



ELEMENTS OF ADVENTURE

Elements of Adventure provides hundreds of storytelling prompts for Game Masters and Solo Roleplayers. Mix and match them to create millions of unique adventure ideas!

LOCATIONS

Locations tables contain location aspects (e.g. "Hidden") and locations (e.g. "Tower") that you can mix and match to create locations like "Infested Pyramid" or "Forbidden Mountain".

CHARACTERS

Characters tables contain character aspects (e.g. "Eccentric") and characters (e.g. "Cultist") that you can mix and match to create characters like "Ambitious Ruler" or "Cynical Assassin".

TARGETS

Target tables contain descriptors (e.g. "Ancient"), and the targets (e.g. "Technology"). Targets are essentially McGuffins, things your heroes may strive to obtain, steal, deliver, craft, smuggle, or use as a clue in a mystery.

OBJECTIVES

Objectives table contains the list of objectives the heroes may pursue throughout the story (e.g. "Perform a Heist"). Events table contains the list of events the heroes may encounter on their journey (e.g. "Discover an opportunity in this place")

LOCATIONS

LOCATIONS 1

1	Tropical	City
2	Overheated	Town
3	Frozen	Village
4	Cliffside	Camp
5	Subterranean	Jungle
6	Coastal	Swamp
7	Underwater	Mountain
8	Misty	Island
9	Stormy	Desert
10	Burning	Wasteland
11	Overgrown	Lake
12	Abandoned	Cave
13	Ancient	Field
14	Ruined	Forest
15	Occult	Valley
16	Steampunk	Cliff
17	Industrial	River
18	Unnatural	Canyon
19	Makeshift	Tree
20	Crumbling	Battlefield

LOCATIONS 2

1	Dangerous	Tower
2	Guarded	Hut
3	Disputed	Castle
4	Occupied	Temple
5	Unstable	Shrine
6	Infested	Pyramid
7	Hidden	Lair
8	Remote	Laboratory
9	Flooded	Farm
10	Legendary	House
11	Treasure filled	Manor
12	Lawless	Museum
13	Forbidden	Port
14	Illegal	Junkyard
15	Fortified	Cemetery
16	Monitored	Factory
17	Sacred	Vehicle
18	Sinister	Ship
19	Primitive	Caravan
20	Besieged	Market

LOCATIONS

LOCATIONS 3

1	Prosperous	Crater
2	Colorful	Volcano
3	Peaceful	Mine
4	Corrupted	Road
5	Bustling	Waterfall
6	Deserted	Garden
7	Extravagant	Beach
8	Orderly	Nest
9	Chaotic	Hideout
10	Haunted	Sanctuary
11	Repurposed	Outpost
12	Dark	Lookout
13	Wild	Spire
14	Lost	Monument
15	Silent	Crossing
16	Loud	Gate
17	Small	Bridge
18	Enormous	Tunnel
19	Decaying	Wall
20	Isolated	Orphanage

LOCATIONS 4

1	Trapped	Academy
2	Dystopian	Workshop
3	Utopian	Warehouse
4	Inaccessible	Prison
5	Unexplored	Inn
6	Conquered	Cage
7	Apocalyptic	Store
8	Mechanical	Graveyard
9	Living	Office
10	Cursed	Library
11	Moving	Hospital
12	Floating	Theater
13	Futuristic	Tomb
14	Transformed	Vault
15	Glowing	Cathedral
16	Alien	Arena
17	Fungal	Archive
18	Nightmarish	Shelter
19	Magic	Headquarters
20	Artificial	Bunker

CHARACTERS

CHARACTERS 1

1	Arrogant	Guard
2	Ambitious	Ruler
3	Curious	Authority Figure
4	Cautious	Invader
5	Eccentric	Rebel
6	Rebellious	Servant
7	Reckless	Apprentice
8	Timid	Aristocrat
9	Determined	Elder
10	Aggressive	Outcast
11	Creepy	Scholar
12	Confused	Child
13	Cowardly	Rival
14	Obsessed	Champion
15	Impulsive	Monster
16	Pompous	Bounty hunter
17	Fanatical	Animal trainer
18	Humble	General
19	Courageous	Ninja
20	Childish	Pirate

