



INANIMIS' A HUNDRED PLOT HOOKS

100 Plot Hook ideas for a variety of levels that can be used to start a campaign, a one-shot or simply a side quest



A HUNDRED PLOT HOOKS

Is this the 18th time you start a Campaign that is probably going to end because George won't show up the first three times? Or because Anna got a job and she couldn't make it at the last time? Well it is frustrating to have to come up with new Campaigns all the time so these are a **hundred** Plot Hooks for you to use in case you're feeling that you ran out of ideas. You can check more of my stuff by clicking [here](#) or by clicking on any *Inanimis* logo. Not *all* of these are for level 1 characters, since not all Campaigns start at level 1 (but most of them *are* level 1).

1) THE KING IS DEAD

The King suddenly died. Your players maybe witnessed who did it, your players were blamed for it or maybe your players did it. Maybe your players were expecting some kind of a reward for a heroic deed but now they aren't getting it.

2) THE KING ORGANIZES A HUNT

Your players all took interest to a hunt that the king is organizing. Something might go wrong to the hunt. Someone may try to sabotage the hunt.

3) A VILLAGE IS ATTACKED BY GNOLLS

To the gates! Gnolls are coming! In the deep, dark night, men from the watchtowers start screaming for help. These Gnolls are different though... They are organized. And they seem a little tougher. Who has been messing with them?

4) A VILLAGE IS ATTACKED BY SPECTERS

Specters suddenly started attacking people all of a sudden. This village is hundreds of years old, why did they start attacking now? Maybe someone disturbed some graves. Maybe an unjust murder occurred in the night.

5) A VILLAGE IS ATTACKED BY UNDEAD

What's creepier than enemies attacking in the middle of the night? *Undead* enemies attacking in the middle of the night. Maybe a Necromancer summoned them.

6) THE VILLAGE'S SACRED SWORD IS STOLEN

The villagers honour their long dead hero's sword once in every year. Now the annual celebration is approaching and the sword is nowhere to be found.

7) STRANGE DISEASE: THE WELL IS POISONED

A weird disease suddenly broke out, people around one of town's wells are the first to be hit. Who poisoned the well?

8) STRANGE DISEASE: THE ANIMALS ARE SICK

A sudden sickness hit the animals of a particular farm. Mr Jones says that his neighbour poisoned them, but his neighbour says he is innocent! Who did it?

9) A BOUNTY HUNT: DON'T TOUCH THEM

A bounty is put up for a person that interests one of the players. How will your player react?

10) A BOUNTY HUNT: REVENGE

A bounty is put up for a person that one of your players hate. How will your player react?

11) A GUY WALKS INTO A BAR: IT'S THIS GUY

An old man walks into a bar with three mercenaries behind him. He points at one of the players and says: "It's this guy! Get him!" What did your player do? Was it justified? Was it just a random weird act? Maybe the bard messed with the wrong wife?

12) A GUY WALKS INTO A BAR: HELP ME

A young boy walks into a bar screaming for help. Suddenly he starts choking and eventually he dies. A medicine check shows that he was poisoned. Who would poison the young boy? Are others in danger?

13) LOOK AT THAT BARMAID

Four soldiers seem to be taking a liking at the barmaid. The barmaid is having none of it and after they start getting touchy she pulls out a knife. How are your players going to react?

14) THAT INNKEEPER OWES ME MONEY

The Innkeeper has been pretty cool to you, buying you some extra ale, lowering the prices on the sausages etc. Suddenly a man walks in with a crossbow threatening the innkeeper because he owes him money.

15) BAND RECRUITMENT

A few hardy looking men walk in promising gold to anyone that helps kill the goblins that murdered the farmer's daughter.

16) THE FORTUNE TELLER IN THE FOREST

An old woman claims to be a fortune teller. They say that she is not paid in gold but in... memories. What kind of creature is she? How can someone pay in memories?

17) A.K.A.B.

