

Ad-Libs & Adventures

Quests

	Name	Quest Type	What is the Objective
1	Food Allergies	Survival, Investigation	Players stumble upon a [Adjective] [Place] and are immediately chased by [Number] of [Creature] carrying very [Adjective] [Object]. Players only escape is a door that leads into a [place]. Inside the the players find kitchen like area and a number of clues that lead them to the understanding that the creatures are repelled by the smell of [Food].
2	From the Stars	Exploration	On their journey players come across a [place] with a crater in the center. Players can see a faint [Colour] glow pulsing from the bottom of the Crater. When players get closer they find a glowing [Object]. When players touch the Object [Colour] [Plural Noun] appear and the players are all Teleported into a [Adjective] [Place]
3	For the Monarch!	Retrieval	Players are contracted by [Humanoid Creature] Monarch to retrieve a stolen magical [Adjective] [Object] from his Rival an evil [Humanoid Creature] who has taken it to their secret lair a [Adjective] [Place] . To get their the Monarch as arranged for the party to be carried [Number] [Colour] flying [Beast]. They Fly by [Verb] their [Body Part]
4	Necromancer Dungeon	Survival, Kill	Teleported by a [Humanoid Creature] Wizard with a [Adjective] [Noun] Who is very [Adjective] and smells like [Scent] and [Food]. Secretly they are a Necromancer and have brought players to their Lair a [Adjective] [Place]. A place Legend says there is no Escape! Players must survive and find an escape before the necromancers Minions undead [creatures] try to [verb] the players to death.

5	Factory Inc.	Survival,	Players must go to a [Object] Factory run by [Humanoid Creature] that was abandoned [Number] Years ago when it was over run with [Adjective] [Creatures] .
6	How Convenient	Social, Exploration	Players must [Verb] [Adverb] a [Place] to seek out the wise and [Adjective] Sage who is rumored to be a [Humanoid Creature] With the power to bestow them with [verb] and [verb] . Just what the players need to defeat the Evil [Humanoid Creature] that stalks the [Place] mind controlling the [Humanoid Creature] that call it home making them very [Emotion] and smell like [scent]
7	The god of ???	Exploration, Investigation,	Players must explore an Ancient [Place] that was sacred to the [Humanoid Creature] where they prayed to the god of [Noun] and [Noun] . [Number] of years ago a faction of [Humanoid Creature] came and destroyed the sacred site and ever since it has laid in ruin and over run by [creature] and [Creature] . Players find ancient scripts and a [object] evidence that indicates a powerful statue of the God that stood here and used in many rites and rituals seems to have been taken.
8	Short Cut To the McGuffin	Exploration, Kill	The players must stop a [Creature] from reaching the [Artifact] that will make it unstoppable. The artifact is located in a [Place] hidden up in the mountains. Luckily players are told of a shortcut! Players must brave the [Scent] smell, circumvent or disarm a [Trap] and then climb up a [Adjective] structure in the shape of a [Object] . Once at the top players will find [Colour] hatch that is locked. Players need to knock on it with their [Body Part] to open it OR pick the lock. Opening the hatch players arrive in a [Adjective] store room filled with [Object] and [Object] . Once inside the compound players must find the Artifact first and destroy the creature.

Dungeons

Description		Room by Room
1	Infestation	This [Adjective] dungeon is infested with [Number] [Creature] guarding a [Treasure or Artifact] . The air is thick with the smell of [Scent] .
2	They want to do what now?	In this [Place] , there's a group of [Number] [Creature] trying to [Verb] [Players] [Adverb] . Their footsteps echo loudly.
3	Ambush	In this narrow passageway, there's a sudden rustle as [Number] [Creature] leap out from hidden alcoves, attempting to [Verb] Players [Adverb] . The air fills with the sound of [Adjective] [Sound] and the smell of [Scent] hangs heavy in the air
4	Say I didnt warn you	This room seems [Adjective] , but it's actually a [Trap] , guarded by [Creature] warning you not to go forward. A sudden [Verb] of [Adjective] wind through the room bringing with it the Smell of [Scent] and [Scent] a warning of waht is to come.
5	I've got a feeling	This room is [Adjective] . A [Adjective] [Creature] guarding the [Treasure or Artifact] . The sight of its glowing eyes [Colour] makes players feel [Emotion] and want to [Verb] .
6	Writing on the wall	This [Adjective] Room of the dungeon is teeming with [Number] [Humanoid Creature] guarding a [Treasure or Artifact] . Strange [Colour] symbols glow eerily on the walls. If players look hard enough they can make out the word [Noun] Perhaps a Key to finding how to defeate the guardians.
7	Dungeon Side Story	In this [Place] , there are two gangs of [Number] [Creature] trying to [Verb] each other [Adverb] .The sound of clashing swords and [Objects] [Adjective] fills the room .
8	But I want to touch it!	Entering this room teleports Players to a [Place] with a statue of a [Adjective] [Creature] in the center Holding a [Treasure or Artifact] . If players touch the object the Statue [Verb] to life and tries to [Verb] players while attacking them.

Ad-Lib Key

Ad-Lib	Specific Ad-Lib	Examples
[Noun]	[Creature]	Cat, Goblin, Unicorn, Fairy, Ghost, Elf, Demon etc.
	[Beast]	Dog, Elephant, Kangaroo, Snake, Owl etc.
	[Body Part]	Head, Left hand, Foot, Elbow, Heart, Brain etc
	[Place]	Cave, City, Forest, Shop, Ruins, Mountain
	[Humanoid Creature]	Orc, Human, Elf, Dwarf.
	[Liquid]	Water, Lava, Orange Juice, Soup, Oil etc
	[Food]	Cheese, Banana, Lasagna, Pizza, Bread, Macaroni, Watermelon, Celery
	[Trap]	Pit Trap, Tripwire, Spike Trap, Snare
	[Obstacle]	A wall, A Rickety Bridge, A River
	[Treasure or Artifact]	A Chalice, A Legendary Sword, A Precious gemstone, Magical Boots, An ancient staff
[Number]	1,2,10,53,99	

[Adjective]	Big,Tiny Angry, Happy, Fancy, Muscular, Sinister, Majestic, Eerie etc.	
	[Sound]	Bur, Squeak, Ringing, Boom, Crack, Roar, Buzz, Clang, Chirp, Thud, Whisper, Hiss etc.
	[Taste]	Bland, Sweet, Bitter, Slimy, Sour, Salty, Spicy, Tart, Tangy, Savoury etc.
	[Scents]	Roses, Acrid, Pine, Fresh Cut Grass, Lavender, Sweat, Rotten Fish, Sewage, Vomit, Spoiled Milk, Rotten Egg Smell, iron. etc.
	[Emotion]	Happy, Sad, Elated, Surprised, Nervous etc.
[Verb]	Explore, Search, Ascend, Decipher, Overcome, Survive, Defend, Forge, Collect, Evade, Escape etc.	
[Adverb]	Loudly, Stealthily, Swiftly, Carefully, Boldly, Freely, Haphazardly. etc	