



# Spy Genre Charts

The Spy Genre Charts are for roleplaying games of spies, secret agents, and international intrigue. Players who are creating games of espionage and secret intelligence should use these charts to create their adventures.

## Spy Adventure Types Chart

d10

1. Stop a Plot to Destroy the World - Madman planning to destroy world, cities, etc.
2. Recover the Secret Plans - Important scientific blueprints or secure military documents.
3. Assassination - Prevent the bad guys from killing a very important person, or kill a very important person.
4. Recover Work - Go into enemy territory to save an agent or asset, or help a defector come to your side.
5. Recover the Spy MacGuffin - Get back a nuclear warhead, space aircraft, phaser ray, etc.
6. Intrigue/Entanglement (I can't think of the word I want) - Perform a mission that will tip the scales of complicated events, such as bankrupting a terrorist to force him to turn informant.
7. Infiltrate - Some terrorist is threatening the world and an agent must infiltrate into his organization or at least find him out in a search and destroy.
8. Spy vs. Spy - Square off against a deadly operative or assassin and stop them before it's too late!
9. Cold War Heatup - Some increasingly tense international situation has two major powers ready to fight, and agents are needed to avoid a serious loss of life.
10. Terrorist Lord - Some ingenious, ruthless, and very worthy opponent threatens a nation or perhaps all of civilization, and can only be stopped by the desperate efforts of the greatest secret agents in the world.

## Spy Opposition Chart

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001-002 Assassin or Politician	037-038 Exotic Murderer or Powerful Cabal	073-074 Powerful Cabal or Foreign Anti-Spy Agency
003-004 Blackmailer or Evil Mastermind	039-040 Extremely Resourceful Gentleman or Spy Agency	075-076 Ruthless Murderer or Corrupted Politician
005-006 Cat Thief or Foreign Anti-Spy Agency	041-042 Femme Fatale or Conspiracy	077-078 Secret Agent or Villainous Mastermind
007-008 Clever Criminal Agent or Terrorist Organization	043-044 Forces Within Own Government or Traitor	079-080 Secret Oligarchy or Megalomaniac
009-010 Conspiracy or Insane Billionaire	045-046 Foreign Anti-Spy Agency or Villainous Mastermind	081-082 Secret Organization or Terrorist Troopers
011-012 Corrupted Politician or Secret Agent	047-048 Foreign Criminal Syndicate or Terrorist Organization	083-084 Sniper or Crime Lord
013-014 Crime Lord or Secret Organization	049-050 Former Secret Agent or Soldiers	085-086 Soldiers or Extremely Resourceful Gentleman
015-016 Criminal Genius or Mad Scientist	051-052 Gunman or Defector	087-088 Spy Agency or Assassin
017-018 Criminal Schemers or Master Thief	053-054 Insane Billionaire or Assassin	089-090 Terrorist Organization or International Criminal
019-020 Criminal Syndicate or Sniper	055-056 International Criminal or Secret Organization	091-092 Terrorist Troopers or Dictator
021-022 Criminal Thug or Femme Fatale	057-058 Kidnapper/Ransomer or Terrorist Organization	093-094 Traitor or Criminal Genius
023-024 Defector or International Criminal	059-060 Mad Scientist or Cat Thief	095-096 Unstoppable Marksman or Conspiracy
025-026 Dictator or Blackmailer	061-062 Master Killer or Evil Organization	097-098 Villainous Mastermind or Out of Control Agents
027-028 Double Agent or Criminal Syndicate	063-064 Master Thief or Dictator	099-100 White Collar Criminals or Double Agent
029-030 Evil General or Murderer-for-Hire	065-066 Megalomaniac or Secret Agent	
031-032 Evil Mastermind or Spy Agency	067-068 Murderer-for-Hire or Traitor	
033-034 Evil Military Officer or Double Agent	069-070 Out of Control Agents or Evil General	
035-036 Evil Organization or Former Secret Agent	071-072 Politician or Evil Organization	





## Spy Motivations Chart

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001-009 Acceptance or Ego	461-468 Impress Someone or Help People	919-927 Support Friends or Control
010-017 Acceptance Of Facts or Knowledge	469-476 Incorrect Beliefs/Confusion or Save Lives	928-937 Survival of Others or Cause Chaos
018-026 Achievement or Commit Evil	477-485 Independence or Fulfill Scheme	938-946 Teach/Mentor or Commit Sabotage
027-034 Acquire Secrets/Plans or Wreck Economy	486-494 Is a Stooge for Another or Status	947-955 The Opposite Sex or Wantonness
035-043 Acting Out/Misdirected Hostility or Unknown	495-502 Jealousy or Commit Evil	956-966 To Move Ahead or Commit Evil
044-052 Addiction or Harm Enemies	503-510 Justice or Cowl/Repress Others	967-974 Turn Someone or Destroy Nation
053-060 Adventure or Gain the Upper Hand	511-518 Law or Gain a Powerful Item/Technology	975-984 Understanding or Harm Enemies
061-068 Altruism or Power	519-526 Live Up To Morals/Ethics or	985-989 Work/Vocation or Manipulation
069-076 Amusement/Entertainment or Achieve Destiny	527-535 Advanced Evil Plans	990-995 World Domination or Infiltration
077-085 Appreciation for Beauty or Wantonness	536-544 Love or Commit Evil	996-000 Wreck Economy or Eliminate the Enemy
086-094 Approval or Advanced Evil Plans	545-552 Loyalty or Appease Masters	
095-102 Assist Allies or An Important Object	553-560 Lust or Control	
103-110 Balance or Survival	561-568 Mastery or Feel Superior	
111-118 Be Different or Achieve Destiny	569-576 Meaning or Get Paid	
119-126 Collect Reward or Turn Someone	577-585 Misguidedness or Cause Suffering	
127-135 Compassion or Gain the Upper Hand	586-594 Money or Manipulation	
136-144 Confidence or Hatred	595-602 Mortality or Get Revenge	
145-152 Cooperation or Fulfill Scheme	603-610 Nourishment or Status	
153-160 Creativity or Gain Wealth	611-618 Novelty or Revenge	
161-168 Curiosity or Gain a Powerful Item/Technology	619-626 Obligations or Unknown	
169-176 Debt or Hatred	627-635 Order or Cause Suffering	
177-185 Desperation or Feel Strong	636-644 Patriotism or Acquire Secrets/Plans	
186-194 Destroy Nation or Ransom	645-652 Peace or Cause Trouble	
195-202 Devotion or Gain the Upper Hand	653-660 Personal Growth or Anger	
203-210 Discover Secrets or Gain Ally	661-668 Philanthropy or Wantonness	
211-218 Discovery/Experience or Gain Access/Power	669-676 Please Authorities or Take Control	
219-226 Disrupt the Enemy or Get Money	677-685 Pleasure or Feel Strong	
227-235 Do Good or Knowledge	686-694 Prejudice or Gain Promotion/Office	
236-244 Eliminate the Enemy or World Domination	695-702 Pressured or Land/Holdings	
245-252 Ennui/Boredom or Cause Chaos	703-710 Pride or Power	
253-260 Envy or Cause Trouble	711-718 Property or Get Paid	
261-268 Escape One's Fate or Take Over the World	719-726 Protection or Cowl/Repress Others	
269-276 Excitement or Get Paid	727-735 Prove Oneself or Cause Chaos	
277-285 Faith or Cowl/Repress Others	736-744 Rage or Gain Promotion/Office	
286-294 Fame/Infamy or Gain Territory/Holdings	745-752 Ransom or Disrupt the Enemy	
295-302 Fear or Gain the Upper Hand	753-760 Reached Your Limits or Cause Trouble	
303-310 Feel Big or Gain Access/Power	761-768 Rebel or Help People	
311-318 Feel Intelligent or Become Rich	769-776 Recognition or An Important Object	
319-326 Feel Wanted/Loved or An Important Object	777-785 Redemption or Knowledge	
327-335 Financial Security or Revenge	786-794 Religion/Superstition or Control	
336-344 Follow Dreams or Destroy Someone	795-802 Reputation or Take Advantage of Someone	
345-352 Follow Orders or Cowl/Repress Others	803-810 Resources or Harm Enemies	
353-360 Freedom or Unknown	811-818 Respect or Commit Evil	
361-368 Fulfill Duties/Responsibilities or Knowledge	819-826 Responsibility or Survival	
369-376 Gain a Fortune or Ideological Reasons	827-835 Rest or Knowledge	
377-385 Gain Ally or Collect Reward	836-844 Safety or Advanced Evil Plans	
386-394 Gain Favor or Manipulation	845-852 Security or Cowl/Repress Others	
395-402 Get Money or Discover Secrets	853-860 Self-Esteem or Harm Enemies	
403-410 Glory or Greed	861-868 Self-Sabotage or Gain the Upper Hand	
411-418 Goal or Survival	869-876 Shake Things Up or Domination	
419-426 Health & Well-Being or Harm Enemies	877-885 Share Something or Unknown	
427-435 Hedonism or Gain Wealth	886-894 Social Cohesion or Commit Evil	
436-444 Honor or Greed	895-902 Spontaneity or Take Over the World	
445-452 Ideological Reasons or Patriotism	903-910 Stability or Get Revenge	
453-460 Infiltration or Gain a Fortune	911-918 Support Family or Upset Authorities/Rulers	





