

47 Fantasy Aventure Hooks

Bringing your PCs together with style



December 4, 2014

Blackstone Entertainment, Inc

P. Ryan WENNEKER (order #2528099)

47 Fantasy Adventure Hooks: Bringing your PCs Together With Style

- 1: The PCs find themselves (having taken a number of different paths) in a small, lightly fortified trading camp at the edge of a great wilderness just before the camp is attacked by barbarians/monsters/religious zealots/ninjas seeking an ancient treasure stolen by one of the merchants! Though the PCs hail from very different backgrounds (thieves, caravan guards, rangers and wanderers – place your party composition here) they are unified by the peril posed by the vicious and sudden attack.

- 2: Due to a law of mandatory military service, the PCs have been conscripted into an oppressive king's army. They find themselves assigned as lowly garrison soldiers in a fortress in the middle of a deadly and inhospitable borderland. To make matters worse, the fortress is surrounded for a hundred leagues on each side by a burning desert, or a festering swamp, a frozen tundra, a monster-infested forest, impassible mountains, a lava plain, etc, making escape nearly impossible. The majority of the fort's garrison consists of condemned prisoners, and the PCs arrive just before an uprising against the officers begins!

- 3: The PCs are childhood friends who have grown up in the starting village. One day, half of the townspeople mysteriously contract a strange plague – whose symptoms are unlike anything the local healers have ever seen. The PCs are unaffected, but their families are! They must travel across a perilous wilderness to seek help – perhaps in the form of an old wizard, a learned sage, or maybe they have been sent out to stop or kill the evil witch/sorcerer/monster/curse responsible for the mysterious plague before it is too late.

- 4: The PCs begin the adventure dead – and must fight their way through a grim, dark Underworld as specters of their former selves (with the same stats/skills/spells as they had in life, but with subtle tweaks as the DM/GM decides) in order to make their way back to the world of the living. Perhaps a demon or some dark power has summoned them to the Underworld in order to perform some task or quest. Or - if the players are up for a moral challenge – they must agree to some oath or pact in order to come back to the land of the living – fail to deliver, and they will soon enough be right back in the demon's domain.

R Ryan WENNEKER (order #2629999)

- 5: The PCs start out in chains, standing before the gallows along with a dozen other condemned criminals. Due to an ancient law in the kingdom, a certain number are chosen by lots to be freed – provided they perform some great task or quest. The PCs all draw the short straws, and are sent out with some sort of magical, social, or physical guarantee they will fulfill their task (they are forced to wear a magical beheading collar which is controlled by a wizard watching their every move from a scrying device; their families are held hostage until either the task is completed or they fail and die; a group of high-level rangers leading a pack of unusually large and vicious bloodhounds is put on their trail).

- 6: The PCs have been individually sent out by an employer to kill/capture/find/bring back a certain NPC, item, or monster. Unfortunately, none of them have any clue about the other PCs, and they get in one another's way at a crucial moment. Only then do they realize the situation, and must then decide whether to band together or continue to get in each other's way. Perhaps one or two PCs don't want to split the bounty, and plot to betray the others at the quest's end...

- 7: Each PC inherited one piece of a treasure, map, magical item, or property upon the death of a common ancestor or contact (father, grandfather, distant relative, friend of the family, patron of a group of noble houses, etc). None of them knows one another when they arrive to hear the Will read out, and as each inherited only a piece, they must work together to claim their inheritance – perhaps they also have to contend with a rival claimant – one who thinks the entire treasure/map/magical item/property should be his!

- 8: A terrible flood, earthquake, enemy attack, or other cataclysmic disaster has struck the city, and the PCs begin the game injured and literally pulling themselves out of the rubble, requiring a little teamwork to make their way out of the peril alive.

- 9: Each of the PCs are attacked by some monster, assassin, or creature in the night. They manage to fight off their attackers, and only learn afterward that all of the PCs were attacked in a similar way. Realizing they are being singled out for murder, they decide to band together to try to learn the identity of their assailant and the reason for the attacks!

- 10: A terrible battle is fought not far from the PCs village by two warring armies – one army is routed and one of the survivors flees into the village, seeking shelter. The victorious army soon arrives and decides that the village is giving aid to the enemy – and burns the town to the

R Ryan WENNEKER (order #2629099)

ground. The PCs must flee with the surviving villagers – their families included – as they are pursued by the marauding soldiers seeking the fleeing survivor. Perhaps the survivor is secretly a prince, and the PCs initially have no idea he is so important to the foe.

