



d30 Adventure Seed Generator

PART II OF II

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AG6: PHENOMENA

- 1 charm
- 2 darkness
- 3 decay
- 4 delusion
- 5 disease
- 6 disembodied voices
- 7 energy drain (hp)
- 8 energy drain (level)
- 9 fear
- 10 fever
- 11 fog/mist
- 12 fungi/mold/slime
- 13 hallucinations
- 14 hauntings
- 15 lights/colors
- 16 loss of memory
- 17 mania
- 18 monster plague
- 19 nightmares
- 20 noises/sounds
- 21 panic/paranoia
- 22 paralyzation
- 23 poisoning(s)
- 24 shadows
- 25 sickness
- 26 sightings of dead
- 27 sleep
- 28 strange vegetation
- 29 strange weather
- 30 transformation

AG7: VILLAIN GOAL/REASON

- 1 amusement/boredom
- 2 avoid loss/pain
- 3 corruption
- 4 debt (owes one)
- 5 derangement/insanity
- 6 destiny
- 7 domination/control
- 8 eliminate species
- 9 enslavement
- 10 envy
- 11 experimentation
- 12 fascist stooge (higher "boss")
- 13 fear
- 14 forgotten reason
- 15 guilt
- 16 greed
- 17 hatred
- 18 honor
- 19 immortality
- 20 ideology (strange)
- 21 loyalty (misplaced)
- 22 mass destruction
- 23 mischief
- 24 noble goal, extreme measures
- 25 power
- 26 pride/vanity
- 27 pure evil
- 28 revenge
- 29 self-preservation/survival
- 30 utopia (at all costs)

AG8: ARTIFACT/RELIC

- 1 amulet
- 2 bowl/brazier/censer
- 3 box
- 4 bracers
- 5 candle
- 6 codex/manual/tome
- 7 cube
- 8 cup
- 9 figurine/idol
- 10 flask
- 11 gem/jewel
- 12 grimoire
- 13 horn/instrument
- 14 mask
- 15 medallion
- 16 mirror
- 17 necklace
- 18 orb/sphere
- 19 pearl
- 20 potion
- 21 ring
- 22 rod
- 23 scarab
- 24 scepter
- 25 spellbook
- 26 staff
- 27 stone
- 28 talisman
- 29 wand
- 30 weapon

AG9: THEME

- 1 blood
- 2 darkness/night
- 3 death
- 4 destiny
- 5 doom
- 6 freedom
- 7 forbidden
- 8 enchantment
- 9 evil
- 10 flame(s)
- 11 glory
- 12 gold
- 13 greed
- 14 innocence
- 15 immortality
- 16 judgement
- 17 justice
- 18 life
- 19 light/day
- 20 madness
- 21 mystery
- 22 power
- 23 rebirth
- 24 revenge
- 25 shadow
- 26 terror
- 27 treasure
- 28 vengeance
- 29 wonder
- 30 wrath

AG10: KEY NPC

- 1 cleric (see pp.38-41)
- 2 druid/cleric* (see pp.38-41)
- 3 fighter (see pp.38-41)
- 4 paladin/fighter* (see pp.38-41)
- 5 ranger/dwarf* (see pp.38-41)
- 6 magic-user (see pp.38-41)
- 7 illusionist/magic-user (see pp.38-41)
- 8 thief (see pp.38-41)
- 9 assassin/halfling* (see pp.38-41)
- 10 monk/elf* (see pp.38-41)
- 11 animal trainer
- 12 hermit
- 13 merchant (see NPCO2a, p.42)
- 14 misc. artist (see NPCO2c, p.42)
- 15 pilgrim (as 1st-level cleric)
- 16 sage (see pp.44-45)
- 17 scribe
- 18 spy (as thief)
- 19 smith
- 20 tradesman (see NPCO2b, p.42)
- 21 king
- 22 queen
- 23 queen mother
- 24 noble (see NPCN1/NPCN2, p.43)
- 25 noble household (see NPCH, p.43)
- 26 noble teacher (see NPCT, p.43)
- 27 castle employee (see NPCJ, p.43)
- 28 soldier
- 29 slave
- 30 peasant

* for Oe and 1e editions use indication on left
for BX editions use indication on right