



Mystery Genre Charts

The Mystery Genre Charts are for roleplaying games featuring clever detectives who use their uncommon skills and desire to stop crime to see justice done. Players who using games featuring sluths, mysteries, and ingenious crimes should use these charts to create their adventures.

Mystery Adventure Types Chart

d10

1. A Strange Case - An NPC needs help with some strange occurrence or experience, be it threatening or benign.
2. Ripper on the Loose! - There is a dangerous and terrifying villain at large scaring innocent people.
3. Great Caper - Criminals plan or have pulled off a massive heist and only great detectives can save the day!
4. Criminal Underworld - The heroes must traverse through the seedy side of society in order to solve a crime, save a life, etc.
5. Napoleon of Crime - The detectives must stop a syndicate of criminals from completing their latest big scheme.
6. Whodunnit? - A murder mystery taking place in the bustling city or pastoral countryside.
7. Can You Help Me? - Someone comes to the heroes needing help finding someone who has disappeared, missing valuables, or some other personally important matter.
8. My Reputation! - The detectives must stop a blackmailer or help an NPC who is dealing with a scandal that could seriously affect their life if revealed.
9. God Save the Queen - The heroes must help or possibly save the life of a very important person.
10. Queer Events - The detectives are put through an odd occurrence, situation, or scheme, perhaps not even involving a crime, though there certainly may be a mystery.

Mystery Opposition Chart

d100

001-002 Adventuress or Hired Muscle	036-037 Extremely Resourceful Gentleman or Street Thugs	069-070 Organized Crime or Traitor
003-004 Assassin or Deluded Group	038-039 Femme Fatale or Robbery Gang	071 Plague/Disease or Clever Criminal Agent
005-006 Blackmailer or Sentinels/Guardians	040-041 Foreign Criminal Syndicate or Murderer-for-Hire	072-073 Pleasure Cult or Criminal Syndicate
007-008 Cat Thief or Outsiders	042-043 Fugitive or Misguided/Evil Locals	074-075 Poisoner or Extremely Resourceful Gentleman
009-010 Charismatic Leader or Lunatic	044 Horrifying Creature(s) or Adventuress	076-077 Prejudice/Intolerance or Foreign Criminal Syndicate
011-012 Close Friend or Racketeer	045-046 Infestation or Poisoner	078-079 Religious Fanatics or Villainous Mastermind
013-014 Conspiracy or Ruthless Murderer	047 Insanity or Body Thief	080-081 Robbery Gang or Villainous Marksman
015-016 Corrupt Officials or Pirates	048-049 International Criminal or Femme Fatale	082 Secret Society or Exotic Murderer
017-018 Crime Group or Kidnapper/Ransomer	050-051 Kidnapper/Ransomer or Powerful Villain	083-084 Serial Killer or International Criminal
019-020 Criminal Genius or Corrupt Law Officer	052-053 Lack of Resources/Money or Ruthless Murderer	085-086 Serial Murderer or Master Thief
021-022 Criminal Syndicate or Cat Thief	054-055 Law Enforcement or Criminally Turned Ex-Detective	087-088 Starvation/Exposure or Criminal Genius
023-024 Criminal Thug or Blackmailer	056-057 Mad Scientist or Brutal Ruffian	089-090 Street Thugs or Treasure Hunters
025-026 Death or Corrupt Law Officer	058-059 Master Thief or Yourself	091 Terrorists or Mind Control
027 Doomsday Cult or White Collar Criminals	060-061 Military or Con-Men	092-093 Villainous Mastermind or Criminal Thug
028-029 Evil Businessman or Criminal Schemers	062 Monster or Criminal Schemers	094-095 White Collar Criminals or Serial Murderer
030-031 Evil Family or Crazy Loner	063-064 Murderer or Mad Artist	096 Wild Beast(s) or Clever Criminal Agent
032-033 Evil Military Officer or Racketeer	065-066 Murderer-for-Hire or Thieves	097-098 Your Own Employer or Brutal Ruffian
034-035 Exotic Murderer or The Elements	067-068 Occult Group or Evil Mastermind	099-100 Yourself or Femme Fatale





Mystery Motivations Chart

d1000

001-009 Acceptance or Ego	461-468 Love or Commit Evil	919-927 To Express Oneself or Take Power
010-017 Acceptance of Facts or Knowledge	469-476 Loyalty or Appease Evil Masters	928-937 To Move Ahead or Commit Evil
018-026 Achievement or Commit Evil	477-485 Lust or Control	938-946 Transcendancy or Take Important Possession
027-034 Acting Out/Misdirected Hostility or Pride	486-494 Mastery or Feel Superior	947-955 Transportation or Status
035-043 Unexplainable/Unknown or Cause Destruction	495-502 Meaning or Get Paid	956-966 Treasure or Eliminate Someone(s)
044-052 Addiction or Harm Enemies	503-510 Misguidedness or Cause Suffering	967-974 Understanding or Harm Enemies
053-060 Adventure or Gain the Upper Hand	511-518 Money or Manipulation	975-984 Unexplainable/Unknown or Cause Chaos
061-068 Altruism or Power	519-526 Mortality or Feel Superior	985-989 Wanderlust or Gain Wealth
069-076 Amusement/Entertainment or Achieve Destiny	527-535 Nourishment or Status	990-995 Wantonness or Advanced Evil Plans
077-085 Appreciation For Beauty or Wantonness	536-544 Novelty or Revenge	996-000 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 Trick Someone	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 Appease Evil 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 Appease Evil 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 Prove Your Superiority	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 Prove Your Superiority	
395-402 Impress Someone or Gain Territory/Holdings	853-860 Stability or Trick Someone	
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 Stooze 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	





