

The Covetous Poet's  
**ADVENTURE CREATOR  
AND  
SOLO GM GUIDEBOOK**



A SUPPLEMENT TO HELP ROLEPLAYERS  
CREATE ADVENTURES AND PLAY THEIR  
FAVORITE RPG SYSTEMS SOLO

**The Covetous Poet's  
Adventure Creator  
and  
Solo GM Guidebook**

“We defy augury: there’s a special providence in the fall of a sparrow. If it be now, ‘tis not to come; if it be not to come, it will be now; if it be not now, yet it will come: the readiness is all”

—William Shakespeare. Or Hamlet. Depending on how you look at it.

This book was designed, written, illustrated and otherwise made by Frank Lee.  
What a talented guy!

I’d also like to thank all the Kickstarter supporters who funded this book so it could be made, especially those who have provided helpful comments, gave generous praise, spotted annoying errors, and generally made things better. And a special thanks goes to John Hall, who, despite my sweeping claims of self credit in the sentence above, actually wrote the complications and themes charts, expanded several other charts, and was nice enough to allow me to use all these contributions in the book. It’s always nice to have smart people help make me look sort of smart too.



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# Foreword

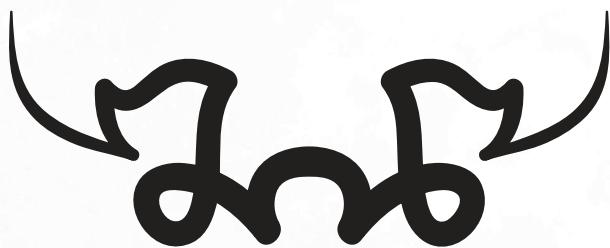
The publishing of this book was all made possible thanks to the contributions of hundreds of people on Kickstarter who found my page and took a chance on supporting me. And I continue to be both appreciative and amazed that anyone was willing to actually do that. I think I share that feeling with most successful Kickstarter project creators, and most people who have any success with any creative endeavor, not because our ideas aren't worthy, but because it's hard to imagine anybody cares.

So thank you for caring, thank you for putting your hard earned money behind that care, and I hope you all find a lot of enjoyment and value in what follows...



# Introduction

The Covetous Poet's Adventure Creator and Solo GM Guidebook is a resource meant to help role-playing enthusiasts create their own brand new adventures, as well as to allow them to play their favorite group roleplaying games all by themselves. It doesn't provide any particular roleplaying system, nor rules for how to play. Instead it works in conjunction with roleplaying systems you already own: you'll be able to make up tales for your PCs to play through, and possibly even play those tales solo.



## THE ADVENTURE CREATOR

You're still the author when you use the Adventure Creator to make up a roleplaying adventure, but you will have a very powerful friend helping you. The Adventure Creator guides you through the structure used by professionally written adventure supplements, and the Story Charts, found in the middle of this book, can provide you countless combinations of ideas to inspire you and beef up the ideas you already have. Once you've read through the chapter covering the Creator, you'll know all you need to know to go ahead and give adventure writing a try.

The chapter that comes after, Variations on the Act Structure will cover several different ways you can build your adventures beyond what you first learn with the Adventure Creator. One of the great things about every system presented in this book is that they are all modifiable and adaptable to whatever you want them to be. No one writes adventures the exact same way, or plays their games the exact same way, so you're always encouraged to make the book adapt to what you want it to be.

## THE SOLO GM GUIDEBOOK

Using the Adventure Creator as its primary tool, the Solo GM Guidebook is a system that assists solo roleplayers in playing their games all by themselves. It will show you how to create your adventures as you play them, scene by scene, improvising everything as you go, playing both as the PCs and as the GM. Thanks to the framework provided by the Adventure Creator even improvised adventures can maintain a consistent and coherent narrative that, with a little practice, can be very much like playing with a prewritten supplement.

Besides the story of your roleplaying adventure, the Guidebook also has suggestions, tips, and charts to help you make PC personalities, NPCs, improvise conversations, create clues, devise mysteries, and more. Once you have read the chapter you can immediately begin adopting the tools you like to help facilitate your gameplay, and enjoy your favorite RPGs as a solo GM!





# The Adventure Creator

This chapter will provide you with a full guide on how to use the Adventure Creator to make up your own wholly original roleplaying adventures. You can use it for help with designing a fully pre-written adventure, to give you ideas for plots and story elements as a GM, or to improvise an entire adventure as you play it using the Solo GM System.

We'll spend the chapter going into the details, but let's start with an overview. The Adventure Creator works by providing you different story elements (like things, locations, and plot devices) to help spark your creativity, along with a story structure to work with, so that you can use all your ideas in a coherent and organized way. You'll create yourself a list of those story elements by rolling on the massive Story Charts provided in the middle of this book, and filling the results onto pre-made lists called Story Sheets. From there it will be up to you to use your results to get ideas and make a great roleplaying tale.

To start off we are going to learn how to make an adventure using a three act structure. This is a pretty common structure utilized by professional RPG writers, and is easy to understand. I should note that we are writing roleplaying adventures here, not novels, or movies, or stage plays so while all of those things have a three act structure you may have heard of, they aren't exactly the same as the roleplaying adventure version covered in this book.

## STORY CHARTS

In the middle of this book you will find a collection of different charts organized by genre (Fantasy, Horror, and Sci-Fi), which contain different elements that a writer would use to create a story. Specifically a story for a roleplaying adventure! You can look over these lists to get familiar with what all they offer, because they offer quite a lot, and should be useful in providing you lots of ideas to supplement your own.

To use the Story Charts you roll dice as instructed by the chart (often a d1000, which of course is three d10s rolled to get the hundreds, tens, and ones) and then look up your result. Pretty easy!



## STORY SHEETS

In order to provide you some organized space to write down all those Story Chart results, and to help keep your story on the right path, you will use the Story Sheets provided with this book while creating your adventure. There are four Story Sheets: one for the overall plot of the adventure and one for each of the three acts of your story. Just print (or scan and print if you're using a paper version of this book) off the forms to get started. You likely will only need one copy of each sheet provided for your first adventure, along with some additional scratch paper.

## PRE-ROLLED LISTS

To make even one adventure requires quite a few rolls on the Story Charts to fill in all the results you need (assuming you fill in every available space on the Story Sheets, truthfully, you won't always have to do so). It may speed things along if you roll up all the results you will need from one particular list all at once, then move onto the next list and so on. It might also help if you take a piece of paper and roll up a list of 12 to 15 results for all the different story elements you will use in creating scenes before you start, and just fill them in to the appropriate prompts as you need them (see the Story Sheets for acts one and two to see what prompts they require for each scene). This can be especially useful if you are playing solo, as you can fill in Story Sheets and improvise ideas without the delay of opening up the Story Charts and making rolls in the middle of play.





## LET'S GET STARTED...

Now this chapter is going to guide you through the process of how to make up a brand new adventure for your game play using the Adventure Creator. As I stated in the beginning we're going to use a three act structure in this chapter, which will be explained in detail as we go along. And sample Story Sheets will be shown as we go too, allowing you to see just how they get filled in. So if you're ready, let's begin!

## THE ADVENTURE SHEET

To begin you will need to make up an overall storyline or plot for your adventure. This is the reason all the events of your story happen, and in RPGs it often has to do with a villain causing trouble. The Adventure Sheet is for helping you create this overarching plot.



### Fill in Your Prompts

As you can see in the example Adventure Sheet on the next page, there is a list of prompts to be filled in with results from the Story Charts. It's pretty self-explanatory, a prompt that asks for a Location should be filled in with a result from the Locations Chart, and so on.

You might notice there are two separate lists on the Adventure Sheet: the Plot Maker and the Story Background. The Plot Maker results should be used to help you figure out what the basics of the plot are, who the villain is, what their dastardly plot entails, what type of adventure will the heroes be going through, and so on. The Story Background provides additional results to allow you to fill in the background details of what has been going on since the villain or problem began their schemes, and help you create an initial context for the PCs to enter into at the start of the adventure.

## Brainstorm Your Ideas

Once you have all those prompts filled in, look them over and begin brainstorming! If you have ideas of your own that you already know you want to utilize it may help to write them all down in the Notes section of the Adventure Sheet. You will have, or soon develop, your own favorite artistic process for brainstorming up a story, but to begin with I suggest you just consider possibilities for the first five or ten minutes, only writing down ideas when you need to so that you don't forget them. The first idea that pops into your mind may not turn out to be the idea you want, so give yourself freedom to explore different possibilities and consider multiple plotlines.

As you start getting ideas that click, write them down and begin forming a cohesive plot. It may not come out fully formed the first time or two. Feel free to get some extra paper and work through your ideas until you get what you want. If you're using the Adventure Creator in a solo game you probably won't want to figure everything out at this stage. Instead just give yourself a good setup for what the plot will be about (think of the blurb you might see on the back of a book describing what happens, with maybe just a little more detail). The rest can be worked over the course of your game.

**Oftentimes it's not our first idea that would be our best idea. One of the most helpful tools a writer has is what is known as the "Rule of 10." The rule is when you need to create a good idea you come up with a list of ten ideas and then select the best one. Of course the list doesn't have to be ten items long, it could be three or five or twenty.**

**Once your mind has the chance to clear itself of the initial trite and cliched notions that inevitably pop up, you'll find yourself creating more novel and interesting solutions to your questions and problems. Oftentimes I don't manage to make it through all ten, about halfway through the list I get an idea so good I immediately want to run with it, but that's okay too.**





## The Covetous Poet's Adventure Creator - Plot Sheet

### STORY PLOT

Adventure Type: Supernatural Mystery

Opposition: Cultists

Motivation: Unexplainable/Unknown

Theme: Power of Tradition

Action + Thing: Testify Demonic Pact

Action + Thing: Race River Travel

Plot Device: Wealth and Power - A rich NPC uses his money to cover his deeds

Plot Device: She's a Witch! - A person is accused or suspected of witchcraft.

### STORY BACKGROUND

Complication: Confinement

Complication: Friend in Need

Location: Townhouse

Location: Luxury Goods Store

Location: Deep Forest

Action + Thing: Observe Nobleman

Action + Thing: Inform Rumors and Hearsay

Action + Thing: Close Infestation

Plot Device: I Thought You Were Dead - A character turns out to be alive.

Plot Device: Official Cover-Up - The authorities are hiding something...

### Notes :

Starting with the Story Plot, I can see there's a great supernatural tale in the works here, complete with evil cultists, maybe some demons, and a socially powerful villain. The motivation for their deeds is unexplainable or unknown, but they must be involved in some terrible scheme which threatens their city and maybe even their kingdom! But it also looks like there are some cracks in the scheme: my first action + thing is Testify Demonic Pact and one of my plot devices is "She's a Witch!" That must mean someone at least has an inkling that something wrong is going on and is trying to tell people. But they must not be having very much luck... perhaps their life is in danger, or perhaps they are considered crazy and must be slandering the name of a very important person.

Now that I've at least got the story rolling, I'll move down to the Story Background. One of the complications says I've got a Friend in Need, maybe that's the motivation for the characters to start the adventure and go to wherever it is taking place. My other complication is Confinement, perhaps they've been thrown in jail! Or one of my plot devices is "I Thought You Were Dead," perhaps this character was in trouble and reached out to the heroes with their life in danger, but by the time they arrive has gone missing. I'm not sure which one I like more, but I can decide later. The character who is trying to blow the whistle on that evil, demon-pacting villain could be the same character as the PCs friend, but I'm going for a full sized three act adventure here, so I'd rather they be different people allowing for more problems to solve and provide a little narrative serendipity as well.

Now I'll get back to the evil plot, there's the result Race River Travel, I'm going to take that to mean some evil agents are traveling down the river, maybe they've got some important bit of loot, an artifact or rare magical ingredient which will allow the villain to complete their evil schemes. Also the plot device "Official Cover-Up" makes it clear the authorities and ruling powers must in some way be complicit, perhaps the villain at least has several powerful officials well bribed, even if they aren't cultists.

### Storylines

1. Dear Heroes, Help Me! - A friend of the heroes asks them for help with a problem that has got them in over their head.

2. On the River - Evil agents of a powerful demonic sorcerer are soon to arrive with a profane artifact which will allow him to complete his evil ritual.

3. Town Pariah - Some unimportant person knows the truth, or at least has their suspicions, but no one will listen to them.

4. Evil Demonic Sorcerer - Some rich nobleman, a part of the city's upper crust and possessing some important title, is really an evil warlock opening a portal to the demonic realms.

5. Where Did Our Friend Go? - The PCs friend is already missing by the time the heroes arrive, is he dead, or has he gone in the nearby forests for some reason?

6. Outside Troublemakers - The heroes will quickly find themselves at odds with the powerful forces of the city if they are seen as a threat to the villain.

7.

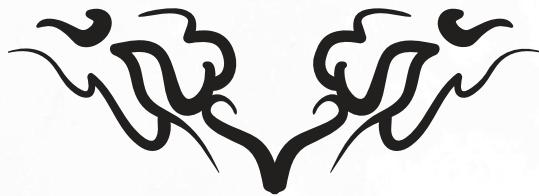
8.

## Storylines

Storylines are the plots and subplots that will feature in your story. Even the main plotline may have a variety of threads that weave together to create the entire story, different relationships, different plans, different battles that are all part of a greater whole. As you make up your story be sure to fill in summary descriptions of each important storyline you want to remember in the column provided along the front side of the Adventure Sheet.

## NPCs, Locations, and Other Important Stuff

A story will need characters to fill it and places for it to happen in, so on the back of the Adventure Sheet there are columns provided to record down all your NPCs and Locations. You may go a step further by creating stats and skills for your NPCs depending on the system you are using, and perhaps maps and detailed descriptions for your locations. That will all be up to you.



## THE FIRST ACT SHEET

Once you have a plot for your story you can move on to creating the first act. The first act is an introductory phase for the adventure, your PCs will be introduced to the story here so that later on they can get involved and hopefully save the day. The first act is a good time for the characters to spend some time doing their own thing: shopping, looking for work, seeing the sights, and so on. Once the second act comes around almost all the scenes will be centered on the main plot, but here in the first act you don't need to be so narrowly focused.

The beginning act is also the place you want to introduce your subplots should you have any. It's often a good idea to clue your heroes into lesser problems and plots that will need solved before they get fully ensnared in the events of the main plot, when they may not be as interested in hearing about new troubles. Of course they don't have to resolve these



lesser plots in the first act, but they should at least know about them.

If you're creating an adventure approximately the size of a pre-written adventure supplement you will want to make this act around ten to fifteen scenes long, though that is just a rough estimate. Long scenes may be worth counting as several scenes worth of time, and sometimes the characters will end up in situations requiring many little scenes all put together. So plan the number of scenes accordingly.

## Creating Your Scenes

We call the scenes of the first act "Event Scenes." That is to say they are scenes that revolve around events that pop up for our PCs, not necessarily focused on the main storyline at all. The First Act Sheet has space for creating ten different scenes, with prompts to fill in using the Story Charts for each. The first prompt is for an "Event," so just roll on the Event Scene Chart and it will give you a result which provides a focus for the scene.

You may have noticed that the prompt lists for scenes include quite a few results, way more than you will likely need for any one scene. That's okay, they are designed to provide you more inspiration than you need, so you can pick and choose what results you would like to be inspired by. The first two results, the Event and the Action, are really the most important ones and likely can give you ideas for every scene. You of course don't have to follow the results you get, they are only meant for inspiration, and sometimes you will know exactly what scene you want to come next in the story based on the narrative.





Also realize that you don't have to create a railroad journey of scenes, they are just numbered on the First Act Sheet for convenience. If you are making a pre-written adventure you may start by making a jumble of possible scenes and then later deciding what order they should go in, if any.

## The Initial Oddity and the Inciting Incident

While the first act is a good time to let the characters do their own thing and maybe get involved in some subplots, the main plot of your story still needs to be introduced. To help you do this we are going to look at two story making elements involved with this: the Initial Oddity and the Inciting Incident.



The Initial Oddity refers to the concept that something in the world around our heroes must be a little bit off given the events of the main plot going on around them. Perhaps the people or rulers in the local area are acting different, maybe there are disruptive conflicts going on, there could be interesting news stories or pleas from those in need that pique the PC's interest. There is something not quite right about the world, and it should be present in some small form by at least the end of the first act.

The Inciting Incident is a crucial element within a roleplaying adventure, it refers to the point in the story when the heroes become hooked by the main plot, often at this point resolving (however implicitly or explicitly) to save the day and stop the villain or problem threatening the world. This event can come in a variety of ways: someone in desperate need of help can come to the PCs with evidence of terrible events going on, the PCs can discover the villain's plot or conspiracy themselves and realize they are the only ones who can stop them, or perhaps the characters are just hired or resolve to take an opportunity to get riches and fame.

Without the inciting incident the heroes of the story never become a part of the story, so you have to have one. It usually will come at the very end of

**The Inciting Incident** can come at the very beginning of a story, and often does in mystery or detective style stories. In these instances the story of the mystery is a crucial part of how we experience the world it is set in, and we want to get to it right away. Also if we're dealing with characters who don't have very interesting or important lives to us as roleplayers then we have no reason to wait to give them a case to solve.

When we put the Inciting Incident at the front of the story then the first act is more involved with gathering clues and making sense of what is going on. The PCs will still need to do a lot of work to get a clear story as to what they are facing, before they can begin the second act where they actively try to solve things. The first act can end when the characters finally understand what it is they are facing and have a clear idea of what the adventure is about. There is still time for the PCs to have active lives as well, they just will happen in the context of also solving the case they are involved with.

the first act, so all that lesser action is out of the way. Once the heroes resolve to get involved they should have some vague idea of what their ultimate goal is, even if they don't know how they'll achieve it, and can begin to pursue that goal the best they know how.

## Now Make That First Act

Once you have filled in your First Act Sheet you can brainstorm ideas for what scenes you want, events that can happen and so on. You may plan out a certain sequence of events based on what the heroes will be doing, if they're arriving in town you could make up scenes related to finding an inn, or scenes which introduce them to important locals. There could be fun events going on, local celebrations, places of interest, etc. Scenes in the first act which seem unrelated to the principal storyline can still pop up later in the story and provide NPCs, helpful resources, and other things which can assist the PCs and make the story richer.



# The Covetous Poet's Adventure Creator - Act 1

**Initial Oddity :** There are cultists at work in the city and they keep running into the PCs, doing things that will naturally draw their suspicion that something serious is going on there.

**Inciting Incident :** The PCs end up running into an NPC who knows that an evil cult is planning on destroying the city, brought together by the suspicions of that cult, who seem to confusedly think that the PCs were already his allies.

<u>Act 1 Events</u>	<u>Ideas</u>
1. Clearly the heroes come to the city by river and encounter the cultist agents right at the outset of the adventure. They must have a run in with them and suffer the abuse mentioned in the scene prompt. And maybe we get some glimpse of the object in question, the Chekhov's Gun that will go off before the end of the story.	<b>Event :</b> Something bad to a PC <b>Action :</b> Abuse <b>Thing :</b> River <b>Plot :</b> Chekhov's Gun <b>Opposition :</b> The System/Laws <b>Location :</b> Theatre/Stage
2. When the heroes get to the home of their friend, their wife can tell them she suspects he was kidnapped! Maybe he said something about secret societies or political intrigue before he disappeared. That'll set the heroes off in the right direction to foil this evil cult and their dastardly plans.	<b>Event :</b> Something bad happens to all PCs <b>Action :</b> Kidnap <b>Thing :</b> Swarms <b>Plot :</b> Intrigue <b>Opposition :</b> Secret Society <b>Location :</b> Ship
3. Before the heroes can really get started following up on clues they may get mistaken for someone else by an NPC. Or maybe the PCs mistake an NPC for someone they are looking to question. Perhaps he's a strange or eccentric NPC but he can still be of help to the adventurers in solving this story if they befriend him.	<b>Event :</b> A new NPC <b>Action :</b> Increase <b>Thing :</b> Backwardness <b>Plot :</b> Mistaken Identity <b>Opposition :</b> Yourself <b>Location :</b> Physician's Office
4. When the PCs begin to question around they could get seen by the cultists they quarreled with on the boat. Perhaps the cult begins to suspect that these people are onto them. They could even be in league with that crazy guy who tried to warn the authorities about them and their master. If the heroes aren't careful about asking around, or maybe even if they are, they could attract the wrong attention.	<b>Event :</b> Ambiguous Event <b>Action :</b> Begin <b>Thing :</b> Ghouls <b>Plot :</b> Being Watched <b>Opposition :</b> Evil Mastermind <b>Location :</b> Nice Part of Town



## THE SECOND ACT SHEET

Once the PCs have been hooked in by the Inciting Incident the second act may begin. A second act is made up of “Challenges,” these are the things which stand in the way of the heroes before they can achieve their ultimate goal. They can’t just go to the villain’s house and punch him out, there needs to be some smaller steps along the way. What the actual challenges are depends entirely on your story.

A more investigative RPG may require the second act involve a lot of clue gathering, talking to witnesses, eliminating suspects, and so on. A fantasy RPG may require the heroes to travel to a dangerous land, handle combat encounters, do favors to gain the help they need, and things like that.

Many of the challenges you would like to put in your adventure may be obvious given the plot, so list out any that you think of on the Second Act Sheet. There will be obvious actions the PCs can take, likely places they will snoop around, and relevant people they will go question. You can still use the results from the Story Charts to flesh out these challenges, and perhaps give yourself an interesting twist to how you run those scenes.



### Creating Challenges

You can fill out the Second Act Sheet much like you did the First Act Sheet. The second act uses results from the Challenge Scenes Chart, not the Event Scenes Chart, but otherwise it works the same way. It is a bit of a misnomer to call them Challenge Scenes, some challenges will take only a scene, others will be quite involved and require several scenes to accomplish. Given this, even in a full sized adventure you may only use four or five challenges, probably involving quite a few smaller obstacles to complete each one. Or perhaps not, instead a second act may use twelve or more challenges that occur over a single scene and are then resolved. It’s all up to you.



### Making the Second Act

Once you have your challenges for the PCs to go through all made up, you can organize events further, deciding the chronology, as well as adding extra scenes and events you feel are warranted. Sometimes you will want to add such little events to give the PCs clues or hints about what to do. And don’t forget the villain and his henchmen are likely active during this part of the story, perhaps even trying actively to stop the heroes from achieving their goals along the way. Be sure to plan out any needed stats for NPCs and make maps for locations the PCs will be going through in order to get the job done.

The second act is a good time to let the heroes resolve any outstanding subplots they wish to do, assuming those subplots aren’t tied to the main plot. Although sometimes it can work better to let the heroes resolve those lesser problems in the denouement at the end of the third act to better put a bow on the story. Fun or cute problems are better handled after the serious danger is over.

Once the characters have completed enough challenges to be able to finally confront the final problem then the second act is over. You may organize the challenges such that they have a specific one which will need to be handled last, in order to provide a tougher challenge to end the act on. Though remember that the PCs still have one more important confrontation to get through in the third and final act.





## The Covetous Poet's Adventure Creator - Act 2

### Act 2 Challenges

1. The PCs must recruit an ally from among the city's upper crust in to find out what could be going on with this evil cult and their potential leader. But in order to do this they must ingratiate themselves at a fancy party.

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2. The PCs must solve a related case, figuring out what happened for a local professor who has had his antiquities collection at university ransacked and many items stolen. It's too late to stop them but they can track down what happened and discover what purpose the artifacts were stolen for.

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3. The PCs must collect evidence of the cult's wrongdoing by going to their ritual gathering place where they commune with demons and perform terrible sacrifices. Of course once they get there they may find some cultist guards or even a sacrifice awaiting their imminent use.

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4. The PCs plan a clandestine late night meeting with their conspiratorially minded NPC friend and share what they've discovered. But before they get there they hear a scream! Their friend who knew the truth about this cult has been killed by a horrible summoned monster, and now it plans on running them down too...

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5. The PCs get a letter from their disappeared friend they had presumed dead. Enlisting the help of some servants that their noble benefactor provides, they travel into the nearby forest in order to find him and the strange discovery he has made there.

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### Ideas

**Challenge :** Curry Favor

**Action :** Pick-Up

Thing : Family

Plot : Party Interrupted

Opposition : Hired Muscle

Location : Staircase

**Challenge :** Convince Authorities

**Action :** Solve

Thing : Teacher/Professor

Plot : Sea of Troubles

Opposition : Ritual/Curse

Location : Warehouse

**Challenge :** Collect Evidence

**Action :** Summon

Thing : Confinement

Plot : Truce

Opposition : Conspirators

Location : Gathering Place

**Challenge :** Avoid Danger

**Action :** Estimate

Thing : Just End

Plot : Strange Tracks

Opposition : Deadly Monster

Location : Town Square

**Challenge :** Find Help

**Action :** Indulge

Thing : Odd Servants

Plot : Where's the Dingus

Opposition : Local Ruler

Location : Haunted Area



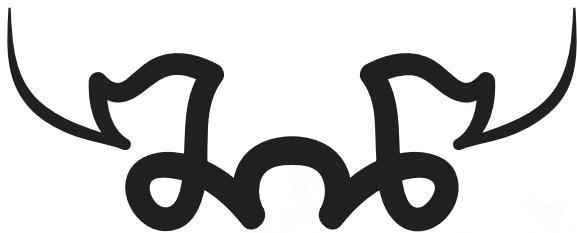
## THE THIRD ACT SHEET

The third act is not made up of a lot of different scenes, it is instead all about the final and greatest challenge the heroes will need to overcome in order to complete the story. The Third Act Sheet does not have any pre-made lists to fill in with the Story Charts, it is assumed by this point that you will know what you want the ending to be, and if you need any additional ideas can decide for yourself what Story Charts to roll on.

### A Final Fight and Other Forms

The classic ending for an RPG is a huge fight against a very tough opponent. This should be the toughest fight or challenge the heroes have faced the entire adventure. And by completing the challenge the heroes should successfully save the day, vanquish the villain, and put things as right as they can.

Of course not all stories logically end in combat. In that case you should design a final challenge scene that still creates suspense and worry in the players, and requires work, good thinking, and perhaps a little luck in order to get through. Suspense can be created through non-violent obstacles which prevent the heroes from doing what they need to do, and precarious situations can involve uncertain social judgements or getting things accomplished just in the nick of time.



### Denouement

Once the PCs save the day they'll need a little time to bask in the glory. Or at the very least, they'll want to see all the loose ends tied up and the conclusion of the story realized. Perhaps rewards will be in order for the characters, NPCs can say goodbye and thank them for their help, and perhaps a final few lighthearted wrongs the PCs encountered can be put right.



### AN ADVENTURE WELL DONE

And that's it. That's all it takes to create a brand new adventure from scratch using the Adventure Creator. If you were using the Adventure Creator to improvise a story as you played it, you'll probably be all done, unless of course you want to write out the events your exciting game session to share with others. If you were using the Adventure Creator to make a pre-written scenario than you may now want to create a final copy, more fleshed out and organized, so it can be run smoothly by yourself or others. Whatever the case, if you've successfully made your own adventure then congratulations on a job well done.





## The Covetous Poet's Adventure Creator - Act 3

### Finale

The heroes now confront the evil sorcerer and his remaining bodyguards! Having smashed the statue of Lan Ryung they have already foiled the plan to open a portal to the hell dimensions and raise a demonic army by denying the villain this terrible artifact, but that doesn't mean he can't still exact some revenge by killing them and fleeing to less civilized lands to regroup. If the heroes manage to defeat the villain they will be able to prove what was going on to the city's rulers and will be hailed as heroes by all!

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### Notes / Sketches

-The villain can have one last trick up his sleeve and summon a powerful demon to help him fight the heroes once they have finished off his flunkies. That'll create a truly epic fight for the finale!





# Variations on the Act Structure

The Adventure Creator chapter showed you how to create an adventure using the three act structure, but it isn't limited to just that. Stories can be organized by many different act structures, all that matters is that you know how your story will progress, and what kind of scenes to use in each different act as you move forward from start to finish.

This chapter will present you several new options you can utilize when making your adventures, giving you plenty of structures to consider depending on your personal style, the game system you're using, and how long you want adventures to be. Here's a quick list of what we'll cover:

**One Acts** - This structure is good for short adventures, possibly playable in a single session. A problem will arise but there isn't a lot of leg work or complication along the way, so the action is resolved in around a dozen scenes or less.

**Two Acts** - A rival to the three act structure is the two act. It works by fitting two one acts together into a unified story, where the first act problem leads to an even bigger complication to be solved in the second act.



**Modular Acts** - Good for epic campaign adventures, the modular act structure is one where you stick together a group of related but self-contained acts for heroes to persevere through. This allows for large sandbox adventures where characters can choose where they go, or very long linear storylines where each leg of the journey presents its own self-contained scenario.

**Television** - You probably have seen a program or two of television in your life, in fact you may even be running an RPG based off a television show! This section covers how you can adapt the structures used by television writers to create show-like adventures.

**Five Acts** - A popular staple of dramatic structure during different periods spanning thousands of years, the five act structure, though flexible, provides an excellent framework to help organize your most complex and character-centric storylines. In this section I will cover how to create a roleplaying adventure using five acts, primarily through the style of Shakespeare.

**When switching from the three act structure to one of the other structures presented in this chapter you can still use the Adventure Sheets. Just decide what type of scenes you want during each part of your adventure and use either the first act sheet or the second act sheet to record down results from the Story Charts to build your scenes with. Once you have a clear idea of the structure you are using to build your story you will know what the tone and direction of your scenes should be during any given part of the story.**

## THE ONE ACT STRUCTURE

Composed usually of 4 to 12 scenes, the one act allows you to play a complete story in a single act. It's good for when you want to play a short adventure in a single session.

A one act can be thought of as a mini-three act. It has a beginning, often the first scene containing the inciting incident that gets the adventurers involved, a middle where the heroes will use several scenes to struggle through the problem, and an ending where the climactic final battle will be fought. The difference from an actual three act is that everything is condensed, the PCs learn of the situation pretty quickly, it'll only take a couple scenes to find out fully what's going on, then it's just a few scenes to deal with any challenges in the way of them confronting the overarching problem.



Let's consider an example with a group of supernatural horror investigators, traveling through some Texas desertlands circa 1930. As the GM, I decide I just want a nice little stopover of a tale, so a one act will work perfectly. I want my trio of detectives to show up in town a little after sundown and decide to find a motel there. After that, I can use the Adventure Creator to flesh things out.

Filling out an Adventure Sheet can help give me an overall plot, then a First Act Sheet can help me create the initial three scenes or so, a Second Act Sheet can create challenges for the next three or four scenes, and then I'll create a finale scene or two so the characters can either save the day or die horribly.



The Story Charts inform me I have bullied locals and a possible werewolf in the area. I like that, the “local monster” is a pretty classic trope for horror RPGs. So we've got one or more were-creatures about, along with some locals who know a fair bit about what's going on, but aren't able to act on it. Maybe because they're bullied! Perhaps the local sheriff is in on it. Maybe he's the werewolf ring-leader himself!

The point is, I have my story now and can plan out my scenes to whatever depth I want, depending on whether I'm writing a full scenario for public consumption, sketching out ideas as a GM, or even playing the adventure solo. The first three or four scenes will be first act scenes and so should contain my initial oddity and inciting incident. Then I'll make two to four smallish challenges standing in the way of my heroes to make things difficult. And of course one big final battle scene to kill all them werewolves.

A few final things to keep in mind when writing one acts: you are probably writing a short adventure so cut the non-plot related scenes and just stick to quickly getting into the action. Since you're only using a dozen or so scenes you'll probably want a relatively easy situation to figure out in the beginning, along with challenges which don't take a lot of real life playing time for the characters to solve. Stick to those basics and you'll have no troubles creating one acts you can play through in one evening.



## THE TWO ACT STRUCTURE

Once you understand the one act structure, you can then use it to create the two act structure. That's because a two act adventure is really just two one acts put together. The first act will present a problem and allow heroes to quickly get on top of it, but their efforts only lead to a second, greater problem which must then be confronted and resolved in the second act. Both of those acts, again, being structured just like one act adventures.

The real innovation here is the ability to weave together the two acts, but there are many ways to do it. You can have just a single cohesive plot, but present it in two layers. Perhaps the heroes must first investigate a murder, but the discovery of the murderer leads to them realizing he was just a henchman of the true villain, who they must now track down and bring to justice.

Or it can be an adventure about two different but related quests. For example, the PCs can show up and stop a band of goblin marauders from burning the Fairy Queen's castle to the ground, only to find out that before they fled those evil goblins poured poison on the fairies' Sacred Fairy Oak, whose only hope now is a magic elixir hidden deep within the Dark Forest.

You'll be able to figure out what can glue your two acts together on your own pretty easily, but generally the point of two acts is that you have two smaller quests or adventures, and after solving the first one the heroes are met with a “thank you, but...” which leads to the second one.





If you're trying to create an "full-sized" adventure, the size you'll find in a typically sized professionally written RPG supplement, the two act structure can provide an alternative to the three act structure. Each of the two acts can be between 15 and 20 scenes each, allowing you to flesh out the beginning, middle and end pieces.

Of course, one could conceivably continue to string together one acts for as long as they wanted, three, four, five acts or more, each one leading to the next to create an epically long campaign. That type of structure would be called a modular adventure.

## MODULAR ACT STRUCTURE

If you are imagining creating a massive adventure, or a long, world spanning journey for your PCs to trek through you should consider making it a modular adventure. Assuming of course you don't want to just slice the thing up into a multi-adventure campaign. A modular act structure lets you create a small adventure for each leg of the journey, self contained enough to not let the story become sprawling and confused, but still connected to the overall whole. The best examples of such a structure are the large Call of Cthulhu adventure supplements like Masks of Nyarlathotep, Beyond the Mountains of Madness, and Horror on the Orient Express.

To create a modular story you're going to break your story into several one acts that will all go together when played back to back. It's that simple. You will have decide where you want to split your story up, but it should be pretty obvious. If your story takes place in many different locales than each one can have its own act. Or if your story is a long trek, the journey being most of the fun, you just split up each leg of the trip.

Put some thought into how you want to organize your individual acts. There's nothing wrong with using a similar pattern through them all if it works. For example, if your heroes are traveling to different fantasy cities, each stop over may start with some initial investigation, then have a few different traps and thugs getting in the way, and end with a

fight against some terrible monster. As long as it makes narrative sense your PCs can enjoy it fully, and then move onto the next setup. If your story is about some long journey, on the other hand, you might decide each act will feature two or three encounters or disasters along the way which must be survived before moving onto the next part. Or maybe even feature three or four mini-adventures involving helping people along the way, spaced out by less eventful times. Just as a single good formula can work for creating your one acts, a lot of novelty and variation can work well too.



The beginning and ending acts of a modular adventure may require some special design to make them clearer or more climactic, respectively. The opening of a story doesn't need as many subplots, or twists and turns, since your players are busy learning what the story is all about. And you may want to be sure the last place your adventurers get to has the biggest or best confrontation of all waiting for them. Or maybe just use your best idea, so the story ends on a high note.





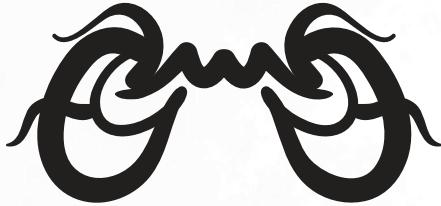
## TELEVISION

Now we go a little outside the norm to see some experimental styles of RPG structure. Perhaps you're running a system that you think will work well with the episodic structure of television. Television plots allow you to unravel long term storylines over many adventures while also focusing on a specific short term problem each individual adventure.

Hourlong dramas on T.V. have a variety of writing structures, but let's just focus on the nice, well proven four act. Here's a breakdown:

**First Act** - We meet up with our characters and delve into the lesser problems of their lives, such as relationships, school or work. But while that's happening, in the background there are rumblings of trouble...

**Second Act** - The villain/problem now strikes and the world gets tipped out of balance. The heroes may quickly find out what is wrong, or they may just gradually realize something is amiss in their lives once again. By the end of this act though, all hell should be breaking loose. This is really the antagonist's time to get ahead of the game.



**Third Act** - Once the heroes realize what's going on, and they definitely should by now, they can respond. Of course, they should already be on their back heel from the villain's initial moves against them, so it won't be easy to fight back.

**Fourth Act** - Now the heroes have evened the situation, leaving both sides a fair shot at winning the day for either good or evil.

So if you wanted to use the Adventure Creator to help make this up, you could use the Event Scenes Chart for the first act, the Interruption Scenes Chart for the second act, the Challenge Scenes Chart for the third act, and then treat the fourth act as the finale. Being sure to spice things up and mix around different types of scenes as you see fit to make your storyline work.

It does not make a lot of sense to make these adventures incredibly long since we're emulating an hourlong television program, so I'd suggest around 6 quick-moving scenes on average for each act. That will keep the tempo up and the action flowing.

Also, don't forget television shows often make use of arcs over many episodes to set up long-term plots. Whether you have a major villain waiting to confront the heroes, leaving clues or sending lieutenants at them along the way, or some climactic event playing out in the background that will eventually explode into the lives of our heroes, be sure to introduce little clues or subplots each adventure to establish these future troubles.

## FIVE ACT STRUCTURE

The five act structure could be thought of as a super-charged version of the three act structure. It works well for building "deeper" plots, at the least allowing you greater room for nuance in storytelling and in character development. This five act structure has been distilled from the works of Shakespeare, likely the most famous five act proponent of them all.

Let's get started by looking at a summary of each act:

**First Act** - We are introduced to the existing conflicts of our world and the main characters of our story. Some change is introduced during this act and it leads to an inciting incident for a protagonist.

**Second Act** - The protagonist has been incited to action and we see the immediate consequences of that action. People's lives may change, perhaps for the better, perhaps for the worse. Characters may begin to plan what they're going to do with these new situations on their hands.

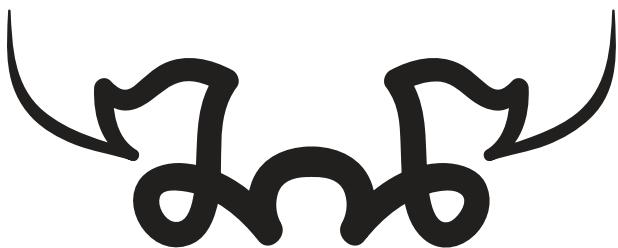
**Third Act** - Now that a new normal has been forced onto the world of our story, we have new conflicts, new relationships to sort through. Characters may have changed because of what they have done or what has been done to them during the first two acts. Some may be unhappy about all these changes and resolve to take action to change things. This act ends with the third act climax, where the main character resolves as to what he needs to do in order to conclude the story and get whatever it is he or she wants.





Fourth Act - All the subplots get resolved and things are setup for the final act where the story will be resolved.

Fifth Act - The story goes into its conclusion. Final events play out as the hero of the story proceeds to follow through with the commitment they made at the third act climax.



That summary probably doesn't sound like a very clear roleplaying adventure formula. But let's translate things over. The first act is just where we see some existing problem have a turn of events: the heroes find out about the villain's evil scheme, discover some horrible plot that someone must stop, or recover a treasure map that could make them all rich! It's not unlike the first act of a three act story, and ends with an inciting incident that gets our PCs on the trail of the story.

The second and third act contain most of our different challenges that will be standing in the heroes' way before they can get to their final goal. But those challenges are split into two different stages, the second act here just allows them to get their feet wet, uncovering more information, getting further and further entwined into the plot. It can include both Event Scenes and Challenges. The third act then is where the heroes are really in the thick of things, having some idea of what they need to do to save the day, and facing increasingly difficult or involving challenges. Once they get to the end of the third act the PCs should be given the information they need to know in order to finish off the villain or handle the ultimate problem.

The fourth act can be about resolving challenges which wrap up subplots and lesser events that have come up along the way. Maybe the heroes ran into some innocent NPCs who needed help, or have been having problems with lesser villains who can and should be dispatched before the final battle.

Then we arrive at the end. Unlike the final act of a three act adventure, this fifth act can stretch the conclusion out over a few more scenes. Maybe that's as simple as busting into the villain's castle, with some scenes about handling a few groups of guards, or making several sneak and athletic rolls, before they confront the bad guy in a fight to settle it all. Or perhaps you have a more complex story to work through, and will use all your remaining loose strings to create the last challenges for the heroes before the big challenge at the very end.

The five act can create a rather large story with many scenes, without resorting to using a modular structure. By splitting up the mid-story challenges into two acts you can put a lot of complications in the way of the PCs, yet the story doesn't bog down because the narrative is still building in a progressive way that will make sense.

## BUILD WHAT YOU WANT

As you can see it's easy to vary the structure of your adventures from the basic three act structure if you want to. It is just a matter of changing around the direction of your scenes. As long as things flow logically and you keep in mind the necessary dramatic payoffs (clues lead to problems, actions to solve those problems lead to saving the day) you should be fine.





# The Story Charts

This chapter contains all the charts you will need to make your stories with. The first part contains general charts to make scenes and NPCs with. After that you will find the Fantasy, Horror, and Sci-Fi genre charts, which are filled with results specifically applicable to games using those settings.

## How to Use the Story Charts

You've seen an example of how to fill in your Story Sheets while making an adventure in The Adventure Creator chapter, but let's go over it again to make sure it's clear.

The Story Sheets are filled with blank prompts you can fill in by rolling on the appropriate chart and finding your result. Just flip to the correct chart, roll either one, two, or three d10s as directed by the chart (for d10, d100, and d1000 respectively) and write down the result you roll. It's just that easy!



## Pre-Rolled Sheets

Of course that's a lot of results you may end up rolling. And if you're rolling up results to help create scenes as you're playing it may also become rather disruptive to have to get the book out, find the right pages and start creating more results. In order to help with this, you can instead roll up batches of results in advance, record them all on a piece of paper, then just pull them off the list as you play, crossing them out as you go. Depending on how long your adventure will be you can do this once before you begin playing, or before each new act. You don't want the process of making pre-rolled sheets to become burdensome either, so feel free to split up the process only rolling 10 to 20 at a time for each chart needed.

## STORY CHARTS TABLE OF CONTENTS

### General Charts

1. Event Scenes
2. Challenge Scenes
3. Mid-Scene Interruptions
4. Clues
5. NPC Personalities



### Fantasy, Horror, and Sci-Fi Genre Charts

1. Adventure Types
2. Opposition
3. Motivations
4. Themes
5. Complications
6. Locations
7. Actions
8. Things
9. Plot Devices





# General Charts

## Event Scene Chart

2d6

2. Very unexpected turn of events.
3. PCs receive or overhear news or information.
4. PCs run into trouble.
5. Something bad happens to a PC.
6. Plot thread (pick one or create a new one).
7. PCs asked to help or see reason to get involved.
8. A new NPC.
9. Something bad happens to a PC.
10. Something bad happens to all PCs.
11. Something good happens to a PC.
12. Ambiguous or strange event.

## Challenge Scene Chart

2d6

2. Collect evidence or recover items.
3. Spy on someone or do reconnaissance.
4. Curry favor or gain access.
5. Avoid danger or deal with threats.
6. Assist or save an NPC.
7. Survive an attack or incident.
8. Collect evidence or recover items.
9. Avoid danger or deal with threats.
10. Do research or find help.
11. Convince authorities or important NPCs.
12. Assist or save an NPC.

## Mid-Scene Interruptions Chart

2d6

2. Very unexpected turn of events.
3. PCs receive or overhear news or information.
4. Something bad happens to all PCs.
5. A new NPC.
6. PCs accosted, attacked or run into trouble.
7. Plot thread pops up (pick a plot thread or make up a new one).
8. Something bad happens to a PC.
9. An NPC the PCs know shows up.
10. Something good happens to a PC.
11. PCs asked to help or see reason to get involved.
12. Ambiguous or strange event.



# Clues Chart

d100

1. Contradictory Statements or Strange Attack(s)
2. Dead Body or Locked Room(s)
3. Diary/Personal Notes or Blood Stains
4. Dropped Note/Letter or Incorrect Official Account
5. Dirt and Grass Stains or Crime Tools
6. Diversion or Item/Possession Goes Missing
7. Deliberate Red Herring or Lack of Alibi
8. Book(s) or Crime Attempt
9. Hidden Passageway or Encrypted Message
10. Secret Door or Blackmail
11. Trap Door or Arranged Crime Scene
12. Hidden Room or Odd Behavior
13. Guarded Secret Area or Personal Effects Left Behind
14. Hired Thugs or Mysterious Injuries
15. Footprints or Mysterious Disappearance
16. Frame Job or Prophecy/Predictions
17. Good Alibi or Person Sent On an Odd Task
18. Letter with Plans or Missing Items
19. Letter with Backstory or Overly Dismissive Behavior
20. Letter Between Conspirators or Mutations/Physical Changes
21. Personal Item Left Behind or Secretive Behavior
22. Late Night Activities or Protected by Authority
23. Lost Items or Possessions or Trap Doors
24. Lying or Strange Smells
25. Strange Noise or Innocent Explanation
26. Plans by Villain(s) or Strange Accident(s)
27. Note with Instructions or Secret Safehouse/Lair
28. Villain Spotted or Magical Ingredients/Implements
29. Item/Possession Stolen or Rumors
30. Map or Test Results
31. Murder Weapon or Strange Jewelry/Clothing/Item
32. Poison or Strange Amounts of Money
33. Old Illness or Things Out of Place
34. Piece of Clothing/Jewelry or Sabotage
35. Odd Physical Trait or Strange Artifacts
36. Nervous Behavior or Things Left On/Near a Corpse
37. Moved Object or Secret Meeting Place
38. Overheard Conversation or Secret Motive
39. Murder Attempt or Records of a Visit
40. Snitch or Trap
41. Strange Sights or Warnings by Henchmen/Thugs
42. Shifty Behavior or Surrounding Area Effected
43. Secret Plans or Old Stories/Legends
44. Riddle or Written Warning (including symbols)
45. Secret Signs or Official Cover-Up
46. Strange Creatures or Witness to Evidence/Locations
47. Secret Hideout or Magical Warning
48. Secret Hiding Place or Writings (explaining some of the plot)
49. Things Left at Crime Scene or Incorrect Story
50. Revealed Motive or A Set-Up

# NPC Personality Chart

d100

- 01-02 Aloof or Tough
- 03-04 Anxious or Vain
- 05-06 Arrogant or Foolish
- 07-08 Belligerent or Serious
- 09-10 Bigoted or Self-Righteous
- 11-12 Blunt or Guarded
- 13-14 Boisterous or Greedy
- 15-16 Boring or Squeamish
- 17-18 Bossy or Reasonable
- 19-20 Bright or Moody
- 21-22 Cagey or Timid
- 23-24 Callous or Paranoid
- 25-26 Cantankerous or Stoical
- 27-28 Careless or Polite
- 29-30 Charming or Snobby
- 31-32 Clever or Neurotic
- 33-34 Close-Minded or Kind-Hearted
- 35-36 Cold or Fast Talking
- 37-38 Confident or Rude
- 39-40 Cowardly or Self-Centered
- 41-42 Cranky or Disciplined
- 43-44 Cruel or Egotistical
- 45-46 Cultured or Rugged
- 47-48 Cynical or Strange
- 49-50 Dainty or Narcissistic
- 51-52 Deceitful or Wise
- 53-54 Diligent or Hedonistic
- 55-56 Dramatic or Stubborn
- 57-58 Droll or Romantic
- 59-60 Dumb or Whimsical
- 61-62 Easy-Going or Nosy
- 63-64 Evasive or Prim & Proper
- 65-66 Fearless or Snooty
- 67-68 Fiery-Tempered or Shy
- 69-70 Foolhardy or Talkative
- 71-72 Gregarious or Obnoxious
- 73-74 Grumpy or Smug
- 75-76 Haughty or Pleasant
- 77-78 Honorable or Nice
- 79-80 Humorless or Whiney
- 81-82 Humorous or Oafish
- 83-84 Impatient or Wicked
- 85-86 Intimidating or Merry
- 87-88 Judgmental or Sadistic
- 89-90 Juvenile or Reckless
- 91-92 Knowledgeable or Pompous
- 93-94 Lazy or Predatory
- 95-96 Leery or Spiritual
- 97-98 Pious or Suspicious
- 99-100 Shrewd or Vindictive



# Fantasy Genre Charts

The Fantasy Genre Charts are for roleplaying games featuring brave knights, terrible dragons, powerful arcane wizards and more! GMs using Medieval and ancient settings, along with sword and sorcery types of games should use these charts for developing their adventures.

## Fantasy Adventure Types Chart

d10

1. Huge Event - Some great cataclysm or world changing event, such as war, plague, and so on.
2. Evil Group - A villainous organization up to no good threatens innocent lives.
3. Artifact Quest or Exploration - Some important artifact must be claimed, or some unknown place uncovered.
4. Evil Mastermind - Some singularly dangerous and effective villain causes trouble.
5. Isolated Area in Peril - Far from help, only the heroes stand between some place and its destruction.
6. Crime Solving - Challenging cases of murder, theft, and so on confront the heroes.
7. Supernatural Mystery - A hard to explain event threatens or puzzles the world in some way.
8. Intrigue/Interfighting - Adventures of politics, conspiracies, and small scale wars between rivals.
9. Oppressed Innocents - Innocent people having their lives or freedoms threatened by someone.
10. Odd Events - Strange circumstances and uncommon events ensnare our heroes.

