

Adventure Generator

By S J Harris

The following is a random adventure generator is an adventure in a story format where capitalized and underlined words are replaced with words from the corresponding tables. For example TABLE A : OCCUPATION is replaced by Mercenaries. Once each space has been filled a simple adventure skeleton will be formed. Put a little meat on the bones so to speak changing or adding to the words. For example TABLE F : TERRAIN is replaced by Hills then replaced with the Hillocks of the White Horse. As always alter as needed.

In a time long ago, a band of mighty heroes challenged both men and gods. An unlikely band of TABLE A : OCCUPATION where spurred into action by TABLE B : HOOK. The heroes are TABLE C : MOTIVE to go on a quest to TABLE D : ACTION the TABLE E : GOAL. They must travel through TABLE F : TERRAIN to the TABLE G : PLACE. Along the way they must deal with TABLE H : HAZARD in a TABLE G : PLACE, TABLE I : MINOR VILLIAN in a TABLE G : PLACE, and TABLE K : MONSTER in a TABLE G : PLACE. In their travels they meet an TABLE K : ALLY. When they finally reach the destination they must deal with TABLE H : HAZARD, TABLE I : MINOR VILLIAN, and TABLE K : MONSTER. The ally they made arrives to help them. The heroes discover a TABLE L : TWIST which changes the situation. In a final scene of TABLE M : CLIMAX with the TABLE N : MAJOR VILLIAN they triumph and return the way they came and receive a TABLE O : REWARD. What became of the heroes is another tale yet to be told.

