Terra Incognita

Adventure Starter

Even the most imaginative Game Master will, on occasion, find herself bereft of inspiration. The National Archæological Geographical and Submarine Society is once again at your service. The same picked body of Gadgeteers who labored so admirably for untold years to bring you the Terra Incognita Random Character Generator have once again triumphed! The NAGS Society proudly brings you the Terra Incognita Adventure Starter! With a few simple rolls of the dice you can create a framework for your pulp adventures and penny dreadfuls.

Call upon this utility whenever you are mired in a creative quandary or in need of an immediate adventure idea. Ignore the chronological and geographical information if irrelevant to your campaign. And, of course, fudge details as you wish. Some combinations require a modicum of ingenuity to explicate. But then again, is that not the point of a random adventure starter?

To use the Adventure Starter you will need a d6, d10, and d100. See also the Terra Incognita website at www.nagssociety.com for an online version of the Adventure Starter as well as the Terra Incognita Random Character Generator in both online and manual versions.

Following are two sample starter adventures:

A Terra Incognita Adventure Starter

Year: 1930
Continent: Australia

The Hook: a dream sequence

Scene One: a foreign city
Scene Two: an archæological dig
Climax: an ancient temple

The Story: The heroes are asked to find a large quantity of money. They must contend with a theft while being opposed by an ancient warrior.

A Terra Incognita Adventure Starter

Year: 1931
Continent: South America

The Hook: an imposter

Scene One: a military base
Scene Two: a subterranean city
Climax: a waterfall

The Story: The heroes are asked to hunt a Buddhist monk. They must contend with a wounded enemy while being opposed by a virus.

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Year
Roll d100 to determine the last two digits of the year. For 00 – 49, add to 1900. For 50 – 99, add to 1800.

*N.B.:* This adds 10 years (1940-49) to the *Terra Incognita* timeline. Feel free to reroll or extend the timeline.

Continent
Roll 1d10 on Continent Table. Adjust the table as you see fit.

Continent Table
1. Africa
2. Antarctica
3. Asia
4. Australia
5. Europe
6. North America
7. South America
8. Home Continent
9. Home Continent
10. Home Continent

The Hook
Roll d100 on the Hook Table on page 3.
The Hook is the event that pulls NAGS Society Members into the episode. If you are planning far enough in advance, the hook event might very well occur at some point during the preceding adventure.

Scene One
Roll d100 on the Setting Table on page 3.
The Adventure Starter defaults to three scenes. You can, of course, modify this according to your needs.

Scene Two
Roll d100 on the Setting Table on page 3.

Climax
Roll d100 on the Setting Table on page 3.

The Story
Roll 1d6 to determine if the Action of the story involves a person, place, or thing:

1-2 Roll on Action (Person) and Object (Person) Tables;
3-4 Roll on Action (Place) and Object (Place) Tables;
5-6 Roll on Action (Thing) and Object (Thing) Tables.

*N.B.:* This adds an extra bit of complication to the Adventure Starter, but it helps to avoid thoroughly nonsensical results such as “The Heroes must catalog a Buddhist monk.” I have endeavored to insure that Person Actions have appropriate Person Objects, &c.

The following paragraph describes the action of your pulp adventure or penny dreadful:
The heroes are asked to [Roll on Action Table and Object Table]. They must contend with [Roll on Complication Table] while being opposed by [Roll on Opposition Table].

An Now, An Example:
Following is an actual adventure starter generated by this ingenious device.

