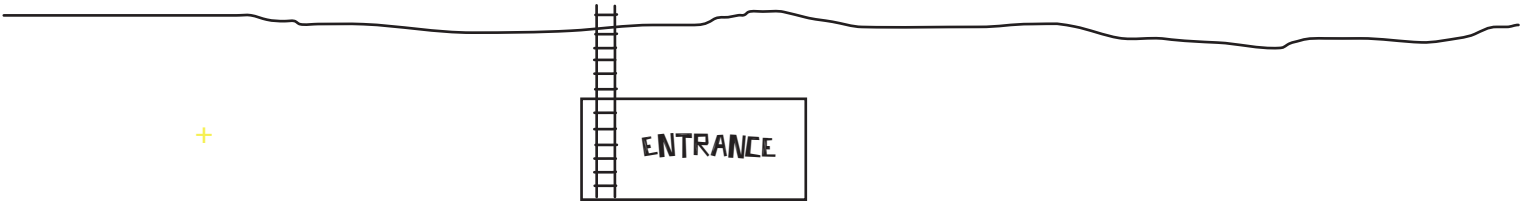## Navigating

11-16	Two exits leading from the room. Roll twice adding 10 to each result
21-22	Rope swing over crevasse DF7 Agile
23-24	Ledge around crevasse DF6 Agile
25-26	Bridge over crevasse
31-32	Corridor out
33-36	Rope leading down hole DF6 Tuff
41-44	Slide going down hole
45-52	Ladder leading down hole
53-66⁺	Staircase down

What do you Encounter?

11-13	Beasts
14-16	Serpents
21-23	Bugs
24-26	Enchanted

31-33	Dwellers
34-46	Object
51-63	Challenge
64-66	Trap

	DF	DM	#	MA
1	6	8	1	2
2	7	10	1	2
3	8	12	2	2
4	9	14	2	3
5	10	16	3	3
6	11	18	3	4

PARTY SIZE

Add a bonus to rolls on **this table only** to provide better encounter balance, to a maximum of 6.

👤👤👤	+1
👤👤👤👤	+2
👤👤👤👤👤	+3

ENTRANCE

⌐ **Stairs**   ⊞ **Ladder**   ♪ **Rope**   ↩ **Slide**   〜 **Crevasse**   ⌣ **Bridge**   ⌐⌐ **Ledge**   ▯ **Door** $ **Secret Door**

MONSTER	DF	DOOM TRACKER	MONSTER	DF	DOOM TRACKER