

Plateau Sky

1-D4 checks / 24 hours: Roll 1-D20 -- Roll needed for encounter: 20

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

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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:

01-60: Common

61-00: Giant

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Bird

%Roll: Bird breeds:

01-15: Eagle, Common (10% chance of being domesticated)

16-20: Eagle, Giant (10% chance of being domesticated)

21-35: Falcon, Peregrine, Common (10% chance of being domesticated)

36-40: Falcon, Peregrine, Giant (10% chance of being domesticated)

41-55: Hawk, Common (10% chance of being domesticated)

56-60: Hawk, Giant (10% chance of being domesticated)

61-75: Owl, Great Horned, Common (10% chance of being domesticated)

76-80: Owl, Great Horned, Giant (10% chance of being domesticated)

81-95: Raven, Common (10% chance of being domesticated)

96-00: Raven, Giant (10% chance of being domesticated)

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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]

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:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Open

%Roll: creature breeds types:

[illegible]

Nature

%Roll: Nature types:

01-00: Tornado

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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]