



stats		Human: 12,11,13,13,13,13					Mul/Half Giant: 15+2/4, 14, 14+2, 8, 8, 12					Dwarf: 13+1, 12, 14+2, 12, 14, 8					Special	
lvl	Name	Race	Class	to Hit	Dmg	AC	HP	Init	Athl/Acro	Perc	Stealth	Str	Dex	Con	Int	Wis	Cha	Special
1	Generic Slave	Human	Fighter	4	w+4	14	12	2	4	2	2	4	2	4	1	2	1	Heal1d10+1HP, light armor, weap
1	Quality Slave	Mul	Fighter	5	w+5	15	14	3	5	1	3	5	3	6	0	1	0	Heal1d10+1HP, light armor, weap
2	Half Giant Slave	1/2 Giant	Fighter	7	2HW+5 RR	14	24	2	7	2	2	7	2	6	0	1	0	Actx2/+1d10+2HP, light armor, 2H weap
2	Guard	Human	Fighter	4	w+4	19	20	2	4	4	2	4	2	4	1	2	1	Actx2/+1d10+2HP, medium armor, weap, shield
5	Elite Guard	Human	Fighter	6x2	w+4 c19	20	44	2	5	5	2	6	2	5	1	2	1	Actx2/+1d10+5HP, medium armor, weap, shield
5	Elite 1/2 Guard	1/2 Giant	Fighter	9x2	2HW+6 RR c19	18	54	2	9	5	2	9	2	7	0	1	0	Actx2/+1d10+5HP, medium armor, weap, shield
3	Merchant	Human	Rogue	4	w+2+2d6	14	10	2	4	4	4	1	4	2	5	2	3	Insight +6, Deception +5, Persuasion +7, Rogue Bonus
1	Templar Initiate	Human	Cleric	4;13	w+2; 1d8 rad	16	10	0	2	3	0	2	0	2	1	5	4	Insight +5, 4d6 radiant, +2 AC on target,
3	Templar	Human	Cleric	4;13	w+2; 1d8 rad	17	24	1	2	3	1	2	1	2	1	5	4	Insight +5, 4d6 radiant, +2 AC on target, Hold person
5	Templar	Human	Cleric	5; 15	w+2; 2d8 rad	17	38	6	2	4	1	2	1	2	1	7	5	Insight +7, 5d6 radiant, +1d4 hit & save, Hold Person, Animate Dead, Alert
2/1	Gladiator	Mul	Barb/FightAdv6x2	x2w+4/6	R16Adv	34	2	6	-1	2	6	2	5	-1	-1	2	2	Heal1d10+1HP, Dodge 1d10+4, x2 weap, No armor
2/5	Gladiator	Mul	Barb/FightAdv8x3	x3w+5/7	R17Adv	61	7	8	-1	2	8	2	7	-1	-1	2	2	Actx2/+1d10+5HP, Dodge 1d10+4, x2 weap, No armor
2/5	Gladiator	1/2Giant	Barb/FightAdv9x2	2HW+6/8 RR	R17Adv	61	7	9	-2	2	9	2	7	-2	-2	1	1	Actx2/+1d10+5HP, Greatweapon Master, 2HW weap, No armor, Alert, DR 1
3	Bandit	Human	Rogue	5	w+3+2d6	15	24	8	5	4	7	1	5	2	3	2	1	Traps +5, Rogue Bonus
5	Bandit Lt	Human	Rogue	7	w+4+3d6+w	17	38	9	7	5	10	1	7	2	4	2	1	Traps +7, Rogue Bonus, React for 1/2 dmg
9	Bandit Leader	Human	Rogue	8	w+4+5d6+w	17	68	9	8	6	12	1	8	2	5	2	1	Traps +9, Rogue Bonus, React for 1/2 dmg, evasion

Move	Forest Ridge: Ringing Mountains	Birch and fir trees cover the mountains here, bamboo is everywhere, the rain is almost constant, at night an inch or two of snow. Beads of water everywhere										
Medium 24/30	<b>Crescent Forest</b>	Massive blue barked agafari trees with turquoise leave blot out the sun. Moss covers the forest floor. The calls of animals are everywhere.										
