



# d30 Orc Encounters

## ORC1: ORC ENCOUNTER VARIATIONS

Roll	Group Background/Description
1	bullying/taunting goblins among their own number/group
2	digging a series of pits at the chief's request (unsure why)
3	disgruntled tribe members planning a coup*
4	escaped orc slaves organizing a larger rebellion
5	hunting elk (orcs from nearby wilderness village)
6	hunting group of elves heard/known to be in area (using wolves)
7	in skirmish with group from different tribe
8	largest orc taunting the weakling(s) in his group
9	mercenaries: serving evil lord, protecting area from intruders
10	mercenaries: serving evil lord, seeking lost/hidden location
11	mercenaries: serving evil lord, seeking lost/hidden object
12	mercenaries: serving evil priest, protecting area from intruders
13	mercenaries: serving evil priest, seeking lost/hidden location
14	mercenaries: serving evil priest, seeking lost/hidden object
15	mercenaries: serving evil wizard, protecting area from intruders
16	mercenaries: serving evil wizard, seeking lost/hidden location
17	mercenaries: serving evil wizard, seeking lost/hidden object
18	military exercises (preparing for war, though none is imminent)
19	mining workers: en route to home from mine
20	mining workers: en route to mine from home
21	offering sacrifice to "One-Eye" (whose name is not spoken aloud)
22	posting poorly executed signs (in orcish) warning trespassers
23	representatives from different tribes discussing working together
24	soldiers/mercenaries: en route home from battle
25	soldiers/mercenaries: en route to battle location
26	soldiers: seeking to expand territorial area
27	transporting captured major elvish NPC to tribal leader
28	transporting captured slaves (1-in-3 chance slaves=halflings)
29	transporting female orcs captured from different tribe
30	transporting iron ore to be forged in orc settlement

\* an orcish coup is little more than a well-timed/well-executed attack

## ORC2: TRIBE NAME

Roll Part 1	Roll Part 2		
1	angry	1	axe
2	baneful	2	bane
3	beastly	3	blade
4	biting	4	blister
5	bloody	5	bone
6	broken	6	brand
7	dark	7	claw
8	dirty	8	dagger
9	dripping	9	darkness
10	evil	10	eye
11	filthy	11	fang
12	foul	12	flame
13	grisly	13	hammer
14	hideous	14	hand
15	leprous	15	head
16	mangled	16	iron
17	nasty	17	maw
18	obscene	18	moon
19	oozing	19	night
20	poisonous	20	rune
21	rotten	21	saw
22	rotting	22	shadow
23	spiteful	23	shank
24	spoiled	24	skewer
25	starving	25	skull
26	stinking	26	spear
27	vicious	27	spike
28	vile	28	steel
29	vulgar	29	thunder
30	wicked	30	tooth

## ORC3: NUMBER APPEARING

Roll on d30	Number of Orcs					Add'l Leader/Assistants*
	1	2	3	4	5	
	6	7	8	9	10	led by orc with highest hp
	11	12	13	14	15	power struggle for leadership
	16	17	18	19	20	+1 leader
	21	22	23	24	25	+1 leader, +1 assistant
	26	27	28	29	30	+1 leader, +2 assistants
						+1 leader, +3 assistants

\* leader and assistants will always have 8 hp;  
2-in-3 chance leader/assistants are mounted (dire wolf);  
if others are mounted (per ORC4), leader will always be mounted

## ORC4: ARMS, SHIELD, AND MOUNT

1s Digit: Arms	10s Digit: Shield/Mount		
1	sword, flail	1-10	no shield/no mount
2	sword, spear	11-20	shield/no mount
3	axe, spear	21-30	shield/dire wolf**
4	axe, pole arm*		
5	axe, crossbow		
6	axe, bow		
7	sword, battleaxe*		
8	spear		
9	axe		
0	polearm*		

\* orcs carrying pole arms, crossbows, or battle axes will not have shields

\*\* 1/3 of group with highest hp will be mounted; others unmounted