

Post Apocalyptic Plot Seeds

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1. Exploration of surroundings
2. Rescue
3. Deliver message or item
4. Scout enemy
5. Locate item
6. Investigate rumors
7. Destroy target
8. Emissarial mission
9. Gain knowledge
10. Retrieve security pass or code
11. Kill marauding beast
12. Survive the elements
13. Thwart a cryptic alliance or organized group
14. Discover a working harvester or military device
15. Discover a Talker(Intelligent Animal) or Nomen(Humanoid) species
16. Infiltrate an organization or group
17. Stop an attack or ambush
18. Discover a working ancient installation
19. Confront a powerful NPC
20. Retrieve a part for a vehicle
21. Trade
22. Escort a caravan or important personage
23. Join a hunting party
24. Ambush an enemy
25. Get Ambushed
26. Assassinate a target
27. Prevent an assassination
28. Prevent a natural/unnatural disaster
29. Save the world from and evil madman who has the means to destroy it
30. Discover a cryogenics or stasis chamber
31. Be infected with a plague disease
32. Find a cure for a plague
33. Explore a cavern or canyon
34. Discover a new deadlands
35. Track someone or something back to it's lair
36. Bypass a security apparatus
37. Repair a critical computer system
38. Retrieve a lost pet for someone
39. Stop a marauding robot or android
40. Track down the origin of strange, gruesome deaths
41. Repair a power station
42. Get drawings or diagrams for a special device
43. Find an unmapped occupied city

44. Discover an intact city of the Ancients, occupied or unoccupied
45. Discover an Enclave(people that recreate fictional or historical periods)
46. Prevent an important personages accidental death
47. Prevent a kidnapping
48. Discover a plot that will lead to no good
49. Discover a pirate's or bandit's lair or treasure trove
50. Discover a random teleport facility that teleports characters to random locations for short periods
51. Ancient pollution zone causes problems
52. Roving bands or invading barbarian hordes
53. Meet a lone android trying to reach an enclave of fellow androids
54. Participate in a brawl
55. Hunt down a spy or infiltrator
56. Target of a thief
57. Assist in the escape of a noted, wanted individual (i.e. – underground railroad)
58. Discover a vehicle graveyard
59. Discover a strange creatures burial grounds
60. Save a species from extinction
61. Lead a group of people to safety
62. Expose an imposter
63. Exterminate a species
64. Work along side another independent group to achieve a goal
65. Found a school or academy
66. Discover an ancient repository of knowledge
67. Discover a strange mode of transportation
68. Take over a foreign government or group
69. Discover a mine of precious metals
70. Accidentally activate an ancient AI installation
71. Discover a working ancient AI installation
72. Go on a quest to learn a skill
73. Be the object of a hunt by a determined enemy
74. Earn the enmity of a powerful ruler
75. Be the object of worship of a group or individual
76. Meet an omnipotent, godlike being
77. Talk your way out of jail in a strange town or ville
78. Have a strange hallucinatory adventure that never really happened
79. Trigger a series of traps or signals that brings trouble and pain
80. Accidentally set in motion a potential disaster that must now be averted