

LABYRINTH

1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 12+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 2+

%Roll: Encounter types:

01-09: Animated

10-14: Bat

15-16: Character

17-18: Dog, War

19-28: Gargoyle

29: Jahtha

30-31: Jahthein

32-35: Korlich

36-45: Lizardman

46-48: Medusa

49-58: Minotaur

59-68: Organic

69-70: Race

71-79: Scorpion, Poisonous, Giant

80: Secrets in the Wilderness

81-90: Snake

91-00: Spider