

# INFINITE ADVENTURES

For Any Fantasy RPG Gaming System

By Jeff C. Caird, No Name Publishing

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Your group receives a quest ...

1d6	Quest
1	From a mysterious stranger
2	In a crowded tavern
3	From a great king
4	From a holy cleric
5	On an ancient scroll
6	Via magical sending

TO

2d6	Reason
2	Spike a Vampire
3	Find a Vast Treasure
4	Consult a Wise Sage
5	Hunt a Werewolf
6	Kill a Vile Necromancer
7	Retrieve a MacGuffin
8	Rescue a Prisoner
9	Locate an Ancient Artifact
10	Stop an Angry Giant
11	Seek a Magic Weapon
12	Slay a Terrible Dragon

AFTER  
CROSSING

1d6	Crossing
1	A vast desert
2	Icy tundra
3	Perilous peaks
4	A great forest
5	A dark jungle
6	Rolling Hills

YOU ENTER

1d6	Enter
1	Ancient Ruins
2	A Great Cavern
3	A Dank Dungeon
4	A Green Grotto
5	A Narrow Canyon
6	A Forgotten Tomb

BEYOND THE ENTRY A

2d6	Exit
2	1-way teleport
3	Secret exit
4	3 passages
5	2 passages
6	Single door
7	2 doors
8	Single passage
9	3 doors
10	Ladder down
11	Roll 2x and combine
12	2-way teleport

WHICH  
LEADS  
TO

2d6	Beyond Exit
2	Deep Crevasse
3	Stairs Up
4	Three-way Intersection
5	Another Chamber
6	Two-way Corridor
7	Single Corridor
8	Two-way Corridor
9	Another Chamber
10	Stairs Down
11	Ramp Down
12	Vertical shaft

ENDING  
AT A

2d6	Chamber
2	Vast Hall 50x80
3	Irregular Chamber
4	Circular Room
5	Medium Cave 30x40
6	Medium Chamber 30x30
7	Small Room 20x20
8	Small Cave 10x20
9	Large Vault 40x40
10	Large Cavern 40x50
11	Natural Grotto 50x50
12	Tiny Niche 10x10

THAT  
CONTAINS

2d6	Furnishing
2	Partially flooded
3	A fungi forest
4	A dark crypt
5	Stalactites & stalagmites
6	A rough campsite
7	Sparse furnishing
8	An animal lair
9	Empty but for dust
10	Ancient statues
11	An eerie temple
12	Fine furniture

INHABITED BY

WITH EXITS VIA

2d6	Monster
2	Trap
3	Poisonous Spiders
4	Ravenous Wolves
5	Hideous Ogre
6	Group of Bandits
7	None
8	Patrol of Goblins
9	Wandering Zombies
10	Slimy Ooze
11	Friendly Gnomes
12	Special Monster

GUARDING

2d6	Treasure
2	Trap
3	Magic Scrolls
4	Chest of Gold
5	Luxurious furs
6	Pile of Silver
7	Nothing
8	Rusty weapons
9	Misc. Trade goods
10	Jeweled Torc
11	Magical Potions
12	Special Treasure

OR

1d6	Special Monster
1	Vile Necromancer
2	Horrible Werewolf
3	Wise Sage
4	Terrible Dragon
5	Angry Giant
6	Hideous Vampire

OR

1d6	Special Treasure
1	An Ancient Artifact
2	A Vast Treasure
3	The MacGuffin
4	A Magic Weapon
5	A Magical Ring
6	A Prisoner

1d6	Trap
1	Falling Ceiling
2	Animated Statue
3	Spiked Pit
4	Crossbow Trap
5	Rolling Boulder
6	Explosive Runes