

# d30 Paladin Encounters



**NEW BIG DRAGON**  
GAMES UNLIMITED

"d30 Paladin Encounters". © 2014, New Big Dragon Games Unlimited

## PAL1: PALADIN ENCOUNTER VARIATIONS

### Roll Group Background/Description

- 1 on geas/quest: under spell of evil magic-user/cleric
- 2 on mission/quest: to avenge wronged person
- 3 on mission/quest: to bring healing/curing to wounded/sick
- 4 on mission/quest: to dispose of contraband
- 5 on mission/quest: to find a relative of the king
- 6 on mission/quest: to find lost magic/holy item
- 7 on mission/quest: to find lost magic/holy location
- 8 on mission/quest: to free captured person(s)
- 9 on mission/quest: to vanquish brigands
- 10 on mission/quest: to vanquish evil humanoid tribe(s)
- 11 on mission/quest: to vanquish evil knight
- 12 on mission/quest: to vanquish specific monster
- 13 patrolling area (as deputy): to protect from bandits
- 14 patrolling area (as deputy): to protect from monsters
- 15 praying: praying at a location of personal revelation
- 16 traveling to castle: at behest of the king (reason unknown)
- 17 traveling to castle: bringing known criminal to authorities
- 18 traveling to castle: for important celebration/festival/ceremony
- 19 traveling to castle: to participate in hunt (with king)
- 20 traveling to castle: to participate in tournament
- 21 traveling to settlement: to deal with bandit problem
- 22 traveling to settlement: to dispense justice to lawbreaker
- 23 traveling to settlement: to encourage morality among the sinful
- 24 traveling to settlement: to have renown smith repair weapon(s)
- 25 traveling to settlement: to root out evil/subversive organization
- 26 traveling to settlement: to settle disagreement/soothe tensions
- 27 traveling to settlement: to settle disagreement/soothe tensions
- 28 traveling to shrine: escorting lady (and her entourage)
- 29 traveling to shrine: escorting small group of pilgrims
- 30 traveling to: on personal pilgrimage

## PAL2: HOLY SWORD GENERATOR

Begin by rolling on PAL2a below to determine the sword's base "to hit" and damage bonuses for the weapon (to left of slash at top of column) and the number of additional minor abilities the sword possesses (to right of slash at top of column). The row of the roll result (at right) will determine the sword's major ability.

### PAL2a: HOLY SWORD BONUS/MAJOR ABILITY

#### "To Hit" & Damage Bonuses\*/ Additional Minor Abilities

		+2/1	+2/2	+2/3	+3/2	+3/3	Major Ability
Roll on d30	1	2	3	4	5		+5 bonus to saves vs. spells
	6	7	8	9	10		+5 bonus to saves against evil
	11	12	13	14	15		+5 damage bonus vs. evil
	16	17	18	19	20		dispels magic in 5' radius
	21	22	23	24	25		protection from evil 5' radius
	26	27	28	29	30		regeneration: 1 hp/turn

\* Holy swords will perform with an additional +1 bonus on "to hit" and damage rolls when wielded by a paladin

## PAL3: HENCHMEN, FOLLOWERS, AND COMPANIONS

### 1s Digit: Henchmen/Followers 10s Digit: Companions\*

1	1d2 henchmen	1-10	squire (young male)
2	1d3 henchmen	11-20	dwarf
3	1d5 henchmen	21-30	squire + dwarf
4	1d6 henchmen		
5	1d3 henchmen/1 follower		
6	1d5 henchmen/2 followers		
7	1d6 henchmen/2 followers		
8	1d6 henchmen/3 followers		
9	1d10 henchmen/3 followers		
0	1d10 henchmen/4-5 followers		

\* in addition to indicated henchmen/followers

## PAL2b: HOLY SWORD MINOR ABILITIES

### Roll Additional Abilities\*

- 1 cure blindness (1x/week)
- 2 cure disease (1x/week)
- 3 detect charm (30', 1 turn, 3x/day)
- 4 detect evil (90')
- 5 detect giants (90')
- 6 detect good (90')
- 7 detect invisible (30', 1 turn, 1x/day)
- 8 detect lie (30')
- 9 detect reptiles (90')
- 10 detect undead (90')
- 11 find traps (30', 1 turn, 2x/day)
- 12 flying (120'/turn, 1 hour/day)
- 13 heal (1x/day)
- 14 infravision (90', 1 turn, 3x/day)
- 15 know alignment (10')
- 16 light (90' radius, at will)
- 17 locate object (90', 1 turn, 1x/day)
- 18 neutralize poison (1x/week)
- 19 purify food & drink (1x/day)
- 20 read languages (1 turn, 2x/day)
- 21 remove curse (1x/week)
- 22 remove fear (1x/day)
- 23 resist cold (1 turn, 1x/day)
- 24 resist fire (1 turn, 1x/day)
- 25 slow (6 rounds, 1x/day)
- 26 slow poison (1x/day)
- 27 snake charm (1x/day)
- 28 speak w/ animals (1 turn, 3x/day)
- 29 strength (1 turn, 1x/day)
- 30 x-ray vision (30', 1 turn, 3x/day)

\* duplicate results will increase effect or number of uses, but not both