

Adventure Idea Generators
by Keith Vaughn and Dariel Quiogue

I asked for a few ideas and you helped refer me to some sources and some of you gave me a few ideas. In return here is the list as it is. (There is always a possibility of future refinements.)

Adventure Ideas (Roll 1d100 twice)

The following one hundred ideas should give your imagination a start for planning an adventure.

1. Kidnapping
2. Robbery
3. Plot against King
4. Plot against Royal Family
5. Cult Infiltration into Area/Village/City
6. War
7. Invasion by Peoples
8. Invasion by Dangerous Beasts
9. Infiltration by Foreign Agents
10. Ruins Exploration
11. Living Metal spotted
12. Finding of Lost Expedition
13. Exploration of Unknown Areas
14. Investigation of Phenomena
15. Destroying Enemy Outpost
16. Sabotage
17. Trading Expedition
18. Resource Exploration
19. Start New Colony
20. Hunting down Raiders
21. Search and Destroy Bandits/Pirates
22. Locate and Destroy Cult
23. Locate and Destroy Defilers of Kerogo
24. Steal Artifact from Rival Power
25. Rescue of person (ages) from enemy hands
26. New Weapon/Ship to Destroy or Steal
27. Investigate Disappearances in City/Area
28. Investigate new Beasts/Men/Mutants in Remote Areas
29. Voyage
30. Hunting
31. Determine where a mysterious skyship is going to
32. Assassination of Bad Rulers.
33. Locate Mines of Artifacts/Gems
34. Search out rumors of newly discovered Ruins
35. Determine endpoint of mysterious ships seen only at Kerogo Night or True Night
36. Go to athletic competition between cities
37. Investigate why an outpost hasn't been heard from in six weeks
38. Guard a caravan
39. Abduct someone
40. Steal an object or artifact
41. Infiltrate a cult
42. Infiltrate a foreign city
43. Infiltrate an enemy stronghold
44. Head off a war
45. Begin a war
46. Infiltration by Living Metal
47. Locating Saboteurs
48. Exploration of New Ruins
49. Contact Mysterious People
50. Pirates

51. Sky Raiders
52. Floating City spotted
53. Destroy an alien colony
54. Raid enemy shipping
55. Keep rival power from stealing artifact
56. Assassination of traitor
57. Naturalist Expedition
58. Scientific Voyage
59. Pleasure Voyage
60. Privateer mission
61. Patrol Voyage
62. War Voyage
63. Hunting men
64. Hunting beasts
65. Capturing wives
66. Determine where mysterious ships are coming from or going to
67. Protection of personage from assassination or kid-napping
68. Reoccupy an outpost which was mysteriously de-serted
69. Use a caravan for cover
70. Locating and trading goods
71. Locating source of artifacts/gems/drugs
72. Patrolling area
73. Scout new lands
74. Eliminate dangers from new lands
75. Clear an innocent person of a crime
76. Get a message out from a besieged outpost
77. Warn families or settlers of an invading force
78. Neighboring state exploits a natural disaster to in-vade
79. Race to capture or secure a scientist or artificer
80. Find a cure for an exotic plague
81. Standing in for a missing, sick or wounded person-age
82. Hidden base accidentally discovered by characters or innocents.
83. Replace an object, artifact or device with a dummy
84. Secure a location
85. Vehicle incapacity
86. Find perpetrators of crime
87. Escort of persons or goods
88. Hold a position until help arrives
89. Delay or kill an enemy
90. Rearguard
91. Race for an object, site, crashed vehicle, etc.
92. Determine the identity of a mysterious fleet of ships.
93. Finding a map
94. Finding an artifact
95. Finding a wrecked skyship
96. Finding an amnesiac/unconscious person
97. Deciphering writing
98. Confronting Living Metal
99. Floating Wreck
100. Observe troop, vehicle, ship movements for ruler.

Mysuggestion is to roll twice on the list and fit the two resulting plot seeds together. Hopefully this exersize will help you kickstart your imagination when up against plotting out a roleplaying session.

Again Thanks,
Keith

KICKERS, SECRETS AND SPICE Dariel Quiogue

Here's a random adventure generator for the pulp SF subgenre of "planet adventure stories." Roll 1d12 on each of the three tables below for the ingredients to your adventure, give it a good stir and shake, and serve hot. :-)

The Kicker is what starts the adventure, preferably with a bang or a menace the PCs must respond to. The Secret is the plot seed that lies behind the Kicker and forms the main problem/objective of the adventure. Starting adventures with a bang or shocking/disturbing mystery is a staple of the pulp style!

The Spice table is a list of possible complications and subplots that you can stir into your mix to further "spice up" your story and give your players an unexpected twist. They've also been selected for their pulp-style feel.

KICKERS

1. A crime is committed (kidnap, murder, theft, arson, framing, etc.)
2. A sinister plot is discovered, or a spy is caught/detected
3. A suspicious or mysterious event occurs in the city
4. A mysterious death occurs
5. An expected message/person fails to arrive
6. A ship/skyship crashes or disappears
7. A call for help arrives from a distant place
8. A person in need of urgent aid appears
9. A secret summons to the royal palace is received
10. An attempt is made on a PC's life, or against his friends/family
11. A surprise attack is made on the PC's location or nearby
12. The PCs are stranded in a remote location

SECRETS

1. A plot against king or country
2. A plot against a private person or family
3. A war is about to start
4. A secret army is being assembled
5. A mad scientist has unveiled/used a new and powerful invention
6. A super-weapon is about to be unleashed
7. An invasion/migration of aliens
8. A trusted officer or noble has turned traitor
9. A new plague, perhaps artificial, is loose
10. A treasure of some sort has been located
11. Hidden dangers in the environment
12. A lost city/race/civilization awaits to be discovered

SPICE

1. A forbidden romance or a love triangle
2. A difficult courtship (a staple of ERB-dom!)
3. Innocents caught in the mess
4. Time is running out!
5. A supposed ally/patron is a traitor
6. A mutinous crew or military unit
7. The villain has a close tie to one or more PCs
8. A conflict of goals or interests among the PCs
9. The whole planet is in danger!
10. The villain has mysterious powers the PCs have never seen before
11. A victim doesn't want to be rescued or has taken the villain's side
12. The villain has framed a patron or authority figure