## Fantasy Opposition Chart

d100

001-002 Artifact/Powerful Object or Coup	036-037 Government/Noble Agents or Deluded/Insane Group	071 Religious Fanatics or Fugitive
003-004 Assassin/Hired Killer or Horde of Adversaries	038-039 Greenskins (Orcs, goblins, etc.) or Agent of the Law	072-073 Secret Society or Lack of Resources/Money
005-006 Beastmen or Conspirators	040-041 Heretic/Follower of Dark Gods or Blackmailer(s)	074-075 Shaman/Warlock or Marauders/Raiders
007-008 Bounty Hunter or Ritual/Curse	042-043 Hired Muscle/MMercenaries or Oppressive Ruler(s)	076-077 Spirits/Ethereal Undead or Criminal Kingpin
009 Con-Man or Forces of Nature/Elements	044-045 Huge Monster or Desperate Villain	078 Spy/Saboteur or Cataclysm/Destruction
010-011 Criminal or Deity/Religious Powers	046-047 Military/Military Officers or Profane Cult	079-080 Strange Monster or Evil Mastermind
012-013 Corrupt Officials or Cultists	048-049 Murderer/Serial Killer or Yourself	081-082 Traitor or Demi-Human Villain(s)
014-015 Crazed Alchemist/Engineer or The System/Unfair Laws	050-051 Mutants/Outcasts or Charismatic Leader/Demagogue	083-084 Treasure/Spoil Hunters or Tragic Villain
016-017 Cult Magus/Religious Leader or Protectors/Guardians	052-053 Necromancer/Liche or Misguided/Evil Locals	085-086 Unjust Magistrate/Witchhunter or Sorcerer/Wizard
018-019 Deadly Monster or Avenger	054-055 Noble/Lord or Infestation	087-088 Unnatural Creature or Political/Religious Group
020-021 Demon/Demonic Forces or Foreigners	056-057 Occult Group or Misguided/Former Hero	089-090 Vampire or Guild/Organized Labor
022-023 Demonologist or Starvation/Exposure	058-059 Ogres/Trolls or Impersonator/Doppelganger	091-092 Warband or Conspirators
024-025 Dragon/Mythical Beast or Local Ruler(s)	060-061 Organized Crime or Societal Pressure/Custom	093-094 Warlord or Prejudice/Intolerance
026-027 Evil Cult or Disease/Plague	062-063 Pirates/Robbers or Villainous Family	095-096 Wild Beast(s) or Invaders/Outsiders
028-029 Evil Sorcerer or Close Friend	064-065 Powerful Businessman/Merchant or Strange Creatures	097-098 Witch/Sorceress or Rival Group
030-031 Evil Warrior or Foreign Powers	066-067 Public Mob/The Masses or Conquering Forces	099-100 Zombies/The Undead or Secret Enemy
032-033 Footpads/Thieves or Machiavellian Villain	068 Ratmen/Lizardmen or Kidnappers/Slavers	
034-035 Gangs/Thugs or Your Own Employer/Mentor	069-070 Rebels/Terrorists or Lunatic	





## Fantasy Motivations Chart

d1000

001-009 Acceptance or Ego	461-468 Love or Commit Evil	919-926 To Express Oneself or Take Power
010-017 Acceptance of Facts or Knowledge	469-476 Loyalty or Appear Evil Gods/Masters	927-935 To Move Ahead or Commit Evil
018-026 Achievement or Commit Evil	477-485 Lust or Control	936-944 Transcendence or Take Control
027-034 Acting Out/Misdirected Hostility or Pride	486-494 Mastery or Feel Superior	945-952 Transportation or Status
035-043 Unexplainable/Unknown or Destroy the World	495-502 Meaning or Get Paid	953-960 Treasure or Eliminate Someone(s)
044-052 Addiction or Harm Enemies	503-510 Misguidedness or Cause Suffering	961-968 Understanding or Harm Enemies
053-060 Adventure or Gain the Upper Hand	511-518 Money or Manipulation	969-976 Unexplainable/Unknown or Cause Chaos
061-068 Altruism or Power	519-526 Mortality or Feel Superior	977-984 Wanderlust or Gain Wealth
069-076 Amusement/Entertainment or Achieve Destiny	527-535 Nourishment or Status	985-993 Wantoness or Advanced Evil Plans
077-085 Appreciation For Beauty or Wantonness	536-544 Novelty or Revenge	994-000 Work/Vocation or Manipulation
086-094 Approval or Advanced Evil Plans	545-552 Obligations or Unexplainable/Unknown	
095-102 Assist Allies or An Important Object/Artifact	553-560 Order or Cause Suffering	
103-110 Balance or Survival	561-568 Patriotism or Take Power	
111-118 Be Different or Achieve Destiny	569-576 Peace or Cause Trouble	
119-126 Be One of the Group or Advanced Evil Plans	577-585 Personal Growth or Anger	
127-135 Compassion or Gain the Upper Hand	586-594 Philanthropy or Wantonness	
136-144 Confidence or Hatred	595-602 Please Authorities or Take Control	
145-152 Cooperation or Fulfill Scheme	603-610 Pleasure or Feel Strong	
153-160 Creativity or Gain Wealth	611-618 Prejudice or Gain Promotion/Office	
161-168 Curiosity or Survival	619-626 Pressured or Land/Holdings	
169-176 Debt or Hatred	627-635 Pride or Power	
177-185 Desperation or Feel Strong	636-644 Property or Get Paid	
186-194 Devotion or Gain the Upper Hand	645-652 Protection or Cowl/Repress Others	
195-202 Discovery/Experience or Take Power	653-660 Prove Oneself or Cause Chaos	
203-210 Do Good or Knowledge	661-668 Rage or Gain Promotion/Office	
211-218 Ennui/Boredom or Cause Chaos	669-676 Reached Your Limits or Cause Trouble	
219-226 Envy or Cause Trouble	677-685 Rebel or Greed	
227-235 Escape One's Destiny or Appear Evil Gods/Masters	686-694 Recognition or An Important Object/Artifact	
236-244 Excitement or Get Paid	695-702 Redemption or Knowledge	
245-252 Faith or Cowl/Repress Others	703-710 Religion/Superstition or Control	
253-260 Fame/Infamy or Gain Territory/Holdings	711-718 Reputation or Start Discord	
261-268 Fear or Gain the Upper Hand	719-726 Resources or Harm Enemies	
269-276 Feel Big or Appear Evil Gods/Masters	727-735 Respect or Commit Evil	
277-285 Feel Intelligent or Take Control	736-744 Responsibility or Survival	
286-294 Feel Wanted/Loved or An Important Object/Artifact	745-752 Rest or Knowledge	
295-302 Financial Security or Revenge	753-760 Safety or Advanced Evil Plans	
303-310 Follow Dreams or Appear Evil Gods/Masters	761-768 Search For Beauty or Advanced Evil Plans	
311-318 Follow Orders or Cowl/Repress Others	769-776 Security or Cowl/Repress Others	
319-326 Freedom or Unexplainable/Unknown	777-785 Self-Awareness or Get Paid	
327-335 Fulfill Duties/Responsibilities or Knowledge	786-794 Self-Esteem or Harm Enemies	
336-344 Gain Favor or Manipulation	795-802 Self-Improvement or Revenge	
345-352 Glory or Greed	803-810 Self-Sabotage or Gain the Upper Hand	
353-360 Goal or Survival	811-818 Shake Things Up or Domination	
361-368 Gratification or Immortality (Literal or Figurative)	819-826 Share Something or Unexplainable/Unknown	
369-376 Health & Well-Being or Harm Enemies	827-835 Shelter or Take Power	
377-385 Hedonism or Gain Wealth	836-844 Social Cohesion or Commit Evil	
386-394 Honor or Greed	845-852 Spontaneity or Immortality (Literal or Figurative)	
395-402 Impress Someone or Gain Territory/Holdings	853-860 Stability or Appear Evil Gods/Masters	
403-410 Incorrect Beliefs/Confusion or Status	861-868 Support Family or Upset Authorities/Rulers	
411-418 Independence or Fulfill Scheme	869-876 Support Friends or Control	
419-426 Is a Stooge for Another or Status	877-885 Survival of Others or Cause Chaos	
427-435 Jealousy or Commit Evil	886-894 Take Power or Fulfill Scheme	
436-444 Justice or Cowl/Repress Others	895-902 Teach/Mentor or Commit Sabotage/Corrupt	
445-452 Law or Wantonness	903-910 The Opposite Sex or Wantonness	
453-460 Live Up To Morals/Ethics or Advanced Evil Plans	911-918 Title/Office or Unexplainable/Unknown	





# Fantasy Themes Chart



## Fantasy Complications Chart

d1000

001-007	Abduction or Pursued	368-374	Imprisonment or Unexplored Area/Situation	735-740	Religion or No Leads/Clues
008-014	Abrupt Change of Events or Fire	375-380	Impulsiveness or Kidnapping	741-747	Reprisal or Observed
015-020	Accusation or Red Herring	381-387	Incompetence or Random Confrontation/Attack	748-754	Reputation Problem or Over-Visibility
021-027	Alcohol/Drugs or Doubt	388-394	Inconvenienced or Recurring NPC	755-760	Revealed Secret or Courage
028-034	Ally or Ulterior Motive	395-400	Indiscretion or Relationship Trouble	761-767	Reversal of Fortune or Double Cross
035-040	Ambush or Manipulation/Mind-Control	401-407	Insult or Unexplained Event	768-774	Reward or Incompetence
041-047	Animal(s) or Travel Problems	408-414	Intolerance or People/Guards on Alert	775-780	Running Late or Freedom Threatened
048-054	Authorities Interfere or The Tables Turn	415-420	Lack of Clarity or Unhelpful Rumors/Lies	781-787	Running Out of Time or Argument/Fight
055-060	Battle or Important Decision	421-427	Lack of Communication or Delay	788-794	Sabotage or Government Interference/Influence
061-067	Being Detained or Ignorance	428-434	Lack of Information or Turn for the Worse	795-800	Sacrifice Required or Boiling Tensions
068-074	Being Framed or Devotion	435-440	Lack of Money/Poverty or Disaster	801-807	Safety Endangered or Delay
075-080	Being Stalked/Hunted or Guardian	441-447	Lack of Trust or Reversal of Fortune	808-814	Security or Alcohol/Drugs
081-087	Blown Cover or Spying	448-454	Language Difference or Differing Motivations	815-820	Seduction or Confinement
088-094	Bureaucracy or Misunderstanding	455-460	Laziness or People/Guards on Alert	821-827	Sickness or Old Friend
095-100	Catastrophe or Suspiciousness	461-467	Legal Trouble or Fire	828-834	Social Contract Pressure or Bad News
101-107	Cautiousness or Lack of Information	468-474	Lies or Lack of Money/Poverty	835-840	Societal Custom or Low Supplies
108-114	Change of Heart or Trap	475-480	Loss or New Opportunity	841-847	Someone Has a Vendetta or Cautiousness
115-120	Code of Conduct or Love Interest	481-487	Loyalty or Running Out of Time	848-854	Someone Is Tipped-Off or Betrayed
121-127	Competition or Extra Support	488-494	Manipulation/Mind-Control or Animal(s)	855-860	Someone Screaming/Calling Out or Trickery
128-134	Conscience or Misunderstanding	495-500	Mechanical Trouble or Side-Tracked	861-867	Someone Wants Vengeance or Trap
135-140	Crime/Criminals or Over-Dependent	501-507	Media/Popular Attention or People on Edge	868-874	Something Missing or Addiction
141-147	Crisis or Ally	508-514	Memory Loss or Darkness	875-880	Special Circumstances or Friend in Need
148-154	Darkness or Moral Dilemma	515-520	Mental Illness or Emotions	881-887	Squabbling or Interrupting Troublemakers
155-160	Death or Lost	521-527	Misguided Friendship/Love or Crisis	888-894	Supernatural/Strange Occurrence or Lack of Attention
161-167	Debt or Inclement Conditions	528-534	Misled or Betrayed	895-900	Suspiciousness or Unlucky
168-174	Deity or Insult	535-540	Mistaken Identity or Enthusiasm	901-907	Tail-Chasing or Barrier
175-180	Diplomacy or Lateness	541-547	Misunderstanding or Strange Sighting	908-914	Temptation or Missing the Right Tool/Item
181-187	Disaster or Lost Equipment/Items	548-554	Money or Bureaucracy	915-920	The Tables Turn or Deception
188-194	Disbelief or Need Help	555-560	Moral Dilemma or Safety Endangered	921-927	Trap or Double Cross
195-200	Disgrace or Refusal to Cooperate	561-567	Murder or Temptation	928-934	Travel Problems or Contract
201-207	Disorder/Riots or External Conflict/War	568-574	Mystery or Destruction	935-940	Trickery or Dwindling Resources
208-214	Doubt or Accusation	575-580	Nature or Interrupting Troublemakers	941-947	Turn for the Worse or Unexpected Advantage
215-220	Dwindling Resources or Guilt	581-587	Need Help or Health Trouble	948-954	Ulterior Motive or Physical Problem
221-227	Education or Unforeseen Intervention	588-594	New Goal or Refusal to Cooperate	955-960	Unexplained Event or Foul Weather
228-234	Effort or Survival Threatened	595-600	New Opportunity or External Conflict/War	961-967	Unexplored Area/Situation or The Tables Turn
235-240	Emotions or Villain After You	601-607	No Solid Proof or Someone Screaming / Calling Out	968-974	Unhelpful Rumors/Lies or Lack of Information
241-247	Emptiness or Double Cross	608-614	Obligation or Forgotten Information/Facts	975-980	Unlucky or Mystery
248-254	Enemies or Injury	615-620	Observed or Loud Noises	981-987	Unwanted Attention or False Accusations
255-260	Energy or Laziness	621-627	Occupation by Hostiles or Authorities Interfere	988-994	Unwelcome Guest or Squabbling
261-267	Enthusiasm or Lack of Clarity	628-634	Old Friend or Low Supplies	995-000	Witnesses or Puzzle/Riddle
268-274	Equipment Failure or Hearing Trouble	635-640	Opposition or Unforeseen Intervention		
275-280	Exposure or Delay	641-647	Oppression or Spying		
281-287	Faith or Influence of Money	648-654	Over-Visibility or Bad News		
288-294	Faked Death or No Help Available	655-660	Parting Ways or Abrupt Change of Events		
295-300	False Accusations or Lost Equipment/Items	661-667	Persecution or Missing the Right Tool/Item		
301-307	False Confession or Deception	668-674	Pivotal Decision Required or Witnesses		
308-314	Fame or Side-Tracked	675-680	Promise/Vow or Strange Sounds		
315-320	Fear or New Goal	681-687	Pursued or Inclement Conditions		
321-327	Fish Out of Water or Running Out of Time	688-694	Puzzle/Riddle or Loud Noises		
328-334	Forgotten Information/Facts or Imagined Trouble	695-700	Random Confrontation/Attack or Lateness		
335-340	Foul Weather or Inconvenienced	701-707	Recovery or Crash		
341-347	Happiness or Lies	708-714	Recurring NPC or Destruction		
348-354	Hunger/Thirst or Fish Out of Water	715-720	Red Herring or Thugs/Troublemakers		
355-360	Ignorance or Control	721-727	Reinforcements Arrive or Ambush		
361-367	Important Decision or Disappointment	728-734	Relationship Trouble or Friend in Need		





## Fantasy Locations Chart

d1000	
001-004	Abbey
005-008	Alleyway
009-012	Apartment House
013-016	Armoury
017-019	Army Camp
020-023	Artisans Workshop
024-027	Assembly Hall
028-031	Attack/Ambush Site
032-035	Attic
036-039	Backroom
040-042	Badlands
043-046	Bakery
047-050	Balcony
051-054	Bank/Counting House
055-058	Barber Shoppe
059-062	Barn
063-066	Barracks
067-070	Basement
071-073	Battlefield
074-077	Bay
078-081	Beach/Seashore
082-085	Bedchambers
086-089	Belltower
090-093	Blacksmith
094-097	Boarding House
098-101	Brewery
102-105	Bridge
106-109	Brothel
110-113	Building Site
114-117	Burial Mound
118-121	Busy Street
122-125	Butcher/Slaughterhouse
126-128	Cairn
129-132	Camp
133-136	Canals
137-140	Canyon
141-144	Capital City
145-148	Carriage/Coach
149-152	Castle/Palace
153-156	Catacomb
157-160	Cathedral
161-164	Cavern
165-168	Cellar
169-172	Chapel
173-176	City
177-180	City Gates
181-184	City Streets
185-188	City Watch HQ/Barracks
189-192	City/Fortress Walls
193-196	Cliff
197-200	Coaching Inn
201-202	Confectioner/Sweets Shoppe
203-204	Contraption
205-208	Country Estate
209-212	Courthouse/Courtroom
213-216	Craftsman Shop
217-220	Crime Scene
221-224	Crossroads
225-228	Dam
229-232	Dangerous Part of Town
233-236	Dark Alley
237-240	Deep Forest
241-244	Demi-Human Ghetto
245-248	Den of Iniquity
249-250	Desert
251-254	Device
255-258	Dining Room
259-262	Docks
263-266	Drawing Room
267-270	Drug Den
271-274	Dungeon
275-277	Dwarf Hold/Village
278-280	Elf Settlement/Camp
281-283	Engineering Marvel
284-287	Estate Grounds
288-291	Exhibit/Museum
292-295	Expensive Shoppe
296-299	Farm House
300-303	Farmland
304-307	Farming Community
308-311	Festival
312-315	Fields
316-318	Financial Market or Stock Exchange
319-322	Coastal Village
323-326	Foothills
327-329	Foreign Embassy
330-332	Foreign Ghetto
333-335	Foreign Land
336-339	Forest
340-343	Fortress
344-346	Forum
347-349	Foundry/Forge
350-353	Frontier Town
354-357	Gardens
358-361	Gathering Place
362-364	Gentlemen's/Private Club
365-367	Ghost Town
368-371	Gorge/Ravine
372-375	Government Offices or Record Halls
376-378	Grain Mill
379-383	Graveyard
384-387	Great Chamber
388-391	Great Hall
392-395	Greenskin Village
396-399	Grove
400-403	Guard Tower
404-407	Guild Hall
408-410	Halfling Village
411-414	Hallway
415-418	Haunted Area
419-422	Headquarters
423-425	Heath
426-427	Hedge Maze
428-432	Hideout
433-437	Highway
438-441	Hill
442-445	Home
446-449	Hostelry
450-453	Hotel
454-457	House
458-462	Hovel
463-465	Hunting Grounds
466-469	Industrial Workshop
470-473	Infamous Place (Evil Castle, Cursed Ruin, etc.)
474-477	Inn
478-482	Island
483-487	Jail
488-490	Jungle
491-494	Junkyard
495-498	Kiln (Lime, Charcoal, Brick, etc.)
499-503	Kitchen
504-508	Lair
509-512	Lake
513-516	Landmark
517-521	Large City or City-State
522-525	Lawyer's Office
526-528	Leatherworks Shop
529-532	Library
533-536	Livestock Yard
537-540	Locked Out
541-544	Lodge
545-548	Lost City
549-552	Lost/Stranded
553-556	Lounge
557-559	Luxury Goods Store
560-562	Magick/Alchemical Shop
563-566	Marketplace
567-570	Marsh
571-574	Meadows
575-578	Meeting Room
579-582	Merchant Offices
583-586	Military Offices/Academy
587-591	Mill
592-595	Mine
596-599	Monastery
600-602	Monument
603-605	Moor
606-609	Mountain
610-613	Mountain Pass
614-617	Natural Clearing
618-620	Neutral Ground
621-624	Nice Part of Town
625-628	Noble's Court
629-632	Noble's Offices
633-635	Nunnery
636-638	Observatory
639-642	Ocean
643-647	Office(s)
648-651	Orchard
652-655	Orphanage
656-658	Outhouse
659-662	Outpost
663-666	Park/Gardens
667-670	Parliament Hall
671-674	Personal Chambers
675-678	Physician's Office or Apothecary Shop
679-682	Pier
683-686	Pit
687-690	Plains
691-694	Plantation
695-698	Pond
699-702	Poorhouse
703-707	Port
708-711	Printer (News, Book Publishing)
712-715	Prison
716-718	Quarry
719-722	Religious Offices
723-726	Remote Settlement
727-730	Restaurant
731-734	Retreat (Mountain, Forest, etc.)
735-738	Rich Estate
739-742	Rich Part of Town
743-747	Ritual Room
748-751	River
752-755	Road
756-758	Rooftop(s)
759-762	Ruins
763-767	Safehouse
768-771	Sanitarium/Infirmary/Hospice
772-775	Sawmill
776-779	School
780-783	Secret Passage
784-787	Secret Room
788-791	Seedy Part of Town
792-795	Servant's Quarters
796-799	Settlement
800-803	Sewers
804-807	Ship
808-811	Shoppe
812-814	Shrine
815-817	Sleeping Room
818-820	Spa/Bathes
821-823	Specialized Smithy (coin, gold, gun, etc.)
824-827	Specialized University/School (Wizard College)
828-831	Stables
832-835	Stadium/Arena
836-839	Staircase
840-843	Stateroom/Cabin
844-847	Store
848-851	Storehouse
852-855	Stream
856-859	Streets
860-863	Stronghold
864-867	Studio
868-871	Study
872-875	Swamp/Fen
876-878	Tailor/Clothes Maker
879-881	Tannery
882-886	Tavern
887-890	Temple
891-894	Tenement
895-898	Terrible Place (Ruined City, Wasted Land, Mordor, Chaos Wastes, etc.)
899-902	Theatre/Stage
903-906	Throne Room
907-909	Toll House/Gate
910-913	Tower
914-916	Town Hall
917-919	Town Square
920-922	Townhouse
923-925	Trade City
926-928	Trade Route
929-931	Trading Market
932-934	Treasure Room
935-938	Tunnels
939-941	Underground
942-944	Undertakers
945-948	University/School
949-951	Valley
952-955	Village/Town
956-958	Vineyard
959-960	Volcano
961-964	Warehouse
965-967	Warren
968-971	Watchtower
972-973	Waterfall
974-976	Well
977-980	Wilderness
981-984	Wine Cellar
985-988	Wonder (Pyramid, Massive Statue, etc.)
989-991	Woodworking Shop
992-994	Wool Mill
995-998	Workshop
999-000	Zoo



# Fantasy Actions Chart

d1000				
001-004 Abandon	204-206 Confirm	406-408 Fire	606-608 Manipulate	814-817 Revenge
005-007 Abuse	207-209 Confiscate	409-412 Flee	609-611 Meet	818-821 Reward
008-011 Accelerate	210-212 Confuse	413-416 Foil	612-614 Mimic	822-824 Ruin
012-014 Accept	213-215 Conquer	417-419 Follow	615-617 Mistrust	825-828 Rule
015-018 Accuse	216-218 Conspire	420-422 Fool	618-621 Mollify	829-831 Sabotage
019-021 Activate	219-222 Contact	423-425 Force	622-625 Move	832-835 Sacrifice
022-024 Advance	223-226 Control	426-428 Forfeit	626-629 Murder	836-839 Save
025-026 Agree	227-229 Convince	429-431 Forge	630-632 Negate	840-842 Scare
027-029 Aid	230-231 Copy	432-434 Frame	633-635 Neglect	843-845 Secure
030-032 Alert	232-235 Correct	435-437 Free	636-638 Negotiate	846-848 Seduce
033-035 Ally	236-239 Cover Up	438-441 Gather	639-642 Observe	849-851 Seize
036-039 Ambush	240-242 Create	442-444 Get Back	643-646 Obtain	852-854 Sell
040-042 Amuse	243-245 Crush	445-447 Give In	647-649 Open	855-858 Separate
043-045 Antagonize	246-248 Deactivate	448-450 Gratify	650-652 Oppose	859-862 Serve
046-048 Appease	249-251 Debase	451-454 Guard	653-656 Oppress	863-865 Setup
049-051 Argue	252-255 Deceive	455-458 Guide	657-660 Organize	866-868 Shut Down
052-054 Arm	256-259 Decide	459-461 Haggle	661-663 Overthrow	869-871 Slander
055-057 Arrive	260-262 Decrease	462-464 Halt	664-667 Perform	872-874 Smuggle
058-060 Assassinate	263-266 Defeat	465-468 Harass	668-671 Persecute	875-878 Solve
061-064 Assault	267-270 Defend	469-471 Harm	672-675 Persuade	879-882 Spy
065-067 Assemble	271-273 Delay	472-474 Hasten	676-678 Pick Up	883-886 Start
068-071 Assist	274-276 Deliver	475-477 Heal	679-682 Plan	887-889 Steal
072-074 Attach	277-279 Desecrate	478-481 Help	683-685 Play	890-893 Stop
075-078 Attack	280-282 Desert	482-484 Hide	686-688 Plunder	894-896 Stow
079-082 Attain	283-286 Destroy	485-487 Hijack	689-691 Poison	897-900 Struggle
083-085 Attend	287-289 Develop	488-490 Hire	692-694 Postpone	901-904 Suffer
086-088 Attest	290-292 Disable	491-493 Humiliate	695-697 Praise	905-907 Summon
089-091 Attract	293-295 Disappoint	494-497 Hunt	698-700 Predict	908-911 Support
092-095 Avenge	296-299 Discover	498-501 Hurt	701-704 Pretend	912-914 Survive
096-099 Avoid	300-302 Discredit	502-504 Idolize	705-708 Proceed	915-918 Take
100-103 Battle	303-305 Discuss	505-507 Imitate	709-711 Produce	919-921 Teach
104-106 Befriend	306-308 Disguise	508-510 Impersonate	712-714 Promote	922-924 Test
107-109 Begin	309-312 Dispute	511-513 Implore	715-717 Propose	925-927 Testify
110-112 Bestow	313-316 Disrupt	514-516 Imprison	718-721 Protect	928-931 Threaten
113-115 Betray	317-319 Distract	517-519 Improve	722-724 Provoke	932-934 Track
116-119 Blackmail	320-322 Divide	520-522 Increase	725-727 Punish	935-937 Trade
120-123 Block	323-325 Dominate	523-525 Indulge	728-730 Purchase	938-940 Trail
124-126 Break	326-328 Drain	526-528 Infiltrate	731-734 Pursue	941-943 Transform
127-129 Break into	329-332 Drive Out	529-532 Inform	735-737 Push	944-946 Trap
130-132 Break out of	333-335 Duel	533-535 Inherit	738-740 Quarrel	947-949 Travel
133-136 Build	336-339 Eliminate	536-538 Inquire	741-743 Quest	950-952 Trick
137-139 Burden	340-342 Enact	539-541 Inspect	744-747 Quit	953-956 Triumph Over
140-143 Capture	343-345 Enchant	542-544 Interfere	748-750 Race	957-959 Truce
144-146 Care for	346-349 End	545-548 Intimidate	751-754 Raid	960-962 Trust
147-149 Carry	350-352 Endure	549-551 Intrude	755-757 Rally	963-966 Uncover
150-152 Celebrate	353-355 Enthuse	552-554 Invade	758-761 Recover	967-969 Unmask
153-156 Challenge	356-358 Escape	555-557 Invent	762-764 Recruit	970-972 Unseat
157-160 Change	359-361 Escort	558-560 Investigate	765-768 Rectify	973-975 Usurp
161-163 Chase	362-364 Estimate	561-563 Join	769-772 Refuse	976-978 Vindicate
164-166 Cheat	365-367 Evade	564-567 Judge	773-776 Reject	979-981 Violate
167-169 Clean	368-370 Examine	568-570 Kidnap	777-779 Release	982-984 Volunteer
170-173 Clear	371-373 Excite	571-574 Kill	780-782 Remake	985-987 Waste
174-176 Close	374-377 Explain	575-577 Launch	783-785 Report	988-990 Watch
177-178 Coach	378-381 Explore	578-581 Lead	786-788 Represent	991-993 Weaken
179-182 Collect	382-384 Expose	582-585 Learn	789-792 Rescue	994-997 Win
183-185 Comfort	385-387 Extract	586-588 Lessen	793-795 Research	998-000 Work
186-189 Communicate	388-390 Extravagate	589-591 Liberate	796-799 Resist	
190-192 Compete	391-394 Fail	592-595 Locate	800-803 Resolve	
193-196 Complete	395-397 Fend	596-598 Lose	804-806 Retrieve	
197-199 Con	398-401 Fight	599-601 Make	807-810 Return	
200-203 Conceal	402-405 Find	602-605 Manage	811-813 Reveal	



# Fantasy Things Chart

d1000									
001	Abductions	098	Cannons/Guns	192-193	Diplomacy	294	Foraging	385	Holy Site
002	Abuse Victim	099	Captain	194-195	Disappearance	295-296	Forbidden Goods	386	Homeless
003-004	Academic	100	Caravan	196	Disapproval	297-298	Forbidden Knowledge	387	Honor
005-006	Accusations	101-102	Card/Dice Games	197	Disaster	299	Foreign	388	Horde
007	Adultery	103-104	Cargo	198-199	Disease(s)	300-301	Foreigner	389-390	Horse
008	Advanced Engineering	105	Carnival	200	Disgraced Person	302	Fortune	391	Hospitality
009-010	Adventurer	106	Carnivorous Plants	201	Disguise	303	Fortune Teller	392	Hostage
011	Advice	107	Carvings	202-203	Dispute(s)	304	Fraternal Organization	393	Hunger
012	Agents	108	Celestial Portents	204	Distant Lands	305	Freak	394	Hunt
013	Agitator	109	Chain-Gang	205	Distant Reports	306	Freedom	395	Hunter
014	Alchemist	110	Chants	206	Divorce	307-308	Freelance	396-397	Illegal Magics/Artifacts
015	Alchemy	111	Chaos	207-208	Doctor	309-311	Friends	398-399	Illicit Goods
016	Alliance	112	Charity	209-210	Dog/Cat	312	Friendship	400	Illness
017-018	Allies	113	Chef	211-212	Door/Gate	313-314	Fugitive	401	Illusions
019-020	Ambush	114-115	Child	213-214	Dragon	315	Funeral	402	Immortality
021	Anarchy	116-118	City Watch	215	Dreams	316	Furnace	403-404	Imprisoned
022	Ancient Evil	119	Civil-War	216	Dress	317	Furniture	405	Incantation
023	Apparition	120	Clothes/Wardrobe	217-218	Drinking/Drunkenness	318	Gambler	406	Infestation
024	Apprentice	121	Coach Travel	219	Drinks	319	Gambling	407-408	Injury
025	Architectural Marvel	122-123	Coach/Carriage	220	Drowning	320	Garrison	409	Ink and Pen
026-027	Armies	124	Code	221	Drug Dealer	321	Gathering	410	Innkeeper
028-029	Armour	125	Competition	222-223	Drugs	322	Genie/Magic Spirit	411	Innocence
030	Army Camp	126	Confinement	224	Druid	323-324	Ghost	412	Insanity
031	Army Company	127	Conflagration	225-226	Drunkard	325-326	Ghoul	413	Inscription
032	Arson	128	Conquerors	227	Duel	327	Giant	414	Insects
033	Art Collection	129-130	Conspiracy	228-229	Dwarfs	328-329	Girl	415	Insomnia
034	Artist	131	Contract	230-231	Edict	330-331	Gnome	416	Inspiring Figure/Leader
035	Artwork	132	Corpse	232	Elemental	332	Goals	417	Intellectual
036-037	Assassin	133-134	Corruption	233	Elements	333	Goblin Tribe	418-419	Intelligence
038	Assignment	135	Council	234-236	Elves	334	Goblin(s)	420-421	Inter-Fighting
039-040	Astrological Events	136-137	Court	237	Embezzlement	335	Gods	422-423	Intrigue
041	Astrology	138	Courtier	238	Emotions	336-337	Gold	424-425	Invasors
042	Attraction	139	Coven	239	Enchanted Weapon	338	Gossip	426	Invention
043	Auction	140-141	Cover Up	240-241	Enemies	339-340	Government	427-428	Investigator
044	Backwardness	142	Craftsman	242	Engineer	341	Government Agent	429	Investments
045	Baker	143	Crates/Barrels	243-244	Escort	342	Grave Digger	430	Itinerant
046	Balance	144-146	Creature	245	Espionage	343-344	Graverobbing	431	Jars
047	Banishment	147	Credentials	246-248	Evil Warrior	345	Graves	432	Jealousy
048	Barber-Surgeon	148	Crime Gang	249-250	Evil	346	Greed	433	Jester
049-050	Bargain	149	Crops	251	Excess	347-348	Greenskins	434	Jewels/Jewelry
051	Barge	150-151	Crowd	252	Exciseman	349	Grudge	435-436	Journal/Memoire
052-053	Beast	152-153	Crown	253-254	Execution	350	Gruesome Message	437	Just End
054-055	Beastmen	154	Cruelty	255	Exotic Animal	351	Gruesome Ritual	438-439	Justice
056	Bed	155-157	Cult	256	Expectations	352	Gruesome Scene	440-441	Kidnapping
057-058	Beggar	158-159	Cult Leader	257	Expedition	353-354	Guard	442-443	King/Emperor
059	Benefit(s)	160	Cult Ritual	258	Exploration	355	Guardian	444	Kingpin
060-061	Birth	161-162	Cultists	259	Explorer	356	Guide	445-447	Knight
062	Birthday	163	Curse	260-261	Extravagance	357	Guild	448-449	Knocking Outside
063-065	Black Magic	164-165	Cut-Throat	262-264	Failure	358-359	Guilt	450-451	Laborers
066-067	Black Market	166	Damsel	265-266	Faith	360	Gunpowder	452	Lady
068-069	Blackmail	167	Dancer	267	False Identity	361	Gypsies	453-454	Law
070	Blood	168-169	Dead Body	268-269	Family	362-363	Halflings	455	Lawsuit
071-072	Boat	170	Dead Creature(s)	270	Famine	364	Hallucinations	456	Lawyer
073-074	Bodyguard(s)	171-172	Deal	271	Farmer	365-366	Hanging/Lynching	457-458	Leader
075-077	Book/Grimoire	173-174	Death	272-273	Feast	367	Hangman	459	Legal Charges
078-079	Bounty Hunter	175	Debauchery	274	Festival	368	Harsh Conditions	460-461	Legends
080	Bragging/Boasting	176-177	Debt	275	Feud	369	Heir	462-463	Letter
081-082	Brawl	178	Deed	276-278	Fight	370-371	Heist	464	Liberty
083-084	Bribe	179	Deformity	279	Financial Deals	372	Herald	465	Livestock
085-086	Brigands	180	Degeneracy	280	Financial Holdings	373	Heraldry	466-468	Locals
087	Bugs	181-182	Deity	281-283	Fire	374	Herbs/Medicinals	469	Long Ride
088	Builder(s)	183	Deliveryman	284	Firearms	375-376	Heresy	470	Love
089	Burden	184-185	Demands	285	Fleet	377-378	Heroes	471	Luck
090-091	Bureaucracy	186-187	Demon	286	Flight	379	Hiding Place	472	Luxuries
092-094	Business	188	Demonic Pact	287	Flood	380	High Priest	473	Lycanthropy
095	Butchery	189	Demonologist	288-289	Food	381	Highwayman	474-475	Madness
096	Callousness/Cruelty	190	Desecration	290-291	Footpad(s)	382-383	Hired Muscle	476	Magical Material
097	Cannonfodder	191	Deserter	292-293	Footprints	384	Hobgoblin(s)	477-478	Magical Weapon

479-480	Magick	589-590	Outlaw	684	Rat Catcher	790	Slavery	898-899	Transport
481	Magistrate/Judge	591-592	Outlaw Band	685	Ratmen	791	Slaves	900	Trapped
482	Maiden	593	Outsiders	686-687	Rats	792-793	Sleep	901-902	Traps
483	Malady	594	Pain	688	Rebels	794-795	Smuggler	903-904	Travel
484	Malaise	595	Painter	689	Recklessness	796-797	Smuggling	905	Traveling Company
485-486	Map	596	Paranoia	690-691	Red Herrings	798	Snakes	906-908	Treasure
487	Marksman	597	Parents/Grandparents	692	Refugees	799	Snitch	909	Treasure Map
488	Marriage	598-599	Party	693-695	Religion	800-801	Social Standing	910	Treaty
489	Mask	600-601	Payment	696	Religious Fanatics	802	Social Upheaval	911	Tree
490	Masquerade	602	Peace	697	Religious Hysteria	803-804	Society	912	Treeman
491	Massacre	603-604	Peasant	698-699	Religious Law/Custom	805-806	Soldier	913-914	Trial
492	Masses (Washed or Unwashed)	605	Pedlar	700	Representative(s)	807	Song/Rhyme	915	Trinkets
493-494	Meal	606	Penitence	701-702	Repression	808	Soothsayer	916	Troll
495-496	Medical Treatment/Surgery	607-608	People	703	Reptilemen	809-811	Sorcerer	917	Troubled Youth
497-498	Medicine	609	Performance/Acting	704	Research/Experiments	812	Spell Book	918-919	Troublemakers
499	Megalomaniac	610	Performer/Entertainer	705	Respite	813-814	Spiders	920	Twins
500-502	Mercenaries	611	Personal Library	706-707	Rest	815-816	Spirit	921	Unbelievable Tales
503-505	Merchant	612	Pet	708	Restlessness	817-818	Spirits/Alcohol	922-923	Undead
506	Merchant House	613	Philosophy	709	Revelry	819-820	Spiritual Beliefs	924	Undesirables
507-508	Messange(s)	614-616	Pick-Pocket	710-711	Revenge	821	Sporting Event	925	Unforeseen Consequences
509	Messenger	617	Pies	712-714	Reward/Bounty	822	Spy	926-927	Unholy Rite/Ritual
510-511	Military	618	Piety	715-716	Riches	823	Stalker(s)	928	Unicorn
512	Militia	619	Pillaging	717	Riddle	824	State Event	929	University/School
513	Miner	620	Pirates	718	Riot/Rioters	825-826	Statue	930-931	Unknown Language
514	Mining	621	Pit	719	Rite	827-828	Stolen Goods	932	Unnatural Behavior
515	Miracle	622	Pit/Animal Fighting	720-723	Ritual	829-831	Store/Shoppe	933-934	Untimely Death
516	Mirror	623	Plague	724-725	River	832	Storms	935-936	Unusual Phenomena
517-518	Misfortune	624-625	Plans	726	River Travel	833-834	Story	937	Vagrant
519-520	Mob	626	Pleasure(s)	727	Riverboat	835	Strange Animal Behavior	938-939	Valuable Artifact
521-523	Money	627	Plotters	728-729	Road Travel	836	Street Urchin	940	Vampire
524	Monk	628	Poaching/Poachers	730-731	Rogue	837	Student	941-942	Vandals
525-528	Monster	629	Poet	732	Romance	838	Success	943	Veteran
529	Mortality	630-631	Poison	733	Rope	839-840	Suffering	944-945	Vices
530	Mountain	632-633	Political Intrigue	734	Route	841	Suitor(s)	946-947	Vigilantes
531	Mourning	634	Political/Religious Group	735	Royal	842	Summoning	948	Vision
532	Mud	635	Politician	736	Royalty	843-844	Supernatural Events	949	Voices
533-535	Murder	636	Poltergeist	737-739	Rules	845-846	Superstition	950-951	Voyage
536-538	Murderer/Serial Killer	637-638	Possessions	740-742	Rumors and Hearsay	847-848	Survival	952	Vulnerability
539	Music/Musicians	639-640	Potion/Elixir	743-744	Sacrifice	849-850	Swarms	953	Wagon
540	Mutants/Mutation	641	Powerful Artifact	745	Sailor	851	Swindler	954	Walls
541	Mutiny	642	Pranksters	746	Saint/Legendary Religious Figure	852	Swordsman	955-956	Wanted Individual
542-543	Mysterious Events	643	Prayer	747-748	Salesman	853	Sycophants	957-958	War
544	Mysterious Man	644	Prestige	749	Sarcophagus	854-855	Symbol	959	War Machine
545-546	Mystery	645	Priest	750	Satchel/Case	856	Tactics	960	Wardens
547-548	Nation/Kingdom/Empire	646	Priestess	751	Sausage Maker	857	Tattoo	961	Warlord/General
549-550	Nature	647	Primitive	752	Sausages	858-859	Taxes	962-963	Warnings
551	Natural Disaster	648	Prince	753	Scapegoat	860	Teacher/Professor	964	Warrant
552	Naturalist	649	Princess	754-755	Sceptre/Staff	861-862	Tensions	965-967	Warrior
553-554	Navy	650-651	Prison	756-757	Scholar	863	Terrible/Demonic Monster	968	Water
555-557	Necromancer/Liche	652-653	Prisoner	758-759	Science	864	Terrible Injuries	969	Wealth
558	Negotiations	654-655	Promises	760	Scout	865	Test	970-971	Weapons
559	Neutrality	656-657	Propaganda	761	Sea	866-868	Thieves	972	Wedding
560	Newborn	658-659	Property	762	Sea Monster	869-871	Threat	973	Wench
561-563	News	660	Prophecy	763-765	Secret	872	Throne	974	Werewolf
564-566	Nobility	661-662	Proposal	766	Secret Affair	873-875	Thugs	975	Wild Animals
567	Noble Ancestry/Bloodline	663	Prostitute	767	Secret Deal	876	Thunderstorms	976	Wine
568	Noble Title	664	Protest/Protestors	768	Secret Place	877	Toll	977	Wisdom
569	Nobleman	665	Public Panic	769	Secret Signs	878	Tools	978	Wishes
570	Noblewoman	666	Public Works	770	Secret Society	879	Torture	979-980	Witch
571-572	Note	667-668	Punishment	771-772	Security	880	Torture Device	981-982	Witchcraft
573	Occult Group	669	Purse/Bag	773	Sedition	881	Torturer	983	Witchhunt
574	Odd Servants/Employeees	670-671	Quarrel	774	Seduction	882-883	Tough Guy	984	Witchhunter
575-576	Official (Elected/Noble)	672	Queen	775-776	Servants	884	Tournament	985-987	Wizard
577	Ogre	673-674	Quest	777	Shadowy Figures	885-886	Town Watch	988	Women
578	Oil	675	Question	778	Shape Shifter	887-888	Townspeople	989-990	Workers
579	Old Wives' Tales	676	Quit	779-780	Ship	889	Toys	991-992	Worry
580-581	Opposition	677	Raconteur	781-782	Shipment	890-891	Trade	993-994	Writing/Poetry
582	Opulence	678-679	Raiding/Pillaging	783	Shipwreck	892	Trader	995-996	Xenophobia
583	Orc Tribe	680	Rain	784	Show Trial	893	Tradesman	997	Zealot
584-585	Orc(s)	681	Ranger	785	Side-Effects	894	Trading Company	998	Zealotry
586	Orders	682	Rare Delicacy	786	Siege	895	Traitor	999-000	Zombies
587	Organized Crime	683	Rare Demi-Human (Centaur, Mermaid, Half-Orc, etc.)	787-788	Signal	896	Transformation		
588	Orphan			789	Singer	897	Translation		



## Fantasy Plot Devices

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- 001-002 A Big Damn Deal - Some very big disaster or calamity happens around the PCs, like regicide.
- 003-004 A Bribe is Customary - The PCs must offer a bribe or are offered a bribe.
- 005-006 A Dungeon of Errors - The PCs must help rectify a situation that has gotten out of hand due to miscommunication and erroneously hurt feelings.
- 007-009 A Ga-Ga-Ghost! - The PCs must go through a haunted area or deal with dangerous spirits.
- 010-011 A Great Debt - Someone owes on a loan of some kind, and it's time to pay up or pay the penalty. Whether that penalty is a life sentence in debtor's prison, or getting stuffed into a weighted sack and thrown into a river is up to you.
- 012-014 A Large Reward - Someone offers a large reward for something being done.
- 015-016 A Likely Story! - No one believes the PCs or an NPC about something important.
- 017-018 A Liking To - One of the PCs gets a romantic or platonic admirer they can't lose.
- 019-020 A Lucky Break - A witness or snitch comes forward with helpful clues.
- 021-022 A Matter of Faith - The PCs must deal with divine occurrences such as visions.
- 023-024 A Very Special Adventure - A PC or NPC is hooked on some drug or other substance.
- 025-026 A Wise Decision - Someone or something provides a test whereby the heroes must choose the right item or thing. The consequences for choosing wrongly may be severe.
- 026-027 ABCD&D Murders - Strange murders have been occurring with some obvious, though possibly deceptive pattern.
- 028-029 Accidents Happen - An NPC is killed or seriously injured in some freak accident.
- 030-031 Ace in the Hole - The PCs are involved with a gambler, who has swindled many.
- 032-036 Adventurers Wanted - Some patron is hiring adventurers for a job/expedition.
- 037-038 Agents of the Apocalypse - A villain is doing his best to bring about the end times by whatever means he can, be it a portal to a hell dimension, raising some blasphemous God, or using an eldritch power to rend the planet in two, and he's getting closer.
- 039-041 All's Well That Ends Well - The PCs or NPCs partake or are asked to partake in an incredibly dangerous quest.
- 042-043 Altdorf Times Bestseller - The PCs come across some important book, magical or popular.
- 044-045 An Offer You Can't Refuse - Organized crime shakes down the PCs or NPCs.
- 046-047 Ancient Prophecy - Is somehow involved.
- 048-049 And I Would Have Gotten Away With It Too - Someone is trying to drive another off their own land.
- 050-051 And Then There Were None - The PCs find themselves in a confined area as people around them are murdered/disappear one by one.
- 052-054 And Why Should I Help You? - Some local noble/ruler has the power to get the PCs what they want, but refuses to do so.
- 055-056 Any Port in a Storm - the PCs duck in somewhere for cover but get more than they're expecting...
- 057-058 Anything for Family - A PC's family member is involved in the plot.
- 059-060 Arranged Marriage - Some young person belonging to an important family has been promised in a marriage, or has been pressured into some match chosen by their parents, and isn't at all happy about it.
- 061-062 As the Warhammer World Turns - The PCs or NPCs run afoul of, or are, jealous lovers.
- 063-065 Assassination! - Someone very important is assassinated.
- 066-067 At Every Turn - A villain trails the heroes and tries to stop/injure them at every turn.
- 068-069 Backstabbing Friend - Some trusted ally will betray the PCs!
- 070-071 Bad Influence - A loveable rogue drags characters into some wrong doing they should really avoid. But they have fun doing it.
- 072-073 Battle Masters - A battle, large or small, occurs with the PCs around.
- 074-075 Battle of Champions - Someone must face someone's champion or greatest warrior in combat.
- 076-077 Be Nice - A character who needs to work with others just can't stop being nasty long enough to make it seem worthwhile.
- 078-079 Beauty of Nature - The PCs must contend with some dangerous natural flora or fauna.
- 080-081 Being Watched - Someone is watching you man.
- 082-084 The Belly of the Beast - The PCs must travel into the heart of an enemy city/country.
- 085-088 The Best Security System is a Dragon - The PCs must recover something guarded by a fearsome beast.
- 089-090 Better Late Than Never - The PCs arrive just after the villains are done marauding.
- 091-092 Big Dumb Object - Some large thing of intense power features in this story.
- 093-094 Big Speech - Someone must deliver a public address of some kind, even if they aren't feeling very confident about it.
- 095-096 The Big Ticket - The PCs or NPCs have tickets to an awesome theatrical or sporting event.
- 097-099 Bite Your Tongue - Some poor comment or insult causes major problems.
- 100-103 Blackmail - Someone is being blackmailed to do something.
- 104-106 Blighted Area - Some terrible thing has blighted/cursed this area.
- 107-108 Blinded By Love - An important character is so struck by his love that it's making him act rather different, maybe even inattentive to his responsibilities elsewhere.
- 109-110 Body Switch - Someone has been unknowingly replaced. Well, they may know, but nobody else does!
- 111-112 Boil, Boil... - One of the PCs receives a worrisome prediction of doom or misfortune.
- 113-114 The Boss is Actually the Villain - It was your boss all along, playing you!
- 115-117 Brawlers - The PCs are involved in a fistfight.





- 118-119 Breaking and Entering - The PCs must get in someplace secure to achieve their goals.
- 120-121 The Bridge Is Out - The local bridge, or road, or way out is impossible.
- 122-124 Bubble Wrap - Something vital but very fragile, like a baby or a flimsy object, travels with the PCs.
- 125-126 Bucketlist - A person in the story discovers they don't have very long to live due to reasons natural, assisted, or supernatural.
- 127-130 Bungling Authorities - The local authorities couldn't be of less use if they tried.
- 131-132 Case of Amnesia - Someone can't remember who they are and other important stuff.
- 133-134 Cathayan Fire Drill! - Fire besets our adventurers or the place they're at.
- 135-136 Ceremony/Party Interrupted - The villain launches his attack during an official ceremony.
- 137-139 Chase Scene - a scene involving horses or carriages or wolfriders chasing each other.
- 140-141 Chekhov's Gun - An important/powerful item is foreshadowed for the ending.
- 142-143 The Chosen One - Some child or otherwise unassuming person is believed to be very important by some groups.
- 144-145 City Defenses - The city or town has had its defenses compromised and is helpless.
- 146-148 Clear the Hex - The innocent surrounding area is afflicted by some hex or blight which must be fixed.
- 149-150 Climactic Battle - The only way things are going to be put right is if the good guys bring full-scale battle to the enemy! Preferably creating an exciting conclusion to the story.
- 151-153 Coming Siege - An army of marauders or a similar threat is approaching!
- 154-155 Confessional - A once villainous NPC now sets to atone for his wrongdoings.
- 156-158 Conspiracy Theory - Some higher ups are orchestrating this whole thing!
- 159-161 Corrupting Influence - Some evil religion/magical power has been spreading through the people of this area.
- 162-163 The Count of...Where Were You From Again? - Someone returns many years after a harrowing experience and has developed the skills necessary to get their revenge, or other desired outcome.
- 164-168 Covetous Dragon - Some great beast, like a dragon, guards a place, treasure, or secret location.
- 169-170 Credulous Supporter - The heroes find much needed help from a powerful NPC who just really buys into their stories and thinks they're up to some very worthy causes.
- 171-173 Crime to Cover Real Crime - A diversionary tactic!
- 174-176 Criminal Mastermind - The PCs must face a masterful nemesis, smarter than they are.
- 177-178 Crying Dogs - Something has been causing animals to act irritated or frightened.
- 179-180 Curse of the Gods - An angered God curses or threatens someplace with destruction.
- 181-182 Curse You! - An NPC is dealing with a curse or curses the PCs.
- 183-184 Cursed Artifact - This thing is cursed, man.
- 185-187 The Dame Was Trouble - Some NPC is causing havoc, drama or fights between others.
- 188-190 Dark and Stormy - The adventure is beset with bad storms and rainy weather.
- 191-193 Day Late, Shilling Short - The PCs arrive too late for whatever they were headed to.
- 194-196 Dead Body With Hooks! - A dead body has adventure hooks/clues all over it! Hurrah!
- 197-198 Dead Villain - The villain here is orchestrating things from beyond the grave.
- 199-202 Deal With the Devil - Someone is forced to make a deal with an evil group.
- 203-204 Death Cult - Some evil group is getting innocent civilians involved under false pretenses.
- 205-206 Deathtrap - The villain catches the PCs in a deadly situations, explains his plan, and leaves them to die.
- 207-208 Debased Followers - Creatures of some kind, perhaps with supernatural powers, have convinced some locals to worship them and do their bidding as part of a secret cult.
- 209-212 Degenerate Area - A hex/poison/pox/dark power or perhaps the deleterious effects of inbreeding have really turned someplace into a dump.
- 213-215 Delta Orcs - The PCs problems involve dealing with a very elite, well armoured group.
- 216-219 Demi-Humans - Some non-human group of elves, dwarves, orcs, etc. get involved.
- 220-221 Demonic Influence - The PCs runs into a demon or demon-possessed item or person.
- 222-223 Desperate Measures - The locals or NPCs are resorting to desperate, suicidal measures.
- 224-227 The Devil Is In the Details - The PCs task gets immeasurably more complex.
- 228-229 Devious Spirit - Some creature, be it a naughty spirit, a pranksterish gnome, or even an animal who can talk, is causing problems for the PCs or other characters using all the devious means available to them.
- 230-231 Did That Use to Be There? - Someone suffers an unforeseen mutation due to some curious reason.
- 232-234 Did You Hear That? - Someone or something creeps past the adventurers at night.
- 235-236 Dirty Dozen or Close to It - Someone intends to use a raid against their enemies, be they the good guys or the bad guys, and must assemble a crack squad to do it.
- 237-238 Disappeared Off the Map! - Something that is big (town, caravan, island, etc.) has mysteriously gone missing.
- 239-242 Discredited Witness - Nobody believes what they saw or experienced.
- 243-244 Discretion Required - The PCs can't use violence or can't be obvious in their actions.
- 245-246 Disgraced - Someone's family is disgraced by some news or rumor.
- 247-248 Divine Guidance - Some good deity is protecting or guiding the PCs or good NPCs.
- 249-251 Divisive Law - The rulers of the area have passed a law which many find downright offensive. Whether it's a law banning treasure hunting in dungeons, restriction the consumption of ale, or requiring people to be nice to elves, it's inspiring open sedition.





