

Random Encounters

Random encounters around Krelgar Keep - from the south

d%	Event	Other information	3.5	Pathfinder
01-40	<i>Rainbow pattern</i> -based trap	The shifting patterns leave you feeling <i>confused</i> rather than <i>fascinated</i> .	CR 5; magic device; timed trigger; automatic reset; spell effect (<i>rainbow pattern</i> that causes illusory <i>confusion</i> , 7th level wizard, Will DC 16 negates); Search DC 29, Disable Device DC 29	Rainbow Pattern XP 1,600 Type spell; Perception DC 29; Disable Device DC 29; Trigger timed; Duration instantaneous Reset automatic (instant) Effect spell effects (<i>rainbow pattern</i> that causes illusory <i>confusion</i> , 7th level wizard; multiple targets (all creatures in 20-ft radius burst)
41-70	<i>Nightmare</i> -based trap	This induces a waking nightmare that leaves someone <i>feeble-minded</i> .	CR 6; magic device; timed trigger; automatic reset; spell effect (<i>nightmare</i> that causes illusory <i>feeblemind</i> , 9th level wizard, Will DC 17 negates); Search DC 30, Disable Device DC 30	Nightmare XP 2,400 Type spell; Perception DC 30; Disable Device DC 30; Trigger timed; Duration instantaneous Reset automatic (instant) Effect spell effects (<i>nightmare</i> that causes illusory <i>feeblemind</i> , 9th level wizard; one target (random creature in 20-ft.-radius burst)
71-90	<i>Mislead</i> -based trap	An image of an ancient mage appears to cast <i>symbol of fear</i> .	CR 7; magic device; timed trigger; automatic reset; spell effect (<i>mislead</i> that works like <i>symbol of persuasion</i> , 11th level wizard, Will DC 19 negates); Search DC 31, Disable Device DC 31	Mislead XP 3,200 Type spell; Perception DC 31; Disable Device DC 31; Trigger timed; Duration instantaneous Reset automatic (instant) Effect spell effects (<i>mislead</i> that works like <i>symbol of persuasion</i> , 11th level wizard; multiple targets (all creatures in 60-ft.-radius burst)
91-99	<i>Simulacrum</i> -based trap	Forms an image of the person that triggers it being horrifically killed, inducing <i>insanity</i> .	CR 8; magic device; timed trigger; automatic reset; spell effect (<i>simulacrum</i> that causes illusory <i>insanity</i> , 13th level wizard, Will DC 20 negates); Search DC 32 Disable Device DC 32	Simulacrum XP 4,800 Type spell; Perception DC 32; Disable Device DC 32; Trigger timed; Duration instantaneous Reset automatic (instant) Effect spell effects (<i>simulacrum</i> that causes illusory <i>insanity</i> , 13th level wizard; one target (random creature in 20-ft.-radius burst)
00	<i>Scintillating pattern</i> trap	If anyone is stunned and drops items, they randomly trigger 1d3 of the other traps.	CR 9; magic device; timed trigger; automatic reset; spell effect (<i>scintillating pattern</i> , 15th level wizard, Will DC 22 negates); Search DC 33, Disable Device DC 33	Scintillating Pattern XP 6,400 Type spell; Perception DC 33; Disable Device DC 33; Trigger timed; Duration instantaneous Reset automatic (instant) Effect spell effects (<i>scintillating pattern</i> , 15th level wizard; multiple targets (all creatures in 20-ft.-radius burst)

Random encounters around Krelgar Keep - from the west

d%	Item	Other information
01-40	Fouled piece of weaponry	If handled, Fort DC 13 prevents <i>shakes</i> Contact; 1 days; 1d8 Dex
41-70	Repairable simple or light weapon	01-40 Simple Light; 41-70 Simple 1-handed; 71-90 Martial Light; 91-00 Martial 1-handed (5 in total)
71-90	2 Allips (once only)	One Klavek and one Vikmordere; they suspend their fight to face down the PCs.
71-90	2 Allips (once only)	One Klavek and one Vikmordere; they suspend their fight to face down the PCs
91-99	Battlegrave flesh golem (CR 6)	Rises from a mass grave but cannot move (it has both reduced Dex and Str). Only one exists.

