

Sundered Skies™ Screen Inserts for the Customizable Game Master's Screen



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SUNDERED SKIES



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MISCELLANEOUS

ITEM RARITY

Rarity	Mod to Streetwise	Number Available
Very Common	Automatic success	1d6+6
Common	Automatic success	1d6
Uncommon	+0	1d3
Rare	-2	1d2
Very Rare	-4	1

GLOWMADNESS MODIFIER

Exposure	Modifier
Less than an hour	+2
1-6 hours	+1
7-12 hours	+0
13-18 hours	-1
19-22 hours	-2
23-24 hours	-4
25 hours	-8

SHIP TRAVEL TIME MODIFIERS

Mod	Circumstance
+2	Windsilk sails
+2	Character with the Wind Seeker Edge aboard
-2	Ship is rowed or winged
-4	Less than a quarter of the necessary crew
-2	Most of the crew has no Boating skill
-1	Crew has an average Boating skill of d4
+1	Crew has an average Boating skill of d8
+2	Crew has an average Boating skill of d10
+4	Crew has an average Boating skill of d12

NAVIGATION HAZARD

1d10	Effect	1d10	Effect
1-2	Water scarce	7	Collision: Thick
3	Food scarce	8	Lava strike
4	Collision: Sparse	9	Hazard: Windstorm
5	Fire	10	Hazard: Void Holes
6	Man overboard		

VOID HOLES

Card Suit	Spirit die
Club	d6
Diamond	d8
Heart	d10
Spade	d12
Joker	d4

ENCOUNTER LOCATION TABLE

Number	Departure	Void	Arrival
1	1	0	0
2	1	0	1
3	1	1	1
4	2	1	1
5	2	1	2
6	2	2	2
7	3	2	2
8	3	2	3
9	3	3	3
10	4	3	3

HAZARD SEVERITY

Card	Penalty	Fireplume	Icefall	Windstorm
2	-4	5d10	5d8	5d6
3-10	-2	4d10	4d8	4d6
Jack-Ace	+0	3d10	3d8	3d6
Joker	+2	3d10	3d8	3d6

SKYSHIP ENCOUNTERS

MERCHANT SKYSHIP TYPE

d20	Result
1-8	Trawler*
9-12	Frigate containing Goods level Salvage
13-15	Frigate containing Haul level Salvage
16-17	Modified Frigate containing Goods level Salvage
18-19	Frigate with escort; roll on Escort Table.
20	Convoy (1+1d6 Frigates with 1+1d4 escorts); roll on Escort Table for each escort.

ESCORT

d20	Escort Ship Type
1-7	Doppelganger ship
8-11	Sky Galley
12-17	Galleon
17-19	Sky Sloop
20	Council Ship

**This is a sky sloop. It has 1d10 sky harvesters (use sky sailor stats) on board and 2d6 x 20 cogs worth of skylers and other harvested foodstuffs.*

ORCISH WAR RAFTS

Card	Number of Ships	d20	Ship Type
Jack	2	1-6	Sky Sloop
Queen	3	7-10	Cloud Skiff
King	4	11-15	Frigate
Ace	5	16-18	Sky Galley
Joker	5 intact ships	19	Island Hopper
		20	Modified Frigate

DEATH BARGE CAPTAIN

d20	Result
1-5	Neophyte voider priest
6-20	Experienced voider priest *
<i>*Plus 1d2 apprentice neophyte voider priests.</i>	

MADNESS HULK TYPE

d20	Result
1-2	Cloud Skiff
3-6	Sky Sloop
7-12	Frigate
13-15	Modified Frigate
16-17	Doppelganger ship
18-19	Sky Galley.
20	Two ships encountered, roll twice

MADNESS HULK CREW

d20	Result
1-8	pirates
9-15	50% pirates, 50% blinded
16-19	50% pirates, 50% blinded + 1d6 ragers
20	50% pirates, 50% blinded + 1d6 ragers and 1d2 ogres

HELLISH SHIP TYPE

d20	Result
1-10	Frigate
11-12	Modified Frigate
13-15	Doppelganger ship
16-17	Galleon
18-19	Sky Galley
20	Two ships encountered, roll twice

PIRATE SHIP TYPE

d20	Result
1-6	Doppelganger Ship
7-10	Frigate
11-13	Modified Frigate
14-17	Sky Galley
19	Sky Sloop
20	Pirate Fleet (1d4+1 ships)

