THE
ADVENTURE GENERATOR

A collection of tables to start your adventure

How to use the adventure generator

The adventure generator uses percentile tables to create a basic outline for an adventure. The player can then use this outline as a starter for a campaign or as a side quest. The adventure generator uses seven tables to create the plot for your game. These seven tables, when combined with the background lore of your setting, can provide many hours of adventuring for the solo player.

Adventure type

The adventure generator uses four adventure types when generating a plot.

Caught up in events. The adventurers are caught up in events that are beyond their control. A character might be struck down by a curse or a party member might've seen something they shouldn't have.

Employment. The characters are hired by an employer to do a job. They might have to look for a missing person, hunt down a dangerous creature, or mediate peace talks between rivals.

Exploration. The party needs to explore a location to achieve a goal. They might be looking for a lost treasure, a creature's lair, or a place of mystical power.

Civic affair. The adventurers are asked to help a community in need. This might involve overthrowing a tyrant, investigating a cult, or saving a town from disaster.

The Who table

The **Who** table details people who need help or are directly involved in the adventure. This table gives brief descriptions of non-player characters that can act as quest givers in a campaign. However, in certain adventures, the **Who** table can also be used to generate enemies that work against the player.

To discover how much power an individual wields within the campaign (such as nobles, government officials, and military members) roll a 1d6. A result of 1 indicates a weak or low-ranking member. A result of 6, on the other hand, indicates an extremely powerful individual, such as a king or general.

The Opposition Table

The **Opposition** table contains enemies that oppose the adventurers in the campaign. These can range from powerful entities to organizations that want to prevent the party from reaching the quest objective.

Roll a 1d6 to discover your opposition's power. A result of 1 indicates that a weak individual or group. However, a result of 6 indicates an extremely powerful enemy. How they oppose the adventuring party should be based on the campaign setting and the player's personal preference.

Using the adventure generator

The player can use the adventure in one of two ways. The first method involves rolling a d100 and consulting the various tables.

Start by rolling a d100 and consult the **Adventure Type** table. Then roll a d100 a second time and consult the tables detailing the adventure type. Exploration adventures have an **Exploration Location** and **Exploration Goal** table. These tables describe where the adventure takes place and why the adventurers are exploring that location.

If you need a quest giver, roll on the **Who** table. To find out who opposes or works against you during an adventure, roll on the **Opposition** table. Then roll a 1d6 to determine how powerful the opposition is that you're facing.

Alternatively, instead of rolling on the various tables, the player can simply choose the options that appeal to them. If the player already has a quest giver in mind, then rolling on the **Who** table might not be necessary. Similarly, if the player already has a suitable enemy in their campaign, then rolling on the **Opposition** table might not be needed.

When you have the various plot elements, adapt them to your campaign setting's lore and locations. Use these plot elements to create a basic synopsis for your adventure.

Example

Peter wants to create an adventure that takes place in the *Forgotten Realms* campaign setting. He decides to create an adventure for his party by rolling on the tables in the adventure generator.

On the **Adventure Type** table he rolls a 57. His party needs to explore an area. On the **Exploration Location** table he rolls a 98. The location is an ancient castle. To find out why his party is exploring this location, Peter rolls on the **Exploration Goal** table and gets 80. He needs to explore this castle to find a lost treasure.

Peter wants a quest giver for the adventure, so he decides to roll on the **Who** table to see who hired the party. Peter rolls 62, a religious figure needs his help. To find out how powerful this religious figure is, he rolls a 1d6 and gets a 4. The religious figure has some influence, but isn't that powerful in their church.

To finish of the adventure outline, Peter rolls on the **Opposition** table to find out who opposes the party. He rolls 91. The party is opposed by a mystical entity. To discover how powerful this entity is, Peter rolls a 1d6 and gets 1, the entity is weak, but can still cause problems.

Peter decides that his party is hired by a Dawnmaster of Lathander to seek a lost artefact stolen by an imp. The imp is hiding in an ancient castle near the city of Baldur's Gate.

The Adventure Generator

Adventure Type

D100	Result
1-25	*Caught up in events.* The adventurers are caught up in events outside of their control.
26-50	*Employment.* The party is hired to perform a task by an employer.
51-75	*Exploration.* The heroes must explore an area.
75-00	*Civic affair.* The adventuring party must assist a community.