- 11: Strange, fel hounds attack several villages in the area one night, killing unwary townsfolk. One of the hounds is slain, and on its hide is a mark that looks strangely like a birthmark borne by each of the PC's! Are they blamed for the deadly attacks by superstitious townsfolk, or do they set out on their own to learn who – or what – controls these dark beasts?

- 12: A massive fire/flood/catastrophe hits several small towns, forcing the people to flee their homes. Afterward, with their crops destroyed and their homes in ruin, the town elders decide to send for aid. The PCs are chosen by each of their respective villages for their youth and bravery to journey across dangerous countryside to a temple/lord's castle to plead for help.

- 13: Each of the PCs has been chosen by lots to be sacrificed in order to appease an ancient evil monster/villain that threatens their town. The PCs must find a way to survive their doom, defend their towns, and defeat the monster/villain.

- 14: The PCs are separately traveling to some shared destination in the late autumn months, when a freak snowstorm strands them and their caravan in a deadly mountain pass. Food is getting scarce, there's nothing to hunt, and the caravan leaders ask for volunteers to head back to the last outpost, and bring back help before it is too late.

- 15: The PCs grow up in a land where rites of passage are the norm. As they come together to complete their respective rites, they find themselves attacked by enemies/the elements/strange magic, and must band together to survive.

- 16: The PCs have made an enemy of the wrong villain, and he has poisoned them all, forcing them to do his bidding in return for the antidote.

- 17: The PCs are trapped/imprisoned in some deadly locale, and time/supplies/breathable air are all dwindling fast. Each of the PCs has a single skill, ability, or item necessary for the whole group to get a single step closer to escape.

- 18: A ghost/vision appears to each of the PCs in their dreams, giving each of them a single

R Ryan WENNEKER (order #2629999)

portion of a riddle/clue/map/secret, as well as an initial destination for the secret's discovery. The PCs arrive individually at this initial location, where they run into the others.

- 19: A thousand year old chest is found during renovations of an ancient local temple, containing a number of dried up and fragile letters with the names of each PC written on them. The contents of each letter are the same: a warning to each that a villain they don't even know yet discovered a time-device/spell/portal in the future and traveled back a thousand years to change the course of history. The letters contain instructions on how to find this time-device/spell/portal so that they can go back, defeat the villain, and reset the proper order of things. The signature at the bottom of each letter belongs to none other than the recipient him or herself!

- 20: The PCs have booked passage on a merchant ship for a variety of different reasons, each seeking transport to one of several distant cities. Three days out from port, a passenger disappears mysteriously, and suspicion amongst the remaining passengers and crew begins to grow as another, then another passenger goes missing. Is there a murderer/monster on board the ship (possibly in the form of one of the PCs him or herself)? Or could this be a slaving ship, and the passengers are being knocked out and dragged into a secret cargo hold one by one by the crafty crew?

- 21: An elven/dwarven/foreign dignitary is mysteriously murdered while staying overnight in the town. The dignitary's guard and retinue blame the locals, and war looms as their investigation implicates a local figure who is known and respected by the PCs. They must find out who slew the dignitary, and why before the dignitary's nation declares war or the town's ruler hands over the local figure as a scapegoat to avert a crisis.

- 22: Bloody footprints are found leading from the site of a murder to the inn where only the PCs are staying. The local sheriff demands an explanation, and all eyes are on the hapless PCs. Is one of them a murderer, knowingly or otherwise? Or is there some plot to implicate them in someone else's wrongdoing? One way or another, they are all bound for the gallows if the truth isn't discovered, and fast.

- 23: The PCs are the noble sons and daughters of a number of tributary lords/chieftains/elders/kings, and have been sent to a powerful ruler's castle/city as hostages – guarantors of either the peace or subservience of their home towns/clans/realms. The ruler is

R Ryan MENNEKER (order #25280989)

universally hated, and the PCs have more than enough reasons to try and escape; perhaps even to lead a rebellion against the tyrant!

- 24: Each Winter Solstice, a number of youths are sent by their elders to hunt a sacred stag/boar/wolf as part of a ritual that ensures an ancient evil defeated long ago remains buried beneath a barrow mound. This year, however, the hunt goes tragically awry, and the youths are attacked by strange enemies. The PCs are outnumbered, as several of the other youths are slain at the outset of the attack. The remaining hunters must come together to defeat this foe, and complete the ritual in time to keep the barrow mounds sealed.

