



# d30 Dwarf Encounters

## DWA1: DWARF ENCOUNTER VARIATIONS

### Roll Group Background/Description

<b>1</b>	adventurers: answering "call for heroes" (to specific destination/location)
<b>2</b>	adventurers: on assignment, investigating strange phenomenon
<b>3</b>	adventurers: on quest to recover lost/stolen item
<b>4</b>	adventurers: on rescue mission
<b>5</b>	adventurers: seeking assignments
<b>6</b>	adventurers: seeking lost dungeon known to be in the area
<b>7</b>	adventurers: young, making name for themselves (wanderers/explorers)
<b>8</b>	bandits: under the influence of a curse that has affected their alignment/respect for the law
<b>9</b>	engineers/construction workers: heading home from recently-completed construction assignment
<b>10</b>	engineers/construction workers: recently hired, heading to construction location to begin work
<b>11</b>	engineers/siege craftsmen: heading to join military unit
<b>12</b>	engineers/siege craftsmen: heading home from war
<b>13</b>	escorts: delivering a consignment of goods; roll 1d5 [1=gems; 2=weapons; 3=armor; 4=tools; 5=crafts]
<b>14</b>	escorts: delivering a load of raw ore; roll 1d30 [1-10=copper; 11-19=tin; 20-26=lead; 27-30=silver]
<b>15</b>	escorts: delivering a prisoner to answer for crimes (NPC prisoner not included in number appearing)
<b>16</b>	escorts: delivering an item of importance to a key location
<b>17</b>	escorts: escorting an NPC of importance to destination (NPC not included in number appearing)
<b>18</b>	mercenaries: guarding area against trespassers; roll 1d30 [odd=don't know why; even=do know why]
<b>19</b>	mercenaries: protecting travelers from trouble in area; roll 1d3 [1=bandits; 2=monsters; 3=humanoids]
<b>20</b>	merchants: moving goods
<b>21</b>	military unit: headed to join larger unit as reinforcements
<b>22</b>	military unit: headed to relieve another unit protecting a key location
<b>23</b>	military unit: patrol for nearby dwarven stronghold
<b>24</b>	military unit: seeking key NPC(s); roll 1d30 [odd=escaped prisoner; even=deserters]
<b>25</b>	military unit: survivors of battle lost, searching for other survivors; roll 1d2 [odd=lost; even=won]
<b>26</b>	military unit: survivors of battle, heading home; roll 1d30 [odd=lost; even=won]
<b>27</b>	miners: displaced (old mine depleted), searching for work (migratory)
<b>28</b>	miners: recently hired, heading to location of new mine
<b>29</b>	religious group: pilgrims; roll 1d30 [odd=heading to site; even=heading from site]
<b>30</b>	religious group: seeking answers/knowledge from dwarven mystic/seer

## DWA2: NUMBER APPEARING

		Number of (1HD) Dwarves					Additional Dwarf Leader
<b>Roll on d30</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	nil (none)	
	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	+1 2nd level dwarf (fighter)	
	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	+1 3rd level dwarf (fighter)	
	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>	+1 4th level dwarf (fighter)	
	<b>21</b>	<b>22</b>	<b>23</b>	<b>24</b>	<b>25</b>	+1 5th level dwarf (fighter)	
	<b>26</b>	<b>27</b>	<b>28</b>	<b>29</b>	<b>30</b>	+1 6th level dwarf (fighter)	

## DWA3: ARMS, SHIELD, ARMOR, AND MOUNT

<b>1s Digit: Arms/Shield</b>	<b>10s Digit: Armor/Mount</b>
<b>1</b> short light, crossbow/no shield	<b>1-10</b> chain/mule
<b>2</b> sword, pole arm*/no shield	<b>11-20</b> chain/no mount
<b>3</b> sword, spear/shield	<b>21-30</b> plate/no mount
<b>4</b> sword, spear, dagger/shield	
<b>5</b> axe, heavy crossbow/no shield	
<b>6</b> axe, hammer/shield	
<b>7</b> axe, hammer, dagger/shield	
<b>8</b> axe, mace/shield	
<b>9</b> axe, sword/shield	
<b>0</b> hammer, pick/shield	

\* dwarves carrying pole arms will not be mounted

## ADDITIONAL DWARF-RELATED CHARTS & TABLES

<b>Table</b>	<b>Volume</b>	<b>Page</b>
Castle/Keep/Stronghold Generator	d30 SBC	pp.26-27
NPC Language Determination	d30 SBC	p.49
NPC Occupations	d30 SBC	p.42
Quick Ability Score Generation	d30 SBC	p.39
Quick Character Inventory	d30 SBC	p.40
Quick Magic Item Determination	d30 SBC	p.41