



Add a bit of fortune to your game!

Need an idea for one of your TTRPGS?

Jump to one of the generators below. Ask the Fate Finder and give it a shake. Turn it over to the window to reveal your Fate.

Generators

Monsters2

Traps3

Characters4

Encounters5

Quests6

Loot.....7



Need a monster for your game? Ask the Fate Finder and give it a shake. Turn it over to the window to reveal your Fate.

#	Result
1	An ancient dragon, grumpy and sleep-deprived, awakens in a very bad mood. Smoke plumes from its nostrils as it considers if breakfast could be nearby.
2	A swarm of giant scorpions emerges from the shadows, each with a nasty habit of pinching first and asking questions never.
3	A stone golem rises from the ground, moving with all the enthusiasm of a Monday morning. Its only mission: crush anything in its path.
4	A manticore so irritable that even its spikes seem to bristle with annoyance swoops in from above, already picking its next target.
5	A group of ogres stumbles onto the scene, debating whether 'two-legged snacks' count as part of a balanced diet.
6	A ghastly wraith appears, emitting a chill so cold that local plants just give up and wilt. It mutters ominous things about the 'good old days.'
7	Three dire wolves, each bigger than the last, pad forward with expressions suggesting they're long overdue for a proper meal.
8	A mimic, poorly disguised as a treasure chest, sits on the path. It quivers with excitement, eagerly waiting for a hand to 'accidentally' reach out.
9	A small horde of goblins tumbles from the bushes, covered in mud and war paint. They're overly enthusiastic about their ambush tactics, which involve a lot of tripping.
10	A couple of bugbears appear, flexing dramatically as if they've been waiting for this moment all day. One even tries to strike a pose.
11	A single giant spider hangs from a nearby tree, tapping two of its eight legs impatiently. It clearly has plans and they involve something sticky.
12	A group of kobolds huddles around a very rickety trap, congratulating themselves on 'peak engineering' while the trap's spring creaks ominously.
13	A lone gnoll gnaws contentedly on an unidentifiable bone, chuckling to itself like it just remembered the punchline to a terrible joke.
14	An owlbear with unusually big, round eyes approaches with an almost puppy-like curiosity. Unfortunately, it has no idea it's terrible at making friends.
15	A sprite hovers nearby, demanding payment to cross its 'kingdom.' Its crown is a bottle cap, and it won't take 'no' for an answer.
16	A single goblin lies sprawled out, snoring with gusto. Occasionally it mutters things like 'treasure' and 'cabbages' in its sleep.
17	A hedgehog the size of a watermelon ambles over, curling defensively into a ball at the slightest noise. Its spikes, however, look sharper than its wit.
18	A tiny pseudodragon flutters in with all the grace of a drunk butterfly, occasionally squeaking for snacks. It's adorable, if somewhat needy.
19	A faerie dragon appears, covered in sparkles and clearly thrilled to have found new 'playmates.' It spends more time pulling pranks than paying attention.
20	A bunny hops into view, twitching its nose with an innocent expression. It's probably just a bunny...unless those rumors of the 'feral fluff' are true.



Wait! Don't open that...! Need a trap for your players? Ask the Fate Finder and give it a shake. Turn it over to the window to reveal your Fate.

#	Result
1	A spike pit filled with venomous snakes, rusty spikes, and possibly an insult or two. The trap builder clearly went for 'overkill.'
2	A room with a collapsing ceiling...and it's not in any hurry. The suspense is somehow worse than the actual threat.
3	A fire trap that ignites everything in sight, including itself. It's a hot mess—literally and figuratively.
4	A pit lined with tar and feathers, designed purely for humiliation. Someone with a twisted sense of humor clearly made this one.
5	Swinging blades that seem to have an off-beat rhythm, as if the trapmaker couldn't decide between 'lethal' and 'disorienting.'
6	A tripwire activates an avalanche of marbles, turning the floor into a cartoonishly slippery hazard.
7	Poison darts fly out of the walls...with questionable aim. They hit everything except their target, including a conveniently placed dummy.
8	A boulder rolls down the corridor, but it's a bit too slow and gets wedged halfway. Slightly intimidating, mostly embarrassing.
9	A trapdoor opens to a shallow pit lined with banana peels. It's unclear if it's deadly or just an elaborate prank.
10	A classic bear trap snaps shut with dramatic flair, but it's so rusty it might need WD-40 more than a reset.
11	A wall of spikes starts to close in, but at a snail's pace. Perfect for the slowest of slow escapes.
12	A net drops from above, but it's too small for anyone taller than two feet. Perhaps it was made with goblins in mind.
13	A swarm of mechanical bees is released, buzzing loudly but running out of juice halfway through the chase.
14	A hidden blowgun puffs a cloud of glitter. It's harmless, but someone's now sparkling for the rest of the day.
15	A harmless whoopee cushion trap sounds off loudly, causing alarm and then mild embarrassment, alerting everyone several rooms away.
16	A smoke screen fills the room, adding a touch of mystery. The smoke smells oddly like freshly baked cookies.
17	A harmless pitfall covered with an elaborate rug. It's deep enough to be inconvenient but too shallow to be dangerous.
18	A spring-loaded rubber snake pops out with a loud 'BOING!' Surprisingly effective at startling adventurers.
19	A floor panel triggers a confetti explosion. A sign appears: 'Congratulations! You've found our trap!'
20	A hidden door swings open, revealing treasure and a pathway out. Finally, a trap that leads somewhere good!