Mystery Themes Chart

d1000									
001-003	Abandonment of Principles	201-203	Darkness	401-403	Good vs. Evil	601-603	Loss of Innocence	801-803	Race Relations
004-006	Abandonment	204-206	Darkness vs. Light	404-406	Gratitude	604-606	Lost Cause	804-806	Racial Tension
007-010	Abuse	207-210	Death / Dying	407-410	Greed	607-610	Lost Honor	807-810	Rebellion
011-013	Acceptance	211-213	Deception	411-413	Grief	611-613	Lost Love	811-813	Rebirth
014-017	Adjustment	214-217	Demonizing Opponents	414-417	Growing Up	614-617	Lost Past	814-817	Redemption / Forgiveness
018-020	Adolescence	218-220	Denial	418-420	Guilt	618-620	Love	818-820	Relationships
021-023	Adoption	221-223	Descent into Decadence	421-423	Handicaps	621-623	Love and Sacrifice	821-823	Religion
024-026	After Life	224-226	Desire	424-426	Happiness	624-626	Love Conquers All	824-826	Responsibility
027-029	Alienation	227-229	Desire to Escape	427-429	Hard Work vs. Play	627-629	Love Is Not Enough	827-829	Reunion
030-033	Ambition	230-233	Destruction	430-433	Hazards	630-633	Loyalty	830-833	Rights and Responsibilities of Rulers
034-036	Anger	234-236	Destruction of Beauty	434-436	Heartbreak	634-636	Making Choices	834-836	Role of Government
037-039	Anxiety	237-239	Destruction of Character	437-439	Hero(ine) vs. Villain	637-639	Man vs. Machine	837-839	Role of Men
040-042	Appearance vs. Reality	240-242	Determination	440-442	Heroism	640-642	Man vs. Man	840-842	Role of Religion
043-045	Appearances	243-245	Discovering Strength	443-445	Hierarchy	643-645	Man vs. Nature	843-845	Role of Women
046-049	Appeasement	246-249	Discrimination	446-449	Hierarchy in Nature	646-649	Man vs. Self	846-849	Roles
050-052	Appreciation	249-252	Disillusionment	450-452	History	650-652	Man vs. Society	850-852	Sacrifice
053-055	Beauty	253-255	Disillusionment and Dreams	453-455	Honesty	653-655	Manipulation	853-855	Security
056-058	Beauty of Simplicity	256-258	Displacement	456-458	Honor	656-658	Materialism	856-858	Self-Awareness
059-061	Belief	259-261	Diversity	459-461	Hope	659-661	Materialism as Downfall	859-861	Self-Destruction
062-065	Belonging	262-265	Divine Right	462-465	Hopelessness	662-665	Media	862-865	Self-Esteem
066-068	Benefits of Limiting Government	266-268	Dominance	466-468	Hubris	666-668	Memories	866-868	Self-Preservation
069-073	Betrayal	269-271	Doubt	469-471	Human Depravity	669-671	Mercy	869-871	Self-Reliance
074-078	Birth	272-274	Dreams	472-474	Humor	672-674	Morals	872-874	Separation and Loss
079-082	Bondage	275-278	Consequences of Duty	475-478	Hypocrisy	675-678	Motherhood	875-878	Silence
083-085	Bravery	279-282	Emigrants	479-482	Identity Crisis	679-682	Nationalism	879-882	Social Change
086-088	Brotherhood	283-285	Emotions	483-485	Ignorance	683-685	Nature	883-885	Social Mobility
089-091	Building Character	286-288	Empowerment	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	Envy	492-495	Immigrants	692-695	Necessity of War	892-895	Struggle of Faith
099-101	Caring	296-298	Escape	496-498	Immortality	696-698	Necessity of Work	896-898	Suffering
102-104	Censorship	299-301	Escape from Family Pressures	499-501	Immortality	699-701	New Beginning	899-901	Survival
105-107	Challenges	302-304	Escaping Social Constraints	502-504	Importance of Family	702-704	Obligations	902-904	Taking a Stand
108-111	Change	305-307	Eternity	505-507	Individual vs. Society	705-707	Old Age	905-907	Teamwork
112-114	Change of Power	308-311	Ethical Dilemmas	508-511	Individuality	708-711	Oppression	908-911	Technology
115-117	Change vs. Tradition	312-314	Euthanasia	512-514	Inevitability	712-714	Oppression of Women	912-914	Technology in Society
118-120	Chaos and Order	315-317	Everlasting Love	515-517	Initiation	715-717	Optimism and Overcoming	915-917	Telling the Truth
121-123	Character	318-320	Evils of Racism	518-520	Injustice	718-720	Overcoming Fear	918-920	Temporariness
124-127	Chasing Dreams	321-323	Experience	521-523	Inner and Outer Self	721-723	Overcoming Obstacles	921-923	Temptation
128-130	Circle of Life	324-327	Facing Darkness	524-527	Inner vs. Outer Strength	724-727	Overcoming Vice	924-927	Temptation and Destruction
131-133	Civilization	328-330	Facing Reality	528-530	Innocence	728-730	Overcoming Weakness	928-930	Totalitarianism
134-136	Civilization vs. Nature	331-333	Fading Beauty	531-533	Intentions	731-733	Pain of War	931-933	Toxicity of Family
137-139	Class/Status	334-336	Failure	534-536	Intergenerational Divide	734-736	Parent-Child Roles	934-936	Traditions
140-143	Coming of Age	337-339	Faith vs. Doubt	537-539	Interrogation	737-739	Passing Judgment	937-939	Tragedy
144-146	Commitment	340-343	Fall from Grace and Fortune	540-543	Intolerance	740-743	Patriotism	940-943	Tragedy of War
147-149	Communication	344-346	Family	544-546	Invincibility	744-746	Peace	944-946	Trust
150-152	Community	347-349	Fate	547-549	Isolation	747-749	Peace and War	947-949	Values
153-155	Companionship	350-352	Fate and Free Will	550-552	Isolationism	750-752	Peer Pressure	950-952	Vanity
156-159	Conflicting Values	353-355	Fatherhood	553-555	Jealousy	753-755	Perseverance	953-955	Violence
160-162	Conformity	356-359	Fear	556-559	Journey	756-759	Poverty	956-959	Virtue
163-165	Conquering the Unknown	360-362	Fear Of Failure	560-562	Journey and Back	760-762	Power	960-962	Vulnerability
166-168	Conquest	363-365	Feelings	563-565	Judgment	763-765	Power and Corruption	963-965	Vulnerability of the Meek
169-171	Convention	366-368	Finding Hope	566-568	Justice	766-768	Power of Silence	966-968	Vulnerability of the Strong
172-175	Cooperation	369-371	Following the Rules	569-571	Knowledge	769-771	Power of Tradition	969-971	Wants vs. Needs
176-178	Coping	372-375	Forgiveness	572-575	Knowledge vs. Ignorance	772-775	Power of Wealth	972-975	War
179-181	Corruption	376-378	Free Will	576-578	Leadership	776-778	Power of Words	976-978	Wealth
182-184	Courage	379-381	Freedom	579-581	Learning	779-781	Power Through Intelligence	979-981	Will
185-187	Courage vs. Fear	382-384	Friendship	582-584	Life After Loss	782-784	Prejudice	982-984	Will to Survive
188-191	Cultural Diversity	385-387	Fulfillment	585-587	Life's Traumas	785-787	Pride	985-987	Wisdom
192-194	Customs	388-391	Gender Issues	588-591	Loneliness	788-791	Progress	988-991	Wisdom of Experience
195-197	Danger	392-394	Genealogy	592-594	Losing Hope	792-794	Quest	992-994	Working Class Struggles
198-200	Dangers of Ignorance	395-397	Generation Gap	595-597	Loss	795-797	Quest for Discovery	995-997	Youth
		398-400	Getting Along	598-600	Loss of Individualism	798-800	Quest for Power	998-000	Youth and Beauty





Mystery 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 Mised 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	





Mystery Locations Chart

d1000							
001-004	Abandoned House/Building	263-266	Desert	522-525	Large City	788-793	Ship
005-008	Alleyway	267-270	Detective's Office	526-528	Lawyer's Office	794-799	Ship Cabin
009-012	Apartment House	271-274	Dining Room	529-532	Library	800-803	Ship's Deck
013-016	Archeological Site	275-277	Docks	533-536	Livestock Yard	804-809	Sleeping Room
017-019	Army Camp	278-280	Doctor's Office	537-540	Lobby	810-811	Smoking Room
020-023	Art Gallery	281-283	Drawing Room	541-544	Locked Out	812-816	Spa/Bathes
024-027	Art Gallery/Museum	284-287	Dreams	545-548	Lodge	817-821	Speakeasy/Illegal Club
028-031	Artisans Workshop	288-291	Dungeon	549-552	Lost/Stranded	822-825	Stables
032-035	Assembly Hall	292-295	Entranceway	553-556	Lounge	826-828	Stadium/Ballpark/Gymnasium
036-039	Attack/Ambush Site	296-299	Estate Grounds	557-559	Luxury Goods Store	829-834	Staircase
040-042	Attic	300-303	Exhibit	560-562	Mansion	835-840	Stateroom/Cabin
043-046	Auction House	304-307	Exotic Shop	563-566	Marketplace	841-842	Store
047-050	Backroom	308-311	Expedition Site	567-570	Marsh	843-848	Storehouse
051-054	Bakery	312-315	Factory	571-574	Meadows	849-853	Stream
055-058	Balcony	316-318	Fancy Suite	575-578	Meeting Room	854-857	Streets
059-062	Bank	319-322	Farm	579-582	Military Offices/Academy	858-864	Studio
063-066	Bank Vault	323-326	Farming Community	583-586	Mine	865-867	Study
067-070	Bank/Financier's Office	327-329	Farmland	587-591	Monument	868-870	Swamp/Fen
071-073	Bar/Pub/Tavern	330-332	Feast Hall	592-595	Moor	870-876	Tailor/Clothes Shop
074-077	Barber Shop	333-335	Festival	596-599	Moors	877-879	Tavern
078-081	Barn	336-339	Fields	600-602	Mountains	880-884	Temple
082-085	Basement	340-343	Financial Market/Stock Exchange	603-605	Murder Scene	885-892	Tenement
086-089	Battlefield	344-346	Fishing Pond	606-609	Natural Clearing	893-896	Terrible Place
090-093	Bay	347-349	Foothills	610-613	Nice Part of Town	897-899	Theatre/Stage
094-097	Beach/Seashore	350-353	Foreign Embassy	614-617	Observatory	900-906	Tomb
098-101	Bed and Breakfast	354-357	Foreign Ghetto	618-620	Ocean	907-912	Tourist Village
102-105	Bedroom	358-361	Foreign Goods Store	621-624	Office(s)	913-916	Tower
106-109	Belltower	362-364	Foreign Land	625-628	Opium Den	917-925	Town Hall
110-113	Boarding House	365-367	Forest	629-632	Orchard	926-929	Town Square
114-117	Brewery	368-371	Forest Path	633-635	Orphanage	930-932	Townhouse
118-121	Bridge	372-375	Furnace Room	636-638	Outhouse	933-936	Trading Market
122-125	Brothel	376-378	Gardens	639-642	Outpost	937-941	Train
126-128	Building Site	379-383	Gathering Place	643-647	Park	942-946	Train Car
129-132	Burial Ground	384-387	Gentlemen's Club	648-651	Park/Gardens	947-952	Train Station
133-136	Busy Street	388-391	Ghost Town	652-655	Parliament Hall	953-958	Treasure Room
137-140	Butcher/Slaughterhouse	392-395	Gorge/Ravine	656-658	Physician's Office	959-960	Tunnel
141-144	Cab/Carriage	396-399	Government Offices/Record Halls	659-662	Pier	961-964	Tunnels
145-148	Cab/Carriage/Coach	400-403	Graveyard	663-666	Pit	965-966	Underground
149-152	Cabin	404-407	Grove/Orchard	667-670	Plains	967-969	Undertakers
153-156	Cafe	408-410	Hallway	671-674	Police Offices/Station	970-974	University
157-160	Camp	411-414	Haunted Area	675-678	Police Station	975-976	Valley
161-164	Canals	415-418	Headquarters	679-682	Pond	977-980	Village/Town
165-168	Candy Store	419-422	Heath	683-686	Pool	981-982	Vineyard
169-172	Capital City	423-425	Hedge Maze	687-690	Poorhouse	983-985	Warehouse
173-176	Castle/Palace	426-427	Hidden Chamber	691-694	Port	987-988	Waterfall
177-180	Catacomb	428-432	Hideout	695-698	Printer (News, Book Publishing)	989-990	Well
181-184	Cathedral	433-437	Highway	699-702	Prison	991-992	Wilderness
185-188	Cavern	438-441	Hill	703-707	Quarry	993-994	Wine Cellar
189-192	Cellar	442-445	History Museum	708-711	Religious Offices	995-996	Wonder (Pyramid, Massive Statute, etc.)
193-196	Chapel	446-449	Home	712-715	Remote House	997-998	Woods
197-200	Church	450-453	Hostelry	716-718	Remote Place	999-000	Zoo
201-202	City	454-457	Hotel	719-722	Restaurant		
203-204	City Outskirts	458-462	House	723-726	Retreat (Mountain, Forest, etc.)		
205-208	City Streets	463-465	Hovel	727-730	Rich Estate		
209-212	Cliff	466-469	Hunting Grounds	731-734	Rich Part of Town		
213-216	Country Estate	470-473	Industrial Workshop	735-738	River		
217-220	Country Manor	474-477	Infamous Place (Cursed Moor, Old Execution Site, etc.)	739-742	Road		
221-224	Country Road/Path			743-747	Rooftop(s)		
225-228	Courthouse	478-482	Inn	748-751	Ruins		
229-232	Courtroom	483-487	Island	752-755	Rustic Village		
233-236	Craftsman Shop	488-490	Jail	756-758	Safehouse		
237-240	Crime Scene	491-494	Jungle	759-762	Sanitarium/Infirmary		
241-244	Crossroads	495-498	Junkyard	763-767	School		
245-248	Dam	499-503	Kennel	768-771	Seaside Port/Town		
249-250	Dangerous Part of Town	504-508	Kitchen	772-775	Secret Passage		
251-254	Dark Alley	509-512	Lair	776-779	Secret Room		
255-258	Deep Forest	513-516	Lake	780-783	Servant's Quarters		
259-262	Den of Iniquity	517-521	Landmark	784-787	Sewers		





