Beast Tracking

A player sets out to track beasts. Players must first happen across a beast track, track the beast properly, and then successfully handle the beast.

Finding tracks:

Roll d20

1. Crab (DC 0, swimming, walking)
   1. Tracking DC: 5
   2. Tracking Time: 1d
   3. Handling DC: 6
2. Ape (DC ½)
   1. Tracking DC: 8
   2. Tracking Time: 3d
   3. Handling DC: 11
3. Quipper (DC 0, swimming)
   1. Tracking DC: 5
   2. Tracking Time: 2d
   3. Handling DC: 8
4. Owl (DC 0, flying)
   1. Tracking DC: 11
   2. Tracking Time: 4d
   3. Handling DC: 11
5. Bat (DC 0, flying, walking)
   1. Tracking DC: 13
   2. Tracking Time: 4d
   3. Handling DC: 12
6. Eagle (DC 0, flying, walking)
   1. Tracking DC: 14
   2. Tracking Time: 4d
   3. Handling DC: 11
7. Lion (DC 1)
   1. Tracking DC: 12
   2. Tracking Time: 5d
   3. Handling DC: 14
8. Crocodile (DC ½, swimming, walking)
   1. Tracking DC: 10
   2. Tracking Time: 5d
   3. Handling DC: 15
9. Rhino (DC 2)
   1. Tracking DC: 15
   2. Tracking Time: 5d
   3. Handling DC: 14
10. Pterandon (DC ¼, flying)
    1. Tracking DC: 16
    2. Tracking Time: 15d
    3. Handling DC: 15
11. Giant Eagle (DC 1, flying, walking)
    1. Tracking DC: 15
    2. Tracking Time: 10d
    3. Handling DC: 16
12. Winter Wolf (DC 3)
    1. Tracking DC: 16
    2. Tracking Time: 20d
    3. Handling DC: 14
13. Ankylosaurus (DC 3)
    1. Tracking DC: 16
    2. Tracking Time: 15d
    3. Handling DC: 16
14. Hunter Shark (DC 2, swimming)
    1. Tracking DC: 16
    2. Tracking Time: 20d
    3. Handling DC: 14
15. Plesiosaurus (DC 2, swimming)
    1. Tracking DC: 17
    2. Tracking Time: 20d
    3. Handling DC: 16
16. Giant Scorpion (DC 3)
    1. Tracking DC: 17
    2. Tracking Time: 9d
    3. Handling DC: 17
17. Phase Spider (DC 3)
    1. Tracking DC: 20
    2. Tracking Time: 15d
    3. Handling DC: 15
18. Elephant (DC 4)
    1. Tracking DC: 12
    2. Tracking Time: 5d
    3. Handling DC: 13
19. Giant Shark (DC 5, swimming)
    1. Tracking DC: 18
    2. Tracking Time: 22d
    3. Handling DC: 19
20. Triceratops (DC 5)
    1. Tracking DC: 19
    2. Tracking Time: 25d
    3. Handling DC: 18

Tracking: Players make a survival check. If it beats the beast’s tracking DC, the player has tracked the beast. It takes the noted amount of time. 1/3 of the time is wasted on a failed check.

Handling: Players must make an animal handling check. If it beats the beast’s noted handling DC, the beast is tamed. Beasts run away on a failed check.

Complications: roll a d8

1. The chase to find this beast lead you too far away from the trails of others. -10 days.
2. You’re forced to spend the night at an expensive inn by a bad storm. -100g
3. Fending off an owlbear, your weapon breaks.
4. The interaction went horribly wrong. Broken armor.
5. The interaction went horribly wrong and you’re mauled by the beast. Broken bone for one month.
6. You’re tracking a beast who is protected by a wearbear.
7. You’re tracking a beast who is being hunted by slaver poachers. Bounty
8. During your tracking, you stumble onto cursed ground. Cursed.