CHARACTERS 2

1	Happy	Inventor
2	Friendly	Merchant
3	Excited	Peasant
4	Flirtatious	Warrior
5	Angry	Outlaw
6	Exhausted	Worker
7	Nervous	Expert
8	Pessimistic	Healer
9	Cynical	Assassin
10	Impatient	Caveman
11	Bored	Priest
12	Envious	Fugitive
13	Solemn	Actor
14	Humiliated	Vagrant
15	Vengeful	Spy
16	Apathetic	Leader
17	Helpful	Monk
18	Charming	Hunter
19	Manipulative	Hero
20	Intimidating	Orphan

CHARACTERS

CHARACTERS 3

1	Untrustworthy	Savage
2	Unpredictable	Artist
3	Secretive	Athlete
4	Scary	Entertainer
5	Knowledgeable	Teacher
6	Dangerous	Diplomat
7	Suspicious	Craftsman
8	Desperate	Sailor
9	Hunted	Librarian
10	Lost	Journalist
11	Corrupted	Bureaucrat
12	Disguised	Detective
13	Injured	Refugee
14	Misguided	Hermit
15	Trapped	Courier
16	Cursed	Smuggler
17	Doomed	Judge
18	Lucky	Messenger
19	Unlucky	Creature
20	Dying	Captain

CHARACTERS 4 (FANTASY)

1	Vain	Princess
2	Sickly	Cultist
3	Imposing	Knight
4	Handsome	King
5	Hideous	Werewolf
6	Athletic	Orc
7	Rotund	Wizard
8	Old	Necromancer
9	Influential	Goblin
10	Famous	Witch
11	Powerful	Spirit
12	Legendary	Shaman
13	Primitive	Minotaur
14	Cunning	Vampire
15	Forgotten	Viking
16	Wealthy	Monster hunter
17	Incompetent	Ghost
18	Mad	Mutant
19	Poor	Demon
20	Lonely	Yeti

TARGETS

TARGETS 1

1	Advanced	Art
2	Discovered	Treasure
3	Ancient	Technology
4	Missing	Medicine
5	Disguised	Weapon
6	Primitive	Vehicle
7	Ornate	Key
8	Unique	Relic
9	Irreplaceable	Item
10	Sacred	Amulet
11	Exotic	Fuel
12	Rare	Prototype
13	Official	Suitcase
14	Foreign	Gem
15	Dangerous	Package
16	Futuristic	Vial
17	Military	Chest
18	Royal	Clothing
19	Secret	Food
20	Supernatural	Statue

TARGETS 2

1	Smuggled	Engine
2	Experimental	Tool
3	Stolen	Drugs
4	Cursed	Corpse
5	Crude	Stone
6	Powerful	Ship
7	Expensive	Liquid
8	Luxurious	Masterpiece
9	Famous	Forgery
10	Broken	Energy Source
11	Beautiful	Gift
12	Fragile	Scroll
13	Holy	Document
14	Fake	Research
15	Illegal	Experiment
16	Dire	Secret
17	Toxic	Evidence
18	Strange	Blackmail
19	Controversial	Letter
20	Forgotten	Book

TARGETS

TARGETS 3

1	Forbidden	Map
2	Damaged	Plan
3	Legendary	Manuscript
4	Lost	Recording
5	Makeshift	Recipe
6	Mechanical	Picture
7	Living	Sample
8	Elusive	Data
9	Mysterious	Blueprint
10	Conspicuous	Footage
11	Contested	Message
12	Coveted	Credentials
13	Corrupted	Technique
14	Guarded	Address
15	Grim	Coordinates
16	Decaying	Journal
17	Misleading	Person
18	Priceless	Captive
19	Unnatural	Enemy
20	Alien	Hostage

TARGETS 4

1	Archaic	Authority
2	Automated	Celebrity
3	Biological	Fugitive
4	Infamous	Ally
5	Abandoned	Leader
6	Unstable	Witness
7	Captured	Expert
8	Feared	Royal
9	Personal	Creature
10	Urgent	Animal
11	World-Changing	Monster
12	Giant	Plant
13	Ceremonial	Pet
14	Glowing	Parasite
15	Magic	Livestock
16	Sentient	Seed
17	Ancestral	Egg
18	Haunted	Cage
19	Invisible	Hazard
20	Levitating	Substance

