The C.A.S.T.E. Chaos Engine

Random Adventure and Situation Generator
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Introduction

Welcome to the C.A.S.T.E. Chaos Engine. Here you will find a series of lists which, when your in a bind and you need some creative spark ASAP, you can employ a few dice rolls and come to a quick solution to your Game Masters Block. Although it's called a "C.A.S.T.E." Chaos engine we tried our best to make the options as removed from any specific system as possible in the hopes that it could be employed for any system or setting.

For the most part, and if all parts are used all at once, the Chaos Engine runs under the understanding that the Players have "just walked into town" and have relatively little knowledge of what is going on. Any deviations from this stereotype may require a little more effort on the Game Masters behalf.

Furthermore, the Chaos Engine cannot provide you with a complete picture of what the situation is inside the "town" or how all the randomly chosen pieces fit together. What it can do is simply give a sampling of "facts" regarding this potential (because you can choose not to use it) situation that the Game Master has to fit together, generally by filling in any blanks that the randomization creates.

When used correctly it is a powerful tool in creating fast moving, dynamic games. Something that Compliments the goals of the C.A.S.T.E. system perfectly. When used incorrectly the game will make little sense and generally becomes very silly. To use the Chaos Engine correctly one only requires moderation (because sometimes random choices are unnecessary or don't make sense) and imagination (to piece the often difficult concepts into a single compelling idea).

Hopefully the Chaos Engine will, for you as it has for us, help to smooth out the bumps and "um... i dunno" moments that sometimes plague gamers that understand that the freedom of the player is paramount to achieving maximum success in the entertaining an entire group.

Villains & NPC's

Who (are they)

Type (of creature)
(roll 3D6, add numbers)

03- Deity or Avatar of Deity
04- Horror (Beyond understanding)
05- Divine Beings (Outsider)
06- Elemental
07- Spectral Being
08- Insect-like
09- Living Dead
10- Humanoid
11- Animal
12- Fey Creature
13- Plant Creature
14- Alien Entity
15- Chimera (Roll Twice more for type)
16- Natural Disaster
17- Created Entity (Roll again for Creator)
18- International Organization (Roll for Leader or Scaled Entity)

C.A.S.T.E.

Animal Spirit (which guides their look / actions)
(Roll 3D20 add numbers)

03- Amoeba
04- Worm
05- Walrus
06- Turtle
07- Fish
08- Crocodile
09- Sloth
10- Dragon
11- Bird of Prey
12- Rat
13- Ox
14- Hippopotamus
15- Elephant
16- Snake
17- Peacock
18- Rhino
19- Bat
20- Wolf
21- Wasp
22- Cat
23- Spider
24- Fox
25- Rabbit
26- Dove
27- Boar
28- Monkey
29- Ostrich
30- Ant
31- Dog
32- Human
33- Ram
34- Bear
35- Rooster
36- Raven
37- Vulture
38- Horse
39- Ferret
40- Squid
41- Chameleon
42- Gorilla
43- Shark
44- Scorpion
45- Porcupine
46- Lion
47- Jackal / Hyena
48- Jellyfish
49- Cheetah
50- Mole
51- Toad
52- Deep Sea Angler
53- Mantis
54- Ostrich
55- Wolverine
56- Cricket
57- Crab
58- Sponge
59- Parasite
60- Combination (Roll Twice)

Profession (which define their knowledge)
(Roll 3D6, add numbers)

03- Diplomat
04- Unskilled
05- Priest
06- Herbologist
07- Craftsman
08- Engineer
09- Soldier
10- Thug
11- Multi-Profession (Roll Twice)
12- Thief
13- Nobleman
14- Investigator
15- Scholar
16- Wizard
17- Artist
18- Absolute Master (Roll again and embellish ex: Thief => Ninja)

Morality (which defines their outlook)
(Follow the two tables)

Good and Evil
(Roll 1D6, divide by 2)