Villain, Ally, or both! Need a character for your game? Ask the Fate Finder and give it a shake. Turn it over to the window to reveal your Fate.

#	Result
1	The Blood Mage Vorthax, who drains life essence to fuel his power. He's surrounded by swirling shadows and speaks only in cryptic threats.
2	A brutal warlord named Grul the Iron-Fisted. He wears a helmet made from the skull of a defeated foe and has a personal vendetta against anyone wearing blue.
3	Luridia the Poisoner, a rogue alchemist with a collection of lethal potions. She finds joy in experimenting... on anyone who crosses her.
4	The Laughing Knight, a maniac in dented armor who can't stop cackling. He's dangerous, unpredictable, and considers combat his only true friend.
5	A vampire named Lysander, with a taste for rare blood types. He's surprisingly charming... until he's not.
6	Madam Hex, a witch known for her curse collection. She offers 'good luck' charms but at a price that's always more than it seems.
7	Orin the Greedy, a miserly merchant who hoards gold and is quick to double-cross. Every smile is as fake as his 'discounts.'
8	Captain Scorn, a pirate with a grudge against dry land. He'll trade... but only if he gets twice as much as he gives.
9	Lady Bramble, a grumpy, retired druid with a pet thornbush she talks to. She's helpful, but only if bribed with unusual plants.
10	A suspicious bard named Flit, always with an eye on your coin purse. He plays delightful tunes... but beware of his pickpocketing skills.
11	Miss Willow, an eccentric herbalist who insists on telling you the entire life story of every plant in her shop. Generous, but long-winded.
12	The Friendly Giant, a lumbering oaf with a heart of gold and a habit of accidentally breaking everything he touches.
13	Elderberry Tom, a quirky old man who brews strange potions that may—or may not—do what he claims. Usually harmless, if a bit odd.
14	Merrigold the Merchant, an overly enthusiastic seller of strange curiosities. Willing to give you a good deal, with a free smile included.
15	Lady Fenella, a noblewoman with a penchant for rescuing stray animals. She's as generous as she is eccentric, and her pets are well-behaved... mostly.
16	Old Jasper, a cheerful fisherman who loves to tell tall tales. He'll share his catch and maybe a few secrets about the local waters.
17	Madame Delphine, a gracious innkeeper who treats all guests like royalty. She offers free meals and warm blankets, with just a hint of motherly fussing.
18	Sir Reginald, a retired knight who now spends his days gardening. Generous and kind, with stories of valor he's eager to share.
19	The Benevolent Healer, a mysterious woman who travels with a cart of healing herbs. She asks only for a smile in return for her aid.
20	Elder Miriel, a wise and gentle sage who provides guidance, tea, and occasionally, enchanted amulets. She's known for her calming presence.



How did we end up here? But more importantly, can we get out? Need a challenging encounter for your players? Ask the Fate Finder and give it a shake. Turn it over to the window to reveal your Fate.

#	Result
1	A swampy battlefield where dire bats attack from above while adventurers slowly sink into the mud. Every step gets harder, and the bats smell blood.
2	A crumbling bridge over a raging river. Goblins on the other side are gleefully cutting the ropes while firing arrows your way.
3	A pack of shadow hounds stalks you in dense fog. Visibility is near zero, and every bark seems to come from a different direction.
4	A room of darting fire elementals and unstable crystal pillars that explode if struck. The floor is already starting to crack under the heat.
5	A collapsing cavern traps you with a furious owlbear. Every round, chunks of ceiling crash down, blocking exits and creating chaos.
6	A frozen lake with a pair of frost trolls charging across it. The ice groans with every step, threatening to shatter under too much weight.
7	A pit of poisonous gas starts to fill the room while skeletal archers fire from ledges above. The only escape is a rickety ladder missing half its rungs.
8	A massive stone golem patrols a chamber filled with pressure plates. Each step risks activating spikes, fire traps, or worse.
9	A dark forest comes alive as the trees attack, their roots grabbing at ankles while poisonous thorns rain down from the branches above.
10	A raging sandstorm conceals a group of dire scorpions burrowing beneath the ground. The storm makes ranged attacks nearly impossible.
11	A room slowly fills with water while a complex lock on the door stands between the party and safety. Vicious eels swim up through the water to complicate things.
12	A creaky bridge spans a deep chasm. Halfway across, you're ambushed by harpies, who aim to sing you off the edge.
13	An ancient library begins collapsing, raining heavy books and shelves down on you while animated tomes attack with biting and spell-like effects.
14	A lava river blocks the way, and the only crossing is a precarious rope bridge. Magma mephits rise to attack, cutting the ropes as they go.
15	A treacherous mountain pass where falling rocks rain down as frost wyverns swoop overhead. Staying in cover slows progress, but keeps you safe.
16	A large chessboard floor, where each wrong step activates a deadly trap. A riddle written on the wall gives cryptic advice on safe moves.
17	A swirling vortex of wind and water churns in a flooded cavern. Inside the vortex: an angry water elemental. Slippery footing makes combat extra risky.
18	A magical puzzle locks a door, demanding riddles be solved while a horde of spiders descends from the ceiling, growing bolder each moment.
19	A band of bandits challenges you in a canyon, but their leader secretly offers a deal to betray his crew if the price is right.
20	An enchanted garden where deadly plants lash out at intruders. A glowing key dangles from a flower, and solving the puzzle disarms the plants peacefully.



