

Monster

Control

Abominations

1. Chaos spawn
2. Dire beast
3. Sea monster
4. Plaguelings
5. Oozes
6. Mind parasites

Assimilate

Hide

Hunt

Monster

People

Bribe

Advisor

1. Minister
2. Court mage
3. Grand Vizier
4. Chamberlain
5. Ambassador
6. Officer

Betray

People

Counsel

Desire

Thing

Trained

Animal

1. Horse
2. Wolf or dog
3. Cat or rodent
4. Bull or stag
5. Boar or pig
6. Horse or donkey

Wild

Thing

Planar

Transformed

People

Track

Barbarian

1. Horsewoman
2. Berserker
3. Skinchanger
4. Huntress
5. Liver eater
6. Amazon

Quarrel

Rescue

Migrate

People

Place

Friendly

Castle

1. Hidden fortress
2. Behind the lines
3. Trade counter
4. Wizard school
5. Ivory palace
6. Garrison

Taken over

Place

Ruined

Enemy

Place

Blighted

City

1. Trade port
2. Crossroads
3. Guild hub
4. Walled city
5. Haven of thieves
6. Frontier town

Affluent

Place

Occupied

Exotic

People

Nomadic

Community

1. Elven folk
2. Free people
3. Proudbeards
4. Short stalkers
5. Tinkergens
6. Beastmen

Evil

Urban

Criminal

People

Monster

Bar entry

Constructs

1. Stone machine
2. Bronze golem
3. Reborn one
4. Living armour
5. Sentient puppet
6. Automaton

Rampage

Monster

Labour

Wander

People

Blackmail

Criminal

1. Piratess
2. Burglar thief
3. Smuggler
4. Assassin
5. Guildmaster
6. Con artist

Cheat

People

Steal

Harm

Monster

Demons

1. Devil-face
2. Demon lord
3. Fire scourges
4. Imp clan
5. Hellhounds
6. Nightmare

Monster

Tempt

Corrupt

Dupe

Guard

Monster

Dimensional beings

1. Salamanders
2. Granite fists
3. Ondine
4. Sylphian bird
5. Clockmaster
6. Living lightning

Monster

Invade

Escape

Dwell

Breed

Monster

Dragonkin

1. Fire drake
2. Wyvern
3. Wyrn in disguise
4. Dragonspawn
5. Dracolich
6. Dragon god

Monster

Seize

Keep

Hatch

Devastate

People

Entertainer

1. Fighting bard
2. Acrobat
3. Magician
4. Courtesan
5. Actress
6. Jester

People

Misplace

Fool

Forget

Spy on

Monster

Evil cult

1. Chaos servants
2. Hell lovers
3. Murder acolytes
4. Doom church
5. Dark priestess
6. Pain bringers

Monster

Take over

Oppose

Bargain

Call

Monster

Goblinoids

1. Grey goblins
2. High trolls
3. Orc tribe
4. Bugbears
5. Lone half orc
6. Nilbogs

Monster

Pillage

War

Ambush

Flee

Thing

Goods

1. Cattle
2. Land
3. Coin
4. Contract
5. Belongings
6. Merchandise

Thing

Fenced

Borrowed

Unique

Worthless

People

Healer

1. Physician
2. Orderly
3. Sawbones
4. Cleric
5. Charlatan
6. Miracle worker

People

Help

Fail

Cure

Require

Place

Home

1. Ancestral manor
2. House in town
3. Rich farm
4. Hidden cabin
5. Rented room
6. Great yurt

Place

Squatted

Insalubrious

Burnt down

Famous

Thing

Invention

1. Flying machine
2. New weapon
3. Trade machine
4. Land vehicle
5. Boat / Ship
6. Agricultural

Ubiquitous

Malfunctioning

Controversial

Misappropriated

Thing

Place

Island

1. Paradise
2. Pirate hideout
3. Barren rock
4. Secret camp
5. Trade counter
6. From beyond

Sunken

Haunted

Savage

Desert

Place

Thing

Knowledge

1. Old tome
2. Lost scroll
3. Runic stone
4. Tapestry
5. Family saga
6. Wallpainting

Philosophic

Arcane

Life saving

Dangerous

Thing

Concept

Love

1. Secret
2. Not shared
3. Forgotten
4. Cursed
5. Unnatural
6. Star-crossed

Reinforced

Ended

Found out

Born

Concept

Concept

Magic

1. Spell
2. Curse
3. Miracle
4. Struggle
5. Place
6. Quest

Created

Shared

Unearthed

Stolen

Concept

People

Master of magic

1. City mage
2. Fire sorceress
3. Outcast warlock
4. Archmage
5. Hedge wizard
6. Necromancer

Summon

Destroy

Send

Reveal

People

People

Merchant

1. Peddler
2. Guild official
3. Shopkeeper
4. Shipowner
5. Trapper
6. Alchemist

Love

Lose

Sell

Search for

People

People

Noble

1. Princess
2. Robber baron
3. Lost heir
4. Sheikh
5. Archduchess
6. Landless knight

Poison

Care

Assist

Pay

People

People

Outcast

1. Wandering sage
2. Old beggar
3. Plague bearer
4. Manic madman
5. Young witch
6. Cursed one

Give

Escape

Prowl

Mislead

People

Thing

Passageway

1. Floating door
2. Portal maker
3. Red vortex
4. Maelstrom
5. Secret corridor