OBJECTIVES

OBJECTIVES 1		OBJECTIVES 2	
1	Defeat Monster	1	Seize Power
2	Defeat Villain	2	Broker Peace
3	Rescue Captive	3	Plant Information
4	Perform Heist	4	Protect Information
5	Obtain Object	5	Overthrow Oppressors
6	Obtain Information	6	Negotiate Deal
7	Capture Person	7	Defend Location
8	Destroy Location	8	Find Person
9	Destroy Object	9	Survive Cataclysm
10	Capture Creature	10	Sabotage Project
11	Commandeer Vehicle	11	Smuggle Creature
12	Retrieve Stolen Item	12	Interrupt Event
13	Escort Person	13	Frame Person
14	Deliver Item	14	Incite Conflict
15	Escape Captivity	15	Escape Pursuit
16	Seize Location	16	Intercept Delivery
17	Liberate Location	17	Heal Person
18	Escape Location	18	Create Object
19	Journey to Location	19	Plant Object
20	Kidnap Person	20	Tame Creature

EVENTS

EVENTS 1		EVENTS 2	
1	Meet a character causing trouble. How do you deal with them?	1	Meet a character from your past. How have they changed?
2	Discover an opportunity in this place. What makes it difficult to reach?	2	Face a social challenge requiring diplomacy or persuasion. How do you overcome it?
3	Discover a map or directions to somewhere interesting. Do you change your current plans?	3	Encounter a troublesome creature. How do you deal with the unwanted attention?
4	Discover an object that seems out of place in this location. How did it end up here?	4	Meet a character who offers you an opportunity. What makes it worth pursuing?
5	Suffer an unexpected setback, complication, or misfortune. How do you recover from it?	5	Encounter traces of a threat or danger that hasn't arrived yet. How do you prepare?
6	Discover a useful item or resource. How can it help with your current goals?	6	Encounter a character or a creature with an unusual behavior. Why do they act that way?
7	Discover a message or signal meant for someone else. What does it reveal?	7	Discover a hidden place, passage, or shortcut. What does it reveal?
8	Witness people participating in an unusual event, ritual, or custom. How does it affect your journey?	8	Discover a dangerous item or artifact. How do you handle it?
9	Meet a character who wants something from you. How do you respond?	9	Encounter an obstacle blocking your path. How do you overcome it?
10	Discover information that changes what you know about this world or its history. What did you learn?	10	Meet a character you want something from, but they're refusing to give it to you. Why?
11	Meet a character who has a problem and needs your help. What do you need to do to help them?	11	Face a stealth challenge requiring secrecy or careful movement. How do you remain undetected?
12	Face a challenge that tests a personal weakness or fear. How do you overcome it?	12	Meet a character who is out of place in this location. How did they end up here?
13	Meet a character who isn't what they seem. How do you discover their true nature?	13	Discover a location that defies your assumptions. What did you expect to see here, and how is it different?
14	Meet a character who presents danger or obstacle on your path. How do you bypass them?	14	Face an environmental challenge from terrain, creatures, or natural forces. How do you adapt?
15	Discover a problem in this place. What do you do to help?	15	Discover something secret or mysterious in this place. What did you learn?
16	Discover evidence of someone who came before you. What can you learn from their traces?	16	Meet a character who defies your expectations. What did you assume about them, and how are they different?
17	Meet a character who has a surprising secret or information. What do you learn from (or about) them?	17	Face an action challenge requiring physical prowess or quick reactions. What's at stake?
18	Encounter a moral dilemma with no clear right answer. How do you choose?	18	Meet two characters in conflict with each other. Do you intervene?
19	Discover something dangerous in this place. How do you deal with the danger?	19	Find yourself caught between competing factions. How do you navigate their conflict?
20	Discover a helpful person or creature. How do they help you?	20	Face a challenge requiring specialized knowledge. How do you obtain it?

