



# d30 Dragon Encounters

## DRG1: APPEARANCE

### Roll Appearance

- 1** broad
- 2** calloused
- 3** clean
- 4** cracked
- 5** dirty
- 6** dry
- 7** dusty
- 8** extra-scaly
- 9** flabby
- 10** flawless
- 11** gaunt
- 12** gleaming
- 13** glowing
- 14** gritty
- 15** lean
- 16** long
- 17** lustrous
- 18** meaty
- 19** muscled
- 20** pale
- 21** scabby
- 22** scarred
- 23** shimmering
- 24** sickly
- 25** sleek
- 26** smooth
- 27** spiky
- 28** toothy
- 29** weathered
- 30** wrinkled

## DRG2: PERSONALITY

### Roll Personality

- 1** amiable
- 2** boastful
- 3** cautious
- 4** compulsive
- 5** cynical
- 6** impatient
- 7** impulsive
- 8** inferiority complex
- 9** inflexible
- 10** intolerant
- 11** lazy
- 12** moody
- 13** nervous
- 14** passive aggressive
- 15** patient
- 16** patronizing
- 17** perverse
- 18** pessimistic
- 19** pompous
- 20** reclusive
- 21** resentful
- 22** rude
- 23** ruthless
- 24** secretive
- 25** short-tempered
- 26** stoic
- 27** superiority complex
- 28** taunting
- 29** unhinged (insane)
- 30** vulgar

## DRG3: FAMOUS FOR...

### Roll Tale

- 1** appetite
- 2** artists' fascination with
- 3** behavior that defies alignment
- 4** being a coward
- 5** being a cursed/polymorphed MU
- 6** being duped (gullible)
- 7** being helpful\*
- 8** being untrustworthy
- 9** bloodline/lineage
- 10** broken deal/treaty
- 11** destroying legendary settlement
- 12** eloquence
- 13** feuding with dwarves
- 14** fighting significant NPC
- 15** great size (+1d3 HD per age)
- 16** greed (even for a dragon)
- 17** killing historical figure
- 18** killing knights
- 19** knowledge: arcane languages
- 20** knowledge: dragon genealogy
- 21** knowledge: geography
- 22** knowledge: history, regional
- 23** respect/fear of other dragons
- 24** rivalry w/ human family/bloodline
- 25** serving powerful MU
- 26** sleeping
- 27** small size (no HD adjustment)
- 28** speed (double normal fly speed)
- 29** striking coloration/appearance
- 30** virility/fertility (by sex of dragon)

\* regardless of alignment

## DRG4: CURRENT FIXATION\*

### Roll Fixation/Preoccupation

- 1** amass army (for battle)
- 2** amass library: magic
- 3** amass library: normal
- 4** break/reverse curse
- 5** eliminate "nuisance"
- 6** feebleminded
- 7** feud: demi-human race
- 8** feud: humanoid race
- 9** feud: humans
- 10** feud: monster
- 11** feud: rival dragon
- 12** find relative
- 13** find specific artifact
- 14** find/consume food
- 15** general malevolence
- 16** get revenge
- 17** guard/protect egg(s)/hatchling(s)
- 18** guard/protect item (geas)
- 19** heal/recover from battle
- 20** hoard treasure
- 21** hunting foe (significant NPC)
- 22** kidnap/ransom female noble
- 23** learn new spells
- 24** mate/breed
- 25** mischief
- 26** privacy
- 27** recover "stolen" artifact
- 28** recruit other dragons for "war"
- 29** repaying debt (spared life)
- 30** teach magic (for a price)

\* re-roll if necessary by alignment

## DRG5: LAIR PROTECTION

### Roll Protection

- 1** acid/cold/gas/fire\* traps
- 2** confusion magic
- 3** elementals\*
- 4** fear magic
- 5** glyphs/wards
- 6** hallucinatory terrain
- 7** invisibility
- 8** obscuring mist
- 9** sleep gas
- 10** stinking clouds
- 11** blobs (molds, slimes, etc.)
- 12** goblins
- 13** humans (cult)
- 14** kobolds
- 15** lizards, normal/giant
- 16** monsters, miscellaneous
- 17** nagas
- 18** orcs
- 19** snakes, normal/giant
- 20** undead
- 21** arrows (ranged trap)
- 22** blades (melee trap)
- 23** doors (held)
- 24** falling blocks/stones
- 25** labyrinth entrance
- 26** nets
- 27** pits, empty
- 28** pits, filled (e.g., water)
- 29** pits, spiked
- 30** snares