

Endless Adventure Idea Generator

1. Define the Primary Goal

Choose the story type (Action, Social, Exploration, or Mystery).

From the list under it, pick the goal your story will revolve around.

Decide whether:

- The heroes will try to achieve this goal.
- The heroes will try to stop the antagonist from achieving it.

For example, from the list of "Action" goals, I will select: "Rescue or protect someone".

I decide that the heroes will try to achieve this goal.

2. Define the Secondary Goal

From any of the 4 lists, pick the Secondary Goal - something the heroes need to do in order to achieve their Primary Goal.

I'll say that in order to "Rescue or protect someone" the heroes will need to "deal with the natural disaster".

3. What makes it difficult?

From the list of "Constraints" or "Villain Actions", pick one thing that makes the objective difficult to accomplish.

For example, I choose "Must do it under time pressure".

Putting it all together, my objective becomes:

Rescue someone from the natural disaster while the time is running out.

4. Generate a few goals and pick your favorite one

Go through this process several times to create 3-5 entirely different objectives. Pick the one you find the most exciting.

5. Develop this core idea into a full adventure

Now that you have the core idea for your adventure, use the [adventure prompts tool](#) to come up with some exciting details, and then develop this idea into a complete adventure using the [adventure brainstorming template](#).

Action

Defeat a person or a creature

Obtain an object or information

Rescue or protect someone

Chase or capture someone

Escape from the pursuit

Kidnap someone

Sabotage a project

Complete a project

Destroy a target

Defend a target

Build or repair something

Escort or deliver something

Social

Convince or persuade someone

Coerce or manipulate someone

Pit people against each other

Befriend or impress someone

Resolve conflict, broker peace

Seize social or political power

Gain status, influence, fame

Infiltrate a group, gain trust

Sabotage a social event

Organize a social event

Negotiate, close a deal

Lead a group or run an organization

Constraints

Must avoid violence, use social means only

Must be stealthy, secret, under cover

Must do it under time pressure

Must compete with the rivals

Must cooperate with the enemy

Incomplete/false information

Limited resources/preparation

Objective is secret, hidden, lost

Sympathetic/innocent antagonist

Must do it while protecting someone

Must do it under scrutiny or supervision

Avoid collateral damage, keep target unharmed

Climaxes

Big combat scene, battle or war

Combat scene where the objective is something other than fighting

Difficult, dramatic, or tense social encounter

Destroying a location or an item

Struggle over a McGuffin

Chase or escape scene

Tense stealth scene

Rescue

Big public event

Big social change

Race to the goal

Big supernatural event

Natural disaster, cataclysm

Heist, getting away with crime

Overcoming a big environmental obstacle

Dangerous situation, hanging by your fingertips

Escape a dangerous or collapsing location

Big twist, reveal, cliffhanger

Contest or competition

Highly emotional scene (death, sacrifice, etc)

Combination of any of the above

Any of the above, in a very unusual location

Any of the above while pursuing one of the Goals

Any of the above under one of the Constraints

Any of the above, while dealing with Villain Action

Exploration

Journey through a hazardous territory

Explore or scout a dangerous place

Deal with a natural disaster

Survive and return home

Clear location of danger

Escape a guarded place

Enter a guarded place

Invade a location

Liberate an occupied place

Defend a place from the invasion

Gain control over the territory

Track or find someone

Mystery

Solve a crime

Investigate strange events

Find something lost or missing

Uncover a conspiracy, secret plot

Uncover someone's secret

Protect a dangerous secret

Prove someone's innocence

Prove someone's guilt

Find the spy or a traitor

Spy on someone

Get away with crime

Frame someone for a crime

Villain Actions

Take away a key resource heroes rely on

Take hostages, threaten someone innocent

Flee, forcing the heroes to give chase

Use misdirection, false clues, decoys

Trick and manipulate the players

Turn people against the heroes

Impersonate someone else

Have a "dead man switch"

Use their political power or influence

Set up ambushes, lure players into traps

Seduce/force players allies to the dark side

Act remotely, make themselves difficult to find