	<b>Halling Village</b>	<a href="#">link</a>	<a href="#">link</a>									
	Elevation sickness. Over exertion requires con save. Failure loses bonus action and reaction. Continued failure means fatigue and exhaustion.											
<b>RollID2</b>	<b>Event</b>	<b>d100</b>	<b>CR</b>	<b>Book</b>	<b>Monstrous Manual</b>	<b>page</b>	<b>image</b>	<b>Roll to ID</b>	<b>RollID20</b>	<b>Plantlife</b>	<a href="#">link</a>	<b>Roll</b>
1	Roll Twice	1-5	MM		blight (plant critter)	33	<a href="#">link</a>	20N	The forest itself seems to move toward	1-2	agafari tree	super hard bark, blue green bark, turquoise leaves
2-4	Encounter	6	MM		coatl	44	<a href="#">link</a>	25N		3-5	berill	blue green forest floor moss, expensive tea
5-7	Plant	7-8	MM		ettercap	132	<a href="#">link</a>	15N	Weds coat the area and an eerie chitite	6-7	bloodgrass	Razorsharp grass
8-10	Nothing	9	MM		golem clay	169	<a href="#">link</a>	15A	The clay in front of you seems to almost	8-9	bloodvine	vines in forest crescent, chose sleeping victims
11-12	Interesting Geographical Feature	10	MM		golem stone	171	<a href="#">link</a>	15A	The statue turns towards you as you ap	10-11	blossomkeller	Tripswe vines, flowers shoot darts
		11	MM		mimic	221	<a href="#">link</a>	25A/N	A _____ sits unattended	12	brain seed	psionic weed, hates wizards, especially defilers
		12	MM		naga	235	<a href="#">link</a>	20A/R	Sithering and sliding indicates a comin	13	brambletree	wall of thorns
<b>RollID2</b>	<b>Geographical Feature</b>	12	MM		nyctoph	249	<a href="#">link</a>	20N	From the mounds of vegetation/water s	14	esperwood	psionic enhancing roots, expensive
1-2	Poisonous Frogs- Per DC 15 or touch, DC 12 Con, 2d10 dmg	13	MM		shadow	270	<a href="#">link</a>	20A/R	A coldness descends.	15	poisonweed	sac plant, sac bursts as poison when touched
3-4	Poisonous Fruits- DC 20 ID them, DC 15 Con, poison condition	14	MM		shambling mound	271	<a href="#">link</a>	20N	A mound of vegetation leaps to attack.	16-17	Poison Ivy	N18 SV12 Con: poison condition
5	Poisonous Lizards- DC 20 ID, bite DC 10 Con, poison condition	15-18	MM		skeleton undead	273	<a href="#">link</a>	10A/H		18-19	Poison Oak	N22 SV12 Con: poison condition
6	Poisonous Insects- DC 12 Con, 1 dmg/round until save	19	MM		specche	280	<a href="#">link</a>	20A/H	A chill descends on the area.	20	Premal Plant	15N Poison berries, vicerity ill
7	Poison Ivy: N18 or SV12 Con: poison condition	20	MM		slirge	285	<a href="#">link</a>	15N	A chittering from the sky accompanies t			
8	Poison Oak: N22 or SV12 Con: poison condition	21	MM		treant	290	<a href="#">link</a>	20N/R	That tree looks a little odd...			
10-11	Natural Cavern	22-24	MM		will o the wisp	302	<a href="#">link</a>	20A	A lantern light can be seen ahead.			
12	Mine	25-26	MM		wraith	303	<a href="#">link</a>	15A/H	A chill descends on the area			
	Ogo: halfling village, massive step pyramid- allow visitors	27	MM		wyvern	304	<a href="#">link</a>	15N	A shadow descends.			
