

Wastelands Sky

1-D4 checks / 24 hours: Roll 1-D20 -- Roll needed for encounter: 19+

Roll on “Encounter types” for the type of creature encountered. Then go to that specific creature and roll again.

[illegible]

Encounter types

%Roll: Encounter types:

01-05: Animated

06-10: Bat

11-15: Bird

16-17: Character (has ability, spell, or item to fly. See: "Characters, Random Determination of:")

18-19: Dead

20-24: Dragon

25-29: Dragonman, Acid

30-34: Elemental, Unicorn, Fire

35-39: Gargoyle

40-41: Jahtha

42-43: Jahthein

44-53: Nature

54-93: Race

94-95: Spellboar

96-98: Undead

99-00: Vahkrin

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Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Animated

%Roll: Animated breeds:

01-10: Dragon, Gem

11-22: Dragon, Granitarr

23-32: Dragon, Steel

33-50: Gargoyle, Marble

51-65: Gargoyle, Steel

66-80: Gargoyle, Stone

81-90: Myst

91-00: Witch, Silver

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%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Bat

%Roll: Bat breeds:

01-25: Acid

26-50: Catalyst

51-75: Fire

76-00: Vampire

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Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Bird

%Roll: Bird breeds:

01-50: Phoenix, Pyrran

51-00: Phoenix, White`Fire

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Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Dead

%Roll: Dead types:

01-12: Dithinoth

13-37: Spirit, Messenger

38-60: Spirit, Phantom

61-75: Spirit, Poltergeist

76-90: Spirit, Shade

91-00: Spirit, Shaman

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%Roll: creature breeds types:

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Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Dragon

%Roll: Dragon breeds:

01-15: Anti Magic

16-30: Deminaught

31-50: Electricity

51-75: Fire

76-90: Morgel

91-00: Mystic

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Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Dragonman

%Roll: Dragonman breeds:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

.....

Open

%Roll: creature breeds types:

[illegible]

Elemental

%Roll: Elemental types:

01-25: Living, Acid

26-50: Living, Air

51-75: Living, Fire

76-00: Unicorn, Fire

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%Roll: creature breeds types:

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Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Gargoyle

%Roll: Gargoyle breeds:

01-10: Imperial

11-00: Rune

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Nature

%Roll: Nature types:

01-98: Firefall Storm

99-00: Tornado

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Race

%Roll: Race types:

01-09: Ardenoth

10-18: Ardinnin

19-27: Gargoyle, Common

28-36: Gleighdor, Arian (Vulture)

37-44: Gleighdor, Karritch (Crow)

45-52: Gleighdor, Mashuri (Eagle)

53-60: Gleighdor, Sage (Owl)

61-68: Gleighdor, Shakra (Falcon)

69-76: Gleighdor, Shiim (Raven)

77-84: Gleighdor, Vijjarra (Hawk)

85-92: Mutant

93-00: ShapeChanger

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%Roll: creature breeds types:

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%Roll: creature breeds types:

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%Roll: creature breeds types:

[illegible]

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%Roll: creature breeds types:

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[illegible]

Open

%Roll: creature breeds types:

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