# Spy Themes Chart

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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	After Life	218-220	Denial	418-420	Guilt	618-620	Love	818-820	Relationships
021-023	Alienation	221-223	Descent into Decadence	421-423	Handicaps	621-623	Love and Sacrifice	821-823	Religion
024-026	Ambition	224-226	Desire	424-426	Happiness	624-626	Love Is Not Enough	824-826	Responsibility
027-029	Anger	227-229	Desire to Escape	427-429	Hard Work vs. Play	627-629	Loyalty	827-829	Reunion
030-033	Anxiety	230-233	Destruction	430-433	Hazards	630-633	Loyalty to Your Nation	830-833	Rights and Responsibilities of Rulers
034-036	Appearance vs. Reality	234-236	Destruction of Beauty	434-436	Heartbreak	634-636	Making Choices	834-836	Role of Government
037-039	Appearances	237-239	Destruction of Character	437-439	Hero(ine) vs. Villain	637-639	Man vs. Machine	837-839	Role of Men
040-042	Appasement	240-242	Determination	440-442	Heroism	640-642	Man vs. Man	840-842	Role of Religion
043-045	Appreciation		Dictatorship v.	443-445	Hierarchy	646-649	Man vs. Self	843-845	Role of Women
046-049	Beauty	243-245	Democracy	446-449	Hierarchy in Nature	650-652	Man vs. Society	846-849	Roles
050-052	Beauty of Simplicity	246-249	Differences v. Similarities	450-452	History	653-655	Manipulation	850-852	Sacrifice
053-055	Belief	250-252	Discovering Strength	453-455	Honesty	656-658	Materialism	853-855	Security
056-058	Belonging	253-255	Discrimination	456-458	Honor	659-661	Materialism as Downfall	856-858	Self-Awareness
059-061	Benefits of Limiting Government	256-258	Disillusionment	459-461	Hope	662-665	Media	859-861	Self-Destruction
062-065	Betrayal	259-261	Disillusionment and Dreams	462-465	Hopelessness	666-668	Memories	862-865	Self-Esteem
066-068	Birth	262-265	Displacement	466-468	Hubris	669-671	Mercy	866-868	Self-Preservation
069-073	Bondage	266-268	Diversity	469-471	Human Depravity	672-674	Morals	869-871	Self-Reliance
074-078	Bravery	269-271	Divine Right	472-474	Humor	675-678	Motherhood	872-874	Separation and Loss
079-082	Brotherhood	272-274	Doing Immoral Work	475-478	Hypocrisy	679-682	Nationalism	875-878	Silence
083-085	Building Character	275-278	Dominance	479-482	Identity Crisis	683-685	Nature	879-882	Social Change
086-088	Bullies	279-282	Doubt	483-485	Ideological Purity	686-688	Nature as Beauty	883-885	Social Mobility
089-091	Capitalism	283-285	Dreams	486-488	Ignorance	689-691	Necessity	886-888	Standing up for What Is Right
092-095	Capitalism v. Communism	286-288	Consequences of Duty	489-491	Illusion of Power	692-695	Necessity of War	889-891	Strength
096-098	Caring	289-291	Emigrants	492-495	Illusions	696-698	Necessity of Work	892-895	Struggle of Faith
099-101	Censorship	292-295	Emotions	496-498	Immigrants	699-701	New Beginning	896-898	Suffering
102-104	Challenges	296-298	Empowerment	499-501	Good Ends	702-704	Obligations	899-901	Survival
105-107	Change	299-301	Emptiness	502-504	Immortality	705-707	Old Age	902-904	Taking a Stand
108-111	Change of Power	302-304	Envy	505-507	Importance of Family	708-711	Oppression	905-907	Teamwork
112-114	Change vs. Tradition	305-307	Escape	508-511	Individual vs. Society	712-714	Oppression of Women	908-911	Technology
115-117	Chaos and Order	308-311	Escaping Social Constraints	512-514	Individuality	715-717	Optimism and Overcoming	912-914	Technology in Society
118-120	Character	312-314	Eternity	515-517	Inevitability	718-720	Overcoming Fear	915-917	Telling the Truth
121-123	Chasing Dreams	315-317	Ethical Dilemmas	518-520	Initiation	721-723	Overcoming Obstacles	918-920	Temporariness
124-127	Civilization	318-320	Everlasting Love	521-523	Injustice	724-727	Overcoming Vice	921-923	Temptation
128-130	Civilization vs. Nature	321-323	Evils of Racism	524-527	Inner and Outer Self	728-730	Overcoming Weakness	924-927	Temptation and Destruction
131-133	Class/Status	324-327	Experience	528-530	Strength	731-733	Pain of War	928-930	Totalitarianism
134-136	Coming of Age	328-330	Facing Darkness	531-533	Innocence	734-736	Passing Judgment	931-933	Toxicity of Family
137-139	Commitment	331-333	Facing Reality	534-536	Intentions	737-739	Patriotism	934-936	Traditions
140-143	Communication	334-336	Fading Beauty	537-539	Intergenerational	740-743	Peace	937-939	Tragedy
144-146	Community	337-339	Failure	540-543	Interrogation	744-746	Peace and War	940-943	Tragedy of War
147-149	Companionship	340-343	Faith vs. Doubt	544-546	Intolerance	747-749	Peer Pressure	944-946	Trust
150-152	Conflicting Values	344-346	Fall from Grace	547-549	Invincibility	750-752	Perseverance	947-949	Values
153-155	Conformity	347-349	Family	550-552	Isolation	753-755	Political Ambition	950-952	Vanity
156-159	Conquering the Unknown	350-352	Fate	553-555	Isolationism	756-759	Poverty	953-955	Violence
160-162	Conquest	353-355	Fate and Free Will	556-559	Jealousy	760-762	Power	956-959	Virtue
163-165	Convention	356-359	Fatherhood	560-562	Journey	763-765	Power and Corruption	960-962	Vulnerability
166-168	Cooperation	360-362	Fear	563-565	Judgment	766-768	Power of Silence	963-965	Vulnerability of the Meek
169-171	Coping	363-365	Fear of Failure	566-568	Justice	769-771	Power of Tradition	966-968	Vulnerability of the Strong
172-175	Corruption	366-368	Feelings	569-571	Knowledge	772-775	Power of Wealth	969-971	Wants vs. Needs
176-181	Country Before Everything Else	369-371	Finding Hope	572-575	Knowledge vs. Ignorance	776-778	Power of Words	972-975	War
182-184	Courage	372-375	Following the Rules	576-578	Leadership	779-781	Power Through Intelligence	976-978	Wealth
185-187	Courage vs. Fear	376-378	Forgiveness	579-581	Learning	782-784	Prejudice	979-981	Will
188-192	Cultural Diversity	382-384	Freedom	582-584	Life After Loss	785-787	Pride	982-984	Will to Survive
193-196	Customs	385-387	Freedom v. Control	585-587	Life's Traumas	788-791	Progress	985-987	Wisdom
197-200	Dangers of Ignorance	388-390	Friendship	588-591	Loneliness	792-794	Quest	988-991	Wisdom of Experience
		391-393	Fulfillment	592-594	Losing Hope	795-797	Quest for Discovery	992-994	Working Class Struggles
		394-395	Gender Issues	595-597	Loss	798-800	Quest for Power	995-997	Youth
		396-397	Generation Gap	598-600	Loss of Individualism			998-000	Youth and Beauty
		398-400	Getting Along						





# Spy Complications Chart

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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	





# Spy Locations Chart

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001-002	Abandoned House/Building	259-262	Docks	504-506	Lobby	752-755	Shark Tank
003-007	Agency Offices/Headquarters	263-264	Doctor's Office	507-508	Locked Out	756-758	Ship
008-010	Airplane/Helicopter	265-267	Downtown	509-510	Lodge	759-760	Ship Cabin
011-013	Airport	268-269	Drawing Room	511-512	Lost/Stranded	761-762	Ship's Deck
014-015	Alleyway	270-271	Dreams	513-516	Lounge	763-764	Shopping Mall
016-019	Apartment	272-275	Drop-Off Place	517-518	Luxury Goods Store	765-766	Sky
020-021	Apartment Building	276-278	Dungeon	519-521	Luxury Lodge	767-770	Skyscraper
022-023	Aquarium	279-280	Enemy City	522-525	Mall	771-772	Sleeping Room
024-025	Archeological Site	281-283	Enemy Country	526-528	Mansion	773-775	Small Town
026-027	Army Camp	284-285	Entranceway	529-532	Marketplace	776-778	Smoking Room
028-029	Art Gallery/Museum	286-287	Estate Grounds	533-534	Marsh	779-780	Spa/Bathes
030-031	Artisans Workshop	288-290	Exhibit	535-536	Meadows	781-783	Space Ship/Shuttle
032-033	Assembly Hall	291-292	Exotic Shop	537-540	Meeting Place	784-785	Space Station
034-035	At a Protest	293-294	Expedition Site	541-544	Meeting Room	786-789	Speech/Ceremony
036-038	At Cards Table	295-296	Factory	545-548	Military Base	790-791	Stables
039-040	Athletic Competition	297-299	Famous Landmark	549-552	Military Installation	792-793	Stadium/Ballpark/Gymnasium
041-042	Attack/Ambush Site	300-303	Fancy Hotel	553-556	Military Offices/Academy	794-795	Staircase
043-044	Attic	304-307	Fancy Party	557-558	Mine	796-799	Stateroom/Cabin
045-047	Auction House	308-311	Fancy Restaurant	559-560	Monument	800-803	Store
048-049	Auditorium	312-315	Fancy Suite	561-562	Moors	804-809	Storehouse
050-051	Auto Race	316-317	Farm	563-566	Mountains	810-811	Stream
052-054	Backroom	318-319	Farming Community	567-568	Movie Theater	812-816	Street
055-056	Bakery	320-321	Farmland	569-573	Murder Scene	817-821	Streetside Cafe
057-058	Balcony	322-323	Festival	574-575	Natural Clearing	822-825	Studio
059-061	Bank	324-325	Fields	576-578	Neutral City	826-828	Study
062-064	Bank Vault	326-327	Financial Market/Stock Exchange	579-581	Newspaper Office	829-834	Submarine
065-066	Bank/Financier's Office	328-329	Fishing Pond	582-584	Nice Part of Town	835-840	Suburbs
067-068	Bar	330-333	Foreign Country	585-586	Observatory	841-842	Swamp/Fen
069-070	Barber Shop	334-338	Foreign Embassy	587-588	Ocean	843-846	Tailor/Clothes Shop
071-072	Barn	339-340	Foreign Ghetto	589-590	Office(s)	847-848	Tavern
073-074	Basement	341-344	Foreign Land	591-593	On a Blimp	849-851	Temple
075-076	Bathroom	345-346	Forest	594-595	On a Landmark	852-853	Tenement
077-078	Battlefield	347-348	Forest Path	596-599	On a Plane	854-857	Terrible Place
079-080	Bay	349-350	Furnace Room	600-602	Opera	858-864	Terrorist Base
081-084	Beach	351-352	Gardens	603-604	Orchard	865-867	Testing Ground
085-086	Bed and Breakfast	353-354	Gathering Place	605-608	Outer Space	868-870	Theatre/Stage
087-088	Bedroom	355-357	Gentlemen's Club	609-610	Outpost	870-876	Tomb
089-091	Behind Enemy Lines	358-359	Ghost Town	611-613	Park	877-879	Torture Chamber
092-093	Belltower	360-361	Gorge/Ravine	614-615	Parking Lot	880-884	Tourist Village
094-095	Board Meeting	362-364	Government Facility	616-619	Parliament	885-892	Tower
096-097	Boarding House	365-367	Government Offices	620-623	Parliament Hall	893-896	Town Hall
098-099	Boxing/Martial Arts School	368-371	Government Offices/Record Halls	624-627	Party	897-899	Town Square
100-101	Brewery	372-375	Grand Hotel	628-629	Physician's Office	900-906	Townhouse
102-103	Bridge	376-377	Graveyard	630-632	Pier	907-912	Trading Market
104-105	Brothel	378-379	Grocery Store	633-634	Pit	913-916	Train
106-107	Building Site	380-381	Grove/Orchard	635-636	Plains	917-925	Train Car
108-109	Burial Ground	382-383	Gym	637-638	Police Offices/Station	926-929	Train Station
110-112	Business Office	384-385	Hallway	639-640	Pond	930-932	Tunnels
113-116	Busy Street	386-387	Haunted Area	641-642	Pool	933-936	Under the Sea
117-118	Butcher/Slaughterhouse	388-391	Headquarters	643-644	Port	937-941	Underground
119-121	Cabin	392-395	Hedge Maze	645-646	Printer (News, Book Publishing)	942-946	Underground Base
122-125	Cafe	396-399	Hidden Chamber	647-648	Prison	947-952	Underground Laboratory
126-127	Camp	400-403	Hideout	649-651	Pub/Tavern	953-955	Undertakers
128-129	Canals	404-407	Hiding Place	652-655	Public Event	956-958	University
130-134	Capital City	408-409	High Elevation	656-657	Race Track	959-960	Valley
135-141	Casino	410-411	High School	658-659	Religious Offices	961-964	Villa
144-148	Castle/Palace	412-413	Highrise	662-663	Remote Estate	965-966	Village/Town
149-152	Catacomb	414-415	Highway	664-666	Remote House	967-969	Vineyard
153-156	Cathedral	416-417	Hill	667-668	Remote Lodge	970-974	Walking Path
157-160	Cavern	418-420	History Museum	669-670	Remote Place	975-976	Warehouse
161-164	Cellar	421-422	Home	671-674	Research Facility	977-980	Water Treatment Plant
165-168	Cemetery	423-424	Horse Stables	675-676	Reservoir	981-982	Waterfall
169-172	Chapel	425-427	Hospital	677-678	Restaurant	983-985	Well
173-176	Church	428-430	Hotel	679-682	Retreat (Mountain, Forest, etc.)	987-988	White House
177-180	City	431-433	Hotel Room	683-686	Rich Estate	989-990	Wilderness
181-184	City Outskirts	434-435	House	687-688	Rich Part of Town	991-992	Wine Cellar
185-188	City Streets	436-437	Hunting Grounds	689-690	River	993-994	Wonder (Pyramid, Massive Statue, etc.)
189-192	Cliff	438-441	In a Car	691-692	Road	995-996	Woods
193-196	Convention Center	442-445	Infamous Place (Evil Castle, Cursed Ruin, etc.)	693-694	Rooftop(s)	997-998	Yacht
197-200	Corporate Building			695-697	Ruins	999-000	Zoo
201-202	Country Estate	446-447	Inn	698-699	Rustic Village		
203-204	Country Manor	448-451	Interrogation Room	700-704	Safehouse		
205-208	Countryside	452-455	Island	705-706	Sanitarium/Infirmary		
209-212	Courthouse	456-460	Island Fortress	707-709	School		
213-216	Courtroom	461-463	Jail	710-713	Science Laboratory		
217-220	Crime Scene	464-467	Jungle	714-715	Sea Liner/Cruise Ship		
221-224	Crossroads	468-469	Junkyard	716-717	Seaside Port/Town		
225-228	Dam	470-471	Kennel	718-720	Seaside Resort		
229-232	Dam/Reservoir	472-475	Kitchen	721-725	Secret Agency Headquarters		
233-236	Dance Club	476-480	Kremlin	726-728	Secret Base		
237-240	Dangerous Part of Town	481-484	Lair	729-732	Secret Government Installation		
241-244	Dark Alley	485-487	Lake	733-735	Secret Lair		
245-248	Deep Forest	488-490	Landmark	736-738	Secret Passage		
249-250	Desert	491-494	Large City	739-742	Secret Room		
251-253	Detective's Office	495-496	Lawyer's Office	743-745	Secret Testing Site		
254-255	Diner	497-498	Library	746-747	Servant's Quarters		
256-258	Dining Room	499-503	Livestock Yard	748-751	Sewers		