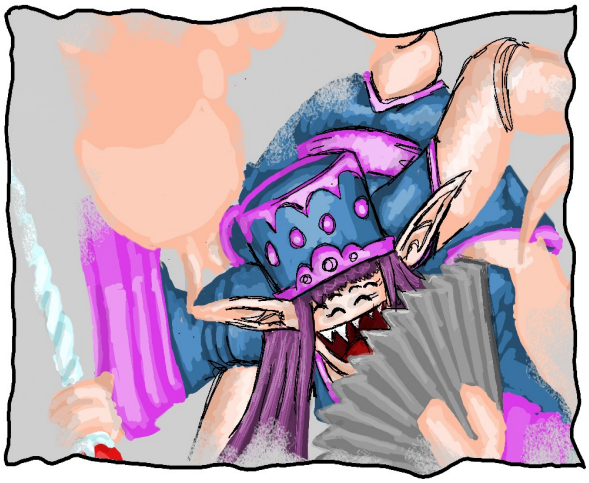
01- Good
02- Neutral
03- Evil

Order and Chaos
(roll 1D6, divide by 2)

01- Order
02- Neutral
03- Chaos

Melancholy and Zeal
(roll 1D6, divide by 2)

01- Melancholy
02- Neutral
03- Zeal



Weaknesses (Which define their character)
(roll 5D6, add numbers)

05- Lusty (bedtime is the best time)
06- Prideful (self absorbed)
07- Greedy (covets wealth foremost)
08- Slothful (doesn't lift a finger)
09- Envious (wishes they were somebody else)
10- Wrathful (easily angered)
11- Pacifist (deplores killing and violence)
12- Twitterpated (has or is pursuing another)
13- Familial (has a family)
14- Collector (collects something)
15- Crippled (has a bad body part)
16- Cowardly (despises conflict)
17- Phobic (afraid of something specific)
18- Gullible (will believe near anything)
19- Honourable (will not take advantage)
20- Slow (never gets the Joke)
21- Paranoid (somebody is after him)
22- Addicted (addicted to a substance)
23- Worker (has a second job for supplemental income)
24- Destitute (has nothing to call his own)
25- Obsessive (things have to be a certain way)
26- Suicidal (doesn't care for ones own life)
27- Friendless (has only enemies)
28- Brash (quick to act without thinking)
29- Overcautious (exceptionally slow to act)
30- Highly flawed (roll twice more)

Power (of the character in points.)

Combat & Combat Talents
(Roll 1D6, Note: you may wish to penalize the roll for lower power games)

01- 3pts (physically inept)
02- 6pts (fit as a fiddle)
03- 9pts (hyper athletic)
04- 12pts (professionally Trained)
05- 15pts (expert)
06- 18pts (master)

Academic & Academic Talents
(Roll 1D6, Note: you may wish to penalize the roll for lower power games)

