



d30 Elf Encounters

ELF1: ELF ENCOUNTER VARIATIONS

Roll Group Background/Description

1	adventurers/wanderers: answering "call for heroes" (to specific destination/location)
2	adventurers/wanderers: on assignment, investigating strange phenomenon
3	adventurers/wanderers: on quest to recover lost/stolen item
4	adventurers/wanderers: on rescue mission
5	adventurers/wanderers: seeking assignments
6	adventurers/wanderers: seeking lost dungeon known to be in the area
7	adventurers/wanderers: young, making name for themselves (wanderers/explorers)
8	bandits: roll 1d30 [odd=naturally chaotic group; even=good group under spell effect]
9	escorts: delivering an item of importance to a key location
10	escorts: escorting an NPC of importance to destination (NPC not included in number appearing)
11	explorers: fascinated by something about the area; roll 1d3 [1=flora, 2=fauna, 3=history]
12	explorers: lost as a result of a dwarvish prank
13	explorers: seeking suitable/safe location for employer's new stronghold
14	mercenaries: patrolling area around employer's stronghold
15	mercenaries: protecting travelers from trouble in area; roll 1d3 [1=bandits; 2=monsters; 3=humanoids]
16	military unit: on reconnaissance mission
17	military unit: headed to relieve another unit protecting a key location
18	military unit: on diplomatic mission
19	military unit: patrol for nearby elvish stronghold
20	military unit: seeking key NPC(s); roll 1d30 [odd=escaped prisoner; even=known criminal/villain]
21	military unit: seeking location where humanoid army is amassing
22	mixed group: heading to festival/celebration (number includes additional 1d30 females/children)
23	mixed group: heading to pay homage to fallen elvish heroes (+1d30 females/children)
24	on mission: assisting key NPC elf in exacting revenge for for a broken blood oath
25	on mission: attempting to stop destruction of natural state of a location
26	on mission: delivering important documents; roll 1d30 [odd=clan to council; even=council to clan]
27	on mission: seeking lost location of elven significance
28	on mission: seeking lost object of elven significance
29	on mission: seeking source of undead in the area (to eliminate nuisance)
30	on mission: seeking rare herb(s) for alchemy/potion manufacturer

ELF2: NUMBER APPEARING

		Number of (1HD) Elves					Additional Elves*
Roll on d30	1	2	3	4	5	nil (none)	
	6	7	8	9	10	+1 elf as F:2	
	11	12	13	14	15	+1 elf as F:3	
	16	17	18	19	20	+1 elf as F:3, +1 elf as MU:1	
	21	22	23	24	25	+1 elf as F:3, +1 elf as MU:2	
	26	27	28	29	30	+1 elf as F:4, +1 elf as MU:3	

* "F"=fighter; "MU"=magic-user; ".2"=2nd level; ".3"=3rd level

ELF3: ARMS, SHIELD, ARMOR, AND MOUNT

1s Digit: Arms/Shield

1	sword, bow/no shield
2	sword, spear/no shield
3	sword, spear/shield
4	sword/shield
5	sword, dagger/shield
6	two-handed sword*/no shield
7	spear/shield
8	spear, dagger/shield
9	bow/no shield
0	mace/shield

10s Digit: Armor/Mount

1-10	scale (leather)/no mount
11-20	ring (chain)/light horse
21-30	chain/light horse

* elves carrying two-handed swords will not be mounted

ADDITIONAL ELF-RELATED CHARTS & TABLES

Table	Volume	Page
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