



d30 Bandit Encounters

BAN1: BANDIT ENCOUNTER VARIATIONS

Roll Group Background/Description

- 1** entire group is addicted to opium-like drug (all proceeds go to feeding addiction)
- 2** entire group is bathed in some sort of sweet smoky smell (-1 penalty on attempts to surprise)
- 3** entire group is drenched in overwhelming stench of body odor (-2 penalty on attempts to surprise)
- 4** entire group is illiterate—possess several treasure maps but unable to read them
- 5** entire group is tattooed and branded (higher level NPCs bear more elaborate tattoos in greater number)
- 6** entire group is under influence of PCP-like hallucinogen (+1 damage due to STR, speak in gibberish)
- 7** entire group is under the spell of a magic-user (to whom all proceeds are given)
- 8** entire group is well-mannered and well-spoken (particularly for bandits)
- 9** entire group paints their faces to resemble human skulls (-1 to morale of PCs' henchmen)
- 10** everything done by the group is in the name of their deity (invoke his/her name during attacks)
- 11** group composed of cult members (proceeds fund miscellaneous cult activities)
- 12** group composed entirely of females
- 13** group composed entirely of military deserters
- 14** group composed of extended family [roll 1d2: 1=patriarchy; 2=matriarchy]
- 15** group composed of low-level novice thieves gaining experience at guild's direction
- 16** group composed of lycanthropes (only able to turn during full moon)
- 17** group composed of migratory bandits from distant/exotic locale
- 18** group composed of older thieves of relatively low level (especially for their age)
- 19** group composed of unrelated males and females that think of themselves as a "family"
- 20** group is in territorial dispute with another group of bandits (50% chance other group attacks soon after)
- 21** group is working for corrupt local lord
- 22** group robs from the rich and gives to the poor
- 23** group was recently robbed by stronger group of bandits (possess no treasure, no magic items/weapons)
- 24** group's number includes former female captive that has since become empathetic to her captors
- 25** group's number includes relative of one of the PCs that was long thought missing
- 26** in-fighting between two strong-willed individuals threatens to divide the group
- 27** member of group was polymorphed (humanoid appearance, treated as lesser member of group)
- 28** members of group are actually freedom fighters raising funds to build an army
- 29** members of group are bounty hunters that rob only out of opportunity
- 30** members of group are sadistic, take prisoners and subject them to elongated torture before killing them

BAN2: ARMS, SHIELD, ARMOR, AND MOUNT

1s Digit: Arms/Shield

10s Digit: Armor/Mount

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|--|----------------------------------|
| 1 short bow/no shield | 1-10 leather/no mount |
| 2 light crossbow/no shield | 11-20 leather/light horse |
| 3 pole arm*/no shield | 21-30 chain/medium horse |
| 4 spear/no shield | |
| 5 sword/no shield | |
| 6 sword/shield | |
| 7 sword, darts/shield | |
| 8 sword, dagger/shield | |
| 9 sword, poisoned darts/shield | |
| 0 sword, poisoned dagger/shield | |

* bandits carrying pole arms will not be mounted

BAN2: LAIR

1s Digit: Type

10s Digit: Size

- | | |
|---|---------------------|
| 1 abandoned/ruined temple | 1-10 small |
| 2 camouflaged/hidden keep/fortress | 11-20 medium |
| 3 rocky cave/cavern complex | 21-30 large |
| 4 inconsequential building in established settlement | |
| 5 lost/forgotten settlement | |
| 6 nomadic camp (tents) | |
| 7 re-purposed crypt/tomb | |
| 8 ruins of keep/fortress | |
| 9 underground cave/cavern complex | |
| 0 underground dungeon complex | |