SALVAGE

RUINS

d20	Ruined location
1-10	Residential
11-12	Temple
13-15	Barracks
16	Fortress
17-18	Merchant district
19	Noble house
20	Library

SALVAGE DISCOVERED

d20	Salvage Discovered
1-6	Nothing
7-11	Junk
12-13	Goods
14-16	Haul
17	Junk +1 relic
18	Goods +1 relic
19	Haul +1 relic
20	Mother lode

RELICS: ARMOR

d20	Type
1-5	Leather
6-10	Chain
11-12	Corselet
13	Hide
14-15	Full Helm
16-18	Medium Shield
19-20	Large Shield

BONUS

d20	Type
1-10	Half weight
11-15	+1 Toughness or Parry (for shields)
16-20	+2 Toughness or Parry (for shields)

RELICS: MISSILE WPNS

d20	Type
1-5	Bow
6-10	Crossbow
11-12	Sling
13	Harpoon
14-16	Pistol
17-19	Musket
20	Blunderbuss

BONUS

d20	Type
1-10	+1 damage
11-14	+2 damage
15-16	+1 Shooting
17-18	+2 damage; +1 Shooting
19	Half weight
20	Double Range Brackets

RELICS

d20	Type
1-5	Armor
6-10	Melee Weapon
11-13	Ranged Weapon
14-15	Miscellaneous Item
16-20	Potion

RELICS: MELEE WEAPON

d20	Type
1	Hook
2	Dagger
3	Great Sword
4	Battle Axe
5	Short Sword
6	Ironwood Sword
7	Rapier
8	Axe
9-10	Long Sword
12	Great Axe
13	Flail
14	Warhammer
15	Maul
16	Spear
17	Staff
18	Halberd
19	Rib Blade
20	Stamp Hammer

BONUS

d20	Type
1-5	+1 damage
6-10	+2 damage; +1 Parry
11-15	+1 Parry; +1 Fighting
16-20	+2 damage; +1 Parry; +1 Fighting

SALVAGE

Salvage	Cargo	Value of Salvage	Relic
Mother Lode	4	1d10 x 500 cogs	100%
Haul	2	1d10 x 500 cogs	50%
Goods	1	1d10 x 100 cogs.	25%
Junk	1/2	1d10 x 10 cogs	1%

GEAR 1

ARMOR

Type	Armor	Weight*	Cost	Rarity	Notes
Personal					
Bronze breastplate	+3	20	400	U	Covers torso, see notes
Bronze vambraces	+3	5	200	U	Covers arms, see notes
Bronze greaves	+3	10	300	U	Covers legs, see notes
Coin Shirt	+2	20	200	U	Covers torso, see notes
Leather	+1	15	100	C	Covers torso, arms, legs
Elven Leather	+2	20	400/800	U/R	Covers torso, arms, legs
Chain hauberk (long coat)	+2	25	600	U	Covers torso, arms, legs
Hide	+1	15	75	VC	Covers torso, arms, legs
Parchment breastplate	+2	25	150	C	Covers torso
Plate breastplate	+3	25	800	VR	Covers torso
Plate vambraces	+3	10	400	VR	Covers arms
Plate greaves	+3	15	600	VR	Covers legs
Wooden breastplate	+2	20	300	C	Covers torso see notes
Wooden vambraces	+2	7	150	C	Covers arms, see notes
Wooden greaves	+2	10	250	C	Covers legs, see notes.
Parchment helm	+2	6	35	C	50% chance of protecting against headshot
Pot helm	+3	4	150	C	50% chance of protecting against headshot
Full helm (enclosed)	+3	8	300	U	Covers head
Wooden Helm	+2	4	75	U	50% chance of protecting against headshot
Shields					
Small shield (buckler)	—	8	50	C	+1 Parry
Medium shield	—	12	100	C	+1 Parry; +2 Armor to ranged shots hit
Large shield (Kite, Pavise)	—	20	400	U	+2 Parry; +2 Armor to ranged shots hit