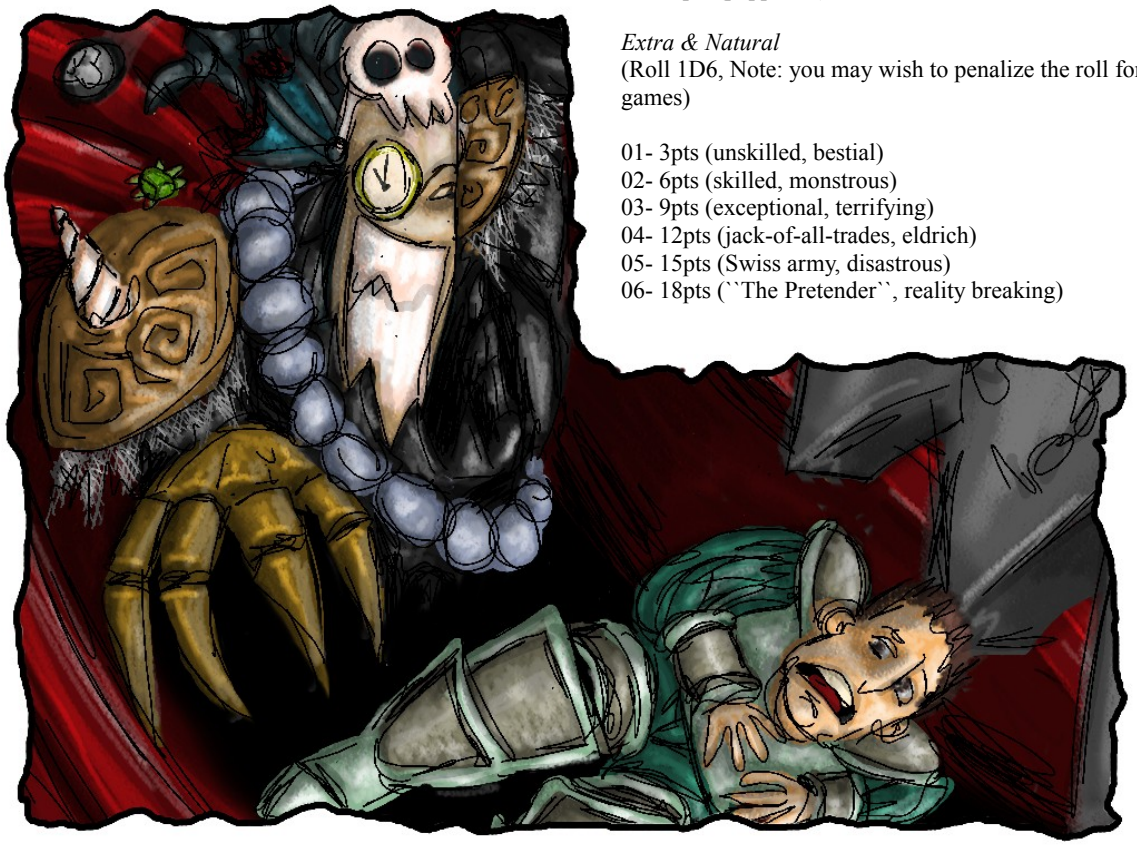
01- 3pts (mental midget)
02- 6pts (educated)
03- 9pts (one of those "experts")
04- 12pts (person of Intellect)
05- 15pts (rogue scholar)
06- 18pts (genius)

Social & Social Talents
(Roll 1D6, Note: you may wish to penalize the roll for lower power games)

01- 3pts (misfit)
02- 6pts (sociable)
03- 9pts (charismatic)
04- 12pts (silver tongued)
05- 15pts (manipulator)
06- 18pts (puppeteer)

Extra & Natural
(Roll 1D6, Note: you may wish to penalize the roll for lower power games)

01- 3pts (unskilled, bestial)
02- 6pts (skilled, monstrous)
03- 9pts (exceptional, terrifying)
04- 12pts (jack-of-all-trades, eldrich)
05- 15pts (Swiss army, disastrous)
06- 18pts (``The Pretender``, reality breaking)



What (do they want/ are they doing)
Nature (of their desire)
(Roll 5D20, add numbers)

05— To flood this city/land
06— To feed on the flesh of others
07— Build a great weapon/ship
08— Build a cult around itself
09— Create mercenary work
10— Purge this city of a people
11— Preach the word of their God
12— Start a war and be in it
13— Escape this wretched world
14— Gather/eat the souls of the populace
15— Rescue its offspring
16— Replace an important figure
17— Kill another of its kind
18— Independently tax the populace
19— Protect the ancient thing in/near town
20— Strip mine the area
21— Sabotage a great work
22— Aggressively populate the city
23— Raid the city for usable goods
24— Violently grow its personal habitat
25— Torture people using powers
26— Cure itself of a disease
27— Bring forth a powerful entity
28— Reclaim its tribal homeland
29— Secretly create a great machine
30— Ransom the land / a person
31— Make someone miserable
32— Create disorder/ perfect order in the area
33— Poison the city
34— Act against enemy
35— Live peacefully
36— Cast the ultimate spell
37— Piracy
38— Lure a creature in for mating / experiments
39— Soften the city up for eventual happenings
40— Protect the city fanatically
41— Escape from the shackles of slavery
42— Enamour the populace
43— Exist outside city (stop randomization)
44— Force a castle built in its name
45— Destroy all rival thieves guilds
46— Become the local lord
47— Destroy temple thieves
48— Steal the treasury of local merchants
49— Sell and distill drugs
50— Kill livestock of the town
51— Create a contest for your favour
52— Go on a murder spree
53— Unintentionally ruin the economy of the area
54— Station yourself here with your rowdy buddies
55— Diplomatic demands for your nation
56— Preform an expensive yet harmless ritual
57— Advance the cause of an evil god
58— Advance the cause of an other god
59— Quietly overthrow a large nation
60— Protect a target from assassination
61— Start a legitimate enterprise
62— CHAOS
63— Repay an old debt
64— Guard a treasure under the city
65— Give people power to abuse
66— Re-enforce the seal on a demon
67— Create a human ranch for food
68— Appeal to the city to stop some action
69— Re-rout the water supply
70— Terrorize town (stop randomization)
71— Attempt to locate a great beast nearby
72— Transcend to godhood
73— Darken the skies
74— Blight the land
75— Relocate the city
76— Come back to life/ become an undead
77— Write a book
78— Enslave the populace
79— Create an under-city
80— Commit genocide
81— Raise the city as undead
82— Attain a minor rank and title
83— Permanent gate to the Evil Realm
84— Create an unhallowed land
85— Create a great work
86— Destroy a rival church
87— Disarm the entire state of weapons
88— Dislodge a cursed magic item
89— Brutally enrich economy
90— Expand its current power
91— Wishes to be found
92— Create holy artifacts
93— Wants to kill the PC's
94— Wants to get PC's items
95— Wishes to fund a foreign expedition
96— Has found a super artifact
97— Needs to be captured by the circus
98— Banish another evil (randomize a monster)
99— Wants to live forever
100- Do many things (roll twice more)