TABLE A : OCCUPATION

Roll 1d6

1. Mercenaries
2. Pirates
3. Thieves
4. Outlaws
5. Travelers
6. Prisoners

TABLE B : HOOK

Roll 1d6

1. An employer
2. An Event...
3. Personal Motives...
4. Rumor or Clue...
5. Strange event...
6. Chance encounter...

TABLE C : MOTIVE

Roll 1d6

1. Bribed
2. Hired
3. Blackmailed
4. Tricked
5. Threatened
6. Asked

TABLE D : ACTION

Roll 1d6

- 1-2. TABLE D1 : PERSON

3-4. TABLE D2 : GROUP

5-6. TABLE D3 : THING

TABLE D1 : ACTION : PERSON

Roll 1d6

1. Defeat
2. Slay
3. Capture
4. Kidnap
5. Rescue
6. Save

TABLE D2 : ACTION : GROUP

Roll 1d6

1. Expose
2. Break-up
3. Ally
4. Escort
5. Save
6. Defeat

TABLE D3 : ACTION : THING

Roll 1d6

1. Recover
2. Find
3. Destroy
4. Steal
5. Manipulate
6. Hide

TABLE E : GOAL

1-2. TABLE E1 : PERSON

3-4. TABLE E2 : GROUP

5-6. TABLE E3 : THING

TABLE E1 : GOAL : PERSON

Roll 1d6

1. Magic user
2. Prince/Princes
3. Warrior
4. Scholar
5. Thief
6. A Body

TABLE E2 : GOAL : GROUP

Roll 1d6

1. A Cult
2. Merchant House
3. Band of ...
4. Magic Users
5. Assassins
6. Thieves

TABLE E3 : GOAL : THING

Roll 1d6

1. Artifact
2. Weapon

3. Armor
4. Idol
5. Treasure
6. Book/Scroll

TABLE F: TERRAIN

Roll 1d6

1-2 TABLE F1: TERRAIN

3-4 TABLE F2: TERRAIN

3-4 TABLE F3: TERRAIN

TABLE F1: TERRAIN

Roll 1d6

1. Hills
2. Forest
3. Grassland
4. Badlands
5. Lake
6. Moor

TABLE F2: TERRAIN

Roll 1d6

1. Mountain
2. Jungle/Rainforest
3. Moor
4. Desert
5. Sea
6. Swamp

TABLE F3: TERRAIN

1. Fields
2. Scrub
3. Tundra
4. Volcanic landscape
5. Coastal
6. River Delta

TABLE G : PLACE

Roll 1d6

1. TABLE G1 : PLACE
2. TABLE G2 : PLACE
3. TABLE G3 : PLACE
4. TABLE G4 : PLACE
5. TABLE G5 : PLACE
6. TABLE G6 : PLACE

PLACE G1 : PLACE

Roll 1d6

1. Arena
2. Docks/Ship
3. Sewer
4. Prison
5. Academy
6. Village/town/city

PLACE G2 : PLACE

Roll 1d6

1. Graveyard/Necropolis
2. Lodge
3. Watchtower/Tower
4. Lighthouse
5. Pyramid/Ziggurat
6. Caravanserai

PLACE G3 : PLACE

Roll 1d6

1. Tomb/Monument
2. Temple/Shrine
3. Ruins
4. Fortress
5. Trading post/Outpost
6. Palace

PLACE G4 : PLACE

Roll 1d6

1. Oasis
2. Cave/Mines
3. Cliffs
4. Canyon/Rift
5. Volcano
6. Glacier

PLACE G5 : PLACE

Roll 1d6

1. Island
2. Fjord/Cove
3. Waterfall
4. Jetty/Spit
5. Coral Reef
6. Kelp Bed

PLACE G6 : PLACE

Roll 1d6

1. Peak/Mesa
2. Pass
3. Tar pit
4. Hot spring
5. Battlefield (abandoned)
6. Megalith Circle

TABLE H : HAZARD

Roll 1d6

- 1-2. TABLE H1 : Natural
- 3-4. TABLE H2 : Supernatural
- 5-6. TABLE H3 : Trap

TABLE H1 : NATURAL

Roll 1d6

1. Quick-sand
2. Water hazard
3. Weather
4. Obstacle

5. Landslide/earthquake/Avalanche
6. Plant/Animal

TABLE H2 : SUPERNATURAL

Roll 1d6

1. Ghosts
2. Magical
3. Curses
4. No magic zone
5. Elemental
6. Other ...

TABLE H3 : TRAP

Roll 1d6

1. Water room
2. Ceiling and floor
3. Gas/Acid/Poison
4. Pits/shoots
5. Weapons
6. Magical

TABLE I : MINOR VILLIAN

Any Low-Medium level NPCs.

TABLE J : MONSTER

Any monsters.

TABLE K : ALLY

Roll 1d6

- 1-2 TABLE J1 : ALLY
- 3-4 TABLE J2 : ALLY
- 5-6 TABLE J3 : ALLY

TABLE K1 : ALLY

Roll 1d6

1. Barbarian
2. Magic-user: Druid, Priest, Wizard
3. Mercenary
4. Nobleman
5. Scholar
6. Thief/Bandit/Outlaw

TABLE K2 : ALLY

Roll 1d6

1. Warrior
2. Peasant
3. Brute
4. Sailor
5. Hunter/Gather
6. Assassin/Thug

TABLE K3 : ALLY

1. Hedge-Mage: Witch, Witch doctor, Charlatan
2. Minstrel
3. Sage
4. Oracle

5. Animal
6. Monster

TABLE L : TWIST

Roll 1d6

1. The villain is not the true villain
2. The villain is related to the hero
3. The goal is a monster
4. The goal is the villain
5. The goal is a fake.
6. The monster is good.

TABLE M : CLIMAX

Roll 1d6

1. Magical Battle
2. Aerial fight
3. Aquatic fight
4. Sword fight
5. Food Fight
6. Moving Battle

TABLE N : MAJOR VILLIAN

Roll 1d6

- 1-3 TABLE N1
- 4-6 TABLE N2

TABLE N1 : MAJOR VILLIAN

1. Old Enemy
2. Warlord
3. Magic user
4. Nobleman
5. Thief
6. Monster

TABLE N2 : MAJOR VILLIAN

1. Pirate
2. Assassin
3. Barbarian
4. Merchant
5. Gladiator
6. Slaver

TABLE O : REWARD

Roll 1d6

1. Treasure/Wealth
2. Magical items
3. Titles
4. Boon
5. Their lives
6. Thanks

BONUS! Lucky You an Adventure!

