

Treasure-Hunter Adventure Generator

You are a **Treasure-Hunter** seeking an **Artifact** in an **Exotic Locale**! Many an **Intermezzo** may stand in your way, and it is unknown whether in the end the prize will go to you, or to a **Rival** working for the fiendish **Enemies**.

Treasure-Hunter or Rival

Nationality, 1d6	Background, 1d6	Knowledge, 1d6	Weakness, 1d6
1. American	1. Heir/heiress	1. Historian	1. Risk-taker
2. English	2. Industrial magnate	2. Archaeologist	2. Gambling
3. Polish	3. Wealthy family	3. Inventor	3. Vanity
4. French	4. Leading academic	4. Ancient languages	4. Over-confidence
5. Russian	5. Noble family	5. Vehicles	5. Greed
6. German	6. Eminent military	6. Leadership	6. Irrational fears

Artifact

Material, 1d10	Type, 1d10	Deity, 1d10	Boon, 1d10
1. Gold	1. Chalice	1. Of the Sun God	1. Health
2. Bone	2. Scepter	2. Of Dagon	2. Fortune
3. Bronze	3. Wand	3. Of the Ancients	3. Battle-luck
4. Stone	4. Bowl	4. Of the North Star	4. Long life
5. Ivory	5. Knife	5. Of the Ancestors	5. Prophecy
6. Jade	6. Statuette	6. Of the Sanguine	6. Far-Seeing
7. Lapis	7. Fist	7. Of the Wise	7. Wealth
8. Obsidian	8. Hammer	8. Of the Olden	8. Abundance
9. Wood	9. Eyepiece	9. Of the Earth Mother	9. Victory
10. Unknown metal	10. Tooth	10. Of an Unknown God	10. Wisdom

Enemies

Nationality, 1d6	Type, 1d6	Troops, 1d6	Tricks, 1d6
1. American	1. Military	1. Fanatic	1. Inventions
2. English	2. Intelligence	2. Deadly	2. Poisons
3. Polish	3. Protectors of the Artifact	3. Elite	3. Ambuscades
4. French	4. Secret Society	4. Veteran	4. Large weapons
5. Russian	5. Industrial Tycoon	5. Competent	5. Disguises
6. German	6. Criminal Society	6. Optimist	6. All of the above

Exotic Locale

Area, 1d6	Terrain, 1d6	Structure, 1d6	Dangers, 1d6
1. African Jungle	1. Cliffs	1. Temple	1. Nefarious traps
2. African Desert	2. Grottoes	2. Library	2. Death cultists
3. Asian Desert	3. Dried river	3. Tomb	3. Traps + cultists

4. Asian Steppe	4. Ravines	4. Ritual site	4. Reroll + poisonous animals
5. American Jungle	5. Mines	5. Observatory	5. Reroll + unstable terrain
6. Australian Desert	6. Volcano	6. Grave	6. Reroll + violent winds

Intermezzo

Reason, 1d6	Enemy attempts, 1d6	Aftermath, 1d6	Interruption, 1d6
1. Guidance from mentor	1. Murder	1. Car Chase	1. Military
2. Information from colleague	2. Robbery	2. Foot Chase	2. Explosion
3. Library manuscript	3. Kidnapping	3. Boat Chase	3. Criminal gang
4. Intermediary artefact	4. Sabotage	4. Airplane Chase	4. Large vehicle
5. Acquiring hardware	5. Burglary	5. Fistfight	5. Wild animals
6. Shady goods dealer	6. Bluff	6. Gunfight	6. Earthquake