# Spy Actions Chart

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001-004 Abandon	204-206 Confirm	406-408 Fire	606-608 Manage	814-817 Reveal
005-007 Abuse	207-209 Confiscate	409-412 Flee	609-611 Manipulate	818-821 Revenge
008-011 Accelerate	210-212 Confuse	413-416 Foil	612-614 Meet	822-824 Reward
012-014 Accept	213-215 Conspire	417-419 Follow	615-617 Mimic	825-826 Right
015-018 Accuse	216-218 Construct	420-422 Fool	618-621 Mistrust	827-828 Ruin
019-021 Activate	219-222 Contact	423-425 Force	622-625 Mollify	829-831 Rule
022-024 Advance	223-226 Control	426-428 Forfeit	626-629 Move	832-835 Sabotage
025-026 Agree	227-229 Convince	429-431 Forge	630-632 Murder	836-837 Sacrifice
027-029 Aid	230-231 Copy	432-434 Frame	633-635 Negate	838-839 Save
030-032 Alert	232-235 Correct	435-437 Free	636-638 Neglect	840-842 Scare
033-035 Ally	236-239 Cover Up	438-441 Gather	639-642 Negotiate	843-845 Secure
036-039 Ambush	240-242 Create	442-444 Get Back	643-646 Observe	846-848 Seduce
040-042 Amuse	243-245 Crush	445-447 Give In	647-649 Obtain	849-851 Seize
043-045 Antagonize	246-248 Deactivate	448-450 Gratify	650-652 Open	852-854 Sell
046-048 Appease	249-251 Debase	451-454 Guard	653-656 Oppose	855-856 Separate
049-051 Argue	252-255 Deceive	455-458 Guide	657-660 Oppress	857-858 Serve
052-054 Arm	256-259 Decide	459-461 Haggle	661-663 Organize	859-862 Setup
055-057 Arrive	260-262 Decrease	462-464 Halt	664-667 Outwit	863-865 Shut Down
058-060 Assassinate	263-266 Deduce	465-468 Harass	668-671 Perform	866-868 Slander
061-064 Assault	267-270 Defeat	469-471 Harm	672-675 Persecute	869-871 Smuggle
065-067 Assemble	271-273 Defend	472-474 Hasten	676-678 Persuade	872-874 Solve
068-071 Assist	274-276 Delay	475-477 Heal	679-682 Pick Up	875-878 Spy
072-074 Attach	277-279 Deliver	478-481 Help	683-685 Plan	879-882 Start
075-078 Attack	280-282 Desert	482-484 Hide	686-688 Play	883-884 Steal
079-082 Attain	283-286 Destroy	485-487 Hijack	689-691 Plunder	885-886 Stop
083-085 Attend	287-289 Develop	488-490 Hire	692-694 Poison	887-889 Stow
086-088 Attest	290-292 Disable	491-493 Humiliate	695-697 Postpone	890-893 Struggle
089-091 Attract	293-295 Disappoint	494-497 Hunt	698-700 Praise	894-896 Suffer
092-095 Avenge	296-299 Discover	498-501 Hurt	701-704 Predict	897-900 Summon
096-099 Avoid	300-302 Discredit	502-504 Idolize	705-708 Pretend	901-904 Support
100-103 Battle	303-305 Discuss	505-507 Imitate	709-711 Proceed	905-907 Survive
104-106 Befriend	306-308 Disguise	508-510 Impersonate	712-714 Produce	908-911 Take
107-109 Begin	309-312 Dispute	511-513 Implore	715-717 Promote	912-914 Tap
110-112 Bestow	313-316 Disrupt	514-516 Imprison	718-721 Propose	915-918 Teach
113-115 Betray	317-319 Distract	517-519 Improve	722-724 Protect	919-921 Test
116-119 Blackmail	320-322 Divide	520-522 Increase	725-727 Provoke	922-924 Testify
120-123 Block	323-325 Dominate	523-525 Indulge	728-730 Punish	925-927 Threaten
124-126 Break	326-328 Drain	526-528 Infiltrate	731-734 Purchase	928-931 Tire
127-129 Break into	329-332 Drive Out	529-532 Inform	735-737 Pursue	932-934 Track
130-132 Break Out of	333-335 Duel	533-535 Inherit	738-740 Push	935-937 Trade
133-136 Build	336-339 Eliminate	536-538 Inquire	741-743 Quarrel	938-940 Trail
137-139 Burden	340-342 Enact	539-541 Inspect	744-747 Quest	941-943 Transform
140-143 Calculate	343-345 Enchant	542-544 Interfere	748-750 Quit	944-946 Trap
144-146 Capture	346-349 End	545-548 Intimidate	751-754 Race	947-949 Travel
147-149 Carry	350-352 Endure	549-551 Intrude	755-757 Raid	950-952 Trick
150-152 Celebrate	353-355 Enthuse	552-554 Invade	758-761 Rally	953-956 Trip-Up
153-156 Challenge	356-358 Escape	555-557 Invent	762-764 Recover	957-959 Triumph Over
157-160 Change	359-361 Escort	558-560 Investigate	765-768 Recruit	960-962 Truce
161-163 Chase	362-364 Estimate	561-563 Join	769-772 Rectify	963-964 Trust
164-166 Clean	365-367 Evade	564-567 Judge	773-776 Refuse	965-966 Uncover
167-169 Clear	368-370 Examine	568-570 Kidnap	777-779 Reject	967-969 Unmask
170-173 Close	371-373 Excite	571-574 Kill	780-782 Release	970-972 Unseat
174-176 Coach	374-377 Explain	575-577 Launch	783-785 Remake	973-975 Usurp
177-178 Collect	378-381 Explore	578-581 Lead	786-788 Report	976-978 Vindicate
179-182 Combat	382-384 Expose	582-585 Learn	789-792 Represent	979-981 Violate
183-185 Comfort	385-387 Extract	586-588 Lessen	793-795 Rescue	982-984 Volunteer
186-189 Communicate	388-390 Extravagate	589-591 Liberate	796-799 Research	985-987 Waste
190-192 Compete	391-394 Fail	592-595 Listen	800-803 Resist	988-990 Watch
193-196 Complete	395-397 Fend	596-598 Locate	804-806 Resolve	991-993 Weaken
197-199 Con	398-401 Fight	599-601 Lose	807-810 Retrieve	994-997 Win
200-203 Conceal	402-405 Find	602-605 Make	811-813 Return	998-000 Work





