



d30 Adventure Seed Generator

PART I OF II

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AG1: TRIGGER

- 1 accusation
- 2 ambush
- 3 apparition
- 4 attack
- 5 conversation
- 6 destruction of object
- 7 diary
- 8 drawing
- 9 dream
- 10 encounter w/ NPC
- 11 escape
- 12 manuscript
- 13 map
- 14 message
- 15 item, exotic
- 16 item, mundane
- 17 oracle
- 18 plea
- 19 prophecy
- 20 public notice
- 21 reconnaissance
- 22 request
- 23 summoned by group
- 24 survivor
- 25 symbol
- 26 teleportation
- 27 transaction
- 28 trap
- 29 vision
- 30 warning

AG2: MAJOR GOAL

- 1 aid other hero(es)
- 2 break curse affecting persons(s)
- 3 break curse affecting locale
- 4 capture fugitive
- 5 deal with growing threat
- 6 defend locale
- 7 deliver message/object
- 8 discover secret
- 9 escort/protect object(s)/person(s)
- 10 investigate locale
- 11 locate/track down NPC (ally/hero/villain)
- 12 maintain peace
- 13 prevent invasion
- 14 rally ally(allies)/form allegiance(s)
- 15 reclaim lost locale (regain control of)
- 16 release person/creature from burden
- 17 rescue/free captive(s)/slave
- 18 root out spies/minions of evil
- 19 search for knowledge/evidence
- 20 solve mystery - disappearance of object
- 21 solve mystery - disappearance of person(s)
- 22 solve mystery - murder/death
- 23 solve mystery - theft
- 24 solve mystery - phenomenon
- 25 stop conflict
- 26 stop impending devastation
- 27 stop plot from coming to fruition
- 28 stop raids on locale
- 29 stop strange phenomenon affecting locale
- 30 stop villain from amassing power

AG3: OBSTACLE TO GOAL

- 1 acquire item
- 2 acquire knowledge
- 3 acquire key(s)/parts
- 4 awaken sleeping NPC
- 5 beat time limitation
- 6 clear names
- 7 compete in tournament
- 8 complete scavenger hunt
- 9 destroy item
- 10 escape locale
- 11 explore locale
- 12 find hidden/lost entrance
- 13 find hidden/lost locale
- 14 find magic item/object
- 15 find way back to key locale
- 16 fight for freedom
- 17 fix "broken" item
- 18 make long journey
- 19 make perilous journey
- 20 navigate labyrinth
- 21 navigate series of portals
- 22 pass various tests
- 23 perform ritual
- 24 restore condition
- 25 race against antagonist(s)
- 26 reveal conspiracy
- 27 revive deceased NPC
- 28 solve puzzle/riddles
- 29 speak incantation
- 30 stop ritual

AG4: LOCALE

- 1 abbey
- 2 burial ground
- 3 catacombs
- 4 castle
- 5 cave
- 6 cavern
- 7 cemetery
- 8 chasm
- 9 citadel/keep
- 10 city
- 11 dungeon
- 12 farmstead
- 13 fortress
- 14 forest
- 15 hamlet
- 16 hill
- 17 island
- 18 mansion
- 19 outpost
- 20 palace
- 21 ruins
- 22 stronghold
- 23 temple
- 24 thorpe
- 25 tomb
- 26 tower
- 27 town
- 28 mountain
- 29 village
- 30 volcano

AG5: LOCALE FEATURE

- 1 altar
- 2 barracks
- 3 bridge
- 4 chapel
- 5 dais
- 6 door
- 7 fountain
- 8 garden
- 9 gallery
- 10 gate
- 11 plaza
- 12 laboratory
- 13 library
- 14 machine, clockwork
- 15 machine, magical
- 16 painting
- 17 pedestal
- 18 pit
- 19 pool
- 20 portal
- 21 sanctuary
- 22 sarcophagus
- 23 statue/idol
- 24 shrine
- 25 statuary
- 26 tapestry
- 27 throne
- 28 waterfall
- 29 well
- 30 workshop