

TOMB

1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 11+
1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 4+

%Roll: Encounter types:

01-02: Character

03-12: Dead

13: Jahtha

14-15: Jahthein

16-25: Organic

26-27: Race

28: Secrets in the Wilderness

29-00: Undead