- 252-253 Divisive Politics - Two political groups are at each other's throats, ignoring what's best for the people. Of course supporters on each side take the division quite personally as well...
- 254-256 Don't Go Out There - Some nearby area is mysteriously dangerous, especially at night.
- 257-258 Don't Trust Anyone - Several highly powerful NPCs are suspects to a crime, and some may want to help or hinder the PCs.
- 259-260 Drama Queen - An important NPC the characters must deal with has quite a way with words, and overindulges this ability any chance they get, particularly when complaining about how hard life is for them.
- 261-262 Dread Apparition - Some ghost, spirit, or demon provides a character a warning, or perhaps even a task.
- 263-265 Eavesdropping - Important information is obtained by listening in.
- 266-268 Eldritch Powers - Some ancient beings are involved in the storyline.
- 269-270 Epic Fail - Someone planned a massive event and it all went sour on them. Possibly leaving them with debts, detractors, or just a lot of humiliation.
- 271-274 Escort Service - The PCs must transport someone or something somewhere with great difficulty.
- 275-277 Evil Influence - The powers of evil Gods or dark magicks are involved in these troubles.
- 278-279 The Exorcism - An innocent person has been possessed by a demon and must be saved.
- 280-282 Expensive Goods - Some rare luxuries, important plans, or priceless artifacts have been stolen.
- 283-285 Expository Character - The PCs run into some helpful outside character who can explain things.
- 286-287 Extra Muscle - Mercenaries or thugs are available for the PCs to hire/volunteer in order to save the day.
- 288-289 Eye of Newt - An NPC or the PCs need or are looking for hard to find magic ingredients.
- 290-292 Fake Setup - A fake letter, meeting, or setup of some kind is used to trick someone.
- 293-294 Fake Victim - A guilty party makes it look like he's the victim here.
- 295-296 False Friend - Someone befriends the PCs, as some part of larger plot to commit evil.
- 297-298 Family Ties - A family is split apart or is feuding over some matter.
- 299-300 Father Knows Best - A father of some power is making his child go through with his plans for them, and that's that!
- 300-302 Faustian Bargain - Someone sells their soul for something. Something nice hopefully.
- 303-305 Fence Painting - Someone tricks the PCs into doing their work for them.
- 306-310 Find the MacGuffin! - Some very important object needs recovered fast.
- 311-313 Finders Keepers! - The PCs find something of value, or have something of theirs found...
- 314-316 Flat Tire - The PCs means of conveyance breaks down in some way and must stop for repairs.
- 317-318 Flying Contraption Ehh? - An NPC or villain has access to unnatural flight.
- 319-320 Foolish, Fond Old Man - A father disinherits his child or children.
- 321-324 Fools' Gold - What the PCs thought was valuable turns out not to be.
- 325-326 Forbidden Love - Two people are in love or having an affair, when they shouldn't be.
- 327-328 Fording the River - The PCs must cross a river without a bridge, or maybe suffer an accident on the water.
- 329-331 Foreign Embassy - The adventure involves a foreign diplomat or important diplomatic message.
- 332-334 Foreign Warriors - The PCs must help or face exotic foreign warriors or travelers from distant lands covered in your expansion books.
- 335-336 Foreknowledge is Power - The PCs must solve some dangerous riddles or navigate a heavily trapped area and the only possible way to succeed is to first find out what they'll face and how to defeat it.
- 337-339 Formal Dress Required - The PCs are not quite classy enough for this event/environment.
- 340-341 Freed Man - An NPC was formerly the captive or slave of the evil forces, ratmen, etc.
- 342-344 Friend in Need - A good friend is in trouble and needs saving/help.
- 345-346 Friend Me! - The PCs make a new friend who is actually useful to them.
- 347-348 Friendly Game of Tennis - Someone proposes some game or fun activity, intending to use it as a chance for murder or other serious crime.
- 349-350 Friendly Scamp - Some child/orphan/scamp can help the PCs.
- 351-352 Gaining Influence - The only way to complete the mission is to gain the ear of some very important figure, and the only way to do that is by tortuously winning the support of many of those closest to him or her.
- 353-355 Get Rich Quick - The PCs or an NPC finds an unlikely scheme to make a considerable fortune, assuming it works.
- 356-357 Go Ahead Punk... - The PCs or NPCs get caught with a powerful ballistic weapon pointed at them.
- 358-360 The Golden Rule - A desperate and poor NPC requires the PCs assistance and can't pay.
- 361-362 Gone Too Far - An important character, perhaps even a formerly good one, takes one step too far in fulfilling their ambition/sense of justice/needs and former allies turn against them—with mortal implications!
- 363-370 Gopher For Me - People won't help until the PCs help them first.
- 371-372 Gordian Knot - The PCs must find an outside the box way to solve an unsolvable puzzle.
- 373-374 Grave Robbing - Someone has set off disturbing events by disturbing the dead.
- 375-377 Great Escape - The PCs are imprisoned somewhere and should probably get out.
- 378-380 Great Evil Ritual - The PCs must thwart or deal with a huge evil ritual.
- 381-382 Grisly Scene - The PCs come across or investigate a gruesome murder/massacre.
- 383-384 Guru - A mystical leader who claims to bring his followers higher understanding enters the plot.
- 385-386 Halt! - The PCs come across a military patrol looking for a band of criminals.
- 387-388 Hammer of Witches - A witchhunter is active in the area and finding evil everywhere.
- 389-391 The Hangover - An epic bar crawl or bender is required for this tale.





- 392-393 Hanz and Franz - The PCs befriend or must deal with an immensely strong character(s).
- 394-396 Happy Holidays - A major holiday or yearly festival is approaching.
- 397-398 Hatfield v. McCoy - Two families (noble/powerful/middle class/yokel) begin a serious feud.
- 399-402 He's Not Seeing Anyone - Some important or necessary NPC refuses to see the PCs.
- 403-405 Heard the News? - Larger events are happening in the realm.
- 406-407 Hell Hath No Fury - Some villain or NPC has been scorned, humiliated, or is jealous.
- 408-410 Help Is On the Way - The PCs must rescue/relieve their allies/friends.
- 411-412 Herr Doktor - The PCs or an NPC requires an intensive medical procedure.
- 413-414 Hidden Base - The PCs uncover the secret HQ for an evil group doing some evil.
- 415-416 The Horror - The PCs must go through a deeply disturbing, insanity point giving area.
- 417-418 Hostages - The bad guys have hostages for leverage.
- 419-421 How Ironic - Just as something good is finally happening to the PCs something bad interrupts.
- 422-423 How the Other Half Lives - The adventurers must befriend upper crust NPCs.
- 424-426 I Beg Your Pardon? - The PCs are attacked or menaced by some people for unclear reasons.
- 427-428 I Didn't Know You Were in Town - The PCs run into somebody they know by pure coincidence.
- 429-430 I Must Be Going Crazy - A tragic character sees or experiences something so horrible during the course of the adventure they go insane.
- 431-434 I Need a Detective - The PCs are hired to investigate something for a private client.
- 435-436 I Spy - The PCs are being spied on, perhaps even helped or guided.
- 437-438 I Thought You Were Dead! - I was! Somebody comes back to life, storywise.
- 439-440 I'll Make a Fortune - Someone has a get rich scheme through the market, arcane treasure, or other inventive means.
- 441-443 I'll Say Good Day to You Sir! - A PC or NPC accidentally insults the honor of some overly dramatic but important character.
- 444-445 I'll See You in Court! - This adventure involves two litigious groups in court.
- 446-447 I'm Gonna Find You, and When I Do... - The villains kidnap or threaten the lives of close friends or family of the PCs.
- 448-449 I'm Hereby Banishing You - A character, perhaps one of the PCs, is banned from a city or some other place, even though they have really, really important business to do there.
- 450-452 I'm Rich! - One of the PCs' friends suddenly comes into money, or an excellent position.
- 453-454 I'm Seeing That You Had a Past - A mystic or soothsayer helping out is a fraud.
- 455-459 Illegal Studies - An NPC is involved in illegal alchemical/sorcerous/monstrous research.
- 460-463 Impending Celestial Event - Is happening or will be happening.
- 464-465 In the Army Now - The PCs must help soldiers or an army in some way.
- 466-468 Inn Attack! - A place the PCs are staying at is attacked for some plot-related reasons.
- 469-470 Interrupted On the Way - A pivotal event finds the PCs as they are going somewhere.
- 471-472 Into the Volcano You Go - Some evil thing or group demands sacrifices, or perhaps just gold, or else!
- 473-474 Intrigue - Two groups within an organization are fighting for control or power.
- 475-476 Invulnerable to Steel - The villain is invulnerable to normal weapons and will require some special means, or perhaps legendary weapon, in order to be defeated.
- 477-478 Is Anybody There? - Someone tries to kill a character while they sleep.
- 479-480 Is That Contagious? - Some terrible disease is present and threatening the PCs.
- 481-482 Isn't He Cute??? - One of PCs gets a pet of some kind, however permanent.
- 483-484 It'll Go Off With a Bang - Something is blown up with explosives! (Or other means of blowing stuff up.)
- 485-486 It's a Free Meal - The PCs are invited to discuss a business proposition over dinner.
- 487-488 It's Abandoned... - The PCs come across a totally abandoned boat/inn/farmstead.
- 489-490 It's All a Lot of Heresy - Religious authorities get a little too broad in their mandate to reign in unconventional thoughts and practices.
- 491-492 It's All About Logistics - The locals need some heroic PCs to organize their lazy/dimwitted/clueless selves so that they can confront their problems.
- 493-494 It's All Greek to Me - A clue or important item in the story is written in a language or cipher nobody around can read.
- 495-496 Just Like in the Book! - An NPC seems to be obsessed with a tale or legend, or perhaps is even convinced that our heroes will be heroes just like the ones in their favorite fairy stories.
- 497-498 Kidnapping - Somebody has been kidnapped!
- 499-500 King Without a Throne - Some potentially/formerly important NPC needs the PCs help.
- 501-502 Kung Fu Fighting - The PCs receive help from or must deal with NPCs possessing renowned martial art abilities.
- 503-504 The Last Guys - A group of PC-like characters already tried and failed, maybe providing a life-saving clues through their failure.
- 505-506 Launched a 1,000 Ships - Some beautiful face has several would-be lovers at each other's throats.
- 507-508 Least Likely Suspect - It's always the least likely suspect.
- 509-511 Led Into a Trap - The PCs are tricked right into a waiting attack.
- 512-513 Legendary NPC - A famous/legendary NPC is involved with this adventure.
- 514-515 Lester and Eliza - A rival group of PC-types are competing with our heroes!
- 516-517 Let Us Go! - The PCs are detained by some powerful though neutral group for whatever reason.
- 518-519 Let's Dig Him Up! - A corpse has something important in his grave or must be exhumed.





- 520-521 Let's Make a Deal - Someone offers the heroes a bribe to get off their case/do them a favor. And likely they expect them to take it.
- 522-524 Likeable NPC Slain Horribly - Some likeable NPC will be needlessly slain to piss the PCs off.
- 525-526 Likeable Villain - This bad guy is kinda likeable, or maybe just misunderstood.
- 527-528 Lipstick on the Collar - Some very rash character discovers evidence that their spouse/lover has been cheating on them, and is quite likely to do something about it. Unless someone intervenes.
- 529-531 Locked Room - All the characters are stuck somewhere together.
- 532-533 Long Journey - To get there will require the PCs go on a long journey.
- 534-535 Look Alike - A PC or important NPC looks just like someone else.
- 536-538 Look Behind the Portrait - The PCs can find a safe full of clues and treasures!
- 539-540 Look What I Almost Stepped In! - The PCs find strange residue or odd items/materials around the scene of a crime.
- 541-542 Look, Don't Touch - The PCs are on reconnaissance, but cannot be discovered.
- 543-544 Lost All Your Gear - The PCs end up stripped of their stuff or resources.
- 545-546 Lost at Sea - Someone, perhaps even the heroes, end up deserted on an island or unknown land.
- 547-548 Love Potion - Someone (or even someones) is abruptly and unnaturally struck by a deep and passionate love for another person.
- 549-551 Made an Example - A character, perhaps a PC, has so displeased someone of power than they intend to make a very grue-some, or at least unpleasant, example out of them.
- 552-554 Made of People! - The PCs discover some strange or terrible official secret.
- 555-556 Magical Artwork - Plot events revolve around some mystical piece of artwork, whether it contains some evil wizard's soul, is possessed by a demon, is a window to another dimension, or something else, it's important.
- 557-559 Magical Forest - The PCs meet a mythical woodlands creature like a treeman, unicorn, etc.
- 560-561 Man I'm Famished! - The surrounding area is afflicted by famine and people are starving.
- 562-564 Manhunt - Someone or something needs found, recovered, or captured.
- 565-566 Marryin' Up - A PC or NPC has a chance to romantically befriend a noble or rich daughter.
- 567-568 Masquerade - The PCs must pretend to be someone or something they are not.
- 569-571 Mexican Standoff - Two groups stand off, each equally capable of killing the other.
- 572-573 Mind Control - Some villainous force is controlling the minds and actions of otherwise innocent locals and they're unable to resist.
- 574-576 Mission Impossible - Characters have to break into a secure and likely well-guarded location to complete their mission.
- 577-578 Mistaken For Marauders - The PCs are taken to be brigands or marauders on accident.
- 579-581 Mistaken Identity - A PC is confused for someone else, leading to hilarity/death.
- 582-583 Mixed It Into Your Pudding! - Some villain is secretly poisoning or tainting people.
- 584-586 Most Peculiar - Some bizarre or supernatural thing is going on around here.
- 587-588 Mother Nature - The divine powers of nature are doing something here.
- 589-590 Motivated Outsiders - A side group enters the story and has their own agenda.
- 591-592 The Mousetrap - The PCs must contend with or are helped by a notable detective.
- 593-594 Mr. Ambassador - The PCs are selected to be someone's representative or envoy.
- 595-596 Murdered Exposition - The guy who could have explained things just died or is about to.
- 597-598 My Great Uncle Left Me a Mansion! - The PCs come into possession of a property or item that becomes more trouble than it's worth.
- 599-600 Mysterious Benefactor - Some unknown person is helping you.
- 601-602 Mystical Protection - Some character has divine or magical protection over them, protecting them from some ordinary means of harm or death. Of course, there's always a weakness.
- 603-604 National Import - This adventure has larger political ramifications and is a delicate matter.
- 605-607 Natural Wonders - Deadly, oversized creatures try to make a meal of the PCs.
- 608-610 New Leadership - The villain plans to have leaders in whatever hierarchy replaced, preferably with him or his agents and followers, through some scheme.
- 611-613 Ninja-Style - Our heroes must slip into some heavily guarded place without getting seen.
- 614-615 No Way Around - Some natural and formidable barrier stands in the way of the PCs.
- 616-617 No Witnesses - Someone who has committed an evil deed now seeks to eliminate anyone who may lead others back to them, even friends and colleagues.
- 618-619 Nothing Between Friends - Several groups/persons try to curry favor with the PCs, but why?
- 620-622 Now It's a Party! - A big formal gathering, party or ball is a center point of adventure.
- 623-624 Off With Her Head! - Someone the PCs possibly know is going to be executed.
- 625-628 Official Cover-Up - The authorities are lying about something the heroes know to be otherwise. But why?!
- 629-630 Oh God No! - People in the surrounding area keep bursting in flames, turning into ghouls, being attacked by killer bees, or some other suitably horrible occurrence.
- 631-632 Old Flame - An NPC or PC runs into/deals with an old crush/ex-girlfriend/estranged wife.
- 633-634 On the Outside Looking In - Any plot device with the PCs as the secondary characters to events.
- 635-637 On the Trail - The PCs are already following some wanted NPC/villain.
- 638-640 On Your Best Behavior - The heroes must attend a social event above their raising, all while not embarrassing themselves! Activities may include many course meals with a dozen pieces of silverware to choose from, esoteric discussions about art, history, or philosophy, and of course dancing!



- 641-643 Open Up! It's the Secret Police - Some overly authoritarian ruler has formed a group to spy on his populace, monitor for thought crimes, and generally make his lands a restrictive police state.
- 644-647 Oppressive Noble - Some evil local lord or government has really got to be stopped.
- 648-649 Ounce of Prevention - The PCs are tipped off to some evil group about to do something evil.
- 650-651 Our Hero! - The surrounding area has reason to believe one of the PCs is a dashing hero.
- 652-653 Pain in the You-Know-What - Some vain, noble, insufferable (though perhaps highly competent) NPC is thrust onto the PCs.
- 654-655 Pandora's Box - Someone has messed with something they shouldn't have.
- 656-657 Pay the Toll - The PCs cross a bridge or travel a road with a pricey toll, official or not.
- 658-660 Peripeteia - A character suffers a sudden reversal of character or fortune.
- 661-662 Personal Journal - The PCs get information about some amazing/horrifying story from a deceased NPC's journal.
- 663-664 The Pimpernel! - Some talented villain/brigand/hero is being hunted by the local authorities.
- 665-666 Pit Fighting - Animal fights or human pit fights are involved in events.
- 667-668 The Power of Faith - A challenge that revolves around a PC's or NPC's faith must be overcome. (Think Indiana Jones and the Last Crusade.)
- 669-671 Power of the Dark Side - An NPC/PCs actions leave them vulnerable to the slow corruption of the dark side/Chaos/evil.
- 672-673 Powerful Demagogue - A possibly crazy and definitely paranoid demagogue has whipped local masses into a hysteria, possibly putting lives at risk through riot, impromptu show trials, etc.
- 674-676 Protect the Innocents - The PCs must protect some innocent people while they do their job.
- 677-678 Pushy Family Member - Someone has a particularly pushy family member, be it a spouse, parent, or sibling, who guides them into some scheme they would have been better off avoiding.
- 679-681 Quicksand - The PCs run into a natural danger, like a tarpit, quicksand, or bloodhedge.
- 682-683 Rabble Rouser - Someone has got the local peasants in a state of real anger over recent events.
- 684-685 Race Relations - Racial tensions are involved in problems or impeding progress.
- 686-687 Rags to Riches - Someone discovers a large amount of treasure, which isn't theirs.
- 688-689 Rare Artistic Genius - An NPC so gifted in some way (artistically, magically, spiritually) that few can comprehend what he sees.
- 690-691 The Readiness is All - An NPC realizes he must give his life in order to save the day.
- 692-693 Reading the Necronomicon Out Loud - Someone accidentally sets off a spell or curse of some kind, perhaps triggering it by reading a scroll or grimoire they should have left alone.
- 694-696 The Real World - The PCs are starting to get on each other's nerves.
- 697-699 Recent Ruins - Someplace the PCs arrive at has just been destroyed.
- 700-701 Recognize an Old Friend - A PC recognizes someone as an old friend in a strange place.
- 702-704 Recurring Villain - We've seen this foil before!
- 705-706 Reichenbach Falls - Someone miraculously manages to survive a deadly event.
- 707-708 Remember, Remember - Someone, likely the villain, plans to blow someplace important sky high.
- 709-710 Restricted Access - The PCs work allows them access to a rare area, like a wizards college or royal palace.
- 711-714 Retrieve the Artifact - Someone wants some ancient object recovered.
- 715-716 Revenge - The PCs or an NPC is desperate for revenge against some villain.
- 717-718 Revenge is a Dish... - Someone goes to great lengths to get revenge on someone they absolutely despise, whether they actually bake their loved ones into a pie is up to you, but it should be something suitably awful and extensive.
- 719-721 Riddle of Steel - The villain has a group of fanatically blind followers.
- 722-723 Rising Hostilities - Events cause two groups to come blows or military action.
- 724-727 Robbed Blind - The PCs or an NPC is robbed of all their money or perhaps holdings.
- 728-729 Robin Hood - Some local brigand is causing troubles for his own personal reasons.
- 730-732 Running the Gauntlet - The PCs must survive travelling through some dangerous area.
- 733-734 Sadistic Choice - The PCs must decide between getting the bad guys, saving children, etc.
- 735-736 Safari - The PCs must track some thing into its own wild/dangerous environment.
- 737-738 The Sandman - A character receives dreams either haunting him with terrors or providing him with clues (or both!).
- 739-741 Save the VIP! - An important NPC is helped/saved by the PCs and can help them in turn.
- 742-743 Scammed - Scammers welcome the PCs but try to separate them from their money.
- 744-745 Score One For the Home Team - The PCs must partake in some competition.
- 746-748 Scoring One For the Other Team - You are duped into helping the villain.
- 749-750 Sea of Troubles - The PCs aren't asked to solve the main problem, but instead to help in some other way.
- 751-753 Second Son - An NPC became the family patriarch thanks to murder/black magic.
- 754-756 Secret Order - The PCs seem to draw the attention of a shadowy group of NPCs who seemed alarmed at what they are investigating, though for what reasons, no one knows.
- 757-759 Sentenced to Join the Watch - The PCs or forces of justice must rely on the help of a convict.
- 760-761 Shadowing Group Behind the Scenes - Pulling the strings!
- 762-764 She's a Witch! - A townsperson is accused and arrested for witchcraft, but are they guilty?
- 765-766 Shiny Black Rock - Raw magical material is nearby, possibly causing severe troubles for any who come into contact with it.
- 767-768 Sick Day - One of the PCs or NPCs is just too sick to be adventuring or helping out.



- 769-770 Sign My Scroll! - The PCs meet someone famous!
- 771-772 Sleeping Draught - The PCs or some other character makes good use of knock-out potion, whether to eliminate someone from interfering for a few hours, feign death, or some other inventive reason.
- 773-775 Snoop - Some character, not necessarily even one of the bad guys, takes it upon himself to spy and eavesdrop on the PCs to find out what nonsense they are up to.
- 776-779 Something's Not Right Here - The PCs suspect something is very, very wrong after arriving.
- 780-781 Staged Death - Someone just pretends to die.
- 782-784 Star Crossed Lovers - Two lovestruck individuals find their love blocked by some obstacle.
- 785-786 Stay Away - Some place holds a terrible creature, curse, or haunting and going in could mean certain death.
- 787-789 Strange Bedfellows - Two types of evil villains team up to cause trouble.
- 790-792 Strange Tracks - Related to some other mystery, the heroes discover unnatural/inhuman tracks which lead them to more clues.
- 793-795 Stumble Upon - The PCs stumble across dead bodies/remains with clues and/or artifacts.
- 796-797 Suicide Mission - Someone or someones are sent on an unsurvivable mission.
- 798-799 Surprise Party - One of the PCs has a birthday or other celebration coming up.
- 800-801 Survivor's Tale - The stories of some survivor of a terrible horror feature prominently in this adventure.
- 802-803 Sweet Weapon - An NPC the PCs meet has or offers an awesome weapon, like a gun. A really sweet gun.
- 804-805 Take That Windmill! - An NPC the PCs meet is near pathological in his self-aggrandizing tales.
- 806-808 Take Them Unaware - The PCs must try to attack someone while they're sleeping or otherwise unprepared.
- 809-810 Take This Riverboat to Zhufbar! - The PCs crowded conveyance is hijacked.
- 811-812 Taken Ill - An important NPC or friend is suffering prolonged illness or weakness.
- 813-816 Tall Tale - Someone comes to the PCs with a hard to believe story.
- 817-818 Teachable Moment - The PCs run into a valuable NPC mentor or tutor.
- 819-820 Terrible Accommodations - As usual the PCs must stay someplace filthy and unsanitary.
- 821-823 That Isn't Irony - Just when the PCs do something good, they cause something worse.
- 824-825 That Moon Winked at Me! - The moon or stars are acting weird.
- 826-827 Thing of Beauty - Some very beautiful/attractive/popular NPC is involved in the center of events.
- 828-830 This Is a Stickup! - The PCs or NPCs are confronted by highwayman, footpads, or robbers.
- 831-832 This Is Personal - Some hidden event emotionally sets off a PC or NPC who has a strong backstory.
- 833-835 This Town Ain't Big Enough for the Two of Us - Somebody dislikes one of the characters so much, he thinks he should leave the area entirely, or else...
- 836-838 This Whole Thing Is a Setup - The task the adventurers are given is nothing but a fraud.
- 839-840 Three Days 'Til Retirement - A watchmen or soldier is unfairly slaughtered by villain, perhaps setting off a firestorm.
- 841-842 Ticking Clock - The PCs need to complete a task or challenge before it's too late.
- 843-846 Too Good to Be True - The PCs get involved in an offer or situation which turns out to be just that!
- 847-849 Town Pariahs - The heroes are for some reason labeled troublemaking outsiders and are subject to violence, threats, mean stares, and occasional fruit pelting by the local population.
- 850-851 The Tracks Go Off the Road Here - The heroes discover the remains of a waylaid coach or other traveling party on or near the road. Perhaps with the attackers still in the area.
- 852-853 Tragic Character - An NPC everybody hates even though he didn't do anything to earn it, features in this story.
- 854-855 Traitor at Court - A noble benefactor has a treacherous advisor leading him or her astray.
- 856-857 Traitor! - A group has a powerful traitor in their midsts.
- 858-859 Travelling Menace - Some demonic force, evil supernatural monster, dastardly black wizard, or crazy killer moves from one location to the next, inflicting their own unique brand of terror on locals before moving on to the next town.
- 860-862 Treasure Map - There is a map and an X and a big pile of gold.
- 863-865 Troublemakers - Somebody or somebodies are making trouble and must be rounded up.
- 866-867 Truce - An agent of the villains comes to the PCs or authorities with an offer.
- 868-869 Turncoat - A trusted lieutenant turns to the other side either for money or personal reasons.
- 870-871 Turned Me Into a Newt! - An NPC is (or claims to be) the victim of black magick, strange supernatural events, or other weird forces.
- 872-874 Uncharted Waters - PCs must explore and map or discover some unknown area.
- 875-877 Under Arrest - The PCs are arrested for violating or maybe violating some law.
- 878-879 Under Siege - And this time, it's personal! The heroes must protect a place, however fortified, from evil forces arrayed to break in and raze the whole thing to the ground.
- 880-882 The Underdogs - A group of rag-tag, underdog scrappers must defeat a superior force.
- 883-884 Unlikely Alliance - PCs are forced to join forces with an enemy to survive.
- 885-887 Unrest! - A local population is very perturbed toward their rulers about something.
- 888-890 Unwanted Attention - The PCs or an NPC has raised the suspicions of some secret and dangerous group who is now following them.
- 891-893 Unwanted Law - The local area has passed a law, or perhaps emergency ordinance, that somehow severely restricts a particular group, much to their annoyance. For example: wizards must turn in all spell related items to the authorities, or elves may only walk the streets during daylight hours.
- 894-897 Useless Friends - The NPCs surrounding the PCs are too cowardly or rude to help.





- 898-899 Vermin Infestation - Some kind of vermin or pest is infesting the local area.
- 900-901 Villainous Patronage - The villain or his allies has sway over lower groups of people, like dock workers, or local militiamen, and uses them to discourage the heroes from further efforts.
- 902-903 Visiting Friends - Friends of the PCs show up, either in a planned or impromptu visit, and lend a hand.
- 904-905 Vulnerable to My Charms - A villain is so charming or perhaps seductive that one or more of the heroes may have a hard time wanting to fight them.
- 906-907 Welcome to My Home - The PCs are welcomed in the home/castle of a creepy NPC.
- 908-910 Wages of Sin - Some NPC's vices lead to trouble or possibly even his death...
- 911-914 Wanted! - Someone, possibly a PC, is wanted by the law, and must not get caught!
- 915-916 Warm Welcome - The PCs arrive at some friendly house/place that puts them up.
- 917-918 We All Wear Disguises - Someone isn't who he appears.
- 919-920 We Didn't Save Her - The PCs or other characters try their best to save someone from the villains or other deadly forces, but in the end they can't.
- 921-924 We Have to Go In There? - The PCs must travel into someplace dirty, smelly, or dangerous.
- 925-926 We're All Gonna Die Here! - The characters are all trapped someplace with some potent danger.
- 927-928 We've Been Framed! - The villain frames the PCs to give himself more time.
- 929-930 We've Given Mob a Bad Name - A group seeks to atone for its previous actions or misdeeds.
- 931-933 Wealth and Power - A rich NPC uses his money and power to cover his misdeeds.
- 934-935 Well That Was Torture - An NPC is tortured by authorities or villains to gain information.
- 936-937 The Wendigo - Crossing a serious line/taboo has supernatural consequences for the offender.
- 938-940 What a Coincidence! - The PCs just happen to run into the person or thing they need.
- 941-942 What a... Shrew - The characters must deal with a particularly volatile woman, who is quick to anger and sometimes violence.
- 943-944 What Have We Done? - The locals believe the Gods caused their predicament or troubles.
- 945-946 What Is This Place? - Some or all of this adventure occurs in some extraordinary/unusual environment.
- 947-949 What's Eating Me? - Some evil/bestial group is eating or feeds on locals/hostages.
- 950-951 Where'd Ya Go? - People keep disappearing, one at a time.
- 952-954 Where's the Dingus? - Some well defined area contains something everybody wants.
- 955-956 Wild Orc Burial Ground - Some area such as a graveyard, haunted bog, or magical cairn features in the adventure.
- 957-959 Witching Night - Today is a mystical and likely terrifying day on the calendar.
- 960-961 Witchsight - There is something very, very odd looking about this place to a wizard.
- 962-963 With Great Power... - A character has been entrusted with power, but is struggling to ethically use it.
- 964-965 Yes, Mother - A character is still dominated by the directions his mother (frequently) gives him.
- 966-967 Yokel Baiting - Someone is nastily starting fights with random people, and may even have somebody else finish them.
- 968-969 You Called the Wolf? - A powerful outsider or agent is hired to solve an NPC's problems.
- 970-972 You Didn't See Anything - A powerful group or NPC demands the PCs not reveal what they know.
- 973-974 You Lucky Dog! - A strange amount of good luck seems to surround one of the PCs.
- 975-976 You Rapscallion - The PCs, or their friends, tick off some vain local noble.
- 977-978 You're Crazy Man - An important NPC or friend is certifiably insane.
- 979-980 You're Goin' Downtown - One of the PCs friends, or a helpful NPC is thrown into jail.
- 981-985 You're Hired! - The PCs are hired by local authorities to fix some problem they can't.
- 986-987 You're Not From Around Here - The locals/yokels/watch don't take kindly to the PCs.
- 988-989 You're Not the Same - The villains has a scheme to replace someone with a look-alike, doppelganger, or just a plain replacement in order to further his schemes.
- 990-992 You're Nothing But a Bully! - The PCs must deal with some kind of powerful bully.
- 993-996 You're Off the Case - The local authorities try to run off the PCs or forbid them from being involved.
- 997-998 You've Been Warned - Our heroes are repeatedly warned by locals to stay away and do not mess with some terrible place or group.
- 999-000 Your Horse is Smarter Than You! - The PCs receive help from a particularly bright, talented, or perhaps flying animal.





# Horror Genre Charts

The Horror Genre Charts are for roleplaying games featuring horrifying monsters, insane villains, mind-shattering revelations and more! GMs using horror and supernatural settings, or also investigative-type games should use these charts for developing their adventures.

## Horror Adventure Types Chart

d10

1. Uncover the Evil Plot - A nefarious group works in the shadows committing terrible horrors.
2. Stop the Monster(s) - A gruesome force must be stopped or eliminated before it kills again.
3. Discover Ancient Mysteries or Explore Remote Lands - Exotic adventures await your heroes.
4. Recover the Powerful Artifact - An item of terrible power must be recovered.
5. Solve Horrible Crime - Some crime investigations lead to more than just a guilty party.
6. Foil the Evil Mastermind - A worthy nemesis challenges the heroes with his evil schemes.
7. Clear Away the Evil - Malignant forces or monsters haunt and disturb an area and can only be stopped through the intervention of brave heroes.
8. Odd Occurrences - Bizarre forces from the realms beyond spill into our world in all manner of strange ways.
9. Investigate the Haunting - The heroes must solve a supernatural mystery of some kind.
10. Save or Find a Valuable Person - Someone is missing for any number of reasons.

## Horror Opposition Chart

d100

- 001-002 Alien Entities or Evil Businessman
- 003-004 Ancient Wizard or Occult Group
- 005 Assassin or Prejudice/Intolerance
- 006-007 Bestial Creature(s) or Evil Wizard
- 008-010 Body Stealer/Doppelganger or Crazed Loner
- 011-012 Charismatic Leader or Lack of Resources/Money
- 013-014 Con-Men or Monster
- 015-016 Conspiracy or Evil God
- 017-018 Cosmic Horror or Murderer
- 019-020 Crime Group or Religious Fanatics
- 021-022 Cultists or Necromancer
- 023-024 Dark Cult or Spirits/Ethereal Undead
- 025-026 Death or Secret Society
- 027-028 Death Cult or Witch
- 029-030 Demon(s) or Outsiders
- 031-032 Demonic Being or Mad Artist
- 033-034 Demonic Possession or Warlock
- 035 Demonologist or Hired Muscle

- 036-037 Elements or Undead Lord
- 038-039 Evil Cult or Monster
- 040-041 Evil Family or Yourself
- 042-043 Evil Mastermind or Treasure Hunters
- 044-045 Ghouls or Cult Magus
- 046-047 Horrifying Creature(s) or Sea Monster
- 048-049 Immortal Being or Alien Monstrosities
- 050-051 Intelligent Aliens or Cannibals
- 052 Law Enforcement or Your Own Employer
- 053-054 Liche or Corrupt Officials
- 055-056 Lunatic or Sentinels/Guardians
- 057-058 Mad Scientist or Cult of a Dark God
- 059-060 Military or Demonic Lord
- 061-062 Mind Control or Wizard
- 063-064 Murderer or Out of Control Nature
- 065-066 Mutants or Doomsday Cult
- 067 Necromancer or Aquatic Monsters
- 068-069 Occult Group or Starvation/Exposure

- 070-071 Plague/Disease or Fugitive
- 072 Poltergeist or Close Friend
- 073-074 Powerful Ghost(s) or Traitor
- 075-076 Powerful Villain or Deluded Group
- 078 Rats or Terrible Showman
- 079 Ritual/Curse or Pirates
- 080-081 Secret Society or Infestation
- 082-083 Serial Killer or Animated Objects (e.g. Dolls)
- 084-085 Spirits/Ethereal Undead or Cursed Artifact
- 086 Terrible Fairy/Fey Creatures or Horde
- 087-088 Terrorists or Misguided/Evil Locals
- 089 Thieves or Human Collaborators
- 090-091 Transdimensional Beings or Cosmic Entity
- 092-093 Undead or Magical Cult
- 094-095 Unnatural Creature or Insanity
- 096 Vampire or Magical Familiar
- 097 Wild Beast(s) or Summoned Monster
- 098 Witch or Elemental Creature (Bog Monster, Fire Monster, Fog Monster)
- 099-100 Zombies or Shaman



## Horror Motivations Chart

d1000

001-009 Acceptance or Ego	461-468 Love or Commit Evil	919-926 To Express Oneself or Take Power
010-017 Acceptance of Facts or Knowledge	469-476 Loyalty or Appear Evil Gods/Masters	927-935 To Move Ahead or Commit Evil
018-026 Achievement or Commit Evil	477-485 Lust or Control	936-944 Transcendence or Take Important Possession
027-034 Acting Out/Misdirected Hostility or Pride	486-494 Mastery or Feel Superior	945-952 Transportation or Status
035-043 Unexplainable/Unknown or Cause Destruction	495-502 Meaning or Get Paid	953-960 Treasure or Eliminate Someone(s)
044-052 Addiction or Harm Enemies	503-510 Misguidedness or Cause Suffering	961-968 Understanding or Harm Enemies
053-060 Adventure or Gain the Upper Hand	511-518 Money or Manipulation	969-976 Unexplainable/Unknown or Cause Chaos
061-068 Altruism or Power	519-526 Mortality or Feel Superior	977-984 Wanderlust or Gain Wealth
069-076 Amusement/Entertainment or Achieve Destiny	527-535 Nourishment or Status	985-993 Wantoness or Advanced Evil Plans
077-085 Appreciation For Beauty or Wantonness	536-544 Novelty or Revenge	994-000 Work/Vocation or Manipulation
086-094 Approval or Advanced Evil Plans	545-552 Obligations or Unexplainable/Unknown	
095-102 Assist Allies or An Important Object/Artifact	553-560 Order or Cause Suffering	
103-110 Balance or Survival	561-568 Patriotism or Take Power	
111-118 Be Different or Achieve Destiny	569-576 Peace or Destroy the World	
119-126 Be One of the Group or Advanced Evil Plans	577-585 Personal Growth or Anger	
127-135 Compassion or Gain the Upper Hand	586-594 Philanthropy or Wantonness	
136-144 Confidence or Hatred	595-602 Please Authorities or Take Control	
145-152 Cooperation or Fulfill Scheme	603-610 Pleasure or Feel Strong	
153-160 Creativity or Gain Wealth	611-618 Prejudice or Gain Promotion/Office	
161-168 Curiosity or Survival	619-626 Pressured or Land/Holdings	
169-176 Debt or Hatred	627-635 Pride or Power	
177-185 Desperation or Destroy the World	636-644 Property or Get Paid	
186-194 Devotion or Gain the Upper Hand	645-652 Protection or Cowl/Repress Others	
195-202 Discovery/Experience or Take Power	653-660 Prove Oneself or Cause Chaos	
203-210 Do Good or Knowledge	661-668 Rage or Gain Promotion/Office	
211-218 Ennui/Boredom or Cause Chaos	669-676 Reached Your Limits or Cause Trouble	
219-226 Envy or Cause Trouble	677-685 Rebel or Greed	
227-235 Escape One's Destiny or Appear Evil Gods/Masters	686-694 Recognition or An Important Object/Artifact	
236-244 Excitement or Get Paid	695-702 Redemption or Knowledge	
245-252 Faith or Cowl/Repress Others	703-710 Religion/Superstition or Control	
253-260 Fame/Infamy or Gain Territory/Holdings	711-718 Reputation or Start Discord	
261-268 Fear or Gain the Upper Hand	719-726 Resources or Harm Enemies	
269-276 Feel Big or Appear Evil Gods/Masters	727-735 Respect or Commit Evil	
277-285 Feel Intelligent or Take Control	736-744 Responsibility or Complete Terrible Plot	
286-294 Feel Wanted/Loved or An Important Object/Artifact	745-752 Rest or Knowledge	
295-302 Financial Security or Revenge	753-760 Safety or Advanced Evil Plans	
303-310 Follow Dreams or Appear Evil Gods/Masters	761-768 Search For Beauty or Advanced Evil Plans	
311-318 Follow Orders or Cowl/Repress Others	769-776 Security or Cowl/Repress Others	
319-326 Freedom or Unexplainable/Unknown	777-785 Self-Awareness or Get Paid	
327-335 Fulfill Duties/Responsibilities or Knowledge	786-794 Self-Esteem or Harm Enemies	
336-344 Gain Favor or Manipulation	795-802 Self-Improvement or Revenge	
345-352 Glory or Complete Terrible Plot	803-810 Self-Sabotage or Gain the Upper Hand	
353-360 Goal or Survival	811-818 Shake Things Up or Domination	
361-368 Gratification or Immortality (Literal or Figurative)	819-826 Share Something or Unexplainable/Unknown	
369-376 Health & Well-Being or Harm Enemies	827-835 Shelter or Take Power	
377-385 Hedonism or Gain Wealth	836-844 Social Cohesion or Commit Evil	
386-394 Honor or Greed	845-852 Spontaneity or Immortality (Literal or Figurative)	
395-402 Impress Someone or Gain Territory/Holdings	853-860 Stability or Appear Evil Gods/Masters	
403-410 Incorrect Beliefs/Confusion or Status	861-868 Support Family or Upset Authorities/Rulers	
411-418 Independence or Fulfill Scheme	869-876 Support Friends or Control	
419-426 Is a Stooge for Another or Status	877-885 Survival of Others or Cause Chaos	
427-435 Jealousy or Commit Evil	886-894 Take Power or Take Important Possession	
436-444 Justice or Cowl/Repress Others	895-902 Teach/Mentor or Commit Sabotage/Corrupt	
445-452 Law or Wantonness	903-910 The Opposite Sex or Wantonness	
453-460 Live Up To Morals/Ethics or Advanced Evil Plans	911-918 Title/Office or Unexplainable/Unknown	





# Horror Themes Chart

d1000	001-003	Abandonment of Principles	201-203	Darkness	401-403	Glory of War	601-603	Loss of Innocence	801-803	Race Relations
	004-006	Abandonment	204-206	Darkness vs. Light	404-406	Good vs. Evil	604-606	Lost Cause	804-806	Racial Tension
	007-010	Abuse	207-210	Death / Dying	407-410	Gratitude	607-610	Lost Honor	807-810	Rebellion
	011-013	Acceptance	211-213	Deception	411-413	Greed	611-613	Lost Love	811-813	Rebirth
	014-017	Adjustment	214-217	Delusion in the Face of Truth	414-417	Grief	614-617	Lost Past	814-817	Redemption / Forgiveness
	018-020	Adolescence	218-220	Demonizing Opponents	418-420	Growing Up	618-620	Love	818-820	Religion
	021-023	Adoption	221-223	Denial	421-423	Guilt	621-623	Love and Sacrifice	821-823	Responsibility
	024-026	After Life	224-226	Descent into Decadence	424-426	Handicaps	624-626	Love Conquers All	824-826	Reunion
	027-029	Alienation	227-229	Desire	427-429	Happiness	627-629	Love Is Not Enough	827-829	Rights and Responsibilities of Rulers
	030-033	Ambition	230-233	Desire to Escape	430-433	Hard Work vs. Play	630-633	Loyalty	830-833	Role of Government
	034-036	Anger	234-236	Destruction	434-436	Hazards	634-636	Making Choices	834-836	Role of Men
	037-039	Anxiety	237-239	Destruction of Character	437-439	Heartbreak	637-639	Man vs. Machine	837-839	Role of Religion
	040-042	Appearance vs. Reality	240-242	Destruction of World View	440-442	Hero(ine) vs. Villain	640-642	Man vs. Man	840-842	Role of Women
	043-045	Appearances	243-245	Determination	443-445	Heroism	643-645	Man vs. Nature	843-845	Roles
	046-049	Appeasement	246-249	Discovering Strength	446-449	Hierarchy	646-649	Man vs. Self	846-849	Sacrifice
	050-052	Appreciation	250-252	Discrimination	450-452	Hierarchy in Nature	650-652	Man vs. Society	850-852	Security
	053-055	Beauty	253-255	Disillusionment	453-455	History	653-655	Manipulation	853-855	Self-Awareness
	056-058	Beauty of Simplicity	256-258	Disillusionment and Dreams	456-458	Honesty	656-658	Materialism	856-858	Self-Destruction
	059-061	Belief	259-261	Displacement	459-461	Honor	659-661	Materialism as Downfall	859-861	Self-Esteem
	062-065	Belonging	262-265	Diversity	462-465	Hope	662-665	Media	862-865	Self-Preservation
	066-068	Benefits of Limiting Government	266-268	Divine Right	466-468	Hopelessness	666-668	Memories	866-868	Senselessness of Violence
	069-073	Betrayal	269-271	Dominance	469-471	Hubris	669-671	Mercy	869-871	Separation and Loss
	074-078	Birth	272-274	Doubt	472-474	Human Depravity	672-674	Morals	872-874	Silence
	079-082	Bondage	275-278	Dreams	475-478	Hypocrisy	675-678	Motherhood	875-878	Social Change
	083-085	Bravery	279-282	Consequences of Duty	479-482	Identity Crisis	679-682	Nationalism	878-882	Social Mobility
	086-088	Brotherhood	283-285	Emigrants	483-485	Ignorance	683-685	Nature	883-885	The Smallness of Humanity
	089-091	Building Character	286-288	Emotions	486-488	Illusion of Power	686-688	Nature as Beauty	886-888	Standing up for What Is Right
	092-095	Bullies	289-291	Emptiness	489-491	Illusions	689-691	Necessity	889-891	Strength
	096-098	Capitalism	292-295	Enjoying Other's Suffering	492-495	Immigrants	692-695	Necessity of War	892-895	Struggle of Faith
	099-101	Caring	296-298	Envy	496-498	Immorality to Good Ends	696-698	Necessity of Work	896-898	Suffering
	102-104	Censorship	299-301	Escape	499-501	Immortality	699-701	New Beginning	900-901	Survival
	105-107	Certainty of Death and Destruction	302-304	Escape from Family Pressures	502-504	Importance of Family	702-704	Obligations	902-904	Technology
	108-111	Challenges	305-307	Escaping Social Constraints	505-507	Incomprehensibility of Bad Events	705-707	Old Age	905-907	Technology in Society
	112-114	Change	308-311	Eternity	508-511	Individual vs. Society	708-711	Oppression	908-911	Telling the Truth
	115-117	Change of Power	312-314	Ethical Dilemmas	512-514	Individuality	712-714	Oppression of Women	912-914	Temporariness
	118-120	Chaos and Order	315-317	Euthanasia	515-517	Inevitability	715-717	Our Lack of Faith in One Another	915-917	Temptation
	121-123	Character	318-320	Everlasting Love	518-520	Initiation	718-720	Overcoming Fear	918-920	Overcoming and Destruction
	124-127	Chasing Dreams	321-323	Evils of Racism	521-523	Injustice	721-723	Overcoming Obstacles	921-923	The Terribleness of Nature
	128-130	Circle of Life	324-327	Experience	524-527	Inner and Outer Self	724-727	Overcoming Vice	924-927	Totalitarianism
	131-133	Civilization	328-330	Facing Darkness	528-530	Inner vs. Outer Strength	728-730	Pain of War	928-930	Toxicity of Family
	134-136	Civilization vs. Nature	331-333	Facing Reality	531-533	Innocence	731-733	Parent-Child Roles	931-933	Traditions
	137-139	Class / Status	334-336	Fading Beauty	534-536	Intentions	734-736	Passing Judgment	934-936	Tragedy
	140-143	Coming of Age	337-339	Failure	537-539	Interrogation	737-739	Patriotism	937-939	Tragedy of War
	144-146	Commitment	340-343	Faith vs. Doubt	540-543	Intolerance	740-743	Peace	940-943	Unchecked Ambition
	147-149	Communication	344-346	Fall from Grace and Fortune	544-546	Invincibility	744-746	Peace and War	944-946	Values
	150-152	Community	347-349	Family	547-549	Isolation	747-749	Peer Pressure	947-949	Vanity
	153-155	Companionship	350-352	Fate	550-552	Isolationism	750-752	Perseverance	950-952	The Vastness of the Universe
	156-159	Conflicting Values	353-355	Fate and Free Will	553-555	Jalousy	753-755	Poverty	953-955	Violence
	160-162	Conformity	356-359	Fatherhood	556-559	Journey	756-759	Power	956-959	Virtue
	163-165	Conquering the Unknown	360-362	Fear	560-562	Journey and Back	760-762	Power and Corruption	960-962	Vulnerability
	166-168	Conquest	363-365	Fear Of Failure	563-565	Judgment	763-765	Power of Silence	963-965	Vulnerability of the Meek
	169-171	Convention	366-368	Feelings	566-568	Justice	766-768	Power of Tradition	966-968	Wants vs. Needs
	172-175	Cooperation	369-371	Finding Hope	569-571	Knowledge	769-771	Power of Wealth	969-971	War
	176-178	Coping	372-375	Following Desire Too Far	572-575	Knowledge vs. Ignorance	772-775	Power of Words	972-975	Wealth
	179-181	Corruption	376-378	Following the Rules	576-578	Leadership	776-778	Prejudice	976-978	Will
	182-184	Courage	379-381	Free Will	579-581	Learning	779-781	Preparing for the Future	979-981	Will to Survive
	185-187	Courage vs. Fear	382-384	Freedom	582-584	Life After Loss	782-784	Pride	982-984	Willingness to Do Evil for Gain
	188-191	Cultural Diversity	385-387	Friendship	585-587	Life's Traumas	785-787	Progress	985-987	Wisdom
	192-194	Customs	388-391	Fulfillment	588-591	Loneliness	788-791	Pursuing Goals at All Costs	988-991	Wisdom of Experience
	195-197	Danger	392-394	Gender Issues	592-594	Losing Hope	792-794	Quest	992-994	Working Class Struggles
	198-200	Dangers of Ignorance	395-397	Genealogy	595-597	Loss	795-797	Quest for Discovery	995-997	Youth
			398-400	Generation Gap	598-600	Loss of Humanity	798-800	Quest for Power	998-000	Youth and Beauty