# Spy Things Chart

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001-003	Abduction(s)	109	Bulletproof Armor	208	Deformity	317-318	Flight	424-425	Key
004	Academic	110	Bully	209-210	Deliveryman	319	Flood/Flooding	426	Kidnapping
005	Accusations	111	Bunker/Underground Base	211-212	Demands	320	Flowers/Plants	427	Knocking Outside
006-007	Acid Weapon	112	Burden	213	Deserter	321	Flying Object	428	Immortality
008	Actor	113-114	Bureaucracy	214	Despair	322-323	Follower	429	Important Event
009-010	Advice	115	Burglar	215	Destitution	324-325	Food	430	Important Family
011-012	Affair	116-117	Business	216-217	Destruction	326-327	Foreign Travel	431	Imprisoned
013-014	Agent Handler	118	Businessman	218	Detective	328-329	Foreigner	432	Inheritance
015-016	Agents	119	Butler	219-220	Diamond Thieves	330	Fortune	433	Injury
017	Agreement	120	Callousness/Cruelty	221	Diary	331-332	Fortune Teller	434	Innocence
018	Airforce Base	121-122	Captives	222	Digging	333	Freedom	435-436	Insanity
019	Airforce One	123	Card Game	223-224	Dinner	334-335	Friends	437	Insects
020-021	Airplane(s)	124	Cargo	225-226	Dinner Party	336	Friendship	438	Insomnia
022-023	Alcohol	125-126	Case/Bag	227-229	Diplomacy	337-338	Fugitive	439-440	Inspiring Figure/Leader
024	Allies	127-128	Cat Burglar	230-231	Disappearance	339-340	Funeral	441-442	Intellectual
025-026	Ambush	129	Celebration	232	Disaster	341	Furniture	443	Intelligence
027	Amnesia	130	Cell	233	Disease(s)	342-344	Gadgets	444	Intercontinental Missile
028	Ancient Artifact	131	Chair	234-235	Disgraced Person	345-347	Gambler/Gambling	445	Intrigue
029	Animals	132	Charity	236-237	Disguise	348-349	Game	446	Invasion
030-031	Antagonist	133	Chase	238	Dispute(s)	350-351	Gathering	447-448	Invasion Plans
032	Archeologist	134	Chef/Cook	239	Divorce	352-353	Gemstones	449	Invention
033	Armor	135-136	Chemicals	240	Doctor	354-355	Genetic/Radiation Experiments	450	Investigator
034	Armored Truck	137	Chemist	241	Dog/Cat	356-357	Gift	451-452	Investments
035	Armored Vehicle/Tank	138-139	Chemistry	242-244	Doomsday Device	358-359	Girl	453	Invisibility
036-037	Army	140	Child/Children	245	Door/Gate	360-361	Global Catastrophe	454	Irresponsibility
038	Arson	141	Cloaking/Invisibility Device	246-247	Double Cross	362	Goals	455-456	Island Fortress
039-040	Art Collection	142	Clock	248	Dreams	363-364	Gold	457	Isolation
041	Artist/Artwork	143	Clothes/Wardrobe	249	Dress	365	Goon Assassin	458-459	Jealousy
042-043	Assassin	144-145	Clues	250-251	Drinks/Drinking	366	Goons	460-461	Jewelry
044-045	Assassination Attempt	146-147	Cocktail Party	252	Drop-Off Point	367	Gossip	462-463	Journal/Memoire
046-047	Assault	148-150	Code	253	Drowning	368	Government	464	Journalist
048-049	Assignment	151-153	Code Book	254	Drug Dealer	369-370	Government Agency	465	Just End
050	Athletic Team	154	Collector	255	Drugs	371-372	Government Agent	466-468	Justice
051-052	Attack	155-156	Commandos	256	Drunkness	373-374	Government Plans	469-470	Key
053	Attraction	157	Committee	257-258	Eavesdropping	375	Graves	471	Kidnapping
054-055	Attractive Person	158	Competition	259	Elements	376	Greater Powers	472	Laboratory
056-057	Auction	159	Computations/Mathematics	260	Embezzlement	377-378	Greed	473-474	Lady
058-059	Automobile	160	Computer Network	261	Emotions	379	Grudge	475-476	Laser
060	Bad Luck	161-162	Computer(s)	262-264	Encoded Message	380	Guard	477-478	Law
061	Balance	163-164	Con-Man	265	Enemies	381	Guide	479	Lawsuit
062-063	Bank Robbery	165	Confinement	266-267	Engineer/Mechanic	382	Guilt	480	Lawyer
064	Bargain	166	Connoisseur	268-269	Escape Plan	383-384	Guns	481	Leader
065	Barricade	167-168	Conspiracy	270	Escort	385	Gym/Working Out	482-483	Letter
066-067	Battle	169	Construction	271-272	Espionage	386-387	Hacking	484	Lieutenants
068-069	Bed	170	Contract	273	Etiquette/Manners	388-389	Hallucinations	485	Lightning
070	Beggar	171-172	Corruption	274	Excess	390	Harsh Conditions	486-487	Listening Device
071-072	Belligerent Person(s)	173	Cost	275	Exile	391	Hat	488-489	Local Contact
073-074	Benefit(s)	174-175	Cover Story	276	Expectations	392	Heavily Armed Vehicle	490-491	Locked Door
075-077	Betting	176-177	Cover Up	277	Expensive Goods	393	Heavy Weapons	492	Loose Nuclear Warhead
078	Big Event	178-179	Covert Mission	278-279	Explorer/Exploration	394-395	Heir	493	Lost Powers
079	Birds	180	Creature(s)	280-281	Explosions	396-397	Helicopter	494	Lost Time
080	Birth	181	Credentials	282-283	Explosive Charge	398	Hicks	495-496	Love
081	Birthday	182	Crew	284	Explosives	399-400	Hidden Clues	497-498	Loved One(s)
082	Black Market	183	Crime Boss	285-286	Extensive Training	401	Hidden Instructions	499-500	Lover(s)
083-084	Blackmail	184	Crime Gang	287	Extravagance	402	Hiding	501	Luck
085	Blizzard/Snowstorm	185-186	Crime Kingpin	288-289	Extremists	403	Hiding Place	502-503	Lust
086	Blood	187	Criminal	290	Eye-Witness Account	404-405	Hijacking	504	Magic Tricks/Illusionism
087-088	Blueprints	188	Crowd	291	Failure	406-407	Hired Muscle	505	Mail
089	Boat/Ship	189-190	Cutting Edge Research	292-293	Faked Death	408	Hired Thugs	506-507	Map
090	Bodyguard(s)	191	Cybernetics	294	Family	409	Historical Item/Treasure	508-509	Marriage
091-092	Bomb	192	Cypher	295	Famine	410	Holiday	510-511	Mask
093-094	Bombing	193	Dancer/Dance	296	Farmer	411	Homelessness	512-513	Massacre
095-096	Book	194-195	Daring Heist	297-298	Favor	412	Honor	514	Mayor/Congressman
097	Book Collection	196	Date	299-300	Femme Fatale	413	Horse(s)	515-516	Meal
098	Bottle/Vial	197-198	Dead Body	301-302	Festival	414-415	Hospitality	517	Medical Treatment/Surgery
099	Boxer/Boxing	199	Deadly Ambush	303-304	Fight(s)	416-417	Hostage	518	Medicine
100	Bragging/Boasting	200-201	Deal	305	Fighter Plane/Bomber	418	Humiliation	519	Meeting
101	Brawl	202	Death	306-307	Financial Deals	419	Hunger	520-521	Megalomaniac
102	Breakthrough	203-204	Debate	308-310	Financial Holdings	420	Hunt	522-523	Mercenaries
103-105	Bribe	205	Debt	311-312	Fire/Conflagration	421	Hunter	524-525	Message(s)
106	Bruises/Injuries	206	Deed	313-314	Firearms	422	Illicit Goods	526	Microchip
107-108	Bug	207	Defenders	315-316	Fist Fight/Hand to Hand	423	Illness	528	Military





529 Military Base	643 Police	749 Robbery	845-846 Statue	947-948 University/School
530-531 Military Craft	644-645 Police Officer	750-751 Robotic Arms/Limbs	847 Sting Operation	949 Unusual Behavior
532 Military Deployments	646-647 Police Raid	752-753 Rockets/Missiles	848 Stolen Goods	950-951 Vacation
533-535 Military Plans	648 Police Reports	754 Romance	849 Stolen Plans	952-953 Vehicle
536-537 Mind Control	649-650 Police Stakeout	755-756 Rope	850 Stolen Weapons	954 Veteran
538-539 Mirror	651 Politician	757 Route	851 Store	955 Vices
540 Misfortune	652 Politics	758 Royalty	852 Storied Past	956-957 Vision
541-542 Missile Base	653-654 Popularity	759-760 Ruler	853-854 Storms	958-959 Voices
543 Mission	655 Portal	761-762 Rules	855 Story	960 Voyage
544 Mission Briefing	656-657 Possessions	763 Rumors and Hearsay	856 Student	961 Vulnerability
545 Mob	658-659 Postal Service/Postman	764 Sacrifice	857 Submarine	962 Wanted Individual
546-547 Mob/Organized Crime	660-661 Powder	765 Sailor	858 Submarine Car	963 War
548 Mobster	662-663 Power Outage	766 Salesman	859-860 Success	964-965 Warning(s)
549-550 Money	664 Powerful Weapon	767 Scapegoat	861 Suffering	966 Warrant
551-552 Moon	665-666 Pranksters	768-769 Scheme	862 Suicide(s)	967-968 Water
553-554 Moon Laser	667-668 Prayer	770 Scholar	863 Suit(s)	969-970 Wealth
555 Motorcade	669 Pre-Emptive Strike	771-772 Science	864 Super Villain(s)	971 Weapon Plans
556 Motorcycle	670 Precious Metal	773 Science Experiment	865 Superstition(s)	972 Weapons
557-558 Movie/Theater	671 Prediction	774 Scientist	866 Surgeon/Surgery	973-974 Weapons of Mass Destruction
559 Mud	672 Press Conference	775 Screaming Woman	867-868 Surprise Attack	975-976 Weather
560 Mugger	673-674 Prestige	776 Scuba Diving	869-870 Survival	977 Wedding
561 Murder	675 Price on Head	777 Sea	871-872 Swanky Event	978 Wild Animals
562-563 Murder Scene	676-677 Priceless Item/Artifact	778 Seclusion	873-874 Swarms	979 Will
564 Murderer	678-679 Prison	779-780 Secret	875 Swindler	980 Wine
565 Music	680-681 Prisoner	781 Secret Account(s)	876 Symbol	981 Wisdom
566-567 Music/Musicians	682 Professor	782 Secret Agent	877 Tattoo	982-983 Wishes
568 Mysterious Death(s)	683 Promises	783 Secret Deal	878 Taxes	984 Witnesses
569 Mysterious Events	684 Propaganda	784 Secret File	879 Teacher	985-986 Women
570-571 Mystery	685 Proposal	785 Secret Identity	880 Team of Govern-	987-988 Workers
572 Natural Disaster	686 Prostitute	786 Secret Meeting	881 ment Agent	989-990 Worry
573 Nature	687 Protestors/Protest	787-788 Secret Mission	882 Technical Plans	991 Writer/Author
574 Navy	688 Proto-Type Weapon	789 Secret Operation	883-884 Technologically	992 Writing Tools/Typewriter
575 News	689 Psychic	790 Secret Place	885 Advanced Weapon	993-994 Writing/Poetry
576-577 News Clippings	690 Psychic Powers	791 Secret Plans	886-887 Teenagers	995-996 Xenophobia
578 Newspaper	691 Psychologist/Psychiatrist	792 Secret Research	888 Tensions	997 Yes Men
579-580 Newspaper Story	692 Psychopath	793 Secret Society	889-891 Terrible Events	998 Young Man
581 Noises	693 Public Panic	794 Secretive Figure	892-893 Test	999 Young Woman
582-583 Notes	694 Public Works	795 Secure Line	894-895 Thief/Thieves	000 Zealot/Zealotry
584-585 Nuclear Subs	695 Punishment	796 Security	896 Threat	
586 Nuclear Weapons	696-697 Quarrel	797 Seduction	897 Threats	
587-588 Old Man/Woman	698 Question	798 Seemingly Innocuous Spy Device	898 Thugs	
589-590 Opposition	699 Quit	799-800 Servants	899 Thunderstorms	
591-592 Optimism	700 Race	801 Shadows	900 Tickets	
593-594 Orders	701 Racism/Bigotry	802 Shark	901-902 Tools/Toolset	
595-596 Orders From HQ	702 Radio/Television	803-804 Sheriff	903 Top Secret Mission	
597 Orphan	703 Rain	805 Ship	904 Torture Device	
598 Outlaw(s)	704 Random Encounter	806-807 Shipment	905-906 Torturer/Torture	
599 Owner/Proprietor	705 Rations/Supplies	808-809 Shipping/Transport	907 Tough Guy	
600-601 Package	706-707 Rats	810 Shipwreck	908 Tour	
602-603 Pain	708-709 Recklessness	811 Shoe/Footprints	909-910 Townspeople	
604 Paranoia	710-711 Records	812 Shotgun	911 Tracks	
605-606 Parents/Grandparents	712 Redemption	813 Showbusiness	912 Trade	
607 Payment	713 Refugee	814 Sickness/Plague	913-914 Traffic	
608 Peace	714 Relationship	815-816 Side-Effects	915 Train	
609-610 Penitence	715-716 Religion	817-818 Signal	916-917 Train Travel	
611-612 People	717-718 Religious Faith	819 Singer	918 Traitor	
613-614 Performance	719 Religious Fanatics	820 Sleep	919 Transformation	
615-616 Performer/Entertainer	720-721 Representative(s)	821 Smoke	920-921 Translation	
617 Persecution	722 Repression	822 Smuggler/Smuggling	922 Transport	
618-619 Personal Library	723 Reputation	823 Snakes	923 Trap Door	
620 Personal Research	724 Research Facility	824 Snitch	924-925 Traps	
621 Personal Vendetta	725 Research Notes	825 Social Standing	926 Traumatic Event	
622 Pessimism	726 Research/Experiments	826-827 Social Upheaval	927 Travel	
623 Pet	727-728 Respite	828 Society	928 Treasure	
624-625 Philosophy	729-730 Responsibility	829 Soldier	929-930 Treaty	
626-627 Photograph(s)	731 Rest	830 Song/Rhyme	931 Tree	
628 Photographer/Photography	732 Restlessness	831-832 Spaceship	932-933 Trial	
629-630 Pick-Pocket	733-734 Revenge	833-834 Spiders	934 Troubled Youth	
631-632 Piracy	735 Revolution	835 Spirits/Alcohol	935-936 Truck	
633 Pistol	736 Reward	836-837 Splinter Group	937 Twins	
634-635 Pit	737-739 Riches	838 Sports	938 Tycoon	
636 Plane Car	740-741 Riddle	839 Spouse	939-940 Tyranny/Oppression	
637-638 Plans	742 Riot/Rioters	840 Spy	941 Underwater Fight	
639-640 Plastic Explosives	743-744 Rival(s)	841-842 Spy Wristwatch	942-943 Underwater Travel	
641 Plotters	745-746 River	843 Stalker(s)	944 Unforeseen Consequences	
642 Poison/Venom	747-748 Robber(s)	844 Star/Celebrity	945-946 Union	





