



# d30 Bandit Encounters

## BAN1: BANDIT ENCOUNTER VARIATIONS

### Roll Group Background/Description

- 1** entire group is addicted to opium-like drug (all proceeds go to feeding addiction)
- 2** entire group is bathed in some sort of sweet smoky smell (-1 penalty on attempts to surprise)
- 3** entire group is drenched in overwhelming stench of body odor (-2 penalty on attempts to surprise)
- 4** entire group is illiterate—possess several treasure maps but unable to read them
- 5** entire group is tattooed and branded (higher level NPCs bear more elaborate tattoos in greater number)
- 6** entire group is under influence of PCP-like hallucinogen (+1 damage due to STR, speak in gibberish)
- 7** entire group is under the spell of a magic-user (to whom all proceeds are given)
- 8** entire group is well-mannered and well-spoken (particularly for bandits)
- 9** entire group paints their faces to resemble human skulls (-1 to morale of PCs' henchmen)
- 10** everything done by the group is in the name of their deity (invoke his/her name during attacks)
- 11** group composed of cult members (proceeds fund miscellaneous cult activities)
- 12** group composed entirely of females
- 13** group composed entirely of military deserters
- 14** group composed of extended family [roll 1d2: 1=patriarchy; 2=matriarchy]
- 15** group composed of low-level novice thieves gaining experience at guild's direction
- 16** group composed of lycanthropes (only able to turn during full moon)
- 17** group composed of migratory bandits from distant/exotic locale
- 18** group composed of older thieves of relatively low level (especially for their age)
- 19** group composed of unrelated males and females that think of themselves as a "family"
- 20** group is in territorial dispute with another group of bandits (50% chance other group attacks soon after)
- 21** group is working for corrupt local lord
- 22** group robs from the rich and gives to the poor
- 23** group was recently robbed by stronger group of bandits (possess no treasure, no magic items/weapons)
- 24** group's number includes former female captive that has since become empathetic to her captors
- 25** group's number includes relative of one of the PCs that was long thought missing
- 26** in-fighting between two strong-willed individuals threatens to divide the group
- 27** member of group was polymorphed (humanoid appearance, treated as lesser member of group)
- 28** members of group are actually freedom fighters raising funds to build an army
- 29** members of group are bounty hunters that rob only out of opportunity
- 30** members of group are sadistic, take prisoners and subject them to elongated torture before killing them

## BAN2: ARMS, SHIELD, ARMOR, AND MOUNT

### 1s Digit: Arms/Shield

### 10s Digit: Armor/Mount

- |  |                                  |
|--|----------------------------------|
| <b>1</b> short bow/no shield           | <b>1-10</b> leather/no mount     |
| <b>2</b> light crossbow/no shield      | <b>11-20</b> leather/light horse |
| <b>3</b> pole arm*/no shield           | <b>21-30</b> chain/medium horse  |
| <b>4</b> spear/no shield               |                                  |
| <b>5</b> sword/no shield               |                                  |
| <b>6</b> sword/shield                  |                                  |
| <b>7</b> sword, darts/shield           |                                  |
| <b>8</b> sword, dagger/shield          |                                  |
| <b>9</b> sword, poisoned darts/shield  |                                  |
| <b>0</b> sword, poisoned dagger/shield |                                  |

\* bandits carrying pole arms will not be mounted

## BAN2: LAIR

### 1s Digit: Type

### 10s Digit: Size

- |   |                     |
|---|---------------------|
| <b>1</b> abandoned/ruined temple                            | <b>1-10</b> small   |
| <b>2</b> camouflaged/hidden keep/fortress                   | <b>11-20</b> medium |
| <b>3</b> rocky cave/cavern complex                          | <b>21-30</b> large  |
| <b>4</b> inconsequential building in established settlement |                     |
| <b>5</b> lost/forgotten settlement                          |                     |
| <b>6</b> nomadic camp (tents)                               |                     |
| <b>7</b> re-purposed crypt/tomb                             |                     |
| <b>8</b> ruins of keep/fortress                             |                     |
| <b>9</b> underground cave/cavern complex                    |                     |
| <b>0</b> underground dungeon complex                        |                     |