Two men of the Kingsguard walk into the village and start grabbing a random boy and a girl, treating them badly and saying that they should be happy that two peasants were chosen to please two Kingsguards. Will your players step in? How would dishonouring the Kingsguard play out?

18) NOTICE BOARD: GHOSTBUSTERS NEEDED

A creature is haunting a house. But what kind of creature is it? The owner says it's a ghost but peasants call everything a ghost. In truth it's a *Ghoul* that is trapped in the basement of the house. The owner bought the house a few days ago so he didn't know.

19) NOTICE BOARD: ESCORT ME

A woman wants some soldiers to escort her to the next village, no questions asked. The payment is pretty handsome too. In reality, she is a criminal that has to move from one place to another before she is discovered.

20) NOTICE BOARD: LOOKING FOR HIGHLY SKILLED WARRIORS

A mysterious figure is looking for highly skilled warriors. The pay is good so why not check it out? The mysterious figure will give the players an assassination mission. The target is a retired old guard from the King's Guard. The King is the one that wants the old man dead so that he can blame his enemies and start a war. How will the players react?

21) NOTICE BOARD: SOMETHING DISTURBS THE GRAVES

An old goblin undertaker is having trouble doing his job at nights. He thinks a *Specter* looms around. After fighting the *Specter*, at some point it will tell its story to the players. The *Specter* is the spirit of a woman that the goblin killed. After that, the players will find that the goblin has disappeared and they are suddenly charged with the murder of the woman.

22) THE GODLIKE ARTIFACT

It is said that an artifact from the gods has fallen to the earth. The exact location is unknown. Hundreds of explorers set off to find it. Who will reach the Artifact first?

23) NEIGHBOURHOOD WATCH

A friendly Halfling decides to assemble a force of strong people that will go around helping different people. Of course, the Halfling will be covering all expenses for his soldiers like arrows, rations and more.

24) THE LOST PRINCE

A Prince is lost. The King promises an extremely handsome reward to the one that finds him. The Prince has two differently coloured eyes, brown and blue. Your players would swear they saw a kid like that, minutes before they found out that the Prince is lost.

25) THE ORGANIZATION

An organization has, in some way, wronged all of your players' characters. While in town, they all notice a man bearing that organization's symbol.

26) ESCORT MY MONKEY

At a Carnival, the circus owner approaches the players and asks them to escort his monkey to a nearby town for a reward. The monkey seems generally angry and not willing. After an hour, the monkey will become a human girl. The girl was polymorphed to a monkey by the circus owner. Your party has now abducted the mayor's daughter.

27) THE JAR OF LIFE

The players find a weird magical Jar. If someone opens it, a Djinni appears in their mind and tells them that they are cursed to die in a month. To stop the curse, they need to find the Djinni's prison and free it. *Remove Curse* will not work on the affected player. Because... there actually is *no* Curse. The Djinni just wants to be free.

28) DEJA VU

The players arrive at a normal time. By sleeping there, they notice that the same day occurs in repeat. If they try to leave the town they will see that they are trapped in a loop (trying to exit will lead them to the town's entrance). Only one person is out of loop like them. Will they be able to tell who it is? Will that person be able to break the loop?

29) LAWFOOL PALADIN

A young paladin wants to rescue a town from the hands of a necromancer. Alone, he is hopeless but there's no persuading him to leave the town to its fate. Will the players help him?

30) PRIESTESS OF GOOD(?)

A priestess tries to convert the townspeople to her own religion. She promises great fortune to those that convert and worship her God. And it is true! People wake up to sacks of money under their bed, a new horse is in their stables, a brand new sword lies in their closet. It is all a lie. The priestess worships the evil goddess Loviatar. The priestess herself is the one that gifts the gold, the horses etc. If the townspeople want to keep having Loviatar's fortune, they will have to start doing some things... Not entirely good.

31) GOOD MORNING, WHAT'S BURNING?

The village the players are in, is attacked by a Dragon with a Dragon Rider. The Dragon Rider belongs to a cult that is responsible for many of the players' misfortunes. Will the players start a war with the mysterious figure?

