

# Stocking the Labyrinth

When exploring a dungeon – perhaps one created using the random drop table inside the lid of the *Legacy Edition* box – you may use this table, and the cards in this set, to quickly populate its chambers.

When the party enters a new room, toss one six-sided die onto this drop table and follow the tables it lands on. Or just look at the table and choose a result you like!



Make it your own. The GM is free to ignore or change any rule, situation, or die-roll result.

## Orc Fighter

- 1 – Draw one orc fighter and reduce its hits by 50%.
- 2 – Draw one orc fighter.
- 3 – Draw two orc fighters.
- 4 – Draw four orc fighters.
- 5 – Draw three orc fighters and one wizard. Roll a die. On an odd result, the wizard is a captive.
- 6 – Draw four orc fighters and one treasure card.

## Creatures

- 1 – Draw two creatures and select the weaker of the two.
- 2 – A battle! Draw one creature and one fighter.
- 3 – Draw two creatures and select the stronger of the two.
- 4 – As above, but there are  $1d3+1$  of the creature selected.
- 5 – Draw one creature.
- 6 – Battling creatures! Draw two creature cards.

## Unoccupied Chamber

- 1, 2 – A destroyed room. Roll 1d. On a 1, draw a treasure card.
- 3 – A well. Roll 1d. Odd: it's dry.
- 4 – A treasure room. Draw  $1d3+1$  treasure cards for this room. Draw the same number of creatures and place them in adjacent rooms (even those already explored).
- 5, 6 – A fire pit. Roll 1d. Odd: The fire is lit.

## More Empty Chambers

- 1, 2 – A cave-in. Terrain is rough, and any exits may be blocked.
- 3 – A shaft drops 20 feet to a pool of lava. Roll 1d: on a 6, lava erupts (treat as a molotail)!
- 4 – A shimmering magical gate in the floor leads to adventure... elsewhere.
- 5, 6 – An underground stream. Roll 1d: on a 5-6, the water is poisoned.

## Human Fighter

- 1, 2 – Draw one human fighter. The fighter has taken 1d hits of injury, and will be friendly if allowed.
- 3 – Draw one human fighter. They claim to be lost. Roll 1d: Odd, they will take any chance to steal treasure and flee. Even, they are honest.
- 4-6 – Draw one human fighter for each member of the party. They are hostile.

## Nuisance Creatures

- 1 – A green slime.
- 2 – 4d rats.
- 3 – 1d foot-long scorpions.
- 4 – 5d spiders.
- 5 – 4d vampire bats.
- 6 – 1 silver slime.

## Treasure

- 1 – Unguarded! Draw one treasure card and watch the party squabble.
- 2-5 – Guarded! Draw one creature and one treasure card!
- 6 – Guarded hoard! Draw one creature; there are 1d of that creature type protecting  $1d3+1$  random treasure cards. As always, feel free to select instead of rolling.

## New Level

- 1 – A slide leads down to the next level of the labyrinth. It will be challenging to climb back up.
- 2 – Stairs lead down one level.
- 3 – Winding stairs lead up one level.
- 4 – A shaft leads down 1d levels.
- 5 – A wooden ladder leads down one level; the rungs may not be safe.
- 6 – A spiral staircase leads one level up and one down.

## Wizard

- 1 – Draw one wizard; reduce hits by 50%.
- 2 – Draw one wizard.
- 3 – Draw one wizard and one fighter.
- 4 – Draw two wizards.
- 5 – Draw one wizard and 1d3 orc fighters (bodyguards).
- 6 – Draw one wizard. Give the wizard a 2d Powerstone and one treasure.

## Unfortunate Victim

- 1 – A local villager, guarded by a trained creature... draw one creature card!
- 2 – A wizard, chained to the wall and gagged. Friendly? Hostile? You choose.
- 3 – A captured merchant, guarded by three fighters. 1d chests are in the room; for each one, roll 1d. Odd: draw a treasure card.
- 4-6 – Draw three fighters. The third is a corpse, just killed by the first two.

## More Creatures

- 1 – A hurt creature. Draw one card and reduce its hits by 50%.
- 2 – Draw three creatures and select the weakest.
- 3, 4 – Draw two creatures and select the weaker.
- 5 – Draw one creature card; there are 1d3 of them.
- 6 – Draw two creatures and select the stronger.

## Trap

For the nature of the trap, roll 3d on the table on p. 73 of *ITL*.

- 1, 2 – The door leading into the room is trapped. Only 2/IQ to detect.
- 3-5 – The trap is triggered by a spot on the floor. 3/IQ to detect.
- 6 – The door leaving the room is trapped. 4/IQ to detect!

## Active Room

Who is here? Hostile or friendly? It's up to the GM!

- 1 – A shrine.
- 2 – A torture chamber.
- 3 – A guardroom.
- 4 – A laboratory.
- 5 – A prison cell.
- 6 – A library.

## Stench of Undeath

- 1 – 1d3 ghouls are eating a corpse.
- 2 – A mummified corpse in fine clothing is on display. Draw a treasure card. Is it just dead... or undead?
- 3 – 1d3 skeletons guard a door... to where?
- 4-5 – A robed body reanimates when disturbed. Draw a wizard.
- 6 – 2d+6 coffins are here. Roll 1d for each coffin... on a 1, it is occupied by an undead creature. Can you hear the moans?

## Corpse

- 1 – A dead fighter; the corpse has not been looted. Draw one fighter card.
- 2 – As above, but it's been looted.
- 3 – A dead creature. Draw one creature card.
- 4 – A dead creature. It has one random treasure.
- 5 – As 1, but draw two cards.
- 6 – A dead wizard. Draw a wizard and roll a die. Odd: The corpse has not been looted.

## Multiple Creatures

- 1 – Draw two creatures. The weaker of the two is in the room. After 1d turns, the other enters.
- 2-5 – Draw one creature card. Roll  $1d3+1$  to see how many of that creature type are in the room.
- 6 – Draw two creatures. The stronger of the two is in the room. After 1d turns, three of the weaker type enter.

## Hidden Exit

Roll 4/IQ to spot:

- 1, 2 – A hidden door on one wall.
- 3 – Webs on the ceiling hide a shaft and ladder.
- 4, 5 – A hidden trap door on one edge of the room leads to a lower level.
- 6 – A wall swings out to reveal a 1-hex treasure room. Roll on the *Treasure* table above.

If the die fails to land on a space, give the box a hearty shake and look again!