**This is effective weight when worn. Most armor weighs quite a bit more when carried rather than worn.*

***Shields protect only against attacks from the front and left (assuming a right handed character).*

DEGRADABLE WEAPONS

Material	Damage	Weight	Cost	Min Str	Rarity	Notes
Bone	+0	x 0.25	x 0.5	-2 steps	C	Degrades
Bronze	+0	x 0.75	x 0.75	+/-0 steps	C	Degrades
Gold	+0	x 3	x 0.25	+2 Steps	C	Degrades, weapon inflicts blunt damage
Lead	+0	x 4	x 0.25	+3 Steps	C	Degrades, weapon inflicts blunt damage
Silver	+0	x 0.5	x 0.5	+/-0 Steps	C	Degrades
Stone	+0	x 2	x 0.75	+1 Step	C	Degrades
Wood	-1	x 0.5	x 0.5	-1 step	C	Degrades

GEAR 2

MELEE WEAPONS

Type	Damage	Weight	Cost	Min Str.	Rarity	Notes
Blades						
Dagger	Str+d4	1	50	—	C	
Great sword	Str+d10	12	500	d10	U	Parry -1; requires 2 hands
Hook	Str+d4	1	40	—	U	See notes
Flail	Str+d6	8	500	d6	U	Ignores Shield Parry bonus
Long sword	Str+d8	8	400	d6	U	
Rapier	Str+d4	3	300	—	U	Parry +1
Rib blade	Str+d4	1	150	—	C	Parry +1 see notes
Short sword	Str+d6	4	100	—	U	Includes sabers and cutlasses
Axes and Mauls						
Axe	Str+d6	2	100	d6	U	
Battle axe	Str+d8	10	200	d8	U	
Great axe	Str+d10	15	500	d10	U	AP 1; Parry -1; requires 2 hands
Maul	Str+d8	20	500	d10	U	AP 2 vs. rigid armor (plate mail); Parry -1; requires 2 hands
Stamp Hammer	Str +d8	80	125	d12+2	U	AP 2 vs. rigid armor (plate mail); Parry -1; requires 2 hands, degradable
Warhammer	Str+d6	8	100	d8	U	AP 1 vs. rigid armor (plate mail);
Pole Arms						
Gaff	Str+d4	6	20	d6	C	Reach 1; requires 2 hands; See notes
Halberd	Str+d8	15	600	d8	U	Reach 1; requires 2 hands
Harpoon	Str+d6	10	200	d8	U	Reach 1; requires 2 hands
Staff	Str+d4	8	10	—	C	Parry +1; Reach 1; requires 2 hands
Spear	Str+d6	5	50	d6	U	Parry +1; Reach 1; requires 2 hands
Blunt						
Club/Belaying Pin	Str+d4	1	10	—	C	
Brainer	Str+d4	2	7	d6	C	Degrades
Brass knuckles	Str+d4	1	40	—	U	
Ironwood sword	Str+d8	6	400/800	—	U/ R	

GEAR 3

MISSILE WEAPONS

Type	Range	Damage	RoF	Cost	Weight	Min Str.	Rarity	Notes
Axe, throwing	3/6/12	Str+d6	1	100	2	—	U	
Bow	12/24/48	2d6	1	400	3	d6	U	
Crossbow	15/30/60	2d6	1	600	10	d6	U	AP 2; requires 1 action to reload
Dagger	3/6/12	Str+d4	1	50	1	—	C	
Elven Long Bow	15/30/60	2d6	1	1000	5	d8	R	Requires Shooting d8
Harpoon	3/6/12	Str+d10	1	200	10	d8	U	
Headbanger	4/8/16	Str+d4	1	12	3	d8	U	Small Burst Template
Sling	4/8/16	Str+d4	1	10	1	—	C	
Spear	3/6/12	Str+d6	1	50	5	d6	U	

ELVEN POTIONS

Armor: 2 points of armor for ten minutes.

Agility: Increases Agility by one step for ten minutes.

Alertness: Bestows the Alertness Edge for ten minutes.

Battle: Bestows the Berserk Edge for ten minutes.

Beauty: +2 on Charisma for ten minutes.

Climbing: +2 on Climbing for ten minutes

Cunning: +2 on Smarts tricks for ten minutes

Dodge: (-2) Bestows the Dodge Edge for ten minutes

Intelligence: Increases Smarts by one step for ten minutes.

Leaping (-2): The drinker can leap 1d6+2" as an action. This can be combined with a Wild Attack without incurring a multi action penalty.

Quickness (-2): Bestows the Quick Edge for ten minutes.

Reflexes (-2): First Strike Edge for ten minutes.

Regeneration (-2): Bestows Fast Regeneration for ten minutes or until the first wound is healed.