32) BAD COMPANY

A band of drunk orcish bandits is executing people for fun in the middle of the village. The guards are too scared to act and the ones that do stand up to them are too weak. Killing the orcs will anger their leader.

33) WHERE IS EVERYBODY?

The players sleep in the tavern to wake up to a completely empty city.

34) INTO THE NIGHT

People disappear every night. People say that rats kill them, because they find scratches that look like that of rats. In truth it's a *Wererat* killing all these people. A *Wererat* that is sent by the *God of the Werekind*. If the *Wererat* is killed, the players will have made a dangerous enemy.

If you want to check more about *Werekinds* and the *God of the Werekind* check my **Guide to Lycanthropy** on the right.

35) WATER PROBLEMS

On a random, beautiful day, a small town begins to have water problems. The wells have all dried up. What is going on with this? A *Water Elemental* has dried everything up and demands to be paid in order to let the water flow. Killing the *Water Elemental* will cause other *Elementals* to oppose the players.

36) ONLY ONE TO PROTECT

Dryads have been raiding nearby villages, destroying them completely and murdering everyone inside them. Huge rewards are being handed out by the King to stop the Dryads and burn their forests to the ground. In truth, the Dryads are protecting their territory. Many people of the King have been abusing the forest in a way that disturbs the balance. Who will the players side with?

37) BURN THE WITCH!

A woman is about to be burned as a witch. In truth, the woman is a *Sorcerer* that has caused great peril to this town and is also the wife of a *Vampire*. If the woman is burned, the *Vampire* will seek revenge. How will the players react?

38) EGGS AND SAUSAGES

A cook asks from the players to retrieve the egg of an exotic animal from atop a mountain. The egg is weirdly large but... you know, money. The egg is actually that of a Dragon. The animal that kept it, is known to steal eggs from animals. The mother will be pissed with the players.

39) SIGN UP FOR GLORY

A tournament is underway. Fighters from all across the world gather to compete! The rules? Just have up to (the number of your players) people in your party. Everything. Is. Allowed. The winners get a *Wish* spell. Over 100 teams are already signed up.

40) GOING TO WAR

A general is recruiting men to fight in the upcoming war versus the enemy country. The plot twist is, that the general does this on his own accord. The King already decided to surrender.

41) CHALLENGE OF THE GODS

A God has descended from the Heavens and decreed that the first person that will find the secret artifact that he hid somewhere in the world will become a God.

42) STOP RIGHT THERE, CRIMINAL SCUM

The players have a night at the inn. Whatever they drink/eat is poisoned. The other day they wake up in prison. Apparently they went berserk and hurt a lot of people. They were captured by the guards and put into prison. How will they escape? Who poisoned the players?

43) I WOKE UP LIKE THIS

The King's crown has been stolen! Who could have taken it? The King promises a lot of money for the culprit.

44) HOW TO RAISE A FAMILY

Bodies have been disappearing from the morgue. A new-born Lich is said to be raising an undead army.

45) I SUMMON THEE

A mage summoned a demon that he was unable to control and is now wrecking havoc in the town.

46) BEEP-BOOP

A gnomish inventor promised to create golems to defend the city. The Queen funded her attempt. After she created them, she activated them and ordered them to attack the city. Someone has to stop her and the golem army!

INANIMIS' GUIDE TO LYCANTHROPY



Stats for the various Werekinds in D&D
and ways to implement a Werekind in your Campaign



47) HUMAN LUNCH

A Hill Giant is camping outside of a city, intercepting caravans and eating the guards and the merchants.

48) NOTICE BOARD: TESTING SUBJECTS

An Alchemist needs test subjects for his new potions. Maybe the players want to try some, maybe they will be able to find some unwilling subjects. After all, gold is gold.

49) WEEPING STATUES

The statues of the city come to life at night. Who cursed them? Who will take care of them?

50) EARTHQUAKE ELEMENTAL

Earth Elementals have been raiding nearby towns because the mines disturb their homes.