Obstacles (to be conquered)
(Roll 2D20, add numbers)

02- A deity
03- Another of their kind
04- Local clergy
05- A local official
06- The people are armed
07- A group of wizards/scientists
08- One man preaching peace
09- Hunters of the NPC
10- Stealth is a must
11- Powerful wards/guards.
12- Not having the means to do it.
13- Money problems
14- Organization
15- New industry
16- Indigenous peoples
17- People know your plan
18- Cannibals
19- Time
20- Nothing
21- The community is too poor.
22- Intricate piece of plan is hard to find
23- The thieves guild
24- Distance
25- Merchant Oligarchs

26- The people are intolerant
27- Too much existing development
28- The NPC itself
29- The people are un-natural
30- A different threat (Roll another threat)
31- The king of the nation
32- A group of "adventurers"
33- The plan is impossible in this area
34- The community is not large enough.
35- Many problems (roll twice more)
36- NPC is squeamish
37- The community is enchanted.
38- Environmental (mountains, weather, or other such problems)
39- A natural disaster
40- The PC's are destined to stop him.

How (are they going to do it)

Method (used to achieve their goals)
(Roll 4D20, add numbers)

04- Destroying everything
05- Damming the river
06- Luring them into your lair
07- Buying the labourers from outside the city
08- Charming magic
09- Raiding caravans
10- A disease / poison
11- An illusion
12- Murder of dignitaries
13- Focusing the power of 100 wizards/scientists
14- Contracts and favours
15- Kidnapping something valuable
16- Corpse puppetry
17- Propaganda/bluffing/advertisement
18- Trade
19- Killing specific people
20- Foundation destruction
21- Public appearances
22- Living underground (for now)
23- Blaming another nation
24- Introducing strange creatures
25- Human sacrifice
26- Attempting to convert the peoples to a deity
27- Destroy a holy artifact
28- War
29- Torture
30- Control of militia
31- Elimination of competition
32- Thrall/bribe a local leader
33- Starting frightful rumours
34- Some powerful artifact
35- Summoning undead or demons
36- Through dreams
37- A ghastly experiment
38- Creating a spy network
39- Become a true necessity
40- A magic stage performance
41- Strategic explosions
42- Fortune telling
43- Increasing taxes
44- Bribing local authorities
45- Killing the local lord
46- Nightmares and insanity
47- Random acts of violence
48- Enslaving the populace
49- Setting traps
50- Underground tunnels
51- Polymorph magic/genetic alteration
52- Solo and with caution
53- Posing as a dignitary of another nation
54- Buying property in the community
55- Isolating important individuals
56- Collapse its economy
57- Stealing valuable religious things
58- CHAOS
59- Cloning
60- Sending messages from afar
61- Granting wishes
62- Self sacrifice at the right time
63- Drugs
64- Holding demonstrations
65- Summon elemental/weather control
66- Terrorizing the town
67- Collect souls for offering
68- 1,000,000 of [something]
69- Build a magic item
70- Alchemy/chemistry
71- Sabotage other nations
72- Blood of a hero
73- Getting research specimens
74- Forcing famine
75- Make peace with all neighbours
76- Tribute to an appropriate deity
77- Capture and save someone
78- Some great poetic pit of [something]
79- Profane rite
80- 20 years of laborious construction