Random Encounters

Random encounters around Krelgar Keep - from the north

d%	Item	Other information	3.5	Pathfinder
01-30	Rusted, pitted, flattened camp item	If handled, Fort DC 15 prevents rust finger. <i>Injury; 1d2 days; Damage 1d4 Dex, 1d2 Cha;</i>	N/A	N/A
31-55	Repairable simple melee weapon	Roll % dice: 01-45 Light; 46-80 One-handed; 80-00 Two-handed (5 in total)	N/A	N/A
56-75	Huge spider (once only)	Spot/Perception DC 20 to notice there is a House Gullion mark on its back.	Huge monstrous spider	Ogre spider
76-90	4 Vikmordere warriors (once only)	Scavengers that will fight until two are killed (after which they flee).	Vikmordere warriors	Vikmordere warriors
91-99	Spectre (once only)	Undead Klavek warrior intent on "slaying all the enemy!"	Spectre	Spectre
00	Vikmordere marker	Triggers a <i>word of chaos trap</i>	CR 8 ; magic device; proximity trigger (<i>detect law</i>); <i>automatic reset</i> ; <i>spell effect (word of chaos, 13th-level cleric)</i> ; Search DC 32; <i>Disable Device</i> DC 32	Word of Chaos XP 4,800 Type spell; Perception DC 32; Disable Device DC 32 Trigger proximity ; Duration instantaneous Reset automatic (10 minutes) Effect spell effects (<i>detect law and word of chaos, 13th level cleric</i>); <i>multiple targets (all lawful creatures in 40-ft.-radius burst)</i>

Random encounters between Krelgar Keep and Embla

Creature	Within 1 mile of Holoth (%)	Deep in the Underworld (%)	Within 1 mile of Embla (%)
Centipede Swarm	01-30	01-15	01-40
Darkmantle	31-50	16-30	41-55
Delver	51-55	41-55	56-60
Destrachen	56-65	56-60	61-70
Gray Ooze	66-80	61-90	71-85
Lurker Above	81-00	91-00	86-00

Random Encounters

Underworld Encounter/Event Table between Embla and Holoth

d%	Cave Type	Features	Formations	Material of caves and tunnels	Cause of caves	Monsters or Humanoids	Conditions
01-05	Dead	Bedding plane	Flowstones	Packed dirt	Carbonic acid	Bat Swarm	Below freezing
06-10	Live	Faults	Stalactites	Limestone	Sulphuric acid	Centipede Swarm	Freezing
11-15	Ossuary	Joints	Stalagmites	Chalk	Lava	Colossal Monstrous Centipede	Very Cold
16-20	Animal pen	Cracks	Helictites	Dolomite	Waves	Fungal Crawler	Cold
21-25	Epigenic (surface cave)	Karst (rough limestone country)	Soda straws	Marble	Flowing stream	Phycomid	Cold and wet
26-30	Hypogenic (deep cave)	Gallery	Columns	Salt	Aeolian (wind)	Roper	Wet
31-35	Plutonic (heat formed)	Ley tunnel entrance	Steps	Gypsum	Glacial	Slime Mold	Cold and dry
36-40	Mazelike	Stream	Solid lava mounds	Lava	Fault fractures	Vegepygmy	Normal
41-45	Underground spring	River	Ice structures	Ice	Groundwater seepage	Black Pudding	Warm and dry
46-50	Dead end	Lake	Island on a lake	Packed sand	Hydrogen sulphide	Charda or Clawbat	Dry
51-55	Former sea cave	Sinkhole	Whirlpool in a sinkhole	Hardened mud	Unstable ground	Darkmantle	Warm and wet
56-60	Isolated chamber (no way in)	Drainhole	Oil seepage	Petrified wood	Unstable ceiling	Delver	Warm
61-65	Branchwork	Water table lines	Gem vein	Fungus colony	Meteor strike	Destrachan	Very warm
66-70	Angular network loops	Rock strata lines	Precious metal vein	Coral colony	Explosion	Drider	Hot
71-75	Braided passages	Rift caves	Iron pyrite vein	Sea kelp colony	Earthquake	Gibbering Moulder	Very hot
76-80	Spongework	Lava mold caves	Natural pit trap	Avalanche boulder piles	Contents teleported out	Gray Ooze	Hypothermic
81-85	Ramiform	Open vertical lava tunnel	Natural falling block trap	Sandstone	Spell	Lurker Above	Dehydrating
86-90	Pit caves	Tectonic plate fracture	Squeeze hole (small/smaller creatures)	Earthquake damaged structures	Creature	Mercane Merchant(s)	Fatiguing
91-95	Dead	Open lava	40ft+ climb to keep on path	Reclaimed dungeon	Fire	Exiled drow rogues/ warriors	Exhausting
96-00	Live	Steam geyser	40ft+ drop to keep on path	Magical underground carved clouds	Mining	Purple worm young or adults	Deeper darkness