6. Planar rift

Thing

Guarded

Invisible

New

Menacing

Place

Place of Worship

1. Old temple
2. Small chapel
3. Hidden sanctuary
4. Rural church
5. Sacred grove
6. Forgotten altar

Place

Cursed

Lost

Holy

Hidden

Concept

Plague

1. Blood madness
2. Finger rot
3. Curse of undeath
4. Whiteplague
5. Hallucinations
6. Greenfever

Concept

Quarantine

Spread

Weaponise

Risk

People

Ruler

1. Rightful monarch
2. Tired prince
3. Cruel empress
4. Warrior queen
5. War conqueror
6. Priest-king

People

Suspect

Fear

Die

Want

Concept

Secret

1. Trade
2. State
3. Magick
4. Lovers
5. Murder
6. Recipe

Concept

Revealed

Threatened

Betrayed

Forgotten

People

Servant of the Gods

1. Trusted oracle
2. High priestess
3. Filthy druid
4. Old acolyte
5. Monk / Cleric
6. Dashing paladin

People

Intrigue

Warn

Travel

Foresee

Place

Settlement

1. Nomadic camp
2. Fishing village
3. Decaying town
4. Caravanserail
5. Cave complex
6. Remote hamlet

Place

Abandoned

Razed

Prosperous

Remote

Thing

Symbol of power

1. Golden crown
2. Tall scepter
3. Red robes
4. Medallion
5. Three rings
6. Sealed letter

Thing

Magical

Disputed

Ancient

Unused

Concept

Threat

1. Magic
2. Military
3. Inside
4. Social
5. Political
6. Religious

Concept

Veiled

Destroyed

Invisible

Pushed back

Concept

Embargo

Trade

Greedy

Caravan

Route

Concept

1. Illegal
2. Slaves
3. Precious goods
4. New venture
5. Guilds
6. Speculation

People

Trick

Traveller

Flee

Quest

People

1. Adventurer
2. Messenger
3. Troubadour
4. Vagabond
5. Noble family
6. Spy for hire

Tell

Thing

Ancient

Treasure

Lost

Stolen

Thing

1. Old knowledge
2. Relic of old
3. Unique artefact
4. Gems and jewels
5. King's ransom
6. Gold and silver

Buried

Monster

Watch

Undead

Want

Haunt

Monster

1. Vampire master
2. Skeleton knight
3. Ghoul pack
4. Zombie hord
5. Lonely ghost
6. Lich lord

Wait

Monster

Lurk

Underdwellers

Enslave

Raid

Monster

1. Dark elves
2. Mushroomians
3. Deep dwarves
4. Shoggoths
5. Wormlings
6. Morlocks

Plot

Place

Discovered

Underground

Lair

Feared

Place

1. Shifting caves
2. Lake and rivers
3. Haunted crypts
4. Cursed maze
5. Secret prison
6. Deep rift

Sinister

People

Owe

Villager

Find

Fear

People

1. Innkeeper
2. Burgmeister
3. Wise woman
4. Grumpy smithy
5. Farmer's wife
6. Fisherman

Need

Concept

Invasion

War

Retreat

Battle

Concept

1. Border trouble
2. Old grudge
3. Skirmishes
4. Revolution
5. Conquest
6. Massacre

Conquest

People

Wound

Warrior

Order

Kill

People

1. Knight-errant
2. Savage
3. Sea dog
4. Mercenary captain
5. Duellist
6. Old sergent

Chase

Monster

Land

Water people

1. Green merfolk
2. Orca riders
3. Sea devils
4. Raft raiders
5. Storm people
6. Weresharks

Trade

Attack

Fish

Monster

Place

Battleground

Watery terrain

1. Salted marsh
2. Riverside
3. Burning bog
4. Lake shores
5. Coast country
6. Mangrove

plagued

Frontier

Inhabited

Place

Thing

Magic

Weapon

1. Sword or spear
2. Axe or hatchet
3. Mace or flail
4. Bow or crossbow
5. Dagger or dirk
6. Exotic or foreign

Symbolic

Cursed

Valuable

Thing

Concept

Unprecedented

Weather

1. Heavy snow
2. Long drought
3. Thunderstorm
4. Heatwave
5. Freezing blizzard
6. Hurricanes

Magic

Abnormal

Expected

Concept

Place

Dangerous

Wilderness

1. Deep forest
2. Barren mountains
3. Steep hills
4. Wide plains
5. Cold desert
6. Dangerous savana

peaceful

Unexplored

Inhabited

Place

People

Hide

Wise one

1. Scholar priestess
2. Mad occultist
3. Great librarian
4. Holy seer
5. Astrologist
6. Lost hermit

Deal

Pursue

Discover

People

Monster

Prank

Wood folk

1. Faery court
2. Wood elves
3. Treefolk
4. Primitive tribe
5. Moss gnomes
6. Ogre warband

Abduct

Snatch

Offer

Monster

Thing

Antique

Work of art

1. Priceless painting
2. Platinum statue
3. Wood carving
4. Architecture
5. Unique jewelry
6. Book of poetry

Famous

Forged

Priceless

Thing

Place

Busy

Workplace

1. Tallest mill
2. Secret workshop
3. Expensive market
4. City stables
5. Smokey forge
6. Famous inn

Struggling

Dishonest

Unusual

Place