Why (are they doing it)

Beneficiary (receiving the fruit of their labour)
(Roll 2D6, add numbers)

02- Nobody
03- Commercial interests
04- A secret society
05- Their secret master
06- The people of the community
07- Themselves
08- A rival nation
09- Their deity
10- An ethnicity
11- The nation in which the community belongs
12- Multi-beneficial (Roll Twice more)

Reason (For working for that beneficiary)
(Roll 2D6, add numbers)

02- To protect the community from it.
03- Because it aligns with their own desires
04- Absolute loyalty.
05- Love.
06- They owe a debt.
07- They will not be killed.
08- They will reap great rewards.
09- It will enrich them.
10- Their master has a hostage they adore.

11- The NPC is insane.
12- It will destroy them.

When (is this scheme to come to fruition)

Time Line (at what stage of the plan are we?)
(Roll a D20)

01- Has only just conceived
02- In the planning/hiring step
03- Has begun the first steps of the plan
04- Area only now seeing the plan in full force
05- Plan is nearly complete (failing)
06- Plan is nearly complete (succeeding)
07- On the final stages of the plan
08- Plan is falling apart (starting new method)
09- Plan has succeeded and area feeling results
10- Plan has failed and town in anger
11- Plan has failed and town does not know
12- Plan has failed over many attempts (still trying)
13- Plan succeeded yeas ago. Area now fixing it.
14- Was once a great battle causing the plan to fail
15- The town is a desolate wasteland due to plan
16- Plan has not yet been had.
17- Plan is legend. Being tried again (roll D20 again, half result [round up]).
18- Villain imprisoned for attempting plan!
19- PC's encounter villain. Plan is revenge plot.
20- CLIMAX OF PLAN IN TOWN SQUARE RIGHT NOW!!!

Where (are they located)

Location (of their headquarters)
(Roll a D20)

01- Large private commercial building
02- Secure upper class community
03- Back alley basement
04- Research facility
05- In a bar/inn/tavern
06- Deep within the bad part of the community
07- Warehouse fortress
08- Security house (like police or militia)
09- Sewers
10- Below the sewers
11- Gang hideout
12- Private mansion
13- Place of great evil (like a graveyard)
14- Secret fortress headquarters
15- Foundry/factory
16- Another plane of existence
17- Wilderness encampment
18- Government building
19- A fully equipped Fortress
20- In a cave

Security (and secrecy which guards it.)
Security (with forces equivalent to...)
(Roll a D6)

01- None
02- A small posse.
03- An elite group.
04- A fully organized gang.
05- Full gang with special equipments
06- A Complete tactical syndicate

Secrecy (location known only to...)
(Roll a D6)

01- Unknown by even minions
02- Members of the group
03- Members of and contacts outside the group
04- All intelligence concerned individuals
05- Everybody who is interested in daily affairs
06- Completely public

Places

Cities/Scaled Entities

Style of City (And the sorts of peoples)
(Roll a D20)

01- Religious
02- Practical
03- Inventive
04- Helpful
05- Private
06- Deceitful
07- Gullible
08- Warlike
09- Pacifist
10- Lawless
11- Extortive
12- Generous
13- Cruel
14- Kind
15- Fanatical
16- Pensive
17- Strange
18- Mystical
19- Boisterous
20- Complex nature (roll twice more)

Security (of the city / relative combat)
(Roll 1D6, Note: you may wish to penalize the roll for lower power games)

01- 3pts (without organized defences)
02- 6pts (small local militia)
03- 9pts (a proper night watch)
04- 12pts (well equipped military)
05- 15pts (a fully organized battalion)
06- 18pts (a legion)

Industriousness (of the city or peoples /pts in academic)
(Roll 1D6, note: you may wish to penalize the roll for lower power games)

