

BLOODY HOOKS™

A Collection of Adventure Hooks for Horror Gaming



HORROR

Welcome to *Bloody Hooks*, a collection of adventure hooks and ideas suitable for horror gaming. Each entry is short, usually no more than a paragraph, containing only the strange premise, the hook, designed to spark your imagination and inspire you to craft a suitably diabolical and horrific scenario for your players.

THE COLLECTOR

An avid collector of horror movie memorabilia is found brutally murdered in his home. The walls of his living room and bedroom are covered with framed vintage monster movie posters such as “Tomb of the Blood Mummy”, “Horror of the Werewolf”, “Evil Eyes of the Vampire”, and “Nightmare of the Sasquatch”. All of the posters are originals and all are missing their titular characters. Examination reveals that the posters conform in every way to the genuine article, but the missing monsters cannot be explained.

THE HAND

A character receives a package in the mail. It is a plain brown cardboard box with no return address, and a typewritten mailing label. Inside the box is a severed human right hand with a distinguishing characteristic (birthmark, scar, etc.) that makes it look identical to the character’s own hand. Examination of the hand reveals the fingerprints match the character’s own. On the palm of the hand is written the address of the character’s childhood home.

ACROSTIC

The parents of a boy who is away at summer camp ask the character for help. The boy and his father have a great interest in puzzles, brainteasers and the like. The father believes the boy’s letters from summer camp contain hidden messages, acrostics, which spell out “help me” and “danger here”. Calls to the camp reveal no problems, but the parents are concerned and want the character to investigate.

GRAND GUIGNOL

A small theatre company opens in the city. Their specialty is recreating a series of plays originally performed in Paris in the early 1900s at *Le Théâtre du Grand-Guignol*. The playwright claims to be a descendant of *André de Lorde*, who was the principal playwright for the Grand Guignol and whose plays focused on the horrific potential of household objects, the suffering of innocents, infanticide, insanity, and vengeance. Shortly after the theatre begins its performances a series of grisly crimes strikes the city, each mirroring some unspeakable act committed in the play the night before.

VIDEO DIARY

A character finds a VHS tape in his mailbox. Wrapped in butcher’s paper, the tape has no postage or return address. The tape, recorded on a camcorder, shows an unseen man (only his hands are shown) hitchhiking on an unidentified highway. A car stops and the hitcher gets in. He immediately begins to strangle the driver, and as the victim’s eyes bulge in his head, the tape cuts out. A moment of static and the tape resumes. It appears the hitcher is now driving the car, making his way slowly along quiet streets. The character recognizes several landmarks from his town. The car moves along slowly behind a group of school children for several minutes. Finally, the car veers off and pulls into a supermarket parking lot. The tape cuts out for a moment. The recording resumes inside a different car, focused now on the face of a murdered woman. The tape shows nothing more than the woman’s unmoving face for several minutes. The car can be heard moving, then finally comes to a stop. The camera is picked up again and it focuses on the ground as the hitcher steps out of the car. The camera pans up and we see the front door of the character’s house. The hitcher pulls out a key and opens the front door. The tape stops and noisily ejects from the VCR.

TEXT MESSAGE

A character begins receiving text messages on his cellphone from someone begging for help who claims to be buried alive. The messages direct the character to the site of a demolished building in a decaying area of town. A few buildings in the area were leveled to make way for a new cellular tower.

