

# random adventure generator

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Roll 1d12 for as much or as little information you need to  
create a unique adventure every time

## quest contact

- 1. A Spirit, Ghost, or Demon:** A spirit in some form visits one of the party members and pleads (or threatens) them, looking for help in a task related to the spirit's past life.
- 2. A Guild:** A guild of some kind seeks a group of adventurers to complete a task for them.
- 3. Blacksmith:** The aged local blacksmith is far too busy to complete a task and asks the party to complete the task for him.
- 4. Friend or Family:** A family member sends a message to their relative in the party asking for help with a task.
- 5. Gang of Bandits:** A dangerous group of bandits and thieves have a job that needs doing.
- 6. Royalty:** One of the local royal family approaches the party asks for their assistance in a secret matter.
- 7. Happenstance:** There is no contact. Perhaps the players wander into the quest or are drawn in by outside forces. Roll again on this table or Innocents to determine who.
- 8. Local Hero:** A local hero or legend with too much on his plate already tasks the party with an adventure connected to the local hero's adventure.
- 9. Local Temple:** The Gods are watching and priests have divined that the party would take the journey the priests are about to deliver to them.
- 10. Rumor:** Whether in a tavern or listening to chattering villagers, a rumor is heard by the party and the opportunity is too much to resist.
- 11. A Mercenary Group:** A nearby mercenary group has posted several jobs. They are willing to pay anyone who completes them.
- 12. Roll twice:** The two are related somehow for a common goal.

# the adventure

\*Roll twice if you want a twist in your adventure

- 1. Escape/Survival:** The players have been transported to some strange place full of danger that they must escape either with or because of the person rolled on the first table.
- 2. Find Someone or Something:** Someone or something has gone missing. Whoever did the hiding may have some special “counter-measures” for those on their trail.
- 3. Harm or Kill Someone:** Someone has rubbed someone else the wrong way and they’re hiring you to get a little payback. This person will have some sort of protection making it difficult to reach them. For an easy person roll on the Innocents table.
- 4. Kidnap or Capture Someone:** You need to catch someone who doesn’t want to be caught. Whether it’s the legal capture of a law breaker or the kidnapping of a lawful citizen is in the details.
- 5. Prevent Something:** Something is going to happen unless you interfere and you’re the only chance of preventing it.
- 6. Protect Someone or Something:** The players must protect someone or something from an outside force who wants them/it. If it’s a person they can make very stupid and self-destructive choices the players must deal with.
- 7. Reconnaissance/Surveillance:** Not every adventure is about dealing out the pain. This time the party is tasked with observing a target without being detected.
- 8. Rescue Someone:** Someone has gotten themselves in danger and need to be rescued, and the party is just the group to do it. Whether they have to do it undetected is another matter.
- 9. Solve a Mystery:** Something has happened and you have to figure out who did it, why they did it, and how. Perhaps a crime of some kind or uncovering some secret that wasn’t meant to be revealed where the culprit will have attempted to destroy evidence and there is bound to be red herrings and dead ends.
- 10. Steal (or Destroy) Something:** The party is asked to get something or get close to something to destroy it. Whatever it is, the owner will have incredible security and the location may be secret.
- 11. Transport Something or Someone:** The party is asked to transport either a person or an object from one place to another. Sometimes it’s as simple as getting from one place to another, or it’s a race against time to arrive at the destination. Either way, the cargo has something troublesome about it. Roll on the Location table to determine where it’s going.
- 12. Discovery:** Some explorers have found an ancient dungeon but are too chicken to explore it, so they’ve hired you to go in, disable any traps, slay any monsters, and provide an accurate map for them to use when you return.

