

# BRIDE OF BLOODY HOOKS

A Collection of Adventure Hooks for Horror Gaming



# HORROR

*Welcome to Bride of Bloody Hooks, the collection of adventure hooks that lives to kill again! The ideas in this ebook are designed to inspire new scenarios for your horror roleplaying game. Each entry is short, usually no more than a paragraph, containing only the strange premise, the hook, that will give rise to shudders and screams from your victims, er, players.*

## **CLOWN HUNTING**

The characters are walking down a city street alone, at night. Two clowns bolt from a nearby alleyway. The clowns are dressed in the requisite bright colors, floppy shoes, red noses, and pancake makeup and wigs. Seconds later a shotgun blast tears open one of the clown's backs. A wild-eyed man wearing dirty overalls, boots and a straw cowboy hat steps out of the alleyway. He unloads another blast from his shotgun into the other clown, who has stopped, turned and hissed at the man. After the echoing sound of the gun fades, the man turns to the characters and says in a gravelly voice, "Best watch yurselves, Carnival's in town."

## **LITTLE BLACK BOOK**

The characters are approached by an elderly man who claims he is in possession of one of Thomas Alva Edison's lost notebooks. The white-haired man with yellowish eyes claims that the notebook contains a series of formulae that would allow someone with a rotary phone to place calls to every serial killer who's ever existed, living or dead.

## **BEDROOM COMMUNITY**

One of the characters' family members takes part in an experimental "city of the future" that is sponsored by a large technology corporation. This "city" is essentially a large housing development in the Arizona desert with its own private schools and corporate-sponsored businesses. It includes "smart houses", advanced

communication networks, and even "smart cars" that can safely drive themselves along preprogrammed routes to local schools, and businesses. A few weeks pass and the feedback from the families who've taken part in the experiment is largely positive. A week after that, the character receives a frantic cell phone call from his relative. The incoherent

caller pleads for help, claiming the house has trapped them and nothing is working before the call drops. Attempts to communicate with the isolated community fail and calls to the corporation that owns the development get the run around with claims of "technical difficulties" that will be "resolved soon". Inside the community, most people are trapped inside their homes and businesses, while automated cars, with drivers who have expired from the extreme heat produced by the car's climate

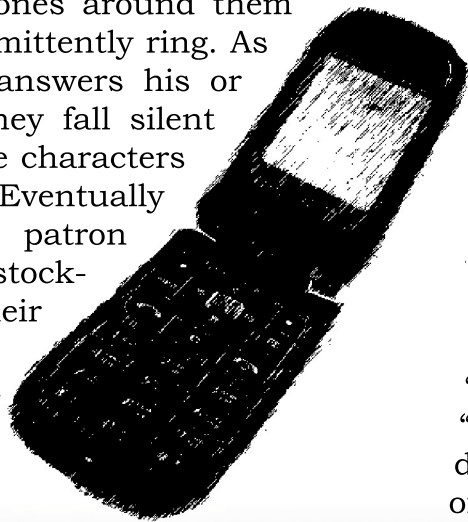
control system, prowl the streets in packs. In the town's control center, technicians battle a haywire security system in their attempts to shut down the corporation's highly touted AI, an technological advance that seems to owe its existence as much to the corporation's genetic research division as it does to their computer division.

## LUCID DREAMS

The characters come in contact with a woman who is experiencing night terrors. She's been waking up soaked in sweat, with painful bruises on her neck and shoulders. In one instance there were a few spots of blood on her pillow. She believes she must be hurting herself during the night, while having vivid nightmares or being attacked by a vampire. She sets up a video camera to tape herself while she sleeps to determine the exact cause for her injuries. The following morning she approaches the characters in a blind panic, muttering, "there's some... THING on the tape..."

## THE CALL

The characters are enjoying a meal in a crowded and noisy restaurant. During their meal, cell phones around them begin to intermittently ring. As each patron answers his or her phone, they fall silent and watch the characters unblinkingly. Eventually every other patron is sitting stock-still, with their phones to their ears, watching the characters.



## EGBERT

## SYNDROME

The characters are hired to investigate the disappearance of several students from the local university. Their investigation reveals all of the missing students were part of a

close-knit circle of friends and they were all avid players of the "Hallways & Horrors" tabletop roleplaying game. The characters discover that the school has a history of "H&H" players who have contributed to the game's bad reputation over the last forty years by taking their playing to an extreme. The last group of players, fifteen years ago, was found nearly starved and hopelessly lost in the steam tunnels beneath the university.