# Horror Complications Chart

d1000

001-007 Abduction or Pursued	368-374 Imprisonment or Unexplored Area/Situation	735-740 Religion or No Leads/Clues
008-014 Abrupt Change of Events or Fire	375-380 Impulsiveness or Kidnapping	741-747 Reprisal or Observed
015-020 Accusation or Red Herring	381-387 Incompetence or Random Confrontation/Attack	748-754 Reputation Problem or Over-Visibility
021-027 Alcohol/Drugs or Doubt	388-394 Inconvenienced or Recurring NPC	755-760 Revealed Secret or Courage
028-034 Ally or Ulterior Motive	395-400 Indiscretion or Relationship Trouble	761-767 Reversal of Fortune or Double Cross
035-040 Ambush or Manipulation/Mind-Control	401-407 Insult or Unexplained Event	768-774 Reward or Incompetence
041-047 Animal(s) or Travel Problems	408-414 Intolerance or People/Guards on Alert	775-780 Running Late or Freedom Threatened
048-054 Authorities Interfere or The Tables Turn	415-420 Lack of Clarity or Unhelpful Rumors/Lies	781-787 Running Out of Time or Argument/Fight
055-060 Battle or Important Decision	421-427 Lack of Communication or Delay	788-794 Sabotage or Government Interference/Influence
061-067 Being Detained or Ignorance	428-434 Lack of Information or Turn for the Worse	795-800 Sacrifice Required or Boiling Tensions
068-074 Being Framed or Devotion	435-440 Lack of Money/Poverty or Disaster	801-807 Safety Endangered or Delay
075-080 Being Stalked/Hunted or Guardian	441-447 Lack of Trust or Reversal of Fortune	808-814 Security or Alcohol/Drugs
081-087 Blown Cover or Spying	448-454 Language Difference or Differing Motivations	815-820 Seduction or Confinement
088-094 Bureaucracy or Misunderstanding	455-460 Laziness or People/Guards on Alert	821-827 Sickness or Old Friend
095-100 Catastrophe or Suspiciousness	461-467 Legal Trouble or Fire	828-834 Social Contract Pressure or Bad News
101-107 Cautiousness or Lack of Information	468-474 Lies or Lack of Money/Poverty	835-840 Societal Custom or Low Supplies
108-114 Change of Heart or Trap	475-480 Loss or New Opportunity	841-847 Someone Has a Vendetta or Cautiousness
115-120 Code of Conduct or Love Interest	481-487 Loyalty or Running Out of Time	848-854 Someone Is Tipped-Off or Betrayed
121-127 Competition or Extra Support	488-494 Manipulation/Mind-Control or Animal(s)	855-860 Someone Screaming/Calling Out or Trickery
128-134 Conscience or Misunderstanding	495-500 Mechanical Trouble or Side-Tracked	861-867 Someone Wants Vengeance or Trap
135-140 Crime/Criminals or Over-Dependent	501-507 Media/Popular Attention or People on Edge	868-874 Something Missing or Addiction
141-147 Crisis or Ally	508-514 Memory Loss or Darkness	875-880 Special Circumstances or Friend in Need
148-154 Darkness or Moral Dilemma	515-520 Mental Illness or Emotions	881-887 Squabbling or Interrupting Troublemakers
155-160 Death or Lost	521-527 Misguided Friendship/Love or Crisis	888-894 Supernatural/Strange Occurrence or Lack of Attention
161-167 Debt or Inclement Conditions	528-534 Misled or Betrayed	895-900 Suspiciousness or Unlucky
168-174 Deity or Insult	535-540 Mistaken Identity or Enthusiasm	901-907 Tail-Chasing or Barrier
175-180 Diplomacy or Lateness	541-547 Misunderstanding or Strange Sighting	908-914 Temptation or Missing the Right Tool/Item
181-187 Disaster or Lost Equipment/Items	548-554 Money or Bureaucracy	915-920 The Tables Turn or Deception
188-194 Disbelief or Need Help	555-560 Moral Dilemma or Safety Endangered	921-927 Trap or Double Cross
195-200 Disgrace or Refusal to Cooperate	561-567 Murder or Temptation	928-934 Travel Problems or Contract
201-207 Disorder/Riots or External Conflict/War	568-574 Mystery or Destruction	935-940 Trickery or Dwindling Resources
208-214 Doubt or Accusation	575-580 Nature or Interrupting Troublemakers	941-947 Turn for the Worse or Unexpected Advantage
215-220 Dwindling Resources or Guilt	581-587 Need Help or Health Trouble	948-954 Ulterior Motive or Physical Problem
221-227 Education or Unforeseen Intervention	588-594 New Goal or Refusal to Cooperate	955-960 Unexplained Event or Foul Weather
228-234 Effort or Survival Threatened	595-600 New Opportunity or External Conflict/War	961-967 Unexplored Area/Situation or The Tables Turn
235-240 Emotions or Villain After You	601-607 No Solid Proof or Someone Screaming / Calling Out	968-974 Unhelpful Rumors/Lies or Lack of Information
241-247 Emptiness or Double Cross	608-614 Obligation or Forgotten Information/Facts	975-980 Unlucky or Mystery
248-254 Enemies or Injury	615-620 Observed or Loud Noises	981-987 Unwanted Attention or False Accusations
255-260 Energy or Laziness	621-627 Occupation by Hostiles or Authorities Interfere	988-994 Unwelcome Guest or Squabbling
261-267 Enthusiasm or Lack of Clarity	628-634 Old Friend or Low Supplies	995-000 Witnesses or Puzzle/Riddle
268-274 Equipment Failure or Hearing Trouble	635-640 Opposition or Unforeseen Intervention	
275-280 Exposure or Delay	641-647 Oppression or Spying	
281-287 Faith or Influence of Money	648-654 Over-Visibility or Bad News	
288-294 Faked Death or No Help Available	655-660 Parting Ways or Abrupt Change of Events	
295-300 False Accusations or Lost Equipment/Items	661-667 Persecution or Missing the Right Tool/Item	
301-307 False Confession or Deception	668-674 Pivotal Decision Required or Witnesses	
308-314 Fame or Side-Tracked	675-680 Promise/Vow or Strange Sounds	
315-320 Fear or New Goal	681-687 Pursued or Inclement Conditions	
321-327 Fish Out of Water or Running Out of Time	688-694 Puzzle/Riddle or Loud Noises	
328-334 Forgotten Information/Facts or Imagined Trouble	695-700 Random Confrontation/Attack or Lateness	
335-340 Foul Weather or Inconvenienced	701-707 Recovery or Crash	
341-347 Happiness or Lies	708-714 Recurring NPC or Destruction	
348-354 Hunger/Thirst or Fish Out of Water	715-720 Red Herring or Thugs/Troublemakers	
355-360 Ignorance or Control	721-727 Reinforcements Arrive or Ambush	
361-367 Important Decision or Disappointment	728-734 Relationship Trouble or Friend in Need	



## Horror Locations Chart

d1000			
001-004	Abandoned Church	267-270	Crossroads
005-008	Abbey	271-274	Dam
009-012	Alleyway	275-277	Dangerous Part of Town
013-016	Ancient Wonder	278-280	Dark Alley
017-019	Another Dimension	281-283	Dark Woods
020-023	Apartment	284-287	Deep Forest
024-027	Apartment Complex	288-291	Den of Iniquity
028-031	Archeological Site	292-295	Desert
032-035	Armoury	296-299	Device
036-039	Army Camp	300-303	Dining Room
040-042	Art Gallery	304-307	Docks
043-046	Artisans Workshop	308-311	Drawing Room
047-050	Assembly Hall	312-315	Dreams
051-054	Attack/Ambush Site	316-318	Drug Den
055-058	Attic	319-322	Dungeon
059-062	Auction House	323-326	Engineering Marvel
063-066	Backroom	327-329	Estate Grounds
067-070	Backwoods House	330-332	Exhibit/Museum
071-073	Badlands	333-335	Exotic Shop
074-077	Bakery	336-339	Expedition Site
078-081	Balcony	340-343	Factory
082-085	Bank	344-346	Fancy Suite
086-089	Bar/Pub/Tavern	347-349	Farm
090-093	Barber Shop	350-353	Farming Community
094-097	Barn	354-357	Farmland
098-101	Barracks	358-361	Festival
102-105	Basement	362-364	Fields
106-109	Battlefield	365-367	Financial Market/Stock Exchange
110-113	Bay	368-371	Foothills
114-117	Beach/Seashore	372-375	Foreign Embassy
118-121	Bed and Breakfast	376-378	Foreign Ghetto
122-125	Bedroom	379-383	Foreign Goods Store
126-128	Belltower	384-387	Foreign Land
129-132	Boarding House	388-391	Forest
133-136	Brewery	392-395	Gardens
137-140	Bridge	396-399	Gathering Place
141-144	Brothel	400-403	Ghost Town
145-148	Building Site	404-407	Gorge/Ravine
149-152	Burial Ground	408-410	Government Offices/Record Halls
153-156	Burial Mound	411-414	Graveyard
157-160	Bus/Carriage/Coach	415-418	Grove/Orchard
161-164	Busy Street	419-422	Hallway
165-168	Butcher/Slaughterhouse	423-425	Haunted Area
169-172	Cabin	426-427	Headquarters
173-176	Cafe	428-432	Heath
177-180	Cairn	433-437	Hedge Maze
181-184	Camp	438-441	Hidden Chamber
185-188	Canals	442-445	Hidden City
189-192	Candy Store	446-449	Hideout
193-196	Canyon	450-453	Highway
197-200	Capital City	454-457	Hill
201-202	Castle/Palace	458-462	Home
203-204	Catacomb	463-465	Hostelry
205-208	Cathedral	466-469	Hotel
209-212	Cavern	470-473	House
213-216	Cellar	474-477	Hovel
217-220	Chapel	478-482	Hunting Grounds
221-224	Church	483-487	Industrial Workshop
225-228	City	488-490	Infamous Place (Evil Castle, Cursed Ruin, etc.)
229-232	City Outskirts	491-494	Inn
233-236	City Streets	495-498	Island
237-240	Cliff	499-503	Jail
241-244	Coastal Village	504-508	Jungle
245-248	Contraption	509-512	Junkyard
249-250	Country Estate	513-516	Kitchen
251-254	Courthouse/Courtroom	517-521	Lair
255-258	Craftsman Shop	522-528	Lake
259-266	Crime Scene		
		529-532	Landmark
		533-536	Large City
		537-540	Lawyer's Office
		541-544	Library
		545-548	Livestock Yard
		549-552	Locked Out
		553-556	Lodge
		557-559	Lost City
		560-562	Lost/Stranded
		563-566	Lounge
		567-570	Luxury Goods Store
		571-574	Magick Shop
		575-578	Mansion
		579-582	Marketplace
		583-586	Marsh
		587-591	Meadows
		592-595	Meeting Room
		596-599	Military Offices/Academy
		600-602	Mine
		603-605	Monastery
		606-609	Monument
		610-613	Moor
		614-617	Mountains
		618-620	Museum
		621-624	Mystical Place
		625-628	Natural Clearing
		629-632	Nice Part of Town
		633-635	Observatory
		636-638	Ocean
		639-642	Office(s)
		643-647	Orchard
		648-651	Orphanage
		652-655	Outhouse
		656-658	Outpost
		659-662	Park
		663-666	Park/Gardens
		667-670	Parliament Hall
		671-674	Physician's Office
		675-678	Pier
		679-682	Pit
		683-686	Plains
		687-690	Police Station
		691-694	Pond
		695-698	Pool
		699-702	Poorhouse
		703-707	Port
		708-711	Printer (News, Book Publishing)
		712-715	Prison
		716-718	Private Club/Gentleman's Organization
		719-722	Quarry
		723-726	Religious Offices
		727-730	Remote Place
		731-734	Restaurant
		735-738	Retreat (Mountain, Forest, etc.)
		739-742	Rich Estate
		743-747	Rich Part of Town
		748-751	Ritual Room
		752-755	River
		756-758	Road
		759-762	Rooftop(s)
		763-767	Ruins
		768-771	Sacred Site
		772-775	Safehouse
		776-779	Sanitarium/Infirmary
		780-783	School
		784-791	Secret Passage
		792-795	Secret Room

# Horror Actions Chart

d1000	204-206 Confirm	406-408 Fire	606-608 Manipulate	814-815 Return
001-004 Abandon	207-209 Confiscate	409-412 Flee	609-611 Meet	816-817 Reveal
005-007 Abuse	210-212 Confuse	413-416 Foil	612-614 Mimic	818-821 Revenge
008-011 Accelerate	213-215 Conquer	417-419 Follow	615-617 Mistrust	822-824 Review
012-014 Accept	216-218 Conspire	420-422 Fool	618-621 Mollify	825-826 Reward
015-018 Accuse	219-222 Contact	423-425 Force	622-625 Move	827-828 Ruin
019-021 Activate	223-226 Control	426-428 Forfeit	626-629 Murder	829-831 Rule
022-024 Advance	227-229 Convince	429-431 Forge	630-632 Negate	832-835 Sabotage
025-026 Agree	230-231 Copy	432-434 Frame	633-635 Neglect	836-839 Sacrifice
027-029 Aid	232-235 Correct	435-437 Free	636-638 Negotiate	840-842 Save
030-032 Alert	236-239 Cover Up	438-441 Gather	639-642 Observe	843-845 Scare
033-035 Ally	240-242 Create	442-444 Get Back	643-646 Obtain	846-848 Secure
036-039 Ambush	243-245 Crush	445-447 Give In	647-649 Open	849-851 Seduce
040-042 Amuse	246-248 Curse	448-450 Gratify	650-652 Oppose	852-854 Seize
043-045 Antagonize	249-251 Deactivate	451-454 Guard	653-654 Oppress	855-856 Sell
046-048 Appease	252-255 Debase	455-458 Guide	655-656 Organize	857-858 Separate
049-051 Argue	256-259 Deceive	459-461 Hagggle	657-660 Perform	859-862 Serve
052-054 Arm	260-262 Decide	462-464 Halt	661-663 Persecute	863-865 Setup
055-057 Arrange	263-264 Decrease	465-468 Harass	664-667 Persuade	866-868 Shut Down
058-060 Arrive	265-266 Defeat	469-471 Harm	668-671 Pick Up	869-871 Silence
061-064 Assassinate	267-270 Defend	472-474 Hasten	672-675 Plan	872-874 Slander
065-067 Assault	271-273 Delay	475-477 Heal	676-678 Play	875-876 Smuggle
068-071 Assemble	274-276 Deliver	478-481 Help	679-682 Plunder	877-878 Solve
072-074 Assist	277-279 Desecrate	482-484 Hide	683-685 Poison	879-882 Spy
075-078 Attach	280-282 Desert	485-487 Hijack	686-688 Postpone	883-884 Stalk
079-082 Attack	283-286 Destroy	488-490 Hire	689-691 Praise	885-886 Start
083-085 Attain	287-289 Develop	491-493 Humiliate	692-694 Predict	887-889 Steal
086-088 Attend	290-292 Devour	494-497 Hunt	695-697 Prepare	890-893 Stop
089-091 Attest	293-295 Disable	498-501 Hurt	698-700 Pretend	894-896 Stow
092-095 Attract	296-299 Disappoint	502-504 Idolize	701-704 Proceed	897-900 Struggle
096-099 Avenge	300-302 Discover	505-507 Imitate	705-708 Produce	901-904 Suffer
100-103 Avoid	303-305 Discredit	508-510 Impersonate	709-711 Promote	905-907 Summon
104-106 Bargain	306-308 Discuss	511-513 Implore	712-714 Propose	908-911 Support
107-109 Battle	309-312 Disguise	514-516 Imprison	715-717 Protect	912-914 Survive
110-112 Befriend	313-316 Dispute	517-519 Improve	718-721 Provoke	915-918 Take
113-115 Begin	317-319 Disrupt	520-522 Increase	722-724 Punish	919-921 Teach
116-119 Bestow	320-322 Distract	523-525 Indulge	725-727 Purchase	922-924 Test
120-123 Betray	323-325 Divide	526-528 Infiltrate	728-730 Pursue	925-927 Testify
124-126 Blackmail	326-328 Dominate	529-532 Inform	731-734 Push	928-931 Threaten
127-129 Block	329-332 Drain	533-535 Inherit	735-737 Quarrel	932-934 Track
130-132 Break	333-335 Drive Out	536-538 Inquire	738-740 Quest	935-937 Trade
133-136 Break into	336-339 Duel	539-541 Inspect	741-743 Quit	938-940 Trail
137-139 Break out of	340-342 Eliminate	542-544 Interfere	744-747 Race	941-943 Transform
140-143 Build	343-345 Enact	545-546 Intimidate	748-750 Raid	944-946 Trap
144-146 Burden	346-349 Enchant	547-548 Intrude	751-754 Rally	947-949 Travel
147-149 Capture	350-352 End	549-551 Invade	755-757 Rearrange	950-952 Trick
150-152 Care for	353-355 Endure	552-554 Invent	758-761 Reconsider	953-956 Triumph Over
153-156 Carry	356-358 Escape	555-557 Investigate	762-764 Recover	957-959 Truce
157-160 Celebrate	359-361 Escort	558-560 Invoke	765-768 Recruit	960-962 Trust
161-163 Challenge	362-364 Estimate	561-563 Join	769-772 Rectify	963-964 Uncover
164-166 Change	365-367 Evade	564-567 Judge	773-776 Refuse	965-966 Unmask
167-169 Chase	368-370 Examine	568-570 Kidnap	777-779 Reject	967-969 Unseat
170-173 Cheat	371-373 Excite	571-574 Kill	780-782 Release	970-972 Usurp
174-176 Clear	374-377 Explain	575-577 Launch	783-785 Remake	973-975 Vindicate
177-178 Close	378-381 Explore	578-581 Lead	786-788 Repel	976-978 Violate
179-182 Coach	382-384 Expose	582-585 Learn	789-792 Report	979-981 Volunteer
183-185 Collect	385-387 Extract	586-588 Lessen	793-795 Represent	982-984 Waste
186-189 Communicate	388-390 Extravagate	589-591 Liberate	796-799 Rescue	985-987 Watch
190-192 Compete	391-394 Fail	592-595 Locate	800-803 Research	988-990 Weaken
193-196 Complete	395-397 Fend	596-598 Lose	804-806 Resist	991-993 Win
197-199 Con	398-401 Fight	599-601 Make	807-810 Resolve	994-997 Work
200-203 Conceal	402-405 Find	602-605 Manage	811-813 Retrieve	998-000 Worship



# Horror Things Chart

474-475	Magick	571	Other Dimensions	668-669	Records	777-778	Snakes	901-902	Treasure
476	Mail	572	Outcast	670-671	Red Herrings	779	Snitch	903	Treaty
477	Malady	573	Outfit	672	Redemption	780	Social Standing	904	Trec
478	Malaise	574	Outlaw(s)	673	Refugee	781	Social Upheaval	905-906	Trial
479	Map	575	Outlawed/Forbidden Goods	674	Relationship	782	Society	907	Trinkets
480	Marriage	576	Outsiders	675	Religion	783	Soldier	908	Troubled Youth
481	Mask	577	Owner/Proprietor	676	Religious Faith	784	Song/Rhyme	909	Truck
482	Masquerade	578	Package	677	Religious Fanatics	785-787	Sorcerer	910	Twins
483	Massacre	579	Pain	678	Representative(s)	788-790	Soul/Spirit	911	Tycoon
484	Mayor/Congressman	580	Painter	679	Repression	791-792	Spiders	912	Tyranny/Oppression
485	Meal	581	Paranoia	680	Reputation	793	Spirits/Alcohol	913-914	Unbelievable Tales
486	Medical Treatment/Surgery	582	Parents/Grandparents	681	Research/Experiments	794	Spiritual Beliefs	915-917	Undead
487	Medicine	583	Party	682-683	Respite	795	Splinter Group	918-919	Undertaker
488	Meeting	584	Pastries/Dessert	684	Rest	796	Sports	920	Undesirables
489	Megalomaniac	585	Payment	685	Restlessness	797	Spouse	921-922	Unforeseen Consequences
490	Merchandise	586	Peace	686-687	Revenge	798	Spy	923	Unholy Pact
491	Message(s)	587	Penitence	688	Revolution	799	Stalker(s)	924-925	Unholy Rite/Ritual
492	Messenger	588	People	689	Reward	800	Star/Celebrity	926	Union
493	Metaphysical Experiment	589	Performance/Acting	690	Riches	801-802	Statue	927-928	University/School
494	Military	590	Performer/Entertainer	691-692	Riddle	803	Stolen Goods	929-930	Unknown Language
495	Mind-Altering Substances	591-592	Personal Account	693	Riot/Rioters	804	Store	931	Unnatural Behavior
496	Miner/Mining	593	Personal Library	694	Ritual	805-806	Storied Past	932-933	Unspeakable Being
497	Miracle	594	Pessimism	695	Ritual Dagger/Weapon	807-808	Storms	934-935	Untimely Death
498	Mirror	595	Pet	696	Ritual Murder	809-811	Story	936-937	Unusual Phenomena
499-500	Misfortune	596	Philosophy	697	Rival(s)	812	Strange Affliction	938	Vacation
501	Missionaries	597	Photographer/Photography	698	River	813-814	Strange Animal Behavior	939	Vagrant
502	Mob	598-599	Photograph(s)	699	Robbers	815-816	Strange Artifact	940-941	Vampire/Vampirism
503-504	Money	600	Pick-Pocket	700-701	Robbery	817	Strange Carving/Sculpture	942	Vandals
505	Monk(s)	601	Piety	702	Romance	818	Strange Chanting	943	Vehicle
506	Monolithic Architecture	602-603	Piracy	703	Rope	819-820	Strange Discovery	944	Veteran
507	Monster	604	Pit	704	Rot/Rotting	821	Strange Fluids/Residue	945	Vices
508	Monstrosity	605	Plans	705-706	Route	822-823	Strange House/Building	946	Vigilantes
509	Moon	606	Pleasure(s)	707	Royalty	824	Strange Lights	947-948	Vision
510	Mortality	607	Plotters	708	Ruler	825	Strange Machine	949-950	Voices
511	Mourning	608	Poet	709	Rules	826	Strange Plant	951-952	Voyage
512	Movie/Play	609-610	Poison/Venom	710-711	Rumors and Hearsay	827	Street Urchin	953	Vulnerability
513	Mud	611	Police	712-713	Sacrifice	828-830	Student	954-955	Wall Engravings
514	Mugger	612	Police Captain	714-715	Sailor	831	Success	956-957	Wanted Individual
515-516	Murder	613	Police Reports	716	Salesman	832	Suffering	958	War
517	Murder Plot	614	Police Raid	717-718	Sarcophagus	833	Suicide(s)	959-960	Warlock
518	Murder Scene	615	Politician	719	Scapegoat	834	Suit(s)	961-962	Warning(s)
519	Murderer	616	Politics	720	Scarecrow	835	Suitor(s)	963	Warrant
520	Music	617	Poltergeist	721	Sceptre/Staff	836-838	Summoning	964	Water
521	Music/Musicians	618	Popularity	722	Scheme	839-840	Supernatural Events	965	Wealth
522	Musical Instrument	619	Portal	723	Scholar	841	Superstition(s)	966	Weapons
523	Musical/Opera	620	Possession	724	Science	842	Surgeon/Surgery	967	Wedding
524	Mutiny	621	Possessions	725-726	Scientist	843	Survival	968-969	Werewolf/Lycanthrope
525-526	Mysterious Death(s)	622	Postal Service/Postman	727	Scorpions	844	Swarms	970-971	Wild Animals
527	Mysterious Events	623	Potion/Elixir	728	Scroll	845	Swindler	972	Will
528	Mysterious Man	624	Powder	729	Sea	846-847	Symbol	973	Wine
529-530	Mystery	625	Powerful Artifact	730	Sea Monster	848	Tapestry/Decoration	974	Wisdom
531	Mystical Creature(s)	626	Pranksters	731	Seclusion	849	Tattoo	975-976	Wishes
532	Nation/Kingdom/Empire	627	Prayer	732	Secret	850	Taxes	977-978	Witchcraft
533	Natural Disaster	628	Precious Metal	733	Secret Account(s)	851-852	Teacher	979	Witchhunt
534	Navigation Tool	629	Prediction	734	Secret Deal	853	Teenagers	980	Witnesses
535	Navy/Fleet	630	Prestige	735-736	Secret Place	854	Tensions	981-982	Wizard
536	Ne'er Do Well	631-632	Priceless Item/Artifact	737	Secret Signs	855	Terrible Birth	983	Women
537-538	Necromancer/Necromancy	633	Priest	738	Secret Society	856-857	Terrible Events	984-985	Wondrous Architecture
539	Negotiations	634	Priestess	739	Secretive Figure	858	Terrible Injuries	986	Workers
540	Neutrality	635	Primitive	740	Security	859-861	Terrible Monster	987	Worry
541	Newborn	636	Prison	741	Seduction	862	Test	988-991	Writer/Author
542	News	637	Prisoner	742	Seeing Through Time	863-865	Thief/Thieves	992	Writing Tools/Typewriter
543	News Clippings	638	Professor	743-744	Serial Killer	866-867	Threat	993	Writing/Poetry
544-545	Newspaper	639	Promises	745-746	Servants	868	Thugs	994	Yes Men
546	Nightmares	640	Propaganda	747	Servitude	869-870	Thunderstorms	995	Young Woman
547	Nighttime	641	Property	748	Sexual Affair	871	Tickets	996	Young Man
548	Nobility	642	Prophet/Prophecy	749	Shadows	872	Time Travel	997	Xenophobia
549	Noble	643	Proposal	750-751	Shadowy Figures	873-874	Tombstone	998	Zealot/Zealotry
550	Noises	644	Prostitute	752	Sheriff	875	Tools/Toolset	999-000	Zombies
551	Notes	645	Protestors/Protest	753-754	Ship	876	Torturer/Torture		
552	Noteworthy Incident	646	Psychologist/Psychiatrist	755	Shipment	877	Torture Device		
553	Oath	647-648	Psychopath	756	Shipping/Transport	878-879	Tough Guy		
554-555	Occult Group	649	Public Panic	757-758	Shipwreck	880	Tour		
556	Occult Item	650	Public Works	759-760	Shoe/Footprints	881	Townspeople		
557	Ocean Travel	651-652	Punishment	761	Shotgun	882-883	Toys/Dolls		
558	Odd Servants/Employees	653	Purse	762	Showbusiness	884	Tracks		
559	Offspring	654	Question	763-764	Sickness/Plague	885	Trade		
560	Oil	655	Quit	765	Side-Effects	886	Traffic		
561	Old Man/Woman	656-657	Quarrel	766	Signal	887-888	Train		
562	Old Wives' Tales	658	Race	767	Singer	889	Train Travel		
563	Opposition	659-660	Racism/Bigotry	768-769	Skeleton	890	Traitor		
564	Optimism	661	Radio/Television	770	Slave(s)	891-893	Transformation		
565	Opulence	662	Rain	771-772	Sleep	894-895	Translation		
566	Orders	663	Rare Delicacy	773	Slime	896	Transport		
567-568	Organized Crime	664	Rations/Supplies	774	Small Creature(s)	897	Trap Door		
569	Orgy	665-666	Rats	775	Smoke	898	Traps		
570	Orphan	667	Recklessness	776	Smuggler/Smuggling	899-900	Travel		



## Horror Plot Devices

d1000

- 001-002 A Confused Mob - The locals have had enough of it and formed a mob. Whether they are actually a violent mob, or a cowardly mob, or another kind of mob is up to you.
- 003-004 A Forbidden Area - Some shunned area (a forest, a town, mountains, anywhere) seems to be the site of unnatural events or home to some terrible beings. All who go there risk their lives.
- 005-006 A Full Moon - Celestial events seem to bring on bizarre circumstances here on Earth.
- 007-009 A Haunting Past - Some character is troubled, psychologically or perhaps supernaturally, for their actions in the past.
- 010-011 A Hidden World - Some other dimensions, alternate realities, or hidden beings become available in this adventure.
- 012-014 A Likely Story! - No one believes the PCs or NPCs about some important tale.
- 015-016 A Liking Too - One of the PCs gets a romantic or platonic admirer they can't lose.
- 017-018 A Little Jealousy - An NPC uses a character to make their significant other or a potential suitor madly jealous.
- 019-020 A Need for Revenge - Someone seeks terrible revenge, perhaps from beyond the grave.
- 021-022 A Predator - The area is terrorized by some naturally predacious being, perhaps a totally silent stalker, or inescapably ferocious killer.
- 023-024 A Real Nice Guy - A really nice person, innocent child, or likeable hero isn't what they seem to be!
- 025-026 A Scoop - An author or journalist character is determined to write a story about some place or event and the terrible history behind it.
- 026-027 A Strange Land - PCs or NPCs come across some unknown land, an island, a remote corner of the Earth, or some other dimension even.
- 028-029 A Well Respected Man - Some powerful, rich, or connected person is really a villain or hiding a dark secret.
- 030-031 Abandoned - A ship or place is discovered with all its occupants missing or killed in some bizarre manner.
- 032-036 Abandoned Asylum - Some local place or building is so dreaded that no one who knows about it will go in or likely near it, even the police.
- 037-038 Abandoned Church - A large building has been repurposed, perhaps long ago, to be used by an evil cult, or minions of some great villain for their needs.
- 039-041 ABCD&D Murders - Strange murders have been occurring with some obvious, though possibly deceptive pattern.
- 042-043 Abductions - Some people claim to be undergoing strange events outside of their control.
- 044-045 Accidents Happen - An NPC is killed or seriously injured in some freak accident.
- 046-047 Accursed Sound - Some sound, be it music, a wail, a nursery rhyme, etc., causes troubles every time it can be heard.
- 048-049 Agents of the Apocalypse - A villain is doing his best to bring about the end times by whatever means he can, be it a portal to a hell dimension, raising some profane God, or using an eldritch power to rend the planet in two, he's getting closer.
- 050-051 All in the Family - Some evil or degenerate family seems to just keep to themselves and do whatever it is they do...
- 052-054 An Adversary From Beyond the Grave - A villain or NPC is still orchestrating events while dead, perhaps with an eye to coming back.
- 055-056 An Eternity - Some character is driven to do anything necessary to gain immortality or bring someone back to life.
- 057-058 An Expedition - Someone wants to or already has mounted an expedition to some far-off land.
- 059-060 An Offer You Shouldn't Refuse - Organized crime shakes down the PCs or NPCs.
- 061-062 An Unresolved Past - Someone or some group engaged in some terrible activities in the past and were either killed or fled what they did without ever fixing it.
- 063-065 Ancient Enemy - Someone, a villain or hero, must contend with an ancient rival who now threatens them.
- 066-067 And Then There Were None - The PCs find themselves in a confined area as people around them are murdered one by one.
- 068-069 Animated Objects - Something in the adventure seems to allow inanimate objects to attack and kill, things such as large and vicious looking knives.
- 070-071 Another Level of Horror - Once the evil scientist/warlock/nice brother is dispatched, the horror they've made or kept hidden finally makes itself known.
- 072-073 Answer Me! - Characters are asked a difficult, and likely dangerous, question concerning their mission, and may not be sure of how to give the right answer.
- 074-075 Appropriate Sacrifice - A very specific sacrifice must be found, presenting some difficulty to the villains, unless the heroes have taken to sacrificing people.
- 076-077 Are You Just Gonna Stand There? - The heroes actively witness an act of abuse, oppression, or immorality by a powerful person or group.
- 078-079 Assimilation - Some terrible force seems to infect and remake the living into something else...
- 080-081 At Every Turn - A villain trails the heroes and tries to stop/injure them at every turn.
- 082-084 At Its Weakest - Due to the time of year, celestial events, or some other reasons the barrier between this world and others is becoming easily permeable.
- 085-088 Authorities Have Given Up - The local police or even greater authorities don't want to deal with the problem or have even abandoned the area completely.
- 089-090 Avoid the Temptation - Characters are provided opportunities for easy vice, but little do they know who is watching.
- 091-092 Awakening Ancient Evil - Someone threatens to do something which awakens an ancient and terrible power.
- 093-094 Barricade - Characters must barricade themselves in somewhere to stay alive.
- 095-096 Be Careful What You Wish For... - Someone makes a deal or is granted a plea, which in turn begins to change the world around them, affecting everyone.
- 097-099 Beasts of the Woods - Strange behavior by packs of a certain animal seem to be following events.
- 100-103 Beauteous Appearance - Some dread thing uses a guise of great beauty to lure victims, either with a proxy servant, a glamour, or its true appearance.
- 104-106 Being Watched - Someone has raised the suspicions of some secret and dangerous group who is following what they do.
- 107-108 Beyond Knowing - Some incomprehensible entity causes troubles, creates disasters, or leeches the life out of people.
- 109-110 Biblical - Signs of apocalypse, or something close to it, are befalling the area or characters.
- 111-112 Birth Celebration - The birth of some horrible entity is cause for some evil group to hold an event for it.
- 113-114 Bizarre Cult - Some cult involved in bizarre activities, however horrific, to get what they want, is involved in this adventure.
- 115-117 Bizarre Travels - A character finds a way to travel to impossible places such as other worlds or dimensions.





- 118-119 The Black Seal - This adventure features supernatural creatures or powers that sound or are commonly thought to be benign or cute, but are instead surprisingly horrific.
- 120-121 The Black-Magicks Market - This adventure involves characters who have sold important and possibly illicit goods necessary for evil magic, such as rare books and spell ingredients. Or worse.
- 122-124 Blacklisted Property - An owner or occupant is driven to their wits end by odd or terrible events that seem to happen around their house or property and want help finding an explanation.
- 125-126 Blackmail - An NPC is blackmailed into do something important for the villain.
- 127-130 Blood From the Walls - A poltergeist-like haunting is afflicting some place, with banging doors, blood running down walls, and other appropriately horrifying effects.
- 131-132 Bloody Letter - An evil character taunts, threatens, or terrorizes a victim with letters, phone calls, or some other means of indirect communication.
- 133-134 Body Double - Can you trust that NPC is who you think it is? Or are they an impostor?
- 135-136 Body Part Snatching - Some person or thing takes certain body parts of interest from unwilling donors.
- 137-139 Body Swapper - Someone has discovered the ability to take control of bodies and minds outside their own.
- 140-141 Break In - Some legitimate place, like a museum, holds an important artifact or clue that the PCs need, but can't get access to without breaking in and swiping.
- 142-143 Breaking and Entering - The PCs must bust into a secure location to achieve their goals.
- 144-145 Bring Out the Sacrifices - Some town or group has made a deal in exchange with terrible beings, likely giving sacrifices as repayment.
- 146-148 Bring the Evidence - Someone tricks an NPC into giving over evidence of misdeeds or strange happenings.
- 149-150 Bungling Authorities - The local authorities couldn't be of less use if they tried.
- 151-153 Burglarized the Wrong House - Robbers, mischievous children, or other intruders get far, far more than they bargained for by trespassing into the wrong place.
- 154-155 Buried Alive - Someone is buried alive, or trapped somewhere underground or underwater.
- 156-158 Buried Secrets - Hidden deep under the earth, or perhaps buried under arctic ice, lie terrible secrets or artifacts which someone is going to uncover.
- 159-161 Burn It Down - An important building catches fire, perhaps with the characters still inside.
- 162-163 Burning Down the House - Someone, probably a not very nice person, tries to burn the heroes alive.
- 164-168 Cabin Fever - Characters end up stuck someplace too long, and their sanity is beginning to fray...
- 169-170 Can You Trust Them - Paranoia features strongly in this adventure as characters discover reasons that it isn't safe to trust one another, perhaps one not being who or what they claim to be.
- 171-173 Cannibalism - Some group engages in cannibalism, either due to degeneracy or some desire for committing excessive evils.
- 174-176 Changing Facts - Things which shouldn't change seem to be changing! Either past events, the location of things, the contents of books, something is changing and it's insanity!
- 177-178 Charade Institution - A business, a group, even an entire town is really just some charade put on by evil people or beings.
- 179-180 Chasing the Dragon - A character has a surreal experience through the use of psychotropic drugs, but it seems like more than just the mundane fantasies of the human mind.
- 181-182 Check the Fairytales - Some demonic force, evil supernatural monster, dastardly black wizard, or crazy killer moves from one location to the next, inflicting their own unique brand of terror on locals.
- 183-184 The Children - Children are somehow connected to events, either they have a special ability to see what's going on or are the evil itself.
- 185-187 Church Investigation - Clergy have become involved trying to solve the strange matters at hand.
- 188-190 Collaborators - Weak willed people have made a deal with a malevolent force who they believe they can cut a deal with and not suffer the fate awaiting others.
- 191-193 The Collector - Some wicked person or more terrible entity is collecting something, be it people, victims, souls, or body parts.
- 194-196 Common Scum! - An unlikable character can't help but express their disdain for lower classes, and their belief that they are less human than they are.
- 197-198 Communicating with the Devil - Someone receives instructions from an evil power.
- 199-202 Competitive Evil - The characters run afoul of two separate villainous groups who also dislike each other.
- 203-204 Connected to Evil - A character has somehow become connected to a powerful evil, perhaps a psychic connection, or they are a necessary ingredient for an important spell.
- 205-206 Connection - A character has some mental or spiritual link with a strange, perhaps terrible, being.
- 207-208 The Coverup - Someone has begun a vicious cycle of violence and murder in order to cover up their increasingly heinous acts.
- 209-212 Creepy Intermediary - The PCs deal with some creepy henchman or spokesperson for some evil or frightening group.
- 213-215 Crossing the Wrong Person - Someone now faces a terrible fate due to some past mistreatment.
- 216-219 Crying Dogs - Something is causing animals to act irritated or frightened.
- 220-221 Cursed Ancestry - Some character comes from a cursed lineage, perhaps because of evil ancestors or from the wrath of some powerful creature.
- 222-223 Cursed Artifact - A powerful object is also cursed.
- 224-227 Cursed Ground - Some area such as a graveyard, bog, cairn, or something built over such things features in the adventure.
- 228-229 Cursed Jewel - A character swipes or disturbs a sacred object, unleashing negative consequences.
- 230-231 Cursed Portrait - Some piece of visual art, a portrait, a fresco, a mural, whatever, contains black magics.
- 232-234 Cursed Wishes - Someone is given a way to be granted their wishes, but the device or magic is no more than a trap which uses your wishes against you.
- 235-236 Curses! - An NPC is dealing with a curse or curses the PCs.
- 237-238 The Dame Was Trouble - An NPC causes havoc, trouble or fights between others characters.
- 239-242 Dangerous Truth - Some item contains a dangerous truth that people aren't ready for, and must be contained or destroyed.
- 243-244 Dark and Stormy - The adventurers are beset with bad storms and rainy weather.
- 245-246 Dark Holiday - This adventure occurs around a holiday relating to the dead or supernatural events.





- 247-249 The Dead Body - A dead body is found with clues all around...
- 250-251 Dead Villain - The villain is orchestrating things from beyond the grave.
- 252-253 Deadly Ground - An area of land is cursed, possessed, or suffers from some strange supernatural effect to the point that simply going there puts characters in mortal danger.
- 254-256 Deadly Passerby - Some NPCs seem to die just walking down the street and bumping into someone.
- 257-258 Deal With the Devil - A character is forced to make a deal with an evil group.
- 259-260 Debased Followers - Creatures of some kind, perhaps with supernatural powers, have convinced some locals to worship them and do their bidding as part of a secret cult.
- 261-262 Degenerates - The characters face some degenerated people or creatures, perhaps servants to some dark power.
- 263-265 Demon Spawn - Through some unsavory means a woman has become pregnant with the child of a demon/god/horrible entity.
- 266-268 The Devil's Gold - Someone gains a tremendous amount of wealth, success, or good fortune under strange and likely paranormal circumstances.
- 269-270 Did You Hear That? - Someone or something creeps past the adventurers at night.
- 271-274 Disloyal Igors - Some underling or protege of a powerful sorcerer or other being defects either out of horror or just to get ahead.
- 275-277 Don't Disturb Anything - The PCs stumble across a dead body with clues and possible exciting items.
- 278-279 Don't Go In There - Some room or an entire building holds a terrible creature, curse, or haunting, and going in could mean death.
- 280-282 Don't Go Out There - The surrounding area is mysteriously dangerous, especially at night.
- 283-285 Don't Read This - Some terrible book should not be read at all, and definitely not out loud. Though someone may.
- 286-287 Don't Stay Past Dark - In some area or town people seem to disappear and never come back if they stay past sundown.
- 288-289 Don't Trust Anyone - Several highly powerful NPCs are suspects to a crime, and some may want to help or hinder the PCs.
- 290-292 Dread Apparition - Some ghost, spirit, or demon provides a character a warning or perhaps even a task.
- 293-294 Dread Ghost - Some terrible ghost-like entity, a headless horseman for example, haunts the local area.
- 295-296 Drones - NPCs seem to be enthralled under the direction of some hideous evil, against their own will!
- 297-298 Drug to Hell - Some character risks being taken or kidnapped into some hell dimension or reality.
- 299-300 Earth-Shattering Discovery - Someone finds or finds out about something which shatters their (and maybe all of humanity's) worldview.
- 300-302 Ego-Check - The characters must put up with an egotistical, dominant NPC who seems reflexively focused on keeping everyone's status below his, even when more important matters are at hand.
- 303-305 Eldritch City - A city or colony of some inhuman beings features in this adventure.
- 306-310 Endangered Your Family - Someone has caused villains to get back at them by getting to their family.
- 311-313 Enthralled - A villainous being gains control of the mind or passion of an otherwise innocent person.
- 314-316 Era of Terror - Terrible events seem to be happening with greater frequency, whatever their nature, signalling some current or impending supernatural event.
- 317-318 Eternal Life - Some NPC or villain is responsible for events due to their quest for longer, perhaps infinite, life.
- 319-320 Everything You Want - Some villain promises exactly what people want to get something in return, or perhaps trap them in an illusion they don't want to leave.
- 321-324 Exclusive Club - A club of powerful, perhaps supernaturally powerful, individuals, all pursuing some common goal toward more power, features in this adventure.
- 325-326 The Exorcism - An innocent person has been possessed by a demon and must be saved, or at least dealt with.
- 327-328 Expand Your Mind - Some drug or magic allows people to see beyond the reality they exist within.
- 329-331 Experts - NPC experts on whatever bizarre phenomena are going on feature in this adventure.
- 332-334 Fables - Old stories of supernatural or horrible events feature in this story.
- 335-336 Fairy-Folk - Some fairy beings of legend, their full horror perhaps neglected in previous accounts, show up in this story.
- 337-339 Far Flung Tales - Some NPCs may be able to relate tales of horror and the supernatural from their travels to strange lands and meetings with exotic peoples.
- 340-341 Faustian Bargain - A foolish character sells their soul for dark promises.
- 342-344 Feds on the Case - Government agents or agencies are somehow involved in the story, likely bungling things up, and being confused as to what's going on.
- 345-346 Fence Painting - Someone tricks the PCs into doing their work for them.
- 347-348 Find the MacGuffin! - Some very important object needs recovered fast!
- 349-350 Find You in Dreams - Some being locates characters in their own dreams, giving messages, gaining access to one's mind, or even threatening them physically back in real life.
- 351-352 Flat Tire - The PCs' means of conveyance breaks down in some way, necessitating they stop for repairs, or perhaps leaving them stranded!
- 353-355 Follow These Directions Precisely - Characters are given exceedingly precise directions in order to accomplish something, and failure to obey direction can have unfortunate consequences.
- 356-357 Follower That Car! - Characters become involved in a white knuckle chase scene.
- 358-360 Fools' Gold - What the PCs thought was valuable turns out not to be.
- 361-362 Forbidden Studies - An NPC is involved in terrible alchemical/sorcerous/monstrous research.
- 363-370 Foreknowledge - Someone knows things before they will happen, or secret things about events which they never witnessed.
- 371-372 Foreknowledge is Power - The PCs must solve some dangerous riddles or navigate a heavily trapped area and the only possible way to succeed is to first find out what they'll face and how to defeat it.
- 373-374 From Beyond - Some person or group's researches open up a portal to dimensions best left undisturbed, as well as the beings there.
- 375-377 Front Operation - Some supernatural group or evil cult operates a business only has a front for their activities, or perhaps as a sick game.
- 378-380 Get Me Outta Here - The PCs run into a character looking desperately for help, likely help getting out of this terrible place.
- 381-382 Ghoulish Poisoning - An evil-doer takes to tainting food, not with straight poison, but with something that causes terrible magical or degenerating effects on the victim.
- 383-384 Gopher For Me - NPCs won't help until the PCs help them first.
- 385-386 Gordian Knot - The PCs must find an outside the box way to solve an unsolvable puzzle.



- 387-389 Government Intervention - In a rare twist of events, the authorities have become aware of what's going on and are seeking to, or already have intervened to fix things.
- 390-391 Grave Robbing - Someone has set off a disturbing series of events by disturbing the dead.
- 392-393 Great Evil Ritual - The PCs must thwart a gigantically evil ritual before it is completed.
- 394-396 Grisly Scene - The PCs come across or investigate a gruesome murder or massacre.
- 397-398 Guard Dogs - Someone makes use of dogs to protect their property, possibly ending in a savage attack!
- 399-402 Guru - A mystical leader who claims to bring his followers higher understanding enters the plot.
- 403-405 Half the Fun - An adventure finds the PCs as they are going somewhere else more important.
- 406-407 Half-Human Child - A seemingly human child is born of suspect parentage, though they retain traits of whatever hidden force that sired them.
- 408-410 Hannibal - A villainous person or being has a way to control the minds of those they spend time with.
- 411-412 Hate to Interrupt - The PCs come across a great ritual as part of their investigations in this story.
- 413-414 Haunted Past - An NPC has experienced something so terrible they can't quite piece together what happened to them, though they may wish to.
- 415-416 The Help of a Big Strong Man - The characters are called to aid an innocent or helpless victim, but may discover down the line that things were not as they have been set-up to seem.
- 417-418 Hey Bonesy! - A corpse has something important in his grave or must be dug up.
- 419-421 Hidden Crypt - Some underground crypt, catacomb, temple rests underneath someplace the PCs are investigating.
- 422-423 Hidden Reality - This story involves strange dimensions intersecting our own, and the strange creatures or horrible powers who dwell within them.
- 424-426 Hidden Treasures - Those who ally themselves with ruinous powers are rewarded with cash and treasure.
- 427-428 His Old Diary - Some dead or incapacitated NPC has left clues behind in his personal diary.
- 429-430 Holed Up and Alone - Some character or group of characters is stuck in somewhere unable to leave for the danger all around them.
- 431-434 Horrible Works of Art - Some deranged artist uses real living or formerly living people to create his artwork, be they gallery pieces or live performance.
- 435-436 Horrific Artwork - An artist, perhaps possessed by some strange new inspiration, creates a horrifying work.
- 437-438 Hostages - The bad guys are using hostages for leverage or to lure the heroes into a trap.
- 439-440 House Secret - Some weird or evil individual seems to be trying to keep whatever is going on in his house or property a secret.
- 441-443 The Human Ingredient - Someone or someones are captured and prepared for use in some twisted scheme, be it a ritual sacrifice, a killer's trophy, or something else.
- 444-445 I Can't Even Describe It - Characters deal with a villain or force that people can't or won't even fully fill in the horrible background details of. Since they're just too horrible.
- 446-447 I Know That Face - A PC or NPC is confused for someone else.
- 448-449 I Need a Detective - The PCs are hired to investigate something for a private client.
- 450-452 I Need an Old Priest and a Young Priest - Someone is looking to hire those who can "fix" haunted/cursed places.
- 453-454 I Thought You Were Dead! - A character thought dead reappears...
- 455-459 I'll Say Good Day to You Sir! - A PC or NPC accidentally insults the honor of some overly dramatic but important character.
- 460-463 I'm Not Leaving - Someone won't depart from their home or other beloved thing despite the danger.
- 464-465 Identity Switch - Some villainous person or being has taken on an innocent person's identity.
- 466-468 Impending Doom - Someone receives ghostly predictions of their impending doom, with no knowledge of what to do about it.
- 469-470 Impending Invasion - Some malevolent force has bigger plans in the works for the near future, a mass assault of some kind on the world.
- 471-472 Impossibly Gruesome Murder - Someone has been killed, but by means involving seemingly impossible strength or supernatural abilities.
- 473-474 In Service to Dark Powers - Some character must do some bidding for greater powers, because of a deal, a threat, or just because the consequences of refusing would be unimaginable.
- 475-476 In the Water - Something is infecting people and causing changes, perhaps through the water they drink, the air they breathe, or something else they put in their bodies!
- 477-478 In-Transit Horror - The characters may face a horror while on a boat, train, or other constraining means of conveyance.
- 479-480 Industry of Evil - Evil beings or aliens have got a full-fledged manufacturing or other enterprise going to further their evil ends.
- 481-482 Infection - Some strange or supernatural disease infects people, changing them into something dangerous.
- 483-484 Inhuman - Some person in the area probably isn't a person at all, though it's not entirely obvious.
- 485-486 Insanity Causing - Some book or other work of art seems to drive those who see it and understand it insane.
- 487-488 Insurance Scheme - Someone tries to orchestrate a crime or supernatural event in order to cash in.
- 489-490 Into the Wilderness - Characters are required to go into remote places where strange beings may still exist, unknown to the world.
- 491-492 Invisibility - Whatever horror is threatening the area is, you can't see it.
- 493-494 Invisible Friend - Some being has contact with someone with a vulnerable mind, but through whatever means, is never seen or heard by anyone else.
- 495-496 Is Anybody There? - Someone tries to kill a character while they sleep.
- 497-498 Is That Contagious? - Some terrible disease threatens characters.
- 499-500 Isolation at Its Worst - Characters find themselves far from civilization or help, as a situation develops.
- 501-502 It Was Here! - Someone saw some terrible thing, except it's not there anymore and no one believes them.
- 503-504 It Was Old Man Henry All Along - Someone pretends supernatural or horrific events are going on in order to manipulate others, perhaps getting them to leave.
- 505-506 It's Abandoned... - The PCs come across a totally abandoned boat/house/farmstead.
- 507-508 It's All Greek to Me - A clue or important item in the story is written in a language or cipher nobody around can read.
- 509-511 It's All Your Fault - A character is blamed by another party for being responsible for some wrong, perhaps necessitating outside protection.
- 512-515 Jenny Greenteeth - Some place like a river, lake, or cliff has a terrible reputation for people killing themselves there.



