



QUEST HOOKS

THE ISLE OF STORMS



An adventure hook leading to...

There are over twenty official adventures in D&D, each exploring a different setting or theme — this one's underwater, that one's in halloween land; you get the idea. When you're deciding where to take your party after running the latest beginner adventure on the Isle of Storms, use this document as your guide. But please keep in mind:

- ★ I'm not endorsing any of these modules above any others, so pick whichever sparks joy;
- ★ You should ideally include only one of these quest hooks in your campaign; and
- ★ You should have a good grasp of the adventure you want to foreshadow before placing your hook on the Isle of Storms.

Each of these adventure hooks has two instructions: one for you to act on during the current adventure, and another to do either in the epilogue or in a session after the campaign has finished. These are custom-made for the Isle of Storms adventure, but could be retrofitted for other campaigns.

... AN ADVENTURING CORPORATION!

Do this during the Isle of Storms. In the isolated study in the evil dragon's lair on the Isle of Storms, the party finds a dusty skeleton holding two sheets of paper, one in each hand. The first is a job posting for a franchised adventuring corporation looking for interns, based in a major waterfront city. The other is an overly embellished resume.

Do this after the Isle of Storms. Soon after the party completes their business on the Isle of Storms, after arriving on the mainland, the continent is rocked by an earthquake. Rumors say it was worst in that same major waterfront city, and the job postings for the adventuring corporation appear with an increased frequency and more desperate verbiage.



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... HECK!

Do this during the Isle of Storms. When the party encounters a group of zombies, one in particular is dressed in noble clothes. When looting the body, the party finds refugee papers for Lord Badaxion Roger Maxamillian Duke Junior the Ninth, as well as his entourage of servant-folk, giving them permission to enter a large coastal city facing a refugee crisis.

Do this after the Isle of Storms. When the party travels on the sea via ship, the captain or a customs officer sees the party's salvaged refugee papers, and inquires whether they intend to address the refugee crisis in the large coastal city. If the party is interested, they can use these papers to gain access to the city.

... A GRAND LIBRARY!

Do this during the Isle of Storms. While exploring a shipwreck on the Isle of Storms, the party comes across an old weathered tome underwater. The book is impossibly undamaged by the water and once the PCs have it out of the water, it is dry, but suddenly: the book springs open and takes a long gasp of air! This is a talking book, and it immediately complains about being overdue and demands to be returned to the greatest library in the land.

Do this after the adventure. If the party has forgotten about or neglected to understand the book further, the book becomes more demanding. If the party abandons the book, a group of Warrior Monk Librarians attempt to arrest them and take them to the great library.

... THE OCEAN DEPTHS!

Do this during the Isle of Storms. During the adventure, one player character experiences a pair of visions during their long rests.

The first vision:

In a dark chamber, with specks of dust flitting through the air, you see a crystal pedestal. This object seems to exist in a separate planar space than the chamber it rests in, because it is illuminated as if pierced by bright sunlight, but that illumination does not extend to the rest of the room. When you try to move closer, you wake up with a choked drowning sensation.

The second vision:

Returning to the chamber, instead of moving closer to the crystal pedestal, you sidle around to look behind the object. You see a spectral figure dressed in leather armor and a tattered red cape, radiating amber light. He's trying to speak to you, but you can't make out his words. When you don't respond, he shouts his message. You startle yourself out of sleep with the sound of your own waking voice yelling, "Please help me. I am imprisoned."

Do this after the Isle of Storms. When the party travel on the sea, their voyage runs through extreme weather, forcing the ship to take port at an amalgamation of coastal villages. Here, the party may take part in a special festival to prove their merit and discover their cryptic visions are more important than they may have thought.

... SPOOKY TOWN!

Do this during the Isle of Storms. While heading to the final dungeon of their quest on the Isle of Storms, the party notices an immense wall of fog consuming the horizon of the sea in the distance.

Do this after the Isle of Storms. After leaving the Isle of Storms on a ship, they eventually run into that same fog, causing the ship's captain to change course for fear of getting lost. The fog gets closer and closer, and even causes havoc with the ship's compasses. Eventually, the captain decides to dock and drop anchor just off the shore of a sparse beach they come across. They build a camp, waiting for the fog to pass over, but it doesn't and instead consumes them and the party. Panic sets out and screams can be heard in the distance. When the party heads in the direction of the screams to help, or perhaps run the opposite way, eventually losing their direction and unknowingly entering the lands of spooky town.



... A DRAGON'S FROZEN MOUNTAINTOP!

Do this during the Isle of Storms. When speaking with the Elder of Dragon Abbey, she tells the party dragon slayers had once flocked to the Isle of Storms, but none have arrived recently due to a particular crisis with a white dragon on the mainland.

Do this after the Isle of Storms. After defeating the evil dragon on the Isle of Storms, the Elder of Dragon Abbey makes the party wait while she rummages through old missives she's received in recent months and retrieves a crumpled job poster from the bottom of a trunk. It's a bounty on the head of a white dragon terrorizing a remote town. She solemnly hands the flier to the party.