Sojourn to the Forbidden Warlord-Queen's Necropolis

By S J Harris

(A B-sword Adventure)

In a time long ago, a band of mighty heroes challenged both men and gods. An unlikely band of Pirates of the Red Sail Brotherhood who were spurred into action by chance encounter with a mystic named Thort the Seer. He claims to need a certain mystical item to secure the pirate hold from the navy of Tyrros. The heroes are bribed with 100 silver and a gold calling horn covered with jewels to go on a quest to steal Yartraz a suite of Demonic Armor. If they return with the armor they will be reward with 400 silver. They must travel through the Forest of Thorns and Talons on the coast of Belssa province to the Necropolis of Yadar-Janni. The shrine of the Seven Sentinels holds a clue to the Tower of Hofharth the mad from who's tower can be see the Necropolis. Along the way they must deal with quicksand at the Shrine of the Seven Sentinels, a band of hunters from the Wicker Tribes at the village of Neff, and group of Black Apes in the Ruined tower of Hofharth the Mad. They meet an Druid Yardi chained to a stone. When they finally reach the destination they must deal with ghosts of the restless dead, a swarm of giant wasps lairing in the tombs and a band of rival thieves called the Cadre of Capers. The Druid Yardi they made arrives to help them. The heroes discover that the armor is the real villain which changes the situation. In a final scene in magical battle with the Warlord-Queen Qar-Nok they triumph and return the way they came and are rewarded with their lives. What became of the heroes is yet another tale to be told.

Scadabar Island

The your long travels led you to the Red Sails Pirate Hold on Scadabar Island. A pirate haven in the Southern Seas. Rumors of increasing patrols of the Navy of Tyrros may be a portent of a raid on the island. You find yourself in the 'Galley of Grog' tavern. A fight erupts outside in the middle of the battle is a litter an man is on the roof obviously trapped. He looks at you and yells "Lend me a hand to get away from these fools and you be rewarded." The man is Thort the Seer an exile. If saved he rewards them with 10 silver each. He asks to be escorted to his yacht. Once there he tells them that he has seen that the Navy of Tyrros will destroy the Pirate Hold within two weeks. He said he had a vision that the secret to the Navy's destruction is in a artifact called the Yartraz the Commanding armor. He tells them it was last held by Warlord-Queen Qar-Nok who is reputed buried in the Forbidden Necropolis of Yadar-Janni. He offers them treasure to find it and return it to him so he might lead the pirates into victory. I will transport them on his yacht to the coast of Belsa province. He say that Shrine of Seven Sentinels will lead them to the Necropolis.

Thort the Seer, High Level : BRAWN 1/Fighting 1; PERSONALITY 3, Bluff 1, Persuade 2, PERCEPTION 3/Dipolmacy 1; KNOWLEDGE 3/ Languages 1, Legend & Lore 2, Literacy 1, Magic 2; BLOOD 25

Weapons: Dagger 3 dmg. Sword 6 dmg.

Wealth: 106 bronze, 102 silver and 52 gold.

Pirate, Low Level: BRAWN 2/Fighting 1; PERSONALITY 1, PERCEPTION 1/ Thievery 2; KNOWLEDGE 1/ Area Know 1; BLOOD 14

Equipment: sword and sap (1 damage and the character must make a BRAWN/Endurance check to avoid being knocked out for 1d6 rounds + a number of rounds equal to their margin of failure.)

Forest of Thorns and Talons

The Thort the Seer's yacht archers in the mouth of the his forest is filled with thorn trees and thorn bushes. It is reputed to harbor several flocks of Terror Birds. The Slaydoor River slithers into the forest.

Monster: (3)

Terror Bird

BRAWN: 3 (Fighting 2)

BLOOD: 18

Attacks: Claws (5 Damage), Bite (8 Damage)

Thick Plumage: AV 2

These large flightless birds have sharp beaks and talons. They are fast and aggressive predators that hunt in groups of 1-6. They have a wide variety of vocal calls.