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





Mystery Things Chart

d1000									
001	Abductions	106-108	Burglar	208	Disguise	319	Gardener	423	Key
002	Academic	109	Business	209-210	Dispute(s)	320	Gas Lamp	424-425	Kidnapping
003	Academic Test	110	Businessman	211	Distant Scream	321	Gathering	426	Knocking Outside
004	Accusations	111	Butler	212	Divorce	322	Gift	427	Lady
005	Actor	112	Cabbie	213	Doctor	323	Girl	428	Landlord
006007	Adventuress	113-114	Cab/Carriage	214	Dog/Cat	324	Goals	429	Large Reward
008	Advice	115	Called Off Wedding	215	Door/Gate	325-326	Gold	430	Large Wager
009-010	Affair	116-117	Callousness/Cruelty	216	Double Cross	327	Gossip	431	Last Will
011	Agents	118	Candles	217	Dreams	328	Government	432	Last Will Provision
012	Agreement	119	Captives	218	Dress	329	Government Agent	433	Late Night Visitor
013	Alcohol	120	Card Game	219-220	Drinks/Drinking	330	Graves	434	Law
014	Alibi	121	Cargo	221	Drowning	331-332	Greed	435-436	Lawsuit
015	Allies	122-123	Case/Bag	222-223	Drowning Victim	333	Groom	437	Lawyer
016	Ambush	124	Celebration	224	Drug Dealer	334-335	Grudge	438	Leader
017	Amnesia	125	Chair	225-226	Drug Den	336	Guard	439-440	Least Likely Suspect
018	Ancient Artifact	126	Charity	227	Drugs	337	Guide	441-442	Letter
019	Animals	127	Chef/Cook	228-229	Drunkenness	338	Guilt	443	Lightning
020	Anonymous Tip	128	Chemicals	230	Dumb Waiter	339-340	Guns	444	Lightning Storm
021	Antagonist	129	Chemist	231-232	Eavesdropping	341	Gunshot	445	Local Pub
022	Archaeologist	130	Chemistry	233	Elements	342	Hallucinations	446	Lock Picking Tools
023	Arca Legend	131	Cheque	234-235	Embarrassing Photograph	343-344	Handwriting	447-448	Locked Door
024	Armor	132	Child/Children	236-237	Embezzlement	345	Harsh Conditions	449	Long Walk
025	Army	133	Circus	238	Emotions	346	Hat	450	Long Ride
026-027	Arrest(s)	134	Clock	239-240	Enemies	347	Haunting	451-452	Look-Alike
028	Arson	135-136	Close Relatives	241	Engineer	348-349	Heir/Heiress	453	Lookout
029	Art Collection	137	Clothes/Wardrobe	242	Engineer/Mechanic	350	Heirloom	454	Looming War/Conflict
030	Artist/Artwork	138-139	Clues	243-244	Escaped Inmate	351-352	Hero(es)	455-456	Lost Item
031-032	Assassin	140	Cocktail Party	245	Escort	353	Hicks	457	Lost Time
033	Assignment	141	Code Book	246-247	Espionage	354-355	Hidden Clues	458-459	Loud Scream
034	Athletic Team	142	Collector	248	Etiquette/Manners	356-357	Hidden Room	460-461	Love
035	Attraction	143	Competition	249-250	Excellent Business Opportunity	358	Hidden Staircase	462-463	Lover(s)
036	Attractive Person	144	Computations/Mathematics	251	Excess	359	Hidden Storage Space	464	Loyal Dog
037	Auction	145	Con-Man	252	Excessive Gambling	360	Hiding	465	Luck
038	Automobile	146	Confinement	253	Executor of the Estate	361-362	Hiding Place	466-468	Luggage
039-040	Bad Luck	147	Conman	254	Expectations	363-364	Hired Criminal	469-470	Lust
041	Balance	148	Connoisseur	255	Expensive Goods	365-366	Hired Goons	471	Magic Tricks/Illusionism
042	Bank Vault	149-150	Conspiracy	256	Explorer/Exploration	367	Hired Muscle	472	Magnifying Glass
043-044	Bankruptcy	151	Construction	257-258	Explosives	368	Historical Item/Treasure	473-474	Mail
045	Bargain	152-153	Contract	259	Extravagance	369	Holiday	475	Manacles
046	Battle	154	Conwoman	260	Extremists	370	Homelessness	476	Mantlepiece
047	Bed	155-156	Corruption	261-263	Eye-Witness Account	371	Honesty	477-478	Map
048	Bees/Beekkeeping	157	Cost	264	Failure	372-373	Honor	479	Marriage
049-050	Beggar	158-159	Cover Up	265	Fake Beard	374	Horse(s)	480	Mask
051-052	Belligerent Person(s)	160	Cracked Safe	266-267	Faked Death	375-376	Hospitality	481	Mayor / Congressman
053	Benefit(s)	161	Creature(s)	268	Family	377-378	Hostage	482-483	Meal
054	Betting	162	Credentials	269	Family Friend	379	Hotel/Business Customer Record	484	Medical Treatment/Surgery
055	Bicycle Ride	163	Creditors	270	Family Legend			485	Medicine
056	Big Event	164-165	Crew	271	Family Secret	380	Housekeeper	486-487	Meeting
057	Bike Pump	166	Crime Boss	272	Family Tomb	381-382	Humiliation	488-489	Megalomaniac
058	Bird Watching	167-168	Crime Gang	273	Famine	383	Hunger	490-491	Message(s)
059	Birds	169-170	Criminal	274	Farmer	384	Hunter/Hunt	492	Military
060	Birth	171-172	Criminal Enterprise	275	Favor	385	Hunting Dog	493	Mining
061	Birthday	173	Crowd	276	Festival	386-387	Illicit Goods	494	Mirror
062	Black Market	174	Cruelty to Others	277	Fight(s)	388-389	Illness	495-496	Misfortune
063-065	Blackmail	175	Dancer/Dance	278-279	Financial Deals	390	Important Classified Document	497-498	Missing Jewels
066-067	Blackmail Evidence	176-177	Daring Heist	280-281	Financial Holdings	391-392	Important Family	499-500	Missing Person
068-069	Blackmailer	178	Date	282-283	Fingerprints	393	Imprisoned	501	Mob
070	Blizzard/Snowstorm	179-180	Dead Body	284	Fire/Conflagration	394-395	Incriminating Evidence	502-503	Money
071-072	Blood	181	Deal	285	Firearms	396-397	Inheritance	504	Moon
073-074	Blood Curdling Scream	182	Death	286	Fireplace	398	Injury	505	Movie/Theater
075	Blood Hound	183	Debate	287	Flight	399	Innocence	506-507	Mud
076-077	Blood Spatters	184-185	Debt	288	Flood/Flooding	400	Insanity	508-509	Mugger
078	Blow Gun/Darts	186	Decd	289	Flowers/Plants	401	Insects	510-511	Murder
079	Blown Out Candles/Lights	187	Deformity	290	Follower	402	Insomnia	512-513	Murder Plot
080	Boat/Ship	188	Deliveryman	291	Food	403	Inspiring Figure/Leader	514	Murder Scene
081-082	Bodyguard(s)	189	Demands	292-293	Foreclosure	404	Intellectual	515-516	Murderer
083-084	Bomb	190	Deserter	294	Foreign Travel	405	Intelligence	517	Music
085-086	Books	191	Despair	295-296	Foreigner	406-407	Intrigue	518	Music/Musicians
087	Bottle of Poison	192	Destitution	297-298	Forger	408	Invention	519	Musical Instrument
088	Bottle/Vial	193	Destruction	299	Fortune	409	Investigator	520-521	Mysterious Death(s)
089	Boxer/Boxing	194-195	Detective	300	Fortune Teller	410	Investments	522-523	Mysterious Events
090	Bragging/Boasting	196	Diamonds	301-302	Frame Job	411	Irresponsibility	524-525	Mystery
091-092	Brawl	197	Diary	303-304	Framed Person	412	Isolation	526	Natural Disaster
093	Breakfast	198	Dictaphone	305	Freedom	413	Jealousy	528	Nature
094	Breakthrough	199	Digging	306-307	Friends	414-415	Jewelry	529	Navy
095-096	Bribe	200	Dinner	308	Friendship	416	Jewels/Gemstones	530-531	Ne'er-do-well Relative/Friend
097-098	Bride	201	Dinner Party	309-310	Fugitive	417	Job Offer	532	News
099-100	Bruises/Injuries	202	Diplomacy	311-312	Funeral	418	Journal/Memoire	533-535	News Clippings
101-102	Bumbling Detective	203-204	Disappearance	313	Furnishings	419	Journalist	536-537	Newspaper
103	Burden	205	Disaster	314	Furniture	420	Judge/Magistrate	538-539	Newspaper Advertisement
104-105	Bureaucracy	206	Disease(s)	315-316	Gambler/Gambling	421	Just End	540	Newspaper Notice
		207	Disgraced Person	317-318	Game	422	Justice		





