

EXTRA ADVENTURE GENERATION TABLES



Pages 73-581 of the DMG include a variety of tables for helping to generate a story, either on the fly or the for those seeking inspiration on a pre-meditated adventure.

USING THIS IN TANDEM WITH OR IN LIEUE OF THE ORIGINAL

Rather than offer a complete reproduction of the existing tables, this work endeavours to provide alternatives. If you'd like to incorporate the possibility of content from the original on pages 73 through 75 of the 5th Edition Dungeon Master's Guide, simply roll 1d4 before using a given chart: on an even roll, refer to the DMG's chart. If odd, refer to the this.

DUNGEON GOALS

d20 Result

- 1 Prevent the inhabitants of the dungeon from freeing an ancient evil imprisoned there.
- 2 Rescue the dungeon's friendly inhabitants from invasive species or organized invasion\present occupation.
- 3 Close a portal to another plane emitting dangerous creatures and magical phenomenon.
- 5-6 Win the favour of a local noble.
- 7 Pick up a dead-drop from an aloof informant.
- 8 Steal the source of power operating the traps or/AND constructs for the use of a local settlement.
- 9 Extra rare arcane\alchemical laboratory equipment.
- 10 Liberate slaves held within.
- 11 Lift the curse on this place.
- 12 Find a cure for a mysterious ailment plaguing the party.
- 13 Help an NPC of a hostile faction defect without getting killed by their former comrades.
- 14 Trigger a collapse of the dungeon and escape in time.
- 15 Reach the entrance to a subterranean civilization.
- 16 Deliver an offering to the altar within past the guardians and defense mechanisms of the dungeon to prevent an impending calamity.
- 17 Return a specific item to its rightful resting place.
- 18 Save a merchant's livelihood, through the retrieval of goods or securing a source from within the dungeon.
- 19 Liberate the prisoners of the dungeon--although the adventurers should give care, for not all imprisoned by unjust regimes or maniacal wizards are themselves guilt free or without danger.
- 20 Lower a magical barrier preventing passage to elsewhere, be it barring the party's path, hemming them in, or destricting a specific route of commerce.

WILDERNESS GOALS

d20 Result

- 1 Stem a source of corruption changing the environment for the worse. Alternatively, taint a source of good for the region that it might slowly turn evil.
- 2 Scout a hostile camp.
- 3 Deliver payroll to the denizens of a remote fortress.
- 5-6 Collect on the bounty of a wanted outlaw: dead or alive.
- 7 Find and close a dangerous portal spewing monsters into the wilderness.
- 8 Laise with a commune of shapeshifters the locals accuse of slaying livestock.
- 9 Herd livestock safely to sale over a treacherous route.
- 10 Make contact with a reclusive community, fey or otherwise, living in the wilderness.
- 11 Deliver a message to a circle of druids.
- 12 Gather specific samples of a rare species for further study.
- 13 Ambush a hostile column.
- 14 Start a fire to distract a foe, escaping both the spreading flames and the ensuing attack of diverted enemies.
- 15 Destroy a dam to flood the area, denying hostile creatures passage.
- 16 Reactivate a magical device which once sheilded the land from an environmental hazard (toxic fumes, wildfires, flood, unseen taint, falling fiery rocks, etc).
- 17 Plant a rare seed in only the exact right spot where it will grow.
- 18 Provide protection for a crew of labourers extracting raw resources.
- 19 Retrieve some of the contents of a heavenly body fallen to earth, meteorite metal or similar.
- 20 Lower a magical barrier preventing passage to elsewhere, be it barring the party's path, hemming them in, or destricting a specific route of commerce.

