

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