Resolve: Increases Spirit by one step for ten minutes.

Sprint: Bestows the Fleet-Footed Edge for ten minutes.

Stealth: Bestows a +2 modifier on Stealth rolls for ten minutes.

Strength (-2): Increases Strength by one step for ten minutes

Thievery: +2 on Lockpicking

Toughness (-2): Bestows the Brawny Edge for ten minutes.

Vigor (-2): Increases Vigor by one step for ten minutes

Wall Crawling: Bestows the Wall crawler monstrous ability for ten minutes

GEAR 4

BLACKPOWDER WEAPONS

Type	Range	Damage	RoF	Cost	Weight	Min Str.	Shots	Rarity	Notes
Blunderbuss	10/20/40	1-3d6*	1	600	12	d6	1	R	2 actions to reload
Flintlock Musket	10/20/40	2d8	1	600	15	d6	1	R	2 actions to reload
Flintlock Pistol	5/10/20	2d6+1	1	300	3	—	1	U	2 actions to reload
Many-shot	10/20/40	2d8	1	800	17	d6	3	VR	2 actions to reload per shot
Overcharged	10/20/40	3d8	1	800	20	d8	1	VR	2 actions to reload
Repeating Crossbow	15/30/60	2d6+1	3/1	1000	12	d6	12	VR	3RB only
Rifled Barrel	15/30/60	2d8	1	900	8	d6	1	VR	AP2, 3 actions to reload
Volley Gun	Cone	2d8	1	1000	12	d8	1	VR	2 actions to reload per barrel

*A Blunderbuss does 1d6 at Long range, 2d6 at Medium range and 3d6 at Close range

SPECIAL WEAPONS

Type	Range	Damage	RoF	Cost	Weight	Shots	Min. Str.	Rarity	Notes
Ballistae	25/50/100	3d8	1	200	—	1	—	U	-
Cannon	75/150/300	3d6+1	1	500	—	1	—	R	AP 4; Heavy Weapon; see notes
Cannister	24" path	2d6	1	—	—	1	—	U	See notes
Chain Shot	40/80/160	2d6	1	—	—	1	—	U	See notes
Catapult	50/100/200	3d8	1	300	—	1	—	U	AP10, Medium Burst Template
Dragonbreath	Cone	2d10	1	600	—	1	—	VR	See notes
Explosive Harpoon	10/20/40	5d6	1	500	—	1	—	U*	Heavy Weapon; see notes
Grenadoe Launcher	10/20/40	3d6	1	850	12	1	d6	VR	Med Burst Temp
Grenadoe	—	3d6	1	150	2	1	—	R	Med Burst Temp
Portable Dragonbreath	Cone	2d8	1	1000	10	10	d8	VR	See notes
Reinforced Cannon	100/200/400	4d6+1	1	700	—	1	—	VR	See notes
Shredder Cannon	24" path	2d6	1	750	—	1	—	VR	See notes

* Only available in the Lower Reaches and the Ice Isles)

ENCOUNTERS

ARIA APPROACH

d20	Encounter
1-5	1d3 glimmerwing swarms
6-12	Council Ship
13-15	Merchant ship supplying the Council ships
16-19	Madness Hulk
20	Roll on the Navigation Hazard Table

ARIA SURFACE

d20	Encounter
1-2	1d2 Insane muses
3-10	Ruins
11-13	Neophyte voider + 1d10 blinded
14-15	1 Ogre + 1d6 ragers
16-17	Neophyte voider + ogre
18-19	Experienced voider + 2d6 blinded + an ogre
20	A blast of deafening music causing 1d6 damage.

VOID

d20	Encounter
1	Voiders
2	1d3 Bloodfly swarms
3	Behemoths
4-5	Merchant vessels
6	Hazard: Collision*
7	The Courier. Treat as a Behemoth afterwards
8-9	Pirates
10	Festival's Tear. Treat as Ruin afterwards
11	1d3 glimmerwing swarms
12	1d2 Drakes
13	Landfall. Treat as a Ruin afterwards
14-15	Ruin
16	Dragon
17	The Hapless Bard
18-20	Roll on the Navigation Hazard Table

