



# d30 Wizard Encounters

## WIZ1: EXPERTISE

Roll	Specialty
1	alchemy
2	charm (mental)
3	clairsentience
4	conjuring
5	control (physical)*
6	defensive magic
7	divination/knowledge
8	elementals, air
9	elementals, earth
10	elementals, fire
11	elementals, water
12	energy manipulation
13	illusions
14	invisibility
15	invocation
16	languages/linguistics
17	lightness/darkness
18	memory manipulation
19	mimicry
20	mind control
21	nature
22	necromancy
23	planar magic
24	prismatic magic
25	sound/sonic magic
26	summoning
27	telekinetics
28	telepathy
29	transmutational
30	vision/sight

## WIZ2: FACIAL HAIR & HAIRSTYLE

Roll on d30	Facial Hair					Hairstyle
	None	Full Beard	Van Dyke	Moustache Only	Mutton Chops*	
1	2	3	4	5	full head of short hair	
6	7	8	9	10	full head of long/thick hair	
11	12	13	14	15	long hair, receding hairline	
16	17	18	19	20	short hair, receding hairline	
21	22	23	24	25	balding with long hair in back	
26	27	28	29	30	balding with pony tail in back	

\* roll 1d3 [1-2=with moustache; 3=without]

## WIZ3: CLOTHING COLOR & STYLE

1s Digit: Color*	10s Digit: Style
1 black	1-10 cloak w/ hood; 1-in-3 chance = + skull cap
2 red	
3 yellow	11-20 cloak w/ cowl; 1-in-3 chance = + hat
4 orange	
5 dark gray	21-30 tunic w/ leggings; 1-in-3 chance = + misc. cap/hat
6 light gray	
7 blue	
8 purple/violet	
9 green	
0 white	

\* optional: roll 1d3 [1=deep/dark, 2=muted/dull, 3=intense/bright]

## WIZ4: FAMILIAR

Roll Familiar	
1	bat
2	cat
3	chameleon
4	crow
5	dog
6	ferret
7	fox
8	frog
9	goshawk
10	hawk
11	hedgehog
12	lizard
13	mongoose
14	monkey
15	mouse
16	osprey
17	otter
18	owl
19	quasit
20	rabbit
21	rarrot
22	rat
23	raven
24	skunk
25	snake
26	spider
27	squirrel
28	toad
29	turtle
30	weasel

## WIZ5: WIZARD ENCOUNTER VARIATIONS

Roll	Specialty
1	escorting halflings on important mission
2	lost/separated from rest of adventuring party
3	roaming in search of adventuring party to join
4	seeking extraordinary steed* to be trained
5	seeking ingredients: for potion/salve
6	seeking ingredients: for scroll-writing ink
7	seeking ingredients: for standard spellcasting
8	seeking ingredients: quill type for scroll
9	seeking lost familiar
10	seeking lost/legendary magical item
11	seeking lost/legendary magical location
12	seeking reclusive wizard to learn magic secrets
13	seeking specific creature to acquire ingredients
14	seeking specific creature to acquire knowledge
15	seeking specific creature to slay to break spell
16	seeking specific creature to slay to prove worth
17	smuggling illegal ingredients
18	smuggling magically forged documents
19	tracking nemesis to kill/vanquish them
20	transporting important magical item/tome
21	traveling to location of magical significance
22	traveling to location to dispel enchantment
23	traveling to location to extort "protection" money
24	traveling to location to lend magical protection
25	traveling to market to sell (minor) magic items
26	traveling to market to sell potions
27	traveling to market to sell scrolls
28	traveling to procure high-quality vellum/paper
29	traveling to sit on wizard's council (for trial)
30	traveling to visit elder wizard for training

\* e.g., a hippogriff or pegasus