"If dragon slayers have their way, this situation will only end in violence. But with what you've seen of our philosophy here, I'm hoping you will at least attempt to find a peaceful resolution first."

... A WAR AGAINST DRAGONS!

Do this during the Isle of Storms. During their stay at Dragon Abbey, the party will have many opportunities to learn the lore behind the evil blue dragon's plans on the Isle of Storms. At this point, they also discover his strange choice to worship a deity other than the conventional hydra-headed dragon queen.

Do this after the Isle of Storms. After defeating evil blue dragon and plundering his hoard of treasure on the Isle of Storms, the party finds a strategic missive of this alternate dragon queen's plans. Mercenaries under her influence are planning to betray a nearby town during a mock-reenactment of a famous battle! It's up to the players to get there in time to avert disaster.

... AN ALCHEMICAL PIRATE MYSTERY!

Do this during the Isle of Storms. When exploring a cavern of crystals, the party discovers a corpse covered in a prismatic moss and fungi. Bones remain underneath the plant-life, as well as an ash-covered bag containing documents detailing alchemical experiments. All pertain to one school of study: transmuting common materials into gold. From the stamps on these notes, the documents appear to be incomplete—perhaps stolen?—from a man living in a marsh known to house pirates and smugglers... but there is no name.

Do this after the Isle of Storms. After completing the adventure, the party can have a ship carry them directly to the marsh. If the players are hesitant to pursue the alchemist's lab, treasure seekers may notice the notes and decide to steal them.

"Don't you know what you've got here? That's a license to print money if you can find the rest!"

... THE FROZEN TUNDRA!

Do this during the Isle of Storms. When exploring a shipwreck, the party rescue an imprisoned dwarf. She is battle-hardened and scarred, known as the bane of ice trolls. Although wounded, she assists them in the fight and shows her prowess in combat, then retreats to Dragon Abbey afterwards to rest.

Do this after the Isle of Storms. When leaving the isle, this warrior joins them on the journey and offers them a job that will pay very well: hunting down a serial killer in the snowy tundra.

"What happened with that damnable harpy made me realize I'm getting too old for this line of work. If you can help me with one last job, the bounty should set you up for your adventuring career, and me for my retirement."



... A MULTIVERSE CITADEL!

Do this during the Isle of Storms. At Dragon Abbey, the players meet an overly-chatty kobold who offers a gift to the players. When it becomes apparent the players mean to help the residents of Dragon Abbey with their various plights, this kobold offers to help the party by giving them its favorite rock, one that fell from the sky. When questioned, the kobold insists it saw the stone tumble from a massive sapphire shard streaking across the sky. It appears mundane and inert, but after some inspection, the rock is indestructible and exudes a vague magical aura.

Do this after the Isle of Storms. Once the party leaves the Isle of Storms, when they're all together during a long rest, the rock quivers with supersonic energy and bursts in a massive arc, spraying a fine white pigment on everybody present. When the players wash the white dust off, a swirling mark remains on the back of their hands that cannot be seen by anyone else they meet. Sometime later, a building-sized jewel materializes in the sky and lands, and a cosmic station-master descends to the ground to address the players, saying, "Tickets please!"

... A SECRET SOCIETY OF BURGLARS!

Do this during the Isle of Storms. When the party clears the harpy's nest aboard a shipwreck on the Isle of Storms, among her treasures, the party finds a curious little music box with a keyhole sealing it shut. Back at Dragon Abbey, the kobolds are curious at what treasures the party has found.

Do this after the Isle of Storms. Once the party has proven themselves to be good of heart by completing the adventure of the Isle of Storms, they are approached by the ex-poisoner turned healer in Dragon Abbey. This man gifts them with a large, ornate key for the music box, promising that it leads to a lucrative and noble lifestyle.

... A MINE OF LOST TREASURES!

Do this during the Isle of Storms. Before the adventure on the Isle of Storms begins, the party meets a dwarven friend. This friend has a deep connection to each of the players and leverages this relationship to send them on a quest: retrieve a mysterious puzzle box from a dragon's hoard.

Do this after the Isle of Storms. When the party finishes their business on the Isle of Storms, their instructions are to return the puzzle box to their dwarven patron. However, when they arrive at the meeting place, they find their friend has already embarked on a journey to a town on the frontier with a knight companion, leaving word for the party to meet him there. The message says, "I'm on the verge of a big discovery; we're all going to be rich!"

... SPACE!

Do this during the Isle of Storms. Where the party would normally encounter a red crystal lodged in a natural vent, they instead encounter a blockage caused by a strange, magical chair - some kind of space-faring throne. This piece of cosmic furniture mysteriously tumbled from the heavens, crashing through the ceiling and lodging itself in place.

Do this after the Isle of Storms. When leaving the Isle of Storms, the party's ship is boarded by pirates wearing outlandish clothes, speaking of unknowable things. These are space pirates! These outworld scalawags are looking for their lost magical throne, which they use to make their seemingly mundane vessel blast off into space towards the beginning of a space-faring adventure.

