

Swamp 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.

Encounter types

%Roll: Encounter types:

01-05: Animated

06-30: Bat

31-35: Character (has ability, spell, or item to fly. See: "Characters, Random Determination of:")

36-37: Dead

38-52: Gargoyle

53-54: Jahtha

55-56: Jahtheim

57: Nature

58-97: Race

98-00: Undead

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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, Steel

11-30: Dragon, Stone

31-50: Gargoyle, Marble

51-60: Gargoyle, Steel

61-80: Gargoyle, Stone

81-90: Myst

91-00: Witch, Silver

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Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Bat

%Roll: Bat breeds:

01-20: Common

21-25: Darguhl's

26-90: Giant

91-00: Vampire

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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:

01-10: Dithinoth

11-40: Spirit, Messenger

41-55: Spirit, Phantom

56-70: Spirit, Poltergeist

71-85: Spirit, Shade

86-00: Spirit, Shaman

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Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

Open

%Roll: creature breeds types:

[illegible]

Gargoyle

%Roll: Gargoyle breeds:

01-50: Rokk

51-00: Rune

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Open

%Roll: creature breeds types:

[illegible]

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%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:

01-00: Tornado

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Undead

%Roll: Undead types:

01-10: Bird, Raven, Black

11-20: Dragonman, Moldering

21-30: Ethereal Veil

31-40: Fear`Shade

41-50: Morlokk

51-60: Murk Reaver

61-70: Vampire(ss)

71-80: Warlock/Witch

81-90: Wraith, Gothrin

91-00: Wraith, Greater

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Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]