



# 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		LOCATIONS 2	
1 Tropical	City	1 Dangerous	Tower
2 Overheated	Town	2 Guarded	Hut
3 Frozen	Village	3 Disputed	Castle
4 Cliffside	Camp	4 Occupied	Temple
5 Subterranean	Jungle	5 Unstable	Shrine
6 Coastal	Swamp	6 Infested	Pyramid
7 Underwater	Mountain	7 Hidden	Lair
8 Misty	Island	8 Remote	Laboratory
9 Stormy	Desert	9 Flooded	Farm
10 Burning	Wasteland	10 Legendary	House
11 Overgrown	Lake	11 Treasure filled	Manor
12 Abandoned	Cave	12 Lawless	Museum
13 Ancient	Field	13 Forbidden	Port
14 Ruined	Forest	14 Illegal	Junkyard
15 Occult	Valley	15 Fortified	Cemetery
16 Steampunk	Cliff	16 Monitored	Factory
17 Industrial	River	17 Sacred	Vehicle
18 Unnatural	Canyon	18 Sinister	Ship
19 Makeshift	Tree	19 Primitive	Caravan
20 Crumbling	Battlefield	20 Besieged	Market

LOCATIONS 3		LOCATIONS 4	
1 Prosperous	Crater	1 Trapped	Academy
2 Colorful	Volcano	2 Dystopian	Workshop
3 Peaceful	Mine	3 Utopian	Warehouse
4 Corrupted	Road	4 Inaccessible	Prison
5 Bustling	Waterfall	5 Unexplored	Inn
6 Deserted	Garden	6 Conquered	Cage
7 Extravagant	Beach	7 Apocalyptic	Store
8 Orderly	Nest	8 Mechanical	Graveyard
9 Chaotic	Hideout	9 Living	Office
10 Haunted	Sanctuary	10 Cursed	Library
11 Repurposed	Outpost	11 Moving	Hospital
12 Dark	Lookout	12 Floating	Theater
13 Wild	Spire	13 Futuristic	Tomb
14 Lost	Monument	14 Transformed	Vault
15 Silent	Crossing	15 Glowing	Cathedral
16 Loud	Gate	16 Alien	Arena
17 Small	Bridge	17 Fungal	Archive
18 Enormous	Tunnel	18 Nightmarish	Shelter
19 Decaying	Wall	19 Magic	Headquarters
20 Isolated	Orphanage	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)

Vain	Princess
Sickly	Cultist
Imposing	Knight
Handsome	King
Hideous	Werewolf
Athletic	Orc
Rotund	Wizard
Old	Necromancer
Influential	Goblin
Famous	Witch
Powerful	Spirit
Legendary	Shaman
Primitive	Minotaur
Cunning	Vampire
Forgotten	Viking
Wealthy	Monster hunter
Incompetent	Ghost
Mad	Mutant
Poor	Demon
Lonely	Yeti

# TARGETS

## TARGETS 1

1 Advanced	Art	1 Smuggled	Engine
2 Discovered	Treasure	2 Experimental	Tool
3 Ancient	Technology	3 Stolen	Drugs
4 Missing	Medicine	4 Cursed	Corpse
5 Disguised	Weapon	5 Crude	Stone
6 Primitive	Vehicle	6 Powerful	Ship
7 Ornate	Key	7 Expensive	Liquid
8 Unique	Relic	8 Luxurious	Masterpiece
9 Irreplaceable	Item	9 Famous	Forgery
10 Sacred	Amulet	10 Broken	Energy Source
11 Exotic	Fuel	11 Beautiful	Gift
12 Rare	Prototype	12 Fragile	Scroll
13 Official	Suitcase	13 Holy	Document
14 Foreign	Gem	14 Fake	Research
15 Dangerous	Package	15 Illegal	Experiment
16 Futuristic	Vial	16 Dire	Secret
17 Military	Chest	17 Toxic	Evidence
18 Royal	Clothing	18 Strange	Blackmail
19 Secret	Food	19 Controversial	Letter
20 Supernatural	Statue	20 Forgotten	Book