## Spy Plot Devices

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- 001-004 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.
- 005-006 A Fancy Party - Agents must infiltrate or utilize a fancy social event in order to complete their mission.
- 007-009 A Few Good Gophers - NPCs won't help until the PCs help them first.
- 010-011 A Likely Story! - No one believes the PCs or NPCs about some important tale.
- 012-014 A Liking Too - One of the PCs gets a romantic or platonic admirer they can't lose.
- 015-016 A Little Extra for Information - A local expert or in-the-know NPC offering to help out the characters is nothing but a fraud.
- 017-018 A Little Jealousy - An NPC uses a character to make their significant other or a potential suitor madly jealous.
- 019-020 A National Treasure - An item of extreme public importance has been stolen, is missing, or is under active danger.
- 021-022 A Real Charmer - A criminal or agent uses their romantic charms to win over someone, who is then used to further their plans.
- 023-024 A Real Nice Guy - A really nice person, friendly coworker, or likeable hero isn't who they seem to be!
- 025-026 A Scoop - An author or journalist character is determined to write a story about some secret operation they have found out about.
- 026-027 A Warning - The bad guys or foreign rivals send a threat, or perhaps even mildly dangerous trap, in order to warn off or taunt the heroes.
- 028-031 A Well Respected Man - Some powerful, rich, or connected person is really a villain or stooge for foreign powers.
- 032-036 A Willingness to Negotiate - The villains demand the heroes give them what they want in exchange for hostages, not blowing up the planet, etc.
- 037-038 Abandoned - A ship, plane, or military installation is discovered with all its occupants missing or killed in some bizarre manner.
- 039-041 ABCD&D Murders - Strange murders have been occurring with some obvious, though possibly deceptive pattern.
- 042-045 Accidents Happen - An NPC is killed or seriously injured in some freak accident.
- 046-049 Addict - A character complicates a mystery or problem with their addiction to alcohol or drugs.
- 050-051 After My Death... - A terrorist villain has his evil plans carried out after his death, using some very reliable and loyal agents of course.
- 052-054 Agent Out of Water - Agents have the difficult time moving within, or perhaps even trying to blend in to, a very different culture than what they come from.
- 055-056 Aha! - A character is found with a murder weapon on their person or in their belongings.
- 057-058 An Offer You Shouldn't Refuse - Organized crime threatens the PCs or NPCs.
- 059-062 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.
- 063-065 And Then There Were None - The PCs find themselves in a confined area as people around them are murdered one by one.
- 066-067 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.
- 068-069 Appropriate Response - A terrorist act or wanton actions by a rival government force a suitable response to show that such things won't be taken lying down.
- 070-073 Are You Just Gonna Stand There? - The heroes actively witness an act of abuse, oppression, or immorality by a powerful person or group.
- 074-075 Arguments - A dead victim was in a heated exchange shortly before they died, casting obvious suspicion on the other party.
- 076-077 Assassinations - Villains carry out a series of hasty murders to quickly remove all their enemies, or other powerful figures standing in their way.
- 078-079 Asset in Danger - An important defector or other intelligence asset is being hunted for by a foreign power, and must be hidden and protected by competent agents.
- 080-081 At Every Turn - A villain trails the heroes and tries to stop/injure them at every turn.
- 082-084 Authorities Have Given Up - The local police or even greater authorities don't want to deal with the problem or have even abandoned the area completely.
- 085-086 Avoid the Temptation - Characters are provided opportunities for easy vice, but little do they know who is watching.
- 087-088 Bad Friends - Just when agents think they have accomplished their mission, they discover one of their supposed allies is really an enemy.
- 089-092 Bad Partner - Someone's supposed partner and ally is really scheming behind their back, perhaps planning to sell them out or murder them cold bloodedly.
- 093-094 Band, Jones Band - Agents take on covers to meet a devious mastermind or get a chance to infiltrate a potential bad guy stronghold.
- 095-096 Be Careful What You Wish For... - Someone makes a deal with a foreign power, but begins to regret what is required of them afterward.
- 097-099 Befriend the Target - Agents are sent to befriend, through whatever means necessary, some potentially important intelligence target or resource in neutral territory.
- 100-101 Behind the Curtain - A character was hiding somewhere close to an event and overheard or saw something important.
- 102-103 Being Held - An operative was discovered and is currently being held in the clutches of the enemy.
- 104-106 Being Watched - Someone has raised the suspicions of some secret and dangerous group who is following what they do.
- 107-108 Best Case Scenario... - The heroes need people in positions of authority or power to disobey the rules or laws they serve under in order to help them save the day.
- 109-110 Black Flag - Someone attempts to frame an agent as being a double agent.





- 111-112 **Blacked Out Windows** - Someone is taken somewhere, whether they agreed or not, but were not allowed to see or know where they were going.
- 113-114 **Blackmail** - An NPC is blackmailed into do something important for a foreign power.
- 115-117 **Bloody Letter** - An evil character taunts, threatens, or terrorizes a victim with letters, phone calls, or some other means of indirect communication.
- 118-119 **Blown Operation** - An undercover agent is outed and their resulting death or capture demands an emergency response.
- 120-122 **Bomb Threat** - An intelligence agency discovers information about a credible threat against a large ship, aircraft, or public event.
- 123-124 **Bonus Cash** - The agents are given some extra money to throw around during their mission, possibly as part of their cover, or maybe just as a bonus.
- 125-126 **Break In** - Some legitimate place, like a museum or record hall, holds an important item 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 Her to My Private Yacht** - The bad guy spares an attractive, though deadly, female agent in order to gloat to her as his plan finally comes to fruition.
- 133-134 **Bring the Files** - Someone tricks an NPC into giving over important information or secret plans.
- 135-136 **Broken Arrow** - An important bit of military hardware such as a warhead, submarine, or flying aircraft carrier is lost or stolen.
- 137-139 **Bugged** - The characters discover (or perhaps don't discover) that their room is bugged, with someone else listening in nearby.
- 140-141 **Bungling Authorities** - The local authorities couldn't be of less use if they tried.
- 142-143 **Bureaucrats** - An agency receives political pressure from important politicians or bureaucrats, and may have to undertake special operations in order to resolve the pressure or win friends.
- 144-145 **Burglarized the Wrong House** - Robbers, mischievous children, or other intruders get far, far more than they bargained for by trespassing into the wrong place.
- 146-148 **Buried Past** - An important government official or diplomat is assassinated, or at least targeted, not because of their current position, but because of their past affiliations.
- 149-150 **Burn It Down** - An important building catches fire, perhaps with the characters still inside.
- 151-153 **Burn Notice** - An agent is accused of being a defector.
- 154-155 **Burnt, Badly** - An evil leader will not tolerate another failure from one of his underlings.
- 156-158 **Business Partners** - Two business partners are really revealed to be a case of a blackmailer and his victim, giving him information or access in exchange for silence.
- 159-160 **But He's Off the Grid** - The heroes need the help of, or must generally find, a reclusive person who is likely hiding out in some remote region of the world.
- 161-163 **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.
- 164-165 **Can't Find the Tracks** - Enemy agents or terrorists have managed to leave no tracks or traces at the scene of one of their crimes, making it unclear how it was accomplished.
- 166-168 **Car Attack!** - Agents are ambushed while driving along, unaware that they are in any danger.
- 169-170 **Car Chase** - The villain attempts a get-away using a very powerful sports car.
- 171-173 **Cavalry** - An agent has an operation go sour on them and needs emergency help, as fast as other agents can get there and provide it.
- 174-176 **Change of Heart** - At the last second a villain, or neutral character, decides he doesn't want to see a certain hero die, or part of the world destroyed.
- 177-178 **Changed Personality** - A character seems to be having their personality change over time, perhaps causing them to do things they never would have before.
- 179-182 **Check the Calendar** - A villain plans his evil scheme around an important date on the calendar or a holiday, likely some politically relevant anniversary.
- 183-184 **Chemical Supplies** - A villain switches or taints a supply of medicine, fuel, or industrial chemicals as part of some greater scheme.
- 185-187 **Chess Master** - A villainous person or being has a way to control the minds of those they spend time with.
- 188-190 **Come Back Now, Ya Hear!** - Intelligence agents must pose as someone of a different nationality, complete with all their habits and idiosyncrasies.
- 191-193 **Commercial Sabotage** - Intelligence agents discover a plot to sabotage a plant or shipment in some way in order to make financial gain.
- 194-195 **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.
- 196-198 **Competitive Evil** - The characters run afoul of two separate villainous groups who also dislike each other.
- 199-202 **Compromised Contact** - Someone has gotten to your agency's local liaison, in some manner or another, before you arrived.
- 203-204 **Convenient Jerks** - The hero faces a situation with bullies, jerks, and other abusive types, who don't realize who they really are.
- 205-206 **Coordinated Work** - A crime or terrorist act is perpetrated so quickly that no one may be able to do anything about it until it's too late.
- 207-208 **Crooked Dealer** - A dastardly person attempts to cross someone they've made a deal with.
- 209-212 **Crossing the Wrong Person** - Someone now faces a terrible fate due to angering the wrong person.
- 213-215 **Crying Dogs** - Something is causing animals to act irritated or frightened.





