FAST ADVENTURES GENERATOR

Create casual adventure and let imagination do the rest!

1. Roll 1d4 to determine the scenery and rooms/steps/other;
2. Roll 1d4 to determine the scene and 1d4 to Scenery Effects;
3. Roll on Evil NPC to determine a possible villain of the plot;
3. Roll on Encounters Table to animate the scenery;
4. Roll 2d6 to generate a dungeon from upper sheet's frame (if needed; 1° d6: map + possible trap's symbol; 2° d6: length x 3 times PC's movement) and a d6 from lower for treasures.

1. FOREST (journey: roll 1d6 if short; 2d6 medium; 3d8 long)

1. The Lach Pal forest has always been a source of inspiration for the tales of the minstrels, who weave incredible praises on those who once lived there...

2. The forest of Galor hides an ancient secret in the dense and luxuriant vegetation, but it is difficult to make your way through the bush...

3. The forest of Tuk-Nagor is an insidious and dark place, from which the madmen who enter it never return...

4. The forest of Malor is the death sentence of those who are exiled there: anyone wishes to perish by poisonous miasmas, and not by the hand of the obscenities that inhabit it...

2. CAVERN (rooms: roll 1d6 if short; 2d6 medium; 3d6 long)

1. A mine: in its depths could be found riches waiting to be brought to light...

2. It is rumored that the cave is haunted: the wages are good, but those who ventured earlier have returned to die in pain...

3. The underground streets of Yal Balug were once an important link between the cities of Nessa and Calach: after the collapses only who dares to cross the darkness goes it...

4. A descend into the bowels of the earth: words of death are engraved on the entrance. There is no hope of return...

3. VILLAGE (houses: roll 2d4 if small; 3d6 medium; 4d8 big)

1. The village of Caran Ach rises between the slopes of the Svaltjor mountains: its strategic position is a cause for exhausting struggles between many parts...

2. The village of Foldev has long been abandoned, but disturbing presences roam around it when night falls...

3. There is no news of the village of Garvad: the terrible plague of which it was said about could have reached it...

4. The village of Snod does not appear on the maps. A feeling of unease pervades those who run into his disturbing vision...

4. CASTLE (rooms: roll 4d4 if small; 4d8 medium; 8d6 big)

1. Lord Donovald's manor has been attacked: aid of all kinds is urgently needed.

2. A terrible death has thrown Fort Stonegrave into darkness: Lord Vvulf claims the executioner's head.

3. Farlor's manor is cloaked in a darkness that the sun cannot penetrate. Unholy forces branch out from within to plague the surrounding lands...

4. Stor's castle has been in ruins since time immemorial: Evil has chosen it as its home, and it grows there without restraint...

EVIL NPC TABLE

Roll: 1d4 if scene RES is 1; 1d6 if 2; 1d8 if 3; 1d10 if 4.

RES	EVIL NPC
1	The Butcher: ruthless, rude and violent *Will not kill maidens; High HP/damage*
2	The Hag: impulsive and choleric *Uses dark magic to destroy life; misogynist*
3	The Deer: a poweful noble now fell in ruin *Sly, know how to take advantage from terrain*
4	The Temptress: rancorous and mendacious *Noble who gathers troops of fallen knights*
5	The Pig: lurid lustful, brute and vulgar *Well armed troops; Very high HP*
6	The Bolt: ferocious fighter with no pity *Expert executioner; High AC*
7	Snod's Dog: only appears to bring ruin *Cloaked in mystery; nobody knows his face*
8	The Viper: lewd and cruel, has no restraint *Knows everything about poison*
9	Malor's Nail : born to generate chaos *Army of children; discord as weapon*
10	Stor's Scourge: brings death where arrives *No one can kill him; He's the Evil itself*

ENCOUNTERS TABLE

Roll: Village 1d4; Cavern 1d6+2; Forest 1d6+6; Castle 3d4+4. Roll 1d6+16 for friendly encounters.

RES	ENCOUNTERS/*KEYWORDS*
1	Group of goblin without control *Trees, well, cavern, river, pillages*
2	Group of soldier/brigands at service of... *Trees, cavern, pillages, extorsions*
3	Some ghouls dissacrate dead's graves *Cemetery, mound, night, trail of blood*
4	A nefarious spirit claims vengeance *Cemetery, mound, macabre, disappearances*
5	Haunting cultists officiate a black mass *Profane, occult, macabre, sacrifices*
6	A hag kidnaps children and eat them *Silence, darkness, fear, atrocious, infamous*
7	A fallen knight: will stop only if killed *Dishonor, redoutable, ruin, exile, damned*
8	RES 4 + RES 6
9	A Troll wreaks havoc encountered creatures *Savage, feral, monstrous, brutal*
10	RES 1 + RES 9
11	Sacred spirits corrupted by Evil, now mad *Sacred, ancient, tradition, sin*
12	RES 3 + RES 11
13	Bloodthirsty mercenaries *Dishonor, violence, death, pillages*
14	RES 2 + RES 13
15	Aberrant creature: it cannot be conceived *Aberration, obscene, death, madness*
16	RES 5 + RES 15
17	A holy fighter in search of his lost faith
18	A merchant in search of a precious thing
19	1d4+2 fighters companions (low-mid level)
20	A gentle maiden who makes a gift to the PCs
21	Someone once PCs saved from bad situation
22	The spirit of a beloved one PC (few moments)

RES	SCENERY EFFECTS - PLACE	RES	SCENERY EFFECTS – ATMOSPHERE (outdoor/indoor)
1	Quiet: *advantages/bonus to long time PCs' actions*	1	Sunny/Quiet: *a PC can reroll a single die or +4 extra HP/day*
2	Normal: *nothing particular influences PCs' actions*	2	Clear sky/Normal: *nothing particular happens*
3	Obscure: *disadvantages/malus/afflictions to PCs' actions*	3	Rainy/Dark: *each PC develops a terrible fear of...*
4	Overwhelming: *rush against time or terrible end + RES 3*	4	Stormy/Oppressive: *2 x damage received + RES 3*

1. Sword→Weapons; 2. Shield→Armors; 3. Potions; 4. Spells; 5. Gems and gold; 6. Magic item