# the location

- 1. Bandit Territory:** In or out of the cities, there's a place that everyone tells travelers not to go, and this is it. Bandits, thieves, and gangs roam these areas and you'll be lucky to make it out with your coin purse and an un-slit throat.
- 2. Mansion or Estate:** These large buildings are, or used to be, the homes of the land's most wealthy people.
- 3. Swamp/Flooded area:** When you can smell the stink of rot and decay you know you're near a swamp or somewhere heavy flooding has taken over. These places are treacherous and may require a guide.
- 4. Island:** In the seas they appear randomly and many have never been properly cataloged. Undiscovered islands yield many unknown threats and unexpected surprises.
- 5. A Fortress:** Whether still occupied or not, several military fortresses litter the land from wars past. Unoccupied fortresses rarely stay that way for long when bandits or monsters looking for a lair chance upon them.
- 6. Scalding Desert:** Life fights to hang on everyday in these boiling hot deserts and your adventurers will have no easier time. By day the sun bakes the land to incredible heat. By night the cold sinks well below the coldest of winters.
- 7. An Overgrown Forest:** Whether a tropical rain forest or a peaceful woodland, the forests of the land are home to magical beasts, fierce wildlife, and natives who don't like intruders.
- 8. Urban:** The group doesn't have to stray far from the comforts of town and city living.
- 9. Mountains/Caves:** Towering high above the valleys and forests below, the jagged mountains of the land shoot high into the air. Deadly cliffs, savage cave dwellers, and tumbling rocks make climbing the mountains a difficult task. But the mysteries the caves contain may be worth the risk.
- 10. Jail/Detention Camp:** Prisoners go in and they rarely come out. The jails and detention camps of the land house the lawbreakers judged to serve out a sentence for a crime.
- 11. Ocean:** The deep blue sea holds many secrets both above and below. But hiring a boat to take you where you need to go might be a challenge all by itself.
- 12. Underground:** Natural caves, shafts, or mines—they're all great places to hide something you don't want found by every Average Joe. But the dark has secrets and will protect them with traps, ancient magic, and the living rock itself if it has to.

# the macguffin

\*If your story involves “Something”, roll this table.

- 1. Gold/Valuables:** It makes the world turn. Pure wealth.
- 2. Information:** It could be a secret or a great truth threatened by someone else, either way it's important to someone. A discovery, a government's money books, or an inspired bard's new play perhaps.
- 3. Endangered/Dangerous Species:** A living thing both rare and valuable to the right people. Keeping it alive will certainly make someone rich.
- 4. Magical experiments:** Some magic users get a little too much time on their hands and when they do wondrous things come from their experiments.
- 5. Key:** Magical or not, it's not very valuable all by itself, but it does provide access to something that is valuable. It could be a physical key, a combination device, or cryptic instructions.
- 6. Land:** It's not as exciting as a chest full of gold but to own land means you have control over everything hidden there.
- 7. Medicine:** Whether you're treating the common cold or the latest plague, medicine is precious.
- 8. Person:** The object is a person. Roll on the Innocents to find out whom.
- 9. Possession/Item:** An item that belongs to someone and is worth a lot. By itself it might not be worth something but to the owner it's worth plenty.
- 10. Secret:** Something hidden, which somebody wants to keep hidden. Kingdoms and royalty have plenty of secrets they want nobody to find out about, and people are always willing to pay for those secrets.
- 11. Technology:** It's the next catapult or the next dart trap, either way it's something useful that could give someone an advantage.
- 12. Treasure:** Something that can be turned into quick gold. It is valuable all by itself but may have to be sold to the highest bidder first.

# the innocents

\*If someone needs rescuing, roll here

1. **Royalty:** A King, Queen, or a member of the royal family has found themselves in big trouble.
2. **Child:** A kid who should be too young to get mixed up in business like this. Whatever is happening, they're not the ones responsible.
3. **Family or Friend:** Someone you know is mixed up in some bad business. It just got personal.
4. **A Local Hero:** The local hero has bitten off a little more than they can chew, and now they're calling in the cavalry.
5. **Wizard:** They might be masters of the arcane, but even they find themselves in hot water.
6. **Refugees:** Driven from their home by war, poverty, or some kind of disaster, they're now at the mercy of something they can't run from.
7. **Scavenger/Pauper:** They may not have a home or much money but sometimes they find something interesting that turns out to be important.
8. **A Beast:** Sometimes the intelligent beasts of the land strive for more than just savagery, they just need a chance.
9. **Explorers:** Adventurers who wander the land in search of information about the old kingdoms. Perhaps they dug up something that got them into trouble.
10. **Witness:** Someone saw something they weren't supposed to and now someone is erasing them.
11. **A Ghost or Spirit:** A Soul is trapped for some reason and can't pass on without someone releasing it.
12. **Dragon:** Not all of them are out to roast and eat everything in the land.

