

PATHFINDER 2E

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CREATIVE PROMPT GENERATOR

These tables can help generate ideas or prompts for quests, plot points, or adventures. First, roll **D20** on the **Ideas** table. Then substitute the placeholders (words in <brackets>) by rolling for those items, as instructed below. If you get a combination that doesn't make sense, just re-roll until you find something that sparks your imagination and creativity.

Example: You roll 13 on the Ideas table which is "<FIGURE> wants your help to <PLOT> at <PLACE>". You roll D20 + 56 for <FIGURE>, result is 65 which is 'Geb'. Then, you roll for D20 for <PLOT> and get 18, 'Find Information'. Finally you roll D20 + 80 for <PLACE>, result is 92 which is 'Tavern/Inn'. You could combine these to generate a quest involving a high priest of Geb who is hiring adventurers to investigate a tavern on the nation's border, whose owner is suspected of aiding Nex and plotting against the region, etc.

THING (ANY)

Roll **D100** on the **Things** table.

CREATURE

Roll **D20** on the **Things** table.

FACTION

Roll **D16 + 20** on the **Things** table.

(If you don't have a D16, use a D20 and re-roll if needed.)

DEITY

Roll **D20 + 36** on the **Things** table.

FIGURE

Roll **D20 + 56** on the **Things** table.

PLACE

Roll **D20 + 80** on the **Things** table.

PLOT

Roll **D20** on the **Plots** table.

IDEAS (D20)

1. Rumors of plan to <PLOT>, involving <THING>
2. <FACTION> is looking for you, the reasons are unclear. It could involve <THING>
3. A <CREATURE> is wreaking havoc in <PLACE>
4. <FIGURE> has disappeared, <THING> may be involved
5. <FIGURE> is looking for help to <PLOT>
6. <PLACE> is in turmoil, <THING> is involved
7. Followers of <DEITY> are hatching a scheme to <PLOT>
8. <DEITY> is involved in a plan to <PLOT>
9. <FACTION>'s growing power could be a problem for <FIGURE>
10. <FIGURE> wants a <CREATURE> destroyed, but the reasons aren't clear
11. <FACTION> needs a spy to help with their plan against <THING>
12. <THING> is in need of help at <PLACE>
13. <FIGURE> wants your help to <PLOT> at <PLACE>
14. A relic/artifact of <DEITY> is rumored to have been found at <PLACE>
15. Large numbers of <FACTION> have been gathering recently at <PLACE>
16. There is a bounty on a <CREATURE>
17. A lot of hushed whispering lately that <THING> is involved in a plan to <PLOT>
18. A <CREATURE> is at conflict with <CREATURE>, and you can choose to help either
19. You have received an anonymous warning that your life is in danger. It has something to do with <THING>
20. You've been hired to investigate <THING>

PLOTS (D20)

1. Expand power
2. Transport <CREATURE>
3. Uncover a secret
4. Find a valuable item
5. Kill an enemy or rival
6. Overthrow lord or official
7. Kidnap someone
8. Steal something
9. Protect <THING>
10. Diplomatic mission
11. Enforce or honor laws
12. Find <CREATURE>
13. Destroy <CREATURE>
14. Rescue someone
15. Maintain peace
16. Quell a rebellion
17. Perform magic ritual
18. Find information
19. Deliver an item
20. Explore <PLACE>

THINGS (D100)

1. Creature: Aberration
2. Creature: Animal
3. Creature: Beast
4. Creature: Celestial
5. Creature: Construct
6. Creature: Dragon
7. Creature: Elemental
8. Creature: Ethereal
9. Creature: Fey
10. Creature: Fiend
11. Creature: Fungus
12. Creature: Giant
13. Creature: Goblin
14. Creature: Orc
15. Creature: Human
16. Creature: Humanoid
17. Creature: Monitor
18. Creature: Ooze
19. Creature: Plant
20. Creature: Zombie / Undead
21. Faction: Aspis Consortium
22. Faction: Bellflower Network
23. Faction: Palatine Eye
24. Faction: Eagle Nights
25. Faction: Firebrands
26. Faction: Free Captains
27. Faction: Hellknights
28. Faction: Knights of Lastwall
29. Faction: Lion Blades
30. Faction: Magaambya
31. Faction: Night Heralds
32. Faction: Pathfinder Society
33. Faction: Red Mantis
34. Faction: Sczarni
35. Faction: Green Faith
36. Faction: Whispering Way
37. Deity: Abadar
38. Deity: Achaek
39. Deity: Asmodeus
40. Deity: Calistria
41. Deity: Cayden Cailean
42. Deity: Desna
43. Deity: Erastil
44. Deity: Gorum
45. Deity: Gozreh
46. Deity: Iomedae
47. Deity: Lamashtu
48. Deity: Nethys
49. Deity: Norgorber
50. Deity: Pharasma
51. Deity: Rovagug
52. Deity: Sarenrae
53. Deity: Shelyn
54. Deity: Torag
55. Deity: Urgathoa
56. Deity: Zon-Kuthon
57. Figure: Abrogail Thruene II
58. Figure: Ardax White-Hair
59. Figure: Azaersi
60. Figure: Baba Yaga
61. Figure: Belimarius
62. Figure: Sorshen
63. Figure: Camila Drannoch
64. Figure: Eutropia Stavian
65. Figure: Geb
66. Figure: Irabeth Tirabade
67. Figure: Jakalyn
68. Figure: Khismar Crookchar
69. Figure: Nankou
70. Figure: Nex
71. Figure: Razmir
72. Figure: Sihar
73. Figure: Taargick
74. Figure: Tar-Baphon
75. Figure: Telandia Edasseril
76. Figure: Tessa Fairwind
77. Figure: Thira Ash-Eyes
78. Figure: White Estrid
79. Figure: Wynsal Starborn
80. Place: Another plane
81. Place: Dungeon
82. Place: Crypt
83. Place: Remote Village
84. Place: Large City
85. Place: Farm
86. Place: Forest Cabin
87. Place: Cursed / Haunted Place
88. Place: Castle or Keep
89. Place: Bandit Hideout
90. Place: Library or Academy
91. Place: Temple or Church
92. Place: Tavern or Inn
93. Place: Shop or Market stall
94. Place: Remote mountains
95. Place: City back alley
96. Place: Rumored Location
97. Place: City Official's Office
98. Place: A trade route
99. Place: Rural Home
100. Place: Cave or Darklands