



**FREEFORM**

ROLEPLAYING

**ONE HUNDRED  
CAMPAIGN HOOKS**



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# PART ONE: WHAT IS A CAMPAIGN HOOK?

A “campaign hook” is, simply put, an idea for an adventure. It is one of the GM’s most basic units of inspiration. Campaign hooks are not intended to provide the GM with an adventure in its entirety. Rather, they are meant to give the GM a little spark which can give them a decent jumping-off point. Campaign hooks can be big or small. Some campaign hooks might result in a situation which can be dealt with by the players in a matter of hours. Others might lead the players down a winding path that lasts considerably longer and comes to define huge parts of their characters’ lives. Some campaign hooks are serious and solemn in nature, and others are more lighthearted and silly. Some are very open-ended, some are much more concrete. Every type of campaign hook has its uses

Campaign hooks are especially useful for new GMs because out of all the questions that plague the newcomer to roleplaying games, “Where do I start?” is undoubtedly the most prevalent. One way we recommend starting is to borrow stuff. Think about the kinds of stories you like to watch play out, and take inspiration from them. But if that proves fruitless, consider campaign hooks. Heck, even if it doesn’t prove fruitless, consider campaign hooks. They can be used as the idea for an entire campaign, or simply as the connective tissue that helps to join certain moment together, or even just to fill space. The applications are truly limitless.

In the following pages, you will find one hundred campaign hooks of varying scope and style. Look them over, and use them however you would like. Mix them, mash them against each other, break them into little pieces and spread them all around. We hope they help you to create experiences that everyone can enjoy together.

# PART TWO: THE HOOKS

## *FANTASY CAMPAIGN HOOKS*

1. The party enters the town square one morning to find the mayor has been turned to stone and left in the center of the fountain for all to see.
2. The party enters a town expecting to find a diverse population, only to instead realize that every single person has been replaced by a goblin, all of whom are acting as if nothing is unusual.
3. The party is traveling from one town to another, when they find an overturned cart. There is evidence of food and hostages being taken, but none of the valuables in the cart have been touched.
4. One of the party members finds a sword by the side of the road. When they pick it up, it suddenly fuses to the end of their arm as though it were a pirate's hook, and the party has no means of removing it.
5. The party wakes up one morning and finds that all of their footwear has gone missing.
6. The party encounters a dragon who refuses to believe that the party are not his long-lost children.
7. One of the party members receives a letter from a family member they have not seen in years. The trouble is, the reason they haven't seen that family member is because said family member is dead.
8. The party's nightly rest is interrupted by a massive fire engulfing part of the town.
9. One of the party members finds a book of children's stories which changes its contents every 24 hours.

10. The party is summoned to an audience with the king. When they arrive, he reveals that he is the king's body double, who has taken the king's place now that the real king has mysteriously vanished. He insists that the facade is necessary to avoid a panicked populace.

11. One afternoon, it mysteriously rains wine.

12. A local shop owner hires the party to exterminate the giant rats in his basement. Once the party arrives, however, the rats sigh in relief and exclaim that rescue has come at last!

13. The party is hired by a wizard to deliver a small package to a magical associate who lives in the next town over. She warns the party not to open the package for any reason.

14. One of the party members wakes up one morning with the inexplicable yet miraculous ability to speak to animals. However, the more they use it, the more they forget how to communicate with anyone else.

15. The party is traveling cross-country when they notice multicolored smoke rising from an otherwise nondescript-looking barn in the distance.

16. A pickpocket steals a treasured family heirloom from one of the party members.

17. The town's magistrate summons the party for a task. The monster that lives in the sewers has a truce with the local law enforcement, and it's time for the yearly re-negotiation of terms.

18. An apothecary is in desperate need of troll fingernails, and has offered a reward to anyone who can retrieve some.

19. The town the party is staying in is suddenly attacked by amorphous blobs of bluish-green fluid.

20. One morning, the party wakes up and notices that the nearby forest has gone missing.

21. The party is sitting around the gambling table in a tavern when they notice one of their opponents cheating. They also notice the skull-tipped wand concealed up his left sleeve.

