



100 ADVENTURE hooks



- Misc. -

METAL TURTLE GAMES

1 A burnt tavern with a single survivor who dies after revealing the name of the culprits.

2 Soldiers of the Empire looking for rebels in a peaceful village.

3 The party wakes up imprisoned in the cells of a dungeon.

4 Villagers are disappearing at an alarming rate.

5 A village is controlled by bandits part of a big organization.

6 A huge army is marching toward the kingdom and the king has to be informed.

7 An insanely rich man starts buying everything in the country.

8 Cultists are roaming the country looking for bits of their dead god to resurrect it.

9 Recently, undead activity in the region has dramatically increased.

10 A dragon looting the land and terrifying the population can only be stopped by a mythic sword.

11 An ancient kind of magic has been unearthed by an evil wizard.

12 An earthquake reveals a lost underground city which contains secrets that better stay secret.

13 Strange obelisks are getting out of the ground everywhere.

14 The princess whose wedding should bring peace to the land is missing.

15 The hero that everybody loves is not what he seems to be.

16 The characters all bear the same strange mark on their body.

17 The monstrous residents of the private zoo of a collector are now in the wild.

18 A strange affliction decimates the population and the ingredients for a cure must be gathered.

19 Rats are part of a hivemind coordinated by a "roi-de-rats" plotting for world domination.

20 Some vampires are about to discover a way to counter the effects of the sun on their kind.

21 The characters are captured and sold as slaves in a distant country.

22 A bound man manages to jump unseen out of a cart carrying war prisoners.

23 The army is recruiting for the next campaign and is looking for people with unusual talents.

24 Gods are bored and enjoy putting nonsensical obstacles in the way of the party.

25 The characters inherit of a valuable manufactory and the responsibilities that come with it.

26 Everyone known by the party is in fact a doppelganger while the real people are prisoner.

27 The origin of the poisoned water of a well needs to be investigated.

28 An excessively rich man obsessed
with taxidermy spends lots of
money to set up manhunts.

29 The secret of eternal life is going
to be revealed but using it has a
ravenous cost.

30 A demonic portal has opened up
and adventurers from all around
the world are flocking to close it.

31 A drunk old sailor reveals to the
party the location of a treasure,
but someone hears it too.

32 The local lord tyrannize the
people but only to protect them
from a greater evil.

33 Fanatics plan to attack the wizard
council which takes place every
decade.

34 Intrigues at the court of the king
take a dramatic turn when
someone dies poisoned.

35 Workers in a mine are missing
since a few days, they may have
dug too deeply.

36 A shortage of iron puts the
country in a difficult situation,
especially in these troubled times.

37 An egg kept in a museum as long
as people remember is starting to
hatch.

38 Elves are starting to get out of
their retreats for the first time in
a hundred years.

39 An item providing great political
power has been stolen and the
characters are hired to retrieve it.

40 A caravan needing protection is
hiring guards.

41 An eclipse keeps the world in
constant semi-darkness which
lets monsters roam all day long.

42 A fearsome demon have been
defeated and its heart needs to be
destroyed before he reincarnates.

43 Volunteers are needed for an
expedition to explore freshly
discovered lands.

44 The characters learnt a secret
about a powerful person and now
they want them dead.

45 The party is sucked into a
miniature world inside a snow
globe and need to find a way out.

46 Something (or someone) valuable
to the party has disappeared.

47 The characters receive a letter
inviting them on an island to
compete in a tournament of sorts.

48 The king has been assassinated
and his only heir is a bastard child
who disappeared years ago.

49 The party members all contracted
an affliction slowly killing them
but a rare plant can cure them.

50 A legendary beast destroying the
world must be stopped by
reuniting four elemental artifacts.

51 A rival group of adventurers
makes bad actions in the name of
the PCs.

52 After blacking out, the party finds

- itself in a plane inhabited by the people and monsters they killed.
- 53 PCs discover a group of friendly skeletons that need help to return to their hidden city.
- 54 Each time the party wants to claim a quest reward, someone already did in their place.
- 55 The characters have to train the son of a noble in each of their respective craft.
- 56 Wolves related incidents are increasing and some say they are lead by a werewolf.
- 57 The party must enquire about dwarves travelling across the country building automatons.
- 58 Archeologists who recently discovered ruins need someone to recover one of their members.
- 59 The party is charged by the army to infiltrate a prison and exfiltrate one of their agents.
- 60 Despite the agreement, ents have attacked several people passing through the forest.
- 61 Characters have a collective premonitory dream in which they see their death.
- 62 The only way to save the world from a demon is to win a rock-off challenge against him.
- 63 A serial killer must be stopped before he makes another victim.
- 64 PCs must protect a dungeon and its treasures from adventurers.
- 65 A possessed woman must be carried to the nearest temple, but she keeps escaping.
- 66 Stranded on an island, the party must find a way to survive and return to their home.
- 67 At night, strange chants and lights come out of a well.
- 68 A round metallic item fell into a field and, when the incident is forgotten, it finally opens.
- 69 A flying island travels over the lands and an inventor has developed a way to land on it.
- 70 A timid ghost is stalking the party since a few days, he needs help to rest in peace.
- 71 Magic usage is now outlawed and severely punished, even in the form of magic items or potions.
- 72 The newly founded Adventurers' Guild seems to have radical methods to complete quests.
- 73 The adventurers receive an invitation to a fancy ball where everybody but them is disguised.
- 74 A new drug on the market put their users in a profound sleep, until the day they all wake up.
- 75 A man asks the party to watch his wife, thinking she has an affair but she actually is a spy.
- 76 The local cemetery has been plundered and a precious relic is

	missing.		the charisma of their new leader.
77	The characters must investigate a brothel for missing people; one of the workers is a succubus.	89	The world tree is about to be corrupted, meaning the death of all living things.
78	The PCs must fight for their lives in an arena for the the pleasure of evil merchants.	90	The PCs are hired by a gambling house as bodyguards and debt collectors.
79	A wizard's experiment to create a new type of golem went wrong and it's now hiding in the sewers.	91	A haunted castle needs to be cleaned, literally as well as figuratively.
80	A dragon is hoarding people to create a miniature kingdom for its offspring to play with.	92	The PCs are given a piece of land by a lord and must make it flourish before he comes back.
81	A part of the country is stuck in perpetual winter.	93	The last batch of meat served at a restaurant had an unusual taste.
82	Each time an animal dies, dancing lights can be seen in the woods the following night.	94	The local orphanage is actually a cover used by the Thieves' Guild to recruit new members.
83	A beacon, which was not used for decades, is suddenly lit and attracts all kind of people.	95	Without warning, gods stop answering prayers and manifesting themselves.
84	The country has been separated in half by unnatural geological activity, upsetting all activities.	96	The party find a piece of map tattooed on the back of a monster/person they killed.
85	There was a breach in a high security prison and now lots of criminals are out for revenge.	97	A city is besieged and the person in charge needs someone to open the gates from the inside.
86	Wherever they go, the adventurers discover strange symbols that only them can see.	98	Overnight a city has been covered in grass, moss and various plants.
87	Seven crystals must be gathered to summon the dragon god and make peace with its kind.	99	A mind-controlling creature expands its power but some people are immune to it.
88	Dark elves make more and more raids on settlements moved by	00	The PCs were hired to kidnap someone but they took the wrong person.