

# **45 Biblical Adventure Hooks**



**By Sean Johnson**

**Cover Photo by Samuel Zeller on Unsplash**

## **Biblical Adventure Hooks**

Role-playing games are all about experiencing incredible stories and the Bible is full of incredible stories. The Bible is an interesting place to look for inspiration for role-playing adventures. The goal is not to recreate the Biblical story accurately, but rather use the story for inspiration. The biblical story can create a hook that draws the players in and allows them to explore the narrative on their own. Using the Bible as inspiration for role-playing adventures is not an effective Bible study tool, but it will help the players gain a deeper and more unique understanding of the story.

A common saying among preachers is “Sunday is coming.” This is the constant reminder that every single week the preacher needs to prepare another sermon. In much the same for game masters or dungeon masters “game night is coming.” There is always a need for a new adventure for the players to explore and go through. With that in mind, here are forty-five adventure hooks that come straight from the Bible. These kernels of ideas can be used to craft full adventures for any roleplaying system. They are written with fantasy in mind but they can be easily adopted to other genres. We hope you enjoy this and find it useful.

1. A vile and evil city is about to be destroyed by a just deity. The players are tasked with finding the one righteous family in the city and escorting them to safety before burning sulfur rains from the sky (Genesis 19:1-29)
2. A favored son was sold into slavery by his jealous brothers. Due to divine blessing he rose out of slavery to be a regional governor of the king. Now he wishes to be reunited with his family and the players have been recruited to help pull the scheme off. (Genesis 39-46)
3. A land is being devastated by terrible plagues. A prophet of an enslaved people claims these are divine punishments that will not stop until the slaves are freed. The king refuses to release the slaves and promises a reward for any who can stop the plagues. Will the players take up the cause of the enslaved or side with the king? (Exodus 7-11)
4. A nomadic people intend to enter and settle in a region. They ask the players to scout the area out for them. The players find the region to be beautiful and fertile but inhabited by giants in walled cities. (Numbers 13)
5. The deity of a nomadic tribe has sent swarms of poisonous snakes to punish the people for their unfaithfulness. By order of a prophet, the players need to help find and set up a bronze snake that will allow bite victims to look upon it and live. (Numbers 21:4-8)

6. The players are inside a walled city when they have a run with fleeing spies. The spies claim the city will be destroyed by the advancing army and divine power. The spies promise if the players help hide them, then they will be spared destruction. The guards are coming quickly and the players need to make a decision. (Joshua 2)
7. The players are recruited to help defeat a local warlord who has been raiding and oppressing local farmlands for years. However a prophesy has been made that this warlord will only die at the hands of a woman. (Judges 4)
8. The son of a local hero convinces the citizens of one town to back his bid to be the ruler of the region. He then hires “reckless adventurers” to dispose of his seventy brothers. The youngest escapes and the players find themselves in position to help him. Do the players help him escape, seek justice, or get revenge? (Judges 9:1-21)
9. In an area occupied by a loose confederation of tribes some evil members of one tribe violates the mutual hospitality rules in a horrible way that leads to the death of an innocent woman. Now the other tribes in the region want vengeance. The players must find the guilty party before the whole tribe is violently punished for the acts of a few. (Judges 20-21)
10. A powerful religious artifact is taken as plunder after a battle, but a terrible plague of tumors has broken out in the city where the artifact is being held. The players are hired to return the artifact and remove the curse from the city (1 Samuel 5-6)
11. A cruel and vindictive warlord or perhaps a tribe of orcs is terrorizing villages and demanding they be subject to him. As part of the demands, the right eye of each villager is gouged out. The players are part of the army that is assembled to stop this. (1 Samuel 11:1-11)
12. Two warring nations are in a tense standoff with armies camped out across from one another. One side had a giant and is willing to bet the entire campaign on winning single combat against the giant. The king has promised wealth and the hand of his daughter in marriage to anyone who can do this. (1 Samuel 17)
13. A king is possessed by an evil spirit that is leading him to want to kill his well-liked son-in-law. The players have to help the son-in-law escape and get to a renowned cleric who can help protect him. (1 Samuel 19)
14. The crafty son of a good king has spent years subtly sowing seeds of doubt and rebellion. At a critical moment he put his plan in motion and declared himself king. The players need to help the true king escape. (2 Samuel 15)
15. A realm is suffering from a terrible famine, and it is because of an injustice that a former king did on an ethnic group living in the land. The players are dispatched to find out how amends can be made and the famine ended. (2 Samuel 21:1-14)

16. A new king is established after the death of a long reigning, popular king. However, there is much court intrigue as one of the other brothers of the king tries to stage a political coup. In order to prevent this the current king issues a series of killings. The players are assigned this task. The players could carry these orders out without question or try to establish which side is in the right. (1 Kings 2:13-46)

17. A king has rebelled against the patron deity of his nation. At the same time, two raiders supported by foreign powers have been greatly troubling this small kingdom. The players are hired to stop the raiders, but they are told from another source that the adversaries were raised up by the patron deity as a punishment for idolatry. The players must decide to honor the deity or stay sided with the king (1 Kings 11:14-25)

18. The heir to the kingdom has vowed that he will rule harshly and this has caused open rebellion. The players must decide which side they will fight for. Then a prophet urges the people not to engage in civil war. This prophet has won over the people and the rebellion seems to have succeeded, but did it win over the players? (1 Kings 12:1-24)

19. A king has built a pagan altar, and a powerful prophet has come to claim the altar's destruction. The king hires the players to seize this prophet. This prophet is righteous and very powerful with the ability to curse and cause disability. (1 Kings 13:1-6)