## OVERNIGHT

While staying in a hotel, the characters wake one morning to discover the elevator isn't working and there are no stairwell exits on their floor. The windows are shatterproof and the elevator doors are secured. The phone in their room rings. A modulated voice says, "this is going to be fun..."

## THE ISLAND

The characters wake up one day to find themselves on a tropical island. Their memories of the days immediately preceding their time on the island are hazy and indistinct. They find a variety of other people on the island, all from various walks of life and all of varying nationalities. Most of the people have only been on the island for a few days, but those that have been there a week or more tell tales of "weird things" that come out of the ocean at night and drag people back under the water. These beings are described as having bodies "like giant shellfish", with long spindly limbs "like a praying mantis". Their faces, the most disturbing thing about them, resemble the face of a human infant with wide staring, eyes that are crisscrossed with milky cataracts. In the center of the island stands a small, tower-like mountain with sheer sides that stands at least a hundred feet tall. The other people on the island tell the characters a story they heard from a man that was later dragged off into the sea. The story goes that an old hermit that lives on top of the mountain owns the island. If you can reach the top the old man

## THE DEVIL IS IN THE DETAILS II

*While not designed to inspire adventures, these details, usually odd, inexplicable coincidences, can be injected into a gaming session to create an unsettling and foreboding air.*

A wild-eyed dirty man wearing work gloves stops the characters on the street and asks where the nearest hardware store is.

A payphone receiver falls from its cradle without provocation.

A haggard man sits down in a fast food restaurant and pours out a circle of salt around his seat. When he's finished pouring he sighs and starts gingerly sipping his coffee.

A character receives an anonymous text message on his or her cell. It reads simply, "RUN".

Two dogs pull the carcass of a third dog that was hit by a car from the street and begin to greedily devour it.

As the character unlocks a door, the key inexplicably twists in his or her hand.

A character finds the tarot card "The Hanged Man" lying on the ground.

will help you escape. After some time on the island, the characters begin hearing the sounds of passing cars, and the approaching sounds of sirens. They regain consciousness and find they've been in a violent car wreck and have just been resuscitated by paramedics.

## THE BABY MAKER

After sustaining injuries in one of their adventures, the characters wind up in the hospital for an extended stay.

The hospital has been overrun with women experiencing troublesome pregnancies and the characters end up sharing their rooms with some of these women since the maternity ward is packed to capacity. The abnormal number of pregnancies is thanks to the town's obstetrician who is also a renowned expert in the field of infertility. Many of the young couples he has treated specifically moved to this town to take part in the doctor's research and the clinical trials of a new fertility drug he has developed. His research has not been limited to humans alone however; he's obsessed with discovering and obtaining samples of various cryptozoological species. He's used a variety chemicals and DNA from these species in the drug he's developed. The fetuses that have resulted are not strictly human and they begin to cause bizarre behavior in the women bringing them to term. This behavior includes everything from a literal nesting instinct as a woman build a nest of waste and trash in the hospital's basement to an unreasoning desire for blood that leads one woman to pay a visit to the hospital's morgue. These strange developments will come to head as the hospital's generators are damaged by the woman with the nesting instinct and the characters come face to face with a fetus that has burst free of the womb and is pulling its mother's corpse along by its still attached umbilical as it crawls through the hospital's darkened hallways.

## THE REALITY ENGINE

A news site that combines the talents of reporters and bloggers from around the world has become an overnight sensation and quickly becomes the most popular Internet destination bar none. This meteoric rise instills in some of the writers an unhealthy arrogance and a dislike for the "sheeple" that frequent the site. They begin inserting intentional inaccuracies into their stories and when those go unnoticed they decide to really test the gullibility of their audience. They concoct a story

about strange creatures that haunt construction sites and abandoned buildings. They corroborate their own story amongst themselves with their own blogs and new stories. Before long, the site's forums are clogged with reports of sightings and other corroborating evidence. Soon after that, photo evidence surfaces and murders and attacks near unoccupied buildings begin.

### **THE GREEN MAN**

A very wealthy man who was also a noted conservationist passes away at a ripe old age. As per his final wishes he is interred on his massive estate in the green house. The man's grandchildren, who have been seeing to his company and financial empire, have forged a new version of the old man's will. Money and assets originally intended for charities and the establishment of a wildlife preserve is instead willed to the grandchildren. As the will is being read, the plants and trees on the lush estate begin to slowly encircle the house and pry at its windows and doors.