Random Encounters

Fungi Forest - Random Flora Encounter Table

d%	Type of Mushroom	Common Name	Rarity
1-12	<i>Videre Spongos</i>	Twilight Caps	Common
13-24	<i>Fantafungi</i>	Peaceful Giant	Common
25-36	<i>Glaucan-Deporphus</i>	Glistening-Saucer	Common
37-47	<i>Scutum Boletus</i>	Shield Mushroom	Common
48-57	<i>Suffocatio</i>	Poisonpuff	Uncommon
58-67	<i>Kekel'ji</i>	Fountain of the Gods	Uncommon
68-77	<i>Audire Boletus</i>	The Funnel Fungi	Uncommon
78-85	<i>Sumulis-Tangrielis</i>	Meaty Mushroom	Rare
86-89	<i>Pizmutiaas</i>	Poison-Pods	Very Rare
90-93	<i>Mortem Diasporus</i>	Necroshroom	Very Rare
94-97	<i>Sangre-Tigre</i>	Tiger Blood	Very Rare
98-00	<i>Lunarae</i>	Moon Child	Legendary

Fungi Forest - Random Fauna Encounter Table

d%	Encounter	Number of Creatures / Duration	Location
1-5	Drow Trophy Hunters	Six Drow Assassins	Any
6-10	Drow Loggers	Six Drow Raiders	Fungi Forest, Jungle
11-18	Rift Flumphs	Colony (16)	Rift (Any)
19-28 roll again	Fungi Sweat	Detriment (1d4+2 minutes)	Any
29-38	Spore Clouds	Hazard (varies)	Any (Suffocation in the Rift)
39-46	Fungal_Ankhegs	Four (choose size)	Any
47-60	Mulch Crawlers	Pairs	Entrance from the Back Road (Any)
60-64	Shambling Mound	Four	Any
65-73	Colossal Centipede	Pair	The Rift
74-80	Vegepygmy	Three Dozen	Ruins of the Rift, The Rift
81-86	<i>Carnivorous Mushroom patch</i>	As the spell (CL 10th)	Fungi Forest
87-92	Myceloid Devotees	5-6	Ruins of the Rift
93-96	Magma Roc	Pairs	The Rift (Any)
97-100	Puffball (Floating Fungus)	Hazard (varies)	Any

Fungi Forest - Random Encounters in the Drow Region

d%	Creature(s) attracted
01-10	Young Ankheg
11-18	Standard Ankheg
19-24	Advanced Ankheg
25-34	Immature Bulette
35-42	Young Bulette
43-48	Standard Bulette
49-58	Standard Grick
59-66	Mature Grick
67-72	Advanced Grick
73-82	Immature Earthwyrms
83-90	Young Earthwyrms
91-96	Adult Earthwyrms
97-98	Titan Centipede
99-00	Magma Roc

