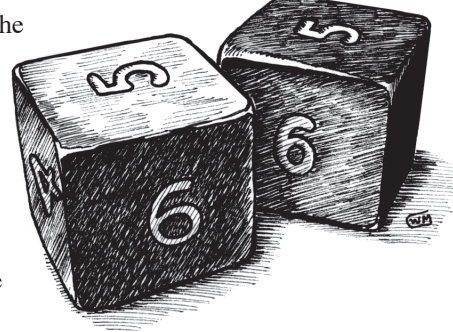## Random Stocking

The quick method of populating your labyrinth is the "random" method. This offers less scope for creativity – but if you make up your own random tables there is still plenty of room for originality.

To stock a labyrinth by the random method, you first draw your map (or use the one supplied with the game). You then number the rooms and begin to make your key. For each room, you roll dice and consult tables (like the ones shown below) to determine what, if anything, is found in that room. The tables given below are simple; you may make up your own and add as much complexity as you want.

The first roll determines the general contents of the room. If you get a beast, roll on the "beast" table, below, to see what kind; if you get a humanoid, consult the "humanoid" table, and so on. If you get a 15 or higher, you will roll two (or three) more times, and *all* those things will be in the room.

Room Contents – roll 3 dice	
3, 4	Treasure
5	Beast *and* treasure
6, 7	Beast
8	Looks empty but something is there, hidden or hiding. Roll again to see what. Don't tell the players unless they do the right thing, whatever it is, to find it, or to have it find them!
9, 10	Empty
11, 12	Humanoid
13, 14	Nuisance creature
15, 16	Roll twice more
17, 18	Roll 3 more times

Now use the following tables to determine exactly what kind of beast, humanoid(s), nuisance, or treasure is in the room.

| Treasure – roll 2 dice	
2	Gem worth 1,000 GP
3	Blur ring
4	Roll twice more
5	Copper pieces (5 dice × 10)
6	Copper pieces (3 dice)
7	Gold pieces (2 dice)
8	Gold pieces (4 dice)
9	Gold pieces (10 dice)
10	Healing potion (2 dice doses)
11	Magic sword: +2 on DX
12	Magic scroll (Any spell of IQ 14 or less; determine however you like)

Beasts – roll 2 dice	
2	Two sabertooth tigers
3	Roll twice more
4	Five wolves
5	Six giant snakes
6	One lion
7	One large venomous snake
8	Two great apes
9	Three wolves
10	One 4-hex dragon
11	Roll twice more
12	Two Kodiak bears

Humanoids – roll 2 dice	
2, 3	One wizard (40 points)
4	Two wizards (36 points each)
5	Two wizards (32 points each)
6	Two fighters and one wizard (32 points each)
7	Three fighters, one wizard (32 points each)
8	Two wizards, one fighter (32 points each)
9	Two fighters (32 points each)
10	Two fighters (36 points each)
11, 12	One fighter (40 points)

You may determine the exact ST, DX, and IQ of the fighters and wizards, as well as their weapons and/or spells, in any way you choose, as long as their attribute totals do not exceed the ones rolled up on the table. They don't have to be hostile if not attacked!
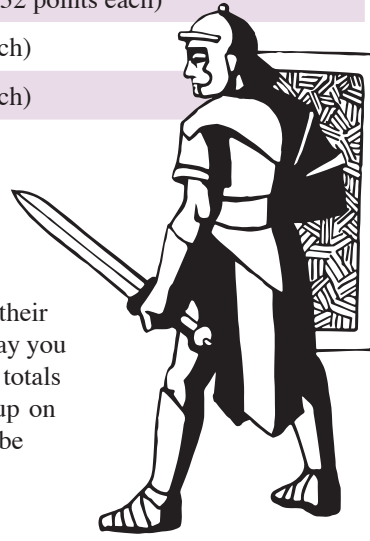
Nuisance Creatures – roll 1 die	
1	One green slime
2	20 rats
3	Foot-long scorpions (roll 1 die for how many)
4	Spiders (roll 5 dice for how many)
5	10 vampire bats
6	Three red slimes

Traps

After the rooms are populated, go back and roll to determine where *traps* are located and what kind they are. Roll for each door, and again for each *treasure* except for those carried on the person of a humanoid type. (*Note:* A human guarding 100 gold pieces will probably not have them in his pocket – but a human with a +2 magic sword or a mage with a magic scroll *will* have it in hand – and will use it on you if attacked.) Roll one die for each door or treasure. A door is booby-trapped on a roll of 1. A treasure is booby-trapped and concealed by using the following two tables.

Now determine the type of trap, and the way it is built and concealed, by using these tables.

Type of Trap – roll 2 dice	
2	Trap door into spiked pit (covers 2 hexes, does 4 dice damage; saving roll 4 dice on DX).
3	Giant crossbow (3 dice damage to person hit first; goes *through* and can hit a second person as well, doing 2 dice damage; saving roll 3 dice on DX).
4	Poison gas bomb (affects MH around hex where it explodes, does 2 dice damage to all in MH who breathe it). Saving roll 4 dice on DX to jump out of the gas cloud.
5	Sleep gas bomb. Puts all who breathe it to sleep for 10 minutes. Otherwise as above.
6	Three arrows. All fire at once into different hexes. Each does 1 die damage. Saving roll 3 dice on DX.
7	One arrow. Does 1 die damage to person hit. Saving roll 3 dice on DX.
8	Falling rocks. Affect 2 adjacent hexes; 2 dice damage to anyone hit. Saving roll 3 dice on DX.
9	Alarm. Loud bell will attract potential enemies from as far away as 13 megahexes.
10	Poison needle in lock. 1 die damage. Saving roll 4 dice on ST.
11	Grenade explodes. See *Gunpowder Bombs, ITL*, p. 125.
12	Petard explodes. And there was great lamentation. See *Gunpowder Bombs, ITL*, p. 125.

More Complex Tables

After you have played with these tables for a while, you will want to alter them for variety – or make up your own. The tables given here are very simple. Complicated tables might include:

Details on the humanoids encountered. You can have tables for friendliness, race, employment, talents, and so on. If you like, you can simply use the Character Generation Tables and work out *everything* about them randomly.

Different Types of Beasts. You can have separate tables for large, small, magical, or non-magical beasts – a separate table for the possibility of dragons – et cetera. There are many different kinds of nuisance monsters, too!

Detailed Tables for Treasure. Separate tables for money, gems, magical weapons, magical items, potions and materials for making them, and so on. *Hidden and Locked Doors* can also be determined randomly.

If your tables get very detailed, they will also probably be *long*. The tables given here use 1, 2, or 3 dice – but you can use 4, 5, 6, or more. Keep in mind: When you make up a table numbered 6-36, or so on, to use by rolling 6 dice, the numbers at the ends of the scale will come up *very* rarely. You can solve this problem two ways: either combine (for instance) 34, 35, and 36 into the same result, or let 6, 7, 35, and 36 be extremely far-out possibilities – like two dozen drunken orcs in a *friendly* mood, or an enchanted ring with three wishes!

This table gives two things: the skill with which the trap is hidden (that is, the number of dice a character must roll against IQ to see it) and the difficulty of disarming it (the number of dice that must be rolled against DX to disarm it). See the section on *Traps* for details.

Complexity of Trap – roll 1 die	
1	3 dice to see; 3 to disarm
2	4 dice to see; 4 to disarm
3	5 dice to see; 3 to disarm
4	4 dice to see; 5 to disarm
5	5 dice to see; 5 to disarm
6	4 dice to see; 6 to disarm