- 216-217 Cut-Throat Office Politics - In order to get ahead, some in management may sabotage operations or even cut deals with foreign agencies in order to make others look incompetent.
- 218-219 Dangerous Truth - Some information known to certain individuals or contained in some record holds truths the government doesn't want people to know.
- 220-223 Daring Escape - The only way the heroes can get away is with a desperate plan that will involve a lot of chases, firefights, and death defying stunts!
- Dark and Stormy - The adventurers are beset with bad storms and rainy weather.
- 224-227 Day of the Jackal - Agents must contend with an incredibly skilled sniper, who may be nearly impossible to stop even with advanced warning.
- 228-229 Dead Villain - The villain is orchestrating things from beyond the grave.
- 230-231 Deadly Feast - Someone plans to poison a dinner in order to kill a certain target or targets.
- 232-234 Deadly Passerby - Some NPCs seem to die just walking down the street and bumping into someone.
- 235-238 Deal With the Devil - A character is forced to make a deal with an evil group.
- 239-241 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.
- 242-244 Defector - A foreign agent or military asset defects to a foreign power, and higher ups decide they must be eliminated before too much damage is done.
- 245-246 Defector's Tale - The stories of a foreign defector, who survived some terrible horror or knows of secret villainous plans feature prominently in this adventure.
- 247-248 Did You Hear That? - Someone or something creeps past the adventurers at night.
- 249-253 Disappearance - Some important NPC, or a character close to the heroes, strangely isn't around and can't be found when searched for, inspiring some amount of panic.
- 254-256 Disastrous Affair - A botched mission or bad event which reflects poorly on agency leadership causes firings and/or other pressure.
- 257-260 Disco Dancing - The agents may need to infiltrate or just check out the nightlife and clubs of a certain city in order to keep up with their mark or to find important information.
- 261-262 Don't Disturb Anything - The PCs stumble across a dead body with clues and possible exciting items.
- 263-265 Don't Trust Anyone - Several highly powerful NPCs are suspects as traitors, and some may want to help or hinder the PCs.
- 266-268 Doppelganger - A villainous agent completes their schemes by making people think they're somewhere they're not, or by being two places at the same time.
- 269-270 Dramatic Locals - Some characters may confidently dismiss the worries and fears of dummy locals.
- 271-272 Drop Off Point - Agents must find or have found a drop off point for intelligence used by foreign agents.
- 273-274 Dropped Personal Effect - An intelligence agent or asset accidentally drops behind some identifying personal item someplace compromising.
- 275-277 Ecoterrorism - Domestic terrorists with a side agenda threaten important national resources or structures.
- 278-279 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.
- 280-282 Emergency Orders - Agents must cut their current operations short and report back in to handle a matter of national import!
- 283-284 Endangered Your Family - Someone has caused villains to get back at them by getting to their family.
- 285-286 Expeditionary Mission - Someone wants to or already has mounted a mission to infiltrate or set up a network in some dangerous neutral territory.
- 287-288 Extraction - A high ranking foreign officer or scientist wishes to defect, but will need help from agents in order to successfully get away.
- 289-290 Extracurricular Relationship - An agent becomes intimately attached to someone while working in the field, perhaps compromising themselves or endangering their operation.
- 291-292 Failure Is Not Tolerated - 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.
- 293-294 Fake Badges - Terrorists or criminals fake being local law enforcement in order to confuse agents into letting them complete their schemes.
- 295-296 Fake Police - The heroes or NPCs are duped by goons pretending to be police, security, or military personnel.
- 297-298 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.
- 299-300 Faked Death - Someone fakes their own death, likely to prevent their enemies for making sure it really happens.
- 301-303 False Feed - A character is blackmailed into telling the authorities or heroes false information that the villain wants them to think is true.
- 304-306 False Information - Higher ups leak false information to trick foreign intelligence, or perhaps help turn out a double agent.
- 307-308 False Note - A character receives an order or request, but it's really a fake being used to trick them!
- 309-310 False Surrender - The villain surrenders to the heroes, but it's all a part of his plan...
- 311-312 Falsified Records - Someone within an agency has changed records or other information in order to cover up something, but who and why?
- 313-314 Familial Double Cross - Someone's own spouse, parents, children, etc. have begun working for an enemy power, likely using them for information and so on.
- 315-316 Family Life - Family problems, or perhaps even an affair, causes personal troubles between agents.
- 317-320 Family Trouble - An agent's family member is in danger and they consider ways they may be able to help them using their position or training.
- 321-324 Fence Painting - Someone tricks the PCs into doing their work for them.





- 325-326 Find the MacGuffin! - Some very important object needs recovered fast!
- 327-328 Flat Tire - The PCs' means of conveyance breaks down in some way, necessitating they stop for repairs, or perhaps leaving them stranded!
- 329-330 Follow These Directions Precisely - Characters are given exceedingly precise directions in order to accomplish something, and failure to obey direction can have unfortunate consequences.
- 331-332 Following Us - A character notices they have a likely tail following after them.
- 333-334 Fools' Gold - What the PCs thought was valuable turns out not to be.
- 335-336 Forcible Extraction - An enemy agent has a scheme to capture an important enemy agent and take them back to their country.
- 337-341 Foreign Bank Transfers - Someone gains a tremendous amount of wealth, success, or good fortune through strange and unaccounted for means.
- 342-344 Foreign Syndicate - A foreign, or international, group of organized criminals are involved in this mission.
- 345-348 Found Dead - An intelligence agent 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.
- 349-352 Framed for a Kill - Someone tries to frame a secret agent for an assassination, perhaps making it look like they have turned dangerously rogue.
- 353-355 Friendly Fire - Friendly agents or assets mistake one another, perhaps in a deadly incident.
- 356-357 Gambling Problem - One of the characters is an addicted gambler, who makes some very poor decisions.
- 358-360 Get a Job at the Paper - An agent takes a job someplace in order to gain unique access or other resources in order to get their work or schemes done.
- 361-362 Get It Somewhere Safe - The villains find their way into a secure military base, research lab, or well guarded vault to claim an important scientific or top secret prize, and the only way to stop them is for its guardians to take it and flee!
- 363-365 Get Me Outta Here - The PCs run into a character looking desperately for help, likely help getting out of this terrible place.
- 366-367 Getting Even - An agent is betrayed by a traitor, but having survived the ordeal, now has a personal score to settle.
- 368-370 Give Them the Slip - Someone who is being watched makes a clever attempt to give their surveillers the slip.
- 371-374 Good Boy - A pet has begun to act strangely around certain people or areas, though it isn't obvious why.
- 375-377 Gordian Knot - The PCs must find an outside the box way to solve an unsolvable puzzle.
- 378-380 Gorgeous Mark - An agent or agents are assigned to protect or work with an exceedingly attractive, or perhaps even purposefully seductive, asset or VIP.
- 381-382 Government Budget Increase - The heroes get the opportunity to get a nice, new headquarters, or at least improve on the one they have.
- 383-384 Grabbed Off the Street - An otherwise likeable NPC has been kidnapped!
- 385-386 Grisly Scene - The PCs come across or investigate a gruesome murder or massacre.
- 387-388 Guard Dogs - Someone makes use of dogs to protect their property, possibly ending in a savage attack!
- 389-391 Guru - A mystical leader who claims to bring his followers higher understanding enters the plot.
- 392-393 Half the Fun - An adventure finds the PCs as they are going somewhere else more important.
- 394-396 Handler - An agent must sneak into a country under false pretenses in order to gain information from a double agent or other leak.
- 397-398 Heart Attack - Some important character dies of natural causes, right at a time that causes a lot of trouble for a certain nation.
- 399-400 Help Me Out - Someone who has become entangled with terrorists, criminals, or foreign intelligence powers wants help getting away from them.
- 401-402 Hey Boney! - A corpse has something important in his grave or must be dug up.
- 403-405 Hidden Crypt - Some underground crypt, catacomb, or tunnel system rests underneath someplace the PCs are investigating.
- 406-407 Hidden Within - Intelligence data is hidden within an everyday item, quite possibly one that isn't designed to be opened or have compartments.
- 408-410 Hiding in the Wilderness - A character is trying to live out in nature or far away from civilization, perhaps in order to keep people from knowing they are there.
- 411-414 His Credentials Don't Check Out - Someone finds information that suggests a foreigner isn't who or what his background claims he is.
- 415-418 His Old Case File - Some dead or incapacitated NPC has left clues behind in his personal notes.
- 419-421 Honeypot - A charming plant attempts to distract or compromise agents so they can't do their mission.
- 422-423 Honeytrap - The bad guys use an attractive member of the opposite sex to lure an agent into a dangerous ambush.
- 424-426 Hostages - The bad guys are using hostages for leverage or to lure the heroes into a trap.
- 427-430 House Call - Villains figures out where an agent lives or can be found and has goons make a direct attack.
- 431-432 House Secret - Some suspicious or evil individual seems to be trying to keep whatever is going on in his property a secret.
- 433-434 Hunted - An agent is hunted after by their own side after being framed, or just caught, as a double agent, perhaps requiring them to flee for their life.
- 435-436 I Can Help You Son... - Villains trick a child into some scheme with their lies.
- 437-438 I Thought You Were Dead! - A character thought dead reappears...
- 439-440 I'll Have My Revenge - A PC faces an avenger who blames them for the death of a colleague, loved one, etc.
- 441-443 I'll Say Good Day to You Sir! - A PC or NPC accidentally insults the honor of some overly dramatic but important character.
- 444-445 I'm Not Leaving - Someone won't depart from their homeland or family despite the danger.
- 446-447 I'm Surrounded - A hero or good NPC finds themselves surrounded by enemies, or even disapproving police, and must find a clever way to escape!
- 448-449 I've Been Murdered! - Someone attempts to fake their own death and implicate another for committing their murder.
- 450-452 Identity Switch - Some villainous person or being has taken on an innocent person's identity.





- 453-454 If You Can Make This Boat Go Faster... - A child manages to be of assistance to the heroes in surviving and solving this adventure.
- 455-458 Illuminati - A club of powerful individuals, all pursuing some common goal toward power; features in this adventure.
- 459-460 Impossible Love - Someone is shamed by, or is forced to keep secret, their relationship with another person, possibly someone who would arouse suspicion of intelligence officials.
- 461-463 In Route - The agents must stop a raid on some means of transport, such as a train, ship, or airplane carrying a very important object or person.
- 464-465 In the Dungeon - A character is left stuck in a prison of some kind, but can use their time wisely to scheme against the villains.
- 466-468 In-Transit Dangers - The characters may face a danger while on a boat, train, or other constraining means of conveyance.
- 469-470 Information Exchange - Allied or neutral nations attempt to negotiate a deal to share top-secret information with each other, though some scheme is involved.
- 471-474 Information... For a Price - A mysterious foreign contact approaches an intelligence agency offering incredibly important intelligence information or technology in exchange for an appropriate price.
- 475-476 Ingratiate Yourself - An agent is sent to befriend an important target, perhaps a foreigner in a neutral or enemy country who could serve as tremendous asset.
- 477-478 Inmates Running the Asylum - A villain uses/releases prisoners or inmates to help them complete their dastardly plans, or just to cause chaos.
- 479-480 Integrated Back In - An individual who spent several unknown years abroad has come back and found great success, perhaps putting them in the perfect position to be a spy.
- 481-482 Interagency Cooperation - Multiple government agencies are attempting to handle the same case or problem, likely making everything more difficult for each other.
- 483-484 Interagency Operations - Agents team up between nations, perhaps reuniting with old friends, in order to stop a villainous mastermind or crack a tough case.
- 485-486 Into the Vault - Thieves come up with an ingenious method to get into a seemingly impregnable vault to steal the valuable items or information within.
- 487-488 Into the Wilderness - Characters are required to go into remote place such as the desert or jungle in order to do their job.
- 489-490 Intricate Killing Device - Someone has something in their home or office booby-trapped to only go off when they use it, or perhaps use it a certain way in order to more precisely set when it goes off.
- 491-492 Is Anybody There? - Someone tries to kill a character while they sleep.
- 493-494 Isolation at Its Worst - Characters find themselves far from civilization or help, as a situation develops.
- 495-496 It Was Me All Along! - Someone uses a disguise to make someone they already know think they are someone else.
- 497-498 It Was the Butler! - One or more of the staff at a party, gala, or other event, are really deadly assassins, waiting to strike.
- 499-500 It's a Chase! - Agents must run down some enemy agent or terrorist before he gets away.
- 501-502 It's Abandoned... - The PCs come across a totally abandoned boat/house/building.
- 503-504 It's All Closed Off - Somehow the PCs find themselves quite stuck wherever they are.
- 505-506 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.
- 507-508 It's All Your Fault - A character is blamed by another party for being responsible for some wrong, perhaps necessitating outside protection.
- 509-510 Joint Cooperation - Two foreign agencies work together on an operation to combat a threat to both of their countries.
- 511-512 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.
- 513-514 Keepin' an Eye Out - Agents are made or suspected and are being followed by discreet henchmen.
- 514-516 Killer's Message - The apparent murderer has left behind some message written on a wall or note near the victim.
- 517-518 Killing Spree - Some group of twisted individuals takes to murder as a pastime.
- 519-521 Last Little Push - An elderly person of great importance and power 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 evil doers.
- 525-526 Let Me Lure You Out Here - Characters are convinced by some villain to come out to a remote area...
- 527-528 Let Them Onboard - Villains or terrorists slip onboard to an airplane, or into some other secure location where they can kidnap or kill their intended VIP target.
- 529-531 Let Us Go! - The PCs are detained or interrupted by some powerful though neutral group for some reason.
- 532-533 Leveraged Agent - An otherwise loyal person is blackmailed into supporting the agent, perhaps using very powerful leverage such as a kidnapped loved one.
- 534-535 Leveraged Asset - Someone within an agency or even a powerful government official assists the villain in their evil plans for some reason.
- 536-538 Lifted It - A character finds themselves missing an important data chip, file, or their weapon after a friendly NPC picks it off them while they aren't paying attention.
- 539-540 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.
- 541-544 Locked Away - A compromised intelligence asset finds themselves in secret captivity, appearing to still be living fine, but unable to leave or do what they wish.
- 545-546 Locked Room - All the characters are stuck somewhere together; danger and death likely joining them.
- 547-548 Look What I Almost Stepped In! - The PCs find strange residue or odd items/materials around the scene of a crime or break-in.
- 549-551 Loose Cannon - A very talented agent is proving to be too much of a liability due to their cavalier attitude or reckless tactics.