Shrine of Seven Sentinels

This circle of inwardly thorn vine covered facing statues are pierced on a hill rising above the forest canopy. The withered statues are of ancient warriors. The center of the circle is sand and weeds. In the center on a stone pedestal. It has runes telling the tale of the Warlord-Queen Qar-Nok. This provides directions to the Tower of Hofharth a powerful sorcerer who worked for the Warrior queen. The characters are able to find it based on landmarks.

Hazard

Quicksand - KNOW. /Survival check to avoid falling in to the quicksand that surrounds the pedestal. BRAWN/Climbing check to climb out of it. The character sink 1d3 feet per round. BRAWN/Endurance check to hold breath if submerged. The characters can hold their breath 1 round + a number of rounds equal to their margin of success. Other characters must roll a BRAWN/Endurance check to pull or use vines to extract the submerged character. If they fail the character sinks 1d3 feet down.

Neff Village

The Neff Village is a tree village built in the bows of trees with connecting catwalks, ladders and ropes. A group of hunters travel about the surrounding country side and approach the heroes. They all where wicker masks to hide their faces. They speak a strange dialect. If the heroes are friendly they invite them to the village. The heroes meet the chief. The chief exchanges gifts with the heroes. If the heroes give a gift to the chief he is helpful. If not the heroes have offended the tribe and are driven out of the village.

The chief Khor tells them that another group of outsiders traveled this way two days ago. The chief tells the heroes that Hofharth the Mad knows the location of the Necropolis. Khor tells them his tower is North West two days walk.

NPC

Khor Chief of the wicker tribe, Medium Level: BRAWN 3/Fighting 2, Shooting 1; PERSONALITY 2, PERCEPTION 2; KNOWLEDGE 2/ Area Know 1, Survival 2, Tracking 1; BLOOD 19 Equipment:

Leather armor AV 2. Scimitar (6 damage) and bow

Wealth: 23 bronze, 3 silver.

Native Hunter, Low Level: BRAWN 2/Fighting1, Shooting 1; PERSONALITY 1, PERCEPTION 1; KNOWLEDGE 1/ Area Know 1, Tracking 1; BLOOD 11

Equipment: spear 5 dmg and bow and arrow 7 dmg

Ruined Tower of Hofharth the Mad

This crumbling tower stabs into the sky. Horrible stone faces cover its surface near the apex. The long dead wizard's trained Black Apes still dwell nearby and defend the tower as their territory. Seated on a throne is the Skelton of Hofharth the Mad in its hands it still clutches its magical scrolls.

Clue

Scroll showing the location of the Tomb of Warlord-Queen Qar-Nok.

Treasure

Sword of Thorakk

This sword is inscribed with mystical runes and symbols. It allow the wielder to do damage to a insubstantial creature. Normal hits to an insubstantial creature would pass right through them.

Wealth

30 Gold

Spell scrolls

Control Monster: Intensity 4. Duration: 4 rounds.

This allows you to control a monster for the duration.

White Brands: Intensity 5. Damage 10

This allows you to brand a ghost or spirit which harms them.

Dismiss Otherworldly Entity: Intensity 5. Duration: See Below

This spell allows you to dismiss an Otherworldly Entity. It returns from where it came.

Monster

Black Ape

BRAWN: 2 (fighting 1)

BLOOD: 8

Attack: Bite (3 damage), Strike (4 damage)

Thick pelt : AV1

These apes dwell in Forests and Jungles. They are carnivorous and have a nasty attitude.

Chain Rock

Several carrion birds circle in the air above. Beneath them is a nude old man is chained to a large stone. The reddish stone appears to have the tint of blood on it. The man is gagged. The Druid Yardi was chained by the Cadre of Capers. He was leading them through the forest until he learned of their plan to awaken the evil Warlord-queen from her death sleep. When he refused the Cadre robbed him and left him to die. He said their lead was Joopur the Brazen. If freed he joins their band and asks them to help him capture his enemies. If the characters don't agree to help him he travels on his own to defeat them.