- 516-521 Join Us - Some creatures/powers/cult wishes for a PC or NPC to join with them.
- 522-524 Just Flat Out Left - A character is distraught over the disappearance of a loved one who left for some unknown reason, perhaps asking for help.
- 525-526 The Keys Are in the Shed - Some precious item or person is outside of safety, and someone must risk their lives by going out there.
- 527-528 Kidnapping - Someone has been kidnapped for their knowledge, ability, or to further some scheme.
- 529-531 Killing Spree - Some group of twisted individuals takes to murder as a pastime.
- 532-533 Laboratory of Horrors - Some evil or misguided NPC has created a laboratory, modern or dungeon-like, filled with horrific creatures, experiments gone wrong, and worse.
- 534-535 The Last Guys - A group of PC-like characters already tried and failed, perhaps giving the current PCs some direction on how to succeed.
- 536-538 Lector - A villain with incredible abilities of manipulation is involved with this adventure.
- 539-540 Left Alone - Some characters get abandoned in some dangerous and spooky place.
- 541-542 Legions of Terror - Large numbers of terrible beings, demons, zombies, flesh eating sprites, etc., are unleashed!
- 543-544 Legitimate Business - Some shop, club, or other business is being used as a front by evil doers.
- 545-546 Let Me Lure You Out Here - Characters are convinced by some villain to come out to a remote area...
- 547-548 Let Us Go! - The PCs are detained or interrupted by some powerful though neutral group for some reason.
- 549-551 Let's Blow It Up - Characters resolve that some evil place should just be wiped off the map, though someone or something may stand in their way.
- 552-554 Local Warlock - Some powerful local man or woman has aroused the suspicions of others due to their possible supernatural activities.
- 555-556 Local's Trap - PCs or NPCs must deal with a prepared trap to take advantage of them, perhaps a false guide, wrong information, an attractive young female, etc.
- 557-559 Lock of Hair - Some villainous power can harm other people terribly with some great magics, possibly requiring certain hard to get ingredients or means.
- 560-561 Locked In - Characters have been locked into someplace, perhaps with dangerous beings or just few supplies with which to survive.
- 562-564 Locked Room - All the characters are stuck somewhere together, danger and death likely joining them.
- 565-566 Look What I Almost Stepped In! - The PCs find strange residue or odd items/materials around the scene of a crime.
- 567-568 Looking for Trouble - Characters decide to look for evidence of the paranormal or alien by going somewhere that turns out to be more trouble than they can handle.
- 569-571 Lost Account - Some diary/journal/account of past events which could explain things to the heroes is lost or missing.
- 572-573 The Lottery - A town all seems to be in on something really creepy and disturbing.
- 574-576 Made Into a Meal - Someone is going to be used to feed some horrible creature or creatures.
- 577-578 Made of People! - The PCs discover some strange or terrible official secret.
- 579-581 Magic Mirror - Some bewitched mirror features in this adventure, perhaps opening portals to other worlds, or containing the spirit of a demon or other terrible creature.
- 582-583 Magic Vulnerability - Due to the nature of some evil beings existence or power, they are quite vulnerable to a specific spell or form of magic.
- 584-586 Magical Artwork - Plot events revolve around some mystical piece of artwork, whether it contains some evil wizard's soul, is possessed by a demon, is a window to another dimension, or something else, it's important.
- 587-588 Malevolent Lands - Some area seems to not only be haunted or afflicted by evil, but itself seems to turn on travelers and lure them to their doom.
- 589-590 Manhunt - Someone or something needs found, recovered, or captured.
- 591-592 Many Guises - Some unholy creature can take many different appearances of forms (or is a shapeshifter itself), making it hard to locate or recognize.
- 593-594 Mass Delusion - Some mass hypnotism or delusion must be afflicting a town for them all to be acting this way...
- 595-596 Medium - Some evil force seems to move through an unnatural medium, water, power lines, astral planes hidden within right angles, etc.
- 597-598 Mental Breakthrough - A crazed character claims to discover a way to improve the human mind in some strange way through drugs, surgery, or something even more bizarre.
- 599-600 The Metamorphosis - The PCs cannot solve the main problem, but can help in some other, likely lesser, way.
- 601-602 Mind Control - Some villainous force is controlling the minds and actions of otherwise innocent locals and they're unable to resist.
- 603-604 Missing Bodies - Bodies, perhaps already buried, perhaps not even yet dead when last seen, keep disappearing.
- 605-607 Moby Dick - A character is obsessed with getting even with, finding evidence of, or perhaps has some other need for a monstrous, strange, or completely unnatural being.
- 608-610 Monster on the Loose - Forget playing it low key, some terrible creature is having its way destroying and killing in the area.
- 611-613 The Moral of the Story - Someone or someones have received a horrible fate as a result of their immoral actions.
- 614-615 More Chanting! - A grand ritual must be completed to enact the villains evil plans, with all the pomp and circumstance you'd expect from a blood sacrifice!
- 616-617 Movement in the Night - Characters can tell something outside is going on or some beings are moving around.
- 618-619 Mutations - Something turns people into monsters. At least on the outside. Probably on the inside too.
- 620-622 My Great Uncle Left Me a Mansion! - The PCs come into possession of a property or item that becomes more trouble than it's worth.
- 623-624 My New Helper - A character finds a new assistant, follower, sycophant, or even sacrifice, perhaps rescuing them from difficult circumstances.
- 625-628 My Precious - An important and likely powerful item is desired by a variety of evil and dangerous individuals or groups, letting them get it could prove disastrous.
- 629-630 Mysterious Benefactor - Some unknown person is helping you out, but why you don't know.
- 631-632 Mysterious Cube - A foreign seeming item causes strange mental or physical maladies to those who are around it or look at it, perhaps as a trap, or perhaps it's just brimming with evil power.
- 633-634 Necronomicons For Sale - One or more important occult items are being sold, perhaps by a clandestine dealer or perhaps even in an auction or newspaper listing.



- 635-638 Never Speak of This - Some group, a family, a cult, a town of people, are ordered to never talk about the really spooky stuff they've experienced.
- 639-641 New Life - A dangerous character obsesses over bringing life back to the dead, or experimenting and reviving corpses for whatever odd purposes.
- 642-643 Night of Horror - The adventure features the time right as something horrible is happening, be it an age of coming evil that unleashes monsters, or a terrible necromantic emergency where zombies roam en masse across the countryside.
- 644-647 No Power - The electricity is out, or some other resource valuable to characters in scary situations is taken away.
- 648-649 No Way Out of Town - Somehow the PCs find themselves quite stuck wherever they are.
- 650-651 Nobody Goes in There - A place is rumored or known to be so terrible, it's left entirely alone by locals, who won't even tear it down.
- 652-653 Noisy Magicks - Someone has been attempting rituals or other supernatural acts, but their efforts have not gone unnoticed by neighbors, family members, locals.
- 654-655 Not as Cute as You'd Think - Some people believe strange or magical creatures are in the area or behind events.
- 656-657 Obtuse Genie - Someone is granted a wish or special request, but the giver takes their request too literally, or otherwise just wrong, and gives them what they don't want.
- 658-660 Odd Newcomer - A mysterious NPC is new to town, and something about them is not quite right.
- 661-662 Odd Spirit - the local town or area seems to be affected by some unknown power, either through subtle means, like a growing dysthymia, or overt means like physical ailments.
- 663-664 Official Cover-Up - The authorities are lying about something the heroes know to be otherwise. But why?!
- 665-666 Oh God No! - People in the surrounding area keep bursting in flames, turning into ghouls, or being attacked by killer bees, etc.
- 667-668 On a Long Journey - This adventure requires, or is all about, a long journey to some far off place.
- 669-671 One of Us! - A PC or NPC faces the prospects of turning into some kind of terrible creature or person. Naturally or forcibly.
- 672-673 Ounce of Prevention - The PCs are tipped off to some evil group about to do something evil.
- 674-676 Out of the Mists - Some horror seems to appear from the thin air, then walk right back into it when the deeds are done.
- 677-678 Pandemonium - A marked increase in horrible acts of violence, crime, and insanity seems surround the PCs.
- 679-681 Pandora's Box - Someone has tampered with powers beyond their comprehension and now opened the door to greater dangers.
- 682-683 Past Secrets - Some character seeks to discover the dark secrets of past family members or fellows.
- 684-685 The Perfect Time to Settle Scores - Amazing and deadly events give someone the chance to get revenge or settle scores with unrelated parties.
- 686-687 Personal Items - Something, perhaps magical, once possessed by some powerful or evil character features in this story.
- 688-689 Personal Journal - The PCs get information about some amazing/horrifying story or event from a deceased NPC's journal and notes.
- 690-691 Pet Monster - Some evil villain has a monster of some kind available to do his bidding or serve some other purpose.
- 692-693 The Place Just Disappeared - Somewhere, a room, a house, a woods, even a whole city has disappeared from existence. And only some may even remember that it's gone.
- 694-696 Pocket Dimension - Some small space of other reality is involved heavily in events here.
- 697-699 Portal to Another World - Someone finds a way to open a portal to another world, likely filled with horrific nightmare creatures.
- 700-701 Possession - A character is possessed by an evil spirit, an alien entity, or the Devil himself.
- 702-704 Powerful Artifact - Some very powerful artifact, likely cursed, and almost certainly only useful for committing evil is involved in this adventure.
- 705-706 Promising Duples - Some powerful or rich characters are fooled into helping the forces of evil in exchange for some rewards.
- 707-708 Protect the Innocents - The PCs must protect a group of innocent people in addition to completing their mission.
- 709-710 Psychotic Danger - A character is so delusional and paranoid that they conspire to harm others as a part of the strange narrative they believe they are a part of.
- 711-714 Pulled Into the Sky - Lately NPCs seem to have been seemingly disappearing, by whatever means, into the air.
- 715-716 Put a Quarter In - A mystic or soothsayer helping out characters is nothing but a fraud.
- 717-718 Put Together Your Team - Someone assembles a team of experts in order to handle some tough problem.
- 719-721 Quest for New Life - Someone is on a quest to find a way to bring back a dead loved one or other close person.
- 722-723 Rare Artistic Genius - An NPC so gifted in some way (artistically, magically, spiritually) few can comprehend what he sees.
- 724-727 Rare Texts - A character requires the use of some very rare and likely ancient texts in order to enact their plans.
- 728-729 Re-Animation - Either through alchemical or ritual means someone has discovered a way to re-excite the life back into dead tissue.
- 730-732 Recurring Villain - He's back! And this time it could even be personal.
- 733-734 Refugee - A person or animal is found, the last survivor of some strange or terrible event.
- 735-736 Removed Consciousness - Some character has found a way (or has been forced) to remove their consciousness from their body, perhaps by removing their head or brain, or by more advanced means.
- 737-738 Resurrections - Someone has been tinkering with or accidentally discovered the means to bring back the dead, whether wholly living or something a bit less.
- 739-741 Revolutionary Find - Someone believes they have uncovered some scientific or metaphysical knowledge that will turn over everything.
- 742-743 The Right Page - Some character requires a specific part of a specific, hard to find book.
- 744-745 Ritual Killings - People are being dispatched in terribly gruesome and torturous ways.
- 746-748 Ritual Murder Investigation - The police begin investigating ritual murders or disappearances, perhaps even arresting those responsible.
- 749-750 Rosemary's Baby - Some terrible birth will be used by evil doers to further their demonically wicked plans.
- 751-753 The Rules - Some creature or character is beholden to certain specific, possibly odd, rules, despite being otherwise powerful and capable.
- 754-756 Sabotage - The characters find themselves trapped or nearly killed due to sabotage, likely to their means of travel.
- 757-759 Sadistic Choice - The PCs must decide between stopping the bad guys evil plan and saving children, or saving only one of two different friends, and so on.
- 760-763 Samhain - Today is a mystical and likely terrifying day on the calendar for some reason.



- 764-765 Screams in the Night - Some terror seems to have descended on a town, people are unnaturally worried and screams ring out from dreamers all night long.
- 766-769 Secret Lever - The characters find (or can find) a secret entrance to a secret room or secret passage leading to even more secrets!
- 770-774 Secret Order - The PCs seem to draw the attention of a shadowy group of NPCs who seemed alarmed at what they are investigating, though for what reasons, no one knows.
- 775-777 Secrets of the Pharoahs - This adventure features the supernatural secrets and doings of ancient peoples.
- 778-781 Seeing Pan - Someone is driven to insanity by seeing something horrible or beyond the normal world.
- 782-784 Shiny - The effects of some evil place or entity can cause a person to lose their minds, perhaps violently so.
- 785-786 Show Off - Someone commits heinous acts of violence in order to satisfy the demands of a group they belong to or work for.
- 787-789 The Signal Man - Visions of future deaths, including possibly their own, haunt a character.
- 790-792 Skeptics - Disbelievers actively try and thwart the efforts of heroes in stopping some supernatural horror, perhaps to satisfy their own unspoken fears.
- 793-795 Small Town Plot - something terrible is going on, and everybody in the community is complicit somehow.
- 796-797 Something in the Walls - The occupants of a house or building note there seems to be something haunting all the unseen areas of the location.
- 798-799 Something's Not Right Here - The PCs notice something is very amiss after arriving in a new location.
- 800-801 Squabbling Behind Barricades - Two characters or groups holed up, or otherwise stuck together, are arguing so much they may just kill each other.
- 802-803 Staged Death - An NPC pretends they die, perhaps spectacularly.
- 804-805 The Stars are Aligning - Some ancient power or deity finds its power or life force returning to it.
- 806-808 Steal Higher Powers - An NPC makes some plans, however realistic, to steal or share the powers of a supernatural being, perhaps a demon or even a god.
- 809-810 Still in the Loony Bin - Some character important to the adventure is currently in an asylum for mentally ill.
- 811-812 Storms - Terrible storms or perhaps other natural events such as fires or earthquakes surround the story due to evil forces.
- 813-816 Strange Coma - A character has fallen into a strange coma, perhaps after other strange events afflict them.
- 817-818 Strange Dreams - A character receives dreams either haunting him with terrors or providing him with clues (or both!).
- 819-820 Strange Footprints - Characters discover clues that do not appear to have been left by a normal human being.
- 821-823 Strange Mummy - The preserved body of some long dead individual has some strange qualities or items hidden on it.
- 824-825 Strange Zoology - Animals of some kind seem to be changed, perhaps radically so, and are causing trouble.
- 826-827 Suicide Cult - Some evil group recruits innocent civilians to join into their plans, perhaps costing them their lives, their homes, or their souls.
- 828-830 Summon Greater God - This adventure features or perhaps requires characters getting in touch with some insanely powerful, godlike entity.
- 831-832 Summoning - Some villainous force plans a large ritual to summon some kind of terrible monster or even an army of undesirable creatures.
- 833-835 Super Gaslighter - A being or person with what almost seems like possibly supernatural abilities, can talk people into doing horrible acts, or commit suicide.
- 836-838 Supernatural Harassment - Beings or events dog travelers, be it sinister creatures or unexplainable bad luck that causes constant danger.
- 839-840 Supernatural Order - Some group of supernatural beings have formed an order or a cult to further their ends and perhaps train themselves to great levels of deadliness.
- 841-842 Superstitious Idiots - Some characters may confidently dismiss the beliefs and fears of dummy locals.
- 843-846 Surround the Cabin - Some remote homestead is surrounded and assaulted by terrible creatures or powers.
- 847-849 Survivor's Tale - The stories of some survivor of a terrible horror feature prominently in this adventure.
- 850-851 Swarms - A swarm of rats, insects, or other assorted beasts is involved in this adventure.
- 852-853 Symbol of Doom - People claim to see a strange creature or symbol that supposedly foretells impending disaster.
- 854-855 Symbols - Recurring strange symbols or methods of building may be spotted by the PCs or other characters
- 856-857 Take It Back! - The heroes must find the item or person who has cursed a victim, before it is too late.
- 858-859 Take the Job - Some character takes a job that sends them far off from their normal contacts and regular life.
- 860-862 Taken! - An otherwise likeable NPC has been kidnapped!
- 863-865 Tall Tale - Someone comes to the PCs with a hard to believe story, but asking for their help.
- 866-867 Terrible Choices - The villain tries to put the heroes in predicaments where they must choose between one bad outcome or another bad outcome.
- 868-869 Terrible Pieces of Lost Antiquity - Some artifact revealing facts of a horror from centuries or millennia ago features in this adventure.
- 870-871 Terror Grips the Headlines - A town or city is being terrorized by some murderer or worse being, and the public is nearing outright panic.
- 872-874 Theological Differences - Some group of likely lunatics has made some alterations to the local church's operations. Perhaps involving magics, contact with terrible beings, and almost certainly plenty of human sacrifices.
- 875-877 They're All Involved - Even the local authorities are in on the evil plot.
- 878-879 They're Coming For You - Someone who has fiddled with eldritch powers or cutting edge sciences now must worry about dangerous groups finding them.
- 880-882 This Is \*\*\*\*\*!!! - The characters discover after doing some important or nasty work that no appreciates what they've done, or believes their stories.
- 883-884 Ticking Clock - The PCs need to complete a task or challenge before it's too late.
- 885-887 Transformative Elixir - Some alchemical potion transforms those who take it, maybe to their desires, maybe not, but always causing trouble.
- 888-890 The Trap - Some supernatural horror, or psychotic person has set-up a trap that brings innocent people into their clutches.
- 891-893 Trapped Souls - Some powerful magic or incomprehensible science traps the souls of the deceased, for who knows what foul purposes.
- 894-897 Trying the Latch - A character is disturbed in their sleep by someone attempting to find a way into their room...
- 898-890 Twisted Experiments - A person is subjected to torturous behavioral experiments, perhaps permanently scarring their minds.
- 891-892 Unbelievable Recording - An NPC has managed to capture the sounds or perhaps a blurry photograph of the terrible forces at work here.





- 893-895 Under the Sphinx - Some famous or historical site also contains a secret, and likely horrifying mystery!
- 896-898 Underground Civilization - Some group has created an entire society in a hidden or underground land.
- 899-901 Unholy Child - A woman gives birth to a child that seems to have been conceived under strange circumstances and who isn't quite right.
- 902-903 Unnatural Change - Some character has begun to seem rather different, disturbingly different.
- 904-905 Unnatural Surgery - A crazed mind performs strange vivisections on living subjects (animal or human) in order to change or "improve" them in abominable ways.
- 906-908 Unreliable Narrator - The PCs hear a tale of supernatural events, except the teller cannot quite be believed.
- 909-912 The Unrestful Dead - The ghosts, or whatever presence left behind, of some dead individuals bring horror to the area.
- 913-916 Until the Devil Knows You're Dead - A dead entity seeks to regain life or continue their schemes.
- 917-918 Unwanted Sights - Characters catch glimpses of terrible things, bodies that disappear, creatures that are gone in an instant, and so on.
- 919-921 Unwanted Visitation - A character receives a visit by a terrifying spirit, monster, alien, or devil.
- 922-925 Vivisection - Some terrible scientist or beings are remaking people or experimenting in replacing body parts.
- 926-928 Vixen - Some girl or woman seems to have an easy way with men, perhaps through less mundane means than their good looks!
- 929-930 Welcome to My Basement - A character finds themselves trapped in a prison created by some twisted villain, and likely wants out before things get worse.
- 931-933 Wave of Vampirism - Some creature seems to be attacking local denizens and drinking their blood or eating their flesh.
- 934-935 We Don't Need You - Locals or local authorities don't want the PCs around, maybe for good reason, or maybe they actually are doomed without them.
- 936-937 We Gotta Beat It! - Characters decide that getting out of here, despite guards, lurkers, etc. would be the best course of action.
- 938-940 We Have to Go In There? - The PCs must go into someplace dirty, smelly, or unpleasantly dangerous.
- 941-942 We'll Take the Help - The heroes are hired by local authorities to solve a problem they can't.
- 943-944 We're All Gonna Die Here! - The characters are all trapped someplace in a very perilous situation.
- 945-946 We've Got to Go Out There - The only way to get some necessary item or resource is by going out into the very danger you're trying to avoid.
- 947-949 Weird Powers - Some person, perhaps with emotional struggles, is given some strange new powers...
- 950-951 Were-Creatures - Someone must deal with the fact that they are transforming into a ravenous and evil being, every now and again.
- 952-954 What the Dog Saw - Animals seem to be aware of some terrible thing that humans do not sense...yet.
- 955-956 Who Wouldn't Like Her? - An character has a terrible suspicion about an otherwise likeable or perhaps simply desirable outsider.
- 957-959 Who's This Guy? - Some traveler, perhaps from a far off land, seems kind of odd and probably evil.
- 960-961 The Witch Blade - A spirit or sorcerous villain is impervious to normal means of causing harm, and can only be stopped through the use of a special object or weapon.
- 962-963 Witch Hunt - Some powerful local figure has taken to executing wrongdoers as an extreme but necessary means to contain evil. At least according to them.
- 964-965 Witch Sight - Someone can see things others cannot, perhaps driving them mad or putting them in danger.
- 966-967 Won't Stay Shut - For some strange reason a door, window, gate keeps opening on its own.
- 968-969 Working at the Latch - Someone or something decides to find the characters at night, while they lay in the dark.
- 970-972 Yes Mother - A character is still under the thumb of their domineering mother or other maternal figure.
- 973-974 You Can't outrun Your Past - A character who has committed past transgressions finds themselves in present trouble, physical or supernatural, because of what they've done.
- 975-976 You Didn't See Nothin' - A powerful group or NPC demands the PCs not reveal what they know.
- 977-979 You Have Something I Want - A jealous character covets something about another person, a talent, their appearance and body, or a possession and plans to either take it or ruin it.
- 980-982 You Know Too Much - A character's life is imperiled because they know too much about the workings of some evil character or group.
- 983-984 You're a Doll! - Some creepily life-like doll is around the adventurers, and some may wonder if it's really an inanimate object.
- 985-987 You're Crazy Man - An important NPC or friend is certifiably insane.
- 988-989 You're Goin' Downtown - One of the PCs friends or assistants is thrown into jail.
- 990-992 You're Not From Around Here - The locals/yokels/watch don't take kindly to the PCs.
- 993-996 You're Off the Case - The local authorities try to run off the PCs or forbid them from being involved.
- 997-998 You've Been Warned - Our heroes are repeatedly warned by locals to stay away and do not mess with some terrible place or group.
- 999-000 Zombie Potion - Someone has a way of making drones or slaves out of other people against their will.





# Sci-Fi Genre Charts

The Sci-Fi Genre Charts are for roleplaying games featuring space ships, advanced worlds, explorations through the distant cosmos and more! GMs using space-age settings and games taking place in futuristic worlds should use these charts for developing their adventures.

## Sci-Fi Adventure Types Chart

d10

1. Huge Event - A great cataclysmic event threatens to ruin worlds and exterminate whole peoples.
2. Villainous Group - A villainous organization that's up to no good threatens innocent lives.
3. Exploration - Heroes must adventure through unknown expanses, in pursuit of their mission.
4. Evil Leader - Some singularly dangerous and effective villain causes trouble.
5. Place in Peril - Far from help, only the heroes stand between some place and its destruction.
6. Crime Solving - Challenging cases of murder, theft, and so on confront the heroes.
7. Space Mystery - A hard to explain spatial event threatens or puzzles the heroes in some way.
8. Intrigue/Interfighting - Adventures of politics, conspiracies, and small scale wars between rivals.
9. Oppression - Innocent people are having their lives threatened by some oppressively evil force.
10. Strange Events - Tales that don't even require a villain, but rather strange or highly important events come to pass which ensnare our heroes.

## Sci-Fi Opposition Chart

d100

- 001-002 Alien Horde or Mad Scientist
- 003-004 Alien Monstrosity or Invaders/Outsiders
- 005-006 Alien/Space Commando(s) or Rival Group
- 007-008 Artifact/Powerful Object or Coup
- 009-010 Assassin/Hired Killer or Cyborgs/Androids
- 011 Bestial Aliens or Space Guild/Organized Labor
- 012-013 Bounty Hunter or Evil Aliens
- 014 Con-Man or Forces of Nature/Elements
- 015-016 Conquerors or Conspirators
- 017-018 Corporate Forces or Impersonator/Doppelganger
- 019-020 Corrupt Officials or Cultists
- 021 Corrupt Villains or Kidnappers/Slavers
- 022-023 Criminal or Religious Powers
- 024-025 Deadly Monster or Avenger
- 026-027 Evil Cult or Disease/Plague
- 028-029 Evil Empire or Secret Enemy
- 030-031 Evil Soldiers or Foreign Powers
- 032-033 Gang/Thugs or Your Own Employer/Mentor

- 034-035 Genetically Modified Beings/Clones or Conspirators
- 036-037 Government Forces or Misguided/Evil Locals
- 038-039 Huge Monster or Desperate Villain
- 040-041 Infiltrating Aliens/Forces or Protectors/Guardians
- 042-043 Mercenaries or Oppressive Ruler(s)
- 044-045 Military Leader or Foreigners
- 046-047 Murderer/Serial Killer or Yourself
- 048-049 Mutants/Outcasts or Charismatic Leader/Demagogue
- 050-051 Occult Group or Misguided/Former Hero
- 052-053 Organized Crime or Societal Pressure/Custom
- 054-055 Paranormal Forces or Government Agent(s)
- 056-057 Pirates or Local Ruler(s)
- 058-059 Powerful Businessman or Strange Creatures
- 060 Psychic Villain or Blackmailer(s)
- 061-062 Public Mob/The Masses or Conquering Forces
- 063-064 Rebels/Terrorists or Lunatic
- 065-066 Religious Fanatics or Fugitive
- 067-068 Rogue Military or Starvation/Exposure
- 069-070 Sadistic Aliens or Criminal Kingpin
- 071 Secret Society or Lack of Resources/Money
- 072-073 Space Fleet or Marauders/Raiders
- 074-075 Space Lord/Lady or Close Friend
- 076-077 Space Noble or Infestation
- 078 Spy/Saboteur or Cataclysm/Destruction
- 079-080 Strange Being or Political/Religious Group
- 081-082 Strange Monster or Evil Mastermind
- 083-084 Technologically Advanced Aliens or Deluded/Insane Group
- 085-086 Technologically Superior Villain or Cosmic Force
- 087-088 Thieves or Machiavellian Villain
- 089-090 Traitor or Clever Villain
- 091-092 Villainous Family or Pirates
- 093-094 Warlike Aliens or The System/Unfair Laws
- 095-096 Warlord or Prejudice/Intolerance
- 097-098 Wealthy Villain or Military
- 099-100 Wreckers/Scavengers or Tragic Villain



## Sci-Fi Motivations Chart

d1000

001-009 Acceptance or Ego	461-468 Love or Commit Evil	919-926 To Express Oneself or Take Power
010-017 Acceptance of Facts or Knowledge	469-476 Loyalty or Appear Evil Gods/Masters	927-935 To Move Ahead or Commit Evil
018-026 Achievement or Commit Evil	477-485 Lust or Control	936-944 Transcendence or Take Control
027-034 Acting Out/Misdirected Hostility or Pride	486-494 Mastery or Feel Superior	945-952 Transportation or Status
035-043 Unexplainable/Unknown or Discovery	495-502 Meaning or Get Paid	953-960 Treasure or Eliminate Someone(s)
044-052 Addiction or Harm Enemies	503-510 Misguidedness or Cause Suffering	961-968 Understanding or Harm Enemies
053-060 Adventure or Gain the Upper Hand	511-518 Money or Manipulation	969-976 Unexplainable/Unknown or Cause Chaos
061-068 Altruism or Power	519-526 Mortality or Maintain Order	977-984 Wanderlust or Gain Wealth
069-076 Amusement/Entertainment or Achieve Destiny	527-535 Nourishment or Status	985-993 Wantoness or Advanced Evil Plans
077-085 Appreciation For Beauty or Wantonness	536-544 Novelty or Revenge	994-000 Work/Vocation or Manipulation
086-094 Approval or Advanced Evil Plans	545-552 Obligations or Unexplainable/Unknown	
095-102 Assist Allies or An Important Object/Artifact	553-560 Order or Cause Suffering	
103-110 Balance or Survival	561-568 Patriotism or Take Power	
111-118 Be Different or Achieve Destiny	569-576 Peace or Cause Trouble	
119-126 Be One of the Group or Advanced Evil Plans	577-585 Personal Growth or Anger	
127-135 Compassion or Gain the Upper Hand	586-594 Philanthropy or Wantonness	
136-144 Confidence or Hatred	595-602 Please Authorities or Take Control	
145-152 Cooperation or Fulfill Scheme	603-610 Pleasure or Feel Strong	
153-160 Creativity or Gain Wealth	611-618 Prejudice or Gain Promotion/Office	
161-168 Curiosity or Maintain Order	619-626 Pressured or Land/Holdings	
169-176 Debt or Hatred	627-635 Pride or Power	
177-185 Desperation or Feel Strong	636-644 Property or Get Paid	
186-194 Devotion or Gain the Upper Hand	645-652 Protection or Cowl/Repress Others	
195-202 Discovery/Experience or Take Power	653-660 Prove Oneself or Cause Chaos	
203-210 Do Good or Knowledge	661-668 Rage or Gain Promotion/Office	
211-218 Ennui/Boredom or Cause Chaos	669-676 Reached Your Limits or Cause Trouble	
219-226 Envy or Cause Trouble	677-685 Rebel or Greed	
227-235 Escape One's Destiny or Appear Evil Gods/Masters	686-694 Recognition or An Important Object/Artifact	
236-244 Excitement or Get Paid	695-702 Redemption or Knowledge	
245-252 Faith or Cowl/Repress Others	703-710 Religion/Superstition or Control	
253-260 Fame/Infamy or Gain Territory/Holdings	711-718 Reputation or Start Discord	
261-268 Fear or Gain the Upper Hand	719-726 Resources or Harm Enemies	
269-276 Feel Big or Appear Evil Gods/Masters	727-735 Respect or Commit Evil	
277-285 Feel Intelligent or Take Control	736-744 Responsibility or Survival	
286-294 Feel Wanted/Loved or An Important Object/Artifact	745-752 Rest or Knowledge	
295-302 Financial Security or Revenge	753-760 Safety or Advanced Evil Plans	
303-310 Follow Dreams or Appear Evil Gods/Masters	761-768 Search For Beauty or Advanced Evil Plans	
311-318 Follow Orders or Cowl/Repress Others	769-776 Security or Cowl/Repress Others	
319-326 Freedom or Unexplainable/Unknown	777-785 Self-Awareness or Get Paid	
327-335 Fulfill Duties/Responsibilities or Knowledge	786-794 Self-Esteem or Harm Enemies	
336-344 Gain Favor or Manipulation	795-802 Self-Improvement or Revenge	
345-352 Glory or Crush Resistance	803-810 Self-Sabotage or Gain the Upper Hand	
353-360 Goal or Survival	811-818 Shake Things Up or Domination	
361-368 Gratification or Immortality (Literal or Figurative)	819-826 Share Something or Unexplainable/Unknown	
369-376 Health & Well-Being or Harm Enemies	827-835 Shelter or Take Power	
377-385 Hedonism or Gain Wealth	836-844 Social Cohesion or Commit Evil	
386-394 Honor or Greed	845-852 Spontaneity or Immortality (Literal or Figurative)	
395-402 Impress Someone or Gain Territory/Holdings	853-860 Stability or Appear Evil Gods/Masters	
403-410 Incorrect Beliefs/Confusion or Status	861-868 Support Family or Upset Authorities/Rulers	
411-418 Independence or Fulfill Scheme	869-876 Support Friends or Control	
419-426 Is a Stooge for Another or Status	877-885 Survival of Others or Crush Resistance	
427-435 Jealousy or Commit Evil	886-894 Take Power or Fulfill Scheme	
436-444 Justice or Cowl/Repress Others	895-902 Teach/Mentor or Commit Sabotage/Corrupt	
445-452 Law or Wantonness	903-910 The Opposite Sex or Wantonness	
453-460 Live Up To Morals/Ethics or Advanced Evil Plans	911-918 Title/Office or Unexplainable/Unknown	



# Sci-Fi Themes Chart

d1000									
001-003	Abandonment of Principles	201-203	Dangers of the “Nanny” State	401-403	Glory of War	601-603	Loss of Innocence	801-803	Race Relations
004-006	Abandonment	204-206	Darkness	404-406	Good vs. Evil	604-606	Loss of Natural Resources	804-806	Racial Tension
007-010	Abuse	207-210	Darkness vs. Light	407-410	Gratitude	607-610	Lost Cause	807-810	Rebellion
011-013	Acceptance	211-213	Death / Dying	411-413	Greed	611-613	Lost Honor	811-813	Rebirth
014-017	Adolescence	214-217	Deception	414-417	Grief	614-617	Lost Love	814-817	Redemption / Forgiveness
018-020	Advancement vs. Consequences	218-220	Demonizing Opponents	418-420	Growing Up	618-620	Lost Past	818-820	Relationships
021-023	After Life	221-223	Denial	421-423	Guilt	621-623	Love	821-823	Religion
024-026	Alienation	224-226	Descent into Decadence	424-426	Handicaps	624-626	Love and Sacrifice	824-826	Resistance to Progress
027-029	Aliens Among Us	227-229	Desire	427-429	Happiness	627-629	Love Is Not Enough	827-829	Responsibility
030-033	Ambition	230-233	Desire to Escape	430-433	Hard Work vs. Play	630-633	Loyalty	830-833	Reunion
034-036	Anger	234-236	Destruction	434-436	Hazards	634-636	Making Choices	834-836	Rights and Responsibilities of Rulers
037-039	Anxiety	237-239	Destruction of	437-439	Hero(ine) vs. Villain	637-639	Man vs. Machine	837-839	Role of Government
040-042	Appearance vs. Reality	240-242	Destruction of Character	440-442	Heroism	640-642	Man vs. Man	840-842	Role of Religion
043-045	Appearances	243-245	Destruction of Nature	443-445	Hierarchy	643-645	Man vs. Nature	843-845	Roles
046-049	Appeasement	246-249	Determination	450-452	History	646-649	Man vs. Self	846-849	Sacrifice
050-052	Appreciation	250-252	Discovering Strength	453-455	History Repeating Itself	650-652	Man vs. Society	850-852	Science Gone Wrong
053-055	Artificial Humanity	253-255	Discrimination	456-458	Honor	653-655	Manipulation	853-855	Security
056-058	Beauty	256-258	Disillusionment	459-461	Hope	656-658	Materialism	856-858	Self-Awareness
059-061	Beauty of Simplicity	259-261	Disillusionment and Dreams	462-465	Hopelessness	659-661	Materialism as Downfall	859-861	Self-Destruction
062-065	Belief	262-265	Displacement	466-468	Hubris	662-665	Media	862-865	Self-Esteem
066-068	Belonging	266-268	Diversity	469-471	Humanity vs. Other Species	666-668	Memories	866-868	Self-Preservation
069-073	Benefits of Limiting Government	272-274	Divine Right	472-474	Humor	669-671	Mercy	869-871	Self-Reliance
074-078	Betrayal	275-278	Dominance	475-478	Hypocrisy	672-674	Morals	872-874	Separation and Loss
079-082	Birth	279-282	Doubt	479-482	Identity Crisis	675-678	Motherhood	875-878	Silence
083-085	Bondage	283-285	Dreams	483-485	Ignorance	679-682	Nationalism	879-882	Social Change
086-088	Bravery	286-288	Consequences of Duty	486-488	Illusion of Power	683-685	Nature	883-885	Social Mobility
089-091	Brotherhood	289-291	Emigrants	489-491	Illusions	686-688	Nature as Beauty	886-888	Standing up for What Is Right
092-095	Building Character	292-295	Empowerment	492-495	Immigrants	689-691	Necessity	889-891	Strength
096-098	Bullies	296-298	Emptyness	496-498	Immorality to Good Ends	692-695	Necessity of War	892-895	Struggle of Faith
099-101	Capitalism	299-301	End of the World	499-501	Immortality	696-698	Necessity of Work	896-898	Suffering
102-104	Caring	302-304	Envy	502-504	Immorality in the Name of Advancement	699-701	New Beginning	899-901	Survival
105-107	Censorship	308-311	Escape from Family Pressures	505-507	Importance of Family	702-704	Obligations	902-904	Taking a Stand
108-111	Challenges	312-314	Escaping Social Constraints	508-511	Individual vs. Society	705-707	Old Age	905-907	Teamwork
112-114	Change	315-317	Eternity	512-514	Individuality	708-711	Oppression	908-911	Technology
115-117	Change of Power	318-320	Euthanasia	515-517	Inevitability	712-714	Oppression of Women	912-914	Technology in Society
118-120	Change vs. Tradition	321-323	Feminism	518-520	Initiation	715-717	Optimism and Overcoming	915-917	Telling the Truth
121-123	Chaos and Order	324-327	Evils of Racism	521-523	Injustice	718-720	Overcoming Fear	918-920	Temporary
124-127	Character	328-330	Excesses of Corporations	524-527	Inner and Outer Self	721-723	Overcoming Obstacles	921-923	Temptation
128-130	Chasing Dreams	331-333	Experience	528-530	Innocence	724-727	Overcoming Vice	924-927	Temptation and Destruction
131-133	Circle of Life	334-336	Exploiting Indigenous Peoples	531-533	Intentions	728-730	Overcoming Weakness	928-930	Totalitarianism
134-136	Civilization	337-339	Facing Reality	534-536	Intergenerational Divide	731-733	Pain of War	931-933	Traditions
137-139	Civilization vs. Nature	340-343	Fading Beauty	537-539	Interrogation	734-736	Parent-Child Roles	934-936	Tragedy
140-143	Class/Status	344-346	Failure	540-543	Intolerance	737-739	Passing Judgment	937-939	Tragedy of War
144-146	Classism	347-349	Faith vs. Doubt	544-546	Invincibility	740-743	Patriotism	940-943	Transhumanism
147-149	Commitment	350-352	Family	547-549	Isolation	744-746	Peace	944-946	Trust
150-152	Community	353-355	Fate	550-552	Isolationism	747-749	Peace and War	947-949	Values
153-155	Companionship	356-359	Feminism	553-555	Jalousy	750-752	Peer Pressure	950-952	Vanity
156-159	Conflicting Values	360-362	Fatherhood	556-559	Journey	753-755	Perseverance	953-955	Violence
160-162	Conformity	363-365	Fear	560-562	Journey and Back	756-759	Poverty	956-959	Virtue
163-165	Conquering the Unknown	366-368	Fear Of Failure	563-565	Judgment	760-762	Power	960-962	Vulnerability
166-168	Conquest	369-371	Feelings	566-568	Justice	763-765	Power and Corruption	963-965	Vulnerability of the Meek
169-171	Cooperation	372-375	Finding Hope	569-571	Knowledge	766-768	Power of Silence	966-968	Vulnerability of the Strong
172-175	Coping	376-378	Following the Rules	572-575	Knowledge vs. Ignorance	769-771	Power of Tradition	969-971	Wants vs. Needs
176-178	Corruption	379-381	Forgiveness	576-578	Leadership	772-775	Power of Wealth	972-975	War
179-181	Cost of Fueling Society	382-384	Freedom	579-581	Learning	776-778	Power of Words	976-978	Wealth
182-184	Courage	385-387	Friendship	582-584	Life After Loss	779-781	Prejudice	979-981	Will
185-187	Courage vs. Fear	388-391	Fulfillment	585-587	Life's Traumas	782-784	Preparing for the Future	982-984	Will to Survive
188-191	Cultural Diversity	392-394	Gender Issues	588-591	Loneliness	785-787	Pride	985-987	Wisdom
192-194	Customs	395-397	Genealogy	592-594	Losing Hope	788-791	Progress	988-991	Wisdom of Experience
195-197	Danger	398-400	Generation Gap	595-597	Loss	792-794	Quest	992-994	Working Class Struggles
198-200	Dangers of Ignorance	398-400	Getting Along	598-600	Loss of Individualism	795-797	Quest for Discovery	995-997	Youth
						798-800	Quest for Power	998-000	Youth and Beauty

# Sci-Fi Complications Chart

d1000

001-007	Abduction or Pursued	368-374	Imprisonment or Unexplored Area/Situation	735-740	Religion or No Leads/Clues
008-014	Abrupt Change of Events or Fire	375-380	Impulsiveness or Kidnapping	741-747	Reprisal or Observed
015-020	Accusation or Red Herring	381-387	Incompetence or Random Confrontation/Attack	748-754	Reputation Problem or Over-Visibility
021-027	Alcohol/Drugs or Doubt	388-394	Inconvenienced or Recurring NPC	755-760	Revealed Secret or Courage
028-034	Ally or Ulterior Motive	395-400	Indiscretion or Relationship Trouble	761-767	Reversal of Fortune or Double Cross
035-040	Ambush or Manipulation/Mind-Control	401-407	Insult or Unexplained Event	768-774	Reward or Incompetence
041-047	Animal(s) or Travel Problems	408-414	Intolerance or People/Guards on Alert	775-780	Running Late or Freedom Threatened
048-054	Authorities Interfere or The Tables Turn	415-420	Lack of Clarity or Unhelpful Rumors/Lies	781-787	Running Out of Time or Argument/Fight
055-060	Battle or Important Decision	421-427	Lack of Communication or Delay	788-794	Sabotage or Government Interference/Influence
061-067	Being Detained or Ignorance	428-434	Lack of Information or Turn for the Worse	795-800	Sacrifice Required or Boiling Tensions
068-074	Being Framed or Devotion	435-440	Lack of Money/Poverty or Disaster	801-807	Safety Endangered or Delay
075-080	Being Stalked/Hunted or Guardian	441-447	Lack of Trust or Reversal of Fortune	808-814	Security or Alcohol/Drugs
081-087	Blown Cover or Spying	448-454	Language Difference or Differing Motivations	815-820	Seduction or Confinement
088-094	Bureaucracy or Misunderstanding	455-460	Laziness or People/Guards on Alert	821-827	Sickness or Old Friend
095-100	Catastrophe or Suspiciousness	461-467	Legal Trouble or Fire	828-834	Social Contract Pressure or Bad News
101-107	Cautiousness or Lack of Information	468-474	Lies or Lack of Money/Poverty	835-840	Societal Custom or Low Supplies
108-114	Change of Heart or Trap	475-480	Loss or New Opportunity	841-847	Someone Has a Vendetta or Cautiousness
115-120	Code of Conduct or Love Interest	481-487	Loyalty or Running Out of Time	848-854	Someone Is Tipped-Off or Betrayed
121-127	Competition or Extra Support	488-494	Manipulation/Mind-Control or Animal(s)	855-860	Someone Screaming/Calling Out or Trickery
128-134	Conscience or Misunderstanding	495-500	Mechanical Trouble or Side-Tracked	861-867	Someone Wants Vengeance or Trap
135-140	Crime/Criminals or Over-Dependent	501-507	Media/Popular Attention or People on Edge	868-874	Something Missing or Addiction
141-147	Crisis or Ally	508-514	Memory Loss or Darkness	875-880	Special Circumstances or Friend in Need
148-154	Darkness or Moral Dilemma	515-520	Mental Illness or Emotions	881-887	Squabbling or Interrupting Troublemakers
155-160	Death or Lost	521-527	Misguided Friendship/Love or Crisis	888-894	Supernatural/Strange Occurrence or Lack of Attention
161-167	Debt or Inclement Conditions	528-534	Misled or Betrayed	895-900	Suspiciousness or Unlucky
168-174	Deity or Insult	535-540	Mistaken Identity or Enthusiasm	901-907	Tail-Chasing or Barrier
175-180	Diplomacy or Lateness	541-547	Misunderstanding or Strange Sighting	908-914	Temptation or Missing the Right Tool/Item
181-187	Disaster or Lost Equipment/Items	548-554	Money or Bureaucracy	915-920	The Tables Turn or Deception
188-194	Disbelief or Need Help	555-560	Moral Dilemma or Safety Endangered	921-927	Trap or Double Cross
195-200	Disgrace or Refusal to Cooperate	561-567	Murder or Temptation	928-934	Travel Problems or Contract
201-207	Disorder/Riots or External Conflict/War	568-574	Mystery or Destruction	935-940	Trickery or Dwindling Resources
208-214	Doubt or Accusation	575-580	Nature or Interrupting Troublemakers	941-947	Turn for the Worse or Unexpected Advantage
215-220	Dwindling Resources or Guilt	581-587	Need Help or Health Trouble	948-954	Ulterior Motive or Physical Problem
221-227	Education or Unforeseen Intervention	588-594	New Goal or Refusal to Cooperate	955-960	Unexplained Event or Foul Weather
228-234	Effort or Survival Threatened	595-600	New Opportunity or External Conflict/War	961-967	Unexplored Area/Situation or The Tables Turn
235-240	Emotions or Villain After You	601-607	No Solid Proof or Someone Screaming / Calling Out	968-974	Unhelpful Rumors/Lies or Lack of Information
241-247	Eminence or Double Cross	608-614	Obligation or Forgotten Information/Facts	975-980	Unlucky or Mystery
248-254	Enemies or Injury	615-620	Observed or Loud Noises	981-987	Unwanted Attention or False Accusations
255-260	Energy or Laziness	621-627	Occupation by Hostiles or Authorities Interfere	988-994	Unwelcome Guest or Squabbling
261-267	Enthusiasm or Lack of Clarity	628-634	Old Friend or Low Supplies	995-000	Witnesses or Puzzle/Riddle
268-274	Equipment Failure or Hearing Trouble	635-640	Opposition or Unforeseen Intervention		
275-280	Exposure or Delay	641-647	Oppression or Spying		
281-287	Faith or Influence of Money	648-654	Over-Visibility or Bad News		
288-294	Faked Death or No Help Available	655-660	Parting Ways or Abrupt Change of Events		
295-300	False Accusations or Lost Equipment/Items	661-667	Persecution or Missing the Right Tool/Item		
301-307	False Confession or Deception	668-674	Pivotal Decision Required or Witnesses		
308-314	Fame or Side-Tracked	675-680	Promise/Vow or Strange Sounds		
315-320	Fear or New Goal	681-687	Pursued or Inclement Conditions		
321-327	Fish Out of Water or Running Out of Time	688-694	Puzzle/Riddle or Loud Noises		
328-334	Forgotten Information/Facts or Imagined Trouble	695-700	Random Confrontation/Attack or Lateness		
335-340	Foul Weather or Inconvenienced	701-707	Recovery or Crash		
341-347	Happiness or Lies	708-714	Recurring NPC or Destruction		
348-354	Hunger/Thirst or Fish Out of Water	715-720	Red Herring or Thugs/Troublemakers		
355-360	Ignorance or Control	721-727	Reinforcements Arrive or Ambush		
361-367	Important Decision or Disappointment	728-734	Relationship Trouble or Friend in Need		



## Sci-Fi Locations Chart

d1000	
001-004	Abandoned Town
005-008	Academy
009-012	Alien Ghetto
013-019	Alien Planet
020-023	Alien Ship
024-027	Alleyway
028-031	Another Time
032-035	Apartment
036-039	Armoury
040-042	Assembly Hall
043-046	Attack/Ambush Site
047-050	Backroom
051-054	Badlands
055-058	Balcony
059-062	Bank
063-066	Bar
067-070	Battlefield
071-073	Beach/Seashore
074-077	Bedroom
078-081	Bridge
082-085	Building Site
086-089	Businessman's Office
090-093	Busy Street
094-097	Cafeteria
098-101	Capital City
102-105	Captain's Office
106-109	Cargo Hold
110-113	Cathedral
114-117	Caverns
118-125	City
126-132	Civilized Planet
133-136	Cliff
137-140	Club
141-144	Commercial District
145-148	Corridor
149-152	Country Estate
153-156	Court
157-160	Crew Galley
161-164	Crime Scene
165-168	Dam/Reservoir
169-176	Dangerous Part of Town
177-180	Desert
181-184	Desert Planet
185-188	Dining Room
189-192	Embassy
193-196	Enclosed Colony
197-202	Engine Room
203-204	Engineering Marvel
205-208	Engineering Section
209-212	Estate Grounds
213-220	Extreme Planet
221-224	Farmland
225-228	Festival
229-232	Fighter Craft
233-236	Financial Market/Stock Exchange
237-240	Floating City/Colony
241-244	Foreign Embassy
245-248	Foreign Ghetto
249-254	Foreign Land
255-258	Forest
259-262	Fortress
263-266	Frontier Settlement
267-274	Gangland
275-277	Gardens
278-280	Gathering Place
281-283	Government Center
284-287	Government Hall
288-291	Government Offices/Record Halls
292-295	Graveyard
296-299	Grove
300-303	Hallway
304-307	Hangar Deck
308-315	Headquarters
316-318	Hideout
319-322	Highway
323-326	Hill
327-329	Home
330-332	Hospital
333-335	Hotel
336-339	House
340-343	Illegal Business
344-349	Industrial Factory
350-353	Industrial Planet
354-361	Infamous Place
362-364	Infirmary
365-367	Inside a Contraption
368-371	Island
372-375	Jail
376-378	Jungle
379-383	Junkyard
384-387	Kitchen
388-391	Lake
392-395	Landmark
396-403	Large City
404-410	Lawless Wasteland/City
411-414	Lawyer's Office
415-418	Library
419-422	Loading Docks
423-425	Locked Out
426-432	Lost/Stranded
433-437	Lost City
438-441	Lost Planet
442-445	Lounge
446-449	Luxury District
450-453	Luxury Goods Store
454-457	Maintenance Tubes
458-462	Mall
463-465	Mansion
466-469	Marketplace
470-473	Marsh
474-477	Meadows
478-482	Mechanic's Shop
483-490	Meeting Room
491-494	Meteor Field
495-498	Military Base/Installation
499-503	Military Offices/Academy
504-508	Military Ship
509-512	Mine
513-516	Monastery
517-521	Monument
522-525	Moon
526-528	Mountain
529-532	Mountain Pass
533-536	Museum
537-540	Natural Clearing
541-544	Neutral Ground
545-548	Nice Part of Town
549-552	Noble's Court
553-556	Observation Deck
557-559	Observatory
560-562	Ocean
563-566	Office(s)
567-570	Orbit
571-574	Orbiting Base/City
575-578	Orphanage
579-582	Outpost
583-586	Palace
587-591	Park
592-595	Parliament Hall
596-599	Party/Event
600-605	Personal Quarters
606-609	Physician's Office
610-613	Pier
614-617	Pit
618-624	Planetary Surface
625-628	Plantation
629-632	Pond
633-638	Poor District
639-642	Port
643-651	Prison/Penal Colony
652-655	Private Club
656-662	Production Facility
663-666	Quarry
667-670	Radioactive Area
671-674	Religious Offices
675-678	Remote Base
679-686	Remote Settlement
687-690	Restaurant
691-694	Retreat (Mountain, Forest, etc.)
695-698	Rich Estate
699-702	Rich Part of Town
703-707	River
708-711	Road
712-715	Rooftops
716-718	Ruins
719-722	Satellite
723-726	School
727-730	Secret Passage
731-734	Secret Room
735-738	Seedy District
739-742	Seedy Establishment
743-747	Seedy Part of Town
748-751	Settlement
752-755	Sewers
756-762	Ship
763-767	Ship's Bridge
768-771	Ship's Brig
772-775	Ship's Mess
776-779	Shipyard
780-783	Shopping Center
784-787	Shuttle
788-791	Shuttle Bay
792-795	Slum
796-799	Smuggling Ship
800-803	Spa/Resort
804-807	Space Battle
808-811	Space Dock
812-814	Specialized University/School
815-817	Stadium/Arena
818-820	Staircase
821-823	Starbase
824-827	Stateroom/Cabin
828-831	Store
832-835	Storehouse
836-839	Stream
840-843	Streets
844-847	Stronghold
848-851	Studio
852-855	Study
856-859	Swamp
860-863	Temple
864-867	Tenement
868-871	Tent
872-875	Terrible Place



