

# Volcanic 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

06-15: Bat

16-18: Bird

19-23: Character (has ability, spell, or item to fly. See: "Characters, Random Determination of:")

24-25: Dead

26-30: Dragon

31-35: Dragonman

36-37: Elemental, Unicorn, Fire

38-39: Jahtha

40-41: Jahthein

42: Nature

43-94: Race

95-97: Spellboar

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:

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01-25: Dragon, Stone

26-55: Gargoyle, Marble

56-00: Gargoyle, Stone

## Open

%Roll: creature breeds types:

[illegible]

## Open

%Roll: creature breeds types:

[illegible]



## Open

%Roll: creature breeds types:

[illegible]

## Bat

%Roll: Bat breeds:

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01-20: Common

21-25: Darguhl's

## 26-40: Fire

41-90: Giant

91-00: Vampire

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## Open

%Roll: creature breeds types:

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## Open

%Roll: creature breeds types:

[illegible]

## Open

%Roll: creature breeds types:

[illegible]

# Bird

%Roll: Bird breeds:

01-50: Kyrokk

51-00: Phoenix, Pyrran

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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:

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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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## Open

%Roll: creature breeds types:

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## Open

%Roll: creature breeds types:

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## Open

%Roll: creature breeds types:

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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:

01-50: Acid

51-00: Air

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## Open

%Roll: creature breeds types:

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## Open

%Roll: creature breeds types:

[illegible]

## Open

%Roll: creature breeds types:

[illegible]

# Elemental

%Roll: Elemental 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]



## Open

%Roll: creature breeds types:

[illegible]

# Nature

%Roll: Nature types:

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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:

[illegible]

## Open

%Roll: creature breeds types:

[illegible]



## Open

%Roll: creature breeds types:

[illegible]

# Undead

%Roll: Undead types:

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01-25: Dragonman, Moldering

## 26-50: Murk Reaver

51-75: Wraith, Gothrin

76-00: Wraith, Greater

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%Roll: creature breeds types:

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Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]