

Idea Prompts

Use these ideas as inspiration for your adventures. Combine two prompts to create a fun premise. Change one of the elements to something unexpected.

Setting Prompts

Wild West. Cowboys, bandits, gold.
Pirates. Tortuga. Ships. Treasure.
Egyptian/Aztec Pyramids. Mummies.
Ancient/Lost Civilization. Atlantis.
Battleground between two factions.
Prehistoric. Dinosaurs, mammoths.
Land of Outcasts/Exiles/Criminals.
Vehicle. Zeppelin, Train, Submarine.
Magic forest. Elves, druids, unicorns.
Abandoned spaceship. Space station.
Remote island. Tropical Jungle. Oasis.
Extreme weather. Maelstrom, radiation.
Exotic Building. Castle, Tower.
Steampunk. Elaborate machines.
Magic School. Adventuring Academy.
The world of the dead. Heaven/Hell.
Horror movie. Old cabin. Halloween.
Underground. Glowing plants.
Secret organization. Spies. Agents.
In Virtual Reality, Game, Illusion.
Underwater. Merfolk. Kraken.
Secret Society/Conspiracy/Cult lair.
Mad Scientist/Wizard laboratory.
Monster lair. World of monsters.
Post-apocalyptic fallout.
Colony, scientific expedition.
Research facility/labs.
Ninja/Samurai temple.
Dark evil empire.
Floating islands.
Alien planet.

Fictional elements

Creatures/objects turned sentient.
A person turned into an animal.
Alien cultures, creatures, invaders.
Portal to another world.
Undead. Zombies. Ghosts. Vampires.
Mythical creatures. Sphinx, Yeti.
Time manipulation. Slower/Faster.
Reverse/accelerated aging.
Mind control. Possession.
Memory wiping/alteration.
Multiple personalities.
Artificial Intelligence.
Shared dreams. Dreams turned real.
Drugs with unusual/magical effects.
Djinn. Monkey's Paw. Wishes.
Ancient Curse/Prophecy.
Ancient evil awakened.
People shrunk to a tiny size.
Monster (alien/dragon) egg.
Love potion. Succubus.
Holograms/Illusions.
Deal with the devil.
Clones. Evil twins.
Witches. Shamans. Voodoo.
Hivemind. Swarm/Horde/Tribe.
Body swap. Freaky friday.
Truth serum. Anti-lying field.
Big monsters. Dragons, Kaiju.
Robots. Mutants. Aliens.
Body Snatchers. Shapeshifters.
Superheroes/Supervillains.

Goal Prompts

Objectives

Go on a mission to...
Solve a problem with...
Help someone else to...
Prevent the antagonist from...

Obtain/Steal McGuffin/information.
Capture/Kidnap a person/creature.
Find a missing person/creature/item.
Save/Rescue a person/creature/item.
Escort/deliver a person/creature/item.
Journey to a distant location.
Explore/Survive a dangerous place.
Kill/Destroy a target.
Smuggle/Plant an Item/Info/Rumor.
Invade/defend a location.
Escape from pursuit.
Break out of captivity.
Investigate. Solve mystery.
Heist/Robbery. Enter a guarded place.
Infiltrate and spy, go undercover.
Uncover a conspiracy, secret plot.
Find a spy/traitor.
Find evidence. Prove guilt/innocence.
Complete/sabotage a project.
Organize/Sabotage event.
Convince/manipulate someone.
Resolve/Cause conflict.
Negotiate, close a deal.
Make allies. Impress/Befriend.
Seize political power.
Gain status, influence, fame.
Run a society/organization/team.
Ensure the event goes as planned.
Deal with a big threat/disaster.
Put down or incite rebellion/mutiny.
Win a competition. Put on a show.

Difficulties/Restrictions

Add them to the goals to modify them and create new interesting ideas.

Stealthy, without getting noticed.
Avoid violence, collateral damage.
Target must be unharmed.
Use social/political means only.
Incomplete/false information.
Limited resources/preparation.
Against the will of authorities.
While on the run from the law.
Under scrutiny/supervision.
Sympathetic/innocent antagonist.
Evil allies/employers.
Bound by rules/laws.
Must compete with the rivals.
Must cooperate with an enemy.
Pretend to be someone else.
Under time pressure.
While protecting someone.
No one can be trusted.
They don't want your help.
Enemy has hostages
Enemy has a dead man's switch.
Enemy has political power/influence.
Multiple goals at odds with each other.
Main goal requires 2-3 subgoals.