51) BE MY BABY

The players are called to investigate weird sounds coming from a house. The sounds are coming from a weird looking baby. If someone touches the baby, their souls swap. The player that swapped will then unveil a teleport scroll they had hidden and teleport away. The players are left with a baby that has the skills that the player used to have but with the *Reduced* effects from the *Enlarge Reduce* spell.

52) MISSING BODY

A severed hand asks (in writing) from the players to help it find its body.

53) DEMONIC DUELS

Two Archdemons decide to solve their differences by each choosing a party and have them duel. It's time to d-d-d-duel.

54) WHERE ARE MY PARENTS?

A young elf is lost and is searching for their parents. They are actually the child of an Elven King. What will the players do with the child?

55) SONG OF THE DEAD

A bard has been cursed with Undeath. His name is *Bernard the Undead Bard*. He wants to free himself from this curse. Will the party help him?

If you want to read the story of *Bernard the Undead Bard*, it's in my **Inanimis' Interesting NPCs - Collection** (that has over 50 NPCs with their backstories). You can find it by clicking on the image on the right.

56) TWO-FACED

A Barbarian King that is possessed by a Demon has been raiding and pillaging far too close to the capital. The King has hired you to kill him.

57) AUCTION HOUSE

An auction house is running in the city. The auctions are not entirely legal. That's because the people that bid have to fight each other to the death. No gold involved. No weapons, no magic, no magic, no natural weapons. Just fists and kicks.

58) LIVE TESTS

A doctor needs a living Owlbear to study it.

59) OCTOPUS-FACED GOD

People have been sacrificing children to a Mind-Flayer to keep it from destroying the village. Anyone that tries to call for help dies.

60) TALKING WEAPONS

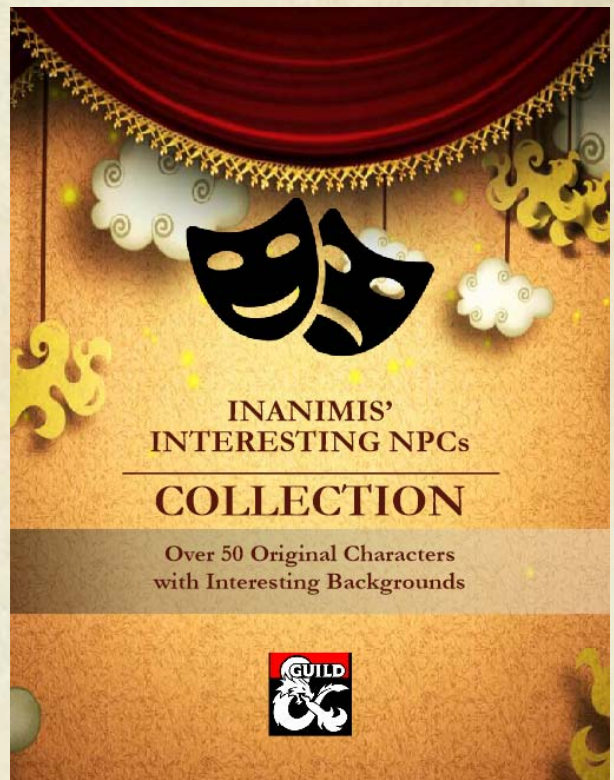
In this village, all the weapons become sentient. Who is responsible for this?

61) SMELLS LIKE SOMETHING DIED IN HERE

A village is inhabited only by Undeads. They don't harm anyone actually and they are all intelligent.

62) DROW YOUR WEAPONS

Drows have left the Underdark and are destroying any city they can find.



63) THE END IS COMING

A man is saying that the end is coming! On the first day, the sky will rain blood! On the second the sheep will die! On the third children will go blind! On the fourth the world will end! Everyone was laughing. Until red rain started pouring.

64) THE TRUTH IS IN THE PUDDING

Black Puddings have filled the mine and the workers can't get inside! Someone has to help them.

65) FOOL'S LUCK

A Casino just opened in town. People are rushing there. There's only one thing that's weird. You don't bet gold. You bet years from your life in exchange for gold.