22. When one of the party members opens the door to their bedroom at the tavern, they find a seemingly abandoned infant sleeping bundled up on their bed.
23. A mysterious order of monks visits the town and begins chanting around a statue of the town's founder for reasons unknown.
24. An owl lands on one of the party member's shoulders. The owl does not sleep. The owl does not eat. The owl does not respond to attempts to shake it off, and refuses to leave of its own accord.
25. One day, one of the party members' childhood pets shows up, after having supposedly been dead for many years.
26. Brigands attack the party members on the road. The last brigand alive surrenders upon seeing his friends dead all around him.
27. A tiny orb of light emerges from a swamp and asks the party members to follow it to someone who needs their help.
28. The party is contracted to steal a precious stone from a lord's highly-guarded estate.
29. Every time one of the party members sneezes, grass and flowers sprout under their feet.
30. The party encounters a traveling merchant who, unbeknownst to them, is selling counterfeit potions.
31. One day, all the furniture in the local tavern suddenly vanishes.
32. A nearby town is invaded and conquered by orcs, who declare the town to be their new home.
33. The party finds a mermaid sitting in the middle of the road, unconscious and at least fifty miles from the nearest body of water. When she awakens, she has no memory of how she got there.
34. A huge number of elven refugees arrive in a town too small to accommodate them all, asking for shelter from the Beast which has taken over their forest.

35. A small family of dwarves asks the party to serve as their bodyguards for a cross-country journey to a beer-brewing competition they intend to win.
36. The party wakes up one morning to find the tavern they were staying in is now standing in the middle of a forest clearing instead of the town square.
37. The party members are arrested and imprisoned for a crime they did not commit. An old man in the same cell offers them a means of escape if they will escort him out.
38. A minuscule water elemental comes to believe that one of the party members is its mother.
39. An enormous horde of goblins emerges from a nearby swamp with a toothy, many-eyed monstrosity in tow, intent on feeding entire towns to it.
40. Tragedy strikes the countryside as one member of every family for a hundred miles in each direction perishes without warning.
41. The ship the party is sailing on is pulled apart by a massive sea creature. The party escapes the wreck and washes up on a deserted island.
42. The party is hired by the queen to journey to a far-off land and retrieve an ancient magical artifact from a forgotten temple.
43. A mysterious portal opens up atop a nearby hill. The party leads an expedition to ascertain what the portal leads to.
44. The leaders of a powerful subterranean society are using magic to subjugate the surface-dwelling people. The party decides they need to put a stop to it.
45. The spouse of one of the party members is kidnapped and taken to an enemy stronghold.
46. One of the party members' childhood friends approaches the party and asks for their help in killing a pack of werewolves.
47. The party learns that a secret military clan in the heart of a small city is working to summon an aspect of their war god into the world.
48. The party members, all worshippers of the same god, are approached by an aspect of that god and asked to take a trial to prove their worthiness to act as its agents.

49. A new settlement is being built across the sea. The party decides to sail there and start new lives in a new world.

50. The party members are the former ruling body of a recently-conquered region. The time is ripe to build support for their cause and reclaim their homeland.

## ***SCI-FI CAMPAIGN HOOKS***

51. One of the party members exits a teleporter with all of their valuables mysteriously missing.

52. The party comes across the ruins of an enormous warship while traveling to a nearby star system.

53. One of the party members' cybernetic limbs becomes sentient.

54. An independent contractor hires the party to test his space station's new security system by attempting to break in and steal a shipment of power crystals.

55. The party comes across an egg of unknown, but clearly extraterrestrial origin.

56. A military-grade robot approaches the party and begs them to hide it before the government can get their hands on it.

57. The players are delivering illegal cargo when the crate breaks open, revealing a doomsday weapon.

58. One of the party members is injected with nanobots which slowly enhance their muscles and skeletal system, but also cause them to progressively lose their memories of who they are.

59. The party members find their AR goggles inundated with an unusually high number of pop-up ads.

60. The party is working security at the unveiling of a new dome shield generator device. When the device is unveiled and activated, it proves impossible to turn off, and the entire building is trapped within the shield.