541-542	Newspaper Story	669	Protestors/Protest	784	Shipment	894-895	Train Car
543	Noble Family	670-671	Psychologist/Psychiatrist	785	Shipping/Transport	896	Train Schedule
544	Nobleman	672	Psychopath	786	Shipwreck	897	Train Travel
545	Noises	673-674	Public Panic	787-788	Shoe/Footprints	898	Traitor
546-547	Notable Events	675	Public Works	789	Shotgun	899	Translation
548	Notes	676-677	Punishment	790	Showbusiness	900	Transport
549-550	Novel	678-679	Quarrel	791	Sickness/Plague	901-902	Trap Door
551-552	Obvious Suspect	680-681	Question	792	Side-Effects	903	Traps
553-554	Official Account	682	Quit	793	Signal	904	Travel
555	Old Friend	683	Race	794	Singer	905-906	Treasure
556	Old Man/Woman	684	Race Horse	795	Skeleton	907	Treaty
557-558	Opera	685	Racing Bets	796	Slave(s)	908	Tree
559	Opium	686	Racing Dog	797	Sleep	909-910	Trial
560	Opposition	687	Racism/Bigotry	798	Smoke	911	Trinkets
561	Optimism	688	Radio/Television	799-800	Smuggler/Smuggling	912	Trip Into the Sewer
562-563	Orders	689	Rain	801	Snakes	913-914	Troubled Youth
564	Orphan	690	Rations/Supplies	802	Snitch	915	Truck
565	Outcast	691	Rats	803-804	Social Standing	916-917	True Account
566-567	Outlaw(s)	692	Receipt	805	Social Upheaval	918	Turtle
568	Outstanding Debt	693	Recklessness	806-807	Society	919	Twins
569	Owner/Proprietor	694	Records	808-809	Soldier	920-921	Tycoon
570-571	Package	695	Redemption	810	Song/Rhyme	922	Typewriter
572	Pain	696-697	Refugee	811	Spiders	923	Tyranny/Oppression
573	Painting	698	Relationship	812	Spirits/Alcohol	924-925	Unbelievable Story
574	Paranoia	699	Relatives From Out of Town	813	Sports	926	Unexplained Meeting
575	Parents/Grandparents	700	Religion	814	Spouse	927	Unforeseen Consequences
576-577	Parliament	701	Representative(s)	815-816	Spy	928	Union
578	Past Misdeeds	702	Repression	817-818	Stabbing Victim	929-930	University/School
579-580	Pastries/Cakes	703	Reputation	819	Staged Murder	931	Unknown Language
581	Payment	704	Request for Meeting	820	Stalker	932-933	Unusual Behavior
582-583	Peace	705	Research/Experiments	821	Stalker(s)	934	Vacation
584-585	Penitence	706-707	Respite	822	Star/Celebrity	935-936	Vagrant
586	People	708-709	Rest	823	State Secret	937	Valuables Safe
587-588	Performance/Acting	710-711	Restlessness	824	Statue	938	Vandals
589-590	Performer	712	Revenge	825	Statuette	939-940	Vault Door
591-592	Person in the Distance	713	Revolution	826-827	Stolen Goods	941	Vehicle
593-594	Personal Blame	714	Reward	828	Store	942-943	Venomous Snake
595-596	Personal Library	715-716	Riches	829	Storied Past	944	Veteran
597	Personal Responsibility	717-718	Riddle	830	Storms	945-946	Vices
598	Pessimism	719	Ride Into Town	831-832	Story	947-948	Vigilantes
599	Pet	720-721	Rider	833-834	Strange Job Offer	949	Violin
600-601	Philosophy	722	Riot/Rioters	835	Strange Personal Request	950-951	Visa/Travel Documents
602-603	Photograph(s)	723	Rival(s)	836-837	Stranger	952-953	Visiting Guest
604	Photographer/Photography	724	River	838	Strangling Victim	954	Voices
605-606	Photography	725	Robbers	839	Stray Cat	955	Voyage
607	Pick-Pocket	726	Robbery	840	Street Urchin	956-957	Vulnerability
608	Piracy	727-728	Romance	841-842	Student	958-959	Wad of Cash
609-610	Pistols	729-730	Rope	843	Success	960	Walking Stick
611-612	Pit	731	Route	844	Suffering	961	Wanted Individual
613-614	Plans	732	Royal Family	845-846	Suicide(s)	962	War
615-616	Plot	733-734	Royalty	847	Suit(s)	963	Warning(s)
617	Plotters	735	Ruler	848	Superstition(s)	964-965	Warrant
618-619	Plumbing	736	Rules	849	Surgeon/Surgery	966	Water
620	Poison	737-739	Rumors and Hearsay	850	Surprise Attack	967-968	Wax Seal
621	Poison Dart	740-741	Rumors of Wrongdoing	851	Survival	969-970	Wealth
622	Poison Plant	742	Sacrifice	852	Swarms	971	Weapons
623	Poisoned Tea/Beverage	743-744	Safe Room	853-854	Swindler	972	Wedding
624-625	Poisoning Victim	745-746	Sailor	855	Sword	973-974	Wedding Party
626-627	Police	747-748	Salesman	856	Symbol	975-976	Weird Legend
628	Police Captain	749	Scapegoat	857	Tattoo	977	Whistle
629-630	Police Investigation	750-751	Scene of the Crime	858	Taxes	978	Wild Animals
631-632	Police Raid	752-753	Scheme	859-860	Tea Time	979	Will
633	Police Reports	754	Scholar	861	Tea/Coffee/Tobacco	980	Wine
634-635	Politician	755-756	Science	862	Teacher	981	Wisdom
636	Politics	757	Scientist	863	Teenagers	982-983	Wishes
637-638	Popularity	758	Sea	864	Tensions	984	Witness Cooperation
639-640	Possessions	759-760	Seclusion	865	Test	985-986	Witnesses
641	Postal Service/Postman	761-762	Secret	866	The Queen/King	987-988	Women
642	Powder	763	Secret Account(s)	867-868	Thief/Thieves	989-990	Workers
643	Pranksters	764	Secret Business Deal	869-870	Thieving Servants	991	Worry
644-645	Precious Metal	765	Secret Code	871-872	Threat	992	Writer/Author
646-647	Prediction	766	Secret Deal	873-874	Thugs	993-994	Writing/Poetry
648	Prestige	767	Secret Delivery/Package	875	Thunderclap	995-996	Xenophobia
649-650	Priceless Item/Artifact	768-769	Secret Letter	876	Thunderstorms	997	Yes Men
651	Priest	770	Secret Place	877	Tickets	998	Young Man/Woman
652	Primitive	771-772	Secret Society	878	Tobacco Pipe	999	Zealot/Zealotry
653-654	Prison	773	Secret Stash	879	Tools/Toolset	000	Zoo/Circus Animal
655	Prisoner	774	Secret Tunnel	880	Torturer/Torture		
656-657	Private Auction	775	Secretive Figure	881	Tough Guy		
658-659	Private Conversation	776	Security	882	Tour		
660-661	Professor	777	Seduction	883-884	Townpeople		
662-663	Promises	778	Seductive Person	885	Toys/Dolls		
664	Propaganda	779-780	Servants	886-887	Tracks		
665-666	Proposal	781	Shadows	888	Trade		
667-668	Prostitute	782	Sheriff	889-891	Traffic		
		783	Ship	892-893	Train		





