

# CRYPT

1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 20  
1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 3+  
1 check / grave or coffin opened: Roll 1-D20 -- Roll needed for encounter: 5+

## %Roll: Encounter types:

01-02: Character

03-12: Dead

13: Jahtha

14: Jahthein

15-19: Organic

20-21: Race

22: Secrets in the Wilderness

23-00: Undead