

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

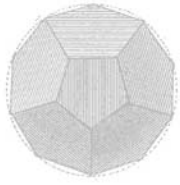
The Hook: an imposter

Scene One: a military base

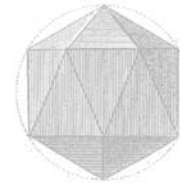
Scene Two: a subterranean city

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.



Terra Incognita Adventure Starter



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

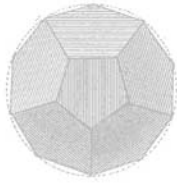
The Hook: a tsunami

Scene One: a courtroom

Scene Two: a foreign city

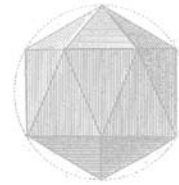
Climax: a subterranean river

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



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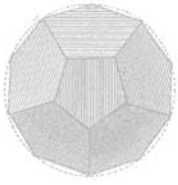
Hook Table:

1. a dead body
2. a strange map
3. a distress call
4. an important discovery
5. a routine discovery
6. a disappearance
7. a blizzard
8. a volcanic eruption
9. a tsunami
10. an earthquake
11. a raging fire
12. a shipwreck
13. a plane crash
14. a devastating flood
15. a profound drought
16. a disease
17. an impossible creature
18. a deal gone wrong
19. a dream sequence
20. an enigmatic gift
21. peculiar behavior
22. an unexpected return
23. an important invitation
24. misplaced trust
25. a trap
26. a scrap of paper
27. overheard conversation
28. missing book
29. sinking ship
30. out of control vehicle
31. large object disappears
32. a test
33. an accident
34. a disappearance
35. a temptation
36. an award
37. dressed down by superior
38. assume an investigation
39. continue failed project
40. an explosion
41. unexpected passenger
42. a shortage
43. an imposter
44. unmotivated attack
45. hostages
46. cultural immersion
47. retribution
48. strange noises
49. disembodied chanting
50. strange music

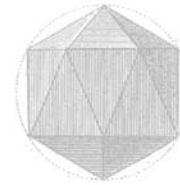
51. a theft
52. a chase
53. a warning
54. inexperience
55. ineptitude
56. excellence
57. a desperate phone call
58. a letter arrives too late
59. a race
60. a visit to the doctor
61. murder
62. direct orders
63. disobeying orders
64. a sealed crate
65. an empty valise
66. a calling card
67. a persistent reporter
68. strange hieroglyphics
69. an unknown language
70. lights in the sky
71. a crack in the Earth
72. a new invention
73. a quest
74. a chase
75. a new hire
76. 'They're all dead!'
77. a robbery
78. a secret door
79. hostages
80. a sudden collapse
81. medical experiments
82. brainwashing
83. a temporal anomaly
84. a friend's betrayal
85. a stranger in distress
86. an archaeological dig
87. the Mother Tongue
88. war
89. a riot
90. a haunted location
91. a deathbed confession
92. a package in the mail
93. new construction
94. an untested invention
95. a new world's record
96. an ancient god's return
97. an escape
98. a library rediscovered
99. an animal attack
100. a creature discovered

Setting Table:

1. a graveyard
2. an asylum
3. a university
4. a society gathering
5. a masquerade party
6. an ancient temple
7. a skyscraper
8. a lost jungle city
9. a lost desert city
10. a sunken city
11. a shipwreck
12. a small rural town
13. a ghost town
14. urban slums
15. a famous monument
16. the subway tunnels
17. a museum
18. a library
19. catacombs
20. a bridge
21. a volcano
22. a parade
23. an uncharted island
24. a luxury liner
25. a passenger train
26. a monastery
27. a lost world
28. a passenger airship
29. ancient ruins
30. an animal graveyard
31. an animal city
32. a subterranean city
33. a subterranean river
34. a subterranean lake
35. the docks
36. a frontier outpost
37. a research facility
38. a military base
39. a mountain top
40. an immense cavern
41. the rainforest
42. the desert
43. a frozen wasteland
44. an abandoned mine
45. church or temple
46. a castle
47. a haunted house
48. an abandoned ship
49. a waterfall
50. some Roman ruins
51. aboard a submarine
52. aboard an airship
53. the World's Fair
54. a national capital
55. a factory
56. an hospital
57. the market square
58. aircraft hanger
59. underwater
60. a plane wreck
61. a tomb
62. a pyramid
63. a laboratory
64. a big city apartment
65. a crowded school
66. the museum basement
67. a city park
68. a newly opened tomb
69. the jungle
70. a geological wonder
71. a cross country journey
72. a nondescript suburb
73. an archaeological dig
74. main headquarters
75. downtown
76. a Buddhist temple
77. a battlefield
78. a businessman's office
79. a seedy bar
80. an elegant restaurant
81. the beach
82. the cabaret
83. a penthouse suite
84. an expensive hotel
85. a roadside motel
86. a mountainside
87. a canyon
88. an island
89. a mansion
90. Chinatown
91. a courtroom
92. a speeding automobile
93. a sporting event
94. an abandoned building
95. a vacant lot
96. a train station
97. the sewers
98. an elegant department store
99. a foreign city
100. the roof of a skyscraper



Terra Incognita Adventure Starter



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. conceal
4. defeat
5. destroy
6. duplicate
7. escape from
8. excavate
9. fight
10. find
11. guard
12. infiltrate
13. investigate
14. map
15. observe
16. protect
17. purchase
18. recover
19. save
20. warn

Action (Thing) 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

Object (Place) Table:

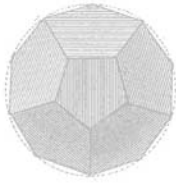
Use Setting Table

Object (Person) Table:

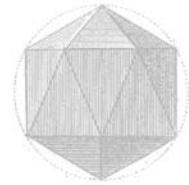
1. an amnesiac police
2. a Buddhist monk
3. a disgraced soldier
4. an eminent scientist
5. a family member
6. a famous artist
7. a former lover
8. a former mentor
9. a former student
10. a language's last speaker
11. a famous actor
12. a museum curator
13. a mystic
14. a native shaman
15. a noted Egyptologist
16. an outré 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 (Thing) Table:

1. ancient technology
2. an extinct creature
3. a Biblical artifact
4. a colossal object
5. a crystal skull
6. a famous painting
7. a forbidden tome
8. a legendary artifact
9. a lost book
10. a map
11. a mythical artifact
12. a mythical creature
13. previously unknown tribe
14. a sentient automaton
15. a technological wonder
16. a fabled gem
17. a decaying mummy
18. a cursed necklace
19. a dead body
20. ancient ruins
21. a stolen object
22. a suitcase
23. a crate
24. an animal
25. a mundane item
26. a sealed package
27. a vehicle
28. preserved remains
29. a large amount of money
30. some enigmatic carvings
31. an indecipherable language
32. a virus
33. an experimental vehicle
34. a statue
35. a perpetual motion device
36. a supernatural object
37. an extinct animal
38. a rare plant
39. a cursed object
40. a monster
41. a borrowed object
42. an rare ancient artifact
43. a disease
44. an experimental weapon
45. a controversial theory
46. a newly discovered memoir
47. a lost literary work
48. outdated technology
49. a critical document
50. a Doomsday device



Terra Incognita Adventure Starter



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. a aeroplane 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. 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. revengeful man
99. a restless spirit
100. a haunted location