players can send them crumbling down in a matter of moments leaving everyone wondering what's next.

My hope is no matter what situation you find yourself in as a game master you will be able to look to this list for a little spark of inspiration. So enjoy, good luck, and happy gaming!

Note: while you are welcome to use any of these hooks as inspiration for your own works if you do intend to publish them please give me a little nod in the credits.

1. An ancient earth elemental has been awakened from a magically induced slumber and is causing earthquakes throughout the region.
2. A river that is home to a group of peaceful naiads has suddenly become polluted. Though the naiads are able to cleanse the water via their magic they are unsure how much longer they will be able to hold out.
3. A Dwarven settlement is being plagued by giant, limestone eating serpents that threaten to devour their fledgling city.
4. Local townspeople claim to have had a rash of nighttime visitations by the spirits of departed loved ones. Some claim that the visitations are a miracle while others, including local clergy, are unsure.
5. One town is experiencing unprecedented prosperity and a record growth season. Meanwhile, its sister city across the lake is experiencing nothing but drought and famine. Is it a coincidence or is there sinister magic afoot?
6. A new sweets shop has appeared in town and has become wildly successful overnight. Its patrons are fiercely loyal and are willing to spend every last cent on the sweets. Are the sweets just that good or is something else going on?
7. A giant has awoken from a hundred year slumber to find local villagers have erected farms on land she considers to be hers. She has given the villagers a choice: demolish the farms or begin paying her tribute. It is up to the party to negotiate.
8. An evil caster is convinced that a well-loved NPC is the reincarnation of their dead partner and has kidnapped them because of it.
9. A local royal is building a new palace and looking for exotic birds to fill the aviary. They are willing to pay a pretty penny for them too.
10. The party discovers a large, unknown, egg with a note attached saying "Keep it safe – X" outside their inn room. Who is "X"? What could the egg contain? And who or what does the party need to keep it safe from?
11. A well-known bard has lost her voice, literally! She seeks out the party for help but how can the party find what they can't see?
12. A Duke sends the party after a legendary weapon, however, things are not as they seem and taking possession of this weapon could be the last thing anyone, in the entire world, ever does.
13. An alchemist seeks a rare plant that only grows in soil where tears of pure love have fallen. He has hired the party to find such a place and escort him there.
14. A Queen known for miles around for her kindness and beauty had suddenly been turned into an ugly hag with the personality to match. What could be responsible? A jealous rival? An ancient curse? Or something some sinister yet?
15. The players catch a pickpocket but instead of trying to remove something he is trying to plant a glowing gem on one of the PCs. Before they can apprehend the thief he disappears in a flash of green light leaving the mysterious gem behind.

16. The son of a minor noble is convinced that he is the greatest singer of the age but in reality he is completely tone deaf and is a nuisance to everyone around him. His father is tolerant of his son's delusions but will greatly reward anyone who can find a solution to the problem.
17. An inventor wants the party to field test some of her more "creative" inventions.
18. The daughter of a merchant was born without the use of her legs. For her fifth birthday the merchant wants to get her an exotic (but safe!) pet that she can use as a mount as she grows up.
19. A homeless man sits near where the party is converging. When a person passes by he mutters "Fish", another "Chicken", a third "Human", and a fourth "Bread". As the party passes by he accurately lists off the last thing each member ate. If the party realizes what he is doing how will they react to the person who last had a nice helping of human?
20. One of the PC's bears an incredible resemblance to an important historical figure and people are starting to notice.
21. The players come across two men preparing to duel. Both claim to be defending the honor of a nearby woman. Meanwhile the woman informs the party that they are both arrogant fools and if they don't stop the duel, she will.
22. After witnessing some particularly impressive combat maneuvers from the PCs a man approaches the party and offers them a chance to join up with his troupe of traveling performers. It just so happens that they're heading in the same direction as the party anyway.
23. A group of sirens has gone a step further than their usual and has actually taken over a pirate ship instead of causing it to crash against the rocks! No one on land is sure what to make of it but both the merchant and pirate ships in the area are very uneasy.
24. A wealthy merchant has been murdered and the only witness is her young son who has become unable to speak after witnessing the traumatic event.
25. As the players enter a town they find themselves being completely ignored by the townsfolk. No matter what the players try the people imply go about as if the PCs aren't there.
26. A princess desperately seeks an ancient tomb containing the recipe to cure a plague that has taken her kingdom. However her advisors do not believe that the tomb exists and are trying to prevent her from seeking it. Do they really not believe in the tomb or do they have ulterior motives for trying to prevent her search?
27. A community of merpeople seek the help of the party to help fight off a group of pirates that are convinced that the merfolk are hiding a glorious treasure.
28. A noble seeks to rebuild and revive a decrepit castle in their holding. They want the party to not only clear out the old castle but travel to the holding and drum up support for the renovations.
29. A luxurious and well known spa has been overrun by a group of kappa who are keeping the staff hostage while demanding to be treated as guests.
30. A perfume maker has fallen in love with a beautiful knight and seeks to make her the perfect scent in hopes of winning her over. However, she is too shy to ask questions that would help her figure out what kind of scent to make. Can the players help her find out what will win over the Lady she loves?