01- 3pts (independently agrarian)
02- 6pts (organized city)
03- 9pts (industrious)
04- 12pts (enriched productive sector)
05- 15pts (high tech industry)
06- 18pts (paragon efficiency)

Cultural Demeanour (of the peoples / pts in social)
(Roll 1D6, note: you may wish to penalize the roll for lower power games)

01- 3pts (insmouthish people)
02- 6pts (homely people)
03- 9pts (a charming community)
04- 12pts (trendy society)
05- 15pts (culturally advanced)
06- 18pts (a cultural leader)

Major Exports
(Roll 2D6, add numbers)
(Rarity of materials scale: Roll 1D6 (1 being lowest --> 6 being highest))

02- Weapons (knives --> national security risk)
03- Energy or magic (energy surplus --> nuclear facility)
04- Entertainment & luxury (tourism --> jewelry)
05- Livestock (pigs --> trained falcons)
06- Mineral (quarry stone --> gold)
07- Agricultural (rice --> dragon fruit)
08- Herbal (lumber --> mir)
09- Transportation (parts --> military)
10- Education (basic trainings --> advanced learning)
11- Narcotic (pharmaceutical --> illegal)
12- Prosperous (roll twice more)

Major Imports
(Roll 2D6, add numbers)

02- Weapons
03- Energy or magic
04- Entertainment & luxury
05- Livestock
06- Mineral
07- Agricultural
08- Herbal
09- Transportation
10- Education
11- Narcotic
12- Prosperous (roll twice more.)

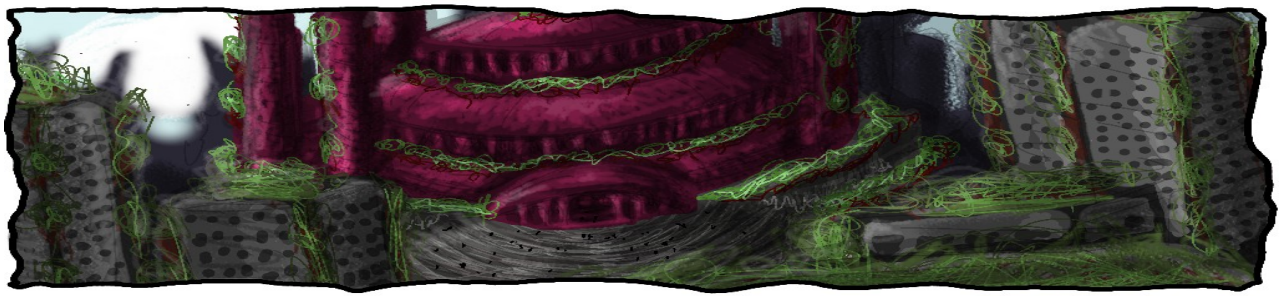
Headquarters

Location (of their headquarters)
(Roll a D20)

01- Large private commercial building
02- Secure upper class community
03- Back alley basement
04- Research facility
05- In a bar/inn/tavern
06- Deep within the bad part of the community
07- Warehouse fortress
08- Security house (like police or militia)
09- Sewers
10- Below the sewers
11- Gang hideout
12- Private mansion
13- Place of great evil (like a graveyard)
14- Secret fortress headquarters
15- Foundry/factory
16- Another plane of existence
17- Wilderness encampment
18- Government building
19- A fully equipped fortress
20- In a cave

Function (of their headquarters)
(Roll a D20)

01- Actual legitimate commercial interest
02- Residence for peoples
03- Drug den
04- Experimental research
05- Gambling
06- Philanthropic venture
07- Storage
08- Private security storehouse
09- Spying on the community
10- Black market
11- Hideout for nogoodnicks
12- Social gathering place
13- Depraved ritual
14- National terrorism
15- Production of goods
16- Escapism
17- Evasion of the law
18- To wield power
19- To be completely dependable
20- To hoard Treasure



Rooms

Size (broadly speaking in all dimensions and height.)
(Roll 2D6, add numbers)
(Small ~= Range 1, Medium ~= Range 2-3, Large ~= Range 4+)

02- Small room w. three accessible layers.
03- Large room w. accessible second layer.
04- Medium room w. accessible second layer.
05- Extended hallway.
06- Medium room.
07- Small room.
08- Small room w. accessible second layer.
09- Large room.
10- Stairs.
11- Medium room w. three accessible layers.
12- Large room w. three accessible layers.