Important References

Influences on Diplomacy Rolls when Releasing Slaves in Holoth

Predominant race is...	Dwarves	Humans	Others	Drow
Starts as....	Indifferent	Friendly	Indifferent	Unfriendly
Improves if... present in party	Dwarf, svirfneblin	Human, half-any, or paladin/good cleric	Own type or within 2 alignment steps	Same alignment
Bonus to roll per type	+3	+4	+3	+3
Worsens if... present in party	Drow, any NE aligned	Drow, any NE or CE aligned	Any more than 2 alignment steps apart	Gnome, dwarf, elf
Penalty per type	-2	-3	-1 per additional step	-1 (elf -6)
Retry penalty per failure	-2	-1	-3	-2

The Effects of the Flesh on the Demiplane of Venom if Eaten

d%	Visible effect	Time	Internal effect	Time	Fort DC for 1/2 time
01-30	Vomiting (60%) or diarrhea (40%)	1d2+1 hours	-1 Con	4 hours	25
31-55	Vomiting and diarrhea	2d2+2 hours	-2 Con	2d4+4 hours	28
56-75	Severe vomiting (60%) or diarrhea (40%)	6d4 hours	-1 Dex, -2 Con	1 day+2d6 hours	30
76-90	Severe vomiting and diarrhea	6d4+6 hours	-2 Dex, -2 Con, -1 Cha	1 day+8d3 hours	32
91-00	Poisoning	1d3+1 rounds	-1 Con per round	1d3+1 days	35
101-105	Severe poisoning	3d2+1 rounds	-1 Con (50%) or -1 Str (50%) per round	3d2+1 days	38
106-109	Seizures	2d6 minutes	-2 Dex, -2 Wis, -2 Cha	1d2+1 days	40
110-112	Severe seizures	5d12 minutes	-2 Dex, -2 Wis, -2 Cha	1d3+3 days	42
113-114	Brain damage	Permanent/1 week	-3 Int, -3 Wis	Permanent /1 week	45
115	Death	Instant	All to zero	N/A	50

Record of Items Returned to Makinnga

Name	Item	Item Description	Aura Strength	Seconds
Maelora	1			
(any time during the first 7	2			
rounds of the fight)	3			
Maelef	1			
	2			
	3			
Maroena	1			
	2			
	3			
Maltorya	1			
	2			
	3			
Gyloof	1			
	2			
	3			
Coranzan	1			
	2			
	3			
Sor	1			
	2			
	3			
Mathorn	1			
	2			
	3			
Gal	1			
	2			
	3			
Makinnga	1	robe of bones (if returned)	Moderate	
			Total number of seconds	