# the antagonists

1. **Bounty Hunter:** They're in it for the gold and may not necessarily be evil; they may be working for the law.
2. **Con Man:** Someone is pretending to be someone they aren't (Roll on the Innocents table to find out who) and they're working some elaborate scheme. Once they're found out or close to being found out they'll likely change their plans to the misfortune of the players.
3. **Guild or Horde:** A group of people with one common belief or oath of brotherhood. Their numbers are great and their intimidation mighty.
4. **Royalty:** They're the rich of the rich, make the laws, and are never questioned. But not every royal has the best intentions of their subjects at heart.
5. **Crime Lord:** Someone notorious has been regularly up to no good and this adventure smells of their influence.
6. **Magic User:** Some say magic can only lead to madness, but some people welcome madness if it makes them immortal.
7. **Wanted Villain:** They have a reputation and they're here to make sure you remember it.
8. **Mercenaries:** A rag-tag group of hired swords. If someone is paying them well enough they'll work any job.
9. **Priest or Cult:** They've got the favor of some deity and they're doing the bidding of something greater than them.
10. **Magical Beasts:** Whether they're undead, demons, or some wizard's experiment gone wild, something completely strange is at work.
11. **Rampaging Monster:** It's big. REALLY big. And it's wrecking things. Nuff said.
12. **Assassins:** They're professionally trained, fearless, and masters of trickery and stealth.

# the twists and complications

\*Roll more than once for more complications to the adventure

- 1. Ally with the Enemy:** At some point the party will wind up on the same side as their adversary whether through treachery on their own side, a simple misunderstanding, or some peril that neither could survive alone.
- 2. Betrayed by Contact:** The contact has turned against them. It might mean they've lied to them somehow about the details of their adventure in a way that puts them in danger or they're simply out to kill them.
- 3. Disaster:** Something big and bad happens while the adventure is happening. The players did not cause it but they are going to have to deal with the consequences.
- 4. Diversion:** The whole adventure is a diversion for some other plan. The contact probably doesn't much care if they succeed or not and any reward offered may not exist.
- 5. Dodgy Ally:** For the adventure to be a success the players will need outside help. This person may have their own agenda, want all the treasure, or could be a spy for the enemy.
- 6. False Flag:** The person who hired the adventurers was an imposter! The plan may be part of some larger scheme or the contact had to mislead the adventurers to convince them to go on the adventure.
- 7. Technology:** There are many thinking minds in the land creating new inventions but it looks like this time the enemy got their hands on it first, and the adventurers are completely unprepared for it.
- 8. Old Enemy:** The adversary is somebody that one of the players knows. They're familiar with their methods but the enemy knows the player as well.
- 9. Old Friend:** One of the adversaries is someone that the player knows and believes is an ally. Will the players turn against them?
- 10. Third Force:** There's another faction that becomes involved in the adventure who is not allied with the adversary or the players. Their goals may be the same as the players or against them or even something entirely different. Roll the Antagonist table to see who it is.
- 11. Time Limit:** There's a deadline and the adventure need to finish by a certain time or something happens.
- 12. Trap:** The entire adventure is an elaborate trap. It may be against the players themselves or designed to trap the gullible.

# the dramatic conflict

- 1. Destruction:** Completing this mission will cause a lot of destruction. People may get killed or perhaps legendary buildings or artifacts will be ruined. How much damage are the players willing to cause?
- 2. Economic Harm:** Because of the players actions a lot of people will be poorer. People may lose their kingdom, their land, or the very crops that support their fragile existence.
- 3. Environmental Damage:** The adventure will harm the land in some incredible way. Either through magical means or natural effect of some grand scheme, land may become uninhabitable or impossible to grow crops.
- 4. Family/Friend:** Someone the players know will be harmed by completing this job. Is the cause worthy enough for their sacrifice?
- 5. Honor:** The players gave their words and now they have to go back on it. This time it isn't about deceit or treachery, they just have to betray someone they trust.
- 6. Innocents:** Someone who isn't involved in the adventure is going to be hurt if you succeed. Maybe a secret people weren't meant to know will be revealed, or after this adventure their lives will be in danger.
- 7. Justice:** It isn't about the law, it's about justice. Someone will escape the law or perhaps get blamed for something they didn't do.
- 8. Loyalty:** A player owes an allegiance to someone or something and this adventure will come into conflict with those loyalties. Perhaps it's a debt the player owes or simply that their patriotism will come into question if they don't stand up for what is happening.
- 9. Morality:** To complete the adventure the players are going to have to do something morally wrong. Torture, slavery, or even murder; it must be done for the greater good.
- 10. Reputation:** Whether the players are well known or not this adventure will certainly put a mark on them with the people of the land, and not for good.
- 11. Truth:** Ultimately the players will have to suppress some great truth, or find a way to tell everyone about some great lie. Either way they're on the side of deception.
- 12. Wealth:** As it turns out the players are not only going to not be paid for this adventure but they're going to end up poorer than before. Either they have to give a large amount of gold as payment or the effects of some event will wipe out any chance of getting money.