- 552-554 Lose That Tail! - Characters become involved in a white knuckle chase scene.
- 555-556 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.
- 557-559 Lost the Money - An agent of a terrorist organization has misappropriated funds for his own personal use.
- 560-561 Love Defection - An agent decides to defect to a foreign rival because they have fallen in love with someone of that nation.
- 562-564 Lying in Wait - Agents must travel to and guard the site of a potential terrorist attack.
- 565-568 Make Me an Offer - A contact for a foreign power is willing to trade information of some kind to a group willing to pay a satisfactorily huge sum.
- 569-571 Manchurian Candidate - An evil intelligence agency attempts to train a sleeper assassin, who will unwillingly be used to eliminate a very important target.
- 572-573 Manhunt - Someone or something needs found, recovered, or captured.
- 574-576 Meet Cute - An agent is required to bump into and befriend a target or potential asset.
- 577-578 Microfiche Plans - Important technical or scientific plans or equipment have been stolen.
- 579-581 Mind Control - Some group attempts to use mind control technology to influence enemy agents or public officials.
- 582-583 Misappropriated Funds - A government agency's funds or bank account seems to have been taken advantage of by someone, money having disappeared.
- 584-586 Mistaken Identity - A PC or NPC is confused for someone else.
- 587-588 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.
- 589-590 Most Dangerous Game - An insane foreign agent or evil mastermind likes hunting down dangerous targets, such as talented secret agents, either in their own environment or by trapping them in some defined game reserve.
- 591-592 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.
- 593-594 Mr. Big - The heroes must deal with a villain or henchman who greatly outmatches them physically, and they can't just assassinate him from a great distance.
- 595-598 Mrs. Deathfire - An agent or assassin needs to significantly change their looks in order to complete an incredibly important mission, or perhaps after doing one in order to stay alive.
- 599-600 Mwahahaha - The villain uses a large public event, like a fair or gala, to lure lots of people together before springing a trap on them, capturing them all or threatening their lives if they don't get what they want.
- 601-602 My New Helper - A character finds a new assistant, follower, sycophant, or even sacrifice, perhaps rescuing them from difficult circumstances.
- 603-604 Mysterious Benefactor - Some unknown person is helping you out, but why you don't know.
- 605-606 Mysterious Sedan - Characters glimpse someone who may be watching them, or get the feeling they are being followed.
- 607-608 Needed Leverage - An agent of an enemy organization has had his misdeeds or disloyalty revealed and may be willing to turn seek help.
- 609-610 New Clues - A criminal attempts to plant clues at a crime scene in order to indict another, or throw confusion onto matters.
- 611-613 New Holiday - This adventure occurs around a foreign holiday that the PCs may not know much about.
- 614-617 No Normal Neighbor - A character's neighbor, co-worker, or friend proves to be a plant, pretending to be someone else so they can stay close by.
- 618-619 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.
- 620-622 Office Strike - Terrorists attempt to hit an intelligence agency right at their headquarters.
- 623-624 Official Cover-Up - The authorities are lying about something the heroes know to be otherwise. But why?!
- 625-626 Official Crime - Convoluted circumstances demand agents commit some crime, such as a museum theft or bank robbery, in order to complete a mission for a greater good.
- 627-628 Oh no! - A close NPC friend or ally to the heroes is killed by the evil villain.
- 629-630 On a Long Journey - This adventure requires, or is all about, a long journey to some far off place.
- 631-632 On Vacation - Agents must travel under cover, though they may run into trouble on the way during a plane or train ride, or perhaps assassins or agents await them at their hotel.
- 633-634 One Million Dollars! - A villain holds a country for ransom or threatens to cause some devastating attack.
- 635-636 Ounce of Prevention - The PCs are tipped off to some evil group about to do something evil.
- 637-638 Paranoia - Someone's fear of being betrayed or assassinated begins to break through into their behavior, causing very paranoid and perhaps violent actions.
- 639-640 Party Crasher - A villain surprises a party, likely filled with important and/or wealthy guests.
- 641-642 Past Secrets - Some character seeks to discover the dark secrets of past family members or fellows.
- 643-645 Pawn - A former mastermind becomes the pawn or unwitting agent of a former group that he formed and controlled.
- 646-647 Pay Them - Blackmailers blackmail a nation or intelligence agency, and it may seem like the best option is to pay them.
- 648-649 Personal Journal - The PCs get information about some amazing/horrifying story or event from a deceased NPC's journal and notes.
- 650-651 Personal Mission - A hero gets a lead to find a foreign agent or terrorist that they have a personal vendetta against.
- 652-653 Plane Bomb - A terrorist plants, or is attempting to plant, a bomb on an airplane.
- 654-655 Playing Favorites - Office politics work their way into foreign intelligence agencies too, as operatives become jealous of each other or resent unfair treatment between them from above.





- 656-657 **Pleasure Cruise** - Agents must infiltrate a villain's yacht, mansion party, or private island in order to get closer to them.
- 658-659 **Poison in the Reservoir** - A villain plans to kill a large number of people by poisoning their water, food, or other commonly used things.
- 660-661 **Poisoned Drink** - The villains take advantage of someone's open drink, attempting to poison them.
- 662-663 **Poisoned Trap** - An assassin makes use of an ingenious, or at least devious, trick in order to poison or infect their intended victim.
- 664-665 **Policing Action** - Agents must deal with common criminals and organized crime, perhaps holding no bars in dealing with them.
- 666-667 **Prison Break** - A major operation is undertaken to spring a terrorist leader or important secret agent from captivity, possibly involving armed commandos.
- 668-669 **Prisoner Break** - Prisoners get away, or get loose inside a secure compound, either run by a government, or perhaps an evil terrorist organization.
- 670-671 **Promising Dupes** - Some powerful or rich characters are fooled into helping the forces of evil in exchange for some rewards.
- 672-673 **Protect the Innocents** - The PCs must protect a group of innocent people in addition to completing their mission.
- 674-675 **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.
- 676-677 **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.
- 678-679 **Public Event** - A villain attack a public event, like a theatrical show or sporting competition.
- 680-681 **Put Together Your Team** - Someone assembles a team of experts in order to handle some tough problem.
- 682-683 **Q Branch** - A character is given an important gadget, weapon, or defense that will allow them to complete their upcoming mission.
- 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 **Rare Aquarium** - The villain or villains have collection of rare and deadly animals, an aquarium of sharks and poisonous fish, or a zoo collection of lions, tigers, and other deadly carnivores.
- 688-689 **Recurring Villain** - He's back! And this time it could even be personal.
- 690-691 **Repairman** - Agents must pose as workers or something similar in order to gain access to someone's home to leave taps, explosives, commit an assassination, etc.
- 692-693 **Revolutionary Discovery** - Someone believes they have uncovered some scientific or military breakthrough that will turn over everything.
- 694-696 **Rogue** - An agent suspected of being a double agent traitor is hunted by his former colleagues.
- 697-701 **Romantic Equal** - A character becomes smitten with another character who has talents and abilities commensurate with their own.
- 702-704 **Rookie Agent** - A recently recruited agent who is still learning the ropes is involved in this operation.
- 705-706 **Room Recovery** - Someone must slip into an agent's hotel room or home and steal some information or item, either by breaking in or by clever ruse.
- 707-710 **Room Service** - Agents or assassination targets come under threat by delivery staff, or other seemingly innocuous servants.
- 711-714 **Sabotage** - The characters find themselves trapped or nearly killed due to sabotage, likely to their means of travel.
- 715-716 **Safe House** - An asset must be protected and hidden in a safe house while in dangerous territory.
- 717-721 **Save the President!** - A person of national importance, like the President, is besieged by villains, likely intending to kidnap them.
- 722-723 **Scientist Assassinated** - An important scientist or researcher is killed, leaving no one behind who can replicate or understand his research.
- 724-727 **Secret File** - Some villain or scheming individual is hiding an important letter, legal document, or perhaps even details of a state secret.
- 728-732 **Secret Lever** - The characters find (or can find) a secret entrance to a secret room or secret passage leading to even more secrets!
- 733-734 **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.
- 735-736 **Secret Room** - A character takes advantage of a secret room in order to do their schemes.
- 737-738 **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.
- 739-740 **Sharing Between Friends** - An allied nation or agency seeks to increase their intelligence load by getting their friend to share their knowledge.
- 741-743 **Shorting the Stock** - A villain plans to manipulate the markets through sabotage or assassination, making themselves a fortune in the process.
- 744-745 **Silent Weapon** - Villains plan to use a silent/secret weapon on a character so that they may attack them even in a crowded space, killing or maiming them before anyone can guess what has happened.
- 746-747 **Smart Voice** - Someone makes use of an audio recording or voice modulator to sound like another person, in order to fool their enemies.
- 748-749 **Sneak Attack** - The villain brings a strike force to attack some important location while it is totally unprepared.
- 750-751 **Sneak Into Work** - An agent or other good guy must obtain some record or other evidence contained within their own agency, but fear someone there, perhaps a superior, may try to stop them.
- 752-753 **Sneaking Assassin** - Someone has been murdered by an assassin who makes use of high up windows, attics, or other surprising means.
- 754-755 **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.
- 756-757 **Something's Not Right Here** - The PCs notice something is very amiss after arriving in a new location.
- 758-759 **Sour Reaction** - Someone is acting rather strangely and in a negative or pessimistic manner during an operation.