Important References

Crossing the Rope Bridges on the Demiplane of Venom

Total	Event on a failed Reflex save	Effect on the PC(s) on the bridge	Effect on the PC(s) who need to cross the bridge
01-25	A plank breaks off just as the PC moves forward and takes his weight off of it	Any PC on the bridge that still needs to make Reflex saves to get to the other side adds +5 to their rolls on this table if they fail	All following PCs crossing make an additional Reflex save when crossing this point, and add +5 to their rolls on this table if they fail
26-45	A plank breaks off just as the PC starts to move forward and begins to put his weight on it	Every PC on the bridge, including the one who has just broken the plank, makes an additional Reflex DC 15 save when crossing this point, and adds +5 to their rolls on this table if they fail	Every PC that needs to cross the bridge makes an additional Reflex DC 15 save at this point, and adds +5 to their rolls on this table if they fail
46-65	The bridge constantly sways in the perpetual light breeze, but a sudden wrong move by the PC increases the effect	The rocking increases the difficulty of any remaining Reflex saves to DC 25 for the next 1d4+4 minutes and adds +5 to rolls on this table for all PCs on the bridge if they fail a Reflex save	For all following PCs, the rocking increases the difficulty of Reflex saves to DC 25 for the next 1d4+4 minutes and adds +5 to the rolls on this table if the Reflex save is failed
66-80	A plank creaks, cracks, and crumbles away beneath your feet, but you have a moment to prepare	Anyone with a pack on their back, or sacks at their waist, has a cumulative 10% chance for every 10 lbs. of weight carried to become wedged between the planks and suspended for 1d6 rounds. Then the planks break and they plunge into the sea below	When crossing the point where the plank has crumbled away, PCs need to make an additional Reflex DC 20 roll. If failed, they add +10 to the roll on this table. On a natural 1, they instantly find themselves plunging into the sea below
81-95	A plank breaks and the PC starts to fall toward the Venom Sea below	Allow a single DC 20 Reflex save to catch oneself, dangling from the bridge. If over 100 lbs. of weight is carried in packs and sacks, the planks simply break immediately and the PC plunges into the Venom Sea. If less than 100 lbs, roll again on this table	When crossing the point where the plank has broken, PCs need to make a DC 22 Reflex save. If failed, they add +10 to the roll on this table. On a natural 1, they instantly find themselves plunging into the sea below
96-105	1d4+1 planks break and the PC starts to fall	PCs may catch themselves with a Reflex DC 25 save or else plunge into the sea below. The PC who makes the save may attempt to maneuver across the ropes using hand-over-hand tactics, or wait for another PC to pull them to safety (a dangerous move given the fragility of the planks)	When crossing the point where the planks have broken, PCs need to make a DC 25 Reflex save. If failed, they add +20 to the roll on this table. On a natural 1, they instantly find themselves plunging into the sea below. This applies if they attempt to rescue a PC hanging from the bridge
106-115	The ropes on the bridge have become worn over the years and begin to unravel	The PC must race across the bridge in 1d4+4 rounds or the entire bridge collapses into the sea (50%) or rips loose from only one side (50%) and dumps any PC who can't hold onto the damaged bridge (Reflex DC 28) into the sea while the planks of the bridge are suspended vertically	The remaining PCs must race across the bridge in 1d4+4 rounds or the entire bridge collapses into the sea (50%) or rips loose from only one side (50%) dumping PCs who can't hold onto the damaged bridge (Reflex DC 28) into the sea while the planks of the bridge are suspended vertically
116-120	The bridge begins to come apart at multiple points	The PC has 1d4+1 rounds to finish crossing or risk being dumped into the sea. A PC on the bridge may catch themselves with a DC 30 Reflex save and dangle from a rope if the bridge collapses	The remaining PCs have 1d4+1 rounds to cross or risk being dumped into the sea. Any PC on the bridge may catch themselves with a DC 30 Reflex save and dangle from a rope if the bridge collapses
121-123	There is a cracking sound from a point behind (75%) or ahead (25%) of the PC. The next round, the bridge snaps at that point	PCs have 1d4 rounds to cross or risk being dumped into the Venom Sea. PCs on the bridge may catch themselves with a DC 32 Reflex save and dangle from a rope	Remaining PCs have 1d4 rounds to cross or risk being dumped into the Venom Sea. PCs on the bridge may catch themselves with a Reflex DC 32 save and dangle from a rope
124-125	The bridge snaps in half in 1 round	Anyone crossing is dumped into the Venom Sea. PCs on the bridge may catch themselves with a Reflex DC 35 save and dangle from a rope	Remaining PCs are stranded on whichever side of the bridge they find themselves on