## TARGETS 2

1 Smuggled	Engine	1 Forbidden	Map
2 Experimental	Tool	2 Damaged	Plan
3 Stolen	Drugs	3 Legendary	Manuscript
4 Cursed	Corpse	4 Lost	Recording
5 Crude	Stone	5 Makeshift	Recipe
6 Powerful	Ship	6 Mechanical	Picture
7 Expensive	Liquid	7 Living	Sample
8 Luxurious	Masterpiece	8 Elusive	Data
9 Famous	Forgery	9 Mysterious	Blueprint
10 Broken	Energy Source	10 Conspicuous	Footage
11 Beautiful	Gift	11 Contested	Message
12 Fragile	Scroll	12 Coveted	Credentials
13 Holy	Document	13 Corrupted	Technique
14 Fake	Research	14 Guarded	Address
15 Illegal	Experiment	15 Grim	Coordinates
16 Dire	Secret	16 Decaying	Journal
17 Toxic	Evidence	17 Misleading	Person
18 Strange	Blackmail	18 Priceless	Captive
19 Controversial	Letter	19 Unnatural	Enemy
20 Forgotten	Book	20 Alien	Hostage

# TARGETS

## TARGETS 3

1 Archaic	Authority	1 Forbidden	Map
2 Automated	Celebrity	2 Damaged	Plan
3 Biological	Fugitive	3 Legendary	Manuscript
4 Infamous	Ally	4 Lost	Recording
5 Abandoned	Leader	5 Makeshift	Recipe
6 Unstable	Witness	6 Mechanical	Picture
7 Captured	Expert	7 Living	Sample
8 Feared	Royal	8 Elusive	Data
9 Personal	Creature	9 Mysterious	Blueprint
10 Urgent	Animal	10 Conspicuous	Footage
11 World-Changing	Monster	11 Contested	Message
12 Giant	Plant	12 Coveted	Credentials
13 Ceremonial	Pet	13 Corrupted	Technique
14 Glowing	Parasite	14 Guarded	Address
15 Magic	Livestock	15 Grim	Coordinates
16 Sentient	Seed	16 Decaying	Journal
17 Ancestral	Egg	17 Misleading	Person
18 Haunted	Cage	18 Priceless	Captive
19 Invisible	Hazard	19 Unnatural	Enemy
20 Levitating	Substance	20 Alien	Hostage

## TARGETS 4

# OBJECTIVES

## OBJECTIVES 1

- 1 Defeat Monster
- 2 Defeat Villain
- 3 Rescue Captive
- 4 Perform Heist
- 5 Obtain Object
- 6 Obtain Information
- 7 Capture Person
- 8 Destroy Location
- 9 Destroy Object
- 10 Capture Creature
- 11 Commandeer Vehicle
- 12 Retrieve Stolen Item
- 13 Escort Person
- 14 Deliver Item
- 15 Escape Captivity
- 16 Seize Location
- 17 Liberate Location
- 18 Escape Location
- 19 Journey to Location
- 20 Kidnap Person

## OBJECTIVES 2

- 1 Seize Power
- 2 Broker Peace
- 3 Plant Information
- 4 Protect Information
- 5 Overthrow Oppressors
- 6 Negotiate Deal
- 7 Defend Location
- 8 Find Person
- 9 Survive Cataclysm
- 10 Sabotage Project
- 11 Smuggle Creature
- 12 Interrupt Event
- 13 Frame Person
- 14 Incite Conflict
- 15 Escape Pursuit
- 16 Intercept Delivery
- 17 Heal Person
- 18 Create Object
- 19 Plant Object
- 20 Tame Creature

# EVENTS

## EVENTS 1

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

## —◦ ENDLESS ADVENTURE IDEAS ◦—

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