- 760-761 Space Walk - An enemy foreign power or terrorist organization takes control of a space satellite, shuttle, or even larger space installation, and must be stopped!
- 762-763 Special Delivery - An agent sends a special package to someone that they weren't expecting to get.
- 764 -765 Special Weapon - There's a specialized weapon or device that can render ships, tanks, or other military weapons useless.
- 766-767 Spiteful Revenge - A villain may have been defeated, but he still has a plan to finish off the heroes with him.
- 768-769 Spy Car - A character has a specially outfitted vehicle to use in their mission, perhaps armed with advanced weaponry, ejection seats, or rocket boosters (to throw out a few ideas).
- 770-771 Spy Hole - Characters are being watched through a secret hole or recording device.
- 772-773 Staged Crisis - The villains create a stage accident or catastrophe in order to distract the heroes for a little while.
- 774-775 Staged Death - An NPC pretends they die, perhaps spectacularly.
- 776-777 Staged Wreck - The villains cause a traffic accident or similar problem in order to trap a person they want.
- 778-779 Stalking Me - Some possibly victimized character is sure someone is following or stalking them, perhaps at a specific time or through a specific place.
- 780-781 Strange Cipher - Spies use an odd code or cipher, perhaps so ingenious it doesn't even look like a form of language.
- 782-783 Strange Illness - A character has fallen victim to some strange illness, perhaps directly after becoming involved in complicated events.
- 784-785 Strange Intuition - A character receives a strong intuition that something is not right, or where certain clues may be found.
- 786-787 Strange Job Offer - A person receives an excellent job offer, but it requires some strange sacrifices, requests, or circumstances.
- 788-789 Strange Parcel - Someone receives a bizarre package from someone they don't know, perhaps even with gruesome contents inside.
- 790-791 Strange Trip - A character up and took off on a strange trip, possibly without telling anyone before they left about it.
- 792-793 Super Hitman - The villain hires another villain who specializes in being able to kill anybody, and can match any super spy in a fight.
- 794-795 Surrender Them to Me - A dastardly villain demands a group turn over a certain character or face increasing levels of destruction until they do.
- 796-797 Surround and Liquidate - The PCs are tricked into some remote area which is surrounded by evil henchmen or soldiers.
- 798-799 Suspected Mole - Someone in an agency is thought to be a mole, but who???
- 800-801 Swarms - A swarm of rats, insects, or other assorted beasts is involved in this adventure.
- 802-803 Swept Off the Street - An important person to intelligence agents, or maybe even an agent themselves, is waylaid and quickly secreted away into captivity by an opposing organization.
- 804-805 Switch the Chip - The heroes must recover or switch an important data chip/hard drive in an important computer system.
- 806-807 Symbol of Doom - People claim to see a strange creature or symbol that supposedly foretells impending disaster.
- 808-809 Symbols - Recurring strange symbols or methods of building may be spotted by the PCs or other characters, tipping them off that some group is at work in the area.
- 810-812 Take the Job - Some character takes a job that sends them far off from their normal contacts and regular life.
- 813-816 Taken - Enemy agents or henchmen grab one of the heroes' allies or friends, perhaps busting in on them where they're staying or grabbing them off the street.
- 817-820 Taken Unaware - Henchmen get the drop on secret agents, capturing them, and leaving the agents wondering just how deadly an outcome this may lead to.
- 821-825 Tall Tale - Someone comes to the PCs with a hard to believe story, but asking for their help.
- 826-827 That's an Interesting Briefcase - An immoral character involved in espionage discovers someone around them possesses secret knowledge or materials and plans to sell them out for a reward.
- 828-830 That's Not Authorized - The government/military/authoritarian organization does not approve of the mission the heroes want to do.
- 831-832 The Cold War - The PCs cannot solve the main problem, but can help in some other, likely lesser, way.
- 833-835 The Coverup - Someone has begun a vicious cycle of violence and murder in order to cover up their increasingly heinous acts.
- 836-840 The Dame Was Trouble - An NPC causes havoc, trouble, or fights between others characters.
- 841-842 The Dead Body - A dead body is found with clues all around...
- 843-846 The Drug Trade - Agents need to infiltrate a drug cartel, or perhaps even, rather amorally, gain their assistance in completing some important mission of national defense.
- 847-849 The Dumb Hayseeds - An agent or intelligence agency uses local superstitions to scare local persons, or assist them in gaining leverage. Even if the locals feel like they should know better.
- 850-853 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 have been set-up to seem.
- 854-857 The Last Guys - A group of PC-like characters already tried and failed, perhaps giving the current PCs some direction on how to succeed.
- 858-859 The Meetup Signal - An agent or informant is tricked into a meeting by an enemy who has figured out their code or system of communication.
- 860-863 The Moral of the Story - Someone or someones have received a horrible end as a result of their unethical actions.
- 864-865 The New Guy - An intelligence agency brings aboard a trained spy or assassin, though some may have their suspicions about them.
- 866-867 The Perfect Time to Settle Scores - Amazing and deadly events give someone the chance to get revenge or settle scores with unrelated parties.
- 868-869 The Villain Explains Himself - An agent meets or is brought before the bad guy, who explains himself or his plans.





- 870-872 Their Reputation - A traitor is now so afraid that their misdeeds will destroy their family's reputation that they will go to great lengths to spare them.
- 873-875 Then Kill Them - A bad guy murders everyone tangentially involved in his schemes who isn't directly one of his henchmen, or is trying to at least.
- 876-879 There Is a Mole - A department suspects that there is a double agent among their ranks.
- 880-881 There's Going to Be an Accounting - Someone who previously betrayed his fellows, now faces their wrath as they intend to get their own justice for what he did.
- 882-883 They're Getting Away - The villains take off in a ship, helicopter, etc. and the heroes must try to stop them.
- 884-885 This Is \*\*\*\*!! - The characters discover after doing some important or nasty work that no one appreciates what they've done, or believes their stories.
- 886-887 This Room Is... - The characters realize they are under close surveillance, and may even need to find a way to escape it so they can communicate.
- 888-889 Ticking Clock - The PCs need to complete a task or challenge before it's too late.
- 890-893 Time to Deal with Him - The villain sends a deadly assassin or soldier team to deal with a secret agent or other annoying threat.
- 894-895 Tinkering Around - A character figures out a cool new addition to their normal gadgetry, which may help out the team.
- 896-897 Toll Ambush - The bad guys attempt to kill their enemies while they are traveling, perhaps blowing up their train car, leaving explosives on their train, or sending a firing squad of machine gunners to fire into their car.
- 898-899 Tossed in the River - An agent was forced to unload their intelligence materials in order to avoid being caught, but now they need to recover them!
- 900-901 Tracking Device - A character unknowingly has a tracking device put on them or their vehicle.
- 902-903 Train Mystery - Agents spend time in an isolated location, such as a ship or train, and must complete a mission during the little time they have there.
- 904-905 Trap Meeting - A rendezvous is really a set-up or the plans for it have been leaked, meaning it now may be a deadly trap!
- 906-907 Trusting Anyone - An agent or individual involved in intelligence affairs tells someone they know about what they are up to or details about a mission, possibly before things go wrong...
- 908-911 Trying the Latch - A character is disturbed in their sleep by someone attempting to find a way into their room...
- 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 Unidentified Dead Body - A murder victim is found in possession of secret materials or espionage tools, but no one is sure who it was.
- 916-917 Unwanted Elements - An evil organization plans to permanently remove certain individuals or institutions from society as their first step to claiming power.
- 918-920 VIP Taken - An important official, dignitary, or just extremely rich person is kidnapped and offered back for ransom.
- 921-922 Vixen - Some girl or woman seems to have an easy way with men, perhaps through less mundane means than just their good looks!
- 923-924 Waiting For Me Right Where I Was - A character develops a relationship with an old friend or colleague.
- 925-926 Warning Letter - The heroes are given a warning of some kind to stay away, perhaps in a letter, or even with a somewhat deadly trap designed to get the point across.
- 927-928 Washed Ashore - Officials recover the dead body of an apparent special agent who is still in possession of secret documents or other important items.
- 929-930 Watch Him Closely - A spy is ordered to secretly watch a fellow agent for some suspicious activity.
- 931-933 Watchers Everywhere - Agents must be careful as the enemy has spotters looking out for them everywhere they are likely to go.
- 934-935 We Don't Need You - Locals or local authorities don't want the PCs around, maybe for good reason, or maybe they actually are doomed without them.
- 936-937 We Have a Mole - An agency suspects they have a mole within their ranks, or perhaps they have a mole within their ranks who is preparing to betray them.
- 938-940 We Have to Go In There? - The PCs must go into someplace dirty, smelly, or unpleasantly dangerous.
- 941-942 We Regret to Inform You - An agent must face an enemy power, or even specific agent, who is responsible for the death of a colleague, friend, or lover.
- 943-944 We'll Take the Help - The heroes are enlisted by allied local authorities to solve a problem they can't.
- 945-946 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!
- 947-948 We're All Gonna Die Here! - The characters are all trapped someplace in a very perilous situation.
- 949-950 We're Bankrupt! - Villains hatch a scheme to steal all the money of a wealthy person or institution through some ingenious criminal means.
- 951-952 Went Missing on the Ride - Something is stolen during transport, on a ship, train, or truck. The theft may not have even been noticed at the time, indeed it may seem to have been impossible!
- 953-954 What a Scandal - A person of power's vices lead them to a position of being blackmailed for fear of having their behaviors revealed.
- 955-956 What About My Family? - A desperate character takes action in order to take care of or save the people they care about.
- 957-959 What Do I Want? - A super secret agent must deal with a powerful doubt that they no longer want to save the world for a living.
- 960-961 White Collar Assassination - A villain decides to wipe out financial competitors or the board of a company which is causing them trouble.
- 962-963 Who Wouldn't Like Her? - A character has a terrible suspicion about an otherwise likeable or perhaps simply desirable outsider.
- 964-965 Who's This Guy? - Some stranger, perhaps from a far off land, seems kind of odd and probably evil.
- 966-967 Why He Was Just Here - Someone was seen someplace, and minutes or even seconds later they've vanished from sight.





- 968-969 Witch Hunt - Some powerful figure is searching for enemies within their own country or agency, with little regard to also catching innocents.
- 970-972 Workaholic - A hero suffers major personal life troubles as they are too busy saving the day and never being around.
- 973-974 Yes Mother - A character is still under the thumb of their domineering mother or other maternal figure.
- 975-976 You Can't Outrun Your Past - A character who has committed past transgressions finds themselves in present trouble because of what they've done.
- 977-978 You Didn't See Nothin' - A powerful group or NPC demands the PCs not reveal what they know.
- 979-980 You Know Too Much - A character's life is imperiled because they know too much about the workings of some group.
- 981-982 You Won't Take Me Alive! - A villain refuses to ever surrender, and have many ingenious schemes to stop the heroes from getting to him.
- 983-984 You'll Tell Me Everything - A character falls into the clutches of the villains and faces merciless torture.
- 985-986 You're Crazy Man - An important NPC or friend is certifiably insane.
- 987-988 You're Goin' Downtown - One of the PCs friends or assistants is thrown into jail.
- 989-990 You're Not From Around Here - The locals/yokels/watch don't take kindly to the PCs.
- 991-992 You're Not Working Together - Heroes need to join forces to stop a major threat, but don't naturally get along.
- 993-994 You're Off the Case - The local authorities try to run off the PCs or forbid them from being involved.
- 995-996 You're Out - An agent or agency higher-up is taken off an operation or forced out entirely, only to discover that they may be needed to defend their nation or friends, even if they must do so in a private capacity.
- 997-998 Your Cover Is Blown - Characters discover the enemy knows some of their secrets, but they don't know how...
- 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.