66) BARDIC INSPIRATION

A band of bards roams the land filling the cities with song and music. After they leave, almost everyone is robbed! Even the players.

67) ANCIENT RUINS

While digging for treasure chests, a pirate found some ancient ruins. Disappointed, he left. But something awoke from the ancient ruins. A beast that the world had forgotten.

68) OATHBREAKER

The players have to escort a Paladin that broke his oath and killed innocents. The path is not a dangerous one but many believers will rush to lynch him.

69) LITTLE DEATH

Rumours say that any man that goes with this particular woman gets 3 wishes! Well the rumours were spread by the woman. Who is a Succubus.

70) COLD SKIN

A person lures a player for a fun night. The person is a Vampire that will bite the player. The curse is fresh in their blood and the Vampire disappears. How will the player deal with this?

If you want ways to implement Vampirism (along with stats for Vampires and a whole plot with a *Lord of the Vampires*) check out my **Guide to Vampirism** by clicking on the image on the right.

71) "SMITH IS MY MIDDLE NAME"

A Blacksmith Dwarf (I wrote it like that so that smith is actually the middle name), has acquired godlike skills in crafting any weapon He will forge the most powerful weapon in the world if the players help him find his daughter, which he traded with a devil to acquire the skills.

72) WASN'T ME

One of the players is framed for murder by a shapeshifter.

73) SLEEPLESS NIGHTS

No one in this town can sleep at night. Everyone is very tired all the time. The players have 6 days, before exhaustion kills everyone in the town. (This is according to the Exhaustion Levels Rules from the RAW)

74) SHE DOESN'T BITE

An elf has a Death Dog for a pet. This disturbs the neighbours but whoever dares complain somehow disappears the next day.

75) DON'T JUMP

A person threatens that they will jump off of a bridge. They finally do it but they don't die. For some reason they are actually immortal.

76) BLOOD DONOR

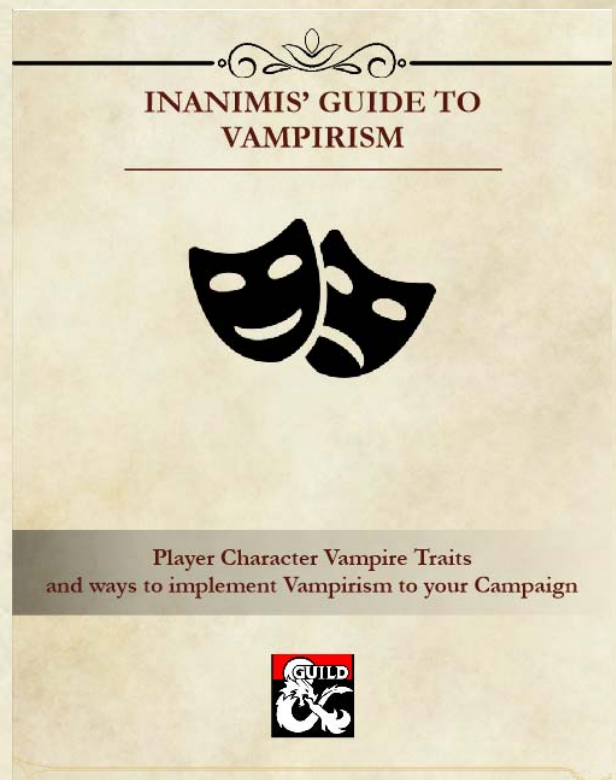
A doctor with a weird accent says that he has come up with a way to transmute blood to creatures that need it. He tends to avoid the sunlight for some reason though and no one knows where the blood goes.

77) NO WAY OUT

For some reason, six giants have blocked every exit from the city. Are they waiting for something? Or are they just playing?

78) WHO AM I?

Anyone that eats fruits from a certain tree in the city suffers amnesia. Where do the memories go? Is it really the tree that does the job?