Caught up in events

D100	Result
1-16	*Marked for death.* Someone wants the party dead or the party must help someone marked for death. If the target is not a party member, roll on the **Who** table to find their identity. To find out who has ordered the target's death, roll on the **Opposition** table.
17-33	*Blackmail.* A character is blackmailed by an enemy. Roll on the **Who** table for the identity of the blackmailer. To find out what the character must do, roll on the Employment table.
34-50	*Escape.* The party has been captured and must escape or must help someone else escape capture. The characters may have been drugged and held for ransom or they may need to help a kidnapping victim. Roll on the *Who* table to determine who the party must assist in escaping. To determine the opposition roll on the *Opposition* table.
51-66	*A person in need.* Someone runs up to the party and begs them for help. It could be a thief fleeing the wrath of their guild, or a victim fleeing a kidnapper. To determine who the party needs to help, roll on the **Who** table. To find out who the opposition is, roll on the **Opposition** table.
67-83	*Magical affliction.* A character or place is struck down by an enchantment, curse, or magical event. The party must find out who is responsible and stop them before it's too late. To determine who is responsible and roll on the Who table. This person may not have cast the spell directly, but is ultimately responsible for the event. Roll on the Opposition table to determine who is helping them.
84-00	*Witnesses.* The party witness a deed that has serious consequences. This could be a kidnapping, a secret meeting, or a hunt for a fugitive. To find out what the player characters see roll on the **Employment** table. To discover their enemies, roll on the **Opposition** table.

Employment

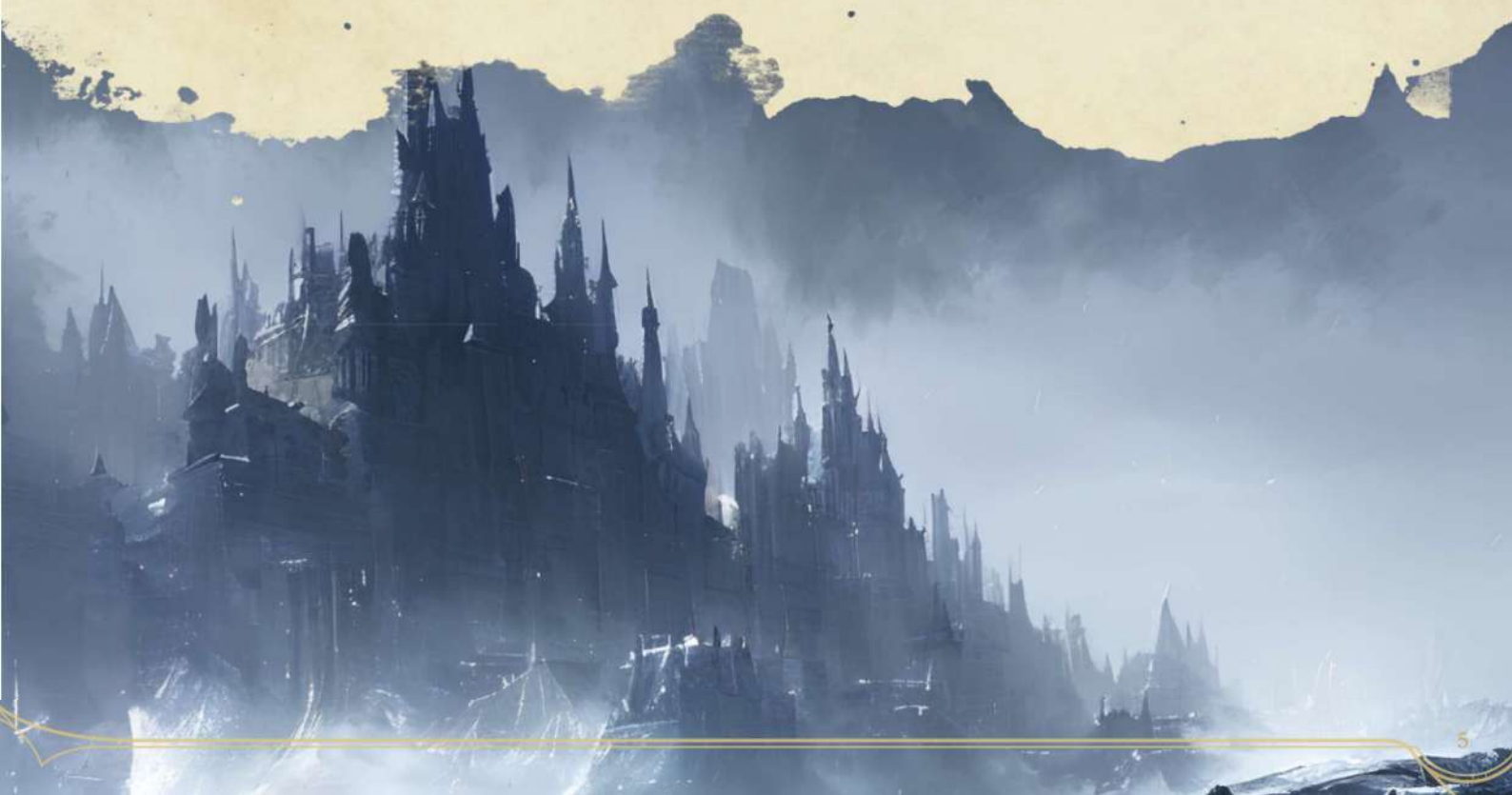| D100	Result
1-9	*Escort.* The party is hired to escort a person or object to another location. Roll on the **Who** table for the employer. To find out who opposes the party, roll on the **Opposition** table. To determine the final location, consult a map of your setting, make a list of possible locations and select one at random.
10-18	*Missing person.* A person has gone missing and the heroes have been asked to find them. This could be a lost child, a kidnapped council member or any other missing person. Roll on the **Who** table to determine who has gone missing and roll on the **Opposition** table to find out who was behind the disappearance.
19-27	*Harm (or Kill).* The player characters are hired to harm/kill someone or something. This includes monsters and other creatures. To find out who opposes the party roll on the **Opposition** table.
28-36	*Kidnap.* The heroes must kidnap someone. This can range from a malicious kidnapping to saving someone from a evil cult. Roll on the *Who* table to determine whom the party must kidnap. Then roll on the *Opposition* table to determine who opposes the adventurers.
37-45	*Manhunt.* A person is on the run and the party is hired to bring them back. Possibilities can range from a prisoner on the run from the law, to an heir fleeing his family responsibilities. To determine who is on the run, roll on the **Who** table. To determine the fugitive's loyalties or those helping them escape, roll on the **Opposition** table.
46-54	*Guard duty.* The heroes are hired to protect a person, object or place. Roll on the **Who** to determine their employer. Then roll on the **Opposition** table to determine their enemies.
55-63	*Spying.* The adventurers must gather information about a person or group and return with information. The task can be as simple as following a person to infiltrating a powerful organization. Roll on the **Who** table to determine the employer. Then roll on the **Opposition** table to discover who they are spying on.
64-72	*Steal/Recover.* The characters have been hired by their employer to steal an object. To find out who they are to steal from, roll on the **Opposition** table. Alternatively, the party's been hired to recover stolen property from a thief. Roll on the **Opposition** table to find out who committed the theft.
73-81	*Courier.* The characters are hired to deliver a package.To find out who opposes them and wants to prevent the delivery, roll on the **Opposition** table.
82-90	*Infiltrate.* A group or organization has set a hideout or stronghold in an area. The adventurers must infiltrate the organization and possibly destroy it. Roll on the Who table for the employer. Then roll on the Opposition table to determine the target. To determine the strength or influence of the target, roll a 1d6.
91-00	*Diplomacy.* Two or more factions are engaging in a war or rivalry. To prevent things from escalating, the heroes are needed to smooth things over. To determine who the aggrieved party is, roll on the **Opposition** table.

