

DUNGEON

1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 13+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 3+

%Roll: Encounter types:

01-09: Animated

10-14: Bat

15-16: Character

17-18: Dog, War

19-27: Gargoyle

28: Jahtha

29-30: Jahthein

31-39: Lizardman

40-41: Medusa

42-51: Minotaur

52-61: Organic

62-63: Race

64-72: Remoriz

73-77: Scorpion, Poisonous, Giant

78: Secrets in the Wilderness

79-83: Serpentine

84-91: Snake

92-00: Spider