- 25: A war between a number of towns/clans has recently ended in a truce, and diplomats are sent from each of the towns/clans to draft a lasting peace agreement. Unfortunately, the messengers are slain on the road just before arriving at the agreed upon place, and the fragile peace is threatened. The PCs are chosen to set out, with orders to learn who slew their various diplomats. Suspicion is high between the PCs, and each will have good reason to blame the others.

- 26: A new traveling tournament comes to town, and the PCs are more than happy to compete in various events. During the course of the three-day tournament, they each manage to win against some extremely improbable odds, and soon, other competitors begin to suspect them of cheating. The PCs themselves are taken aback by their strange luck, when suddenly a mysterious wizard confronts them, telling them the reason for their new-found fortune - he has been using his magic to aid the PCs in their victories all along. He has reason to believe that the tournament is a front for an evil cult, as the 'winners' of the competitions keep disappearing as soon as the tournament leaves town, never to be seen again. He thinks the missing winners are being sacrificed by the cultists, and he has decided to stack the odds in their favor so that the PCs would have a chance to thwart the cult's plans. Now that others have grown suspicious of their strange streak of 'luck', the PCs must win the remaining events on their own to get a chance to put an end to the cult's evil schemes.

- 27: The PCs are members of a secret organization responsible for keeping tabs on an evil lich/vampire/wizard. Suddenly, the highest ranking members of their order are murdered, and it is up to the PCs to follow the clues and defeat their great enemy.

- 28: The PCs are tricked by a cunning foe; each of them is led to an ambush in an

R Ryan WENNEKER (order #29280989)

alley/warehouse/forgotten stretch of road, and they must come together to defeat their attackers.

- 29: The PCs find themselves in a tavern the night a famous bard comes into town, and after a night of revelry and intrigue, the bard is found murdered in his room. Each PC was privy to a single snippet of conversation between the bard and a number of suspicious characters. They have to piece together the clues and determine who murdered the bard, and why. Perhaps the bard was known to disparage a certain ruler, and that ruler wanted to make an example...

- 30: A fierce monster is seen in the hills above town for the first time in a century, and the people are frightened. Omens are read by the village priest, and he claims the Gods have chosen the PCs to go and fight it. They find the beast's lair, and slay it. The next week, yet another monster is seen. Once again, they are chosen by the priest to go and deal with it. Eventually they learn the village priest himself is behind the attacks, and he is killing two birds with one stone; his omens and auguries are making him popular among the people, and the PCs are the only heirs to their families' lands – something long coveted by the priest!

- 31: Long ago, the PC's grandfathers or grandmothers were master thieves who stole a priceless artifact/magical item/treasure, and were hunted so closely and fiercely that they decided to lie low for a time, at least until their pursuers gave up. Each of them ended up marrying and settling down, and none of them took up the trade again. They lived their lives, and one by one, died quietly surrounded by their families – never having looked back upon their former lives. One night, the PCs are literally dragged from their beds by very skilled, numerous masked figures. They are brought to a ruin a few miles from town, and thrown to the feet of a very old man. The man demands that they tell him where his treasure is, vowing to kill them one by one until they reveal its location. The PCs of course know nothing about his treasure, and after a great deal of threats and roughing up, he calls in a wizard/psionicist/mind reader to rip the knowledge from their minds. Not surprisingly, the mind-reading reveals the PCs have no clue about the treasure. The old man declares the PCs are responsible regardless, and gives them a time limit to find and return his property.

- 32: Fifteen years ago, an infant was found at the town's temple door, seemingly abandoned by his mother. The village came together, and secretly decided to allow one of the young couples to adopt the child, never telling anyone else in the village about it. Now, a royal messenger has come to town, demanding to know the whereabouts of the child! Each of the PCs' parents have

R Ryan WENNEKER (order #29280989)

died of tragic causes over the years, as well as the village priest who found the child. The elders get together, and the PCs, all being of the right age, are presented to the messenger. They are brought before the new king, who claims to want to learn which of them is his brother. They are given various quests to complete, as it is widely believed that only those of royal blood can accomplish them. Eventually, they learn the king's true motive – the child was the legitimate heir, and he himself is a bastard. He wants to discover the true heir, and kill him before he can pose a threat to his reign!

- 33: It is the night before a great battle, and the PCs stand sentry over the sleeping soldiers. Suddenly, the enemy leaps from the darkness, and the whole army camp is attacked! The PCs must hold their ground for a few precious minutes while their allies rouse and arm themselves.

- 34: The PCs have been infected with some sort of plague/lycanthropy/curse, and their time is limited. They must find a cure for their malady, and defeat the plots of the one who caused it.