Exploration

Exploration Location

D100	Location	D100	Location
1-3	Ruin	51-53	Encampment
4-6	Mine	54-56	Swamp
7-10	Tomb	57-60	Island
11-13	Cave	61-63	City sewer
14-16	Sacred location	64-66	Graveyard
17-20	Hideout	67-70	Temple
21-23	Underground vault	71-73	Coastal area
24-26	Forest	74-76	Mansion
27-30	Desert	77-80	Cove
31-33	Prison	81-83	Tower
34-36	Fort	84-86	Battlefield
37-40	Tower	87-90	Magical laboratory
41-43	Mountain pass	91-93	Subterranean cavern
44-46	Small town	94-96	Lost city
47-50	Mystical site	97-00	Ancient castle

Exploration goal

D100	Result
1-12	**Knowledge.** The adventurers are looking for knowledge. This knowledge could be the answer to a mystery, the location of a treasure, or mystical knowledge.
13-25	**Contact.** The purpose behind exploring the area is to establish contact with a reclusive group such as a tribe or other isolated community. The party's employer may wish to trade with them or contact them for some other purpose.
26-37	**Scouting.** The heroes are sent on a mission to find information about the location. This can include maps, military intelligence or the location of important people. Roll on the Opposition table to find out who the party's adversaries are.
38-50	**Person.** The party must find a person at the location. It could be a thief in hiding, a kidnapped friend/loved one, or any other person of importance.
51-62	**Lair.** The heroes must locate the hideout of a group or creature. They may have to infiltrate the group or slay any creature they find. If the enemy isn't a creature, roll on the **Opposition** table to see who the party must find.
63-75	**Creature.** The party's been sent to kill or capture a creature. It may be a dragon guarding a hoard or a unicorn for a nobleman's collection.
76-87	**Lost treasure.** The heroes or their employer have uncovered rumors of a treasure or artefact at the location. The adventurers must locate the treasure or escort their patron to it's location.
88-00	**Supernatural site.** The party must locate a place of supernatural power. It could be a lost city, mystic portal or any other site of spiritual or magical power.