**These rock fields have a 90% chance of having a ruin at their center. Roll twice on the Salvage column.*

BRIDGEWAYS APPROACH

d20	Encounter
1-5	Merchant Vessel
6-10	2d6 Wind Lady pilgrims* + 1 windpriest in sloop
11-14	1d6 Artificer Pilgrims* + 1 neophyte steampriest in a cloudskiff
15-16	Hazard: Windstorm
17-18	Elemental: Maelstrom
19	1d8 Demon: Grotesques
20	Roll on the Navigation Hazard Table

**Pilgrims are islanders with d6 Knowledge (Religion).*

HUB ISLES APPROACH

d20	Encounter
1-3	Trade Council Patrols (use Merchant ship stats)
4-7	Pirates
8	Madness Hulk
9-10	1d3 Glimmerwing swarms
11-17	Merchant ship
18-19	Trade Council Ship
20	Roll on the Navigation Hazard Table

ICE ISLE APPROACH

d20	Encounter
1-2	Behemoths
3	Hazard: Icefall
4-5	Pirates
6-8	Merchant vessel
9-10	War-raft
11-12	Hazard: Windstorm
13-15	Ruin
16-18	1d3 Ice Elementals
19-20	Roll on the Navigation Hazard Table

ENCOUNTERS 2

HEARTLAND APPROACH

d20	Encounter
1-10	Elven Patrol (use Merchant ship stats)
11-12	Elven Galleon
13-15	Merchant ship
16-19	Elven Council ship
20	Roll on the Navigation Hazard Table

HEARTLAND SURFACE

d20	Encounter
1-2	Elven Family (1d4 elves + 1d6 children)
3-6	**Ruins*
7-8	Elven Shepherd + 1d3 blood hound ferals
9-10	1d3 bull ferals
11-12	1d6 wood elementals
13-14	Experienced Leafwarden + 1d4 wolf ferals
15	Patrolling hawk feral
16	1d3 bear ferals
17	2d10 Oakthorn guards led by neophyte Leafwarden + 1 toad feral
18	1d8 Thorn Beasts (demons)
19	Elemental: Oaken giant
20	1d6 escaped wildlings

**Roll twice on the salvage column*

RAZOR PASSAGE

d20	Encounter
1-5	Fog Bank; the ship is enclosed in fog for the day, check for another encounter.
6-9	1d3 Fog sharks
10-11	Merchant Vessels
12-16	Hazard: Collision
17	2d6 Lifemother pilgrims* + 1 provider in a sky sloop
18-20	Pirates

**Pilgrims are islanders with d6 Knowledge (Religion).*

LOWER REACHES APPROACH

d20	Encounter
1-2	Behemoths
3	Hazard: Firestorm
4-5	Pirates
6-8	Merchant vessel
9	2d6 Artificer pilgrims* + 1 steampriest in sloop
10	The Dwarven Mother. Treat as Ruin afterwards.
11	1d2 Drakes
12	1d3 Bloodfly swarms
13-15	Ruin
16	Elemental: Inferno
17-20	Roll on the Navigation Hazard Table

**Pilgrims are islanders with d6 Knowledge (Religion).*

DRAGON'S SPINE APPROACH

d20	Encounter
1-5	Pirates
6-12	Merchant vessel
13-17	Scavengers (Use Merchant ship to determine type of ship)
18-19	2d6 drakin + 1 drakin Chosen in a sky sloop
20	Roll on the Navigation Hazard Table

SHATTERED CITY APPROACH

d20	Encounter
1-2	Death Barge
3	The Ship Snare. Treat as Ruin afterwards
4	Scavengers: A skiff full of 4+1d10 scavengers
5-8	Hazard: Collision*
9	1d6 Grotesques
10	Hazard: Windstorm
11-12	Pirates
13	1d3 glimmerwing swarms
14	1d2 Drakes
15-19	Ruin
20	Roll on the Navigation Hazard Table

**These rock fields have a 90% chance of having a ruin at their center. Roll twice on the Salvage column.*

RUIN ENCOUNTERS 1

ARIA

d20 Encounters

1-2	2d6 Blinded
3	Insane Muse
4-5	3d6 Ragers
6	2 Insane Muse
7	1 Neophyte Voider + 1d6 Blinded
8-9	Ogre + 1d6 Blinded
10-11	Nothing
12	Experienced Voider + 1d10 Pirates.
13	Experienced Voider + 1d2 Neophyte Voiders + 1d10 Pirates
14	Experienced Voider + 1d2 Neophyte Voiders + 1d6 Pirates + 1 Ogre
15	1d4 Wyrmspawn
16-17	Traps
18	Experienced Voider + 1d6 Pirates + 1 Earthbane or Blight Walker
19	Roll twice
20	Nothing