ABILITIES

SKILLS

- MIGHTY** - Superior strength and toughness. Roll with advantage when using brute force or endurance.
- NIMBLE** - Extraordinary agility and reflexes. Roll with advantage on actions requiring coordination and quickness.
- DECEPTION** - Master of lies and manipulation. Roll with advantage when attempting to mislead others.
- BOY SCOUT** - You're always prepared! Search through your backpack and find any mundane item of your choice.
- CRAFTING** - Create makeshift devices from your surroundings. On rolls below 5, devices break or backfire.
- CONTACTS** - Once per day you can find a helpful ally in just the right place.
- REPUTATION** - Choose what you're known for in this region (Hero, Villain, Honest, Sex Symbol, Philanthropist, etc.)
- POLYGLOT** - You can speak and understand any language, including ancient or long-forgotten tongues.
- MIMIC SOUND** - You can imitate any speech or sound with perfect accuracy.
- EAGLE EYE** - Perceive tiny details from incredible distances with perfect clarity.
- MASTER PILOT** - You can expertly pilot any vehicle, from horses to helicopters.
- BEAST TAMER** - You can tame and train ordinary animals to follow your commands. You can tame one animal per week.
- HEALER** - You can heal any moderate injury if you have the right tool or ingredient.
- EXPERT** - You have a vast store of encyclopedic knowledge on a subject of your choice.
- GOSSIP** - Spread any rumor, make any gossip go viral. Not everyone believes it, but everyone is talking about it.
- STEALTH** - One with the shadows. Roll with advantage when trying to remain undetected.
- SHARPSHOOTER** - You can shoot a penny from the opposite side of a field. Make one extremely precise shot per scene.
- TRACKER** - You can follow any trail, even if it's days old or obscured by weather.
- INSPIRE** - Give your friend an inspiring speech, and they will have an advantage on the next roll. Works once per day.
- ROCK STAR** - Play a musical instrument, roll the dice. If you roll above 10, everybody around you can't resist dancing.

POWERS

- ILLUSION** - Create an illusory object no larger than a horse. Within 50 meters, in your line of sight.
- MESSAGE** - Telepathically send a message to the nearby creature, they can respond.
- TELEKINESIS** - Levitate small objects, no larger or heavier than a bucket of water.
- DISGUISE** - Assume the appearance of any humanoid creature you've seen. For 1 hour, up to 3 times per day.
- PET PAL** - You can speak with animals.
- ELEMENTAL CONTROL** - Choose one element you can control: fire, water, earth, or air.
- ON/OFF** - If a device has a physical on or off switch, you can remotely turn it on or off (only works if you can see it).
- CHANGE SIZE** - Make an object or a creature grow or shrink up to 4 times their size. Works once per day.
- TIME DILATION** - For 1 minute, you think and react 50 times faster than normal. Doesn't change your movement speed.
- SPIDER WEB** - Your wrists can shoot thick webbing (like Spider Man).
- BLINK** - Instantly teleport a short-distance (within 30 meters, line of sight). Works 3 times per day.
- ELASTICITY** - You can do what Elastigirl from Incredibles can do.
- MINECRAFTSMAN'S DELIGHT** - Once per 5 seconds you may summon or vanish a 1-meter cube of earth.
- SUMMON ITEM** - Mark an object no larger than a barrel. Use this power to teleport to your hand (or in front of you).
- DREAMWALK** - When you sleep, you can visit dreams of other people and creatures.
- SCRY** - Once per day, you can see through the eyes of a creature you touched earlier today.
- DISASSEMBLE** - Any of your body parts may be detached and reattached at will. You continue to control them.
- CONTROL EMOTIONS** - Calm or intensify target's emotions for 10 minutes, 3 times per day.
- GREED** - The target gains an overwhelming urge to possess the item of your choice. Lasts 30 minutes. 3 uses per day.
- INTWINE** - Use nearby grass, vines, and tree branches as if they were your own limbs.

ABILITIES

ITEMS

- BAG OF GOLD** - Trade it for another item of your choice, or spend it to do one thing a very rich person can do.
- FAMILIAR** - A trained creature who follows your commands and can communicate with you.
- VEHICLE** - Your personal vehicle or a steed.
- WEAPON** - A melee or ranged weapon of your choice.
- GRAPPLING GUN** - Shoots a grappling hook to the distance of up to 50 meters. Supports the weight of up to 3 people.
- ROPEY** - A sentient piece of rope. 5 meters long. As smart as a puppy. Obeys simple commands.
- IMMOVABLE ROD** - Once activated, stays perfectly fixed in space until deactivated, even if it defies gravity.
- GRAVITY BOOTS** - Enable you to walk any surface, including walls and ceilings, as if it were level ground.
- SMOKE BOMBS** - Create a cloud of impenetrable darkness within 20 meter radius. The cloud dissipates in 10 minutes.
- SUPER MAGNET** - Strongly attracts or repels metal objects when activated. Can be activated remotely.
- SPHERE OF SILENCE** - This item creates a 15-meter-radius sphere of perfect silence, no sound can escape from it.
- BOTTOMLESS BAG** - A bag that can hold as many items as would fit in a room, or a swimming-pool-worth of any liquid.
- POKEBALL** - Stores a friendly or defeated animal.
- RING OF TRACKING** - The owner of the ring always knows its location.
- GRAVITY ORB** - When activated, reverses the gravity in a 20 meter radius around it. Takes a day to recharge.
- UNBREAKABLE THREAD** - A coil of string, completely indestructible.
- VELOCITY WARD** - Creates 15-meter sphere where nothing can move faster than a falling feather. One use day.
- INVISIBILITY DEVICE** - Turn anyone who touches it invisible for up to 10 minutes per day.
- ANIMORPH SERUM** - Add a hair or a claw of an animal. Drink it to turn into this animal an hour. One use per day.
- TRUTH SERUM** - One who drinks it can't tell lies for an hour. You can make 1 vial per day.