THE NOISE IN THE PIPES

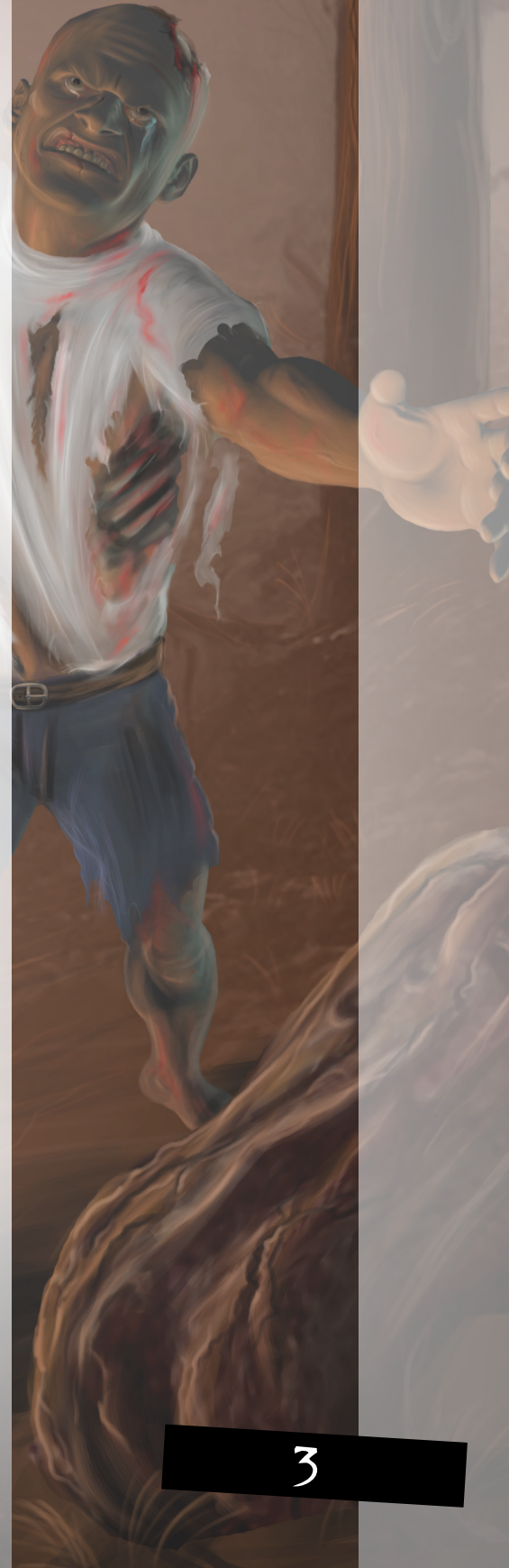
A character begins hearing banging and rattling in his water pipes. The plumber can find no problem and the problem ceases while the plumber is present. The character begins to notice a pattern in the noise, especially at night. The noise resembles Morse code – an SOS. A check into city records or with an elderly nosy neighbor will reveal the house was built in the 1940s and originally included a bomb shelter in the backyard.

THE HOLDOUTS

A yachting party stops to continue their festivities at a small island in the Atlantic. When partygoers start disappearing, a search of the island reveals a small decaying building beneath a tattered Nazi flag. The journal of the installation's commanding officer indicates the men lost contact with their superiors and were abandoned on the island. The entries stop with the officer's determination to take his own life, he assumed the war was lost and they would never be rescued. The reality is the men stationed on the island resorted to cannibalism to survive and have since become something less than human.

THE BEST TREATMENT

The characters discover an asylum that secretly practices trepanation, hydrotherapy, lobotomies and shock treatment. Further investigation reveals they have an astonishing success rate, with the vast majority of their patients returning to be productive members of society. However, there seems to be a rise in violent crime amongst the



THE DEVIL IS IN THE DETAILS

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 Christian cross fixed to the wall with two nails slips loose so it's now hanging upside down.

While defrosting his car windows one morning, the character notices the vague outline of faces in the condensation.

The character passes a meat packing plant while driving down the street. The employees are standing outside in their bloody butcher's aprons, staring angrily at the character as he passes.

While searching a house, the character discovers all of the books in the house have had their last six pages ripped out.

An elevator continually returns to a particular floor without carrying a passenger or being activated.

The formation of a flock of birds flying overhead bears a resemblance to a Maltese cross.

A vagrant begs for spare change and interjects "they're following you" between requests for money.

Two children come running at full speed around a street corner. A moment later a slow-moving ice cream truck turns the same corner, trilling it's cloying tune.

All of the characters' cellphones ring once simultaneously, then stop.

A character awakes one morning to discover someone has spray painted "helter skelter" along the side of her car.

city's homeless and an investigation uncovers that all of the homeless perpetrators are relatives of those cured in the asylum.

THE UFO CULT

A religious cult that believes humans are descended from aliens and will one day return to the stars to live out their immortal lives in a succession of clone bodies, has purchased an apartment building in town to use as a retreat for their members. A number of deaths have occurred in the building since the cult purchased it, and in each case the coroner has attributed the person's demise to natural causes. However, each corpse has born strange markings and bruises. The cult has refused further help from concerned authorities – medical attention violates the precepts of their religion.

CATTLE

While driving along the highway, a character is momentarily paced by a large truck pulling a cattle trailer. The character notices something peripherally and turns just in time to see a human hand reaching out of the side of the trailer as the truck pulls off the highway. The character has no time to follow but can watch from the highway as the truck descends the off ramp and pulls into the service entrance of an adjacent amusement park.

IT SLICES, IT DICES

Late at night, while channel surfing, a character stumbles across an infomercial that features a grinning host hocking a variety of gimmicky murder weapons. The host calls for volunteers from the studio audience, who are led down, blank-eyed to a small altar-like table where the host begins to "demonstrate" the various implements on offer. The volunteer does nothing to resist as he is mutilated and dismembered in horrific fashion. Checking the television listings will only reveal the entry "paid advertisement" for that hour and calls to the station, or anyone else for

that matter, will do nothing to corroborate what the character has seen. The following day the character receives an invitation to join the studio audience for a commercial program offering “the best in all purpose implements and utensils”.