		28	MM		zombie undead	317	<a href="#">link</a>	10A/H				
		29	MM									
		30	MM		<b>Monstrous Manual Animals</b>							
		31	MM		ape	318	<a href="#">link</a>	15N	A howling and grunting can be heard fr			
		32	MM		awakened shrub	318	<a href="#">link</a>	20N/A/R	Is there something moving in that bush?			
		33	MM		awakened tree	318	<a href="#">link</a>	20N/A/R	Is there something moving in that tree?			
		34	MM		bat	319	<a href="#">link</a>	15N	A howling and grunting can be heard fr			
		35	MM		bat	319	<a href="#">link</a>	10N	A screech comes from above.			
		36	MM		flying snake	323	<a href="#">link</a>	10N	A strange reptile shadow gets larger t			
		37	MM		giant ape	324	<a href="#">link</a>	15N	A large creature moves through the tre			
		38	MM		giant bat	324	<a href="#">link</a>	10N	A roaring screech echoes through the r			
		39-42	MM		giant rat	328	<a href="#">link</a>	10N	A mishapen rodent form comes from th			
		43-44	MM		giant wolf spider	331	<a href="#">link</a>	10N	Clicking of many legs on the earth brin			
		45-46	MM		panther (jaguar)	334	<a href="#">link</a>	10N	The padding of claws upon the earth is			
		47	MM		phase spider	334	<a href="#">link</a>	15N	A strange popping sound worries you a			
		48-51	MM		poisonous snake	334	<a href="#">link</a>	10N	A hissing alerts you to danger			
		52	MM		swarm of insects	339	<a href="#">link</a>	10N	A terrible hum alerts you to a vicious da			
					<b>Dark Sun Monster Manual</b>							
		53	21	DSMM	drake (air)	19	<a href="#">link</a>	20R	Terror fills you as an immense shape b			
		53	21	DSMM	drake (water)	19	<a href="#">link</a>	20R	Terror fills you as an immense shape b			
		54	3	DSMM	kine (8 legged lion)	34	<a href="#">link</a>	10N	The sound of multiple claws on the gro			
		55	2	DSMM	pterax	39	<a href="#">link</a>	10N	A shadow from above accompanied by			
		56	3	DSMM	Sloth (athasian)	47	<a href="#">link</a>	15N	A lumbering form shoves trees out of th			
					<b>DS Animals</b>							
		57	1/4	DSA	Erdland	5	<a href="#">link</a>	10N	A featherless bird with psionic charge a			
		58	4	DSA	Klar (bear-athasian)	12	<a href="#">link</a>	15N	A lumbering beasts footfalls can be he			
		59	1	DSA	Sloth Athasian	16	<a href="#">link</a>	15N	A lumbering form shoves trees out of th			
		60-64	1/2	DSA	Sygra (antelope)	17	<a href="#">link</a>	10N	Bleating of an herbivore can be heard t			
		65	1	DSA	Tagalar (jaguar)	17	<a href="#">link</a>	10N	The padding of claws upon the earth is			
		66	2	DSA	Tigone (large cat)	18	<a href="#">link</a>	10N	The padding of claws upon the earth is			
					<b>Volo's Guide</b>							
		67	VGIM		Cave Fisher	131	<a href="#">link</a>	15N	Webbing covers the area.			
		68	VGIM		Grallon	153	<a href="#">link</a>	15N	A large creature moves through the tre			
		69	VGIM		meenlock	171	<a href="#">link</a>	20N				
		70	VGIM		vegepygmies	198	<a href="#">link</a>	20N				
		72-74	VGIM		wood woad	199	<a href="#">link</a>	20N				
					<b>Other?</b>							
		75			Feylaar	<a href="#">link</a>	<a href="#">link</a>		Psionic energy crackles in the air. A po			
					<b>Humanoids</b>							
		76			arakocra scavengers	<a href="#">link</a>	<a href="#">link</a>	15A/H	Shadows and cawing indicate flying hu			
		77			druid defending territory	<a href="#">link</a>	<a href="#">link</a>		The sound of animal hides against cloth			
		78			half elf child	<a href="#">link</a>	<a href="#">link</a>		You hear the movement of several sma			
		79			half elf hermit	<a href="#">link</a>	<a href="#">link</a>		You hear the movement of several crea			
		80-90			halfling hunting party	<a href="#">link</a>	<a href="#">link</a>	20H	Faint sounds of equipment indicate a s			
		91-95			hunter gatherers (>20)	<a href="#">link</a>	<a href="#">link</a>		Calls of humanoids to one another.			
		96			slave (escaped)	<a href="#">link</a>	<a href="#">link</a>		The sounds of tools can be heard.			
		97			velled alliance	<a href="#">link</a>	<a href="#">link</a>	25A	Sounds of a humanoid breathing.			