Mystery Plot Devices

d1000

- 001-004 A Case of Mistaken Identity - A PC or NPC is confused for someone else.
- 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 Distant Glimpse - Someone believes they saw someone they once knew, but is now thought dead, missing, or perhaps supposed to be on the other side of the world.
- 010-011 A Haunting Past - Some character is troubled mentally for their past wrongdoings.
- 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.
- 017-020 A Little Jealousy - An NPC uses a character to make their significant other or a potential suitor madly jealous.
- 021-022 A Marriage Proposal - A character has an oddly strong desire to be married to a specific other person, for some reason.
- 023-026 A National Treasure - An item of extreme public importance has been stolen, is missing, or is under active danger.
- 026-027 A Real Charmer - A criminal or schemer uses their romantic charms to win over someone, who is then used to further their plans.
- 028-031 A Real Nice Guy - A really nice person, innocent child, or likeable hero isn't what they seem to be!
- 032-036 A Scoop - An author or journalist character is determined to write a story about some crime or event and the history behind it.
- 037-038 A Telling Account - Someone is willing to go to great lengths to prevent the release of some personal account.
- 039-041 A Well Respected Man - Some powerful, rich, or connected person is really a villain or hiding a dark secret.
- 042-045 Abandoned - A ship or place is discovered with all it's occupants missing or killed in some bizarre manner.
- 046-049 ABCD&D Murders - Strange murders have been occurring with some obvious, though possibly deceptive pattern.
- 050-051 Accidents Happen - An NPC is killed or seriously injured in some freak accident.
- 052-054 Addict - A character complicates a mystery or problem with their addiction to alcohol or drugs.
- 055-058 Afflicted Sweetie - A character close to one of the heroes becomes afflicted by some strange condition or illness relating to the plot.
- 059-062 Aha! - A character is found with the murder weapon on their person or in their belongings.
- 063-065 An Expedition - Someone is planning to go, or has come back from an expedition to some far-off land.
- 066-067 An Offer You Shouldn't Refuse - Organized crime shakes down the PCs or NPCs.
- 068-069 An Old Friend - The sight of someone from their past sends someone into fits, despair, or other odd behaviors.
- 070-073 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.
- 074-075 And Then There Were None - The PCs find themselves in a confined area as people around them are murdered one by one.
- 076-077 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.
- 078-079 Are You Just Gonna Stand There? - The heroes actively witness an act of abuse, oppression, or immorality by a powerful person or group.
- 080-081 Argument Over Cards - A heated fight breaks out between acquaintances, turning conversation into a possible case of homicide.
- 082-084 Arguments - A dead victim was in a heated exchange shortly before they died, casting obvious suspicion on the other party.
- 085-088 Assassinations - Villains carry out a series of hasty murders to quickly remove all their enemies, or other powerful figures standing in their way.
- 089-092 At Every Turn - A villain trails the heroes and tries to stop/injure them at every turn.
- 093-096 Authorities Have Given Up - The local police or investigative agency is forced to give up trying to solve a certain crime or find cause to arrest a certain likely criminal.
- 097-099 Avoid the Temptation - Characters are provided opportunities for easy vice, but little do they know who is watching.
- 100-103 Bad Partner - Someone's supposed partner and ally is really scheming behind their back, perhaps planning to sell them out or destroy them entirely!
- 104-106 Be Careful What You Wish For... - Someone makes a deal to get what they want, or to escape a desperate situation, but the new situation may not be to their liking either...
- 107-110 Behind the Curtain - A character was hiding somewhere close to an event and overheard or saw something important.
- 111-114 Being Watched - Someone has raised the suspicions of some secret and dangerous group who is following what they do.
- 115-117 Betrayal of the Family - An ex-member of a criminal syndicate has turned on them, or tried to quit, and now is being hunted down.
- 118-119 Blacked Out Windows - Someone is taken somewhere, whether they agreed or not, but were not allowed to see or know where they were going.
- 120-122 Blackmail - An NPC is blackmailed into do something important for the villain.
- 123-124 Bloody Letter - An evil character taunts, threatens, or terrorizes a victim with letters, phone calls, or some other signs.
- 125-126 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.
- 127-130 Breaking and Entering - The PCs must bust into a secure location to achieve their goals.
- 131-132 Bring the Evidence - Someone tricks an NPC into giving over evidence of misdeeds or criminal goings-on.
- 133-136 Broken Axel - The PCs' means of conveyance breaks down in some way, necessitating they stop for repairs, or perhaps leaving them stranded!
- 137-139 Bungling Authorities - The local authorities couldn't be of less use if they tried.
- 140-141 Burglarized the Wrong House - Robbers, mischievous children, or other intruders get far, far more than they bargained for by trespassing into the wrong place.
- 142-143 Buried Past - A person of great success finds their hidden past coming back to haunt them.
- 144-145 Burn It Down - An important building catches fire, perhaps with the characters still inside.





- 146-148 Burn It Down - Fire finds our adventurers or the place they're at.
- 149-150 Business Partners - Two close friends or business partners are really revealed to be a case of a blackmailer and his victim, doing as he says and giving him what he wants to stay silent.
- 151-153 Cabin Fever - Characters end up stuck someplace too long, and their sanity is beginning to fray...
- 154-155 Cabman's Choice - A killer plays a game with his intended victims, perhaps giving them a chance to live if they win...
- 156-158 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.
- 159-163 Can't Find the Tracks - The criminals have managed to leave no tracks or marks where they should have, using some clever trick.
- 164-168 Changed Personality - A character seems to be having their personality change over time, perhaps causing them to do things they never would have before.
- 169-170 Charity Heroism - A character, perhaps even a surly one who doesn't get along with people, happens across a vulnerable person in need of protection, assistance, or guidance.
- 171-173 Check Out the Scene - A supposedly curious party sneaks into, or bluffs their way into, a crime scene for some reason...
- 174-176 Check the Calendar - A villain plans his evil scheme around an important date on the calendar or a holiday, which may be generally significant or just specifically important to them.
- 177-178 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.
- 179-182 Competitive Evil - The characters run afoul of two separate villainous groups who also dislike each other.
- 183-184 Coroner's Officer - A character takes a job someplace in order to gain unique access or other resources in order to get their work or schemes accomplished.
- 185-187 Crooked Dealer - A dastardly person attempts to cross someone they've made a deal with.
- 188-190 Crossing the Wrong Person - Someone now faces a terrible fate due to getting on the bad side of the wrong person sometime in the past.
- 191-193 Crying Dogs - Something is causing animals to act irritated or frightened.
- 194-196 Cutting Edge Science - A character is given an important gadget, chemical, or other item which can give them an advantage in saving the day.
- 197-198 Dangerous Truth - Someone knows or has an item which contains facts which would seriously embarrass or discredit powerful officials.
- 199-202 Daring Escape - The heroes must create a desperate escape plan that might involve chases, fisticuffs, and death defying stunts!
- 203-204 Dark and Stormy - The adventurers are beset with bad storms and rainy weather.
- 205-206 Deadly Passerby - Some NPC seems to die just walking down the street and bumping into someone, or something else benign.
- 207-208 Deal With the Devil - A character is forced to make a deal with an evil group.
- 209-212 Death Machine - The villain looks forward to sticking captured heroes into some elaborate death device they have spent a lot of time and effort designing and building.
- 213-215 Did You Hear That? - Someone or something creeps past the adventurers at night.
- 216-219 Dire Condition - A character is willing to take drastic steps in hopes that they can help themselves or a loved one recover from some disease or condition.
- 220-223 Disappearance - Some important NPC can't be found, inspiring some amount of panic.
- 224-227 Divide and Conquer - The villain tries to frame a detective for the crime, thereby allowing himself time to escape capture as the police ignore him for the wrong man.
- 228-229 Don't Disturb Anything - The PCs stumble across a dead body with clues and possibly exciting items.
- 230-231 Don't Trust Anyone - Several highly powerful NPCs are suspects to a crime, and some may want to help or hinder the PCs.
- 232-234 Don't Trust Him Again! - The public or some agency/government trusts a villain to be either rehabilitated or willing to help them out with some crisis they have, but of course the villain will betray them.
- 235-238 Doppelganger - A character completes their schemes by making people think they're somewhere they're not, or by being two places at the same time.
- 239-242 Dropped Personal Effect - The criminal has left behind an item of theirs at the scene of the crime.
- 243-246 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.
- 247-248 Enabler - A character has a criminally inclined or otherwise wasteful family member or friend who they still want to help and support.
- 249-253 Endangered Your Family - Someone has caused villains to get back at them by getting to their family.
- 254-256 Exclusive Club - A club of powerful individuals, all pursuing some common goal toward power, features in this adventure.
- 257-260 Experts - NPC experts may be called in to help unsort some bizarre mysteries that are going on.
- 261-262 Fair Deal - The villains demand the heroes or authorities give them what they want in exchange for hostages, not following through with their evil plans, etc.
- 263-265 Fake Story - Someone or someones claim they were the victim of a robbery or other crime, but clues show that their story does not add up.
- 266-268 Faked Bobby - The heroes or NPCs are duped by goons pretending to be police, security, or military soldiers.
- 269-270 Faked Death - Someone fakes their own death, likely to prevent their enemies for making sure it really happens.
- 271-274 False Confession - A character is blackmailed into telling the authorities or heroes false information that the villain wants them to think is true.
- 275-277 False Surrender - The villain surrenders to the heroes, but it's all a part of his plan...
- 278-279 Family Curse - Someone believes their family is cursed, and likely worries they or someone close to them is soon to become a victim of that curse.
- 280-282 Far Flung Tales - Some NPC may be able to relate tales of distant adventure or murder, which factors into the events of this adventure.
- 283-285 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.
- 286-289 Fence Painting - Someone tricks the PCs into doing their work for them.
- 290-292 Find the MacGuffin! - Some very important object needs recovered fast!
- 293-296 Follow That Carriage! - Characters become involved in a white knuckle chase scene.
- 297-300 Follow These Directions Precisely - Characters are given exceedingly precise directions in order to accomplish something, and failure to obey direction can have unfortunate consequences.