Challenges

Action/Adventure

Defeat a villain and his minions.
Defeat a monster/creature.
Chase scene. Pursue/escape.
Protect/Escort /Guard someone.
Rescue someone.
Destroy a target.
Interrupt a ritual/project.
Capture and secure a location.
Defend a location.
Perform a robbery.
Escape from pursuit, hide.
Prepare for the mission, plan.
Distract the enemies, act as bait.
Build or repair an object.
Intercept a delivery/escort.
Prepare and execute an ambush.
Gain control over the territory.
Reach the place before rivals do.

Exploration

Survive/avoid environmental dangers.
Overcome environmental obstacles.
Travel through multiple locations.
Track something/someone.
Deal with a natural disaster.
Survive (find food/shelter, way home).
Overcome security/defenses.
Escape guarded location.
Escape Trap/Ambush.
Set up a Trap/Ambush.
Explore/survey the location.
Find a lost location/item.
Scout for information.
Clear location of danger.

Social/Intrigue

Convince/Persuade a person.
Get them to reveal a secret.
Befriend/Seduce someone.
Blackmail/Force someone.
Find a non-combat resolution.
Persuade a group of people.
Gain social status, power, influence.
Change someone's social status.
Help someone find love/forgiveness.
Put down or incite rebellion.
Negotiate a deal, bargain.
Broker peace, unite rivaling factions,
Navigate a strange culture/customs.
Pit people/factions against each other
Find the spy/traitor/mole.
Defend someone in the court.
Put on a show, entertain.
Recruit people to your cause.

Stealth/Heist

Steal (or plant) an item/information.
Hide, cover your tracks, lay low.
Sneak through undetected.
Assassinate stealthily.
Deal with unwanted attention.
Clean up evidence.
Smuggle something.
Frame someone for a crime.
Fake someone's death.
Infiltrate a group, go undercover.
Spy on someone.
Break into place, obtain Information.
Perform a con.
Get caught lying/cheating/sneaking.

Midpoint Prompts

Halfway through the adventure things go horribly wrong. Here's how.

Complications

Surprising reveal redefines the goal.
Enemy more powerful than expected.
The path to the objective is blocked.
A big risk or sacrifice is necessary.
Environment becomes dangerous.
A dishonorable act is required.
A rare/unique item is required.
Heroes are captured/trapped.
Heroes are betrayed by a key ally.
Lose a key ally. Captured or killed?
Disgruntled ally turns on heroes.
Key item is lost/stolen/fake.
Transportation is sabotaged/stolen.
Key information is lost/missing/wrong.
Important location is destroyed.
A player or ally is badly injured.
Objective is moved/hidden/destroyed.
Ally insists on a strict code of conduct
Heroes have been framed for a crime
Antagonists get backup.
Lose a major advantage/ability.
Enemy discovers heroes' weakness.
The mission was designed to fail.
Enemy presumed dead comes back.
Captured enemy escapes.
Enemy is warned of heroes' actions.
Innocents are in danger, require help.
A mistake or bad luck leads to ruin.
Someone dies.

Villain's Moves

Personally confront the players.
Send minions after the players.
Flee, force the heroes to give chase.
Take hostages or capture an ally.
Control/possess a player or key ally.
Set up a trap/ambush.
Send a double agent, traitor, spy.
Send an assassin or bounty hunter.
Hire a rival team of adventurers.
Threaten an NPC heroes like.
Frame heroes for a crime.
Reveal heroes' secrets.
Bribe/intimidate people in power.
Make the public dislike the heroes.
Have a "dead man switch".
Set a ticking time-bomb.
Blackmail/threaten an innocent.
Pretend to be someone else.
Befriend and betray players.
Kidnap one of the players or an ally.
Plant false clues/decoys.
Foster rivalries, mistrust, disorder.
Create difficult choices for heroes.
Take away players' resources.
Mislead about their weaknesses.
Use heroes' flaws/temptations/fears.
Develop a good public image.
Seduce allies to the dark side.
Influence a powerful institution.