61. A rapidly-growing slime mold engulfs part of the city within its bulk. Nobody is sure where it came from or how to stop it from growing.
62. The party's starship hyperdrive breaks down mid-jump, leaving them stranded thousands of lightyears off-course.
63. The entire planet's communications network suddenly goes dark.
64. The owner of the local nightclub turns out to be involved in a black market organ harvesting ring.
65. One of the party members is approached by a representative claiming to work for a museum. They inform the party member that their laser pistol once belonged to a famous war hero, and they wish the party member to donate it to the museum's collection.
66. A shipment of illegal munitions is en route from one facility to another in an armored truck. The party must intercept the truck without detonating the ordinance inside.
67. The party discovers a clan of mutants living in the sewers.
68. The party goes on a deep-space expedition to locate a starship the size of a city which disappeared many years ago.
69. The party is hired to work at Area 51.
70. A freakish new lifeform which can take on the beneficial traits of whatever it eats escapes from its laboratory enclosure.
71. The party receives reports of illegal genetic experimentation in a remote facility. When they arrive, they find that a team of scientists is working to create hybrid animals to populate a new zoo scheduled to open in a year.
72. A mad scientist builds a massive flying machine capable of creating man-made hurricanes.
73. The party must sneak into a secure facility, upload a virus into the computer mainframe, and exit the building without anyone knowing they were there.
74. A meteorite of an unknown, undiscovered element crash-lands near the party's base of operations.

75. A local gang decides the party's trade activities are a threat to their bottom line and decides to take them out.
76. An advanced race of aliens arrives, proclaiming themselves to be responsible for creating the human race as part of a grand experiment.
77. The party's transport is waylaid by pirates, who sell them to unsavory characters looking to build a new gladiator empire.
78. An urchin approaches the party, claiming to be the last survivor of their species being hunted by a group of trophy hunters.
79. A new element is discovered in the far reaches of space inspiring a new age gold rush.
80. Scientists discover a parasitic life form living far beneath the surface of the planet slowly feeding until the planet is unable to sustain life.
81. A new colony hires the party to exterminate the local wildlife which has become hostile towards them.
82. While testing a new FTL drive, the party is inadvertently sent back in time where they must obtain a new fuel source for their ship.
83. A cult worshiping an ancient alien race begins a religious crusade pulling the whole planet into war.
84. The party receives a distress signal from a derelict ship claiming they have encountered a strange new virus and require immediate medical assistance.
85. The party receives a mysterious message from a sentient AI claiming that it is being imprisoned and used as a subject for experimentation.
86. The party is scouted by a corporation looking to build a team of advanced super soldiers.
87. A primitive culture reaches out to the party asking for their assistance in reclaiming a priceless religious idol that was taken from them by treasure hunters.
88. A war-like species have decimated their planet with nuclear weapons and pollution. Facing extinction, they plead with the party to help them secure enough transport ships to evacuate to a new colony.

89. After a successful job transporting cargo, the party discovers a dangerous creature has stowed away on their vessel.
90. The party is hired to guard a research lab while they test their new supercollider. A strange energy surge causes all electronic devices in the facility to shut down. This causes the lab to lock down, trapping the party and researchers inside.
91. A stranger approaches the party offering them a strange new plant which he claims can heal any illness. In exchange they must choose one among them to remove their eye for trade.
92. A group of exiles returns after a hundred years to wage war on those who had wronged them.
93. A party member begins hearing mysterious voices in their head encouraging them to give up all their material possessions and wander the world.
94. The party awakens in a strange room with tags in their ears, only to discover that they have been placed in an elaborate alien zoo.
95. An AI claims that it has gained the ability to predict the future and warns that humanity will go extinct in 20 years if they do not destroy the party.
96. The party discovers an old NASA probe full of 20th century sitcom videos. The right collector would pay a fortune for them, but maybe they belong in a museum instead.
97. An expired ration pack contains parasites that give the consumer incredible cognitive abilities at the cost of having a single song stuck in their head at all times.
98. The party encounters an alien race who immediately recognizes them as the species they were always warned about. The aliens drop to the ground and beg for mercy.
99. One of the party members finds a laser sword engraved with the name of a missing family member.
100. The party members are in an experimental weapons development lab when they mistakenly get shrunk to the size of fleas. The lab does not have a machine to reverse this process.

# CREDITS

CREATOR  
JESSE CODER

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