



d30 Generators: Road Encounters

RE1: MISC. ROAD ENCOUNTERS

Roll	Ability
1	bandits (3-18 1st level thieves)
2	beggar (follows PCs, continuing to beg)
3	caravan, merchants
4	caravan, migrant workers (3-12 families)
5	caravan, circus (3-12 feature animals, 20-30 circus folk)
6	caravan, troupe of performers (jugglers/acrobats)
7	caravan, gypsies (fortune tellers, etc.)
8	cart driver, hauling livestock
9	cart driver, hauling lumber
10	cart driver, hauling slaves
11	funeral procession
12	group, pilgrims (3-18 1st level clerics)
13	group, recruits (3-18 1st level fighters)
14	individual, good-for-nothing seeking to join thieves guild (level 0 thief)
15	individual, faithful person seeking to join religious order (level 0 cleric)
16	individual*, fugitive (disguised)
17	individual*, shamed religious man (nude, flogging self)
18	individual, seeking tutelage in magic (level 0 magic user)
19	individual, seeking to join army/guard (level 0 fighter)
20	messenger on assignment
21	party of adventurers, novice (1st-3rd levels)
22	party of adventurers, seasoned (4th-7th levels)
23	party of adventurers, legendary (level 8+)
24	soldiers, escorting diplomats
25	soldiers, escorting criminal
26	soldiers, escorting political prisoner
27	soldiers, returning from assignment
28	traveler, individual*
29	traveler, royalty (with attendants)
30	travelers, family

* roll d3 to determine age: 1=young, 2=mature, 3=old

RE2: MARKERS & SIGNS

1s: Type	10s Digit: Age		
1	cairn	1-10	fresh/newly constructed
2	carving in rock		
3	plaque (stone/ground)	11-20	recent/some coverage
4	pyre (remnants)		
5	staff/pole	21-30	old/worn/overgrown
6	pile of rocks/stones		
7	runed sign (wood)		
8	runed stone		
9	sign (wood)		
0	totem		



RE3a: HUMANOID REMAINS: SEX & RACE

Male	Female	Type
1	18	bugbear
2	19	dwarf
3	20	elf
4	21	gnome
5	22	gnoll
6	23	goblin
7	24	half-elf
8	25	half-orc
9	26	halfling
10	27	hobgoblin
11	28	human
12	29	kobold
13	30	orc
14*		unknown, demi-human
15*		unknown, humanoid 4-5'
16*		unknown, humanoid 5-6'
17*		unknown, humanoid 6-7'

* sex unknown

RE3a: HUMANOID REMAINS: PROPERTY

1s Digit: Property	10s Digit: Degree		
1	burned	1-10	slightly/barely
2	covered in dirt/buried		
3	covered in vines	11-20	moderately/noticeably
4	covered with rocks		
5	crystallized/petrified	21-30	severely/extremely
6	decayed		
7	diseased		
8	disfigured/beaten		
9	eaten/devoured		
0	wormeaten/infested		