

MDG scenario generator						
Absolute	d6, d10	Cards	The place	The object	The twist	
1	1 0	Joker ♠	Abandoned cart with wheel broken	Ammorite Medal of Valor	Airshaft for a mine	
2	1 1	Joker ♠	Abandoned Ishtar temple	Ancient helmet crest	Archeological excavation and discovery	
3	1 2	Ace ♠	Abandoned mining area	Arrow from Gutian bow	Army Vet and his native sons	
4	1 3	King ♠	Bal sacrificial grove	Arrows for a small span bow	Arrows from nowhere	
5	1 4	Queen ♠	Besieged wooden hill fort	Bag of half-soured wine	Assassin sneaks over the ridge	
6	1 5	Jack ♠	Big campfire, ashes still warm	Bones of old soldier	Bows with a mule train	
7	1 6	10 ♠	Blacksmith & arms merchant	Broken bronze sword	Caravan out-riding Patrol	
8	1 7	9 ♠	Broken chariot parts in a crevasse	Cage with 3 bound prisoners	Don't let them find us	
9	1 8	8 ♠	Cave halfway up the cliff face	Clay tablet with cuneiform	Eldar's Personal Guards	
10	1 9	7 ♠	Deserter's stronghold	Composite long bow	Enemy Priest sees bad omens	
11	2 0	6 ♠	Drainage tunnel off the shaft	Curved raider's sword	Enemy scouts	
12	2 1	5 ♠	Edge of dormant steam vent	Elamite map of Tigris	Flash flood; mules bolt; chaos	
13	2 2	4 ♠	Heights over a sterile river	Empty 3" wide leather cylinder	Friendly local headman	
14	2 3	3 ♠	Hot springs and old ruins	Empty money belt	Friendly patrol at the trot	
15	2 4	2 ♠	Inaccessible drawings on the hillside	Grappling hook & rope	Friendly Priests with staves	
16	2 5	Ace ♥	Large crater reclaimed by nature	Grave with glass bead trinkets	Frontier Force scouts	
17	2 6	King ♥	Large underground cavern	Hand-printed pre-collapse technical id	Gutian enemy patrol	
18	2 7	Queen ♥	Large watchtower on the knoll	Heavy bronze pry-bar	Hero goes berserk	
19	2 8	Jack ♥	Long rope bridge across a ford	Heavy gold signet ring	Hidden Trap Door	
20	2 9	10 ♥	Narrow winding crevass	Heavy round wood shield	Horns sound over next ridge	
21	3 0	9 ♥	Natural Rock Chimney	Incense pouch	Kidnapped person of importance	
22	3 1	8 ♥	Hermit on heights with stones	Incorporeal man	Larsians marching with drums	
23	3 2	7 ♥	Nomadic horsemen's tomb	Large old cylinder seal	Local Village Constable	
24	3 3	6 ♥	Old hill fort with tower	Leather Backpack	Local wild boar hunters	
25	3 4	5 ♥	Open Market at a crossroads	Locket with portrait inside	Mineshaft, badly braced	
26	3 5	4 ♥	Over the pass, and surprised villagers	Mason's hammer and chisel	Mirror flash --- "Help coming"	
27	3 6	3 ♥	Planks across a mountain stream	Medicine bag with powders	Night march to make up lost time	
28	3 7	2 ♥	Mountain top look-out post	Mysterious pieces of lost technology	Ninevah cadets with bows	
29	3 8	Ace ♦	Ravine path with babbling brook	Officer's bronze axe	Notes from a spy on villages	
30	3 9	King ♦	Remains of large wooden boat	Oil lamp and flint	Pig sticking party	
31	4 0	Queen ♦	Rock fall, behind us	Old brass-bound box	Priest's funeral procession	
32	4 1	Jack ♦	Rough ford over rushing river	Old dagger in metal sheath	Priest's secret handshake	
33	4 2	10 ♦	Ruins in a blasted desert	Old Kassite strygil	Rams horn sounding "Charge!"	
34	4 3	9 ♦	Ruins in a poisonous swamp	Old post-collapse writing tablets	Remember incident from hunting trip	
35	4 4	8 ♦	Ruins of the old Sumerian frontier fort	Old Sumerian silver coin	Remember incident in the Mess hall	
36	4 5	7 ♦	Shepherd's stone hut	Parchment scroll in Sumerian	Ropes leading into mine	
37	4 6	6 ♦	Skull on chain across the track	Piece of Lapis Lazuli	Rough steep path up cliff	
38	4 7	5 ♦	Small watchtower on heights	Poison ampule on a thong	Rusty wolf-trap in pieces	
39	4 8	4 ♦	Stone age low stone tomb	Portable sun dial	Search party	
40	4 9	3 ♦	Stone fence across a path	Pre-collapse immoveable artefact	Signal flash on the mountain peak	
41	5 0	2 ♦	Stone Temple to Marduk	Pre-collapse portable artefact	Slim goat-path hugs a chasm	
42	5 1	Ace ♣	Subterranean stream	Pre-collapse writing on hide	Slinger troop with stones	
43	5 2	King ♣	Temple with dilapidated idol	Priest's Herbal Tea	Smoke over the horizon	
44	5 3	Queen ♣	Three skeletons tied/impaled on posts	Rusty partial leather armor	Solar Eclipse - bad omen	
45	5 4	Jack ♣	Tracks of large war party at ford	Set of fletching tools	Sumerian reactivated vehicles	
46	5 5	10 ♣	Trader with mule train	Skeletons near a natural spring	Sunset, time to sneak off	
47	5 6	9 ♣	Under the veil of the waterfall	Skinny tied-up pi-dog	Take no prisoners	
48	5 7	8 ♣	Urak stronghold with dungeon	Soldier's helmet and liner	Uratian tribe get involved	
49	5 8	7 ♣	Villagers begging for protection	Sumerian diary & map	Vultures on horizon	
50	5 9	6 ♣	Walled country inn	Sword sheath but no sword	War drums over the hill	
51	6 0	5 ♣	Walled farm	Tarnished copper mirror	Weather facilitates escape	
52	6 1	4 ♣	Walled village with huts	Tethered pack-mules	Well in the middle of ruins	
53	6 2	3 ♣	Windswept mountain summit	Wandering Hermit	Whispers from crack in wall	
54	6 3	2 ♣	Wrecked pre-collapse structure	Water sluice and shovels	Wood ladder down a hole	
55	6 4					
56	6 5					
57	6 6					
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