

## RANDOM PITS & OCCUPANTS

**Table I: Pits**

d20	Type
1 - 12	Empty Pit
12 - 18	Occupied Pit (Table II)
19	Teleporting Pit
20	Bottomless Pit

**Table II: Occupied Pit**

d20	Occupant Result
1 - 7	Spikes*
8 - 13	Animal / Insect (Table III)
14	Teleporting Pit
15 - 18	Monster (Table IV)
19 - 20	Special (Table V)

\*40% are coated in poison.

**Table III: Animal / Insect**

d20	Animal / Insect Result
1 - 7	Snakes*
8 - 9	Lizards*
10 - 11	Giant Tick
12 - 14	Giant Snake*
15 - 17	Giant Weasels
18 - 20	Giant Centipedes

\*40% are venomous.

**Table IV: Monster**

d20	Monster Result
1 - 10	Jelly, Ooze, Mold, or Pudding, etc.
11 - 20	Roll on DM's wandering monster table

**Table V: Special**

d20	Special Result
1 - 8	Captured Merchant/Commoner (Table VI)
9 - 16	Captured NPC (Table VII)
17 - 20	Captured Monster (Make reaction roll if freed)

*These folks will be stripped of their gear 90% of the time.*

**Table VI Merchants/Commoners**

d12	Merchant/Commoner Result
1	Pipeweed Grower
2	Shipbuilder
3	Hunter
4	Beer Merchant
5	Sculptor
6	Fisherman
7	Locksmith
8	Tool Merchant
9	Weaponsmith
10	Wool Merchant
11	Farmer
12	Trapper

**Table VII: NPCs**

2d6	NPC Result
2 - 3	Elf
4 - 5	Dwarf
6 - 7	Fighter
8 - 9	Cleric
10 - 11	Magic-User
12	'Obbit