

# donjon

## Random Adventure Generator

<b>Theme</b>	<b>Romance</b> <p>This sort of adventure (rarely played, but worthwhile anyway) has as its central plot the romance between two characters, usually a player-character and an NPC.</p>
<b>Goal</b>	<b>Gain Power</b> <p>The heroes are on this adventure to gain personal or political power for themselves. They may be looking for an artifact or weapon, or are performing a mission for someone who will reward them with political power (a higher social rank or lands, for instance). If the characters are doing someone else's bidding, you might want to roll again on this section to see what goal the patron will have assigned to the characters.</p>
<b>Story Hook</b>	<b>Legend and Rumor</b> <p>In this classic story hook, the hero stumbles across some new or long-forgotten knowledge that promises great treasure or gain.</p>
<b>Plot</b>	<b>A-B-C Quest</b> <p>This is an epic sort of plot. In it, the heros are given (or undertake) a task to perform: The taking of a city, the rescue of an innocent, the destruction of a monster, the creation of a magical item, the defeat of a Master Villain, etc. But the path to victory is not a simple one. To get to their goal, Event A, they find that they must first accomplish some other task — Event B. But when they undertake the task of accomplishing Event B, they find that they must first accomplish Event C. This goes on for several encounters, until the heroes accomplish all the obstacle events which prevent them from returning to Event A, their original goal.</p>
<b>Climax</b>	<b>Divine Retribution</b> <p>Here, the heroes' goal has been to alert the gods that the Master Villain threatens them or their plans; in the last scenes of the adventure, as our heroes face an overwhelming enemy force, the gods bring down their divine retribution on the villain, causing a massive earthquake, tidal wave, lightning storm, or flood of monsters. This is all well and good, but the heroes are too close and must escape the fringe effects of this awesome disaster. A variant on this is the Natural Disaster. No gods are actually involved, but the Master Villain has been tampering with the delicate forces of nature. He may, for instance, have been powering his master spell with the energies of a volcano. When the heroes attack the scene of his spellcasting, the spell goes out of control and so does the volcano. The villain is consumed in the eruption and the heroes must escape or be consumed themselves.</p>

<b>General Setting</b>	<b>Cosmopolitan City</b> <p>Most of the story takes place in a large, sophisticated city; center the villain's plot and activities around that city. This setting is best suited to adventures involving more people than monsters; most of your villains should be human or demi-human.</p>
<b>Specific Setting I</b>	<b>Lost City</b> <p>This is the remnant of some lost civilization or expedition, still thriving in some forgotten corner of the world. Remnants of lost civilizations can even inhabit cavern systems beneath campaign cities, preying on the above-worlders for their goods, slaves, and sacrifices.</p>
<b>Specific Setting II</b>	<b>Ruins</b> <p>These can be the ruins of some ancient civilization, an abandoned temple or castle, incomprehensible blocks of stone arranged by ancient gods, etc. They can be magical or normal, inhabited by normal animals or by monsters, centers of magic or just tumbled-down buildings.</p>
<b>Master Villain</b>	<b>Conqueror</b> <p>This character is moving his army in to take over; that's what he lives for. He's been the enemy of your characters' nation's ruler, and has launched a full-scale invasion of your characters' favorite nation. The heroes have to beat their way through or elude his hordes of soldiers in order to get at him; better yet, they might lead their own nation's troops against his and outthink him in military fashion.</p>
<b>Minor Villain I</b>	<b>Lovable Rogue</b> <p>This character is like the Master Villain of the same name, except that he has no minions of his own and serves at someone else's bidding. However, he's very independent, not always working in his employer's best interests; he often makes fun of the Master Villain's pretensions and may suffer that villain's retaliation because of it.</p>
<b>Minor Villain II</b>	<b>Chief Assassin</b> <p>The Chief Assassin is the favorite killer of the Master Villain. The Assassin works mostly in the field, first killing witnesses who might prove harmful to his master, then zeroing in on the player-characters. He usually meets his end before the adventure's climax, but he may taken one of the heroes down with him.</p>
<b>Ally/Neutral</b>	<b>Hero Worshipper</b> <p>Some youth — an urchin, a brother or sister of one of the heroes, or a child run away from home — hooks up with the heroes, following them wherever they go, being admiring, talking to everyone (neutrals and villains included) about how wonderful and powerful the heroes are.</p>
<b>Monster Encounter</b>	<b>Powerful Tester</b> <p>Here, some powerful, intelligent monster with shapechanging ability turns into a human form. When the heroes encounter him, he is in need of help or having trouble. He also obviously can't</p>

	reward the heroes for their help, and will only serve to slow the heroes down from their quest. If the heroes help him anyway, the Powerful Tester reveals himself in his true form and offers to aid the heroes in their quest.
<b>Character Encounter</b>	<b>New Enemy</b> <p>In the course of his ordinary activities, one of the heroes can make a New Enemy. Hurrying along the street, he can bump into a disagreeable fighter for whom an apology isn't enough; in a tavern, he can make some innocuous remark that you deliberately have the irritable fellow misconstrue as an insult. The New Enemy will only exchange heated words with the hero at this point, but will appear again later in the adventure and will eventually have to fight the hero.</p>
<b>Deathtrap</b>	<b>Pit and the Pendulum</b> <p>Actually, we're applying this term to any of many time-delay deathtraps. In this sort of trap, the villains capture the heroes and place them in a trap which will soon kill them — it operates on a delay, often based on a timing device or a burning fuse.</p>
<b>Chase</b>	<b>Footrace</b> <p>The chase involves the characters on foot, probably through such terrain as city streets or the corridors of a palace. One hero may realize that he's being pursued by a party of enemies and choose to run for it; the heroes may have caught up to the Master Villain, prompting him to run for his life.</p>
<b>Omen/Prophecy</b>	<b>Innocent Fulfills Prophecy</b> <p>An innocent could fulfill a prophecy — one which endangers his/her life. This innocent might, for instance, be the one who is supposed to slay the king, but is not a mighty adventurer able to protect himself from the king; the heroes may find themselves sheltering and helping this poor dupe.</p>
<b>Secret Weakness</b>	<b>Love</b> <p>The Master Villain possesses the "weakness" of genuine affection or love — probably for some NPC, though it could be very intriguing if the object of his affections is a player-character. The heroes can then defeat the villain by holding his loved one hostage, or proving that his loved one will be seriously harmed, betrayed, or killed if the villain keeps up with his activity.</p>
<b>Special Condition</b>	<b>No Hurting the Villain</b> <p>For some reason, the heroes cannot afford to fight the villain directly. For instance, what if a demon possesses the body of the child of one of the characters, or a very important child spoken of in prophecy, one without whom the world will perish?</p>
<b>Moral Quandry</b>	<b>Respect Quandry</b> <p>This is much like the Ally Quandry, only at a greater distance. The heroes have been utilizing the aid of two (or more) powerful NPC allies. Now, in the course of the adventure, the heroes come across a task which can be accomplished in one of two ways — say, through military intervention or by esoteric magic. The problem is, the NPC</p>

allies are arguing for different choices, and the one whom the heroes choose against will no longer aid them.

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**Red Herring**

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**Lying Rumor**

This is the worst and most useful type of red herring — the interesting rumor which just happens to be false. In adventures of this sort, the best Lying Rumor concerns the Master Villain; it gives the heroes some "important" information about him which later turns out to be useless.

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**Cruel Trick**

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**Mission is a Ruse**

In the course of their adventuring, the heroes discover they have been tricked into performing a mission which helps the Master Villain.

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Based upon tables from the Dungeon Master's Design Kit by TSR, Inc.

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