- 301-305 Fools' Gold - What the PCs thought was valuable turns out not to be.
- 306-310 Foreign Syndicate - A foreign, or international, group of organized criminals are involved or suspected in this case.
- 311-313 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.
- 314-316 Found Dead - Someone is found dead someplace they shouldn't have been anyway, with no obvious suspects, or perhaps even signs of another person around to have killed them.
- 317-320 Found on the Road - A dead body is discovered along the road, in an alley, or off in some other place they weren't likely to be found.
- 321-324 German Gold - Someone gains a tremendous amount of wealth, success, or good fortune through dubious or questionable means.
- 325-326 Get It Together Man - An important character or official seems to be wallowing in depression, alcoholism, or something else which keeps them from doing an effective job.
- 327-331 Get Me Outta Here - The PCs run into a character looking desperately for help, likely help getting out of this terrible place.
- 332-334 Get Them Out of the House - Characters become suspicious after someone comes up with an elaborate scheme to get them out of their house, property, or some other space they are frequently in.
- 335-336 Getting at the Horse - Someone attempts to fix a betting event so as to profit at taking long odds.
- 337-341 Good Boy - A pet has begun to act strangely around certain people or areas, though it isn't obvious why.
- 342-344 Gopher For Me - NPCs won't help until the PCs help them first.
- 345-348 Gordian Knot - The PCs must find an outside the box way to solve an unsolvable puzzle.
- 349-352 Got-Off - A wrong-doer escapes punishment by the official authorities, but someone refuses to let them get away without punishment for their crimes.
- 353-355 Great Train Robbery - The heroes or villains must stop or raid a transport, such as a train or ship.
- 356-357 Grisly Scene - The PCs come across or investigate a gruesome murder or massacre.
- 358-360 Guard Dogs - Someone makes use of dogs to protect their property, possibly ending in a savage attack!
- 361-362 Guru - A mystical leader who claims to bring his followers higher understanding enters the plot.
- 363-370 Half the Fun - An adventure finds the PCs as they are going somewhere else more important.
- 371-374 Hannibal - A villainous person or being has a way to control the minds of those they spend time with.
- 375-377 He Seemed Nice - An NPC's neighbor, co-worker, or friend is really pretending to be someone else so they can stay close by, or spy on them.
- 378-380 Heart Attack - Some important character dies of natural causes, right at a time that causes a lot of trouble for other characters, be they the detectives, criminals, or other schemers.
- 381-384 Help! - An otherwise likeable NPC has been kidnapped!
- 385-386 Hey Boney! - A corpse has something important in his grave or must be dug up.
- 387-391 Hidden Dictaphone - Someone makes use of an audio recording of another person's voice, in order to fool victims or confuse detectives.
- 392-393 Hidden Goods - A thief was forced to hide their ill-gotten goods in order to avoid being caught, but now they need to recover them!
- 394-396 Hidden Within - Treasure or money is hidden within an everyday item, quite possibly one that isn't designed to be opened or have compartments.
- 397-398 Hiding in the Wilderness - A character is trying to live out in nature or far away from civilization, perhaps in order to hide from the authorities or from criminals.
- 399-402 His Old Diary - Some dead or incapacitated NPC has left clues behind in his personal diary.
- 403-405 Hit Him Where it Hurts - The villain decides to target the family or friends of a hero, or perhaps kidnapping one of them so that they can get information out of them.
- 406-407 Hostages - The bad guys are using hostages for leverage or to lure the heroes into a trap.
- 408-410 House Secret - Some NPC seems to be trying to keep whatever is going on in his house or property a secret.
- 411-414 How Could You Betray Me?! - A client believes his own family member (a son, daughter, wife, husband, etc.) is guilty of a crime, perhaps one in which they are the victim, or will be shamed because of.
- 415-418 Hunted in the Streets - The area is terrorized by some predacious killer, rumored to be a madman or even worse!
- 419-421 I Can Help You Son... - Villains trick a child into some scheme with their lies.
- 422-423 I Could Take Up Beekeeping - A hero must deal with a powerful doubt that they no longer want to be a hero any longer.
- 424-426 I Thought You Were Dead! - A character thought dead reappears...
- 427-430 I'll Say Good Day to You Sir! - A PC or NPC accidentally insults the honor of some overly dramatic but important character.
- 431-434 I'll Stay Quiet, For a Price - A criminal finds themselves the victim of blackmail when another unsavory character discovers what they have done.
- 435-436 I'm Not Leaving - Someone won't depart from their home or other beloved thing despite the danger.
- 437-440 I'm Surrounded - A hero or NPC finds themselves surrounded by enemies, or even the police, and must find a clever way to escape!
- 441-443 I'm Totally Baffled - A police detective cannot figure out who committed his crime and looks to turn to those who might help him outside the department.
- 444-447 I've Been Murdered! - Someone attempts to fake their own death and implicate another for committing their murder.
- 448-449 I've Lost Everything! - A character loses their former life or loved ones and is motivated to a new life centered around heroism or villainy.
- 450-452 Identity Switch - Some villainous person or being has taken on an innocent person's identity.
- 453-454 Impossible Love - Someone is shamed by, or is forced to keep secret, their relationship with another person who is seen as being at too different a station in life for the match to be proper.
- 455-459 In the Blink of an Eye - A crime is perpetrated seemingly so quickly that no one could have prevented it, or at least it has been made to look instantaneous.





- 460-463 In the Henhouse - Villains get aboard a train or ship where they can kidnap or kill their intended target, or steal an important prize.
- 464-465 Ingenious Bank Robbery - Villains need a lot of money, so they must occasionally rob banks using their brilliant criminal schemes.
- 466-468 Inheritance Scheme - A relative uses some complex scheme to trick someone into giving up or refusing their inheritance, so that it may fall to the devious schemer.
- 469-470 Inmates Running the Asylum - A villain uses/releases prisoners or inmates to help them complete their dastardly plans, or just to cause chaos.
- 471-474 Inside Knowledge - Criminals abduct or blackmail someone into giving them inside or privileged information so as to be able to commit a robbery or other crime.
- 475-476 Insurance Scheme - Someone tries to orchestrate a crime or destructive event in order to cash in.
- 477-480 Into the Vault - Robbers come up with an ingenious method to get into a seemingly impregnable bank vault to steal the riches within.
- 481-482 Irregulars - A child manages to be of assistance to the heroes in surviving and solving this adventure.
- 483-484 Is Anybody There? - Someone tries to kill a character while they sleep.
- 485-486 Isolation at Its Worst - Characters find themselves far from civilization or help, as a situation develops.
- 487-488 It Was Me All Along! - Someone uses a disguise to make someone they already know think they are someone else.
- 489-490 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.
- 491-494 It Was Really the Baboon All Along! - A strange murder is actually the act of an animal, intentional or perhaps unintentional.
- 495-496 It's Abandoned... - The PCs come across a totally house or building.
- 497-498 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.
- 499-500 It's All Your Fault - A character is blamed by another party for being responsible for some wrong, perhaps necessitating outside protection.
- 501-502 It's Only Begun - A villain has his evil plans carried out after he's dead, using some very reliable and loyal agents of course.
- 503-504 Jenny Greenteeth - Some place like a river, lake, cliff, bridge, etc. has a terrible reputation for people killing themselves there.
- 505-508 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.
- 509-511 Killer's Message - The apparent murderer has left behind some message written on a wall or note near the victim.
- 512-513 Killing Spree - Some group of twisted individuals takes to murder as a pastime.
- 514-517 Laboratory Invasion - An important scientist is kidnapped or killed, leaving no one behind who can replicate or understand his research.
- 518-521 Last Little Push - An elderly person of great wealth is knocked off a tad early by some murderer.
- 522-524 Legitimate Business - Some shop, club, or other business is being used as a front by canny criminals
- 525-526 Let Me Lure You Out Here - Characters are convinced by some villain to come out to a remote area...
- 527-528 Lifted It - A character finds themselves missing an important item, clue, or weapon after brushing past the wrong NPC.
- 529-531 Like Rats in a Hole - The criminal underworld sees a series of assassinations or internal conflicts for some unknown reason.
- 532-535 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.
- 536-540 Locked Away - Some criminal finds value in keeping another person captive, unable to leave or do what they wish.
- 541-544 Locked Room - All the characters are stuck somewhere together; danger and death likely joining them.
- 545-548 London Sewers - The PCs must go into someplace dirty, smelly, or unpleasantly dangerous.
- 549-551 Look What I Almost Stepped In! - The PCs find strange residue or odd items/materials around the scene of a crime.
- 552-554 Lost Fortune - A missing fortune features in this mystery, perhaps plundered jewels from halfway across the world, long lost gold shipments from the New World, or something else similar.
- 555-556 Manhunt - Someone or something needs found, recovered, or captured.
- 557-559 Mind Your Own Business - Detectives receive a rather stern warning from criminal agents to stay away from a certain case or problem, and maybe they decide to rough them up a bit to make their point.
- 560-561 Missing Lover - Someone has quite literally lost their close love one, be it a bride, fiancé, husband, etc.
- 562-564 Moby Dick - A character has a lifelong obsession with getting even with, finding evidence of, or perhaps has some other need with a person or group.
- 565-568 Moved Body - A murderer has killed his victim then placed the body someplace else, perhaps even putting it on a moving object to carry it away.
- 569-571 Movement in the Night - Characters can tell something outside is going on during the night.
- 572-573 Murder in Defense - A murderer has been committed, but those who know, know it was done to an evil person intent on harming another, whether in active self defense or not.
- 574-576 Murder on the Orient Express - The characters may face a mystery while on a boat, train, or other constraining means of conveyance.
- 577-578 My New Helper - A character finds a new assistant, follower, sycophant, or even sacrifice, perhaps rescuing them from difficult circumstances.
- 579-581 Mysterious Benefactor - Some unknown person is helping you out, but why you don't know.
- 582-583 National Artifact - An extremely important cultural relic/treasure is stolen or disappears.
- 584-586 Need an Expert - Dastardly villains kidnap or blackmail a technical expert in order to help them commit their crime.
- 587-590 New Clues - A criminal attempts to plant clues at a crime scene in order to indict another, or throw confusion onto matters.
- 591-594 No Boys Allowed - A father/step-father/brother refuses to allow a young to see a certain suitor, or perhaps all suitors in general.
- 595-598 No Train Today - Somehow the PCs find themselves quite stuck wherever they are.
- 599-600 Nosy Reporter - A news reporter takes an interest in the adventure or the heroes.
- 601-602 Note of Meeting - A victim is found with a note about a meeting with a certain person or at a certain place still on them or in their things, which relates to the apparent crime.
- 603-606 Notorious Killer-For-Hire - The villain hires a highly deadly, and probably ingeniously skilled, killer to eliminate anyone who might get in his way.





