

Random Adventure Creator

Adventures often involve a new patron, rumors of enemy activities, or investigating current events and rumors.

Patrons, Antagonists, Persons of Interest, Items, and Places of Interest

d20 Random Patron, Antagonists, and Persons of Interest

1	Assassins	11	Mage Guild
2	City Council	12	Merchant
3	City Guard	13	Necromancer
4	Courtesan	14	Noble House
5	Craftsman	15	Seer
6	Crime Lord	16	Sellswords
7	Cultists	17	Slaver Ring
8	Druids	18	Smuggler
9	Foreign diplomat	19	Templars
10	Innkeeper	20	Thieves' Guild

d12 Item of Interest d12 Location of Interest

1	A chest with gold	1	A thieves' marked
2	A holy relic	2	Castle Ruin
3	A map	3	City Sewers
4	A medallion	4	Dark Forest
5	A piece of jewelry	5	Deserted Catacombs
6	An arcane focus	6	Horde Outpost
7	An heirloom sword	7	Lost Caves
8	Arcane tome	8	Mountain Fortress
9	Bag of gems	9	Sinister Mansion
10	Earthly remains	10	Sinister Warehouse
11	Stack of letters	11	Temple Ruin
12	Staff of Power	12	Lost Mines

Enemy Activities

d6 Enemy Activities and Plots

- 1 Accusations. The characters are investigated for murder or some other crime.
- 2 Assassins. Enemies send assassins to deal with the protagonists.
- 3 Enemy Agents. There are rumors of enemy agents appearing in the area.
- 4 Shadows. Someone is keeping an eye on the protagonists.
- 5 Subversive attack. Property is stolen, or followers have been killed.
- 6 Whispers. Someone is spreading rumors of the characters.

Rumors and Current Events

d20 Local News, Rumors, and Events

- 1 A person of an ethnic minority is killed.
- 2 An ethnic minority celebrate.
- 3 Ball or grand party.
- 4 Betrothal or wedding in the neighborhood.
- 5 Commoner is slain at home.
- 6 Diplomatic meeting.
- 7 Foreign dignitaries are visiting.
- 8 Funeral for a known, loved or perhaps vilified person.
- 9 Inns and merchants organize a celebration.
- 10 A jealous rivalry has turned violent.
- 11 Jousting and archery contests.
- 12 Mages are meeting for a conference.
- 13 Market day.
- 14 Merchants offer magic items or exotic goods.
- 15 Religious celebration.
- 16 A scandalous marriage of love.
- 17 Several caravans have arrived.
- 18 Someone is killing the local prostitutes.
- 19 Someone of importance has died.
- 20 Thefts or mugging in the area.

d6 Twists and Complications

- 1 Rival force or foreign power investigate.
- 2 Local authorities ignore the event.
- 3 Local factions disagree on the event.
- 4 Foreign involvement is suspected.
- 5 Merchants are behind the event.
- 6 A sinister cult is involved.

Raiders in the Borderlands

d20+ party level	Random Raiders
2 – 12	Human Raiders
13 – 24	The Horde
25 – 29	Giants
30 – 34	Undead Horde
36 – 37	Demon Cultists
38 – 40	Devil Cultists

Bounties

d20+ party level	Random Bounties (50% dead/alive)
2 – 12	Highwaymen/thugs
13 – 14	Local murderer
15 – 16	Deserter
17 – 28	Brigand or Pirate chief
29 – 32	Suspected cultist
33 – 36	Foreign assassin or spy
37 – 40	Secret cult leader

Monster Sightings

Monsters have been sighted in the region.

d12	Monster Sightings
1	A flight of Wyverns has been spotted in the area.
2	A pack of Wights attack a local settlement and work their way to the center areas.
3	Humans and Orcs have been meeting in the wilderness. Something is likely to be afoot.
4	Orcs have ambushed travelers on the road.
5	Raiders are passing through the area. They have established a camp in the nearby hills.
6	Zombies have appeared on an old battlefield.
7	Horrid Fish-Men come from the sea and stalk the shores.
8	Packs of Wolves and Half-naked Wildlings hunt in the woods at night.
9	Some say they have seen Giants moving in the mountainside.
10	Pilgrims have been attacked on the way to a Ritual Site in the area.
11	Someone is skulking at the local Catacombs at night.
12	Strange lights and noises are heard from a nearby Dungeon .

One-Page Dungeon

d4	One-Page Dungeon	
1	Catacombs: Something stir in the old catacombs.	
2	Caves: Darkness has crept back into nearby caves.	
3	Ritual Site: Cultists gather at a religious site.	
4	Ruins: Scouts have spotted activity around an ancient fallen stronghold.	
d6	Twists	
1	Agents of exiled nobles have appeared in the region.	
2	Demon Cultists or Diabolists investigates.	
3	Enemy Agents are exploring a nearby ruin.	
4	Local Merchants have illicit dealings at the site.	
5	Necromancers may be afoot!	
6	Royal Agents has taken an interest.	
7	Scavengers have been spotted around an arcane ruin in the area.	
8	Soldiers are watching the area.	
d10	Monster Theme	Random Feature
1	Alien Horrors	Binding Circle
2	Dark Druids	Cultist hideout
3	Dark Fey	Dark Shrine
4	Demons	Dormant portal
5	Devils	Imprisonment Spell
6	Giants	Lost Tomb
7	Horde Outpost	Monster settlement
8	Men	Ruined city
9	Undead	Slave Pen
10	Underground Horrors	Thieves' Den
d10	Secret Vault of the...	Random Dungeon Villain
1	Ancient Elves	Ascended Cabalist
2	Forgotten King	Cultist Priest
3	Mage Guild	Death Knight
4	Mage Lords of the Past	Fallen Angel
5	Royal House	Horde Chieftain
6	Secret Order	Horror from the Deep
7	Swords of the Crown	Imprisoned Demon
8	Templar Knights	Possessed Chieftain
9	Thieves' Guild	Shadow Giant
10	Unhallowed Ones	Undead Sorcerer