Function (of this specific room)
(Roll 2D6, add numbers)

02- Torture dungeon
03- Recreational room
04- Duel functioned (Roll Twice more)
05- Mess hall
06- Waiting room / lobby
07- Function room (devoted to the purpose of the facility)
08- Storage room
09- Meeting room
10- Unused
11- Administrative office
12- In house church or shrine

Clutter (things to hide behind, use on the fly and such.)
(Roll 1D6)

01- The room is basically an empty wide open space.
02- The room is basically empty with some unexpected things in it.
03- The room is fully furnished with characteristic things.
04- The room is fully furnished with clutter of unexpected things
05- The room is a maze of clutter and storage.
06- The room is a maze of clutter, storage and unexpected things.

Traps/special (extra bits that could be used for advantage)
(For non-trapped areas roll 1D6; For trapped area roll 2D6, add numbers.)

01- Nothing special
02- A major article that can do serious damage (a crane, chandelier)
03- A major terrain advantage (area of perfect cover,)
04- Some minor terrain advantage (crawlspace, or higher ground)
05- Something that alters mobility of terrain. (marbles, oil barrel)
06- Something that can alter visibility (torches, steam pipe,)
07- Nothing special
08- An alarm that is triggered by a secret button or switch
09- An alarm that is triggered by stepping somewhere wrong.
10- A trap that is triggered by a secret button or switch
11- A trap that is triggered by stepping somewhere wrong.
12- All sorts of stuff (roll twice more)

Treasure

Mundane Type (of treasures found)
(Roll 2D6, add numbers; then Roll 1D6, 1 -> 5 = rarity/quantity, 6 = magical [or high quantity])

03- Treasure map (roll twice & assume rare or magical)
04- Constructive tool (hammers, nails --> expensive equipment)
05- Art object (art prints --> stolen original)
06- Literature (collector comic books --> ancient grimoires)
07- Armour (old body armour --> war encounter suit)
08- Currency (some cash --> rare gold coins)
09- Monty haul (roll twice more)
10- Luxury article (semi-precious stones --> diamond rings)
11- Weapon (swords --> antiques)
12- Clothing (nice boots --> intricate regal outfit)
13- Trade goods or stocks (entertainment goods --> rare spices)
14- Property deeds (condo --> major commercial institutions)
15- Speciality gear (disguise kit --> counterfeiting press)
16- Living creature (gerbil --> exotic endangered animal)
17- FAKE (Roll again ... It's a fake)
18- Something... strange (Old bones --> something eldrich)

Magical/Super-technological

Source (of Magical Power)
(Roll 2D6, add numbers)

02- Spiritual/divine
03- Trapped soul(s)
04- Demonic/angelic
05- Runic arcane
06- Ambient karma
07- Ancient eldrich
08- Super technology
09- Supra dimensional
10- Life force
11- Unknown source
12- Complex mix (roll twice)

Type (of the Magical effect)
(Roll 2D6, add numbers)

02- Universal alteration (meta-magic)
03- Transmutation
04- Summoning
05- Destructive
06- Illusion
07- Complex power (roll twice more, combine aspects)
08- Environmental
09- Healing
10- Divination
11- Hypnotic/ mind alteration
12- Multi-effect (roll twice more, as separate powers)

Intensity (of the magical artifacts power)
(Roll 2D6, add numbers)

02- Overpowered (effects are more powerful then needed)
03- None (could be re-energized, roll again to discover re-energized intensity)
04- Limited (effects work only limited times per day, Roll again for its power)
05- Median (effects are useful but not exceptional)
06- One time (Item's effects are consumable)
07- Slight (effects are of low quality or highly restricted)
08- Meagre (effects are useful but niche)
09- Niche major (Effects are extremely useful only in specific situation)
10- Major (Effects are extremely useful and powerful)
11- Sparatic (randomly fluctuating)
12- Cosmic power (effects are of divine rating power)