- 35: The PCs survive a shipwreck, but find themselves stranded in an inhospitable land/island, where their skills and their mettle are sorely tested. There is one way out, but only after the master of this forbidding place is defeated.

- 36: The PCs are resting at an inn on the outskirts of an oppressive kingdom when suddenly the sounds of battle erupt all around them. They awaken to find themselves in the middle of an all-out rebellion, and the oppressor's forces are routed by the local populace after a bloody skirmish. Though victorious, the local forces know that it is only a matter of time before the tyrant takes the town back. What they need now are heroes...

- 37: An old and beloved wizard/priest's dying wish is to have his ashes scattered into a faraway lake/volcano/stream/field/sea. Each of the PCs is connected to this sage in some way, and vow to see his final will be done. The trouble is, an old rival has other plans for the old man's ashes; plans that involve dark rituals, sacrifices, and the summoning of ancient evil.

- 38: The PCs are seeking shelter from the elements or some other threat, and come across a place to hole up. They find that they have stumbled across something much more malevolent than a simple shelter, and must then deal with the dangers that lurk within before it is too late.

- 39: The PCs are getting a little rest at home one rainy night, when suddenly there is a call for

R Ryan MENNEKER (order #29280989)

help. Each PC heads out (along with other curious onlookers) and discovers a woman weeping in the rain, holding a dying man in her arms. He is covered in blood, and expires regardless of efforts to save him. The woman claims that strange creatures attacked her, slaying her bodyguard. The PCs find the insignia of a royal guardsman on the dead man. Is the woman a princess on a secret mission? Or are things not at all what they seem – perhaps she is the murderer herself – and not at all who she claims to be?

- 40: The PCs have been mistaken for spies/enemy agents/another adventuring party by a mid-level henchman working for powerful foes. They are attacked, but manage to fend off their attackers, learning their motives. Efforts to declare themselves innocent prove fruitless. Perhaps the henchman realizes his mistake, but now fears the embarrassment of revealing that mistake to his superiors.

- 41: The PCs wake up one morning, and find themselves in a most peculiar circumstance: each one is surrounded by friends and loves ones who think they are someone else entirely. A quick look in a mirror reveals the problem... they ARE someone else – more specifically, they are one of the other PCs – people they've never actually met! Now, they must try to get their old lives back, all the while trying to figure out what happened to them. A note to DMs/GMs: at the start of the game, have each player pass his or her character sheet over to the person on their right. Until things are resolved, that will be the character he or she plays!

- 42: Strange tattoo-like marks appear on the PCs' faces – marks that seem to draw the attention of some very nasty creatures (goblins, stirges, wyverns, etc). The PCs are cast out of their respective towns due to the belief they are cursed – not to mention a constant source of danger to those around them. Now they have to figure out how to deal with whatever strange magic now curses them, all the while fighting off increasingly numerous creatures that find them no matter where they hide!

- 43: The PCs are staying overnight at an inn. During the night, a strange spell falls over everyone at the inn except for the PCs. Those affected move about as if sleep-walking, and head towards a misty clearing in the forest a mile from the inn. One or more of the PCs awakens, and sees this, realizing that something is amiss, and that he or she is not the only one unaffected.

- 44: An orcish/goblin/marauder war-band attacks the fortified town where the PCs are staying, and manages to breach the wall. There is vicious street-to-street fighting, and survival hangs in

R Ryan WENNEKER (order #2629399)

the balance. Perhaps a handful of heroes can hold their ground, slaying enough enemies to blunt the attack and drive the attackers back through the breach?

- 45: The PCs awaken to the smell of smoke in the air, and realize a fire has been set in their inn. With the bottom floor utterly engulfed in flames, and the smoke getting ever thicker, the PCs must find another way out of the inn before it is too late. To make matters worse, the fire was no accident – someone wanted to kill one or more residents of the inn – or perhaps send a message to its owner?

- 46: The PCs are involved in a high-stakes game of cards in a seedy tavern, and each of them end up winning a decent little pot. Unfortunately, a petty and vindictive member of the underworld/political elite/military was at that same table, and lost very badly all night. Whether he suspects cheating, or simply wants to teach these upstarts a lesson for embarrassing him in his hangout, the loser intends to take vengeance on them.

- 47: Your PCs are the bastard sons of a local noble of some power who just died. His legitimate heir doesn't have too strong a grip on the land just yet, and ambition has ever been a trait the PCs shared. The only problem is, none of them on their own has the clout or strength to take over – only through a volatile alliance can they overthrow their half-brother, and take what they believe is theirs by right!



R Ryan WENNEKER (order #2629099)