# Sci-Fi Actions Chart

d1000					
001-003	Abandon	201-203	Conspire	402-404	Fix
004-006	Abuse	204-206	Contact	405-407	Flee
007-010	Accelerate	207-209	Control	408-410	Foil
011-013	Accept	210-213	Convince	411-413	Follow
014-016	Accuse	214-216	Copy	414-416	Fool
017-020	Activate	217-219	Correct	417-419	Force
021-023	Adjust	220-222	Cover Up	420-422	Forfeit
024-026	Advance	223-225	Create	423-425	Forge
027-029	Agree	226-228	Crush	426-428	Frame
030-032	Aid	229-231	Deactivate	429-431	Free
033-035	Alert	232-234	Debase	432-434	Gather
036-038	Ally	235-237	Deceive	435-437	Get Back
039-041	Ambush	238-240	Decide	438-440	Give In
042-044	Amuse	241-243	Deconstruct	441-443	Gratify
045-047	Antagonize	244-246	Decrease	444-447	Guard
048-050	Appease	247-249	Defeat	448-450	Guide
051-053	Argue	250-252	Defend	451-453	Haggle
054-056	Arm	253-255	Defy	454-456	Halt
057-059	Arrive	256-258	Delay	457-459	Harass
060-062	Assassinate	259-261	Deliver	460-462	Harm
063-065	Assault	262-264	Desecrate	463-465	Hasten
066-068	Assemble	265-267	Desert	464-466	Heal
069-071	Assist	268-271	Destroy	467-469	Help
072-074	Attach	272-273	Deter	470-472	Hide
075-077	Attack	274-276	Develop	473-475	Hijack
078-079	Attain	277-279	Disable	476-478	Hire
080-082	Attend	280-282	Disappoint	479-481	Humiliate
083-085	Attest	283-285	Discover	482-484	Hunt
086-088	Attract	286-288	Discredit	485-487	Hurt
089-091	Avenge	289-291	Discuss	488-490	Idolize
092-094	Avoid	292-294	Disguise	491-493	Ignore
095-097	Battle	295-297	Dispute	494-496	Imitate
098-100	Befriend	298-300	Disrupt	497-499	Impersonate
101-103	Begin	301-303	Distract	500-502	Implore
104-106	Bestow	304-306	Divide	503-505	Imprison
107-109	Betray	307-309	Dodge	506-508	Improve
110-112	Blackmail	310-312	Dominate	509-511	Increase
113-115	Block	313-315	Drain	512-514	Indulge
116-118	Break	316-318	Drive Out	515-517	Infiltrate
119-121	Break into	319-321	Duel	518-520	Inform
122-124	Break out of	322-324	Eliminate	521-523	Inherit
125-127	Build	325-327	Employ	524-526	Inquire
128-130	Burden	328-330	Enact	527-529	Inspect
131-134	Capture	331-333	Enchant	530-532	Interfere
135-137	Care for	334-337	End	533-535	Intimidate
138-140	Carry	338-340	Endure	536-538	Intrude
141-143	Celebrate	341-343	Enthuse	539-541	Invoke
144-146	Challenge	344-346	Escape	542-544	Invent
147-149	Change	347-349	Escort	545-547	Invest
150-152	Chase	350-352	Estimate	548-551	Investigate
153-155	Cheat	353-355	Evade	552-554	Join
156-158	Clean	356-358	Examine	555-557	Judge
159-161	Clear	359-361	Excite	558-560	Kidnap
162-164	Close	362-364	Expand	561-563	Kill
165-167	Coach	366-368	Explain	564-566	Launch
168-170	Collect	369-371	Exploit	567-569	Lead
171-173	Comfort	372-374	Explore	570-572	Learn
174-176	Communicate	375-378	Expose	573-575	Lessen
177-179	Compete	379-380	Exterminate	576-578	Liberate
180-182	Complete	381-383	Extract	579-581	Locate
183-185	Con	384-386	Extravagate	582-584	Lose
186-188	Conceal	387-389	Fail	585-587	Make
189-191	Confirm	390-392	Fend	588-590	Manage
192-194	Confiscate	393-395	Fight	591-594	Manipulate
195-197	Confuse	396-398	Find	595-597	Meet
198-200	Conquer	399-401	Fire	598-600	Mimic
				800-802	Return



# Sci-Fi Things Chart

d1000									
001-002	A.I.	098-099	Bureaucracy	199	Deep Space Mission	300-301	Fascism	399	Humiliation
003-004	Academic	100	Business	200	Deity	302-303	Faster-Than-Light Travel	400	Hunger
005	Accidents	101-102	Business Deal	201	Deliveryman	304-305	Favor/Debt	401	Hybridism/Hybrid Being
006	Accusations	103	Businessman	202-203	Demands	306	Feast	402-403	Hyper-Intelligent Computer
007	Advanced Calculations	104-105	Calculation Error	204	Democracy	307-308	Feral World	404	ID Card/Chip
008	Advice	106	Callousness/Cruelty	205	Deserter	309	Feud	405	Illicit Goods
009-010	Affair	107-108	Capital Planet	206	Despair	310	Fight(s)	406	Illness
011	Agents	109	Captives	207-208	Destruction	311-312	Fighter Craft	407	Implants
012	Air Supply	110	Card/Dice Games	209	Detective	313	Financial Deals	408	Important House
013	Aircraft	111-112	Cargo	210-211	Difficult Locals	314	Financial Holdings	409	Important Leader
014	Alien Beast	113	Carrier	212	Digging	315-316	Firefight	410	Imprisoned
015-016	Alien Beings	114	Celebrity	213-214	Digitized Consciousness	317-318	Fleet	411	Inequality
017-018	Alien Monster	115-116	Ceremony	215	Dilettante	319	Flight	412	Infection
019	Alien Object	118	Charity	216	Dinner	320	Flowers/Plants	413	Infestation
020	Alien Structures	119	Chef/Cook	217	Diplomacy	321	Flying Car	414	Influence
021-022	Alien Warship(s)	120-121	Chemicals	218-219	Diplomatic Relations	322-323	Flying Object	415	Inheritance
023	Alien Weapon	122	Chemist	220	Disappearance	324-325	Follower	416	Injury
024	Allies/Alliance	123	Chemistry	221-222	Disaster	326	Food Units	417	Insects
025	Ambassador	124	Child/Children	223	Discrimination	327	Foreign Relations	418-419	Intellectual
026	Ambush	125	Clock	224-225	Disease(s)	328	Fortune	420-421	Intelligence
027	Amnesia	126	Cloning	226	Disgraced Person	329	Freedom	422-423	Intrigue
028	Anarchy	127	Clothes/Wardrobe	227	Disguise	330	Friendly Aliens	424-425	Invasion
029-030	Ancient Civilization	128-129	Clues	228-229	Disintegration	331	Friends	426-427	Invention
031-032	Ancient Language(s)	130	Code	230	Dispute(s)	332	Friendship	428	Investigation
033-034	Ancient Planet	131	Collector	231-232	Distress Signal	333-334	Fuel	429	Investigator
035	Ancient/Alien Hieroglyphs	132-133	Colonized Moon	233	Divorce	335-336	Fuel Materials	430	Investments
036-037	Android(s)	134	Colony Ship	234-235	Doctor	337	Fugitive	431-432	Invisibility
038	Another Dimension	135	Competition	236	Dog/Cat	338	Funeral	433	Ion Weaponry
039	Antagonist	136-137	Computations/Mathematics	237-238	Doomed Planet	339	Furnace	434	Irresponsibility
040	Antiquities	138	Computer Failure	239	Doomsday Scenario	340	Furniture	435-436	Isolation
041	Aquatic Aliens	139-140	Computer Virus	240-241	Doomsday Ship/Device	341	Galaxy	437	Itinerant Traveler
042	Archeologist	141	Con-Man	242	Door/Gate	342-343	Gambler/Gambling	438	Jealousy
043	Armor	142	Confinement	243	Double Cross	344	Game	439	Journalist
044-045	Army	143-144	Conglomeration	244	Dreams	345	Gene Therapy	440-441	Journey
046	Arson	145	Connoisseur	245	Dress	346	General	442	Judge
047	Art Collection	146	Conquest	246-248	Drinks/Drinking	347	Genetic Engineering	443	Justice
048	Artist/Artwork	147-148	Conspiracy	249-250	Drones	348	Genetics	444	Key/Passcode
049-050	Assassin	149	Construction	251	Drowning	349	Gift	445	Kidnapping
051	Assignment	150-151	Contract	252	Drug Dealer	350-351	Gigantic Monster	446	King/Queen
052	Attraction	152-153	Corporation	253	Drugs	352	Girl	447	Kingpin
053	Auction	156	Corpse	254	Drunkard	353-354	Goals	448-449	Labor Force
054-055	Backwardness	157	Corruption	255	Duel	355-356	Gold	450-451	Laborers
056	Bad Luck	158	Cosmically Powerful Being	256	Eavesdropping	357	Gossip	452	Lady
057	Balance	159	Cost	257	Electrical Failure	358-359	Government	453-454	Lasers
058	Bargain	160	Cover Up	258	Embezzlement	360-361	Government Agents	455	Law
059	Battle	161	Crafty Aliens	259	Emotions	362	Government Program(s)	456	Lawsuit
060-061	Battleship	162-163	Crash	260-261	Empire	363-364	Government Secrets	457	Lawyer
062	Beast(s)	164-165	Creature(s)	262-264	Enemies	365-366	Greed	458	Leader
063	Bed	166	Credentials	265-266	Engine	367	Guard	459	Legend
064-066	Belligerent Aliens	167-168	Crew	267-268	Engineer/Mechanic	368	Guide	460	Letter
067	Belligerent Person(s)	169	Crime Boss	269	Escort	369	Guilt	461	Liberty
068-069	Benefit(s)	170	Crime Gang	270-271	Espionage	370-371	Guns	462	Lightspeed Technology
070	Betting	171-172	Criminal	272	Etiquette/Manners	372-373	Habitable Planet	463-464	Local Unrest
071	Big Event	173	Crops	273	Evils	374	Hallucinations	465-466	Locals
072	Bio-Enhancements	174	Crowd	274	Excess	375-376	Harsh Conditions	467-468	Lost Ship
073-074	Birds	175	Crystals	275	Exotic Animal	377	Harvests	469	Lost Time
075	Birth	176-177	Cult	276	Expectations	378	Hat/Helmet	470	Love
076-077	Birthday	178	Cult Leader	277-278	Expedition	379	Heir	471	Lover(s)
078	Bizarre Customs	179	Cultists	279-280	Experimental Weaponry	380	Heist	472	Luck
079	Black Hole	180-181	Cyborg(s)	281-282	Explorer(s)/Exploration	381-382	Hell World	473	Lust
080-082	Black Market	182	Dancer/Dance	283	Explosives	383-384	Hero(es)	474-475	Luxuries
083-084	Blackmail	183	Daring Heist	284	Extravagance	385	Hidden Clues	476	Luxury Space Liner
085-086	Blockade	184	Date	285-286	Extreme Planet	386	Hidden Facility	477-478	Mad Scientist
087	Blood	185	Daylight	287-288	Extremists	387-388	Hidden Planet	479	Madness
088	Bodyguard(s)	186-187	Dead Race	289-290	Failure	389-390	Hiding	480	Malign Influence
089-090	Bombardment	188-189	Deadly Radiation	291	False Identity	391-392	Hired Muscle	481-482	Manufacturing
091	Books	190	Deal	292	Families	393	Historical Society	483	Manufacturing Plants
092	Bragging/Boasting	191-192	Death	293	Family	394	Holograms	484	Map
093-094	Breakthrough	193	Debate	294-295	Famine	395	Homeless	485	Marines
095	Bribe	194-195	Debauchery	296	Famous Figure	396	Honor	486	Marriage
096	Broadcast	196-197	Debt	297-298	Fancy Clothing	397	Hospitality	487	Mask
097	Burden	198	Deed	299	Farmer	398	Hostage	488	Masquerade

489-490	Massacre	585	Outlawed/Forbidden Goods	683	Records	778	Shuttlecraft	892	Torture Device
491	Meal	586	Outsiders	684	Red Herrings	779-780	Side-Effects	893-894	Tough Guy
492	Medical Breakthrough	587	Owner/Proprietor	685	Redemption	781-782	Signal	895-896	Toxic Atmosphere
493	Medical Device(s)	588	Package	686	Refugee	783	Singer	897-898	Toxins
494	Medical Supplies	589	Pain	687	Reincarnation	784	Slave(s)	899	Tractor Beam
495	Medical Treatment/Surgery	590	Paranoia	688	Relationship	785	Sleep	900-901	Trade
496	Medicine	591	Parents/Grandparents	689	Religion	786	Slime	902-903	Traitor
497	Meeting	592	Party	690	Religious Faith	787-788	Slums	904	Translation
498	Megalomaniac	593-594	Payment	691	Religious Fanatics	789	Small Creature(s)	905-906	Transport
499	Merchandise	595-596	Peace	692	Religious Principles	790	Smoke	907	Traps
500	Message(s)	597-598	Peacekeeping	693	Replication	791-792	Smuggler/Smuggling	908-909	Travel
501	Messenger	599-600	Penal Colony	694	Representative(s)	793	Snitch	910	Treaty
502	Meteor/Meteor Field	601	People	695-696	Repression	794	Social Standing	911-912	Trial
503	Microbial Production Facilities	602	Performance/Acting	697	Reputation	795	Social Upheaval	913	Tribunal
504-505	Military	603	Performer/Entertainer	698-699	Research Vessel	796	Society	914	Tycoon
506	Military Coup	604	Pessimism	700-702	Research/Experiments	797	Soldier(s)	915-917	Tyranny/Oppression
507-508	Mind Control	605	Pet	703	Resource Production Plants	798	Song/Rhyme	916	Underwater Settlements
509	Miner/Mining	606	Philosophy	704	Respite	799-800	Space Base	917-918	Unforeseen Consequences
510	Mining Ship/Droid	607-608	Pilot	705	Rest	801	Space Marines	919	Union
511	Minister	609-610	Piracy	706	Revenge	802	Space Wreckage	920-922	University/School
512	Miracle Device	611-612	Pirate Ship	707	Revolution	803-804	Spaceship	923-924	Unknown Language
513	Misfortune	613	Pirated Signal	708	Reward	805-806	Spatial Anomaly	925	Untimely Death
514-515	Missiles	614	Plague	709	Riches	807	Special Forces	926-927	Unusual Phenomena
516	Missionaries	615	Planet	710-711	Rights	808	Special Powers	928	Vacation
517	Mob	616	Planet Destruction	712-713	Riot/Rioters	809	Spirits/Alcohol	929-930	Vandals
518	Money	617	Planetary Control	714	Rival(s)	810	Spiritual Beliefs	931-932	Vehicle
519-520	Monster	618	Planetary Edict	715	Robbers	811	Spiritual Leader	933	Veteran
521-522	Monstrous Aliens	619	Plans	716	Robbery	812	Splinter Group	934-935	Vices
523-524	Moon	620-621	Plotters	717-718	Robot(s)	813	Sports	936	Vigilantes
525	Movie/Play	622	Police	719-720	Rocket Science	814	Spouse	937-938	Viral/Chemical Bombs
526	Murder	623	Political Boundaries	721	Romance	815-816	Spy	939	Voices
527	Murder Plot	624-625	Political Leader	722	Royalty	817-818	Star Chart	940-941	Voting
528-529	Murderer	626	Political Maneuvering	723	Ruler	819	Statue	942-944	Voyage
530	Music/Musicians	627	Political Parties	724	Rules	820	Stolen Goods	945	Vulnerability
531	Musical Instrument	628	Politician	725	Sacrifice	821	Store	946-947	Wanted Individual
532	Mutants	629-630	Politics	726	Sailor	822	Storied Past	948-949	War
533-534	Mutation	631	Popularity	727	Salesman	823-824	Story	950-951	Wargames
535	Mutiny	632-633	Population Control	728-729	Satellite(s)	825-826	Stranded Individuals	952	Warlike Civilization
536-537	Mysterious Disappearance	634	Possessions	730	Savage Aliens	827	Strange Artifact	953-954	Warlord
538	Mystery	635	Powerful Artifact	731	Savages	828-829	Strange Discovery	955-956	Warning(s)
539	Mystical Beliefs	636	Precious Metals	731-732	Scanners	830-831	Strange Machine	957	Warrant
540	Nanobots	637	Prediction	733	Scapegoat	832	Strange Plant	958-959	Water
541	Nation	638	Prestige	734	Scavenging	833	Street Urchin	960	Wealth
542	Natural Disaster	639	Primitive	735	Scheme	834-835	Student	961-962	Weaponry
543	Nature	640-641	Primitive Civilization	736	Scheming Civilization	836-837	Success	963-964	Weapons
544-545	Navigation	642	Primitive People	737	Scholar	838-839	Suffering	965	Weather
546	Navigation Tool	643	Prince/Heir	738-739	Science	840-841	Suicide(s)	967	Wedding
547	Navigator	644	Princess/Alien Princess	740-741	Scientific Breakthrough	842	Suit(s)	968-969	Wild Animals
548-549	Navy	645	Prison/Prison World	742-743	Scientist(s)	843-844	Sun	970	Will
550-551	Negotiations	646-647	Prisoner	744	Seclusion	845-846	Superstition(s)	971	Wine
552	Neutral Zone	648	Professor	745	Secret	847-849	Supplies	972-973	Wisdom
553	Neutrality	649	Promises	746	Secret Deal	849	Surgeon/Surgery	974-975	Wise Aliens
554	New Discovery	650-651	Propaganda	747	Secret Place	850-852	Survival	976-977	Witnesses
555	Newborn	652	Property	748	Secretive Figure	853	Swarms	978	Women
557-558	Newly Discovered World	653	Prophecy	749-750	Security	854	Swindler	979-980	Wondrous Architecture
559	News	654	Prophet/Prophecy	751-752	Sedition	855	Sword	981-982	Workers
560	Nightmares	655	Proposal	753	Seduction	856-857	Symbol	983-984	Wormhole
561	Nobility	656	Prostitute	754-755	Senate/Assembly	858	Tattoo	985-986	Worry
562	Noble	657-658	Protestors/Protest	756	Serial Killer	859-860	Taxes	987-988	Writer/Author
563	Non-Physical Entities	659-660	Psychic	757	Servants	861-862	Teacher	989-990	Writing
564	Nuclear Explosion	661	Psychologist/Psychiatrist	758	Servitude	863-865	Technologically Advanced Civilization	991-992	Xenophobia
565	Oath	662	Psychopath	759	Settlers	866	Teenagers	993-994	Yes Men
567	Officer	663-664	Public Panic	760-761	Severe Pollution	878-868	Teleportation	995-996	Young Man
568	Old Man/Woman	665	Public Works	762	Sexual Affair	869-871	Tensions	997-998	Young Woman
569-570	Opposition	666	Punishment	763	Shadows	872	Terraformed Planet	999-000	Zealot/Zealotry
571-572	Oppression	667	Purity	764	Shape-Shifting	873-875	Terrible Events		
573	Optimism	668	Quarrel	765-766	Shields	876	Terrible Injuries		
574	Opulence	669	Question	767-768	Ship	877-878	Terrorists		
575	Orders	670	Quitting/Quitter	769	Ship Bridge	879	Test		
576-577	Organized Crime	671-672	Raiders	770	Ship Hull	880-881	Thief/Thieves		
578	Orphan	673	Rare Delicacy	771	Shipment	882-883	Threat		
579	Other Dimensions	674-675	Rations/Supplies	772	Shipping/Transport	884-885	Thugs		
580	Outcast	676-677	Ray Gun	773-774	Shipwreck	886	Time Distortions		
581	Outfit	678-679	Rebellion	775	Shipyard	887-888	Time Travel		
582-583	Outlaw(s)	680-681	Rebels	776	Shoe/Footprints	889	Tools/Toolset		
584	Outlawed Weaponry	682	Recklessness	777	Showbusiness	890-891	Torpedo		



## Sci-Fi Plot Devices

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- 001-002 A Bad Name - The PCs or their organization have a bad reputation in this area of space, perhaps because of false rumors or through framing them.
- 003-004 A Bribe is Customary - The PCs must bribe another character in order to get, or get out of, something.
- 005-006 A Confused Mob - The locals have had enough of it and formed a mob. Whether they are actually a violent mob, or a cowardly mob, or another kind of mob is up to you.
- 007-009 A Crack Squad - Someone assembles a team of experts or heroes in order to save the day.
- 010-011 A Fallen Spacelord - Someone used to cavalierly traveling the stars is now grounded due to their poor fortune.
- 012-014 A Friend in Need - A good friend of the PCs is in serious trouble.
- 015-016 A Hidden World - Some other dimensions, alternate realities, or hidden beings become available in this adventure.
- 017-018 A Hot Welcome - Characters seem to enjoy a friendly reception upon arriving in a new location, but there is more going on behind the scenes concerning them...
- 019-020 A Likely Story - Characters have a hard time getting others to accept their important claims.
- 021-022 A Million Spacebucks - A character suddenly comes into much desired wealth.
- 023-024 A Real Nice Guy - A really nice person, innocent child, or likeable hero isn't what they seem to be!
- 025-026 A Scoop - An author or journalist character is determined to write a story about some place or event and the terrible history behind it.
- 026-027 A Stitch in Time - The PCs discover or are told of some terrible events that will occur in the future if they do not stop them.
- 028-029 A World in Trouble - Some planet is in mortal danger and can only be saved with assistance from more advanced or able groups.
- 030-031 Abandoned - A ship or place is discovered with all its occupants missing or killed in some bizarre manner.
- 032-036 Accidental Firing - Two groups misunderstand each other on first meeting, and hostilities have resulted.
- 037-038 Accidents Happen - An important NPC is killed or seriously injured as the result of a freak accident.
- 039-041 Acquired Technology - Some villainous NPC has access to strange and advanced technology, perhaps given in a deal, or stolen from some advanced race.
- 042-043 Advanced Ship A.I. - Someplace with a computer system is intelligent and can interact with characters, perhaps using a hologram or proxy body.
- 044-045 Alien Ruins - Explorers come across the lost remnants of an alien stronghold or outpost.
- 046-047 Aliens, Aliens Everywhere - Aliens feature heavily in this adventure.
- 048-049 An Expedition - Someone wants to or already has mounted an expedition to some far-off location.
- 050-051 An Offer You Can't Refuse - Organized criminals tangle with the characters, perhaps making demands.
- 052-054 An Offworlder - The locals don't take kindly to the characters.
- 055-056 Ancient Powers - The powers of some incredibly powerful force, ancient civilization, god-like space being, or something else features heavily in this adventure.
- 057-058 Android Rights - Androids or other cybernetic beings face discrimination or other atrocities.
- 059-060 Angry Mother Nature - The forces of nature cause troubles for the PCs, perhaps even weather disrupting weapons are involved!
- 061-062 Appeasement - Some species or planet has important rituals or sacrifices based around keeping some space entity or species happy.
- 063-065 Are You Human? - A test that ensures people are really people features in this story.
- 066-067 Armageddon Device - Some evil, or perhaps just untrustworthy, group has built or acquired a device that can destroy whole worlds!
- 068-069 Assimilation - Some terrible force seems to infect and remake the living into something else....
- 070-071 Astral Charts - The characters may need a map to a hidden or secret place, or navigation charts in order to get through a specific part of space.
- 072-073 Astronomical Trouble - Some astronomical event threatens a planet or space facility.
- 074-075 At Every Turn - A villain trails the heroes and seems to be ready to try and kill or trap them every place they go.
- 076-077 At the Arena - Some villain puts the characters' lives in acute danger by having them fight for their lives as the entertainment of others, or perhaps just having them fed to some monster.
- 078-079 Authorities Have Given Up - The local authorities, or even greater powers, don't want to deal with a problem and have abandoned solving it completely.
- 080-081 Avoid it Like the Space Plague - Some terrible disease or virulent force is involved in this story.
- 082-084 Back and to the Left - An assassination has occurred and there's more to it than the obvious clues.
- 085-088 Banned Xenos Goods - This adventure involves characters who are selling or trying buy banned technology, outlawed either because it's too dangerous, too easily exploited for crime, or just for encouraging bad behavior by our youth.
- 089-090 Being Stalked - PCs or NPCs may find themselves in difficult or unfamiliar terrain while being followed...
- 091-092 Being Watched - The characters are being spied on, perhaps by a villain, or perhaps by someone who wishes to assist them without being seen.
- 093-094 Bio-Enhancement - An NPC with genetic or bionic upgrades features heavily in this story.
- 095-096 Bite Your Tongue! - Characters get into a verbal altercation, leading to further trouble or a fight.
- 097-099 Blackmail - Someone is blackmailed into doing something for villains.
- 100-103 Blade Runner - Much needed supplies could save millions, billions, or even trillions of lives, but are unable to be delivered for some reason (blockade, crashed ship, etc.)
- 104-106 Blockade Runner - A ship brings contraband through a restricted area, carrying needed goods, illegal black-market items, or perhaps something even worse.
- 107-108 Blood Relations - A PC or NPC's family member is involved or threatened by the events of this adventure.
- 109-110 Blood Sport - Society or the government runs games of a deadly sport to placate the people.
- 111-112 Boarding Action - A ship has, or attempts to, overtake another ship to capture what is aboard.
- 113-114 Boarding Villain - Someone gets aboard a spaceship, either obviously in battle, or perhaps stealthily infiltrating for some nefarious purpose.
- 115-117 Body Switch - Someone has been unknowingly replaced. Well they may know, but nobody else does!





- 118-119 Bonus! - The remains of a highly advanced spaceship, military installation, or other such facility are discovered, offering a wealth of new technologies to the finders.
- 120-121 Brain Slug - Some being has the ability to control another being's thoughts and actions.
- 122-124 Break In - Some legitimate place, like a museum or technology company, holds an important artifact or piece of equipment that the PCs need, but can't get access to without breaking in and swiping.
- 125-126 Bring All the Backups - Someone tricks characters into giving over evidence of misdeeds or strange happenings.
- 127-130 Bungling Robocops - The local authorities are useless to the PCs.
- 131-132 Buzz Lightyear - The PCs must help soldiers or other galactic peace keepers in some way.
- 133-134 Bygone World - This story involves an ancient planet that was once home to a civilized race. Perhaps its remnants are still there, with buried or ruined cities and so on.
- 135-136 Can't Remember - Some event or perhaps villain is hard to remember clearly for unknown reasons.
- 137-139 Cantina Brawl - Characters get themselves into a large fistfight.
- 140-141 Captain's Log - The heroes get information about some terrible/fascinating story from a deceased character's journal.
- 142-143 Censored Newsfeed - Characters come across a gruesome murder, massacre, or otherwise terrible event.
- 144-145 Charming Villain - Some evil doer, or secret evil doer, is so charming or seductive that characters have a hard time believing they could be that bad.
- 146-148 Clumsy Exposition - The PCs meet a helpful character who can explain everything going on from an insider's perspective.
- 149-150 Communication Differences - For whatever reasons the heroes must communicate with others whose language or method of communication they do not understand.
- 151-153 Communicator Tap - Important information is gained through eavesdropping.
- 154-155 Containment - The PCs and perhaps other characters are all stuck somewhere together.
- 156-158 The Contents of a Mind - A villainous force looks to gain the information, or perhaps the entire mind, contained in someone important's brain.
- 159-161 Cosmic Morality - The PCs must choose between stopping or capturing the villains, and saving innocent people or worlds from destruction.
- 162-163 Crack in Spacetime - Some anomaly has cracked open the very fiber of the universe! How dangerous will this prove and where will it end?
- 164-168 Crash Landing - Survivors of a crash landing feature in this story.
- 169-170 Crossing the Wrong Person - Someone now faces a terrible fate due to some past transgressions against the wrong person or organization.
- 171-173 Crossover - Two types of villains join up to cause even more trouble than normal.
- 174-176 Cryogenics - Characters have been or are about to be, frozen in cryogenic suspension for a long time.
- 177-178 Dangerous Truth - Some information contains a dangerous truth that people aren't ready for, and must be contained or destroyed.
- 179-180 Daring Escape - The villain, or perhaps the heroes, uses a scheme to make a daring escape!
- 181-182 Dead Vessel - Characters come across a ship with no crew or at least no living crew.
- 183-184 Deal with the Robot Devil - Someone sells out to the enemy or villains in exchange for something.
- 185-187 The Death Card - Prophetic visions of future calamity and death trouble a character.
- 188-190 Death World of Death! - The PCs must track or avoid some incredibly dangerous being through its own wild habitat.
- 191-193 Debt Over Your Head - A character owes on a loan of some kind of and it's time to pay up or pay a severe penalty.
- 194-196 Defector - A member of a foreign military has defected over to another side.
- 197-198 Desperate Situation - Due to malfunction, sabotage, or battle a ship or facility in a harsh atmosphere has lost life support capabilities.
- 199-202 Destroyer of Worlds - Some powerful force travels from place to place, causing havoc and destruction.
- 203-204 The Devil is in the Details - The PCs' task gets immeasurably more complex after it first seemed pretty easy.
- 205-206 Devourer - A powerful probe or ship begins to strip the resources of a solar system where such an action threatens the life or future of those who live there.
- 207-208 Diplomatic Impasse - A ruler, commander, diplomat or other important person is completely unwilling to compromise rationally.
- 209-212 Disgraced - A character or entire family is publicly disgraced by some news or information.
- 213-215 Distant Trouble - Reports of piracy, raiding, or unsanctioned military actions in a distant part of the galaxy requires attention, though large forces likely can't be spared.
- 216-219 Distress Signal - Characters receive a meaningful call for help from someplace.
- 220-221 Do Not Exterminate - Characters are sent on a mission to capture but not kill a villain, or resolve a problem without resorting to any violence.
- 222-223 Dodge the Lasers - The PCs must break into some very secure place in order to get what they want.
- 224-227 Doom Ray - Some big object of immense, and perhaps unnecessary, power features prominently in this story.
- 228-229 Doomsday Clock - The heroes must complete their mission before time runs out, for whatever reason.
- 230-231 Doomsday Device - Some evil or irresponsible power has developed a weapon that could destroy worlds.
- 232-234 Draconian Measures - Characters run into trouble due to a planet or people's extremely harsh measures of justice, perhaps even over trivial infractions.
- 235-236 Drones - NPCs seem to be enthralled under the direction of some terrible evil, against their own will!
- 237-238 Drunk on Duty - Some NPC is inattentive to their duties due to addiction or similar causes, perhaps leading to great trouble.
- 239-242 E.T. Phone Home! - Characters desperately need to send a signal, perhaps for backup, perhaps for rescue, or perhaps for something else.
- 243-244 The Einstein of Crime! - The PCs must contend with an unbelievably intelligent criminal mastermind.
- 245-246 Elder City - A city or colony of some ancient alien beings features in this adventure.
- 247-248 The End of the World - Some villain is doing their best to bring an end to an entire world, or even more.
- 249-251 Engage Cloaking Device - The characters must deal with an enemy or enemy ship that is hard to see, lock-on to, or generally detect.
- 252-253 Engine Don't Like It! - A malfunction or spatial anomaly disrupts the engines leaving you stuck in space.
- 254-256 Engine Trouble - A mechanical malfunction or other trouble requires you to stop for parts or waste time on repairs.
- 257-258 Engineering a Solution - A character figures out a clever, though tricky and perhaps very improbable, plan to save the group from some calamity they have gotten themselves and their ship into.





- 259-260 Epic Fail - Someone who planned a massive event had everything go wrong for them, leaving them humiliated, discredited, and possibly deep in debt.
- 261-262 Erasing All Records - Someone who has committed some evil deed now seeks to eliminate anyone who may lead the authorities back to them.
- 263-265 Escaped the Orphanarium - The PCs run into some trouble making or helpful little scamp.
- 266-268 Exclusive Club - A club of powerful, perhaps supernaturally powerful, individuals, all pursuing some common goal toward power, features in this adventure.
- 269-270 Expand Your Mind - Some drug or neurological technology causes people to see, or think they see, more of the universe or reality than is normally possible.
- 271-274 Exterminatus - Characters resolve that some evil place should just be wiped off the star map, though someone or something may stand in their way.
- 275-277 Extra Muscle - Mercenaries or hired guns are willing to help the PCs, at a price.
- 278-279 Facial Recognition Match - Confusion occurs due to a character close resemblance to someone they're not.
- 280-282 Fake World - Some group or individual is living in a totally contrived reality, made for them, likely without their knowledge.
- 283-285 Faked Death - A character fakes their own death in order to further their plans for good or ill.
- 286-287 Fall Into the Wrong Hands - A device or plans for one are at risk of falling into the hands of villains who could use them to devastate worlds.
- 288-289 False Evacuation - Some villain or group pretends a cataclysmic event is impending in order to manipulate others, perhaps getting them to leave valuable territory.
- 290-292 False Flag - A ship or unit is convincing people they belong to an organization they do not belong to.
- 293-294 False Friends - Someone befriends the heroes under false pretenses.
- 295-296 False Information - One side of a conflict has purposefully let bad information fall into the hands of their enemies, perhaps leaving them completely convinced they now have the upper hand.
- 297-298 Fancy Duds - The PCs must pretend to be someone they're not, or move through a group they don't belong to.
- 299-300 Feds on the Case - Government agents or agencies are somehow involved in the story, likely bungling things up, and being confused as to what's going on.
- 300-302 Fence Painting - Someone tricks the characters into doing their work for them.
- 303-305 Finders v. Keepers - Someone finds or recovers something of great value and intends to keep it.
- 306-310 First Contact - Characters encounter a new species during the course of their adventures.
- 311-313 The Fixer - A powerful character is called in to someone's problems, perhaps using illegal means.
- 314-316 Fool's Gold - What the PCs thought was valuable turns out not to be.
- 317-318 Foreigners' Gold - Someone gains a tremendous amount of wealth, success, or good fortune under questionable circumstances.
- 319-320 The Fortress - An important person (to the PCs at least), has been taken and is being held in a very secure/impossibly secure location.
- 321-324 Free Gopherbots - Typical NPCs refuse to help out the PCs until they do something to help them first.
- 325-326 Front Operation - Some villainous group operates a business or organization only as a front for their activities.
- 327-328 Futuristic Age Mysticism - There are strange cosmic powers, or at least a belief in those powers, involved in this adventure.
- 329-331 Galactic Bazaar - The PCs may need to go through or haggle for goods at a collection point for different space cultures all mixed in together.
- 332-334 Galactic Importance - This adventure features larger political ramifications and disaster may strike if the delicate matters involved are not handled properly.
- 335-336 Game Over Man... Game Over! - The characters are trapped someplace with some great danger.
- 337-339 The Genesis Device - Some character manages to miraculously survive a deadly event.
- 340-341 Genetic Modification - The characters may face or deal with NPCs who have been genetically modified into superhumans.
- 342-344 Genocidal Desires - A villain wishes to see an entire species or distinct group wiped from the universe permanently.
- 345-346 Get Rich Quick - Characters discover or become involved in an unlikely scheme to make a considerable fortune.
- 347-348 Go Ahead Cyberpunk... - The characters find themselves staring down the barrel of a large weapon.
- 349-350 Gone Too Far - A powerful character takes one step too far in fulfilling their mission and their fanaticism turns former friends and allies against them.
- 351-352 Good Help Is Hard to Find - The robotic servitors, android assistants, or helpful computer systems have gone into disrepair, or perhaps are just suffering severe disloyalty.
- 353-355 Gordian Knot - The PCs must find an outside the box way to solve an unsolvable problem.
- 356-357 Hacked In - Someone takes control of the systems of a space ship, military base, etc., locking out the rightful controllers.
- 358-360 Handle with Care - The PCs must transport something very fragile and precious someplace else without anything bad happening to it.
- 361-362 Happy Holidays - A major festival or holiday is occurring.
- 363-370 Haunted Past - An NPC has experienced something so terrible they can't face what happened to them, though they may wish to.
- 371-372 Haunting Figures - Someone's past actions come back to haunt them, perhaps due to someone they've harmed.
- 373-374 He Was a Cool Guy! - The villains murder some likeable NPC or friend of the PCs.
- 375-377 He's a Very Busy Man - The PCs have an impossible time getting in to see an important and necessary NPC.
- 378-380 Heavy Surveillance - Certain places, maybe even inside domiciles, are watched at all times.
- 381-382 Helping the Shadows - Some character is doing the bidding for evil powers, as part of a deal.
- 383-384 The Hidden Planet - A planet or station purposefully hidden from the galaxy is discovered or comes looking for attention.
- 385-386 Hidden Planet - The characters stumble upon a lost or hidden world...
- 387-388 Higher Consciousness - Someone has found a way to copy, or even remove, their consciousness from their body, and contain it within something else (perhaps a giant fighting robot or massive consciousness network).
- 389-391 Hijackers - Some group of NPCs attempt to steal a spaceship in order to perform an important mission.
- 392-393 Hitchhiking the Galaxy - Characters need to rent a ride on a spaceship, perhaps to get to an illegal location or through a blockade.



- 394-396 Hive Mind - Some being controls its minions from afar, as a single puppetmaster.
- 397-398 Holographic Fantasy - Characters deal with an artificially created place, which could be any sort of strange and anachronistic setting.
- 399-402 Horribly Strange Aliens - This adventure features aliens so bizarre and unhumanlike that people have a hard time being around them.
- 403-405 Hover Bikes - Characters must partake in an important chase scene!
- 406-407 Hypergate - A character finds a way to travel to impossible places such as other worlds or dimensions.
- 408-410 I Can't Remember! - A character suffers amnesia about important events, and perhaps the rest of their life as well.
- 411-412 I Have One of Them Faces - A PC or NPC is confused for someone else, perhaps a secret agent or other important, and endangered, person.
- 413-414 I Haven't Seen You in Forever - The PCs run into an old acquaintance by pure chance.
- 415-416 I Need a Detective - The PCs are hired to investigate some trouble or mystery.
- 417-418 I Put a Tracking MacGuffin on the MacGuffin - Some important object is fought over by many who wish to possess it.
- 419-421 I Will Be Revenged - A character is desperate for revenge against another who has done him wrong.
- 422-423 I'll Make a Deal - A villain offers the heroes or authorities a deal in exchange for their safety or something else.
- 424-426 I'm Gonna Find You, and When I Do... - The villains kidnap or threaten the lives of those close to the characters.
- 427-428 I'm Not Leaving - Someone won't depart from their home or other beloved thing despite the danger.
- 429-430 I'm Not Welcome Here - A character on the run from the authorities or society needs the help of those willing to see past their differences.
- 431-434 I'm the Victim Here - A villain successfully makes it look like he's the victim here. Even though he isn't!
- 435-436 Ignorance Is Bliss - Characters get involved in a situation that is too good to be true...
- 437-438 Illegal Researches - This adventure features research or study into a forbidden topic, such as alien technology, outlawed genetic enhancements, and so on.
- 439-440 Impending Invasion - Some malevolent force has bigger plans in the works for the near future, a mass assault of some kind on the world.
- 441-443 Important Artifact - Some object or device of incredible cultural importance, or perhaps incredible destructive power, is involved in this story.
- 444-445 Impossible! - No one will believe a desperate character's claims or respond to their pleas for help.
- 446-447 In Earth Years - One of the characters is celebrating a birthday, anniversary, or other special occasion.
- 448-449 Inferior Models - In a distant future, those who haven't received the benefits of technological modification can be seen as inferior and discriminated against.
- 450-452 Infiltrators - Some alien or foreign group has infiltrated a city/planet/ship for some unknown purpose using whatever means they could.
- 453-454 Inhuman - Some person in the story isn't quite as human as they appear or claim to be.
- 455-459 The Initiative - Groups vie with each other to harness the strange, perhaps paranormal, powers of some remote place. Possible leading to prolonged violence.
- 460-463 Innocent Space Civilians - The PCs must protect or save innocent people while completing their mission.
- 464-465 Insurgency - A conquered people fight back and throw off the bonds of some invader.
- 466-468 Invisibility - Whatever villain or monster is threatening the area, you can't see it.
- 469-470 Is Anybody There? - Someone attempts to kill a character while they sleep.
- 471-472 It's a Setup! - A manipulative character uses a fake meeting, evidence, etc. to trick the PCs or authorities.
- 473-474 It's a Trap! - The characters are lured into the clutches of the enemy thinking they have the upper hand.
- 475-476 It's All Greek to Me - A clue or important item in the story is written in a language or cipher nobody around can read.
- 477-478 It's in the Jefferies Tubes! - Characters, or perhaps bizarre space creatures, must make use of the maintenance tunnels and ventilation corridors.
- 479-480 Join Us! - The villain possesses a group of fanatically blind followers.
- 481-482 Just Because You're Paranoid... - Several highly powerful NPCs are suspects to a crime, and some may want to help, hinder, or betray the PCs.
- 483-484 Knock on Wood - Just when something good happens to the PCs, something bad interrupts.
- 485-486 The Kwisatz Haderach - Some child or person is believed to be very important.
- 487-488 Lab Rats - The characters may begin to feel as if the events or troubles they are facing are nothing but tests put on by some powerful force.
- 489-490 Least Likely Suspect - Is the one whodunit! Or someone suspects they were.
- 491-492 Let's Blow This Thing and Go Home - The PCs face tough odds to destroy something.
- 493-494 "Like" My Conspiracy! - Powers higher up are manipulating events for their foul purposes.
- 495-496 Local's Trap - PCs or NPCs must deal with a prepared trap to take advantage of them, perhaps a false guide, wrong information, an attractive young female, etc.
- 497-498 Look Into the Warp - This adventure involves the alternate dimensions intersecting our own, and the strange creatures or horrible powers who dwell within them.
- 499-500 Look, Don't Touch - The characters must engage in reconnaissance, but cannot be discovered or engage with the targets.
- 501-502 Lost Doomsday Device - Characters must contend with terrorists or villains who plan to use a weapon of mass destruction on innocent people.
- 503-504 Lost in Space - Characters have suffered a problem with their means of space travel, perhaps ending way up off course, stuck in some trans-dimensional rift, or other unhappy predicament.
- 505-506 Lost in Translation - Language differences between two groups make typical translation attempts completely worthless, perhaps leading to misunderstandings or hostility.
- 507-508 Lost Luxury - Some luxury, perhaps common in the past, such as a type of animal or food like real meat or butter, features in this adventure.
- 509-511 Loveable Rogue - The characters must deal with a likeable villain, or troublemaker.
- 512-513 Luxury Liner - Travelling through the air or space becomes a very pleasant journey, as a luxury space liner or barge is involved in this adventure.
- 514-515 Made Into a Meal - Someone is going to be used to feed some horrible creature or creatures, perhaps as entertainment for others!
- 516-517 Made of People - Characters discover the truth behind some terrible official secret.
- 518-519 Madison Cube Garden - The characters have tickets to an awesome or important sporting or theatrical event.
- 521-522 Marooned - Characters find themselves stuck someplace, a planet, moon, island, or somewhere else.



- 523-524 Mars University - The heroes may need to visit or enlist the help of a futuristic, and perhaps quite different institution of higher learning.
- 525-526 Mass Panic - A city or area is being terrorized by some impossible terror, and the public is nearing outright panic.
- 527-528 Mech-Warriors - Large, mechanized battlesuits may prove to be a problem, or a boon, for characters in this adventure.
- 529-531 Mechanized World - A planet that has been given over fully to harsh manufacturing and construction, a policy which has totally annihilated the natural ecosystem of the world, features in this adventure.
- 532-533 Medical Coma - Someone has been so badly injured or is suffering from a terrible disease and is only alive thanks to advanced medical technology or even being put into stasis.
- 534-535 Merciless Enemy - A villain who is incapable of empathy or compassion features in this adventure.
- 536-538 Mind Control - Some evil force is controlling the minds and actions of otherwise innocent people.
- 539-540 The Missing Prophecy - Some character requires a specific part of a specific, hard to find tome, record, or ancient carving.
- 541-542 The Moral of the Story - Someone or someones have received a horrible fate as a result of their immoral actions.
- 543-544 Mr. Space President - The PCs must protect the life of some very important character or characters.
- 545-546 Murderous Robot - A.I. created by organic beings decides it's creators continued existence doesn't seem like a high priority.
- 547-548 My Lucky E.T.'s Foot - A character has a streak of exceptionally good luck.
- 549-551 Mysterious Benefactor - Some unknown person is providing you assistance or clues, but why?
- 552-554 Never Tell Me the Odds! - A desperate conflict against impossible odds is necessary, if only the underdogs can figure out some small or secret advantage...
- 555-556 New New York Sewers - The PCs must travel into someplace dirty, smelly, dangerous, and foul.
- 557-559 No Power - The electricity, or some other important resource, is out, leaving the characters in a very tough situation.
- 560-561 No Signal - An outpost or other ship/device has stopped sending regular updates for unknown reasons.
- 562-564 No Synthohol - Characters find themselves on an epic bender, perhaps with troubling results.
- 565-566 Now It's a Party! - A big formal party or ball features in this adventure.
- 567-568 Off Course - Due to accident or purposeful sabotage a ship has just gone a long way across space to wind up in the wrong location.
- 569-571 Official Investigation - Characters come under suspicion of investigators looking into some disaster or past trouble.
- 572-573 Oh Barnacles! - Someone, possibly a villain, has secretly stuck something (probe, mine, droid, landing party, etc.) onto a vehicle, ship, building, or other structure.
- 574-576 Omega Cache - Somewhere there is a collection of some of the most advanced or fantastic pieces of technology in the known universe.
- 577-578 On a Long Journey - This adventure requires, or is all about, a long journey to some far off place.
- 579-581 On the Run - Some person or group must continuously flee across space in order to stay ahead of a dangerous pursuer.
- 582-583 On the Trail - The PCs follow some wanted villain.
- 584-586 One of the Infected - Characters seem to become infected or mind controlled through some horrific means, even if those means aren't obvious to anyone around them.
- 587-588 Organized Space Crime - A powerful criminal interjects themselves into events due to outside business arrangements.
- 589-590 Our Space Coupler is Fried! - The PCs means of conveyance breaks down and they must stop over someplace, and perhaps encounter surprise adventures as a result.
- 591-592 Out of Water - A ship must go out of their way to grab resources from some available source.
- 593-594 Overstepped Your Programming - Some A.I. system is doggedly pursuing its programmed goal, not realizing that it should stop.
- 595-596 Pandora's Box - A powerful or dangerous thing is contained within some sort of holding device, be it a cell, shields, a quarantined planet, or even a box.
- 597-598 The Pandorica - Some strange, probably alien, thing is disturbed when it should have been left alone.
- 599-600 Paranoia - Members of a group suddenly feel like they just can't trust everyone around them has their best interests in mind.
- 601-602 The Perfect Prison - A group devises an inescapable prison or trap with which to catch someone or something.
- 603-604 The Perfect Time to Settle Scores - Amazing and deadly events give someone the chance to get revenge or settle scores with old enemies.
- 605-607 Peripeteia - A character suffers a sudden reversal of character or fortune.
- 608-610 Person or Property - Androids, clones, or other beings given an artificial hand in coming to life may be treated like non-people by a society, or it's asked if they should be.
- 611-613 Picard to Enterprise! - The PCs are stuck or imprisoned someplace and probably should find a way to escape.
- 614-615 Plotter's Allies - The PCs or NPCs are asked to help someone gain power over a distant planet, space ship, orbital base, etc.
- 616-617 Possession - Some cosmic entity of great power has the ability to control the minds, or temporarily take over the body of lesser beings.
- 618-619 Predator - The area is terrorized by some naturally predacious being, perhaps a totally silent stalker, or inescapably ferocious killer.
- 620-622 Preferable to Anarchy - Some contained population on a planet or colony suddenly sees a major uptick in violent crime or insanity.
- 623-624 Primitives - Characters deal with a pre-space age/non-technologically advanced species or society.
- 625-628 Probability Cube - The PCs deal with a gambler who has swindled many.
- 629-630 Professor Emeritus - The PCs meet a very knowledgeable character, perhaps one who can serve as a mentor.
- 631-632 Psychic Corps - Some space government uses the powers of the psychically gifted, or otherwise special, in order to make sure they retain power and keep things running.
- 633-634 Pulled Into the Sky - NPCs suffer strange abductions and may not even return.
- 635-637 Puppet Master - Some shadowy villain or group manipulates events going on around the PCs.
- 638-640 Quarantine - A ship or facility must deal with trying to lock down certain portions for fear of microbial agent, poison, or some horrible or troublesome creature.
- 641-642 Raft Tipped Over - The PCs lose their most important gear, possessions, or weapons.
- 643-644 Rare Genius - An NPC possesses such a rare genius for art, science, or something else, that few can comprehend what he sees or makes.



