

Instant Adventures

	1	2	3	4
Roll	Location	Main Protagonist	Main Antagonist	Objective/Adventure
1	Urban	Farmer/Citizen	Dragon/Demi-God	Colonization
2	Rural	Guild Leader	Guild Leader	Theft of Item
3	Desert	Orc Tribe Leader	Orc Tribe Leader	Acquisition of Item
4	Arctic	Band of Outlaws	Band of Outlaws	Assassination
5	Forest	Tribe of Giants	Tribe of Giants	Courier
6	Grassland	Merchant	Merchant	Religious
7	Jungle/Tropical	Noble	Noble	Arrest
8	Mountains	Baron/Mayor	Baron/Mayor	Escort
9	Elven Lands	Duke/Governor	Duke/Governor	Livery
10	Dwarven Lands	Prince/Princess	Royal Vizier	Tax Collection
11	Orc Lands	King/Queen	Prince/Princess	Exploration
12	Coast/Water	Dragon/Demi-God	King/Queen	Acquisition of Land

	5	6	7	8
Roll	Specific Location	Fluff 1	Fluff 2	Reward
1	Swamp	Unusual Monster(s)	Alchemy/Magic Lab	Title
2	Forest Hideout	Squatters	Traps (Spikes)	Pardon
3	Church	Ant. Sends Backup	Menagerie	Livestock/Exotic Pet
4	Castle	Traps (Acid/Poison)	Traps (Party Separation)	Money & Items
5	Dungeon	Protagonist Is really Antagonist	Every Door Locked	Custom Magic Items
6	Ruins	Raiders/Bandits	Traps (Oubliette)	Money
7	Wizards Tower	Magic	Every Chest Trapped	Standard Magic Items
8	Fort	Traps (Spikes)	Traps (Acid/Poison)	Money
9	Ship/Island	Another Adventuring Party	Evil Priests	Services Rendered
10	Mountain Cave	Traps (Party Separation)	Other	Psionic/Special Items
11	Foreign Country	Psionics	Underdark Entrance	Money & Items
12	Another Plane	Traps (Oubliette)	Adventure in Adventure	Land/Ship