**A Terra Incognita Adventure Starter**

**Year:** 1926
**Continent:** Asia

**The Hook:** a tsunami

**Scene One:** a courtroom
**Scene Two:** a foreign city
**Climax:** a subterranean river

**The Story:** The heroes are asked to conceal a lost book. They must contend with an ethical quandary while being opposed by an epidemic.
**Terra Incognita**

**Adventure Starter**

<table>
<thead>
<tr>
<th>Hook Table:</th>
<th>Setting Table:</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. a dead body</td>
<td>1. a graveyard</td>
</tr>
<tr>
<td>2. a strange map</td>
<td>2. an asylum</td>
</tr>
<tr>
<td>3. a distress call</td>
<td>3. a university</td>
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<tr>
<td>4. an important discovery</td>
<td>4. a society gathering</td>
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<tr>
<td>5. a routine discovery</td>
<td>5. a masquerade party</td>
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<tr>
<td>6. a disappearance</td>
<td>6. an ancient temple</td>
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<tr>
<td>7. a blizzard</td>
<td>7. a skyscraper</td>
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<tr>
<td>8. a volcanic eruption</td>
<td>8. a lost jungle city</td>
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<tr>
<td>9. a tsunami</td>
<td>9. a lost desert city</td>
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<tr>
<td>10. an earthquake</td>
<td>10. a sunken city</td>
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<tr>
<td>11. a raging fire</td>
<td>11. a shipwreck</td>
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<tr>
<td>12. a shipwreck</td>
<td>12. a small rural town</td>
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<tr>
<td>13. a plane crash</td>
<td>13. a ghost town</td>
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<tr>
<td>14. a devastating flood</td>
<td>14. urban slums</td>
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<tr>
<td>15. a profound drought</td>
<td>15. a famous monument</td>
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<td>16. a disease</td>
<td>16. the subway tunnels</td>
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<td>17. an impossible creature</td>
<td>17. a museum</td>
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<tr>
<td>18. a deal gone wrong</td>
<td>18. a library</td>
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<tr>
<td>19. a dream sequence</td>
<td>19. catacombs</td>
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<tr>
<td>20. an enigmatic gift</td>
<td>20. a bridge</td>
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<tr>
<td>21. peculiar behavior</td>
<td>21. a volcano</td>
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<tr>
<td>22. an unexpected return</td>
<td>22. a parade</td>
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<tr>
<td>23. an important invitation</td>
<td>23. an uncharted island</td>
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<tr>
<td>24. misplaced trust</td>
<td>24. a luxury liner</td>
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<tr>
<td>25. a trap</td>
<td>25. a passenger train</td>
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<tr>
<td>26. a scrap of paper</td>
<td>26. a monastery</td>
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<tr>
<td>27. overheard conversation</td>
<td>27. a lost world</td>
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<tr>
<td>28. missing book</td>
<td>28. a passenger airship</td>
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<tr>
<td>29. sinking ship</td>
<td>29. ancient ruins</td>
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<tr>
<td>30. out of control vehicle</td>
<td>30. an animal graveyard</td>
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<tr>
<td>31. large object disappears</td>
<td>31. an animal city</td>
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<tr>
<td>32. a test</td>
<td>32. a subterranean city</td>
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<tr>
<td>33. an accident</td>
<td>33. a subterranean river</td>
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<tr>
<td>34. a disappearance</td>
<td>34. a subterranean lake</td>
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<td>35. a temptation</td>
<td>35. the docks</td>
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<td>36. an award</td>
<td>36. a frontier outpost</td>
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<td>37. dressed down by superior</td>
<td>37. a research facility</td>
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<td>38. assume an investigation</td>
<td>38. a military base</td>
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<td>39. continue failed project</td>
<td>39. a mountain top</td>
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<tr>
<td>40. an explosion</td>
<td>40. an immense cavern</td>
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<tr>
<td>41. unexpected passenger</td>
<td>41. the rainforest</td>
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<tr>
<td>42. a shortage</td>
<td>42. the desert</td>
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<tr>
<td>43. an imposter</td>
<td>43. a frozen wasteland</td>
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<tr>
<td>44. unmotivated attack</td>
<td>44. an abandoned mine</td>
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<tr>
<td>45. hostages</td>
<td>45. a church or temple</td>
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<td>46. cultural immersion</td>