31. A young lord has been having his magic cat shift into his form and take his form during boring events so that he can sneak off and pursue his passion for fishing. Now the two want to make the swap permanent. However, to do so the young lord will need a new identity and the cat will need to be polymorphed permanently. Can the party help them?
32. A local innkeeper is holding a competition for the best beer in town. The prize is a magic mirror of unknown origin.
33. A woman suspects that her son has been replaced by a doppelganger but needs proof before she acts.
34. A new queen has been crowned and she seeks new champions. In order to choose she is holding a massive tourney open to all who qualify.
35. The party is accused of hiding and harboring a group of drug smugglers that they have never seen or heard of. They must find the real hiding place of the criminals if they want to clear their names.
36. A talking cat has somehow become mayor of a small town and now seeks a noble title.
37. An old man who never got his chance to adventure hires the party to be his guards and give him "a real adventure experience."
38. A foolhardy demonologist has been making bargains with other people's souls, namely those of his apprentices. Now he wants the party to retrieve the souls before anyone finds out.
39. A painter seeks a magic powder that when mixed with paint will allow paintings to move.
40. A just lord has had his position usurped by his wicked younger brother. He seeks to return to his rightful place but for the good of his people he refuses to use outright force. Can the players help him find a way to quietly out his brother?
41. A woman who is part water elemental seeks to create a floating island as a haven for her own kind. She does not care if the means are magical or mundane but she is willing to reward the party with a watery treasure for figuring out how to make it happen.
42. The people of a village have begun developing strange powers, such as the ability to call frogs by hiccupping, and have no idea why. As it turns out an alchemist living up the road has been doing some rather odd experiments and his runoff has polluted the water table. If the party investigates they will notice local animals have begun developing powers as well.
43. A group of ice elementals has decided to take up residence in the lake of a fishing town. In setting up their home they have almost completely frozen the lake over making it impossible to keep fishing at the volume the town needs.
44. An order of knights has decided to open its ranks to other classes for the first time in order to create support units.
45. Right before a major festival in a Dwarven city it is discovered that the most terrible thing imaginable has happened: all the beer is missing! Thousands of gallons are gone right from under everyone's noses. Where could it have gone and who could have pulled off such a heist?
46. A clutch of dragon eggs has been stolen and the distraught parents go between offering a reward and threatening to turn the kingdom upside-down if the eggs are not returned.
47. A prophecy child has been found and must be delivered to a temple over a hundred miles away from their home. However, members of a rival order will do anything, including kill, to make sure that this doesn't happen.

48. The queen of a small kingdom has hired the party to escort her niece to retrieve a magical artifact that only she will be able to safely touch.
49. A cult secretly plots to bring to life the avatar of an evil god of destruction while masquerading as a group of benevolent healers.
50. A psychic vampire and a zealous priest have decided to work together to put an end to an ancient evil that threatens them both. They hire the party to accompany them and both ask the party members to watch the other.
51. A soldier who is fiercely loyal to his kingdom hires the party to help him stop a demon who has taken the guise of a prince and intends to marry the princess and take over the kingdom.
52. A dragonkin wizard has been holding an orcish princess hostage but she has completely disappeared and the wizard needs the help of the party to find her before her people figure out that she is missing.
53. A group of catfolk who outmatch the characters have decided to hunt the party down. The only safe option is for the party to run. If/when the catfolk catch the group they will commend them for being a challenge and extend to them an offer to join in a feast to celebrating good hunt.
54. A prince who recently got engaged has been kidnapped by a wicked mage who intends to force him into marrying her instead so that she can take control of his kingdom. The princess that he is engaged to has decided to gather a party for a surprise attack on the mages fortress.
55. Cats have started gathering at local inns in droves. At first their presence was welcome but now things are getting excessive.
56. The maid of a local lord swears that she saw the body of her predecessor wandering around the basement of the manor where she now works.
57. After a string of seemingly flawless assassinations the desperate local guard captain reaches out to the party for help.
58. A secret organization contacts the party and offers them membership. Assuming that they pass the entry tests that is.
59. A famous thief offers the party a cut of her next score if they will create a distraction for her.
60. Poachers are killing rare white deer in a forest that is under the protection of a group of druids. However, the poachers are familiar with the druids and have been able to evade them, which is why the druids have come to the party for help.
61. A group of merfolk seek to establish a trade agreement with a newly booming port town.
62. A glass maker who has found a way to enchant his glass so that it changes color in sun and moonlight has had his formula stolen. He has hired the party to get it back.
63. A blacksmith who is known for producing the finest steel for miles around suspects that he is being poisoned. He does not have any solid suspects and hires the party to investigate.
64. The party comes across a town where everyone is deep in a mysterious slumber. If the characters choose to stay and investigate they will start to feel progressively more and more tired as they go on.
65. An assassin is concerned that his last employer has hired another assassin to kill him in order to tie up loose ends. He hires the party for protection while he goes after the employer.

66. A temple is concerned that their rivals may try to ruin their biggest festival of the year and hires the party as security.
67. One morning the party wakes to find their horses gone and the only clues are a series three toed foot prints leading away from the camp.
68. A folklorist is willing to pay for stories from the home regions of the players to complete her latest book. She is willing to pay even more if anyone can guarantee her safe transport to any of the regions so that she can collect even more stories.
69. A king promises a hefty sum to anyone who can solve the maze that has been below his castle for generations.
70. A group of carpenters have had their families kidnapped and are being forced to work on a great wooden tower for a mad wizard.
71. A gargoyle has taken up residence in the tower of a local church and refuses to leave claiming that the church is it's new charge.
72. A merchant has accidentally imported the cub of a large cat breed that is sacred to the royal family of a far off land. She is terrified that she will be found out and is willing to reward the party to return the cub, quietly, to its home.
73. A city is suddenly overcome by their feelings and start falling in love left and right. No one seems to be complaining but it certainly is strange.
74. A natural disaster is set to hit a small town and all the residents must be safely evacuated before it gets there.
75. The spirits of the murdered have started to come back from beyond the grave to plague the bloodlines of their murderers. As yet no one has been able to figure out how to put them back.



*Thank you for reading, creating, and enjoying!*

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*Happy Gaming!*