

*The Ultimate Adventure Generator*



By: Bryan Pratt

In Collaboration with: Barroks Tower

Artist: Dee Dismar

## Primary Plot

- 1) Plague Ridden City (Find Cause)
- 2) Magic mutations of small creatures
- 3) The Shadow Mage's vengeance
- 4) PCs compelled to release incredibly evil spell
- 5) Search for kidnapped noble
- 6) Townsfolk start vanishing
- 7) Trolls stealing magic tomes
- 8) Werewolf attacks in city
- 9) Magic barrier around shrine failing
- 10) Ogres and Trolls fighting each other in human territories
- 11) Demonic Portals appear in town square
- 12) Zombies raised
- 13) People start losing their memories
- 14) Fungus growths sucking life from the land
- 15) Pestilence
- 16) Noble assassinated
- 17) Royal assassination
- 18) Tree nymphs dying
- 19) People falling asleep and not waking up
- 20) Hunters seeing strange apparitions
- 21) Cleric murdered during spirit banishing
- 22) Magic eaters seen flying over the land
- 23) Constable locking up magic users
- 24) Assassins being killed
- 25) Magic Plague running rampant through land
- 26) Heat wave not seeming to end
- 27) Traitor to the crown flees village
- 28) Ravenous beast killing livestock
- 29) Inanimate objects gaining life of their own
- 30) Mass elf graves found in forest with bones charred
- 31) Dimensional Warping
- 32) Escaped demonic forces
- 33) Village frozen in time (immobile)
- 34) Beautiful fire demoness kidnapped
- 35) Holy water statue stolen
- 36) Mage finds city ruins under sewer
- 37) Explorers mysteriously vanish
- 38) City constructed of illusions
- 39) Temple explodes in fireballs
- 40) Deific apparitions walk the land
- 41) Treasure must be returned to tribe
- 42) Demonic symbionts attacking people
- 43) Temporal rifts distort reality
- 44) Legend returns, wrecks havoc
- 45) Magical forest encroaching on town
- 46) Land Kraken attacking town hall
- 47) Phoenix doesn't return

- 48) Wizards shop burning in mage fires
- 49) Death Mark Assassins take over area
- 50) Towns people begin acting opposite of their personalities
- 51) Many people having same dreams
- 52) Warlord with band of bandits ravaging towns
- 53) Doom Sayers speak of your death
- 54) Madness spreads across land
- 55) Telepaths going insane
- 56) Lights appearing in ancient castle ruins
- 57) Death cult seeking out oracles
- 58) Helmed warrior seeking battles with mages
- 59) Vampiric forces attempt to take over
- 60) Hypnotic waves emanating from well
- 61) Sirens song is in the air
- 62) Souls barred from the afterlife
- 63) Ethereal phantoms walk the land
- 64) A deadly power can only be held dormant in a human
- 65) All mages leaving area because of the mage's whistle
- 66) Rebellion over a king's unjust laws
- 67) Mage ruling as a god over a barbarian village
- 68) False deity usurps temple
- 69) Halfling's treasure radiates a dark aura
- 70) Elves discover ancient elf entombed in ice
- 71) Reapers roaming graveyard
- 72) All elves start feeling like they have to go south
- 73) Fear grips all outsiders who enter area
- 74) Wizard keeps casting a Quest spell on people
- 75) Magic mirror traps souls, bodies still alive
- 76) People start acting like berserkers
- 77) Deadly magical monster stalking land
- 78) Demonic games being held a league away
- 79) Weapons throughout land coming up missing
- 80) Druidic chants heard coming from non-forest area
- 81) Dragon creating nest in populated area
- 82) Magic mist engulfs area
- 83) Earthquake
- 84) Flood
- 85) Volcanic eruption
- 86) Succubus killing off men
- 87) People drained of all emotion
- 88) Soul snatchers haunting townsmen
- 89) Illusions plague all
- 90) Field of anti magic descends over town
- 91) Cannibals within local population
- 92) Cave trolls digging under area and causing collapses
- 93) Dwarven tower split in two
- 94) Person known to you has been kidnapped
- 95) Warlock bursts dam
- 96) Centuries old curse finally working out its prophecies