

# Espionage Mission Generator

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This generator will work in any setting / genre in which an espionage mission is called for. It's results are vague enough that you can easily supply your own details to fit your world, but specific enough that you don't have to come up with everything yourself. The below "mad-libs" style sentence will help you understand your random results. Whenever you see a **[bold]** word in the sentence, it refers to the random table of the same name. All you have to do is roll on that table and insert the result into the sentence at that point!

*The mission is to **[Mission]** via **[Method]** in **[Locale]**. Resistance will come from **[Enemy]**, but an ally can be found in **[Ally]**. Potential Intelligence can be uncovered via **[Intelligence Source]**, revealing **[Intelligence]**. Completion of this mission will result in the gain of **[Reward]**. Possible Twists and Turns include: **[Twists and Turns]**.*

## Mission (d2 then d12)

Roll a d2. One a 1, the mission is Offensive, on a 2 it is Defensive. e.g. if "Rescue Target" is rolled Offensively, the PCs want the target to be rescued, but if it is rolled Defensively, the PCs must prevent a target from being rescued.

### Roll Result

1	Turn Enemies
2	Implicate Enemies
3	Plant Intelligence
4	Gather Intelligence
5	Silence Witnesses
6	Steal/Destroy Supplies
7	Kidnap or Kill Target
8	Rescue Target
9	Uncover Traitors
10	Cause Chaos
11	Deliver Intelligence
12	Reconnaissance

## Method (d100)

### Roll Result

1-35	Infiltration
36-60	Socializing
61-85	Investigation
86-95	Escorting a Target
96-100	a Direct Assault

## Locale (d100)

### Roll Result

1-35	a City
36-60	a Town
61-80	the Civilized Countryside
81-85	the Wilderness
86-90	a Fort
91-95	an Estate
96-100	a Ship

## Enemy (d100)

### Roll Result

1-35	Regular Military
36-60	Mercenaries
61-80	Civic Leader
81-85	Loyalist Civilians
86-90	Deserters
91-95	Rebel Military
96-100	Counter-Spies

## Ally (d100)

### Roll Result

1-60	<b>[Roll on Civilian Table (pg 2)]</b>
61-70	Regular Soldier
71-80	Rebel Soldier
81-90	Criminal
91-100	Mercenary

## Intelligence Source (d100)

### Roll Result

1-25	Interrogation
26-45	Reconnaissance
46-60	a Journal Entry
61-75	a Refugee
76-85	a Personal Letter
86-95	Sealed Orders
96-100	a Traitor

## Intelligence (d100)

### Roll Result

1-25	Troop Details
26-45	Enemy Orders
46-60	Supply Details
61-75	Damning Documents
76-85	Grand Strategy
86-95	a Cypher
96-100	Spy Network Info

## Reward (d100)

### Roll Result

1-15	a Cache of Supplies
16-30	Rebellion Influence
31-45	Enchantments
46-60	a Magical Item
61-75	Recruits
76-90	Officer Information
91-95	a Unique Item
96-100	NPC Rumors

## Twists and Turns (d100)

### Roll Result

1-3	Ambush
4-6	Another Enemy, hostile to all, appears
7-9	Assemble and/or train a force to help
10-12	Bad intelligence
13-15	Commander KIA
16-18	Conflicting orders from two superiors
19-21	Cowardice
22-24	Enemy's cause is sympathetic
25-27	False Flag Operation
28-30	Family in danger
31-33	Greed
33-36	Local militia helps or hinders
37-39	Midway through, PCs are replaced
40-42	Mistaken Identity
43-45	No collateral damage allowed
46-48	Personal Rivalry
49-51	Red Herring
52-54	Reinforcements
55-57	Revenge
58-60	Sickness
63-66	Stranded
67-69	Supplies sabotaged
70-72	Terrible weather
73-75	The enemy can't be beaten directly
76-78	The goal has moved
79-81	Must be done without alerting anyone
82-84	PCs and ally have conflicting orders
85-87	Traitor
88-90	Traps
91-93	Two bad things, only one can be stopped
94-96	Unwanted Ally
97-99	Urgent new mission arises

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## Civilian (d100)

Roll	Result	Roll	Result	Roll	Result
1	Accountant	35	Falconer	69	Moneylender
2	Acrobat	36	Farmer	70	Musician
3	Actor	37	Farmhand	71	Naturalist
4	Animal Trainer	38	Fence	72	Painter
5	Apothecary	39	Fisherman	73	Perfumemaker
6	Arbiter	40	Forester	74	Preacher
7	Armorer	41	Fortuneteller	75	Prostitute
8	Artist	42	Fugitive	76	Quack Doctor
9	Baker	43	Gardener	77	Sailor
10	Barber	44	Glassblower	78	Scholar
11	Beekeeper	45	Gravedigger	79	Scientist
12	Begger	46	Guardsmen	80	Scribe
13	Blacksmith	47	Healer	81	Servant
14	Brewer	48	Herbalist	82	Shepherd
15	Butcher	49	Herder	83	Ship Captain
16	Candlemaker	50	Horsebreeder	84	Shipwright
17	Carpenter	51	Houndsman	85	Shopkeeper
18	Cartographer	52	Hunter	86	Smuggler
19	Charcoalmaker	53	Jailor	87	Soldier
20	Cheesemaker	54	Jeweler	88	Squire
21	Chimney Sweep	55	Laborer	89	Stableman
22	City Official	56	Lawyer	90	Tattooist
23	Clergyman	57	Leatherworker	91	Tavern Wench
24	Cook	58	Librarian	92	Tavernkeeper
25	Courtesan	59	Locksmith	93	Tax Collector
26	Crier	60	Maid	94	Taxidermist
27	Dancer	61	Mason	95	Teacher
28	Diplomat	62	Mercenary	96	Torturer
29	Dockmaster	63	Merchant	97	Treasure Hunter
30	Dockworker	64	Midwife	98	Verminecatcher
31	Doctor	65	Military Officer	99	Weaponsmith
32	Driver	66	Military Scout	100	Woodsmen
33	Duelist	67	Miner		
34	Executioner	68	Missionary		