

1d20 Lists for D&D Adventure Inspiration

Use the tables below to generate **jobs**, **locations**, **monuments**, and **items**. Roll 1d12 on the **origin** table for humanoid patrons. Mix **condition** and **origin** tables with **locations**, **monuments**, **items**, **treasure**, and **traps** to generate interesting combinations. Roll on **strong starts** to begin the adventure with a bang. Roll multiple times on the **trap** table each with their own **conditions** for complicated unique traps.

1d20	Strong Start	Jobs	Condition	Origin	Location
1	Someone is murdered	Find something	Smoky	<i>Human</i>	Tower
2	Something is lost	Kill someone	Cracked	<i>Elven</i>	Crypts
3	A monster shows up	Rescue someone	Bloody	<i>Dwarven</i>	Castle
4	A confrontation occurs	Uncover a secret	Burning	<i>Halfling</i>	Cairn
5	A long-lost villain arrives	Clear something out	Cold	<i>Gnomish</i>	Monument
6	A forgotten NPC shows up	Protect something	Poisonous	<i>Tiefling</i>	Cave
7	Someone known shows up	Protect someone	Necrotic	<i>Dragonborn</i>	Sewers
8	A celebration takes place	Steal something	Thunderous	<i>Half-orc</i>	Temple
9	A natural disaster occurs	Put something back	Ringing	<i>Goblin</i>	Mines
10	A villain arrives	Close something	Lightning	<i>Spirit</i>	Mansion
11	Something gets set on fire	Open something	Illuminated	<i>Celestial</i>	School
12	An airship crashes	Activate something	Radiant	<i>Faerie</i>	Dungeon
13	A sinkhole opens up	Deactive something	Shadowy	Elemental	Thieve's Den
14	A letter is received	Recover something	Oozing	Giant	Vault
15	A prophecy is revealed	Convince someone	Ethereal	Fiendish	Tomb
16	Spiritual message delivered	Awaken something	Whispering	Unseelie	Gateway
17	Assassins attack	Put something to sleep	Windy	Aberrent	Court
18	A debt comes due	Bury a secret	Watery	Shadow	Crater
19	Something is stolen	Discover something	Stony	Ethereal	Sanctum
20	Someone begs for help	Dig something up	Crystal	Abysal	Ship

1d20	Monument	Mundane Item	Treasure	Spell	Trap or Hazard
1	Grave	Key	Melee Weapon	Magic missile	Pit
2	Obelisk	Coin	Ranged Weapon	Charm person	Caltrops
3	Orb	Nail	Armor	Burning Hands	Swinging blades
4	Sarcophagus	Spike	Shield	Shield	Flame jets
5	Monstrous Skull	Stone	Rod	Mage armor	Shurikins
6	Weapon	Knife	Staff	Sleep	Darts
7	Archway	Earring	Wand	Scorching ray	Spears
8	Pillars	Doll	Orb	Acid Arrow	Spell
9	Holy Altar	Cup	Ring	Levitate	Lightning
10	Podium	Bracelet	Arrow	Fog cloud	Poison cloud
11	Pit	Quill	Statuette	Fireball	Crushing walls
12	Stalagmite	Medallion	Necklace	Lightning Bolt	Boulder
13	Impaled skulls	Brooch	Bag	Haste	Rollers
14	Effigy	Tiara	Potion	Dispel magic	Lava
15	Petrified creature	Glove	Gemstone	Fly	Razorwire
16	Summoning circle	Candle	Scroll	Fire shield	Spiked chains
17	Spire	Monacle	Book	Cone of cold	Bear traps
18	Unholy Altar	Bottle	Dagger	Dominate monster	Crossbows
19	Sacrificial Pit	Die	Holy symbol	Disintegrate	Swinging hammers
20	Fountain	Lantern	Cloak	Finger of death	Barbed nets

Select location maps from Dysonlogos.com.

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