<td>46. a castle</td>
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<tr>
<td>47. retribution</td>
<td>47. a haunted house</td>
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<tr>
<td>48. strange noises</td>
<td>48. an abandoned ship</td>
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<td>49. disembodied chanting</td>
<td>49. a waterfall</td>
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<tr>
<td>50. strange music</td>
<td>50. some Roman ruins</td>
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<tr>
<td>51. a theft</td>
<td>51. aboard a submarine</td>
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<td>52. a chase</td>
<td>52. aboard an airship</td>
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<td>53. a warning</td>
<td>53. the World’s Fair</td>
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<td>54. inexperience</td>
<td>54. a national capital</td>
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<tr>
<td>55. ineptitude</td>
<td>55. a factory</td>
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<tr>
<td>56. excellence</td>
<td>56. an hospital</td>
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<tr>
<td>57. a desperate phone call</td>
<td>57. the market square</td>
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<tr>
<td>58. a letter arrives too late</td>
<td>58. aircraft hanger</td>
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<tr>
<td>59. a race</td>
<td>59. underwater</td>
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<tr>
<td>60. a visit to the doctor</td>
<td>60. a plane wreck</td>
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<td>61. murder</td>
<td>61. a tomb</td>
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<tr>
<td>62. direct orders</td>
<td>62. a pyramid</td>
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<tr>
<td>63. disobeying orders</td>
<td>63. a laboratory</td>
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<tr>
<td>64. a sealed crate</td>
<td>64. a big city apartment</td>
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<tr>
<td>65. an empty value</td>
<td>65. a crowded school</td>
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<tr>
<td>66. a calling card</td>
<td>66. the museum basement</td>
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<tr>
<td>67. a persistent reporter</td>
<td>67. a city park</td>
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<td>68. strange hieroglyphics</td>
<td>68. a newly opened tomb</td>
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<tr>
<td>69. an unknown language</td>
<td>69. the jungle</td>
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<tr>
<td>70. lights in the sky</td>
<td>70. a geological wonder</td>
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<tr>
<td>71. a crack in the Earth</td>
<td>71. a cross country journey</td>
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<tr>
<td>72. a new invention</td>
<td>72. a nondescript suburb</td>
</tr>
<tr>
<td>73. a quest</td>
<td>73. an archaeological dig</td>
</tr>
<tr>
<td>74. a chase</td>
<td>74. main headquarters</td>
</tr>
<tr>
<td>75. a new hire</td>
<td>75. downtown</td>
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<tr>
<td>76. “They’re all dead!”</td>
<td>76. a Buddhist temple</td>
</tr>
<tr>
<td>77. a robbery</td>
<td>77. a battlefield</td>
</tr>
<tr>
<td>78. a secret door</td>
<td>78. a businessman’s office</td>
</tr>
<tr>
<td>79. hostages</td>
<td>79. a seedy bar</td>
</tr>
<tr>
<td>80. a sudden collapse</td>
<td>80. an elegant restaurant</td>
</tr>
<tr>
<td>81. medical experiments</td>
<td>81. the beach</td>
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<tr>
<td>82. brainwashing</td>
<td>82. the cabaret</td>
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<tr>
<td>83. a temporal anomaly</td>
<td>83. a penthouse suite</td>
</tr>
<tr>
<td>84. a friend’s betrayal</td>
<td>84. an expensive hotel</td>
</tr>
<tr>
<td>85. a stranger in distress</td>
<td>85. a roadside motel</td>
</tr>
<tr>
<td>86. an archaeological dig</td>
<td>86. a mountainside</td>
</tr>
<tr>
<td>87. the Mother Tongue</td>
<td>87. a canyon</td>
</tr>
<tr>
<td>88. war</td>
<td>88. an island</td>
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<tr>
<td>89. a riot</td>
<td>89. a mansion</td>
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<tr>
<td>90. a haunted location</td>
<td>90. Chinatown</td>
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<tr>
<td>91. a deathbed confession</td>
<td>91. a courtroom</td>
</tr>
<tr>
<td>92. a package in the mail</td>
<td>92. a speeding automobile</td>
</tr>
<tr>
<td>93. new construction</td>
<td>93. a sporting event</td>
</tr>
<tr>
<td>94. an untested invention</td>
<td>94. an abandoned building</td>
</tr>
<tr>
<td>95. a new world’s record</td>
<td>95. a vacant lot</td>
</tr>
<tr>
<td>96. an ancient god’s return</td>
<td>96. a train station</td>
</tr>
<tr>
<td>97. an escape</td>
<td>97. the sewers</td>
</tr>
<tr>
<td>98. a library rediscovered</td>
<td>98. an elegant department store</td>
</tr>
<tr>
<td>99. an animal attack</td>
<td>99. a foreign city</td>
</tr>
<tr>
<td>100. a creature discovered</td>
<td>100. the roof of a skyscraper</td>
</tr>
</tbody>
</table>
### Action (Person) Table:
1. accompany
2. assist
3. capture
4. chase
5. conceal
6. defeat
7. destroy
8. duplicate
9. entertain
10. escape from
11. escort
12. fight
13. find
14. guard
15. hunt
16. investigate
17. mediate for
18. meet
19. observe
20. protect
21. recover
22. rescue
23. track
24. train
25. warn

