

Endless Adventure Idea Generator

1. Define the Primary Goal

Choose the story type (Action, Social, Exploration, or Mystery).

From the list under it, pick the goal your story will revolve around.

Decide whether:

- The heroes will try to achieve this goal.
- The heroes will try to stop the antagonist from achieving it.

For example, from the list of "Action" goals, I will select:
"Rescue or protect someone".

I decide that the heroes will try to achieve this goal.

2. Define the Secondary Goal

From any of the 4 lists, pick the Secondary Goal - something the heroes need to do in order to achieve their Primary Goal.

I'll say that in order to "Rescue or protect someone"
the heroes will need to "deal with the natural disaster".

3. What makes it difficult?

From the list of "Constraints" or "Villain Actions", pick one thing that makes the objective difficult to accomplish.

For example, I choose "Must do it under time pressure".

Putting it all together, my objective becomes:

Rescue someone from the natural disaster
while the time is running out.

4. Generate a few goals and pick your favorite one

Go through this process several times to create 3-5 entirely different objectives. Pick the one you find the most exciting.

5. Develop this core idea into a full adventure

Now that you have the core idea for your adventure, use the [adventure prompts tool](#) to come up with some exciting details, and then develop this idea into a complete adventure using the [adventure brainstorming template](#).

Action	Social	Constraints	Climaxes
Defeat a person or a creature	Convince or persuade someone	Must avoid violence, use social means only	Big combat scene, battle or war
Obtain an object or information	Coerce or manipulate someone	Must be stealthy, secret, under cover	Combat scene where the objective is something other than fighting
Rescue or protect someone	Pit people against each other	Must do it under time pressure	Difficult, dramatic, or tense social encounter
Chase or capture someone	Befriend or impress someone	Must compete with the rivals	Destroying a location or an item
Escape from the pursuit	Resolve conflict, broker peace	Must cooperate with the enemy	Struggle over a McGuffin
Kidnap someone	Seize social or political power	Incomplete/false information	Chase or escape scene
Sabotage a project	Gain status, influence, fame	Limited resources/preparation	Tense stealth scene
Complete a project	Infiltrate a group, gain trust	Objective is secret, hidden, lost	Rescue
Destroy a target	Sabotage a social event	Sympathetic/innocent antagonist	Big public event
Defend a target	Organize a social event	Must do it while protecting someone	Big social change
Build or repair something	Negotiate, close a deal	Must do it under scrutiny or supervision	Race to the goal
Escort or deliver something	Lead a group or run an organization	Avoid collateral damage, keep target unharmed	Big supernatural event
Exploration	Mystery	Villain Actions	
Journey through a hazardous territory	Solve a crime	Take away a key resource heroes rely on	Natural disaster, cataclysm
Explore or scout a dangerous place	Investigate strange events	Take hostages, threaten someone innocent	Heist, getting away with crime
Deal with a natural disaster	Find something lost or missing	Flee, forcing the heroes to give chase	Overcoming a big environmental obstacle
Survive and return home	Uncover a conspiracy, secret plot	Use misdirection, false clues, decoys	Dangerous situation, hanging by your fingertips
Clear location of danger	Uncover someone's secret	Trick and manipulate the players	Escape a dangerous or collapsing location
Escape a guarded place	Protect a dangerous secret	Turn people against the heroes	Big twist, reveal, cliffhanger
Enter a guarded place	Prove someone's innocence	Impersonate someone else	Contest or competition
Invoke a location	Prove someone's guilt	Have a "dead man switch"	Highly emotional scene (death, sacrifice, etc)
Liberate an occupied place	Find the spy or a traitor	Use their political power or influence	Combination of any of the above
Defend a place from the invasion	Spy on someone	Set up ambushes, lure players into traps	Any of the above, in a very unusual location
Gain control over the territory	Get away with crime	Seduce/force players allies to the dark side	Any of the above while pursuing one of the Goals
Track or find someone	Frame someone for a crime	Act remotely, make themselves difficult to find	Any of the above under one of the Constraints
			Any of the above, while dealing with Villain Action