

Random Event Generator

To use this event generator, roll a d6 and a d20 and consult the table on the next page. This will give you one of the 120 possible events. Then, repeat this process so you generate a second event (you may wish to re-roll if you get the same d6 value on the second roll).

The intersection of these two events should allow for a compelling narrative to be created. In fact, the same combination of events can easily be used to generate multiple such narratives.

For example, if we roll 1, 7, that gives us **Environmental Challenges – Drought**.

Rolling again, we get 6, 12, which gives us **Mission Offered – Find Missing Person**.

So you tell the players something like this:

A terrible drought has befallen the land. It's been weeks since the last rainfall and not a cloud in the sky. Mayor Mainott is at his wit's end. However, he believes that the legendary shaman, Misty Waters, may hold the key to solving this crisis. The only issue is that Misty went missing several months ago and no one knows where she went.

Conversely, the very same roll could lead to a story like this:

As you relax at the local tavern, a hooded figure pulls up a chair to your table. The table falls silent as he speaks in a hushed tone. "My name is Aeon Mageblood. I need the help of brave adventurers such as yourselves. My daughter, just 8 years old, has gone missing. I fear that she has ventured into the Desert of Zin alone. Her supplies of water couldn't amount to much more than a few flasks. I fear that she heard the legends of the Desert Unicorn and went to seek it out on her own, against my wishes. Please, will you help me? I can reward you handsomely."

And of course you can probably think of several more as well.

What would you do with **You Witness Mischief – Animal Blood Sport** and **Something Happens to All PCs – Suspiciously Abandoned Valuable?**
How about **You Witness Excitement – Holiday Festival** and **Something Happens to a PC – Mistaken Identity?**

Even when not allowing for repeated d6 rolls, using the table in this way allows for 6000 different combinations. The possibilities are truly endless.

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1	2	3	4	5	6	
Environmental Challenges		You Witness Mischief	Something Happens to a PC	Something Happens to All PCs	You Witness Excitement	Mission Offered
1	Animal Disease	Animal Blood Sport	Accidental Injury	Ambush by Bandits	A Cry for Help	A Dying Wish
2	Avalanche/Mudslide/Rockslide	Arson	Admirer	Amnesia	Angry Mob	Bounty Hunting/Safari
3	Blight/Famine	Blackmail/Extortion	Aggressive Merchant	Attacked by Animal(s)	Animated Object	Capture/Kill Villain(s)
4	Blizzard/Rainstorm/Sandstorm	Break-in/Burglary	Attacked by Animal(s)	Attacked by Monster(s)	Argument	Collect Various Items
5	Cold Snap	Bribery	Attacked by Monster(s)	Breathless Messenger	Arrest	Defend Location
6	Contaminated Supplies	Con/Swindle	Betrayal	Captured	Betting/Gambling	Destroy Item
7	Drought	Counterfeiting/Forgery	Challenged to a Contest	Culture Clash	Funeral	Discover Cause of Problem
8	Earthquake	Drunkenness	Disease/Sickness	Disconcerting Omen	Holiday Festival	Escort Person
9	Flood	Espionage	Dream/Vision	Disease/Sickness	Insane Ramblings?	Explore Uncharted Area
10	Fog	Fighting	Important Item Missing	Falsely Accused	Invading/Mustering Enemy	Exterminate Creatures
11	Hail	Graverobbing	Kidnapping Attempt	Former Enemy Is Reformed?	Peculiar Magic	Find Item
12	Heat Wave	Impersonation	Magical Curse	Injured Creature/Person	Pilgrims	Find Missing Person
13	Human Disease	Magical Mischief	Mistaken Identity	Magical Curse	Pursuit	Mysterious Object/Substance
14	Invasive Plants	Murder	Old Enemy Shows Up	NPC for Hire	Ruler's Cavalcade	Reconnaissance
15	Magical Disaster	Pickpocketing/Theft	Old Friend Shows Up	Prejudice	Runaway Animal(s)/Vehicle(s)	Rescue Kidnapping Victim
16	Meteor Strike	Pollution	Something Breaks	Rumors	Something Appeared Overnight	Riddle
17	Ongoing Darkness	Sabotage	Temporary Insanity	Strange Noises	Tournament	Solve Mystery
18	Sinkhole	Smuggling	Transformation to Animal	Suspiciously Abandoned Valuable	Travelling Merchant	Take a Side in a Conflict
19	Swarm of Small Creatures	Squatting/Trespassing	Valuable Item Discovered	Trapped by Environment	Travelling Performers	Transport Item
20	Wildfire	Vandalism	Wish Granted	Warning of Danger	Wedding	Treasure Hunt

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