BAG OF PROBLEMS   **(c) Roger S. G. Sorolla 2011**

Roll	Target (d20)	Action (d10)	Complication (d12 or d20)
1	Ground/Cavern	Cross (A, B: Release)	In pitch darkness
2	Chasm	Ascend (A, B: Contain)	Without being seen
3	Fire	Descend (A: Steal; B: Rescue)	Without being heard
4	Water	Enter (A, B: Substitute)	Competing with someone else
5	Plant/Forest	Escape (A, B: Move)	Under time pressure
6	Animal (B)	Build (B: Convince)	With someone trying to stop you
7	Monster (B)	Destroy/Damage (B: Chase away)	Without using the most obvious kind of resource
8	Materials (A)	Investigate	In an extreme environment (hot, cold, windy, wet)
9	Information (A)	Protect	Leaving no trace
10	Wall/Cliff	Change appearance of	You have to stop someone else from doing the challenge instead
11	Bridge		While facing another, conflicting challenge (roll again)
12	Road/Passage		Your choice, or something completely different
13	Building/Chamber		No complication
14	Object (A)		No complication
15	Door		No complication
16	Statue		No complication
17	Vehicle (A)		No complication
18	Food/Drink (A)		No complication
19	Person (B)		No complication
20	Group (B)		No complication

This table helps with the creative generation of problems for an adventure – that is, situations in which some difficult task has to be achieved by one means or another.

1. Roll a d20 to determine what the key target of the problem is. For wilderness settings, you may want to roll 2d20 and take the lower; for urban and civilized settings; take the higher. To further determine the nature of an Object, you may use a treasure table, excluding coins. Likewise, to determine the nature of a Monster, use encounter tables, and for a random Person or Group, you may find my Dramatic Personae supplement useful.
2. Roll d10 for the Action that the problem requires to be applied to the target. If the target has an (A) or a (B) by it, use that result by preference.
3. If this selection is enough, go with it. If more challenge is desired, roll d12 on the Complications table for an additional twist. If you're not sure, roll d20 for complications.

This table tends to provide rather cryptic results which must be expanded on using the imagination. The problem should be able to yield to more than one solution, possibly including ones that you have not thought about. Seemingly pointless or incongruous results can be explained by magic. Here is one example.

Statue – Change appearance of: A massive statue lies toppled athwart a passage further on. Although the original paints have faded, its eyes seem to have a vivid shade of green, its nose is broken off, and its gaze is directed at the statue guarding the other side of the passage, identical in all respects except its eyes are normal and its nose is intact. The green eyes are a clue that the statue is jealous of its twin. If the two are brought equal – either by disfiguring the standing statue, or by embellishing the fallen one – the fallen statue will roll aside, opening the passageway. Brute force is also a possibility, though the fallen statue will take the strength of 20 men to move.