79) PROUD WARRIOR

A veteran warrior is retiring and he says that he will gift his armour to the first person that can best him in a one on one combat. The warrior is actually retiring because a woman bested him in combat days ago. It is said that she hasn't lost a single fight and she will reward anyone that can beat her with a huge amount of gold.

80) CARD TRICKS

A beggar says that they will pay 100 gold to anyone that can find on which hand they have a coin. In reality he uses *Prestidigitation* to create a fake coin and when it's time to show where the coin is, he makes it appear wherever he wants.

81) WICKED SICK

The Queen suffers from a very rare fatal illness. The only cure is from a plant that grows in the Feywild. The King is promising great fortunes to anyone bold enough to attempt such a trip.

82) PIRATE BOOTY

A world famous pirate Queen has just died. Rumours of her hidden treasure spread like wildfire. It is said that it is one of the most valuable treasures in the world.

83) CHARTED

A mapmaker wants to hire a band of mercenaries to escort him to a strange land with a mission to map it.

84) GENTLEMAN IN DISTRESS

A Rakshasa has kidnapped the King leaving behind a note talking about a hunting game.

85) CURSE YOU

A Devil has cursed the players with an Invisible Immortal Imp that won't stop getting them into trouble until they visit him in the Nine Hells.

86) WITNESSES

The players witness the murder of their King by his right hand but they are the only ones to see this.

87) LIL' HORSIE

The Kingdom's most prized horse is murdered. There are strange clawmarks on its body. Who could have done it?

89) LOOK ME IN THE EYE

A Beholder has slain the royal family and sits on the throne, their minions murdering guards and taking over the city, all in one night.

90) LABYRINTH

An Archmage has teleported the citizens of a town along with the players in a pocket universe labyrinth. He has unleashed minotaurs all around the labyrinth. Will they escape?

91) LAST SHOW

The war has ended after 50 years. We won! The country's most famous bard will kickstart the celebrations. But she is murdered. Who did it?

92) DEFEND THE GATES

A goblin walks through the gates of a small town and screams "Filthy humans! You will all be dead by sunrise! Jimmick Festerwound is coming to get ya!". Was the goblin messing with you? or do the farmers need to grab a sword?

93) BLOOD FOR THE BLOOD GOD

Children have been disappearing from every part of the town. Rumours say that Kobolds are kidnapping them to sacrifice them to a God. Their cave is half an hour outside town.

94) IT'S ALIVE

After the alchemist's wife died he has been staying inside more and more. Rumours say he has been trying to bring her back. More rumours say that weird sounds come from his basement.

95) SWAN LAKE

A weird creature has been sited in the forest. People say that it is a creepy female dancer..? Checking it from up close it's actually a construct. It is harmless but the players don't know that and people have been talking all sorts of ugly things about it. How will its creator react if the villagers destroy his creation?

96) BOTTOMLESS WISHING WELL

A charlatan promises that by throwing 1 gold piece in his well, one of your wishes will come true. And they actually do. The charlatan is actually a devil that trades wishes for souls. And for some reasons the ones that made a wish disappear after a week.

97) SPIES OF THE QUEEN

The queen has recruited the players as spies for the enemy Kingdom. How will they fare with new identities?

98) ROYAL TOMB

A King has instructed to construct a huge altar but the ground he is building is desecrated. The creatures that lived in that place won't be happy about it.

99) THE KRAKEN

A dead Kraken has been washed ashore. What could have killed a Titan like that? The fishermen are panicking.

100) POISONOUS WARFARE

An alchemist claims that she has developed a terrible gas that once inhaled, will cause horrific death. Countries from all around the world bid for the highest price. At the hands of anyone, her weapons would be dangerous.

FINAL WORD & LEGAL STUFF

Most of the Plot Hooks I mentioned can be used as Campaign Starters or a quest that will last for about 2-5 sessions (always depends). Of course you can use all the above as quest ideas. If you want some random fun, roll a d100 and choose how your campaign will start! I tried to include a variety of things, hopefully I got it. Thanks for your time, feedback is always welcome. Check more of my stuff by clicking [here](#) or on any *Inanimis* logo.

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