

Creature			Action				
1	Adventurers	51	Inventor	1	Abandoning	51	Infecting
2	Advisors	52	King	2	Angering**	52	Intimidating**
3	Alchemist	53	Knights	3	Assassinating**	53	Invading
4	Ambassador	54	Lord	4	Assisting**	54	Kidnapping**
5	Angel	55	Mayor	5	Attracting**	55	Killing**
6	Animals	56	Magicians	6	Avenging**	56	Leading**
7	Assassins	57	Messengers	7	Besieging	57	Lending To**
8	Bandits	58	Mercenaries	8	Betraying**	58	Luring**
9	Barbarians	59	Merchants	9	Binding**	59	Manipulating**
10	Barkeep	60	Miners	10	Borrowing From**	60	Mastering
11	Beggars	61	Moneylender	11	Building	61	Molding**
12	Bishop	62	Monsters	12	Burning	62	Negotiating With**
13	Bounty Hunters	63	Murderer	13	Capturing**	63	Obscuring
14	Burglars	64	Nobility	14	Carrying	64	Observing
15	Business Owner	65	Parent	15	Changing**	65	Occupying
16	Chancellor	66	Performers	16	Charming**	66	Playing
17	Children	67	Physicians	17	Chasing**	67	Producing
18	Conmen	68	Pilgrims	18	Checking	68	Purifying
19	Conqueror	69	Pirates	19	Confining**	69	Reshaping
20	Councilmen	70	Politicians	20	Corrupting**	70	Relating To**
21	Courtiers	71	Powerful*	21	Creating	71	Releasing**
22	Craftsmen	72	Priests	22	Cursing	72	Repairing
23	Crime Lord	73	Prince	23	Defending**	73	Repaying**
24	Cultists	74	Princess	24	Delaying**	74	Reproaching**
25	Demons	75	Prisoners	25	Delivering	75	Resisting**
26	Diplomat	76	Prostitutes	26	Desecrating	76	Retreating To
27	Duelist	77	Queen	27	Destroying	77	Ridiculing**
28	Elementals	78	Rangers	28	Dominating**	78	Rivaling**
29	Executioners	79	Rebels	29	Drugging**	79	Sacrificing To
30	Explorers	80	Royalty	30	Electrifying**	80	Searching For
31	Fanatics	81	Sailors	31	Enchanting	81	Securing
32	Farmers	82	Scholars	32	Escorting**	82	Seizing
33	Fishers	83	Servants	33	Enslaving**	83	Sponsoring**
34	Foresters	84	Shaman	34	Evacuating	84	Spying on**
35	Frontiersmen	85	Shapechanger	35	Exorcising**	85	Stealing
36	Gang	86	Slavers	36	Exploring	86	Studying
37	General	87	Slaves	37	Feeding On	87	Supporting**
38	Giants	88	Spies	38	Fighting**	88	Surviving**
39	Ghosts	89	Soldiers	39	Fleeing To	89	Teaching**
40	Gladiators	90	Smugglers	40	Fooling**	90	Threatening
41	Gravediggers	91	Thugs	41	Freezing	91	Thwarting**
42	Guards	92	Thieves	42	Frightening**	92	Torturing**
43	Guard Captain	93	Traitors	43	Guarding	93	Trading
44	Guild*	94	Tribes	44	Haunting	94	Transferring
45	Gypsies	95	Undead	45	Hiding**	95	Trapping
46	Herders	96	Vigilante	46	Hindering**	96	Using
47	Hero	97	Villagers	47	Hiring**	97	Venerating
48	Hunters	98	Warlord	48	Honoring**	98	Warring With**
49	Information Dealer	99	Weak*	49	Hunting**	99	Weaving**
50	Innkeeper	100	Witches	50	Improving	100	Worshipping

\* = roll again to determine type, or just pick.

\*\* = roll on Creatures chart

Object/Location				Motivations			
1	Alter	51	Lake	1	Aggression	51	Interest
2	Armor	52	Letter	2	Agreement	52	Justice
3	Art	53	Magic Item	3	Ally	53	Land
4	Blood	54	Mansion	4	Ambition	54	Learn
5	Books	55	Mill	5	Anger	55	Legacy
6	Bones	56	Mountains	6	Assist	56	Love
7	Bridge	57	Monument	7	Balance	57	Lust
8	Castle	58	Nest	8	Boredom	58	Magic
9	Cave	59	Orphanage	9	Business	59	Manipulated
10	Cemetery	60	Package	10	Challenge	60	Misunderstanding
11	Ceremony	61	Pets	11	Competition	61	Necessity
12	Cipher	62	Pit	12	Compulsion	62	Obligation
13	City	63	Portal	13	Conquest	63	Order
14	Cloth	64	Prison	14	Control	64	Passion
15	Contraband	65	Rations	15	Cover Up	65	Peace
16	Corpses	66	Relic	16	Cruelty	66	Persecution
17	Cove	67	Ritual	17	Curiosity	67	Politics
18	Crops	68	River	18	Debt	68	Power
19	Crown	69	Ruins	19	Defense	69	Prejudice
20	Crypt	70	Runes	20	Determination	70	Preservation
21	Dam	71	Scepter	21	Disgust	71	Pressure
22	Docks	72	Scrolls	22	Disrespect	72	Pride
23	Documents	73	Siege Weapons	23	Duty	73	Priority
24	Dungeon	74	Silver	24	Egotism	74	Promise
25	Eggs	75	Ship	25	Enemy	75	Protect
26	Encampment	76	Stadium	26	Enslavement	76	Pursuit
27	Farm	77	Statue	27	Entertainment	77	Recognition
28	Farm Animals	78	Steel	28	Envy	78	Redemption
29	Feast	79	Stone	29	Escape	79	Regicide
30	Festival	80	Stronghold	30	Expectation	80	Religion
31	Food Supply	81	Supplies	31	Fame	81	Romance
32	Forest	82	Swamp	32	Family	82	Remorse
33	Foundation	83	Tavern	33	Fear	83	Respect
34	Garden	84	Temple	34	Feud	84	Revenge
35	Gate	85	Throne	35	Freedom	85	Rivalry
36	Gems	86	Throne Room	36	Friendship	86	Sadness
37	Gold	87	Tomb	37	Goal	87	Saving
38	Great Hall	88	Tome	38	Greater Good	88	Social Contract
39	Guildhouse	89	Tower	39	Greed	89	Spite
40	Haven	90	Town Hall	40	Guilt	90	Support
41	Herd Animals	91	Town Square	41	Hate	91	Status
42	Home	92	Traps	42	Health	92	Surveillance
43	House	93	Tundra	43	Homage	93	Survival
44	Idol	94	Underworld	44	Honor	94	Teach
45	Inn	95	Village	45	Hunger	95	Tradition
46	Invention	96	Vehicle	46	Hurt	96	Tribute
47	Island	97	Water Supply	47	Idealism	97	Violence (Prevent)
48	Item	98	Wealth	48	Independence	98	Violence (Initiate)
49	Labyrinth	99	Weapons	49	Infatuation	99	Vision
50	Lair	100	Well	50	Insanity	100	Wealth