20. Two kingdoms that once use to be an united kingdom are at constant war with one another. One of the king's comes up with a plot to get another neighboring kingdom to break a treaty with his enemy and instead ally with him. The players are part of the entourage to deliver the silver and gold meant to secure this new alliance. (1 Kings 15:16-22)

21. Political turmoil reigns in a kingdom and the players are caught in the middle of it. One of the chief army commanders commits regicide, claims the throne, and begins hunting down the remnants of the royal family. When a campaigning army on the kingdom's frontier hears this they proclaim their commander king. The kingdom is divided and civil war seems inevitable. What do the players do? (1 Kings 16:8-24)

22. An evil king has led the kingdom into worshiping evil gods, but a devout prophet of a good deity has risen to defy this idolatry. After proving the power of his God by having fire come down from the sky, the players join him in hunting down the evil priests and prophets. However, the evil queen who is really calling the shots seeks the life of the prophet (1 Kings 18:16-19:2)

23. A prophet has declared that by divine will the king will die. The king goes to war disguised as a security measure. The players are tasked with stopping the impossible: the death of the king (1 Kings 21:18-22:40)

24. The king is angry with a prophet who has stated that due to a lack of faith the king will die. In response the king has sent men to go and seize the prophet. However, these parties have been consumed by fire from heaven each time. Now, on the third attempt the players are part of this group. Can they avoid the same fate? (2 Kings 1:1-18)

25. The players are hired to track down a man who summoned she-bears that mauled forty two young men. The players discover that this man was a righteous prophet and there may be more here than meets the eye (2 Kings 2:23-25)

26. A prophet led by divine power, anoints an army commander a new king and gives him a mission to wipe out the family of the current king. The commander takes this task on. At first this seems like an evil, rebellious action. However, it is eventually discovered that the true evil is the queen mother who has been manipulating the royal family into wickedness for two generations. (2 Kings 9:1-37)

27. Through a hasty burial that was interrupted by raiders, a dead man was put in the wrong tomb and put on top of the body of a recently deceased prophet. Upon touching the body the dead man is instantly revived. Do the players seek out this power or do they wish to defend it from falling into the wrong hands (2 Kings 13:20-21)

28. The majority of the people in the land the players live in have not been faithful to their ancestral deity for generations. Over the years several prophets have warned that a terrible army was coming if the people did not repent. That army is on the frontier and advancing. How will the players respond? (2 Kings 17:1-23)

29. A kingdom has recently conquered new territory and has begun to colonize it. However, lions and other beasts are attacking the settlers. This is being caused by the deity that claims sovereignty over the land. The players have to protect the settlers and figure out how to appease the deity. (2 Kings 17:24-28)

30. An ancient religious text that had been lost for generations is found, and this renews the religious zeal of the king. He seeks to restore the lost religious practices which are good and righteous, but to do this he first seeks to destroy and eradicate pagan worship in the land. Which side will the players be on? (2 Kings 22:1-23:25)

31. A displaced people are allowed to rebuild their ancestral city after many years in exile. However, local governors oppose this and seek to disrupt the rebuilding process. The players are hired to defend the builders and thwart the attacks. (Nehemiah 4:1-23)

32. A plot to destroy an entire people group is discovered and the players must help a young queen find evidence to prove this plot to the sovereign king. (Esther 3-5)

33. A corrupt king is throwing a party and divine writing appears on a wall. One of the players can read it and the writing is a prophecy calling for the swift and violent downfall of the king. Do the players protect the king or help fulfill the prophecy? (Daniel 5:1-30)

34. A local ruler is tricked by jealous advisers into throwing the players into some sort of pit filled with monsters and used for divine judgement. How will the players survive the night? (Daniel 6:1-28)

35. A plague of locusts is prophesied. Can the players stop an enemy that is too numerous to kill? (Joel)

36. A prophet running from their deity conceals their identity and hires the players to transport him far away. A violent storm threatens to sink the ship and they are attacked by a giant fish, all because the prophet is on board. Do the players throw him overboard as he is asking or attempt to complete the job? (Jonah 1:1-17)

37. The rulers and the rich abuse the poor terribly in a small kingdom. The poor are forced into debt slavery and then bought and sold among the rich for as low as a silver or even a pair of shoes. A prophet proclaims that retribution is coming. Are the players going to defend those with money or be part of the divine judgement? (Amos 8:1-14)

38. Wizards bring gifts to a baby destined to be a king, but now they need to find a way home to avoid the current, jealous king. The players are hired to find a safe path. (Matthew 2:1-12)

39. A demoniac lives in a cemetery, constantly breaks the chains used to bind him, and is a frightening nuisance to the local town. In confronting him the players learn the terrible truth. He is not possessed by just one demon, but he is legion for they are many. (Mark 5:1-20)

40. A bounty is put out on a man who overturned tables, chased people with a whip, and made a messy scene in a major temple. The players investigate to discover his reasons were righteous anger due to vast corruption and injustice being practiced at the temple (John 3:13-24)

41. A missionary has angered local religious leaders and the players need to escort him to safety. One of the options is to lower him out a basket over the city wall. (Acts 9:20-25)

42. A holy man is freed from prison by an angel, and the players must help him get to safety and escape recapture by an evil king (Acts 12:1-19)

43. A missionary has success which angers local silversmiths that make idols of the town's patron deity. Their anger spills over to others and riot ensues. Can the players defuse the situation? (Acts 19:23-41)

44. Two men claiming to be "witnesses" of a powerful deity have been prophesying for 1,000 days straight. During that time it has not rained, and any attempt to harm these prophets has been met by them breathing fire. Meanwhile a dark, growing evil is gathering power to destroy them (Revelation 11:1-10)

45. A dragon summons a beast from the sea that has ten horns and seven heads. It has the body of a leopard, feet of a bear, and mouths of a lion. Good luck! (Revelation 13:1-8)