### **CAN'T GET IT OUT OF MY HEAD**

A gifted programmer, who also happens to be a musical genius, devises a way, using a computer, to engineer an advertising jingle for maximum memorability and "catchiness". It works famously and results in an ad campaign known for its infectious music. He unwittingly follows it up with a jingle that is literally viral in nature, a song that cannot be forgotten and will eventually "corrupt" the listener's memory to the point that they are left a humming and whistling amnesiac.

### **SEEING GHOSTS**

The characters participate in a haunted house investigation. The most recent sightings occurred during a renovation of the old house. Initial investigations reveal the house has a history of sightings and of occupants who has gone insane. In reality there are no ghosts or other paranormal forces at

work, the house's frame is overgrown with an aberrant mold that releases spores that have a hallucinogenic effect.

### **BURIAL GROUND**

Native-Americans are protesting a new housing development in a desert community. The reason for the protest has been a plot device in so many movies its become cliché - the community is being built over an Indian burial ground. The Native-Americans make unsettling predictions and imply that their ancestors will take revenge for this trespass. Sure enough, odd occurrences follow and some of the works are scared of the site, some are injured in accidents and at least one falls to his death after being startled by "something". The reality is that it has nothing to do with the Indian burial ground and everything to do with the bodies of murdered children that are being buried under the houses' foundations by one of the construction workers.

### **THREE SIDES**

A normally happy couple that is either friends or contacts approaches the characters separately. They each tell a terrible story about the other. The husband claims his wife only looks like his wife and will kill them all if left unchecked. The wife claims the husband is actually in a satanic cult. Their toddler has been poisoned and is in a coma and may be the only one who knows the truth.

### **LAST MEAL**

The characters stop off at a remote roadside diner to take a rest and have a meal. The diner is far from deserted, there are about a dozen other travelers eating and chatting quietly. As the characters finish their meal they notice the waitress is gone and they can smell food burning in the kitchen. None of the staff can be found and when they enter the kitchen they see a note and map tacked to the wall. The note explains that the food was poisoned but that there

## WHISPERS FROM THE DARK

*People believe the strangest things and sometimes their beliefs prove sufficient impetus for all manner of crimes and transgressions against humanity. The following entries can serve as beliefs, rumors, or unknown facts that can serve as adventure hooks, the ravings of a conspiracy nut, or the bizarre beliefs of a killer.*

The Vatican has hidden in its vaults a variety of suppressed materials. These include an apocryphal chapter of Ptolemy's *Almagest* that details the extraterrestrial denizens of our solar system, one of Leonardo da Vinci's lost notebooks detailing working plans for a mechanical man, and the unaired 4th season of the original *Star Trek* television series.

The original plans for Reagan's Strategic Defense Initiative called for the laser-equipped satellites to be pointed away from the planet.

A green glass bottle of coca-cola filled only with three ounces of powdered human bone and sealed with wax is the most ideal container for trapping a human soul.

3M holds the patent for a type of film that can capture images of spirits and ghosts.

Trepanation does not raise consciousness as some believe, but does make the recipient more noticeable to ghosts.

Drinking a quart of your own blood will cause vampirism.

The tags on mattresses are the result of an armistice, a fragile truce, between the American government and the King of Sleep

made in 1906.

Every British Prime Minister, at the time of death, has shown signs of a vestigial tail.

Eating M&M's in a specific color combination will cause a hallucinogenic effect.

The American dollar bill is the only legal tender in Hell.

Before his death, Nikola Tesla mathematically *disproved* the existence of God, but *proved* the existence of the Devil.

All auto mechanics, due to their exposure to fumes and chemicals, develop a physical need for crystal meth.

Since 2001, EA Games has been compiling a database of all people who have played military-themed video games.

Olympic athletes have been caught drinking mongoose blood and eating the spleens of cheetahs to improve their performance.

Drinking soda that is past the expiration date can cause leprosy.

is an antidote. However, there is only enough antidote for half of those that were poisoned. The map shows the route to the antidote, some forty miles away.

## WHITECHAPEL

When a murdered prostitute is found and her body is moved, it is discovered that the pavement beneath her, exactly where her body fell, has been replaced with cobblestones. A young man obsessed with Jack the Ripper has filled his home with miniature

replicas of the Whitechapel district and has even created a computer model of the area. Anyone who enters the man's home may find themselves on the streets of an idealized fog-enshrouded London, where the sound of approaching footfalls seem to trail close behind.