- 607-608 Odd Newcomer - A mysterious NPC is new to town, and something about them is not quite right.
- 609-610 Official Cover-Up - The authorities are lying about something the heroes know to be otherwise. But why?!
- 611-613 Oh no! - A close NPC friend or ally to the heroes is killed by the evil villain.
- 614-617 Oh the Shame - Someone goes to great lengths to hide their criminal or just shameful behavior from their family, lest their shame fall on them as well.
- 618-619 Old Catacomb - Some underground crypt, cellar, or old tunnels hold important secrets in this case.
- 620-622 Old Debts - A character is consumed by revenge over deeds done by past generations, maybe even centuries or longer ago.
- 623-624 On a Long Journey - This adventure requires, or is all about, a long journey to some far off place.
- 625-626 Ounce of Prevention - The PCs are tipped off to some evil group about to do something evil.
- 627-628 Paid Off - Someone within the police force or an important government official is really on the side of the villains.
- 629-630 Part Time Job - A hero decides to use their abilities to make some extra money on the side.
- 631-634 Party Crasher - A villain surprises a party, likely filled with important and/or wealthy guests.
- 635-637 Past Secrets - Some character seeks to discover the potentially dark secrets of past family members or dealings.
- 638-640 Pawn - A man becomes the pawn or unwitting agent of his a group he belongs to, or even created or led.
- 641-643 Pawned Off - Someone attempts to sell, fence, or pawn away items taken from a victim or related to a crime.
- 644-645 Personal Journal - The PCs get information about some amazing/horrifying story or event from a deceased NPC's journal and notes.
- 646-647 Personal Mission - A hero gets a lead to find a criminal they have a personal vendetta against, or which can help solve some very important unresolved mystery.
- 648-649 Pocketing Some Cash - A supposed friend or relative makes a habit of dipping into a wealthier person's money clip or jewelry cabinet.
- 650-653 Poison in the Reservoir - A villain plans to kill a large number of people by poisoning their water, food, or other commonly used things.
- 654-655 Poisoned Trap - A murderer makes use of an ingenious, or at least devious, trick in order to poison or infect their intended victim.
- 656-657 Police Whistle - A hero sees a crime in progress, or hears that it's happening from cries or whistles.
- 658-660 Policing Campaign - A character, likely a detective, decides to start a directed campaign to put a certain specific criminal or syndicate out of business.
- 661-662 Prison Escape - Powerful villains being imprisoned somewhere take advantage of a bad situation and use it to escape!
- 663-664 Promising Dupes - Some powerful or rich characters are fooled into helping the forces of evil in exchange for some rewards.
- 665-666 Protect the Innocents - The PCs must protect a group of innocent people in addition to completing their mission.
- 667-668 Prove My Superiority - A villain has it in mind to personally defeat a hero in order to prove himself, or be certain that his victory is complete.
- 669-671 Prove Yourself - A character is given a difficult mission or test of loyalty in order to join or move up the ranks of some group.
- 672-673 Perhaps a morally dubious one!
- 674-676 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.
- 677-678 Public Event - A villain attack a public event, like a theatrical show or sporting competition, where the heroes are in attendance or nearby.
- 679-681 Put Together Your Team - Someone assembles a team of experts in order to handle some tough mystery.
- 682-683 Quite a Scene - A victim calls the authorities in due to a horrible crime, with them finding quite a terrible scene of murder or the similar.
- 684-685 Quite a Shock - A character looks quite shocked or alarmed after receiving a letter or some other message, prompting odd behavior or flight on their part.
- 686-687 Recurring Villain - He's back! And this time it could even be personal.
- 688-689 Refugee - A person or animal is found, the last survivor of some strange or terrible event.
- 690-691 Reign of Terror - A villain begins a criminal campaign to get to the heroes, or to get to the people they protect, and they won't stop until they get what they want.
- 692-693 Replace the letter - The heroes must recover or switch out an important letter, file, or book in order to confuse and foil the villain.
- 694-696 Revolutionary Find - Someone believes they have uncovered some scientific or military knowledge which will change society/warfare/life as we know it.
- 697-701 Rigged - Some criminal plans to rig a sporting event, or other subject of gambling, in order to gain from their foreknowledge.
- 702-704 Ritual Murder - The police begin investigating suspected ritual murders, or crimes carried out in a bizarre pattern.
- 705-706 Romantic Equal - A character becomes smitten with another character who has powers or abilities commensurate with their own.
- 707-710 Rooftop Chase - A hero or villain must try to escape through a desperate chase.
- 711-714 Sabotage - The characters find themselves trapped or nearly killed due to sabotage, likely to their means of travel.
- 715-716 Secret File - Some villain or scheming individual is hiding an important letter, legal document, or perhaps even details of a state secret.
- 717-721 Secret Lever - The characters find (or can find) a secret entrance to a secret room or secret passage leading to even more secrets!
- 722-723 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.
- 724-727 Secret Room - A character takes advantage of a secret room in order to do their schemes.
- 728-732 Set-Up - Someone sends a supposedly good friend, loved family member, or trusted associate into a trap, ambush, or other terrible situation in order to get rid of them.
- 733-734 Sibling Rivalry - A sibling decides to do something bad or dangerous to the other, perhaps out of jealousy or for inheritance.
- 735-736 Simple Superstition - The locals may believe that some crime or mystery is really the work of the supernatural!
- 737-738 Skeptics - The PCs are interrupted or hassled by someone skeptical of their talents, or who views them as nothing more than bothersome busybodies.
- 739-743 Sneaking Assassin - Someone has been murdered by an assassin who makes use of high up windows, attics, or other surprising means.
- 744-747 Sniper - A murderer wishes to do in his victim from a safe distance, but must of course arrange circumstances so that he's able to get his shot.