OTHER GOALS

d12 Result

- 1 Exorcise a vile spirit from a haunted place.
- 2 Combat an undead outbreak in a crowded city district.
- 3 Plumb the depths of a lake for mysterious treasure\sources of unrest.
- 4 Trigger a landslide or re-route a river to destroy a path of travel ahead of an enemy or to deny them commerce.
- 5 Procure the bizarre items on a Wizard's shopping list in a busy city.
- 6 Capture or kill the crime boss of a region-spanning enterprise.
- 7 Compete in a variety of martial\magical contests of strength and will to gain glory and recognition (archery contests, singing contests, sword fights, jousting, etc).
- 8 Rig an election in favour of a corrupt politician\ensure an election is not rigged.
- 9 Discover a saboteur who has been causing accidents across the city before an enemy army arrives and they throw open the gates, literally or/And metaphorically, for the invaders.
- 10 Help a rightful heir reclaim their birthright, be it a farmstead, keep, or palace.
- 11 Deliver an important package to an NPC who has recently disappeared.
- 12 Destroy a foul construction that attracts evil creatures to it.

ADVENTURE VILLAINS

1d10 Result

- 1 Leader possessed by a fiend, trying to rule without being detected
- 2 God/dess of greed whose demands for tribute break the backs of the common people whilst enriching a chosen few.
- 3 Conqueror just trying to set up a vast trade network who, upon seeing the martial prowess of the heroes, offers them a place in their new order.
- 4 Monarch willing to commit atrocities to save their heir.
- 5 Cabal seeking to usurp the rightful rulers of the land and exploit its people.
- 6 Conspiracy of wizards operating under the guise of a cult.
- 7 Mercenary captain turned Robber-Baron to pay their men with no need of masters.
- 8 Humanoid psionicist who can see deep into the minds of those they encounter.
- 9 Humanoid reformer who radicalizes an organized religion into an increasingly dangerous entity
- 10 True Neutral agent of order attempting to stop the players to restore the status quo

ADVENTURE ALLIES

1d6 Result

- 1 Landless Noble
- 2 Back-Alley Bruiser
- 3 Aged Seaman
- 4 Venerable Monk
- 5 Shapeshifter posing as a popular hero (bonus points if impersonating Drizzt)
- 6 Villain's old friend\lieutenant\confidant who has realized the error of their ways... or have they?

ADVENTURE PATRONS

1d10 Result

- 1 Adventurer who grew rich and old but left this job undone
- 2 Cultist
- 3 Devil operating under obscure legalistic compunction
- 4 Government Official
- 5 Disgraced Warrior
- 6 Powerful Wizard
- 7 Criminal Syndicate Head
- 8 Well-meaning rebel
- 9 Rising Politician (hoping to take the credit)
- 10 Pitiless judge

ADVENTURE INTRODUCTION

1d6 Intro

- 1 Traveling through a doorway/passing through an archway/copse of trees leads to somewhere it logically, physically, and geometrically should not with no readily apparent arcane reason; it's the adventure location
- 2 An NPC rivaling the characters is headed there, rumoured to have a juicy score lined up
- 3 The party is aboard a vehicle traveling to their destination when a crash plunges them into the adventure location.
- 4 A monster has begun terrorizing the land, research reveals the solution lays within the adventure location.
- 5 The party has all been invited to a party at a mysterious manner. There, their patron reveals themselves, and pitches them on the adventure (location likely nearby or travel easily arranged by patron).
- 6 The adventurers are approached by a stranger hawking a "treasure map," acting somewhat shady; will sell it for fairly cheap, it leads to the adventure location.

ADVENTURE CLIMAX

1d4 Result

- 1 The villain triggers a sleeper agent, either an NPC ally or party member, at the moment of confrontation
- 2 The villain has intentionally arranged themselves in a crowd of innocents, who the party ideally attempt to avoid hitting whilst confronting the villain
- 3 The threat of mutual destruction by a greater, less sentient threat forces the party to make common cause with the villain or die
- 4 The villain reveals that this confrontation was part of their plans all along, and that their previous actions in the adventure has only strengthened them thusfar; the patron was either in cahoots or being manipulated by the villain.