## **BRIGADOOM**

The characters travel a lonely highway on their way home after a long road trip. The only other vehicle on the road is a school bus making its way back from an out of town soccer game. The characters and the bus both have to grind to a halt when they discover a massive fallen tree blocks the road ahead. The base of the tree appears to have been chewed. "Beavers," the bus driver suggests. A dirt road diverts off from the main highway and the tops of buildings can be seen in the distance. As the characters approach they see a series of gothic looking stone structures with a tall clock tower overlooking them. The tower is covered in disturbing statues depicting wild-eyed cannibals and rapacious gargoyles. The characters have stumbled into a town of undying fae folk that want to take the children from the bus for their own dark purposes. The clock tower counts down to dawn when the town will disappear back into whatever impossible limbo it emerged from.

## **ILL-FATED CRUISE**

A new luxury liner is built by a UFO cult with special design details – secret passageways, gas jets in the rooms, and various gas chambers and ovens in the hold. They plan to travel to a specific spot in the ocean and kill everyone on board and commit suicide themselves. They expect to ascend to a waiting UFO. The reality is that the cult's leader worships Dagon and plans to sacrifice the group to his god. The ship will swarm with strange hybrids from the deep when they reach that particular spot in the ocean. The cult leader, who is in a wheelchair, will reveal in place of legs he has a mass of squirming suckered

tentacles.

## **THE LOST TWIN**

Fetus in fetu describes a medical curiosity in which one fetus has its twin encapsulated in a cyst inside its body, typically in the abdominal cavity. A man born with this condition has lived in ignorance of it

## **MODUS OPERANDI**

*When many killers offer nothing more to distinguish them from normal people than a bad childhood and a butcher knife, the one thing that makes them unique is the kinds of corpses they leave behind. The following list offers a variety of corpses to sprinkle through your game. Sometimes there is nothing better than a body to jumpstart the scares.*

The killer has tattooed a puzzle piece on the victim.

The killer has removed the eyes of his victim, to prevent his image from being reclaimed from the corneas.

The body was stripped of clothing and mathematical formulae and Latin phrases have been written across its skin in sharpie marker. The body was then dressed again.

The body's chest cavity has been opened, the internal organs rearranged, and sewn shut again with thick twine.

The victim was paralyzed with acupuncture needles before being stabbed to death.

A body sitting on the bottom of swimming pool has been injected with molten lead.

The body has had all of its skin charred by an acetylene blowtorch.

well into adulthood. This man is a friend of the characters and, after complaining of abdominal pains, is found dead in his apartment. An autopsy reveals that his in fetu twin caused his death and is now nowhere to be found.

## THE OLD MASTER

Following an earthquake, an improbably blob-like creature plagues a small town. This creature begins infecting the townsfolk by entering their bodies through an orifice and depositing a small piece of itself in their chest cavities. At night the infected go to a forgotten cave on the outskirts of town where they engage in orgiastic rituals while their bodies meld together and they become a contiguous mass of skin and limbs. Inside the deepest recessed of the cave there are prehistoric drawings depicting people worshipping the blob-like creature.

## THE DECAYING BUILDING

An old moldy concrete tenement building is causing its tenants to meet bad ends. An old lady is eaten by her cats, while she's still alive. A meth lab explodes turning its owners into psychotic burn victims. A mother floods her own apartment and drowns her children. The building is accumulating a supply of tortured souls, and the caretaker, a woman covered in tribal tattoos and extreme piercings, is fueling the building's furnace with those souls in an effort to place the building at the crossroads between our world and hell.

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## SEARCHING...

*Characters in some roleplaying games spend a lot of time searching for clues or valuables. Here are a few suggestions for odd items or circumstances the character can stumble across during their searches of old houses, crypts, and the like.*

A collection of rusty and stained tools, similar to those used in taxidermy, but these tools appears to be custom-built.

A velvet case containing seven cork-stoppered beakers filled with murky water. Each beaker is labeled for one of the seven seas.

A shadowbox containing what appears to be flaps of desiccated human skin pinned like butterflies.

A footlocker filled with a hundred copies of *Catcher in the Rye*.

A small, unmarked cardboard box containing hundreds of puzzle pieces, all from different puzzles.

A scrapbook filled with pressed birth cauls labeled with dates dating back to the 1800s.

A freezer full of Ziploc bags of blood, all labeled with ages, ethnicities, and relative health.

Stacks of papers and books all detailing the genealogies of the investigators.

A cast iron bathtub and barrels of industrial solvent.

A cuckoo clock sounds the hour and instead of producing a cuckoo, it reveals a note tied with some twine.

Four mason jars sit on a dusty shelf. One is filled with dead moths, another is filled with dead butterflies, and the third is filled with dead larvae. The last jar contains a single chrysalis.