

Random Adventure Generator

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

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|--------------------|-------------------|
| 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.	
d8	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