We can't spend all day at the tavern. Need to send your players on a quest? Ask the Fate Finder and give it a shake. Turn it over to the window to reveal your Fate.

#	Result
1	An old man needs you to retrieve his missing dentures from a mischievous raccoon. Beware: the raccoon bites.
2	A local baker wants help testing new cupcake flavors. The side effect? Sugar-induced hallucinations.
3	A tavern owner hires you to clean out her basement. It's infested with aggressive, oversized rats... again.
4	The town crier has lost their bell. Your job is to find it before they start shouting 'Bell! Bell!'
5	A farmer needs someone to catch a runaway chicken. Fast, wily, and oddly good at dodging nets.
6	A merchant dropped their favorite hat down a well. They'll reward you handsomely—assuming you don't mind getting wet.
7	A child insists there's a monster under their bed. It's probably nothing... or maybe it's <i>something</i> .
8	The town herbalist needs a rare flower that only grows on a nearby hill. Unfortunately, the hill is home to a swarm of bees.
9	A traveling bard wants their missing lute retrieved from a rival performer. Expect passive-aggressive singing battles.
10	A noble requests a caravan escort to the next town. The only danger? Their insufferable personality.
11	A wizard needs someone to deliver a package to their tower. It's ticking and glowing. Definitely safe.
12	A village needs your help dealing with a local bandit gang. They're less threatening and more... annoyingly persistent.
13	A mysterious map leads to a hidden treasure in the forest. The only problem? A pack of territorial wolves guards the area.
14	The king's favorite dog has gone missing. Finding it requires navigating the royal garden, filled with enchanted hedges.
15	An ancient tome was stolen from a mage's library. Recovering it means dealing with tricky traps and sneaky thieves.
16	A dragon has been spotted nearby. The village begs you to either drive it away or strike a deal with it.
17	A cursed artifact is wreaking havoc on a nearby town. Destroying it requires braving an abandoned temple full of traps.
18	A warlord threatens to invade the region. Stopping their army involves rallying allies and outsmarting their generals.
19	The royal heir has been kidnapped by shadowy assassins. Rescuing them means infiltrating a heavily guarded fortress.
20	A prophecy names you as the one to retrieve the Godblade, an artifact of immense power locked in a forgotten dimension.



We fought hard for that chest! There better be something good inside! Need some interesting loot to reward your players? Ask the Fate Finder and give it a shake. Turn it over to the window to reveal your Fate.

#	Result
1	A rusty dagger with a blade so dull it doubles as a butter knife. Also, it whispers unsettlingly, but only when you're trying to sleep.
2	A single gold coin. It's oddly sticky, and no one wants to touch it.
3	A comfortable pair of boots that squeak with every step. They fit perfectly, but stealth is no longer an option.
4	A sack of turnips. Not magical, not special—just turnips. The farmer swears they're 'lucky,' though.
5	A cursed amulet that occasionally causes mild itches in awkward places. Looks fancy, though.
6	A shield with a cracked surface. It offers minimal protection and aggressively insults your enemies... and sometimes you.
7	A set of mismatched keys. One of them glows faintly, but you have no idea what it unlocks.
8	A magical scroll containing a spell to clean laundry. Useful, but not exactly heroic.
9	A potion labeled 'For Emergencies.' It smells like socks, and the effects are... unpredictable.
10	A decent longsword, sharp and sturdy. It's engraved with the name 'Dave,' and you can't change it.
11	A bag of gold coins. Conveniently, they're only accepted in a kingdom you've never heard of.
12	A ring that grants night vision. It also gives you an inexplicable craving for raw fish.
13	A finely crafted bow that hums softly when drawn. It feels like it's been waiting for a skilled hand.
14	A quiver of arrows tipped with silver. Each one glows faintly and feels unnervingly warm to the touch.
15	A suit of gleaming armor that adjusts to fit perfectly. It might even improve your posture.
16	A wand carved from dragonbone. Sparks fly when waved, promising impressive magical potential.
17	A gemstone pulsating with magical energy. It's warm to the touch and hums softly, like it's alive.
18	A golden crown adorned with enchanted rubies. It radiates authority and might attract a kingdom's worth of attention.
19	A legendary sword that bursts into flames on command. Inscribed along the blade are the words, 'Destiny Awaits.'
20	A treasure chest filled with priceless jewels, ancient artifacts, and a map to an even greater treasure. The chest itself is also gilded and magical.