d30 Adventure Seed Generator
PART I OF II

AG1: TRIGGER	AG2: MAJOR GOAL	AG3: OBSTACLE TO GOAL	AG4: LOCALE	AG5: LOCALE FEATURE
1 accusation	1 aid other hero(es)	1 acquire item	1 abbey	1 altar
2 ambush	2 break curse affecting persons(s)	2 acquire knowledge	2 burial ground	2 barracks
3 apparition	3 break curse affecting locale	3 acquire key(s)/parts	3 catacombs	3 bridge
4 attack	4 capture fugitive	4 awaken sleeping NPC	4 castle	4 chapel
5 conversation	5 deal with growing threat	5 beat time limitation	5 cave	5 dais
6 destruction of object	6 defend locale	6 clear names	6 cavern	6 door
7 diary	7 deliver message/object	7 compete in tournament	7 cemetary	7 fountain
8 drawing	8 discover secret	8 complete scavenger hunt	8 chasm	8 garden
9 dream	9 escort/protect object(s)/person(s)	9 destroy item	9 citadel/keep	9 gallery
10 encounter w/ NPC	10 investigate locale	10 escape locale	10 city	10 gate
11 escape	11 locate/track down NPC (ally/hero/villain)	11 explore locale	11 dungeon	11 plaza
12 manuscript	12 maintain peace	12 find hidden/lost entrance	12 farmstead	12 laboratory
13 map	13 prevent invasion	13 find hidden/lost locale	13 fortress	13 library
14 message	14 rally ally(allies)/form allegiance(s)	14 find magic item/object	14 forest	14 machine, clockwork
15 item, exotic	15 reclaim lost locale (regain control of)	15 find way back to key locale	15 hamlet	15 machine, magical
16 item, mundane	16 release person/creature from burden	16 fight for freedom	16 hill	16 painting
17 oracle	17 rescue/free captive(s)/slave	17 fix "broken" item	17 island	17 pedestal
18 plea	18 root out spies/minions of evil	18 make long journey	18 mansion	18 pit
19 prophecy	19 search for knowledge/evidence	19 make perilous journey	19 outpost	19 pool
20 public notice	20 solve mystery - disappearance of object	20 navigate labyrinth	20 palace	20 portal
21 reconnaissance	21 solve mystery - disappearance of person(s)	21 navigate series of portals	21 ruins	21 sanctuary
22 request	22 solve mystery - murder/death	22 pass various tests	22 stronghold	22 sarcophagus
23 summoned by group	23 solve mystery - theft	23 perform ritual	23 temple	23 statue/idol
24 survivor	24 solve mystery - phenomenon	24 restore condition	24 thorpe	24 shrine
25 symbol	25 stop conflict	25 race against antagonist(s)	25 tomb	25 statuary
26 teleportation	26 stop impending devastation	26 reveal conspiracy	26 tower	26 tapestry
27 transaction	27 stop plot from coming to fruition	27 revive deceased NPC	27 town	27 throne
28 trap	28 stop raids on locale	28 solve puzzle/riddles	28 mountain	28 waterfall
29 vision	29 stop strange phenomenon affecting locale	29 speak incantation	29 village	29 well
30 warning	30 stop villain from amassing power	30 stop ritual	30 volcano	30 workshop