Important References

Events as the PCs Fight Matron Maelora

Rd	PCs's expected actions	Makinnga's allies' actions	The enemy's actions	Vidre's actions
1	The fight with the drow and creatures in this room begins.	All 5 undead are making their way towards this area.	Maelora's supporters all attack the PCs, as described in the entries for areas T32 and T33; Maelora concentrates on killing arcane magic users.	The vidre is climbing up the outside of the tower.
2	The fight continues and it may be now that Maelora becomes involved, as the PCs should recognize she is the one to distract.	All 5 undead are lurking outside this area in non-corporeal form.	The fight is taken to the PCs by each supporter; Maelora will move from arcane to divine magic users if all the former are dead.	The vidre continues its climb.
3	The fight continues.	The vampires appear; the first enters the <i>Vidrefacte</i> .	The fight continues; Maelora thinks the vampires are helping her.	The vidre continues its climb.
4	The fight continues.	The second vampire enters the <i>Vidrefacte</i> .	The fight continues; Maelora displays supreme confidence.	The vidre starts to pound against the side of the tower.
5	The fight continues.	Ucecarne and Venthori appear; Ucecarne enters the <i>Vidrefacte</i> ; <i>Venthori prevents Maelora from touching the Vidrefacte</i> .	The fight continues; Maelora recognizes Ucecarne and Venthori; Maelora turns towards the <i>Vidrefacte</i> and faces <i>Venthori</i> .	The vidre continues to break into the tower.
6	The PCs help stop Maelora reaching the <i>Vidrefacte</i> as well as fighting her supporters and creatures.	Tarankeerath appears; Venthori enters the <i>Vidrefacte</i> ; <i>Tarankeerath prevents Maelora from touching the Vidrefacte</i> .	The fight continues; Maelora now faces Tarankeerath.	The vidre continues to break into the tower.
7	The PCs continue to fight Maelora as well as her supporters.	Tarankeerath enters the <i>Vidrefacte</i> .	The fight continues; Maelora flies into a total rage and gives the PCs all her attention.	The vidre continues to break into the possibly-groaning tower.
8	The PCs continue to fight Maelora as well as her supporters.	—	The fight continues; Maelora flies into a total rage and gives the PCs all her attention.	The vidre continues to break into the possibly-groaning tower.
9	The PCs continue to fight Maelora as well as her supporters but become aware of the sounds coming from the tower.	—	The fight continues; Maelora flies into a total rage and gives the PCs all her attention, but becomes aware of the sounds coming from the tower.	The vidre is almost through into the possibly-groaning tower.
10	The PCs leave the area and begin their race to the door to escape the crumbling tower.	—	Maelora screams and heads for the door, leaving any remaining House Gullion supporters to their fate, unless the PCs prevent her; supporters fight or flee as the GM decides.	The vidre bursts into the tower to either fight to grab the <i>Vidrefacte</i> OR just grab the now - abandoned crystal.
11	The PCs race back down through the tower.	—	All House Gullion representatives that are still alive leave this area.	The vidre continues to fight or leaves as appropriate.