CIVIC AFFAIR

D100	Result
1-11	**Plague.** A disease is spreading through an area and the heroes must find a cure. The disease could be as simpleas a seasonal flu or a terrible plague of arcane origin.
12-22	**Natural disaster.** A fire, earthquake, flood or other natural disaster has claimed a settlement. The players must deal with the disaster and aid those in need.
23-33	**Revolution.** A tyrannical leader is being overthrown and the heroes are involved in the events. Alternatively, the players are asked to restore the rightful ruler to the throne..
34-44	**Criminal gangs.** Brigands, bandits, and other criminal gangs are terrorizing a community. The players need to drive out the gangs and find out who's behind them.
45-55	**Mystical threat.** A community is under threat from a spell, curse, or ritual gone awry. The players must lift the spell to save them.
56-66	**New religion/cult.** A new cult has emerged in a town or city and the party must investigate it. It could be the religion of a newly risen deity or the machinations of evil entities.
67-77	**A valuable resource runs out.** Food, medicine or any other vital resource has run out and the heroes must retrieve some for a community. Roll on the **Opposition** table to see who wants to prevent the party from gaining the resource.
78-88	**Political upheaval.** A major political upheaval is taking place and the heroes become involved. It could be the assassination of a king, a war among heirs, or a political movement seeking power.
89-00	**Foreign threat.** A community is threatened by hostile outsiders. The threat can range from a hostile neighbouring kingdom to a group of creatures out for destruction.

WHO

D100	Result
1-9	**Foreigner.** This person is from a distant land. They might be a diplomat on official business, an agent travelling incognito, or a villain enacting a dark plan.
10-18	**Ordinary person.** An ordinary person like a farmer, tradesman, or any other regular member of society. This also includes informal community leaders that don't hold a political office.
19-27	**Friend or lover.** A friend or lover of a party member, or a friend/lover of the employer.
28-36	**Group or organization.** A person that represents a group of people or an organization. This can be a legal guild, such as a tradesmen's guild, or a more clandestine organization.
37-45	**Family member.** The family of a party member or their employer is involved..
46-54	**Mysterious figure.** No one knows who this individual is, and they are involved in the adventure for mysterious reasons. They could be a prince from another land, an agent in exile, or a powerful being walking among mortals.
55-63	**Religious figure.** A priest, preacher or religious leader is involved in the adventure. They might be a servant of the light or a corrupt cult leader.
64-72	**Magic user.** A magic user is involved. It can be a wizard, cleric, druid, or any other spellcaster, regardless of class. This includes magic users who are good and upstanding as well as evil and tainted.
73-81	**Noble.** A member of the ruling class is involved. To find out how influential the noble is roll a 1d6. A result of 1 might indicate a baron with almost no influence, while a result of 6 might be a queen or empress.
82-90	**Government official.** This person works for the government. Roll a 1d6 to find out how powerful the official is. A roll of 1 indicates a small town official, while a roll of 6 indicates a very powerful individual.
91-00	**Military.** The character works for the military. To discover how much military power the individual wields, roll a 1d6. A result of 1 indicates a simple soldier serving in the army, while a result of 6 is a general or commander in chief.

Opposition

D100	Result
1-12	**Cultists.** Cultists are adherents to forces of a dark or dangerous nature. However, not all cults are created equal. Roll a 1d6 to determine the relative strength of the cult that opposes the party.
13-25	**Mercenaries.** Mercenaries are swords for hire that serve the highest bidder. The mercenaries might be a small band or a massive mercenary company. To discover the strength and influence of the mercenaries opposingthe adventurers roll a 1d6.
26-37	**Brigands/Gangs.** Brigands and gangs that control an area through violence and fear. The brigands can range from humans and similar races to creatures such as goblins and orcs..
38-50	**Noble.** A noble or group of nobles oppose the adventurers in reaching their objective. Roll a 1d6 to determine the power and influence the noble wields
51-62	**Group/Organization.** A group or organization opposes the heroes or their employer. Roll a 1d6 to determine the power and influence of the organization opposing the party.
63-75	**Magic user.** A wizard, sorcerer, cleric, or any other suitable magic user opposes the party. This also includes groups of magic users such as schools and covens.
76-87	**Creature.** An intelligent creature opposes the party in their quest. The creature might be working alone or be working with others.
88-00	**Mystical entity.** A god, demon or any other mystical entity opposes the heroes in their task. To discover the amount of power the entity wields, roll a 1d6.