Forest Sky, Dark

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.

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Encounter types

%Roll: Encounter types:

01-10: Animated
11-40: Bat
41-45: Character (has ability, spell, or item to fly. See: "Characters, Random Determination of:")
46-47: Dead
48-52: Dragon, Forest
53-54: Jahtha
55-56: Jahthein
57: Nature
58-95: Race
96-00: Undead

Animated

%Roll: Animated types:

01-20: Dragon, Steel

21-45: Dragon, Stone

46-00: Gargoyle, Marble

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Bat

%Roll: Bat breeds:

01-60: Common

61-90: Giant

91-00: Vampire

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Bird

%Roll: Bird breeds:

Dead

%Roll: Dead types:

01-95: Spirit, Messenger

96-00: Spirit, Phantom

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Dragon

%Roll: Dragon breeds:

Insect

%Roll: Insect breeds:

Jahtha

%Roll: Jahtha types:

01-33: Arial Anarias

34-67: Baxter

68-00: Ryagg

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Jahthein

%Roll: Jahthein types:

01-20: Herald, Dark

21-40: Herald, Light

41-60: Maligna

61-80: Revealer

81-00: Yoreman

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Nature

%Roll: Nature types:

01-00: Tornado

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Race

%Roll: Race types:

01-09: Ardenoth
10-18: Ardinnin
19-27: Gargoyle, Common
28-36: Gleighdor, Arikan (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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Undead

%Roll: Undead types:

01-33: Raven, Blood

34-67: Vampire(ss) (will have an ability, item, or spell, enabling flight)

68-00: Warlock/Witch (will have an ability, item, or spell, enabling flight)

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