PSYCHIC CONNECTION

A renowned psychic has been leading police detectives to the bodies of several serial murder victims. The survivor of a failed murder attempt IDs the psychic as the culprit. The psychic is imprisoned, but the murders continue and police won't heed the psychic's advice any longer. The truth is that the psychic's long lost twin is committing the crimes and the connection between the two is what has been giving the now-imprisoned psychic such accurate insight into these crimes.

ILLEGAL IMMIGRANT

The character receives a panicked call from a friend who has just returned from a weekend south of the border. The friend has discovered something strange in the trunk of her car... The trunk has been lined with plastic and filled with a layer of dirt that is crawling with worms and insects.

DONOR

Bodies start turning up, each being victim to the same fate. They've been pithed, their spinal cord severed, and had one or more of their organs removed while they were still alive. An investigation reveals there is one thing the victims share; they have all recently received organ transplants from the same hospital. The first patient, who received a heart, in this most recent batch of transplants has gone missing. He was a former nurse at the hospital and is now wanted as a “person of interest” in the police investigation of the murders. This first patient is stalking the other organ recipients and taking back their transplants and somehow inserting them into his own body. He's being controlled by

something underneath the hospital where the transplants took place. A doctor at the hospital has grown a genetically engineered clone of himself and harvested its organs. The creature is kept alive with machines in a tank in the basement of the hospital. The heart transplant recipient will return to the creature once it has reclaimed all of the organs.

THE RIGHT TO DIE

A bitter legal battle between a man's wife and his parents has drawn media attention in the characters' town. A man lies in a coma while his wife fights for his “right to die” and his parents fight to keep the young man alive. Meanwhile, the activists, media pundits, and lawyers fighting to have the man “unplugged” begin meeting with horrific, but seemingly accidental ends. The brain tumors that have turned the man into an apparent vegetable, have also unleashed his psychokinetic abilities – he's killing anyone who's working towards ending his life. He's held back from harming his wife, but will do anything to ensure his own survival, even in his present state.

WEBCAM

A character receives a cryptic email that points to a website that contains nothing more than webcam footage of a stark white room. As the character watches, one of his friends, bound and gagged and in a wheelchair is wheeled into the room. A person in a rubber gorilla mask, a white smock, and a butcher's apron sits down in front of the webcam and begins to give the character instructions. Every failure to follow those instructions will result in another severed appendage.

BLOODWORK

One of the character's relatives has been hospitalized with strange symptoms and requires a blood transfusion. The symptoms go away for a few

days, until she is hospitalized again and receives another transfusion. This continues every three to four days. All of the hospital's tests fail to reveal the nature of the ailment.

THE CAT LADY

A strange old woman with milky, cataracted eyes moves into the character's neighborhood with her ten cats. Not long after, all the dogs in the neighborhood begin to disappear.

THE PROJECTIONIST

During an all-day horror movie festival, peoples start dying in ways that mirror the film being shown at the time of the murder. Panic ensues, but the moviegoers find escape is impossible as the fireproof shutters have been closed and locked, along with the projection booth. The movies continue to play, and death continues to stalk the patrons of the theatre. The few horror movie buffs in the audience may be able to use their knowledge of the films to help predict the time and nature of the next attacks.

SUMMER SCHOOL

A character's niece and nephew have gone missing. They were last seen walking to school to attend summer classes. An investigation at the school reveals it is an old, labyrinthine structure that is now unoccupied since summer classes have ended. A lone grizzled caretaker stalks the grounds and is very unpleasant towards visitors. He can usually be seen carrying a small scythe even when walking the school's corridors. The reality is the school has become a sort of entity unto itself. It is capable of adding wings, rearranging its rooms, and creating doors and corridors where none should exist. It is situated over a gateway to hell, and the caretaker is the only one who knows the terrible truth and was responsible for sealing the gateway the first time around.

THE GIRL IN THE PHOTO

While house sitting at an elderly friend's palatial home in the country, the characters begin catching glimpses of a strange girl outside the windows of the old house. The girl is pale, with black hair and black eyes, dressed in a frilly gray dress that appears at least a few decades too old. She runs away as soon as anyone attempts to get a closer look and an investigation of the woods outside the home yields nothing. After a few of these sightings, the characters notice the girl is identical to a girl in a black and white photo in the house's library. It will then occur to the characters that what they assumed were family photos adorning almost every room in the house are all pictures of children from the last five or six decades. A search of the house will reveal a hidden darkroom in the basement containing a variety of new and antique photographic equipment and albums containing hundreds of photos, all depicting, in clinical detail, the murders of every one of the children depicted in the photos upstairs. Finally, on the last page of the album, the characters will see pictures of themselves as children.



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