### Action (Place) Table:
1. capture
2. catalog
3. chase
4. conceal
5. defeat
6. destroy
7. duplicate
8. escape from
9. escort
10. excavate
11. fight
12. find
13. guard
14. hunt
15. infiltrate
16. investigate
17. observe
18. protect
19. purchase
20. recover
21. save
22. steal
23. study
24. track
25. transport

### Action (Thing) Table:
1. an amnesiac police
2. a Buddhist monk
3. a disgraced soldier
4. an eminent scientist
5. a family member
6. a famous artist
7. a former lover
8. a former mentor
9. a former student
10. a language’s last speaker
11. a famous actor
12. a museum curator
13. a mystic
14. a native shaman
15. a noted Egyptologist
16. an outre psychologist
17. a hack writer
18. a respected businessman
19. a rival
20. a voodoo houngan
21. a world leader
22. a dead body
23. a long lost person
24. a passenger
25. a bureaucrat
26. a superior
27. an investigator from HQ
28. a reporter
29. a dying person
30. a person acting strangely
31. an aristocrat
32. an impetuous youth
33. an enemy
34. a double agent
35. an exact look-alike
36. a refugee
37. an asylum seeker
38. a madman
39. a child
40. a dependent
41. an imposter
42. a family
43. an urchin
44. a diplomat
45. one of the heroes
46. an authority on...
47. a potential ally
48. a royal relative
49. a spy
50. a close relative

### Object (Person) Table:
1. a close relative
2. an urchin
3. a royal relative
4. a potential ally
5. an authority on...
6. a commander
7. an imposter
8. a double agent
9. a spy
10. a famous actor
11. a rare artifact
12. an ancient technology
13. a mythical creature
14. a popular science
15. a Biblical artifact
16. a popular fiction
17. a rare painting
18. a legendary artifact
19. a lost book
20. a map

### Object (Place) Table:
1. a Doomsday device
2. a critical document
3. outdated technology
4. a newspaper
5. a map
6. a fabled gem
7. a rare object
8. a mystical object
9. a consecrated object
10. a mysterious object

