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

Handling: Players must make an animal handling check. If it beats the beast’s noted handling DC, the beast is tamed.