

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 referee'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	Farmer
4	Sake Merchant
5	Pilgrim
6	Fisherman
7	Logger
8	Tool Merchant
9	Weaponsmith
10	Silk Merchant
11	Farmer
12	Noble

Table VII: NPCs

2d6	NPC Result
2 - 4	Shugenja
5 - 7	Sohei
8 - 11	Bujin
12	Half-Ogre