- 748-751 Some Monster! - Reports come in of some supernatural monster being behind a disturbance somewhere, perhaps a vampire, a ghoul, a werewolf, etc.
- 752-753 Something's Not Right Here - The PCs notice something is very amiss after arriving in a new location.
- 754-755 Sour Reaction - Someone acted slightly strangely right before a mystery happened, a bride or groom acting upset on their own wedding day, a person acting annoyed right before they left on a vacation, and so on.
- 756-757 Special Delivery - A criminal sends a dangerous or intimidating package to someone.
- 758-759 Spiteful Revenge - A villain may have been defeated, but he still has a plan to finish off the heroes with him.
- 760-761 Spooky Scary! - Some frightening area such as a graveyard, bog, or reportedly haunted woods features in this adventure.
- 762-763 Staged Death - An NPC pretends they die, perhaps spectacularly.
- 764-765 Staged Disaster - The villains create a stage accident or disaster in order to distract the heroes for a little while.
- 766-767 Staged Wreck - The villains cause a traffic accident or similar problem in order to trap a person or item they want, or to distract the authorities while they commit a crime.
- 768-771 Stalking Me - Some possibly victimized character is sure someone is following or stalking them, perhaps at a specific time or through a specific place.
- 772-775 Still in the Loony Bin - Some character important to the adventure is currently in an asylum for mentally ill.
- 776-779 Strange Cipher - Criminals use an odd code or cipher, perhaps so ingenious it doesn't even look like a form of language.
- 780-781 Strange Coma - A character has fallen into a coma or severe illness, perhaps after some strange event befell them.
- 782-785 Strange Job Offer - A person receives an excellent job offer, but it requires some strange sacrifices, requests, or circumstances.
- 786-787 Strange Parcel - Someone receives a bizarre package from someone they don't know, perhaps even with gruesome contents inside.
- 788-791 Strange Riddle - A riddle, old saying, or mysterious poem/song features in this mystery.
- 792-795 Strange Tracks - Coming related to some other mystery, the heroes discover unnatural/inhuman tracks which lead them to more clues.
- 796-799 Strange Trip - A character up and took off on a strange trip, possibly without telling anyone before they left about it.
- 800-803 Street Ruffians - The hero faces a situation with bullies, jerks, and other abusive types.
- 804-805 Surprise Assault - The villain brings a strike force of criminals to attack or overwhelm some guarded location with no warning.
- 806-807 Surrender Them to Me - A dastardly villain demands a group turn over a certain character or face increasing levels of villainy until they do.
- 808-809 Surrogate Killer - A clever murderer uses a deadly animal or supposed accident in order to kill their victim and make it nearly impossible for detectives to figure out how it was done.
- 810-812 Surround the Cabin - The PCs find their location surrounded and perhaps assailed by villains and thugs.
- 813-816 Survivor's Tale - The stories of some survivor of a terrible ordeal feature prominently in this adventure.
- 817-820 Swarms - A swarm of rats, insects, or other assorted beasts is involved in this adventure.
- 821-825 Switcheroo - The villains or heroes think they've got the right person they want only to discover they've been tricked by a disguise or look-alike.
- 826-827 Symbol of Doom - People claim to see a strange creature or symbol that supposedly foretells impending disaster.
- 828-830 Symbols - Recurring strange symbols may be spotted by the PCs or other characters at the scene of a crime.
- 831-832 Take the Job - Some character takes a job that sends them far off from their normal contacts and regular life.
- 833-835 Tall Tale - Someone comes to the PCs with a hard to believe story, but asking for their help.
- 836-840 Teamwork - The good guys need to join forces and work together in order to stop a major threat, but don't naturally get along.
- 841-842 Terror Grips the Headlines - A town or city is being terrorized by some murderer or crime group, and the public is nearing outright panic.
- 843-846 That's an Interesting Briefcase - An immoral character discovers someone around them holds a very valuable possession, perhaps secretly, and may plan to do away with them in order to get at it.
- 847-849 The Children - Children are somehow connected to this mystery, perhaps as victims, or as witnesses.
- 850-853 The Cover-Up - Someone has begun a vicious cycle of violence and murder in order to cover up their increasingly heinous acts.
- 854-857 The Dame Was Trouble - An NPC causes havoc, trouble or fights between others characters.
- 858-859 The Dead Body - A dead body is found with clues all around...
- 860-863 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 has been set-up to seem.
- 864-865 The Hound! - Some terrible ghost-like entity, a headless horseman or flaming hound for example, haunts the local area.
- 866-867 The Last Guys - A group of PC-like characters already tried and failed, perhaps giving the current PCs some direction on how to succeed.
- 868-869 The Metamorphosis - The PCs cannot solve the main problem, but can help in some other, likely lesser, way.
- 870-871 The Moral of the Story - Someone or someones have received a horrible fate as a result of their immoral actions.
- 872-875 The Perfect Time to Settle Scores - Amazing and deadly events give someone the chance to get revenge or settle scores with unrelated parties.
- 876-877 The Walls Have Ears - Some place the characters assumed was private or safe is really not.
- 878-881 Their Reputation - A criminal or wrongdoer is so afraid that their misdeeds will destroy their family's reputation that they will go to great lengths to spare them.
- 882-883 There's Going to Be an Accounting - Someone who previously betrayed his fellows, now faces their wrath as they intend to get their own form of justice for what he did.
- 884-885 They Aren't Here and Never Will Be! - A person's family tells their old friend/partner/fiancé that the person no longer wants anything to do with them, or is gone on a distant journey and won't permit them any further access.
- 886-887 This Is *****!!! - The characters discover after doing some important or nasty work that no appreciates what they've done, or believes their stories.
- 888-889 This Is All Your Fault - A hero faces a misguided avenger who blames them for the death of a loved one, or worse.
- 890-891 Ticking Clock - The PCs need to complete a task or challenge before it's too late.





- 892-893 Tinkering Around - A character figures out a cool new addition to their normal gadgetry, or is given some new scientific advancement.
- 894-897 Tower of London - The powers that be lock a powerful criminal in a special prison they shouldn't be able to escape from, or be broken out of.
- 898-899 Trapped in a Dungeon - A character is left stuck in a prison of some kind, but can use their time wisely to scheme against the villains.
- 900-903 Trick Crime - Family or friends of a victim fake a crime, possibly to get money or concessions out of them using a fake blackmailer.
- 904-907 Trying the Latch - A character is disturbed in their sleep by someone attempting to find a way into their room...
- 908-911 Turned to a Hermit - The heroes need the help of, or must find, a reclusive person who is likely hiding out in some remote region.
- 912-913 Unexpected Friend - The heroes make friends with someone who turns out to have surprising skills or resources that can help them.
- 914-915 Unidentifiable Dead Body - A murder victim is found, but is missing its head, or is otherwise just hard to identify. Perhaps leading to it being misidentified.
- 916-917 Unreliable Narrator - The PCs hear a tale of incredible events, except the teller cannot quite be believed.
- 918-920 Unwanted Elements - Someone from a discriminated against group is unfairly accused or automatically suspected.
- 921-922 Unwanted Old Flame - An old lover, or just would be lover, has looked up their old object of attention and attempts to cause trouble.
- 923-924 Valuable Antiquities - This adventure features the culture or artifacts of ancient peoples, who left behind many valuable and treasured items.
- 925-926 Very Interested Buyer - Someone goes into a store with an absurdly keen interest to buy something of normal value, be it a specific piece of furniture, a particular goose, etc. Perhaps even after it's been promised to another buyer.
- 927-928 Vixen - Some girl or woman seems to have an easy way with men, perhaps allowing their prejudices to blind them to her keen mind or steely character.
- 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 Waiting For Me Right Where I Was - A character develops a relationship with an old friend or colleague.
- 934-935 We Don't Need You - Locals or local authorities don't want the PCs around, maybe for good reason, or maybe just out of hubris.
- 936-937 We'll Take the Help - The heroes are hired by local authorities to solve a problem they can't.
- 938-940 We'll Teach Them - Members of a repressed or just evil group have plans to teach the rest of the world a lesson they won't soon forget!
- 941-942 We're All Gonna Die Here! - The characters are all trapped someplace in a very perilous situation.
- 943-944 We're Bankrupt! - Villains hatch a scheme to steal all the money of a wealthy person or institution through some ingenious criminal means.
- 945-946 Weekend at Sir Bernie's - A person's death is covered up and everything is made to appear that they are still alive, but for what reason...?
- 947-948 Went Missing on the Ride - Something is stolen during transport, on a ship, train, carriage, or just being carried. The robbery may not have even been noticed at the time, indeed it may seem to have been impossible!
- 949-950 What a Scandal - A person of power's vices lead them to a position of being blackmailed for fear of having their behaviors revealed.
- 951-952 What About My Family? - A desperate character takes action in order to take care of or save the people they care about.
- 953-954 What Are You Hiding?? - A husband or wife becomes furious over what they perceive as their spouse hiding some unguessable secret from them.
- 955-956 White Collar Assassination - A villain decides to wipe out financial competitors or inner rivals who are causing them trouble.
- 957-959 Who Wouldn't Like Her? - A character has a terrible suspicion about an otherwise likeable or perhaps simply desirable outsider.
- 960-961 Who's This Guy? - Some traveler, perhaps from a far off land, seems kind of odd and probably evil.
- 962-963 Why He Was Just Here - Someone was seen someplace, and minutes or even seconds later they've vanished from sight.
- 964-965 Window Sniper - The villain figures out where the heroes live or are headquartered and launches a direct assault.
- 966-967 Witch Hunt - Some rabid authority is arrested or persecuting people recklessly, but who can challenge their power?
- 968-969 Workaholic - A hero suffers major personal life troubles as they are too busy solving cases and not being around.
- 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 Cannot be Trusted - A lesser villain betrays a major villain by not doing what they were told, or simply failing to because they were stopped by heroes, and now the consequences will be severe.
- 977-978 You Didn't See Nothin' - A powerful group or NPC demands the PCs not reveal what they know.
- 979-980 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.
- 981-982 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 Won't Take Me Alive! - A villain refuses to stop fighting, and perhaps threatening the lives of innocent people, until the heroes absolutely make him.
- 985-986 You're an Heiress Now! - A character has a sudden change of social station due to found wealth, surprise heritage, or other causes.
- 987-988 You're Crazy Man - An important NPC or friend is certifiably insane.
- 989-990 You're Fired! - An employee or servant does something out of character or across the line and has been recently fired for it.
- 991-992 You're Goin' Downtown - One of the PCs friends or assistants is thrown into jail.
- 993-996 You're Not From Around Here - The locals/yokels/watch don't take kindly to the PCs.
- 997-998 You're Off the Case - The local authorities try to run off the PCs or forbid them from being involved.
- 999-000 Your Only Warning - Someone receives a mysterious warning, perhaps causing them to act strangely in the aftermath, or perhaps foreshadowing their eventual death.





Copyright © 2014 Frank Lee