ITEMS

- HOVERBOARD** - Floats 30 centimeters above the ground, frictionless, supports up to 100kg of weight.
- PORTAL GUN** - Open two linked portals that last 10 minutes, or until they transport 200kg of weight. One use per day.
- PORTABLE HANG-GLIDER** - Use it to slowly glide through the air, gradually decreasing altitude.
- NEURALIZER** - When activated, it wipes the last 5 minutes of memories of any person who's looking at it. One use per day.
- CONMAN'S PAPER** - A sheet of paper that transforms into a flawless forgery of any document.
- PORTABLE HOLE** - A round black piece of fine silk, 2 meters in diameter. When unfolded creates a 5-meter-deep hole.
- NIGHT VISION GOGGLES** - Enables you to see in pitch darkness as if it's an overcast day. Shows heat signatures.
- TELEPATHY DEVICE** - Scans surface thoughts of all creatures within 20-meter radius. Lasts 10 minutes, 1 use per day.
- SPECTRAL CLOAK** - Grants the ability to phase through walls for up to 1 minute. Works once per day.
- WEATHER CONTROL DEVICE** - Manipulates local weather conditions within a 1-kilometer radius. Works once per day.
- TRACKER'S COMPASS** - Touch it to an item to bond with it. It will point to that item as long as it's within 1000 meters.
- RETURN BEACON** - Pick a location. Once per week, it can teleport anyone who touches it to that location.
- SUPER GLUE** - Creates an unbreakable bond between any two surfaces lasting for up to 24 hours. One use per day.
- FLUBBER** - A jar of the most bouncy substance in existence. Bounces off the objects with incredible force.
- FATE COIN** - Once per day instead of rolling a die you can flip a coin. Heads: critical success. Tails: critical failure.
- CATNIP** - When spilled attracts all the cats within 100km radius.
- JAR OF GREASE** - Cover an object or a surface in grease, making it completely frictionless, and flammable.
- DRONE** - A small drone you can pilot. Has a camera and a microphone. Can carry up to 50kg.
- LOCKPICKS** - Use them to open any ordinary lock within 5 minutes.
- LEVITATION BEAM** - Slowly lifts the target vertically, up to 30 meters. The target can weigh up to 300 kg.

MORE AWESOME STUFF

If you found these prompts useful, you will probably enjoy some other projects I've created. Use these games with these prompts to create an endless amount of awesome stories!

—◦ **ADVENTURE WRITERS' ROOM** ◦—

<https://rpgadventures.io/writers-room>

If you're a Game Master, you can use this game in combination with these prompts to brainstorm and develop adventures you can run for your players.

—◦ **THE WAYFARER** ◦—

<https://rpgadventures.io/the-wayfarer>

The Wayfarer is a novice-friendly Solo RPG about exploration and worldbuilding. Start playing quickly, journey through your world, and discover it as you play, one scene at a time.

—◦ **STRANGEVILLE FILES** ◦—

<https://rpgadventures.io/strangeville-files>

Strangeville Files is a lighthearted, storytelling-focused game where you'll improvise supernatural mysteries in the style of Gravity Falls, Scooby Doo, Inside Job, X-Files, Men in Black.

—◦ **ENDLESS ADVENTURE IDEAS** ◦—

<https://rpgadventures.io/adventure-ideas>

The Deck of Endless Adventure Ideas offers a simple and elegant system for generating limitless adventure ideas. It's the prompts you see in this document, turned into a beautiful deck of cards.