NPC

Druid Yardi, Medium Level: BRAWN 2/Fighting 1; PERSONALITY 2, Intimidate 1, PERCEPTION 2; KNOWLEDGE 3/ Legend & Lore 2, Magic 3; BLOOD 16

Equipment: Leather pants AV1, dagger 3, Scythe 5 dmg, druidic products and magic tools. Holly water - 5 dmg to otherworld entities.

Notes: Spells

Holly Hand Grenade: Intensity 2. Damage 4.

This spell creates magical holly which can be thrown at a foe. The holly explodes in a 4 foot radius centered on the target.

Briars: Intensity 2. Damage 4.

This spell creates a thicket of briars around the target that do damage.

Tree Form: Intensity 3. Damage 5.

This spell allows the caster to either assume the form of a tree for the duration. Foes must roll vs. their KNOWLEDGE to discover that it is not a real tree. If offensively used it allows the caster to turn a person or animal into a tree for the duration.

Necropolis of Yadar-Janni

Amid the forest is a barren area with several burial mounds and strange multi tiered grave markers.

A Gathering of Ghosts

Monster

Ghost Commoner, Low Level: BRAWN 2, Fighting 1; PERSONALITY 1, PERCEPTION 1; KNOWLEDGE 2/ Area Know 1, Profession 2; BLOOD 11

Ghost Touch (Roll versus Brawn a failed results in 1d6 years aged and 10 damage.)
Equipment: AV : Insubstantial - Can only be hit by magic weapon or spells
Ghost Reaction Table
Roll 1d6. 1-2 Helpful. 2-4 Hostile. 4-6 Indifferent.

Ghost Commoner, Medium Level: BRAWN 3/Fighting 2; PERSONALITY 2, PERCEPTION 2/
Intimidate 1; KNOWLEDGE 3/ Area Know 2, Profession 2; BLOOD 16
Ghost Touch (Roll versus Brawn a failed results in 1d6 years aged and 10 damage.)
Equipment: AV : Insubstantial - Can only be hit by magic weapon or spells
Ghost Reaction Table
Roll 1d6. 1-2 Helpful. 2-4 Hostile. 4-6 Indifferent.

The big sting

Monster

Wasp, Giant

BRAWN: 2 (fighting 1)

BLOOD: 5

Attack: Stinger (4 damage and roll versus Brawn a failed results in 5 secondary venom damage), Bite (1 damage)

Exoskeleton: AV 2

Capers and Culprits

NPC's

Cadre of Capers

Joopur the Brazen, High Level: BRAWN 2/Fighting 1, Shooting 1; PERSONALITY 1, PERCEPTION 1/Stealth 2, Streetwise 1, Thievery 2, ; KNOWLEDGE 1, Legend & Lore 1, Healing 1; BLOOD 25

Equipment: thieves tools, map to the tomb

Weapons: Dagger 3 dmg. Sword 6 dmg. Sling 3 dmg

Wealth: 100 bronze, 101 silver and 51 gold.

Thief, Low Level: BRAWN 3/Fighting 2, Shooting 1; PERSONALITY 3, PERCEPTION 3/Thievery 3;
KNOWLEDGE 3; BLOOD 16

Equipment: dagger, sword, and thieves tools

Big Boss

Yartraz a suite of Demonic Armor

BRAWN: 3 (Fighting 2, Shooting2)

BLOOD: 30

Attacks: Slam (7 Damage), Fire breath (8 Damage)

Demonic Armor: All hit locations have a 5 AV.

This suite of red metallic armor has a demon bound to it. It acts independently of its wearer. It is immune to all fire damage.

Warlord-Queen Qar-Nok, Skeletal Warrior:

BRAWN: 3 (Fighting 3)

BLOOD: 25

Attacks: Sword (7 Damage and roll versus Brawn a failed results in 5 secondary Eldritch Damage)

Demonic Armor: All hit locations have a 5 AV.

Treasure

200 bronze, 459 silver, 200 gold. Relics worth 500