... A DISORDERLY KINGDOM OF GIANTS!

Do this during the Isle of Storms. When at Dragon Abbey, in the library or when meeting the Elder, the party learns of the turbulent history between primordial dragons and giants. Later, after the party's victory over the evil dragon villain, the party has a conversation with the bronze guardian of Dragon Abbey. He informs the party that although his ancient enemy, the giants, are running amok on the mainland, he understands his place is Dragon Abbey and his duty is to stay and protect it, not to seek out conflict or violence elsewhere.

Do this after the Isle of Storms. Whichever town or city the party lands in after completing their adventure on the Isle of Storms, it gets attacked by rampaging giants. All the NPCs, lore and locations needed to run the giant adventure can be applied to the location like a template. When running this attack, follow the guide in this YouTube video:

www.youtube.com/watch?v=1FRCtjZ4Uzw

... A FORTRESS SWALLOWED BY EARTH!

Do this during the Isle of Storms. While exploring a shipwreck on the Isle of Storms, the party finds a stranger in tattered clothes, played with and tortured by the harpy. The human male of middle age, thanks them and introduces himself. Afterwards, he heads to Dragon Abbey. Unknown to the party, this man is an agent under the thrall of a powerful goblin shaman currently residing in a fortress swallowed by earth, and has sent many adventurers to their doom in the search of wondrous treasure.

Do this after the Isle of Storms. When the party leaves the Isle of Storms, Kerbal joins them on the ship, repeats his thanks, and states that while he doesn't have anything of value in terms of money, he can reward them with information regarding treasures and magical artifacts, directing them to the fortress swallowed by earth.

... A LAND OF FAIRIES!

Do this during the Isle of Storms. During their travels on the Isle of Storms, the party encounters a strange caravan owned by a weird, bird-like lady wearing motley garb and attended by a monkey jester. She asks if the party's seen her lost owlbear. Regardless, she invites the party to play her game to win a minor prize, and afterwards gives them a flier advertising a carnival in the land of fairies.

Do this after the adventure. After the party has completed their quest, they'll be able to catch a ship elsewhere. Aboard the same ship that picks the party up is a snobbish noble family with an insufferable spoiled brat headed to the fairy carnival rumored to have materialized outside a minor city.

"I don't see why the captain stopped off to pick up riff-raff like you and risked making us late! We're in a rush to visit the fairy carnival before it vanishes for our precious little prince!"



... THE JUNGLE!

Do this during the Isle of Storms. When the party leaves Dragon Abbey, a kobold with seemingly limitless energy and a need for channeling it, is inspired by the party's bravery. At some point in the adventure, either Dragon Abbey is attacked or this kobold joins the party in combat, an event that results in this kobold's death. After the encounter, the Elder of Dragon Abbey finds them just in the nick of time and revives the kobold, scolding him for being foolhardy.

Do this after the Isle of Storms. After the party completes their quest on the Isle of Storms, they discover the Elder of Dragon Abbey is concerned for revived kobold. The kobold seems to be withering away due to some sort of necromantic magic. The resurrection spell is failing and she pleads the party to help investigate why.

... THE MOTHER OF DRAGONS!

Do this during the Isle of Storms. One of the kobolds carries a dagger which it thinks is magical, something that it was told in a dream would be the bane of evil dragons. But when he meets the players, the kobold says it hasn't done anything special yet. After the players defeat the evil dragon at the end of the adventure, the kobold gives the dagger to the player character who landed the killing blow on the dragon. This dagger, made from one of Lord Aidron's baby teeth, counts as a +2 magical dagger when used against evil dragons by a character who has killed an evil dragon - a true dragon slayer.

Do this after the Isle of Storms. After leaving the Isle of Storms, the party encounters a wealthy merchant who recognises the dragon tooth dagger as the mark of a dragon slayer. He offers the party a job to escort him and his wares as bodyguards to a region which recently had a dragon sighting.

... AN INFINITE MEGA-DUNGEON!

Do this during the Isle of Storms. While sailing to the Isle of Storms, the party meet a woman named Jacky. She brags about there being an infinite amount of treasure beneath a waterfront city on the mainland, and that she and her mates were going to be the first to obtain it all because they have a magical map.

Do this after the Isle of Storms. As the party head to the shore to leave the Isle of Storms, they notice a scroll that has washed up the shore and is sticking out of the sand. It's Jacky's map!

... THE HEIST OF THE CENTURY!

Do this during the Isle of Storms. Either in the library of Dragon Abbey or among the scrolls and treasures of the evil dragon's hoard, the party finds a peculiar tome. With a stand-in cover and lorem ipsum copy on the spine and back, this early draft of a certain famous wizard's guide to monsters is very rare, containing some embarrassing mistakes.

Do this after the Isle of Storms. After the party has defeated the evil dragon on the Isle of Storms, the librarian of Dragon Abbey takes an interest in the strange book.

"You know, this book is probably worth a bit of gold to the author; it would besmirch their reputation to have this error-riddled copy out in the world. I mean, who spells goblin with a J? It says here they're based in a pretty major coastal city, too."

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