SHATTERED CITY

d20 Encounter

1-2	3d6 Zombies
3	Elemental
4-5	3d6 Skeletons
6	2 Elementals
7	1d12 Ghouls
8-9	2d6 Zombies, 1d6 Skeletons
10-11	3d6 Barnacle Apes
12	Death barge Lair
13	1d3 Glimmerwing Swarms
14	Liche, 3d6 Zombies
15	1d2 drakes
16-17	Traps
18	Pirate Lair
19	Roll twice
20	3d6 Barnacle Apes

ICE ISLES

d20 Encounter

1-2	3d6 Frozen Zombies (+2 Armor)
3	Ice Elemental
4-5	3d6 Frozen Skeletons (+1 Armor)
6	2 Ice Elementals
7	1d6 Ice Elementals
8-9	2d6 Frozen Zombies, 1d6 frozen Skeletons (+2/+1 Armor)
10-11	Nothing
12	Pirate Lair
13	2d6 Escaped Goblins
14	3d6 Frozen Zombies (+2 Armor)
15	3d6 Escaped Goblins
16-17	Traps
18	Pirate Lair
19	Roll twice
20	Nothing

LOWER REACHES

d20 Encounter

1-2	3d6 Zombies
3	Fire Elemental
4-5	3d6 Skeletons
6	2 Fire Elementals
7	1d2 Wraiths
8-9	2d6 Zombies, 1d6 Skeletons
10-11	Nothing
12	Pirate Lair
13	1d3 Bloodfly Swarms
14	3d6 Zombies
15	1d2 Drakes
16-17	Traps
18	Pirate Lair
19	Roll twice
20	Nothing

RUIN ENCOUNTERS 2

HEARTLAND

d20	Heartland
1-2	1d3 Wolf ferals
3	Wood elemental
4-5	1d6 Wolf Ferals
6	2 Wood Elementals
7	Neophyte Leafwarden + 1d3 Bloodhound Ferals
8-9	1 Bear Feral + 1d3 Wolf Ferals
10-11	1d6 Wildlings
12	Shepherd + 1d4 Bloodhound Ferals
13	Experienced Leafwarden + 1d2 Neophyte Leafwarden + 1d6 Oakthorn guards
14	Experienced Leafwarden + 1d2 Neophyte Leafwardens + 1d6 Oakthorn guards + Toad feral
15	1d8 Wood Elementals
16-17	Traps
18	Experienced Leafwarden + 1d10 Oakthorn guards + Bull Feral
19	Roll twice
20	Boughbreakers Lair (1d6 Elves present)

VOID

d20	Encounters
1-2	3d6 Zombies
3	Elemental
4-5	3d6 Skeletons
6	1d2 Wraiths
7	1d12 Grotesques
8-9	1d3 Wyrmspawn
10-11	Nothing
12	Voider Lair
13	1d3 Glimmerwing Swarms
14	Grisly Puppeteer, 1d6 Skeletons
15	1d2 drakes
16-17	Traps
18	Pirate Lair
19	Roll twice
20	Nothing

REMORSE

d20	Encounter
1-2	3d6 Zombies
3	Spirit Eater
4-5	3d6 Skeletons
6	2 Spirit Eaters
7	1d12 ghouls
8-9	3d6 Zombies, 2d6 Skeletons
10-11	1d3 Wraiths
12	1d6 Drowned Sprits
13	Nothing
14	1d10 Ghosts
15	1d2 Wraiths + Wraith Wheat
16-17	Nothing
18	Experienced Death Priest
19	Roll twice
20	Nothing

SAVANNAH

d20	Encounter
1-2	2d6 Proto-drakin
3	Elemental
4-5	2d6 Proto-drakin + 1 Proto-drakin Chief
6	2 Elementals
7	3d6 Proto-drakin + 1 Proto-drakin Chief
8-9	2d6 Proto-drakin + 1 Proto-drakin Chief + 1 Proto-drakin Shaman
10-11	Nothing
12	1d6 wildlings
13	Hungry Fiend
14	1d10 Running Deaths
15	2 Hungry Fiends
16-17	Traps
18	3d10 Proto-drakin + 1 Proto-drakin Chief + 1 Proto-drakin Shaman
19	Roll twice
20	Nothing