

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

- Defeat a person or a creature
- Obtain an object or information
- Rescue or protect someone
- Chase or capture someone
- Escape from the pursuit
- Kidnap someone
- Sabotage a project
- Complete a project
- Destroy a target
- Defend a target
- Build or repair something
- Escort or deliver something

Social

- Convince or persuade someone
- Coerce or manipulate someone
- Pit people against each other
- Befriend or impress someone
- Resolve conflict, broker peace
- Seize social or political power
- Gain status, influence, fame
- Infiltrate a group, gain trust
- Sabotage a social event
- Organize a social event
- Negotiate, close a deal
- Lead a group or run an organization

Constraints

- Must avoid violence, use social means only
- Must be stealthy, secret, under cover
- Must do it under time pressure
- Must compete with the rivals
- Must cooperate with the enemy
- Must do it while protecting someone
- Objective is secret, hidden, lost
- Incomplete/false information
- Limited resources/preparation
- Sympathetic/innocent antagonist
- Must do it under scrutiny or supervision
- Avoid collateral damage, keep target unharmed

Exploration

- Journey through a hazardous territory
- Explore or scout a dangerous place
- Deal with a natural disaster
- Survive and return home
- Clear location of danger
- Escape a guarded place
- Enter a guarded place
- Invade a location
- Liberate an occupied place
- Defend a place from the invasion
- Gain control over the territory
- Track or find someone

Mystery

- Solve a crime
- Investigate strange events
- Find something lost or missing
- Uncover a conspiracy, secret plot
- Uncover someone's secret
- Protect a dangerous secret
- Prove someone's innocence
- Prove someone's guilt
- Find the spy or a traitor
- Spy on someone
- Get away with crime
- Frame someone for a crime

Villain Actions

- Take away a key resource heroes rely on
- Take hostages, threaten someone innocent
- Flee, forcing the heroes to give chase
- Use misdirection, false clues, decoys
- Trick and manipulate the players
- Turn people against the heroes
- Impersonate someone else
- Have a "dead man switch"
- Use their political power or influence
- Set up ambushes, lure players into traps
- Seduce/force players allies to the dark side
- Act remotely, make themselves difficult to find