

Seven Havens 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:

01-15: Animated

16-30: Bird, Phoenix, White`Fire

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

36-37: Dead

38-52: Dragon

53-67: Fairy

68-69: Jahtha

70-71: Jahthein

72: Nature

73-87: Race

88-00: 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 types:

01-20: Dragon, Gem

21-40: Dragon, Steel

41-60: Dragon, Stone

61-80: Dragonman, Mercury

81-00: Myst

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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:

.....

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]

Fairy

%Roll: Fairy breeds:

01-50: Alii Menehune

51-00: Gem Stone

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Insect

%Roll: Insect breeds:

.....

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:

.....

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Nature

%Roll: Nature types:

01-00: Tornado

[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]

Undead

%Roll: Undead types:

01-33: Balamur

34-67: Griffon Dead`Bone

68-00: Wraith, Dim`Fire

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]