The Collapse of Tolgorith Tower - Danger Chart

Cat	Dangers (Exterior) with Save/Damage	Dangers (Interior) with Save/Damage
A	Cracks appear in the walls down the whole height of the exterior of the tower and the roof opens up.	Interior blocks fall from the ceiling; all are attacked by falling slabs, +12 melee, 2d6 damage.
B	Cracks begin to link from level to level of the exterior and the tower begins to lean; Reflex DC 30 or be thrown against the wall for 1d6 damage; movement reduced by one-quarter.	Interior floor cracks and parts fall 40 feet to next floor; Reflex DC 30 to evade and remain upright, DC 25 to evade but be prone; fail means a fall for 4d6 damage, movement reduced by one-quarter.
C	Exterior walls twist violently tossing PCs against them; Reflex DC 40 to catch oneself otherwise 2d6 damage and 30% chance of being stunned or dazed for 1d4 rounds if save failed.	Interior walls explode as pressure becomes too great; Reflex save DC 40 to shield oneself otherwise 2d6 damage and 30% chance of being stunned or dazed for 1d4 rounds if save failed.
D	Large chunk of exterior wall falls into the group hitting 1d4+1 PCs; 3d6 damage, Reflex DC 30 for half; 40% chance of being stunned or dazed for 1d6 rounds if save failed.	An entire interior wall collapses on 1d4+1 PCs; 3d6 damage, Reflex DC 30 for half; 30% chance of being stunned or dazed for 1d6 rounds if save failed.
E	Another 2 vdr climb into the tower from the exterior and challenge the PCs.	A group of House Gullion guards trying to escape down the same stairwell grapple with the PCs further delaying progress.
F	A blast of magical sonic energy from somewhere outside tears through the wall; 2d6 damage, Will DC 40 for half.	A blast of magical sonic energy from either above or below tears through the floor or ceiling; 2d6 damage, Will DC 40 for half.
G	Exterior wall breaks open spilling guards, others and parts of tower to the ground; Reflex DC 20 to avoid fall, 4d6 damage x current level of tower. Movement reduced by half.	Damage by release of energy from 3 magical traps; 2d6+3 damage from each, one each of Fortitude, Reflex and Will DC 22 for half damage from each. Movement reduced to half.
H	Most exterior walls fall into the tower onto ceiling of Level 2; 3d6 damage, Reflex DC 30 for half; 60% chance of being pinned for 1d3+2 rounds if save failed.	Debris from above floors now falling onto the ceiling of Level 2 with only Level 2 and below possible to be in; 3d6 damage, Reflex DC 30 for half; 60% chance of being pinned for 1d3+2 rounds if save failed.
I	All exterior walls collapse onto the ceiling of Level 1; 6d6 damage, Reflex DC 30 for half; Fortitude save DC 35 or movement reduced by three quarters due to dust inhalation.	All interior walls and floors collapse onto the ceiling of Level 1; 6d6 damage, Reflex DC 30 for half; Fortitude save DC 35 or movement reduced by three quarters due to dust inhalation.
J	All outer walls of Level 1 simultaneously collapse inwards; 8d6 damage, Reflex DC 25 for half.	All inner walls of Level 1 simultaneously collapse; 8d6 damage, Reflex DC 25 for half.
K	Exterior rubble falls into the dungeon and folds in on itself; 12d6 damage, Reflex DC 40 for half. Only a stalagmite remains at ground level	Interior rubble sucked into the dungeon; 12d6 damage, Reflex DC 40 for half. Only a stalagmite remains at ground level.

Time in seconds (rounds)	Tower	Level 5	Level 4	Level 3	Level 2	Level 1	Dungeon
01-12 (0-2)	A	A	A	A,F	A	A	A
13-24 (3,4)	A,B	A,B	A	A	A,F	A,F	A
25-36 (5,6)	B,C	B,A,C	A,B	A,B	A,B	A,F	A,F
37-48 (7,8)	C,D	B,C,A	B,A,C	A,C,G	B,A	A,B,D	A,F
49-60 (9,10)	C,D,E	C,D,A,F	D,C,F,A	F,C,G,A	C,D,A	C,F,D,A	A,C,F
61-72 (11,12)	D,F,C	F,D,G,A	A,F,E,G	G,D,F,A	C,G,D,A	D,C,G,A	F,C,A
73-84 (13,14)	G,F,D	G,F,D,A	F,G,D,A	F,G,A	G,F,E	F,G,D,A	F,G,C,A
85-96 (15,16)	H,G	H,D	H,G	H,C	C,D,G	G,C,F	F,G,C,A
97-108 (17,18)	I,F	I,F	I,F	I,F	I,F	A,B,D,G	F,G,C,A
109-120 (19,20)	J	-	-	-	-	J	G,F,D
121 onwards (21+)	K	-	-	-	-	-	K

- If there is only 1 letter in the box, the chance of it happening is 100%.
- If there are 2 letters in the box, the chance of each happening is 65%/35% in the order they are written.
- If there are 3 letters in the box, the chance of each happening is 45%/35%/20% in the order they are written.
- If there are 4 letters in the box, the chance of each happening is 40%/30%/20%/10% in the order they are written.
- If H is in the box, this will always happen, with a 20% chance for any other letter as well.
- If I is in the box, this will always happen, with a 15% chance for any other letter as well.