



d30 Dwarf Encounters

DWA1: DWARF ENCOUNTER VARIATIONS

Roll Group Background/Description

1	adventurers: answering "call for heroes" (to specific destination/location)
2	adventurers: on assignment, investigating strange phenomenon
3	adventurers: on quest to recover lost/stolen item
4	adventurers: on rescue mission
5	adventurers: seeking assignments
6	adventurers: seeking lost dungeon known to be in the area
7	adventurers: young, making name for themselves (wanderers/explorers)
8	bandits: under the influence of a curse that has affected their alignment/respect for the law
9	engineers/construction workers: heading home from recently-completed construction assignment
10	engineers/construction workers: recently hired, heading to construction location to begin work
11	engineers/siege craftsmen: heading to join military unit
12	engineers/siege craftsmen: heading home from war
13	escorts: delivering a consignment of goods; roll 1d5 [1=gems; 2=weapons; 3=armor; 4=tools; 5=crafts]
14	escorts: delivering a load of raw ore; roll 1d30 [1-10=copper; 11-19=tin; 20-26=lead; 27-30=silver]
15	escorts: delivering a prisoner to answer for crimes (NPC prisoner not included in number appearing)
16	escorts: delivering an item of importance to a key location
17	escorts: escorting an NPC of importance to destination (NPC not included in number appearing)
18	mercenaries: guarding area against trespassers; roll 1d30 [odd=don't know why; even=do know why]
19	mercenaries: protecting travelers from trouble in area; roll 1d3 [1=bandits; 2=monsters; 3=humanoids]
20	merchants: moving goods
21	military unit: headed to join larger unit as reinforcements
22	military unit: headed to relieve another unit protecting a key location
23	military unit: patrol for nearby dwarven stronghold
24	military unit: seeking key NPC(s); roll 1d30 [odd=escaped prisoner; even=deserters]
25	military unit: survivors of battle lost, searching for other survivors; roll 1d2 [odd=lost; even=won]
26	military unit: survivors of battle, heading home; roll 1d30 [odd=lost; even=won]
27	miners: displaced (old mine depleted), searching for work (migratory)
28	miners: recently hired, heading to location of new mine
29	religious group: pilgrims; roll 1d30 [odd=heading to site; even=heading from site]
30	religious group: seeking answers/knowledge from dwarven mystic/seer

DWA2: NUMBER APPEARING

		Number of (1HD) Dwarves					Additional Dwarf Leader
Roll on d30	1	2	3	4	5	nil (none)	
	6	7	8	9	10	+1 2nd level dwarf (fighter)	
	11	12	13	14	15	+1 3rd level dwarf (fighter)	
	16	17	18	19	20	+1 4th level dwarf (fighter)	
	21	22	23	24	25	+1 5th level dwarf (fighter)	
	26	27	28	29	30	+1 6th level dwarf (fighter)	

DWA3: ARMS, SHIELD, ARMOR, AND MOUNT

1s Digit: Arms/Shield	10s Digit: Armor/Mount
1 short light, crossbow/no shield	1-10 chain/mule
2 sword, pole arm*/no shield	11-20 chain/no mount
3 sword, spear/shield	21-30 plate/no mount
4 sword, spear, dagger/shield	
5 axe, heavy crossbow/no shield	
6 axe, hammer/shield	
7 axe, hammer, dagger/shield	
8 axe, mace/shield	
9 axe, sword/shield	
0 hammer, pick/shield	

* dwarves carrying pole arms will not be mounted

ADDITIONAL DWARF-RELATED CHARTS & TABLES

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NPC Language Determination	d30 SBC	p.49
NPC Occupations	d30 SBC	p.42
Quick Ability Score Generation	d30 SBC	p.39
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