d30 Goblin Encounters

GOB1: GOBLIN ENCOUNTER VARIATIONS

Roll	Group Background/Description
1	mercenaries: serving bugbears, protecting area from intruders (+1 bugbear in party)
2	mercenaries: serving bugbears, searching area for lost/hidden location (+1 bugbear in party)
3	mercenaries: serving bugbears, searching area for lost/hidden object (+1 bugbear in party)
4	mercenaries: serving hobgoblins, protecting area from intruders (+1 hobgoblin in party)
5	mercenaries: serving hobgoblins, searching area for lost/hidden location (+1 hobgoblin in party)
6	mercenaries: serving hobgoblins, searching area for lost/hidden object (+1 hobgoblin in party)
7	mercenaries: serving orcs, protecting area from intruders (+1 orc in party)
8	mercenaries: serving orcs, searching area for lost/hidden location (+1 orc in party)
9	mercenaries: serving orcs, searching area for lost/hidden object (+1 orc in party)
10	mercenaries: serving evil NPC, protecting area from intruders (1-in-10 chance NPC in party)
11	mercenaries: serving evil NPC, searching area for lost/hidden location (1-in-10 chance NPC in party)
12	mercenaries: serving evil NPC, searching area for lost/hidden object (1-in-10 chance NPC in party)
13	mining minions: roll 1d30 [**odd**=en route from home to mine; **even**=en route from mine to home]
14	nomads: seeking new home after depleting resources in former location
15	soldiers: en route home from battle
16	soldiers: en route to battle location
17	soldiers: seeking to expand territorial area (1-in-2 chance = turf war with dwarves)
18	soldiers: preparing defenses to protect area from intruders (e.g., rocks that may be tumbled, etc.)
19	tribal unit/thugs: bandits (seeking loot, but killing as opportunity arises)
20	tribal unit/thugs: defacing location of dwarvish significance
21	tribal unit/thugs: defacing location of gnomish significance
22	tribal unit/thugs: fleeing from nearby monster lair
23	tribal unit/thugs: fleeing from nearby human/humanoid encounter gone badly
24	tribal unit/thugs: on patrol for nearby goblin stronghold
25	tribal unit/thugs: en route home from looting/pillaging nearby settlement
26	tribal unit/thugs: en route to loot/pillage nearby settlement
27	tribal unit/thugs: seeking food (particularly of the human/demi-human kind)
28	tribal unit/thugs: seeking slaves
29	tribal unit/thugs: seeking victims for pleasure killing (but stealing as opportunity arises)
30	tribal unit/thugs: following treasure map at behest of king (looking for hidden horde)

GOB2: NUMBER APPEARING

	Number of Goblins				Addt'l Leader/Assistants*
1	2	3	4	5	led by goblin with highest hp
6	7	8	9	10	+1 leader
11	12	13	14	15	+1 leader, +1 assistant
16	17	18	19	20	+1 leader, +2 assistants
21	22	23	24	25	+1 leader, +3 assistants
26	27	28	29	30	+1 leader, +4 assistants

Roll on d30

* leader and assistants fight/save as 1HD monster w/ 7 hp;
  2-in-3 chance leader/assistants are mounted (dire wolf);
  if others are mounted (per **GOB3**), leader will always be mounted

GOB3: ARMS, SHIELD, AND MOUNT

1s Digit: Arms		10s Digit: Shield/Mount	
1	short sword, military pick	**1-10**	no shield/no mount
2	short sword, sling	**11-20**	shield/no mount
3	short sword, spear	**21-30**	shield/dire wolf*
4	short sword		
5	sling		
6	morning star		
7	morning star, sling		
8	spear		
9	spear, sling		
0	hand axe, sling		

* only 10% of goblin force will be mounted