### Use Setting Table
1. a close relative
2. an urchin
3. a royal relative
4. a potential ally
5. an authority on...
6. a commander
7. an imposter
8. a double agent
9. a spy
10. a famous actor
11. a rare artifact
12. an ancient technology
13. a mythical creature
14. a popular science
15. a Biblical artifact
16. a popular fiction
17. a rare painting
18. a legendary artifact
19. a lost book
20. a map
Complication Table:
1. mistaken identity
2. a natural disaster
3. a transport disaster
4. an abduction
5. a theft
6. getting hopelessly lost
7. a nasty trap
8. a monster
9. an unexpected appearance
10. a deal gone wrong
11. a mental breakdown
12. one in need of rescue
13. undesired adoration
14. a defection
15. interference
16. amnesia
17. a hijacking
18. unwelcome advances
19. vicious exploitation
20. a cover up
21. duplicity
22. a wounded enemy
23. a mysterious disease
24. paralyzing fear
25. being imprisoned
26. being falsely accused
27. pirates
28. murder
29. a secret from the past
30. caught in the middle
31. cooperate with enemy
32. effects of strange plant
33. a kidnapping
34. an investigation by HQ
35. technology malfunction
36. unwelcome advice
37. enraged natives
38. intra-party strife
39. political machinations
40. legal problems
41. an extinct creature
42. a living myth
43. a new species
44. pride
45. large thing out of control
46. a crisis of confidence
47. bad advice
48. interfering bystander
49. blackmail
50. betrayal
51. conflicting loyalties
52. an ethical quandary
53. an unwanted ally
54. hostages
55. an unmotivated attack
56. cultural immersion
57. retribution
58. personal responsibility
59. equipment recall
60. an adoring kid
61. an abomination
62. a favor called in
63. familial obligation
64. aëroplane crash
65. a sinking ship
66. an auto accident
67. an experiment gone awry
68. a swarm
69. a curse
70. a mandatory ritual
71. an imminent conflict
72. a temporal anomaly
73. a celebrity
74. bad press
75. a persistent reporter
76. an inheritance
77. love
78. a geologic impossibility
79. a dead body
80. misplaced trust
81. a trap
82. a chase
83. a quest
84. hostages
85. a sudden collapse
86. medical experiments
87. brainwashing
88. war
89. a riot
90. a moral quandary
91. conflicting accounts
92. a restless spirit
93. a haunted location
94. ‘They’re all dead!’
95. an ancient god’s return
96. an animal attack
97. worshipful natives
98. a lost expedition
99. an annoying fad
100. an epidemic

Opposition Table:
1. an evil twin
2. a look-alike
3. a foreign government
4. a nemesis
5. a mad scientist
6. a former mentor
7. a former colleague
8. a former lover
9. an intelligent animal
10. an animal civilization
11. a vengeful animal
12. the Living Earth
13. subterranean culture
14. newly sentient being
15. government bureaucrats
16. inflexible rules
17. an ancient entity
18. an ancient race
19. a collector
20. a criminal mastermind
21. a cult
22. enraged natives
23. a family member
24. a former student
25. a gangster
26. a large company
27. a mystic
28. a native leader
29. a native shaman
30. obsessed millionaire
31. a religious group
32. a rival organization
33. a rival
34. a rogue colleague
35. a sentient automaton
36. a shadowy cabal
37. a supernatural entity
38. a voodoo houngan
39. a world leader
40. a bored aristocrat
41. unscrupulous scientists
42. a fanatic
43. a supernatural creature
44. a virus
45. an epidemic
46. an addictive substance
47. inner demons
48. a secret from the past
49. a voice on the telephone
50. a serial killer
51. an exiled leader
52. an occultist
53. a pirate
54. an ancient warrior
55. a tomb raider
56. a split personality
57. a secret society
58. strange visitors
59. sentient animals
60. lizardmen
61. animated skeletons
62. zombies
63. a mutated creature
64. a beautiful woman
65. a handsome man
66. a mad academic
67. a soldier
68. a mad inventor
69. a detective
70. an insane doctor
71. a nosy reporter
72. a spy
73. a mystical sorcerer
74. an international cartel
75. headquarters
76. dinosaurs
77. inner demons
78. an unknown force
79. an unrevealed enemy
80. a fortune hunter
81. a pandemic disease
82. an impending disaster
83. a living myth
84. a curse
85. an ethical quandary
86. a secret from the past
87. a wounded enemy
88. one of the heroes
89. a former ally
90. a monster
91. a celebrity
92. disembodied brain
93. a corrupt politician
94. a god
95. a sham
96. a demagogue
97. invaders
98. avengeful man
99. a restless spirit
100. a haunted location