- 645-647 Recurring Villain - Is up to his old tricks!
- 648-649 Remote World - Some remote world, space station or outpost features heavily in this adventure.
- 650-651 Repair Systems - A ships emergency repair systems are still trying to fix things long after it's too late to save the crew, and perhaps cause trouble or put other ships in danger.
- 652-653 Replacement Eyeballs - A character must find a way to change their appearance, or otherwise avoid advanced detection systems.
- 654-655 Resurrection - Advanced, or even profane, technology gives a mad genius or their villain employer the ability to raise or recreate the dead.
- 656-657 Revolutionary Find - Someone believes they have discovered or uncovered some scientific knowledge that will change society.
- 658-660 RoboGuards - Someone or place uses advanced and highly deadly security measures to protect what they have.
- 661-662 Robotic Spy - Robots are able to infiltrate someplace by appearing as a normal person, being small, or other crafty means.
- 663-664 Rogue Trader - Characters need to enlist the help of untrustworthy types who have the skills or capabilities they need to complete their mission.
- 665-666 Rollerball League MVP - Someone stands up to a repressive government or group.
- 667-668 The Rules - Some creature or character is beholden to certain specific, possibly odd, rules, despite being otherwise powerful and capable.
- 669-671 Running Out of Air - Someone must contend with limited oxygen reserves.
- 672-673 Rustics - The PCs find themselves in a place where people lack the technology they are accustomed to.
- 674-676 Sabotage - The characters find themselves trapped or nearly killed due to sabotage, likely to their means of travel.
- 677-678 Sabotage Is Our Best Option - An immensely powerful ship or device must be disabled from the inside or by underhanded means.
- 679-681 Safety Protocols - The outbreak of a virus, nanobot plague, or simply unstoppable enemy in a certain place, like a ship or planet, means it will soon be annihilated to remove the threat.
- 682-683 Salvage - Something important can be found in some space wreckage.
- 684-685 Sardaukar - This adventure includes elite, enhanced, or fanatically loyal soldiers.
- 686-687 Scorched Earth - Some villain or threat is so potent that forces wish to destroy wherever they are found rather than face them individually.
- 688-689 Search and Rescue - An important ship or group has been lost and saving them is a top priority.
- 690-691 Second Thoughts - A villain decides he no longer supports the evil side he has been working for.
- 692-693 Secret Corruption - Some villain or villainous group poisons, releases chemicals, or uses other advanced means to change, control, or corrupt a population.
- 694-696 Secret Mission - Characters have been dispatched on a secret mission, perhaps of a military nature, perhaps one that violates important treaties and laws.
- 697-699 Secret Plans - Secret tactical or technological plans have been taken.
- 700-701 Seems a Little Xenophobic - A group or individual demands an extremely harsh policy for dealing with other species in the universe, perhaps even a genocidal one.
- 702-704 Send Assistance - Some authority or allied government has dispatched forces to assist.
- 705-706 The Shadows - The powers or influence of some evil space force is involved in the troubles of this adventure.
- 707-708 Shapeshifting - Some alien or robotic creature has the power to assume the shape of other people.
- 709-710 Ship Graveyard - A strange place in space is home to many dead and floating ships.
- 711-714 Side Group - Some troublemaking third party creates problems for the heroes in this adventure.
- 715-716 Since Back at Academy - The PCs recognize an old friend by coincidence during their adventures.
- 717-718 Sleeper Agent - An NPC, be they human, android, or alien, is really under the control of a powerful organization, though they may not realize it at all.
- 719-721 Sleeper World - Citizens of some world have had their minds secretly turned to assisting the evil efforts of some villainous force, and could go off at any point.
- 722-723 Soma - The authorities or some group is utilizing unnatural means to control the local population.
- 724-727 Space Amazons - The story involves a planet or group that consists of entirely one gender.
- 728-729 Space Bandits - Characters are robbed of their possessions or money.
- 730-732 Space Being - Some creature or entity that lives in space, and is perhaps very dangerous, features prominently.
- 733-734 Space Benedict Arnold! - A general, admiral, or warlord decides he has plans of his own for the forces he is commanding, which may even involve the elimination of the ruling government he serves.
- 735-736 Space Duel - PCs or NPCs use a futuristic way to, perhaps lethally, settle their differences.
- 737-738 Space Folding - A ship is transported a vast distance in a seemingly impossible amount of time due to anomaly, experiment gone wrong, or some powerful force.
- 739-741 Space Horror - Some destructive and swarming force, biological, robotic, or otherwise, threatens to destroy life as people know it, and probably all the people with it.
- 742-743 Space Jihad - A religious movement based around a leader or idealized future spreads across space.
- 744-745 Space Nobles - This adventure finds the PCs around extremely wealthy or powerful NPCs.
- 746-748 Space Opera - The characters must put up with an excessively dramatic and whiny character.
- 749-750 Space Piracy - Eventually even pirates will make it into space.
- 751-753 Space Salvage - Characters come across a lost ship with potentially valuable cargo on-board.
- 754-756 Space Search - Characters must deal with probes discovering their location or threatening lives.
- 757-759 Space Slime - The PCs find strange residue or odd clues (like metal being chewed through) at the scene of a crime.
- 760-761 Space Tycoon - An extremely wealthy and powerful villain uses his resources to cover his evil deeds.
- 762-764 Space-Psychosis - A character has lost their mind.
- 765-766 Special Police - A group of officers have a special task outside of normal law enforcement, hunting down certain individuals or preventing a specific type of crime.
- 767-768 Squabbling Behind Barricades - Two characters or groups holed up, or otherwise stuck together, are arguing so much they may just kill each other.
- 769-770 Stalemate - Multiple powers surround something valuable, or face off against each other waiting to make the first move.
- 772-773 Star Crossed Lovers - Two in-love characters find themselves blocked from each other by some obstacle.



- 774-775 Stay Out of Our Way - The local authorities forbid the PCs from being involved in an important case.
- 776-779 Stealing Our Power - Some beam/device/creature is stealing the power reserves from your ship/weapons/planet, innocently or maliciously.
- 780-781 Stowaway - An NPC, or even the PCs, stows away on a ship to get where they need to be, but of course must not be caught.
- 782-784 Strange Coincidences - Characters continue to deal with strange coincidences that stretch the credulity of even the skeptical.
- 785-786 Strange Coma - A character has fallen into a strange coma, or suffers from some other unexplained neurological condition.
- 787-789 Strange Distortions - Everyone has problems with sensors or other detecting abilities.
- 790-792 Strange Dreams - A character is plagued by strange lucid dreams about a place or event.
- 793-795 Strange Inventor - An NPC has an amazing genius for mechanical engineering, likely he or she is an odd character obsessed with their continuing levels of invention.
- 796-797 Strange Locals - The characters must travel to a planet or land where the locals are primitive, strange, or disruptive in some way.
- 798-799 Strip Mining - Someplace habitable has been slated for destruction in order to gather resources.
- 800-801 Suicide Mission - In order to complete a mission characters seem to face impossible odds and extremely dangerous tasks.
- 802-803 Super Soldiers - Characters who have been remade to serve as super soldiers feature in this story.
- 804-805 Super Suit - A highly advanced robotic suit helps/is needed in order to perform a special job.
- 806-808 Superstitious Primitives - Characters confidently dismiss the non-rational beliefs and fears of simpleton locals.
- 809-810 Survivor's Tale - The stories of some survivor of a terrible tragedy or attack feature prominently in this adventure.
- 811-812 Swarms - A swarm of creatures, insects, or alien beasts feature in this adventure.
- 813-816 Swarming Horror - Some bestial alien horde threatens civilized society somewhere as they wildly spread across a planet or even across the stars.
- 817-818 Take the Job - Some character takes a job that sends them far off from their normal contacts and former life.
- 819-820 Taken - A character is kidnapped!
- 821-823 Tales of Distant Stars - An NPC relates tales of strange and amazing places and species seen during their travels to far off locations.
- 824-825 Technologically Outmatched - Characters are stuck in a conflict with an enemy whose technology makes defeating them directly virtually impossible.
- 826-827 Test Cases - Some group of innocent people are being used as test subjects: for a drug or chemical, a strange new environment, or perhaps just to see what they'll do in the face of some danger.
- 828-830 Testing Trouble - During routine tests/drills/examinations a ship finds itself in an emergency, perhaps unable to cope without help.
- 831-832 Thanks for the Help - Well meaning characters are duped into helping a bad guy.
- 833-835 That Is Illogical Captain! - The PCs must decide if they will risk their lives, and perhaps their mission, to do the right thing.
- 836-838 That's Good Steak - The PCs are invited to discuss something over dinner.
- 839-840 That's Heresy! - Close minded authorities have become extreme in their views and unwillingness to consider outside reason.
- 841-842 That's Not on the Astral Map - The characters end up in a strange or unknown area, and must contend with the surprises it throws at them.
- 843-846 They're Adapting! - This adventure features villains who have an amazing ability to adapt to handle successful strategies by the heroes.
- 847-849 This Doesn't Make Sense - PCs discover a pleasant or idyllic situation that simply doesn't add up or is quite impossible.
- 850-851 This is Personal - Events set off the backstory of a character that has a strong personal mission.
- 852-853 Time Anomaly - Characters must work through difficulties caused by a rare time anomaly, perhaps leading to multiple versions of their future, their selves, or something even more strange.
- 854-855 Timeloop - Some time distortion causes problems, trapping people within it, allowing the past to be changed, etc.
- 856-857 Tinfoil Hat - Some place or device can control or change people's minds, perhaps with strange rays, psychic control, or brain nanobots.
- 858-859 To the Escape Hatch! - Characters have escaped a ship using escape pods or space lifeboats.
- 860-862 To the Lifeboats! - A ship faces impending destruction, or already has and now characters drift through space in escape pods.
- 863-865 Too Powerful Weapon - A weapon possessing such great power or ability means many wish to see it never used, even in the face of a terrible enemy.
- 866-867 Traitor! - There is a traitor in the midst of some government or powerful group.
- 868-869 Transspace Portal - Some ancient device seems to allow instantaneous travel across vast distances of space... if it can be trusted.
- 870-871 Tron - An NPC realizes he must sacrifice himself in order to save the day.
- 872-874 Trouble in Paradise - Characters discover an idyllic setting has unexpected problems or life threatening dangers.
- 875-877 Unchecked Psychic Powers - Someone has powers that they cannot control and are causing trouble.
- 878-879 Underground Civilization - Some group has created an entire society in a hidden location such as underground, in a cloaked planet, or within a pocket dimension.
- 880-882 Unlikely Galactic Alliance - The PCs are forced to join forces with their enemies or rivals in order to survive or succeed.
- 883-884 Unofficial Operation - This adventure features some unlicensed space operation, perhaps on a distant planet or meteor belt.  
There may be a threat of government interference.
- 885-887 Unresolved Past - Someone or some group engaged in terrible activities in the past and were either killed or fled what they did without ever fixing it.
- 888-890 Unstoppable Mind - Some individual is important to the government due to their incredible mental abilities, be it their genius for military strategy, psychic powers, or something else.
- 891-893 Unthaw Mr. Burns - A dying, or perhaps already dead, person seeks to regain or vastly prolong their life.
- 894-897 Unthinking Masses - An alien/robotic menace threatens others in an endless race to conquer more.
- 898-899 Villainous Patronage - The villain is an important local figure and has sway over lower groups, such as laborers, militiamen, or law enforcement.
- 900-901 Virtual Sentience - A character has been copied as, or is a virtual construction of an organic being, such as an android, projection, computer simulation, etc.
- 902-904 Wages of Sin - An NPC's vices lead to his death or downfall.
- 905-906 Wanted! - The PCs or an NPC is wanted by a certain planet/government/people for their actions, be they good, bad, or just misunderstood.
- 907-908 Wanted by the Alliance - An NPC possessing some secret or power, or even secret power, is wanted by the evil authorities.



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- 909-910 Wanted Alien Menace - There is a manhunt (or alienhunt) on for some very wanted person.  
911-914 Warning Satellite - Some place is so terrible no one will go there, not even the authorities.  
915-917 Warp Factor Nine! - Characters decide that getting out of here is the only way to survive the situation.  
918-919 We Didn't Save Her - The heroes fail to save an innocent victim.  
920-921 We Don't Need You - Locals or local authorities don't want the PCs around, maybe for good reason, or maybe they actually are doomed without them.  
921-924 We Have Hostages! - Villains try to buy themselves negotiating leverage with hostages, whether the authorities care or not...  
925-927 We'll Be There in a Few Parsecs - The PCs must transport important characters or items someplace.  
928-929 We're Connected - A character has a psychic connection with some powerful or terrible alien being.  
930-931 We're on Route - Pivotal events find the characters on their way to someplace, which they must stop to deal with.  
932-933 We've Been Framed! - The characters are framed by the villain.  
934-936 Weird Powers - Some person, perhaps having emotional struggles, discovers strange new powers...  
937-938 Welcome to My Megacorp - This adventure features an NPC who runs a powerful organization such as a futuristic corporation, guild, or even an army or space fleet.  
939-942 Well Thanks for Nothing - Just when the PCs do something good, they unintentionally cause something bad.  
943-944 Well That Was Torture - A character is tortured by villains or authorities.  
945-946 What Did You Call My Mother?! - A PC or NPC accidentally insults an important character due to a misunderstanding or mistranslation.  
947-950 What Is That? - A strange monster, if it is a monster, threatens our characters.  
951-953 Where Are We? - This adventure includes some strange or extraordinary environment.  
954-956 Where Is It? - Some place, a city, a moon, a planet, even an entire galaxy has disappeared from existence.  
957-959 Where Is This Place? - Characters must search out clues, individuals, or items in remote, forgotten corners of the galaxy.  
960-961 Who Wouldn't Like Her? - A character has a terrible suspicion about an otherwise likeable or perhaps simply desirable outsider.  
962-963 Will Live in Infamy! - Someone launches a devastating surprise attack, causing great worry, and perhaps leaving whole planets defenseless in the face of a deadly enemy.  
964-965 Wooo-Hoooo! - The PCs or NPCs get help with the unexpected arrival of their friends/compatriots.  
966-967 Wormhole - A wormhole, channeling between two areas of spacetime, features in this adventure.  
968-969 You Dare Challenge the Prophecy? - An ancient or revered prophecy is involved in this story.  
970-972 You Didn't See Nothin! - A powerful group demands characters not reveal information about a sensitive topic.  
973-974 You Got No Right to Keep Me Here! - The PCs are detained for some reason.  
975-976 You Have Offended My Honor! - A character, unknowingly, violates the social rules of a strange culture, and ends up in a bad situation.  
977-978 You Have Something I Want - A jealous character covets something about another person, a talent, their appearance and body, or a possession and plans to either take it or ruin it.  
979-980 You Know Too Much - A character's life is imperiled because they know too much about the workings of some evil character or group.  
981-985 You're a Galactic Hero - A character gains great (perhaps extreme) political or symbolic value to a group or cause after a well publicized success.  
986-987 You're Hired - The PCs are hired by local authorities or corporate powers to fix some problem for them.  
988-989 You're No Ewoks - The PCs find themselves surrounded by useless NPCs who are too cowardly or selfish to help.  
990-992 You're Not Helping - The PCs are joined some unhelpful, annoying, and generally useless NPC.  
993-996 You're on Space Drugs! - A character deals with their addiction to drugs or substances.  
997-998 Youth in a Bottle - Someone searches/experiments for a way to reverse the effects of age or perhaps some other deleterious condition.  
999-000 Z'ha'dum - The PCs must travel to the heart of enemy territory to complete their mission.
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The Covetous Poet's



# ANSWER ORACLE

## Event Scene Chart

(2d6)

2. Very unexpected turn of events.
3. PCs receive or overhear news or information.
4. PCs run into trouble.
5. Something bad happens to a PC.
6. Plot thread (Pick one or create a new one.)
7. PCs asked to help or see reason to get involved.
8. A new NPC.
9. Something bad happens to a PC.
10. Something bad happens to all PCs.
11. Something good happens to a PC.
12. Ambiguous or strange event.

### Event Scene Prompt

Event :  
Action :  
Thing :  
Plot Device :  
Opposition :  
Location :

## Challenge Scene Chart

(2d6)

2. Collect evidence or recover items.
3. Spy on someone or do reconnaissance.
4. Curry favor or gain access.
5. Avoid danger or deal with threats.
6. Assist or save an NPC.
7. Survive an attack or incident.
8. Collect evidence or recover items.
9. Avoid danger or deal with threats.
10. Do research or find help.
11. Convince authorities or important NPCs.
12. Assist or save an NPC.

### Challenge Scene Prompt

Challenge :  
Action :  
Thing :  
Plot Device :  
Opposition :  
Location :

## Three Act Structure

### **Act One - Event Scenes**

The first act introduces the heroes to the events of the plot and hooks them into solving the story. By the end of the first act the characters should know enough about the plot to generally understand what they need to do in order to save the day.

### **Act Two - Challenge Scenes**

Before the heroes can get to the ending and face the ultimate villain or obstacle and resolve the story for good, they must go through a series of smaller challenges. Only by defeating these lesser obstacles can the heroes get to the ending of the story.

### **Act Three - Finale**

The final act is the big confrontation with the story's villain. If the heroes defeat this final challenge then they will have successfully completed the adventure and saved the day!

## Personality Table

(d50)

1. Aloof or Tough
2. Anxious or Vain
3. Arrogant or Foolish
4. Belligerent or Serious
5. Bigoted or Self-Righteous
6. Blunt or Guarded
7. Boisterous or Greedy
8. Boring or Squeamish
9. Bossy or Reasonable
10. Bright or Moody
11. Cagey or Timid
12. Callous or Paranoid
13. Cantankerous or Stoical
14. Careless or Polite
15. Charming or Snobby
16. Clever or Neurotic
17. Close-Minded or Kind-Hearted
18. Cold or Fast Talking
19. Confident or Rude
20. Cowardly or Self-Centered
21. Cranky or Disciplined
22. Cruel or Egotistical
23. Cultured or Rugged
24. Cynical or Strange
25. Dainty or Narcissistic
26. Deceitful or Wise
27. Diligent or Hedonistic
28. Dramatic or Stubborn
29. Droll or Romantic
30. Dumb or Whimsical
31. Easy-Going or Nosy
32. Evasive or Prim & Proper
33. Fearless or Snooty
34. Fiery-Tempered or Shy
35. Foolhardy or Talkative
36. Gregarious or Obnoxious
37. Grumpy or Smug
38. Haughty or Pleasant
39. Honorable or Nice
40. Humorless or Whiney
41. Humorous or Oafish
42. Impatient or Wicked
43. Intimidating or Merry
44. Judgmental or Sadistic
45. Juvenile or Reckless
46. Knowledgeable or Pompous
47. Lazy or Predatory
48. Leery or Spiritual
49. Pious or Suspicious
50. Shrewd or Vindictive

The Covetous Poet's



# ANSWER ORACLE

## Yes/No Table

Chances of Being True	Yes	No
Extremely Likely	1-95	96-100
Very Likely	1-75	76-100
Even	1-50	51-100
Very Unlikely	1-25	26-100
Extremely Unlikely	1-5	6-100

## Conversation Chart

(2d6)	Unfriendly Stranger	Friendly Acquaintance
2	Credulous	Disagreeable
3	Friendly	Evasive
4	Short	Truthful
5	Unhelpful	Agreeable
6	Disinterested	Interested
7	Skeptical	Helpful
8	Disagreeable	Credulous
9	Evasive	Friendly
10	Truthful	Short
11	Agreeable	Unhelpful
12	Interested	Disinterested

## Mid-Scene Interruption Chart

(2d6)

2. A very unexpected turn of events.
3. PCs are given news or overhear information.
4. Something bad happens to all PCs.
5. A new NPC.
6. PCs accosted, attacked, or run into trouble.
7. Plot thread pops up. (Pick a plot thread, or make up a new one!)
8. Something bad happens to a PC.
9. An NPC the PCs know shows up.
10. Something good happens to a PC.
11. PCs asked to help or see reason to get involved.
12. Ambiguous or strange event.

Interruption Prompt

Interruption :

Action :

Thing :

Plot Device :

Opposition :

Location :

Roll a Mid-Scene Interruption When...

- You roll doubles on the Yes/No Table.
- Roll a 2 or 12 on the Conversation Chart.
- When your PCs enter a new location, or anytime you feel it's appropriate for the scene.
- The second you feel stuck or confused about where a scene should go next.

## Hired Jobs/Requests/Quests Chart

(2d6)

2. Help to heal someone by finding a cure or the materials to make it.
3. Do work, such as moving, driving, constructing, or household chores.
4. Help rescue someone in danger.
5. Deliver a message or item to someone.
6. Work as bodyguards, hired muscle, guides or scouts.
7. Help solve a crime of some kind.
8. Figure out a mystery, like why a strange occurrence is happening.
9. Help someone do something dangerous or difficult.
10. Help retrieve some item or possession, or find a way to acquire it.
11. Gather up something in sufficient quantity.
12. Take care of something or someone for a time, making sure nothing bad happens.

Job Prompt

Job Type :

Action + Thing :

Opposition :

Location :



# The Solo GM System

If you're into solo roleplaying then this chapter is for you! As a solo roleplayer it can be hard to run a game all by yourself and get any satisfaction out of it, particularly if you don't use any special rules or techniques to help facilitate the process. The Covetous Poet's Solo GM System, on the other hand, provides a clear system you can use and personalize to play RPG sessions all by yourself using any role-playing game you want.

## What Is the Solo GM System?

The Solo GM System isn't a roleplaying system itself, like Dungeons and Dragons or Call of Cthulhu, instead it goes overtop of such systems and provides you with rules so that you can easily play them solo. With the help of the Adventure Creator you learned about previously, the system will help you create adventures, run scenes as both the game master and the player characters, and have a fun time doing it.

### You're the Solo GM

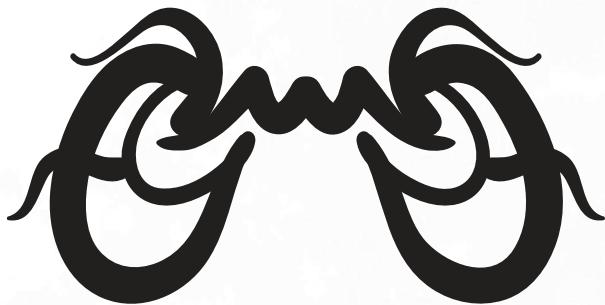
The first rule of the Solo GM System is that you're the GM! These rules do not emulate a game master or provide some kind of book based A.I. to run your games with. In the solo roleplaying adventures you are about to play, your primary identity will be as the GM, then your secondary identity will be as the player characters. (Your third identity is up to you! I suggest being someone rich and famous.) Because of this your judgement as to what happens in the game is paramount, there is no chart or idea prompt that commands you around your adventure, it's entirely in your hands to control the game.

That, however, doesn't mean you're doing all the work. Think of the different parts of the Solo GM System as your support staff, giving you ideas, providing you random outcomes, and helping you keep the tension and suspense alive by allowing you to never quite be sure what will come next. You are the one running the show, but it's a show put on for your benefit.

## USING THE ADVENTURE CREATOR

If you've already read the chapter on the Adventure Creator then you have some basic idea of how to use it and how to make up your own new story. The Solo GM System uses the Adventure Creator to guide your sessions along, allowing you to know the basics of the plot (or at least to think you do!) while still keeping the specifics a secret until you get there in your play.

The most important thing to keep in mind when using the Adventure Creator for solo play is to provide yourself with a good setup. Whether it's for the entire adventure or a single scene, give yourself enough detail to be able to improvise with. At the least know where your PCs are, and what they, and possibly other characters, think is going on. Or at the most you can completely work out exactly what is going to happen in the scene and then let the excitement come from how the PCs decide to handle it and how their resolution rolls go.



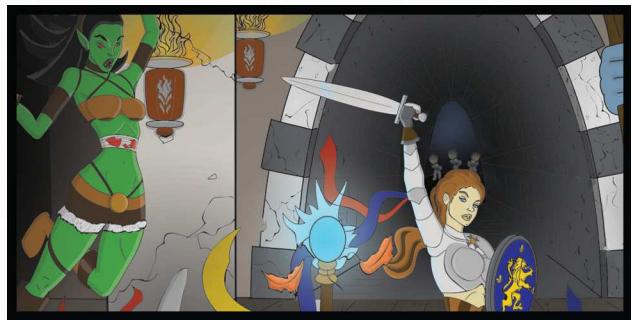
It is important to note that the system is designed for you to work out whatever works best for you and your gaming style. Some solo GMs will have the best games with barely any setup, just making nearly everything up on the fly. Other ones will have more fun if they are deliberate in their planning and create a full story to play through before they begin. And most will fall somewhere in between. Just realize that you can take whatever approach works best for you and that the system will support it.



## Setting Up Scenes Solo

When you use the Adventure Creator for solo games you can create the setup for each scene right before you play it. Fill in the appropriate scene prompt with whatever information you feel might help inspire your creativity (and it might differ heavily from RPG system to RPG system), then make up the outline for your scene.

Sometimes the action of the adventure will carry you right through into the scene—you’ll know what needs to happen next thanks to the logic of the story—in which case you may not even bother to use the results on the scene prompt to create ideas, or you’ll just use them minimally to guide the overall mood or some minor details. On the other hand, you might come to a point in the story where you have no idea what should come next, or you think it’s time to shake things up and spring a surprise on the PCs. In those cases you might really brainstorm with the use of the scene prompt, and maybe even extra rolls on other Story Charts, in order to make up an exciting new twist in the storyline.



While you’re busy making up your scenes, one very important thing to keep in the back of your mind is to not get bogged down. And you’ll know when you’re getting bogged down because you’ll start to feel frustrated. As mentioned above, everybody has their own style, you might really like to plan out a scene in immense detail and you have fun doing it, but if you’re feeling frustrated, bored, or upset at the process that means you’re likely trying to do too much. Err on the side of doing things lightly, making up ideas quickly, and focusing on having fun rather than finding the perfect idea. Remember: you’re the GM, you’re always right!

## HOW TO PLAY THROUGH SCENES

So once you’ve got your scene setup, you’re ready to play through it. This is the real meat of the Solo GM System, the actual play. Most scenes will run through improvisation, you as the Solo GM will guide events off the cuff according to your plans and tentative knowledge of where the story is going. And since you’ve already got a plot for your adventure, a setup for your scene, and knowledge of who all your characters are, you’re pretty well off to start improvising.

You do have the multiple identities of GM and PCs to play as, so be sure to let yourself do both. As a player character you have the ability to take action as you want, roleplay your character’s personality and quirks, and advance the story through their contributions as one of the main protagonists. It shouldn’t all be about the Story Sheets and scene setups, the characters should be one of the main sources of twists and turns that move the story forward, and with the Adventure Creator helping you along there is never any need to railroad your own adventures.

Once each scene is over you’ll probably find it useful to record down what happened and note any important events that might influence things down the road. Assuming you aren’t actively taking down copious notes during the scene! Which is also an option, especially if you enjoy solo roleplaying for its literary side. With a good record of what has happened you can leave your game and come back to it later, without losing anything important.

## The Answer Oracle and Story Charts

Your go-to best friend as a solo GM is the Answer Oracle. The Answer Oracle is a reference sheet containing several charts to help answer questions that may come up during play. All you have to do is keep the Answer Oracle nearby and solutions will only be a roll away.

In addition to that, all the Story Charts should constantly be considered at your disposal. During the course of play it is likely you will find yourself in need of some random result, so flip to the appropriate Story Chart, roll up something, and keep on playing. Charts such as the Clue Chart were made exclusively for this purpose, so don’t forget to use them!



## Yes/No Questions

Quite possibly the primary tool on the Answer Oracle is the Yes/No Question Chart. It's also quite simple to interpret as it provides only two possible answers, "yes" or "no." Anytime a yes or no question comes up during your game play that you don't want to arbitrarily decide yourself, just look at the chart, decide what you think the odds of the question being "yes" are, then roll a d100. And the Yes/No Chart will tell you yes or no.

It's possible to rely on this tool heavily during game-play to guide the action. As the solo GM you can use it to shape scenes and events, every time you have a question about what might be true concerning something, just roll on the table. That answer might bring up more questions or may just allow you to move onto the next relevant fact to discover about the scene



For example, if the PCs are breaking into a building, you could ask if the place had guards, if it was heavily guarded, if the guards were very alert, and so on. Or if the characters are examining a crime scene you could ask if there were shoeprints left behind, fingerprints, a weapon or lost possessions, all of which could help break the case open. You can also even use yes or no questions to function as a resolution mechanic. Does an NPC notice the heroes are asking them leading questions, or does a character manage to make the leap from the staircase to the chandelier can be decided with a straight yes or no instead of relying on a system's resolution mechanics.

But like every other tool, you may choose to ignore it completely and never bother asking a single yes or no question. That's fine too!

## Conversations

One of the most important and recurring elements of narrative roleplaying is conversations with NPCs. Pre-written adventures tend to provide pret-



ty explicit instructions as to how an NPC will respond to the characters, and even different responses for different things they say or do. And without at least a little guidance improvising every character can become frustrating, or at least repetitive and cliched.

Fortunately the Solo GM System provides a little guidance thanks to the Conversation Chart and the NPC Personality Chart. The Conversation Chart is a 2d6 chart which will provide you with an immediate conversational stance for any NPC your characters begin talking to. There are two columns for both friendly or unfriendly NPCs so that you can get a likely result for either. To use the charts just roll on one of them whenever a PC begins chatting away with an NPC and utilize the result to shape how they respond back.

The NPC Personality chart lets you quickly identify the most prominent personality note for minor (or even major) NPCs, by rolling on the chart and selecting one of the two options presented. As with all "Or" Charts, this option is designed to allow you to have a useable and narratively realistic option available to choose with every result possible, whether you are creating the personality of a little girl or a barbarian warlord.

Of course once you get to know an NPC, their personality might become as common to you as any of your PC heroes, and you'll be able to roleplay them straight through any conversation without rolls. It's all up to you.



## Mid-Scene Interruptions

Your game might get a little too predictable if scenes just play out straight from the beginning set-up without any unexpected twists and turns. Fortunately mid-scene interruptions can be used in the middle of any on-going scene to spice up the action. To create a mid-scene interruption just roll up results for the mid-scene interruption prompt, which you'll see is just like event or challenge scene prompts, except you use an interruption instead of an event or challenge. Look over the results you create for the prompt, brainstorm a few seconds, and then add the new narrative events you've come up with to the scene. Perhaps to the great surprise of your heroes!

You might wonder just when is the right time to interrupt the action, so there are some guidelines provided. But it should be stressed that these are just suggestions, just like everything else in the Solo GM System you'll want to individualize it to you and your game. Here are the four basic reasons for introducing a mid-scene interruption:

- You roll a doubles on the Yes/No Table.
- You roll a 2 or 12 on the Conversation Chart

**The Solo GM System is meant to be customized to your needs and style as a player-GM. It's not meant to be complicated or difficult, just take what you like and use it!**

**Although the system is pretty open ended and easy going, if you want it to be more rigid and create an experience more in line with you vs. the game, that's possible too. Just decide on the rules beforehand and stick to them. It really depends on the system you're playing with and the story you're telling, but you could decide that every time you get a mid-scene interruption it means the PCs get attacked by villains, or some other terrible thing happens. And just resolve fights and difficult challenges with the rules of your system and don't give yourself any breaks.**

-Anytime your PCs enter a new location, or anytime you feel it's appropriate for the scene.

-The second you feel stuck or confused about where the scene should go next.

The mid-scene interruption is a powerful tool against the dreaded feeling of being stuck. Don't sit there for even one second longer than you have to should you get that feeling, immediately roll on the mid-scene interruption table and give yourself some direction!

Also you might imagine that if you don't use the Yes/No Table or the Conversation Chart then you won't cause many interruptions with them. Or maybe you use them a lot and cause too many. That's why these are just beginning recommendations, use your own judgement to decide what you would like to set off mid-scene interruptions, and how often they do so, assuming you even want to use them. And also, don't forget your rules system may have some mechanic, like critical rolls, which you can integrate into the overall solo experience, letting them set off interruptions and so on.

## Unexpected Scenes

In many pre-written roleplaying campaigns the PCs will be set upon by unexpected events they had no idea were coming. Some examples would be scenes where the PCs are confronted by some danger when they least expect it, suffer some random misfortune which slows them down or prevents them doing what they want, or even some previous storyline popping right up in their faces after they had forgot all about it. You'll probably want to include the same unexpected events in your adventure. How you do that is up to you but there are some obvious options.

The easiest way is to just assume one out of every three or four scenes will be unexpected, so you can regularly throw one in there. Maybe just when you feel like it, or even like clockwork, every fourth scene is an unexpected scene. Or perhaps you don't even try to put a number on it, just whenever you as the GM feel like it would be appropriate you spring an unexpected scene onto the session, not worrying about when or if it happens.



**The Mid-Scene Interruption Chart** works great for making up new unexpected scenes. Just use it like you do the Event or Challenge Scene Charts.

You can even create a separate sheet for unexpected scenes like you do with the different acts. For adventures that feature a lot of the unexpected, you can then think up interesting possibilities and dangers that may happen to the heroes as they do their job. Of course you just roll randomly to choose one when needed, some won't be used, which can add suspense to the game if there's a particularly nasty surprise possibly waiting in the wings!

It is also possible to have a more definite system, say before each scene you roll a d6 and on a one you will insert in an unexpected scene. Some games may just feel a little more wild and random, making it seem appropriate to have it be more likely there will be an unexpected scene, while others feel very direct and controlled and you can make it less likely. It's all very easy to control by just deciding the odds you want on the dice you want to use.

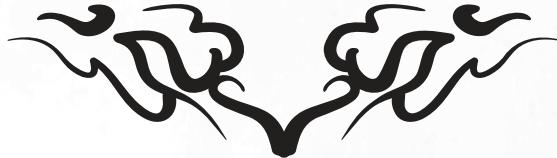
Unexpected scenes definitely have a place in the first and second acts of an adventure, especially the second act where the villain can be aware of the heroes interference and may be routinely trying to do away with them. Feel free to control at what points of the journey you allow unexpected scenes, and when they become more likely. You may not want an unexpected scene if you are about to do the inciting incident scene of the first act, or the final climactic scene of the third act, yet a second act with no surprises, fights, or traps may feel totally boring. Adjust it to suit yourself and your game.

## Improvisation

Even though you have an adventure setup and a scene setup, there's still a lot to be resolved in scene. And as stated above, the principal way you will accomplish this is through improvisation. Many GMs even in multiplayer RPG games will utilize a lot of improvisation to make things work, so it's hopefully

nothing too new. With that said, there are some tips you can use to make your improvisation work better and more smoothly. This section presents a few of them for you to consider, and if they help make your games run better, use them!

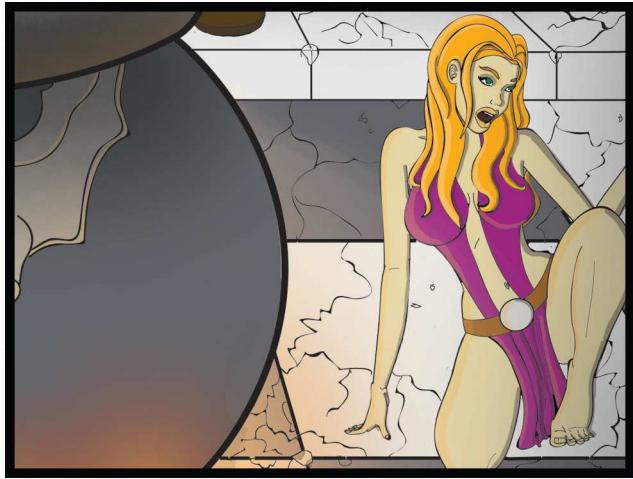
*Yes, and...:* The basic rule of improv theatre is called “Yes, and...”, which is to say, whenever you come up with an idea that you decide to use, then that idea is set in stone, so accept it and then build on it. If you decide on a certain fact during gameplay, what the location of the scene is, what NPCs are there, etc. you shouldn't go back five minutes later and second guess yourself. If you want to modify the facts (and you should!), then build upon the ones you've already laid out, make them richer. Of course it's not against the law to realize after deciding on something that you made a mistake and that's just not what you or the story wanted. In which case, if it's genuinely important enough go ahead and change it. Just be aware, doing that very often slows your game down, breaks the mood, and can kill your creativity. So in all but the most special circumstances, get used to agreeing with yourself.



*Be Specific:* One skill that really can make a solo game more enjoyable right away is being specific with your ideas. Whenever you create something new give yourself permission to get specific with it. Don't just send your characters to a restaurant, send your characters to the hottest new seafood fine dining spot in Kingsheim, with beautiful copper braziers on the wall, impeccable service, and a famously eccentric, profanity spewing foreign chef from Winelandia, and his ever present, pipe smoking, halfling sous-chef sidekick who personally designs the tasting menu every day. Don't just let your characters crash land on an undeveloped planet, have them land on a forest planet, with low oxygen that makes it hard to exert yourself or to fly through the air, and has lots of carnivorous plants with some animal-like intelligence. It's more fun for you to play the game with specific ideas, and it's easier to then improvise the story because you have so much setup to work with.



*You Are Always Right:* This one is more a psychological technique, but a very useful one if you're prone to getting stuck. Always keep in mind, you're the solo GM of this game, and you are always right. Repeat it out loud if you have to. You are always right. Did you make mistake when you set up this scene? Let's think, are you always right? Yes. So I guess you didn't make a mistake then. Learn to trust yourself and realize you're building your own story, and every decision you make is the correct one because you made it.



*Drive Scenes with Conflict:* This rule isn't just true for improvisation, it's true for all storytelling forms. Drive scenes and events forward with conflict. Or at the very least, include conflict in your scenes so that they're interesting and fun to play. And this rule applies to more than just battle scenes and arguments. Conflict is when two people disagree on any level, or even one person disagrees with himself on some level. You will almost certainly see this principle in action if you read any pre-written RPG, with countless NPCs who just have to disagree or refuse to work with anything the PCs say or ask of them. From dukes who don't think they deserve the offered reward even after they did the job, to snooty desk clerks who won't let you see the mayor because he's a very busy man. You don't have to make every NPC difficult, but it is fun letting the characters problem solve around the ones who are several times an adventure.

This can also apply between PCs, let the true personalities of your characters come through when they discuss plans of action and so on. The fierce

dwarf may prefer to knock every guard or doorman out cold, while more social characters think it's pretty barbaric to do that when they could just talk their way in legitimately with some effort. Or, on the personal disagreement level, two PCs may have something they want to say to each other, but fear over the response or the rejection that this might bring, instead leaves them doing a double dance interacting with the other character and fighting with themselves.

And one final bit about conflict, it's often very useful, even when no other conflict exists, to introduce a battle for status between characters. People in real life do this all the time, characters on British sitcoms take it to a high art form, and it works great for creating conflict and propelling improvised conversations. Social status is the basic ranking we human beings carry around in order to rank the importance of each other. Usually a king has more social status than a beggar, unless he's one special beggar, but there's lots of grey area between normal people that only gets worked out through social sparring. Whether it's a city official who thinks he should be seen and treated as having higher status than your wandering heroes because he is a right and proper member of society with clean clothes, or a salt of the earth local, who thinks he's clearly better than a group of weirdos who go blasting off across the stars without any sense of decency, battles of status provide an enjoyable undercurrent to many conversations.

## MYSTERY RULES

Some adventures you run may feature a mystery of one kind or another. Of course, it's no fun to spoil a mystery, so you won't want to come up with the answer prematurely even though you are the GM.

Instead what you can do is create a "suspects list" or list of possible correct answers to the mystery. For example, if the mystery is in fact a whodunnit, then you may identify a few possible NPCs who possibly could be responsible and put them all together on a list. Number the list of suspects, and then during the second act when the heroes are really on the trail, gathering clues, make a rule that every time the PCs defeat a challenge or reach



the point of uncovering some important clue, you will eliminate a suspect. Randomly pick a number from one of the numbers available on the suspects list and cross it off. It couldn't have been them!

This method allows you to keep the mystery going until the end of the second act. Of course you may not want to eliminate everyone if the list is too long, meaning you could decide to eliminate two suspects, add those innocent NPCs as friendly assistants in the game for your heroes, and then on the third try, whoever you select is now the guilty party. Or you could assign every potential suspect an identical token or coin, excepting that one has a secret mark on the back side, and every time the PCs find an important clue they may select one potential suspect and flip over their token. Meaning they may get him or her on the first try, or they may have to go through the entire list.

Once you know the answer to the mystery it is a good time to stop and immediately make up the backstory for the villain and their misdeeds, much like a television detective show may have a few flashback scenes once the hero reveals who the criminal really is, so it all makes sense.



## PRE-MADE ADVENTURES

Although the Solo GM System was designed assuming you are going to be making up your adventure using the Adventure Creator, there is no reason you can't use it to play pre-written adventure supplements you own. Here are a few examples of how you can modify things in order to use the Solo GM System with an adventure supplement.

*Play It Straight:* Perhaps the simplest way to play a pre-written adventure is to just use the story, NPCs, and scenes as they are written, then use the Solo GM tools to help you play out the action. You might let the little things, like how an NPC without an agenda talks to the PCs be decided randomly, while sticking to the script with the big things. The downside is, you kind of know what's coming.

*Create a Setup:* Instead of sticking strictly to the script provided by your supplement, you can instead use the elements presented to fill in your Story Sheets, but improvise events from there. In this way, you can have the full story, a lot of fleshed out NPCs and their motives, and so on, but you don't stick to the scenes provided. Events don't have to play out the way they are presented, the villain can change their plans, you can even make a mystery out of who the villain really is, so it won't necessarily be who you were expecting! This allows you to enjoy the story elements or clever ideas of a certain supplement without letting it be spoiled. The downside is balancing the story so it doesn't go completely off track and you lose what was useful about the supplement to begin with, or allow it to stay so completely on the track that you're basically just playing it straight without intending to do so.

*Strip It for Parts:* The last possible way I'm going to suggest, is that you could take a supplement and extract all the useful ideas right out of it, then make a totally original adventure that uses those ideas. Perhaps the setting is really evocative, or the NPCs are very interesting, or the villain and his scheme is a good plotline. Just take the parts out you want, then insert those elements into a totally new story, removed from the one presented in the pre-written adventure.





# Character Companion

This chapter provides several new charts you can use to help create personalities and backgrounds for your characters. These charts are:

1. Attitude Chart
2. Social Chart
3. Character Chart
4. Look Chart
5. Cause for Adventuring Chart
6. Personal Complication Chart
7. Oddity Chart

The first three charts make up the Character Companion Personality System. By rolling on all three charts you will reveal three dimensions of a character's personality in order to provide a more complete PC. Let's review what each chart is meant to do.

## Character Companion Personality System

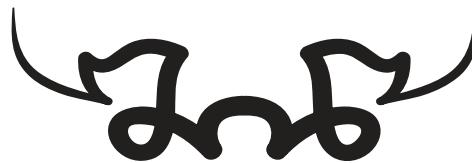
Because player characters often should be more complex individuals than the mere NPC extras who pass through our adventures, this system provides three different dimensions to define personalities. All you have to do is roll on all three tables, choose either word on the result, and you will create a personality to help define the character in question.

**Attitude** - The attitude chart tells you the attitude a character approaches life with, perhaps universally or perhaps more specifically in their job as an adventurer.

**Social** - This is how the character interacts with others, and how they are experienced by those they are around socially. To a character how they interact socially may seem like the least telling thing about themselves, but for other people it will seem like the most

important factor in who they are, unless they get to know them well.

**Character** - The moral nature or internal personality of a PC. A character's character speaks to who they are deep down and what, ultimately, they are all about. As an advanced option you can roll on this chart twice, and use both chosen results. For example a character could be both "innocent" and "self assured," with each result being one end of the spectrum of their personality.



## Character Depth Charts

The remaining charts are all optional charts you can use when you feel like it would be of some use. Much of the time, it is imagined, you will not need to roll on them for a character, but when you do, they can help you flesh out a background more fully beyond their personality.

**Look** - What appearance a character gives off. A person's look can come from a variety of sources, their physical attractiveness or lack thereof, their obvious emotional state, or just from the way they hold themselves.

**Cause for Adventuring** - Becoming an "adventurer" in one form or another is an uncommon life to lead. This chart provides you a clue as to what a character's motivation was for adopting this excitement filled life choice.

**Personal Complication** - Not all PCs are as heroic as they look. This chart provides ideas as to what the major flaw of a character is, which should in time eventually lead them or their party into great trouble.





**Oddity** - There are lot of possible quirks a character may have that help make them uniquely them. You can roll on this chart one or more times to help create different traits and oddities for a character. How odd or not odd you want your characters will have to be up to you though.

These charts are also going to be useful for defining many of the NPCs you come across in your adventures. The Social Chart is a good replacement for the NPC Personality Chart when you have a character the PCs will only experience in a social capacity, say a Duchess they meet at a party and must impress. Or when the characters arrive at a meeting with a mercenary captain rolling on the Look Chart would probably be pretty helpful in defining exactly what kind of guy this is: grizzled and touchy, stern and no-nonsense, greedy and eccentric, etc.



There are a lot of different and uncommon terms used on all these lists and it's not a bad idea to have a dictionary handy to look them up. Even if you generally understand what a term means, when you get an exact definition it can bring to your attention some unknown factor or context that you didn't remember, which can in turn give you a more creative idea for expressing the trait. That's what I do anyway, and I'm the one who wrote up all these lists!



One final note, when creating personalities for your characters don't be afraid of choosing contradictory traits which don't seem to go together. This is a great way to create complex personalities, as you think up ways why a person would have a complex, multi-layered way of interacting and seeing the world around them. In fact, that's a pretty good rule when creating anything, choose difficult pairs and find a way to make them work together. The challenge seems to inspire novel thinking in people.

