



# d30 Elf Encounters

## ELF1: ELF ENCOUNTER VARIATIONS

### Roll Group Background/Description

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

## ELF2: NUMBER APPEARING

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

<b>1s Digit: Arms/Shield</b>	<b>10s Digit: Armor/Mount</b>
<b>1</b> sword, bow/no shield	<b>1-10</b> scale (leather)/no mount
<b>2</b> sword, spear/no shield	<b>11-20</b> ring (chain)/light horse
<b>3</b> sword, spear/shield	<b>21-30</b> chain/light horse
<b>4</b> sword/shield	
<b>5</b> sword, dagger/shield	
<b>6</b> two-handed sword*/no shield	
<b>7</b> spear/shield	
<b>8</b> spear, dagger/shield	
<b>9</b> bow/no shield	
<b>0</b> mace/shield	

\* elves carrying two-handed swords will not be mounted

## ADDITIONAL ELF-RELATED CHARTS & TABLES

Table	Volume	Page
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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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