## Attitude Chart

- d100
- 01-02 Absent-Minded or Fervid
- 03-04 Adventuresome or Introverted
- 05-06 Agreeable or Snooty
- 07-08 Anxious or Stoical
- 09-10 Annoying or Moody
- 11-12 Antagonistic or Good
- 13-14 Audacious or Philosophical
- 15-16 Avaricious or Serene
- 17-18 Belligerent or Enlightened
- 19-20 Blithe or Overbearing
- 21-22 Bold or Lenient
- 23-24 Bossy or Gentle
- 25-26 Brash or Optimistic
- 27-28 Brassy or Solitary
- 29-30 Brazen or Inquisitive
- 31-32 Bright or Dangerous
- 33-34 Cantankerous or Indulgent
- 35-36 Cavalier or Meddling/Nosy
- 37-38 Childish or Obtuse
- 39-40 Clever or Grim
- 41-42 Cocky or Intelligent
- 43-44 Combative or Happy-Go-Lucky
- 45-46 Compliant or Sanguine
- 47-48 Conceited or Neurotic
- 49-50 Covetous or Strange
- 51-52 Crazed or Naïve
- 53-54 Crude or Serious
- 55-56 Cultured or Melancholic
- 57-58 Cynical or Laid-Back
- 59-60 Disdainful or Reserved
- 61-62 Docile or Mischievous
- 63-64 Earnest or Vain
- 65-66 Enterprising or Rustic
- 67-68 Enthusiastic or Mean
- 69-70 Fanatical or Stolid
- 71-72 Fearless or Grumpy
- 73-74 Ferocious or Worldly
- 75-76 Flippant or Kindly
- 77-78 Foolhardy or Gracious
- 79-80 Gallant or Troublemaking
- 81-82 Gloomy or Rugged
- 83-84 Haughty or Relentless
- 85-86 Independent or Shrewish
- 87-88 Impudent or Reasonable
- 89-90 Insolent or Show-Off
- 91-92 Phlegmatic or Superior
- 93-94 Pompous or Tough
- 95-96 Pugnacious or Valiant
- 97-98 Smug or Unrestrained
- 99-100 Supportive or Vehement



## Social Chart

- d100  
 01-02 Alluring or Strong Presence  
 03-04 Aloof or Excitable  
 05-06 Argumentative or Pleasant  
 07-08 Arrogant or Leery  
 09-10 Beautiful or Handsome  
 11-12 Boastful or Knowledgeable  
 13-14 Boisterous or Unflappable  
 15-16 Boring or Silly  
 17-18 Blunt or Thin-Skinned  
 19-20 Cagey or Rude  
 21-22 Candid or Timid  
 23-24 Caustic or Guarded  
 25-26 Charming or Dramatic  
 27-28 Chauvinistic or Ditz  
 29-30 Clueless or Intimidating  
 31-32 Cold/Unemotional or Talkative  
 33-34 Confident or Plain  
 35-36 Conservative or Humorous  
 37-38 Cordial or Evasive  
 39-40 Cranky or Fast Talking  
 41-42 Critical or Wallflower  
 43-44 Dainty or Oafish  
 45-46 Dashing or Prim & Proper  
 47-48 Defensive or Snobby  
 49-50 Detached or Stubborn  
 51-52 Disrespectful or Popular  
 53-54 Dour or Spontaneous  
 55-56 Down-to-Earth or Soft-Spoken  
 57-58 Droll or Merry  
 59-60 Dumb or Vivacious  
 61-62 Erudite or Morbid  
 63-64 Extravagant or Polite  
 65-66 Fiery-Tempered or Meek  
 67-68 Freethinking or Unfriendly  
 69-70 Friendly or Nervous  
 71-72 Fussy or Slick  
 73-74 Gregarious or Quiet  
 75-76 Glum or Personable  
 77-78 Humorless or Nice  
 79-80 Ignorant or Sympathetic  
 81-82 Impatient or Shy  
 83-84 Important-Sounding or Quarrelsome  
 85-86 Inconsiderate or Perceptive  
 87-88 Interesting or Unhinged  
 89-90 Juvenile or Quick-Witted  
 91-92 Likeable or Serious  
 93-94 Morose or Whimsical  
 95-96 Nonchalant/Cool or Sensitive  
 97-98 Obnoxious or Vulgar  
 99-100 Socially-Skilled or Whiny

## Character Chart

- d100  
 01-02 Ambitious or Diligent  
 03-04 Apathetic or Magnanimous  
 05-06 Battlescarred or Reckless  
 07-08 Bigoted or Submissive  
 09-10 Brave or Paranoid  
 11-12 Callous or Fair  
 13-14 Calm or Wicked  
 15-16 Careful or Ethical  
 17-18 Careless or Respectful  
 19-20 Cautious or Self-Righteous  
 21-22 Chaste or Violent  
 23-24 Chivalrous or Kind-Hearted  
 25-26 Close-Minded or Trustworthy  
 27-28 Corrupt or Rigid  
 29-30 Courageous or Immoral  
 31-32 Cowardly or Mercenary  
 33-34 Cruel or Trusting  
 35-36 Curious or Spiteful  
 37-38 Deceitful or Mature  
 39-40 Defiant or Sagacious  
 41-42 Deviant or Obedient  
 43-44 Disciplined or Self-Centered  
 45-46 Egotistical or Honest  
 47-48 Empathic or Lazy  
 49-50 Exacting or Hedonistic  
 51-52 Farsighted or Weak-Kneed  
 53-54 Fastidious or Narcissistic  
 55-56 Foolish or Moral  
 57-58 Frugal or Ignoble  
 59-60 Generous or Sinful  
 61-62 Greedy or Squeamish  
 63-64 Gullible or Organized  
 65-66 Hateful or Romantic  
 67-68 Honorable or Predatory  
 69-70 Humble or Unscrupulous  
 71-72 Ignorant or Nice  
 73-74 Immature or Spiritual  
 75-76 Impulsive or Tolerant  
 77-78 Industrious or Sadistic  
 79-80 Innocent or Self-Assured  
 81-82 Judgmental or Selfish  
 83-84 Materialistic or Righteous  
 85-86 Meticulous or Vindictive  
 87-88 Neutral or Shrewd  
 89-90 Passive-Aggressive or Suspicious  
 91-92 Peaceful or Scrupulous  
 93-94 Pious or Self-Deprecating  
 95-96 Prudent or Thoughtless  
 97-98 Resolute or Thoughtful  
 99-100 Resourceful or Zealous



## Look Chart

d100

1. All Business or Unhealthy
2. Angry or Frail
3. Anxious or Worn Out
4. Arrogant or Enthusiastic
5. Attractive or Delicate
6. Beautiful or Savage
7. Blank or Important
8. Bossy or Sensitive
9. Bubbly or Barbarous
10. Calm or Mysterious
11. Capable or Peaceful
12. Charismatic or Artistic
13. Cheerful or Calm
14. Childish or Hostile
15. Closed Off or Trendy
16. Clueless or Affable
17. Cool or Gentle
18. Craven or Good-Natured
19. Crazy or Soft
20. Curious or Fetching
21. Dauntless or Unsure
22. Desirable or Stout
23. Different or Earnest
24. Dim or Affluent
25. Easy Going or Gluttonous
26. Edgy or Imperious
27. Energetic or Scary
28. Entitled or Frumpy
29. Evil or Pretentious
30. Excitable or Clever
31. Fashionable or Surly
32. Foolish or Cranky
33. Funny Looking or Vain
34. Gallant or Domineering
35. Graceful or Irritable
36. Gregarious or Snobby
37. Grim or Common
38. Harsh or Muscular
39. Innocent or Frightful
40. Intellectual or Patient
41. Intelligent or Hearty
42. Judgmental or Halcyon
43. Likeable or Neurotic
44. Malicious or Feisty
45. Mean or Sturdy
46. Meek or Off-Beat
47. Messy or Alluring
48. Mighty or Disinterested
49. Moody or Ravishing
50. Mousy or Carefree
51. Nervous or Seductive
52. Normal or Embittered
53. Old Fashioned or Sweet
54. Ornery or Demure
55. Pensive or Short-Tempered
56. Plain or Peevish
57. Polished or Artistic
58. Powerful or Haughty
59. Proud or Adorable
60. Rakish or Fearless
61. Robust or Glamorous
62. Scarred or Blustery
63. Severe or Unassuming
64. Sharp or Flamboyant
65. Shy or Pugnacious
66. Simple or Confident
67. Sleazy or Quiet
68. Slow or Vicious
69. Slow Witted
70. Smart or Obstinate
71. Solid or Bizarre
72. Sophisticated or Waspish
73. Sour or Pompous
74. Snobby or Dull
75. Spirited or Stoic
76. Stern or Distractable
77. Strange or Magisterial
78. Strong or Reserved
79. Suspicious or Serene
80. Tense or Sunny
81. Terrible or Emotional
82. Timid or Brawny
83. Tired or Unpretentious
84. Touchy or Frazzled
85. Tough or Warm
86. Trendy or Cold
87. Trustworthy or Crippled
88. Ugly or Rugged
89. Uncompromising or Relaxed
90. Uncultured or Evil
91. Unhappy or Plain
92. Unkempt or Handsome
93. Unlikeable
94. Unreadable or Pleasant
95. Vain or Vulnerable
96. Weak or Exotic
97. Wise or Disagreeable
98. World-Wary or Tender
99. Worried or Volatile
100. Youthful or Fretful

## Cause for Adventuring

d100

- 01-02 Academic Reasons or Make Money
- 03-04 Advancement or Escape Family
- 05-06 Adventure or See the World
- 07-08 Atonement or Follower
- 09-10 Bad Fortune or Patriotism
- 11-12 Belief or Searching for Something
- 13-14 Boredom or Find Evidence/Proof
- 15-16 Commit Crime or Military Service
- 17-18 Curiosity or Religious Duties
- 19-20 Defeat Evils or Lost Livelihood
- 21-22 Destiny or On a Quest
- 23-24 Do Good or Escape the Law
- 25-26 Duty or Magical/Supernatural Sensitivity
- 27-28 Employment to Someone Else or On the Run
- 29-30 Ennui or Need for Danger
- 31-32 Escape Dead End Existence or Shamed
- 33-34 Excitement or Protect the Innocent
- 35-36 Fame or Help Friends
- 37-38 Fired/Blacklisted or Forced into It
- 39-40 Fortune or Escape Social Station
- 41-42 Gain Money/Property or Expectations
- 43-44 Have a Better Life or Need for Novelty
- 45-46 Help People or Apply Skills/Knowledge
- 47-48 Improve the World or Death Wish
- 49-50 Intellectual Curiosity or Fulfill a Commitment
- 51-52 Justice or Prophetic/Supernatural Abilities
- 53-54 Lost Family or Thirst for Knowledge
- 55-56 Lost Home or Arrogance
- 57-58 Love or Defeat a Specific Evil
- 59-60 Mercenary Work or Earn Acceptance
- 61-62 Name Making or Responsibility
- 63-64 Nationalism or Banishment
- 65-66 Need for Greatness or Thirst for Power
- 67-68 Only Thing You Can Do or Desire for Combat
- 69-70 People Destroyed or Gain Higher Status
- 71-72 Professional Work/Research or Support Others
- 73-74 Prove Yourself or Forced by Fortune
- 75-76 Rare Aesthetic Sensitivity or Events Forced You
- 77-78 Record Adventures or Terrible Events
- 79-80 Religion or Bad Luck
- 81-82 Return/Restore Home or Fulfill Greater Plans
- 83-84 Revenge or Become a Leader/Ruler
- 85-86 Save Own Skin or Intellectual Reasons
- 87-88 Scholarship or Terrible Shock
- 89-90 Set Wrongs Right or Become Different
- 91-92 Societal Obligation or Desire to Travel
- 93-94 Solve Crimes or Escape Life
- 95-96 Treasure Hunting or In Service
- 97-98 Wanderlust or Lost Old Profession
- 99-100 Wealth or Seeking Own Kind



## Personal Complication

- d100
- 01-02 Abusive or Completely Out of Shape
  - 03-04 Amoral or Dabbles in Evil Magics/Experiments
  - 05 Arsonist/Vandal or Dark Past
  - 06-07 Bigoted or Ineffective at Job
  - 08-09 Bounty on Head or Evil
  - 10-11 Broke or Hateful
  - 12-13 Cares Only About Themselves or Jingoistic
  - 14-15 Con Artist or Troublemaker
  - 16-17 Consumed by Goal or Obsessed with Power
  - 18 Corrupt or Terribly Immature
  - 19-20 Cursed or Troublemaker
  - 21-22 Dangerous Nemesis or Addicted
  - 23-24 Death Wish or Greedy
  - 25-26 Deserter or Consumed by Desire
  - 27-28 Directionless or Untrusting
  - 29 Dutybound or Extremely Suspicious
  - 30-31 Embittered or Fight Starter
  - 32-33 Enemies or Uncertain About What They Want
  - 34-35 Excessively Vain or Immoral
  - 36-37 Fake or Anxiety Trouble
  - 38-39 Family was Murdered or Selfish
  - 40-41 Follower of Dark Powers or Status Obsessed
  - 42 Gossip-Spreader or Secret Goals
  - 43-44 Guilty or Violent Temperament
  - 45-46 Habitually Antagonistic or Self Sabotaging
  - 47-48 Haunted by Past or Doomed
  - 49-50 Incapable of Empathy or Callous
  - 51-52 Is a Criminal or Family was Evil
  - 53-54 Lost Everything or Personal Uncertainty
  - 55-56 Murderer or Owes a Debt
  - 57-58 No Drive or Briable
  - 59-60 Obsessed with Bigger Plan or Corrupted
  - 61-62 Offended Greater Powers or Sociopathic
  - 63-64 On a Mission or Supremely Ignorant
  - 65-66 Over-Dedicated to Cause or Uses People
  - 67-68 Overwhelmingly Egotistical or Malcontent
  - 69 Paranoid or Blinded by Hate
  - 70-71 Potential Sell-Out or Too Cowardly
  - 72-73 Secret Desires or Bad Fortune
  - 74-75 Self Destructive or Former Criminal
  - 76-77 Self-Centered or Dying
  - 78 Shamed Family or Consumed by Revenge
  - 79-80 Socially Incapable or Drunkenness
  - 81-82 Spy/Secret Agent or Guilty over Past
  - 83-84 Supremely Greedy or Destined for Trouble
  - 85-86 Terrible Secret or Driven to Accomplish Scheme
  - 87-88 Thieving or Narcissistic
  - 89-90 Trouble with Authority or Defined by Their Failures
  - 91-92 Unable to Relate to Others or Single Minded
  - 93-94 Unlikeable or Prone to Making Big Mistakes
  - 95-96 Untrustworthy or Oathbound
  - 97-98 Very Religious or Emotionally Troubled
  - 99-100 Wanted or Mentally Ill

## Oddity Chart

- d1000
- 001-007 Abhors Violence or Talent: Carving/Craftmaking
  - 008-014 Afraid of Big Cities or Night Owl
  - 015-020 Afraid of Insects or Practical Joker
  - 021-027 Afraid of Nature or Talks to Self
  - 028-034 Afraid of Rats or Loves Music
  - 035-040 Afraid of the Dark or Natural Leader
  - 041-047 Afraid of the Paranormal or Very Skeptical of Others
  - 048-054 Afraid of Water or Loves Theatre/Movies
  - 055-060 Albino/Skin Abnormality or Very Argumentative
  - 061-067 Always Complaining or Distrusted by Animals/Children
  - 068-074 Always Dirty or Loves to Talk About Themselves
  - 075-080 Always Finds Fault or Very Soft-Hearted
  - 081-087 Always Think They're Being Cheated or Wine Lover
  - 088-094 Always Wants the Highest Quality or Very Touchy-Feely
  - 095-100 Ambidextrous or Talent: Night Vision
  - 101-107 Anti-Intellectual or Loves Playing Cards
  - 108-114 Artistically Talented/Inclined or Well Known/Famous/Infamous
  - 115-120 Asexual or Suffers from Severe Allergies
  - 121-127 Atheist/Very Nonreligious or Very/Excessively Normal
  - 128-134 Athletic/Loves Sports or Younger Looking
  - 135-140 Baby Faced or Talent: Cooking
  - 141-147 Back Back or Painfully Shy
  - 148-154 Bad at Dealing with Authority or Very Superstitious
  - 155-160 Bad Teeth or Napper
  - 161-167 Bald or Very Cheap
  - 168-174 Believes in Astrology/Horoscopes or Very Stubborn
  - 175-180 Big Collector (of Something) or Very Strong
  - 181-187 Big Ears or Orphan
  - 188-194 Big Feet/Hands or Very Sexist
  - 195-200 Big Nose or Very Self-Centered
  - 201-207 Big/Attractive Eyes or Loves Military/Weapons History
  - 208-214 Big/Belly Laugher or Very Dependent/Needful of Others
  - 215-220 Bites Nails or Nature Lover
  - 221-227 Black Sheep or Obsessive-Compulsive
  - 228-234 Blows Through Money or Strong Chin
  - 235-240 Body Builder or Never Makes Eye Contact
  - 241-247 Brawler or Steals
  - 248-254 Can Drink Lots or Masochistic
  - 255-260 Chuckles a Lot or Past Scandal
  - 261-267 Claustrophobic or Proud/Noble Bearing
  - 268-274 Complains About Politics/Rulers or Very Skinny
  - 275-280 Conspiratorial Thinker or Loves Game (Golf, Billiards, Etc.)
  - 281-287 Convert to a Foreign Religion or Very Secretive
  - 288-294 Cracks Knuckles or Talent: Acting
  - 295-300 Crippled/Syndrome Sufferer or Very Rude
  - 301-307 Cursed or Loves Sweets
  - 308-314 Daredevil or Very Flirtatious
  - 315-320 Daydreamer or Narcissistic
  - 321-327 Deeply in Love or Smoker
  - 328-334 Dependent on Family Wealth/Support or Very Religious



335-340 Depressed or Talent: Acrobatics  
 341-347 Detests Children or Stutters  
 348-354 Dislikes Animals or Loves Science/History  
 355-360 Dislikes Specific Religion or Swimmer  
 361-367 Dislikes the Poor/Rich or Never Forgets a Face  
 368-374 Distrusts City Folk or Talent: Chess/Games  
 375-380 Distrusts Opposite Sex or Terrible Memory  
 381-387 Distrusts Rural Folk or Very Manipulative  
 388-394 Doesn't Like Being Dirty or Radical Beliefs  
 395-400 Doesn't Trust Academics or Very Quick-Witted  
 401-407 Doesn't Trust Doctors or Talent: Music  
 408-414 Doesn't Trust Foreigners or Very Polite/Well Mannered  
 415-420 Double Jointed or Talent: Archery/Trick Shooting  
 421-427 Drinks Heavily or Very Persuasive  
 428-434 Drug User or Very Loud  
 435-440 Early Bird or Loves Strong/Spicy Food  
 441-447 Estranged from Family or Very Irresponsible  
 448-454 Exaggerates Everything or Unappreciative of Art  
 455-460 Excellent Judge of Character or Talks in Their Sleep  
 461-467 Extreme Fear of Heights or Very Indecisive  
 468-474 Extremely Boorish or Self Educated/Self Made  
 475-480 Extremely Easy Going or Thinks It's Best to Be Plain/Common  
 481-487 Extremely Loyal or Terribly Naïve/Innocent  
 488-494 Extremely Moral or Talent: Climbing  
 495-500 Fast Talker or Loves Pets  
 501-507 Fidgets or Strong Spoken  
 508-514 Food Lover or Mumbles  
 515-520 Foreign Parent(s) or Sneering  
 521-527 Freckled or Talent: Horseback/Other Riding  
 528-534 Free Spirit or Polyglot  
 535-540 Frequent Groomer or Very Bossy  
 541-547 Gambler or Loves Meditating  
 548-554 Gardener or Odd Fashion Tastes  
 555-560 Gestures a Lot or Loves Fishing/Hunting  
 561-567 Gets Drunk Easy or Loves Myths/Fables  
 568-574 Good at Impersonations or Periods of Mania  
 575-580 Good Storyteller or Uses Very Strong Eye Contact  
 581-587 Good with Children or Slow Speaker  
 588-594 Gossiper or Terrible Nightmares  
 595-600 Great Sense of Taste/Smell or Very Agile  
 601-607 Great Smile or Vegetarian/Abhors Violence Toward Animals  
 608-614 Guilt-Ridden or Loves Exercising  
 615-620 Had a Strong Religious Experience or Very Inconsiderate  
 621-627 Haggles Over Everything or Very Impulsive  
 628-634 Hard of Hearing or Loves Shopping  
 635-640 Has a Favorite Catchphrase or Very Imaginative  
 641-647 Hates Being Touched or Terrible Liar  
 648-654 Hates Lawyers or Talent: Writing/Poetry  
 655-660 Hates Superstition or Older Looking  
 661-667 Hates to Travel or Pulls on Hair

668-674 Hates Upper/Lower Classes or Natural with Opposite Sex  
 675-680 Heavy Packer for Travels or Paces Constantly  
 681-687 Heavy Snorer or Loves to Sing  
 688-694 High Pitched Voice or Talent: People Skills  
 695-700 Huge Beard/Very Long Hair or Very Hedonistic  
 701-707 Hyper-Vigilant or Very Fashionable  
 708-714 Hypochondriac or Obsessed with Social Equality  
 715-720 Immaculate Appearance or Very Cruel  
 721-727 Impulsive Buyer or Low Pitched Voice  
 728-734 Incredibly Clever or Refuses to Travel by Certain Means  
 735-740 Ingeniously Clever or Talks About Others  
 741-747 Iron-Willed or Monotone/Droll Speaker  
 748-754 Irrepressible Personality or Traumatized by Ordeal  
 755-760 Kleptomaniac or Very Chatty  
 761-767 Know-It-All or Loves Jewelry  
 768-774 Knowledge: Animals or Notable Scar  
 775-780 Knowledge: Astronomy or Strangely Lucky  
 781-787 Knowledge: Boating or Perfect Teeth  
 788-794 Knowledge: Botany or Loves Festivals/Fairs  
 795-800 Knowledge: Carpentry or Loves to Travel  
 801-807 Knowledge: Chemistry/Alchemy or Many Tattoos  
 808-814 Knowledge: Dancing or Loves Fossil/Artifacts  
 815-820 Knowledge: Economics or Only Eats Bland Food  
 821-827 Knowledge: Engineering or Uses Odd Slang  
 828-834 Knowledge: Etiquette or Refuses to Talk About Themselves  
 835-840 Knowledge: Geography/Other Lands or Sadistic  
 841-847 Knowledge: Geology or Very Empathetic  
 848-854 Knowledge: Heraldry/Nobility or Very Happy/Upbeat  
 855-860 Knowledge: Martial Arts/Wrestling or Very Good Eyesight  
 861-867 Knowledge: Mathematics/Physics or Very Fearful  
 868-874 Knowledge: Medicine/First Aid or Loves Writing Letters  
 875-880 Knowledge: Natural Sciences or Teetotaller  
 881-887 Knowledge: News/Politics/Events or Very Funny  
 888-894 Knowledge: Other Peoples/Species or Very Charitable  
 895-900 Knowledge: Paranormal or Very Authoritarian  
 901-907 Knowledge: Psychology or Very Distractable  
 908-914 Knowledge: Sparring/Fencing or Very Hard-Hearted  
 915-920 Knowledge: Undead/Necromancy or Very Impatient  
 921-927 Knowledge: Underworld/Crime or Very Good Hearing  
 928-934 Limps or Obsessed with Moving Up in Life  
 935-940 Lost Love or Talent: Drawing/Painting  
 941-947 Lots of Swagger or Very Pale  
 948-954 Loved by Animals or Strange Ancestry/Genetics  
 955-960 Loves Architecture or Never Takes Blame  
 961-967 Loves Books or Very Courageous  
 968-974 Loves Brewing/Winemaking/Food Making or Very Fast  
 975-980 Loves Cologne/Perfume or Very Strong Build  
 981-987 Loves Comedy or Very Poor Eyesight  
 988-994 Loves Dancing or Very Clumsy  
 995-000 Loves Eschatology or Very Fair





# Location Guide

The Location Guide contains descriptions of twelve commonly and not-so-commonly encountered places and institutions. By reading them over you should gain a better understanding of each one, which will allow you to integrate them into your adventures much more easily. Knowing who you will find at a king's court, or what the inside of a sailing ship looks like should free up your imagination and keep you from getting stuck.

## Castle/Fort/Outpost

These serve as fortified military centers that might serve to protect a ruler or be used to protect military members and holdings in potentially hostile territory. The principal means of protection provided by these structures would be a wall, which restricts access to inside the fortification and protects those within from weaponry. Additional defensive features could include things like a moat to restrict access to the walls, fortified gates, use of high ground or an otherwise difficult approach, and offensive structures that allow for castle defenders to inflict harm on attackers. An organized military presence, called a garrison, runs the operations of castles and forts, ensuring the grounds are guarded, and look-outs are used to scan the surrounding areas for danger.

The offensive technology of a time dictates the design of fortifications, medieval castles did not have to contend with explosive shells and were built to keep out ground soldiers who did not have the capacity to structurally damage the walls. Western forts used by the United States cavalry used wooden walls, or had no walls at all, as they were not thought necessary, nor were the forts built to be long term structures. Fantasy settings featuring winged monsters like dragons might have castles with extensive and effective anti-aerial weapons and defenses. In futuristic settings forts may use shielding technology that cannot be penetrated through physical force, use extensive offensive capabilities to dissuade attackers, or be built deep underground.

## Church or Monastery

A church is a building constructed by or for a religious group. Any church or temple will have regular, pre-arranged services, rites, or rituals done as part of following the religion, often for the benefit of followers who show up for these events, or sometimes only for the priests or priestesses and perhaps for the special benefit of the worshipped deity.

Worship services can differ widely, sometimes they take the form of a sermon, whereby original texts and stories of the religion are expanded upon by the priest there, for the benefit of listeners. Other services can consist of the precise execution of certain rituals, readings of texts, sacrifices, and so on. How often these services happen and what they consist of is determined by the nature of religion in the society they are in, along with the goals of the church or cult in question. Some monotheistic religions may be an exclusive provider of religion in the local populations' lives, which can lead to frequent services and an interest in providing direction for individuals in social matters. In polytheistic religions a temple serving one god may only have formal services a few times a year, along with little interest in sermons and moral tutelage.

During regular times of non-service many churches or temples will often have open hours for the public, to allow them to offer prayers or sacrifices, meditate on important matters, and speak to religious personnel. Churches are staffed by dedicated priests or priestesses, of differing rank and experience, and they likewise will be available for religious counseling and other quasi-therapeutic services.

Churches could also be important for the planning and arrangement of social events, feasts, festivals, plays and performances. These could be very important to the lives of the local population, providing them with entertainment and leisure, as well





as a way to connect with their own communities more closely. People's enjoyment of these functions could also increase the standing or reputation of the church or cult, and in cases of polytheistic cultures could result in some competition.

A monastery is a building or complex of buildings for monks or nuns to live, separated (to differing degrees) from the rest of the world. There committed devotees may spend their lives in contemplation based around the religion they follow. They may also work to create copies of religious texts, write essays based on matters of religious philosophy, or provide services for the good of the local population.

Monks or nuns can provide hospital-like care, organize charity for the needy, give schooling for children, and provide help to those in need of writing or reading, especially in largely illiterate societies, as well as having a library. Monastery members may also work to maintain some amount of self-sufficiency by keeping gardens and growing crops, as well as as other food making such as cheese, beer, and bread production. They may also engage in craft work which allows the sale of their created goods to buy the rations and supplies their community requires.



## Criminal Organizations/Secret Societies

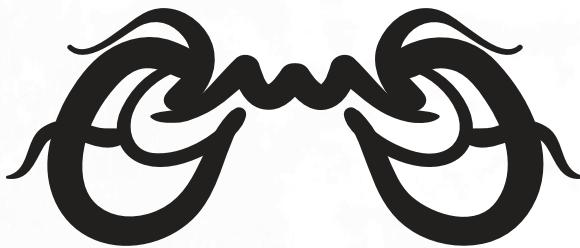
Organized crime operates to allow greater criminal operations and opportunities for crime that could only be achieved through an organized order of members. Such criminal operations can be very similar to a business operation, or can literally be an illicit business in cases like prostitution, gambling, banned drug sales, and smuggling. Of course organized criminals are largely interested in any means of making money (typically illegally) and the following means are common: extortion, blackmail, protection rackets, hijackings, burglary, fraud through insurance, banking, and government contracts, counterfeiting currency, counterfeiting rare and expensive goods, money laundering, smuggling of banned items or drugs, smuggling of stolen goods, sale of illegal items and fencing, prostitution, human trafficking, human smuggling, gambling, fixing of gambling events, skimming money from legitimate business operations, business fraud, fraud through corruption of workers' unions and other organizations, insider trading and other financial market fraud, and political corruption to give a large but not exhaustive list.

Criminal organizations, not unlike armies, require work often involving violence and may employ habitually violent individuals, which perhaps causes a need for strict hierarchy and control in order to maintain the cohesiveness of the operation as well as the safety and continuing leadership of its highest ranking members. Ranks are often created along with divisions and subdivisions of members, in order to maintain control and direct the work of the common level criminal at the bottom of the power structure. There are often strong elements of cultural values and ritual within the workings of organized crime groups.

During periods that allow for the development of organized crime, competition between groups can result as both attempt to claim their share of a particular criminal enterprise or area of operations. Criminals may be very territorial over areas they feel they control, and violent conflict can result from another group attempting to conduct operations within such areas. Also struggles for power within an organized crime group habitually go

outside the law in their means, with assassinations being a common tool to eliminate rivals.

Organized crime may be based around ethnic or other culturally identifiable lines. They may also be family based, with a particular family holding power over the group, and other families serving under them in a patronage system. Membership may be impossible, or at least severely limited, for those who are not within the correct ethnic group or families.



Secret societies are organizations that keep their internal events and operations secret from non-members and society at large. Secret societies will have a reason for existence, for a mere fraternal social club it will simply be to provide a place of leisure to members, for more nefarious groups the purpose could be a singular mission or result, such as the destruction of society or the taking of power by their villainous leader.

A secret society almost certainly involves a great amount of ritual and hierarchy, members being expected to respect and follow their rules in order to continue moving up in rank, or perhaps simply to continue living. Knowledge of the operations and goals of a secret society are only given away gradually as one moves up in rank, the most important secrets only being known to those at the top. Lower members may be expected to perform acts of crime or violence in order to prove their loyalty and advance the goals of the organization. Or they may even be used as sacrifices or expendable fodder over the course of operations.

Secret societies often make use of secret symbols or codes in order to communicate with each other secretly within open society. They may also make use of conspiracies in order to gain greater power and place membership within positions of authority.

## Military Structure/Army Camps

Militaries are hierarchically structured, starting often with the ruling body of a nation, or an army general in the case of unaffiliated armies, then working down through a series of military ranks. Marshals, generals, and commanders could oversee the entirety of a fighting force, while lesser officers oversee smaller and smaller divisions of fighting men until one reaches the rank of a common soldier. Under feudal systems rank was not entirely formalized, though a lord was responsible for the men he provided to the lord ranked above him, and so on until one reached the level of the King or his chosen commander.

Soldiers serving in a force could be broken up in any number of ways, using many different terms, but generally one can understand that an army was the whole of the fighting force, and from there groups were divided and subdivided based on the type of soldier, their role in battle, and the need to maintain command and control over them at a variety of levels during combat. Discipline and the strict following of orders are very important for the purposes of an army, especially given the violent nature of their work and the fact that they often require soldiers to do things they would prefer not to do. As such strict etiquette and adherence to rules and structure are heavily enforced, with more control and freedom being in the hands of high ranking military officers, and near-total obedience being expected from the lowest ranking fighting men.



Army camps for armies on the move required many logistical considerations, meaning far more than soldiers could be found there. Supply wagons and possibly staff, or staffing soldiers, oversaw the supplies of the army such as food. Soldiers could be made to supply their own food, or be forced to forage the surrounding lands, stealing whatever food and supplies they could find. Those who sold things or services to soldiers in the army would follow as they moved, so-called camp followers, who stayed around the edges of the encampment.





Within a camp officers and the high ranking would enjoy better accommodations, such as large tents and quality meals, while regular soldiers may or may not have tents, and would often cook their own meals communally around a fire. Soldiers were assigned to maintain guards to watch the camp while higher ranking officers could have dedicated bodyguards maintaining watch around the area of their tents.

## Police Station/Town Watch

Modern police stations often have holding cells and interrogation rooms, along with offices for the officers, detectives, and staff. A police station will likely have a sheriff, police captain, or chief of police that runs it, or possibly several stations. Police officers perform their policing duties headquartered out of such locations, and will return with arrested individuals or evidence to be processed there.

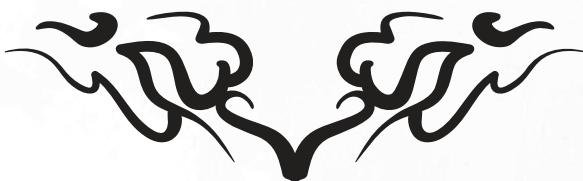
In medieval settings a town watch may keep order, or a town may have a constable who can make use of non-professional assistants to help in criminal matters. Town watch officers may arrest suspected criminals or dispense beatings and other summary judgments on the spot. Military soldiers and men-at-arms may also be used to keep order in a city, or arrest individuals under the orders of a lord.



## Restaurant/Bar/Club

Businesses which serve food or drinks are often divided between two areas: the front of the house where customers are served and the back of the house where prep work is done by employees and raw goods are stored. A manager uninvolved in the actual work of the kitchen typically runs the establishment, handling administrative tasks such as scheduling, finances, and buying of materials.

A head chef may run the kitchen, design menus, and make other decisions regarding the food served. A sous chef will serve as their second in command, with line cooks handling different specific stations actually cooking or preparing most of the food. Stations depend on what the restaurant serves and are commonly divided by the apparatus used in the cooking of the cuisine, though it's possible to require multiple cooks to man identical stations to handle a high workload. Staff beneath the cooks may do menial prep work before the restaurant opens, and during service.



The front of the house employees are those who interact with customers such as hosts, waiters, bussers, bartenders, and maitre d's. Runners may be employed to bridge the gap between the kitchen and the front of the house, bringing out food to the waiter or the customer as plates are finished, and barbacks used to keep bars stocked and operational while bartenders serve customers.

Bars and clubs may also employ entertainment, either with regular employees such as DJs, house bands, or dancers, or by booking independent acts to perform shows. Due to possible incidents involving patrons consuming alcohol and the need to restrict access at the door, bars and clubs will employ security or bouncers, and possibly at-door personnel to check IDs and collect cover charges. Clubs may also have promoters who do low level advertising of the club and its events through temporary signage and social contacts.

## Ruler's Court

A court serves as an extension of a ruler's household, allowing them to execute the business of the state from their royal residence. It serves as not only the center of political power in a state, but also may be a cultural and business center, as many important and wealthy individuals are to be found there.

Within a royal court characters can expect to find the royal family, of course, as well as many important ministers and courtiers. A high steward, prime minister, or viceroy could serve directly under the king as his primary political executive, acting on behalf of the monarch when he was unable to. Chancellors could handle executive matters of law, and other important means of government involving writing. A chamberlain will likely be employed to manage the royal household and holdings, while a seneschal manages the monarch's security and perhaps his servants. A treasurer would look after the nation's finances. High religious officials would also serve near the king, depending on what type of religions predominate the area. A privy council made up multiple appointees would advise the king in matters of state, and could have several titles within it. Also a commander or commanders of the army and navy would likely be present.

Besides officials, many noble courtiers could be found at court, some looking for promotion to an important position within government, others just looking to be where the action is. Ladies-in-waiting are noble women serving as companions to female members of the royal family, and ensuring they are well looked after. And in general it does not hurt to become a friend and companion to a person belonging to a more important family.



## Ships

Naval ships can be used for the transport of individuals or goods, fishing, exploration, or military purposes. Space on a ship is obviously at a premium, and the inside of the vessel is based on the purpose it exists for.

Quarters must be provided for the crew, officers and important personnel may have large apartments, perhaps offices, while regular sailors may have as little as a bunk or hammock. A galley is where food is cooked and served for the crew based off their rations. Supply rooms hold food (often preserved foods like salted meat, dried legumes, and hardened bread), water, beer or rum, tobacco, and other useful items like candles, paper, and so on.

If a ship is armed it has space for its weapons, such as cannon, as well as supply rooms to hold shells and gunpowder. As combat is a relatively rare event, even for military vessel, this space may be used for different things a majority of the time, with weaponry secured in place or stored. There may also be an armory to store weaponry, and ships may even hold a compliment of marines or security personnel.

Sailing vessels are propelled with their sails, the masts extending deep into the ship, while ships with engines require engine rooms as well as space to store fuel, be it oil, coal, or something else. Ships with mechanical propulsion can be larger and heavier than sailing vessels. Lower decks may also have pumps, such as a bilge pump, to remove water from inside the ship, or bring aboard water for specific purposes.

Often a ruler would hold court from a throne room, a large place where many people could be present and individuals could gain an audience. Over succeeding generations etiquette and formality could become quite pronounced, with social position being quite important to keep in mind when addressing both the royals as well as the nobles and officers at court.



Ships may be controlled from the ship's wheel by a helmsman, though more modern ships can have a bridge, where the command and navigation staff can operate the ship. This is located at a higher part of the ship above the deck, giving the captain and staff a good view.

Cargo ships may utilize large amounts of their hull to store goods, perhaps even containing tanks to seal in materials. Modern cargo ships make good use of the space outside their hulls, stacking cargo on the deck in shipping containers. Ships can be specialized for carrying certain cargo and only be used in that capacity.



Futuristic space ships will likely be designed in similar ways, with many of the same practical concerns in mind as modern naval vessels. Space craft have additional needs as well, like air supply and water recycling systems. Gravity conditions could be created by spinning the vessel as it moves through space, or with some as of yet unimagined gravitational technology.

While sailing across the ocean can already be quite dangerous should problems arise, traveling through space would prove even more hazardous. Damage to the hull would expose the crew to the void of space, where death would be quite swift. The propulsion technology may involve radioactive materials, accidents with such engines could cause radiation leaks or even explosions. Radiation from natural cosmic phenomena could also prove deadly without sufficient shielding from the hull of the space craft. Finally debilitating malfunctions within a spacecraft could potentially mean certain death for the crew depending on the setting imagined. The vast distances involved may mean a crew is stuck stranded without their main engine in operation, with no hope of possibly drifting to some place hospitable or crossing paths with another vessel by chance, and a damaged ship or escape pods may not have the ability to re-enter a planetary atmosphere and land even if such an opportunity were available.

## Stock Market/Exchange

Live stock markets are bustling places where stock brokers ask for bids and others shout their offers back to them. This can set the going prices for commodities and stocks, which are then purchased and proper records are made. Sales of stocks being set in such a way then also allows for buyers and sellers off the stock exchange floor to possibly agree upon that price.

Depending on the level of technology available prices may be sent on a ticker, which then prints the prices out on a thin strip of paper so financial brokerages and other businesses can keep track of what is happening. Less technologically advanced societies may utilize a variety of scribes, runners, and other support staff to keep everyone up to date. On the floor prices are likely written on a board or put into a screen display so everyone there knows going prices.

Futuristic societies may not have any “open outcry” exchanges, instead doing everything via computer, even if they have a centralized exchange building. Of course having everything run digitally opens the door for all kinds of high tech malfeasance and computing tricks (in a roleplaying world at least).

## Tribal Society

Some tribes can be small and feature few to no formal distinctions between members, while other tribes may feature a hierarchy of leadership and special positions of authority. Tribes with hierarchy likely have a chief, perhaps with a council of elders or leading warriors, or a council of the chief’s hand picked lieutenants. The chief and other respected leaders would make decisions for the tribe, resolve disputes, and handle dealings with outsiders.

The execution of military and combat matters may fall largely to younger tribe members outside of the upper echelon of tribal leadership, though leaders will emerge naturally or be assigned for when direction is needed on the battlefield if this is the case. There may be other positions of social importance such as being religious leader, or the person who maintains the rituals and rites of the tribe.



## Universities

Universities grant academic degrees in advanced subjects. Universities can be split up into different colleges, each with their own specific subject focus. In Medieval times religion and law were the predominant subjects, but that focus gradually expanded and in modern times all manner of degree subjects can be studied including all the major sciences, mathematics, languages, writing, history and cultural studies, theatre, business, and so on.

Universities commonly have a president to oversee operations, as well as a board of directors who control university finances, hirings, and other important matters. Each department can have its own hierarchy, a department chair who oversees operations within their subject, professors who generally do the lecturing to students and conduct research, and graduate students who assist professors both in their teaching and their research.

Professors hold doctorate degrees in their given field, one can still teach at a university and not be a professor, often holding a master's degree, and their teaching responsibilities can depend on their subspecialties and seniority. Newly hired professors are expected to publish appropriate amounts of research or complete other professional work in order to remain in their position, though if they prove themselves worthy of the position over several years they gain the status of tenured professor. A professor with tenure holds their position until retirement, unless they give exceptional cause worthy of termination.

Graduate students are studying to attain an advanced degree. In addition to studies they likely will engage in apprenticeship programs, work as assistants to professors, and perform some teaching duties for undergraduate classes. Time spent pursuing a graduate degree is expected to be difficult and generally very busy.

Undergraduate students are those pursuing a bachelor's degree, or a shorter associate's degree. College students are normally young, having just graduated from secondary education, and their time at university is often as much about new found social freedoms and the pursuit of an adult identity as

it is about learning. As such universities often provide many communal events, clubs, and societies for students to participate in. Fraternities and sororities provide a formal social club for belonging, as well as possible living groups. Belonging to a fraternity or sorority, or even a specific fraternity or sorority, can be seen as very important for some incoming undergraduate students. Collegiate athletics are quite popular as students root for their respective sports teams, and can help provide a strong sense of belonging and collegiate identity.

Finances are very important for universities, as they are expensive both to run and attend. Students may require loans in order to afford classes, or they may depend on their parents being able to pay their bills. During certain periods of history this created a class effect in the attendance, as often only the rich sent their children for university degrees. A university is likely to engage in many different fundraising activities like dinners, theatrical and musical performances, galas, and so on.

## Workshops and Factories

Factories will feature extensive machinery and likely menial level workers who operate it. Support staff may be used for cleaning, collection of scrap or spills, and maintenance. Office workers who provide secretarial functions, finances and payroll, as well as management of raw materials and distribution of finished product may work on site or nearby. Many manufacturing operations require large shipping areas to receive and dispense materials, which are shuttled back and forth between loading areas and the factory proper. Management oversees workers, ensures proper production, and handles operating decisions that may come up.

Conditions inside factories can vary widely, a futuristic factory may be run almost entirely through automated machinery and robots, while a factory from the 19th century may be crowded with workers, have dirty air, and be unconcerned with safety in the layout of operations, resulting in frequent injuries and deaths.

# The Covetous Poet's Adventure Creator - Plot Sheet

## STORY PLOT

Adventure Type: \_\_\_\_\_

Opposition: \_\_\_\_\_

Motivation: \_\_\_\_\_

Theme: \_\_\_\_\_

Plot Device: \_\_\_\_\_

Plot Device: \_\_\_\_\_

Action + Thing: \_\_\_\_\_

Action + Thing: \_\_\_\_\_

## STORY BACKGROUND

Complication: \_\_\_\_\_

Complication: \_\_\_\_\_

Plot Device: \_\_\_\_\_

Plot Device: \_\_\_\_\_

Action + Thing: \_\_\_\_\_

Action + Thing: \_\_\_\_\_

Action + Thing: \_\_\_\_\_

Location: \_\_\_\_\_

Location: \_\_\_\_\_

Location: \_\_\_\_\_

Notes :

## Storylines

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## NPCs

## Locations

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  3. \_\_\_\_\_
  4. \_\_\_\_\_
  5. \_\_\_\_\_
  6. \_\_\_\_\_
  7. \_\_\_\_\_

## Clues / Evidence

## **Items / Equipment**

The Covetous Poet's  
Adventure Creator - Act 1

Initial Oddity: \_\_\_\_\_  
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Inciting Incident: \_\_\_\_\_  
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**Act 1 Events**

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**Ideas**

Event: \_\_\_\_\_

Action: \_\_\_\_\_

Thing: \_\_\_\_\_

Plot: \_\_\_\_\_

Opposition: \_\_\_\_\_

Location: \_\_\_\_\_

Event: \_\_\_\_\_

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Opposition: \_\_\_\_\_

Location: \_\_\_\_\_

## Act 1 Events

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## Ideas

**Event:** \_\_\_\_\_

**Action:** \_\_\_\_\_

**Thing:** \_\_\_\_\_

**Plot:** \_\_\_\_\_

**Opposition:** \_\_\_\_\_

**Location:** \_\_\_\_\_

**Event:** \_\_\_\_\_

**Action:** \_\_\_\_\_

**Thing:** \_\_\_\_\_

**Plot:** \_\_\_\_\_

**Opposition:** \_\_\_\_\_

**Location:** \_\_\_\_\_

**Event:** \_\_\_\_\_

**Action:** \_\_\_\_\_

**Thing:** \_\_\_\_\_

**Plot:** \_\_\_\_\_

**Opposition:** \_\_\_\_\_

**Location:** \_\_\_\_\_

**Event:** \_\_\_\_\_

**Action:** \_\_\_\_\_

**Thing:** \_\_\_\_\_

**Plot:** \_\_\_\_\_

**Opposition:** \_\_\_\_\_

**Location:** \_\_\_\_\_

**Event:** \_\_\_\_\_

**Action:** \_\_\_\_\_

**Thing:** \_\_\_\_\_

**Plot:** \_\_\_\_\_

**Opposition:** \_\_\_\_\_

**Location:** \_\_\_\_\_

**Event:** \_\_\_\_\_

**Action:** \_\_\_\_\_

**Thing:** \_\_\_\_\_

**Plot:** \_\_\_\_\_

**Opposition:** \_\_\_\_\_

**Location:** \_\_\_\_\_

The Covetous Poet's  
Adventure Creator - Act 2

**Act 2 Challenges**

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**Ideas**

**Challenge:** \_\_\_\_\_

**Action:** \_\_\_\_\_

**Thing:** \_\_\_\_\_

**Plot:** \_\_\_\_\_

**Opposition:** \_\_\_\_\_

**Location:** \_\_\_\_\_

**Challenge:** \_\_\_\_\_

**Action:** \_\_\_\_\_

**Thing:** \_\_\_\_\_

**Plot:** \_\_\_\_\_

**Opposition:** \_\_\_\_\_

**Location:** \_\_\_\_\_

**Challenge:** \_\_\_\_\_

**Action:** \_\_\_\_\_

**Thing:** \_\_\_\_\_

**Plot:** \_\_\_\_\_

**Opposition:** \_\_\_\_\_

**Location:** \_\_\_\_\_

**Challenge:** \_\_\_\_\_

**Action:** \_\_\_\_\_

**Thing:** \_\_\_\_\_

**Plot:** \_\_\_\_\_

**Opposition:** \_\_\_\_\_

**Location:** \_\_\_\_\_

**Challenge:** \_\_\_\_\_

**Action:** \_\_\_\_\_

**Thing:** \_\_\_\_\_

**Plot:** \_\_\_\_\_

**Opposition:** \_\_\_\_\_

**Location:** \_\_\_\_\_

## Act 2 Challenges

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## Ideas

**Challenge:** \_\_\_\_\_

**Action:** \_\_\_\_\_

Thing: \_\_\_\_\_

Plot: \_\_\_\_\_

Opposition: \_\_\_\_\_

Location: \_\_\_\_\_

**Challenge:** \_\_\_\_\_

**Action:** \_\_\_\_\_

Thing: \_\_\_\_\_

Plot: \_\_\_\_\_

Opposition: \_\_\_\_\_

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**Challenge:** \_\_\_\_\_

**Action:** \_\_\_\_\_

Thing: \_\_\_\_\_

Plot: \_\_\_\_\_

Opposition: \_\_\_\_\_

Location: \_\_\_\_\_

**Challenge:** \_\_\_\_\_

**Action:** \_\_\_\_\_

Thing: \_\_\_\_\_

Plot: \_\_\_\_\_

Opposition: \_\_\_\_\_

Location: \_\_\_\_\_

## Notes / Sketches

# The Covetous Poet's Adventure Creator - Act 3

## Finale

## Notes / Sketches

## NPCs

## Locations

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  2. \_\_\_\_\_
  3. \_\_\_\_\_
  4. \_\_\_\_\_
  5. \_\_\_\_\_
  6. \_\_\_\_\_
  7. \_\_\_\_\_

## Clues / Evidence

## **Items / Equipment**

The Covetous Poet's



# ANSWER ORACLE

## Event Scene Chart

(2d6)

2. Very unexpected turn of events.
3. PCs receive or overhear news or information.
4. PCs run into trouble.
5. Something bad happens to a PC.
6. Plot thread (Pick one or create a new one.)
7. PCs asked to help or see reason to get involved.
8. A new NPC.
9. Something bad happens to a PC.
10. Something bad happens to all PCs.
11. Something good happens to a PC.
12. Ambiguous or strange event.

### Event Scene Prompt

Event :  
 Action :  
 Thing :  
 Plot Device :  
 Opposition :  
 Location :

## Personality Table

(d50)

1. Aloof or Tough
2. Anxious or Vain
3. Arrogant or Foolish
4. Belligerent or Serious
5. Bigoted or Self-Righteous
6. Blunt or Guarded
7. Boisterous or Greedy
8. Boring or Squeamish
9. Bossy or Reasonable
10. Bright or Moody
11. Cagey or Timid
12. Callous or Paranoid
13. Cantankerous or Stoical
14. Careless or Polite
15. Charming or Snobby
16. Clever or Neurotic
17. Close-Minded or Kind-Hearted
18. Cold or Fast Talking
19. Confident or Rude
20. Cowardly or Self-Centered
21. Cranky or Disciplined
22. Cruel or Egotistical
23. Cultured or Rugged
24. Cynical or Strange
25. Dainty or Narcissistic
26. Deceitful or Wise
27. Diligent or Hedonistic
28. Dramatic or Stubborn
29. Droll or Romantic
30. Dumb or Whimsical
31. Easy-Going or Nosy
32. Evasive or Prim & Proper
33. Fearless or Snooty
34. Fiery-Tempered or Shy
35. Foolhardy or Talkative
36. Gregarious or Obnoxious
37. Grumpy or Smug
38. Haughty or Pleasant
39. Honorable or Nice
40. Humorless or Whiney
41. Humorous or Oafish
42. Impatient or Wicked
43. Intimidating or Merry
44. Judgmental or Sadistic
45. Juvenile or Reckless
46. Knowledgeable or Pompous
47. Lazy or Predatory
48. Leery or Spiritual
49. Pious or Suspicious
50. Shrewd or Vindictive

## Challenge Scene Chart

(2d6)

2. Collect evidence or recover items.
3. Spy on someone or do reconnaissance.
4. Curry favor or gain access.
5. Avoid danger or deal with threats.
6. Assist or save an NPC.
7. Survive an attack or incident.
8. Collect evidence or recover items.
9. Avoid danger or deal with threats.
10. Do research or find help.
11. Convince authorities or important NPCs.
12. Assist or save an NPC.

### Challenge Scene Prompt

Challenge :  
 Action :  
 Thing :  
 Plot Device :  
 Opposition :  
 Location :

## Three Act Structure

### **Act One - Event Scenes**

The first act introduces the heroes to the events of the plot and hooks them into solving the story. By the end of the first act the characters should know enough about the plot to generally understand what they need to do in order to save the day.

### **Act Two - Challenge Scenes**

Before the heroes can get to the ending and face the ultimate villain or obstacle and resolve the story for good, they must go through a series of smaller challenges. Only by defeating these lesser obstacles can the heroes get to the ending of the story.

### **Act Three - Finale**

The final act is the big confrontation with the story's villain. If the heroes defeat this final challenge then they will have successfully completed the adventure and saved the day!

The Covetous Poet's



# ANSWER ORACLE

## **Yes/No Table**

Chances of Being True	Yes	No
Extremely Likely	1-95	96-100
Very Likely	1-75	76-100
Even	1-50	51-100
Very Unlikely	1-25	26-100
Extremely Unlikely	1-5	6-100

## **Conversation Chart**

(2d6)	Unfriendly Stranger Failed Social Check	Friendly Acquaintance Successful Social Check
2	Credulous	Disagreeable
3	Friendly	Evasive
4	Short	Truthful
5	Unhelpful	Agreeable
6	Disinterested	Interested
7	Skeptical	Helpful
8	Disagreeable	Credulous
9	Evasive	Friendly
10	Truthful	Short
11	Agreeable	Unhelpful
12	Interested	Disinterested

## **Mid-Scene Interruption Chart**

(2d6)

2. A very unexpected turn of events.
3. PCs are given news or overhear information.
4. Something bad happens to all PCs.
5. A new NPC.
6. PCs accosted, attacked, or run into trouble.
7. Plot thread pops up. (Pick a plot thread, or make up a new one!)
8. Something bad happens to a PC.
9. An NPC the PCs know shows up.
10. Something good happens to a PC.
11. PCs asked to help or see reason to get involved.
12. Ambiguous or strange event.

Interruption Prompt

Interruption :

Action :

Thing :

Plot Device :

Opposition :

Location :

Roll a Mid-Scene Interruption When...

-You roll doubles on the Yes/No Table.

-Roll a 2 or 12 on the Conversation Chart.

-When your PCs enter a new location, or anytime you feel it's appropriate for the scene.

-The second you feel stuck or confused about where a scene should go next.

## **Hired Jobs/Requests/Quests Chart**

(2d6)

2. Help to heal someone by finding a cure or the materials to make it.
3. Do work, such as moving, driving, constructing, or household chores.
4. Help rescue someone in danger.
5. Deliver a message or item to someone.
6. Work as bodyguards, hired muscle, guides or scouts.
7. Help solve a crime of some kind.
8. Figure out a mystery, like why a strange occurrence is happening.
9. Help someone do something dangerous or difficult.
10. Help retrieve some item or possession, or find a way to acquire it.
11. Gather up something in sufficient quantity.
12. Take care of something or someone for a time, making sure nothing bad happens.

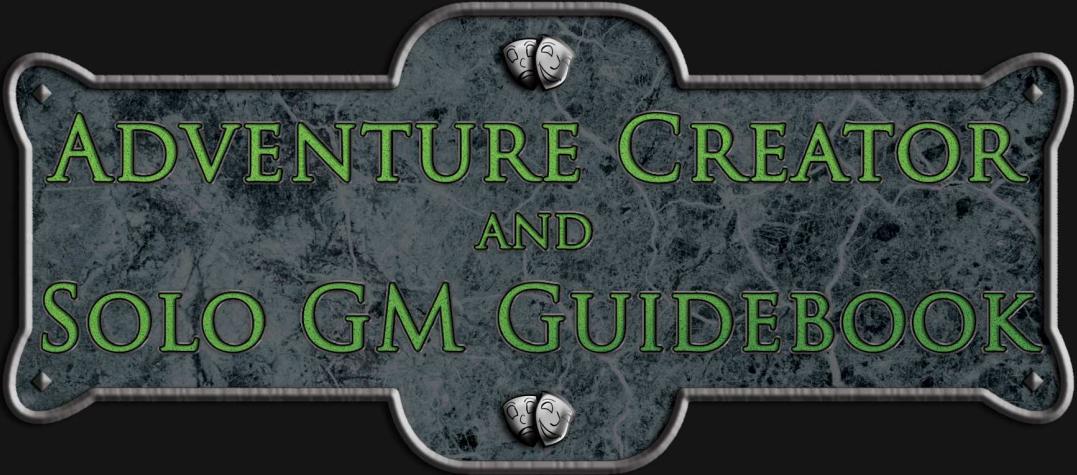
Job Prompt

Job Type :

Action + Thing :

Opposition :

Location :



# ADVENTURE CREATOR AND SOLO GM GUIDEBOOK