		98			witch	<a href="#">link</a>	<a href="#">link</a>	20A	Sounds of a humanoid breathing.			
		99-100			halfling traps	<a href="#">link</a>	<a href="#">link</a>					







Move 1	<a href="#">salt flats</a>	Immense plains of salt crusted ground. Fast travelling, forage non existent.							
Med 24/30	Increase water intake by 50% Mostly lifeless, save for the rare cactus or weed								
Roll	Event	Roll	CR	Book	Monstrous Manual	page	image	Roll to ID	
1	Roll Twice	1		MM	banshee (dwarf)	24	<a href="#">http://thc</a>	15R	An eerie howling seems to be coming from a grey figure ahead.
2-4	Encounter	2		MM	behir	26	<a href="#">http://frc</a>	15N	Centipede lizard
5-13	Nothing	3		MM	cloaker	42	<a href="#">http://ww</a>	20N	Something looks off about the rocks up ahead.
12-16	Encounter	4-6		MM	elemental (air)	125	<a href="#">https://s</a>	10R	A terrible howling sound seems to be coming from the sky.
17-20	Harsh Weather	7-8		MM	elemental (earth)	125	<a href="#">http://pa</a>	10R	A terrible howling sound seems to emanate from the earth itself
		9-10		MM	elemental (fire)	126	<a href="#">https://s</a>	10R	A crackling and howling comes with the smell of burning, ionized air.
		11		MM	genie (djinni, efreeti)	146	<a href="#">https://d</a>	20A/R	A feeling of uneasiness comes over you.
<b>Roll</b>	<b>Weather Effect</b>	12		MM	ghost	148	<a href="#">https://tz</a>	15A	The air seems almost cool in this area.
	Cloud of Salt: visibility 20 feet, DC 10 con save or cough violently, DC 5 with kerchief. Failing causes disadvantage on all rolls and increases water intake.	13		MM	ghoul	149	<a href="#">http://da</a>	20A	A twisted form of undead creature appears before you.
1-2		14		MM	giant (fire)	155	<a href="#">http://4.t</a>	20H	A heat accompanies this hulking figure.
		15		MM	golem clay	169	<a href="#">http://frc</a>	15A	The clay in front of you seems to almost move as you approach
3-4	Salt storm: Visibility 5 feet, partial cover. DC 12 con save or cough violently, DC 8 with kerchief. Failing causes disadvantage on all rolls.	16		MM	golem flesh	170	<a href="#">https://in</a>	15A	A foul stench of rotting flesh hits your nose as you see a massive form
		17		MM	golem stone	171	<a href="#">http://bu</a>	15A	The statue turns towards you as you approach.
		18		MM	hook horror (dune reaper)	190	<a href="#">http://me</a>	15N	A terrible howling mixed with clicks and clacks assaults your ears.
5-8	Clear skies	19		MM	intellect devourer	192	<a href="#">http://ori</a>	20N	A scritchng sound accompanies this brain on claws.
		20		MM	magmin	213	<a href="#">http://ww</a>	15R	A cackling accompanied with crackling of fire.
9-12	Sweltering heat: DC 10 con save or take 1d6 fatigue damage. Survival roll DC 15 adds +4 to the roll	21-22		MM	mummy	228	<a href="#">http://ch</a>	15A	A dusty stench of dehydrated flesh.
		23		MM	naga	235	<a href="#">https://s</a>	20A/R	Siltherring and sliding indicates a coming battle.
		24		MM	revenant	260	<a href="#">http://frc</a>	15N/H	
		25		MM	roc	261	<a href="#">http://frc</a>	10N	A shadow in the sky indicates a large bird approaches.
		26-27		MM	salamander	266	<a href="#">http://frc</a>	15R	crackling of flames alerts you to a coming enemy.
		28		MM	shadow	270	<a href="#">http://my</a>	20A/R	A coldness descends.
		28-30		MM	skeleton laborers	273	<a href="#">https://s</a>	10A/H	The clacking of the bones is nearly as loud as the tools.
		31-32		MM	skeleton strike force	273	<a href="#">https://6</a>	10A/H	Clacking of bones on equipment alerts you to a skeletal horde.
		33-34		MM	skeleton undead	273		10A/H	
		35-36		MM	spectre	280	<a href="#">https://s</a>	20A/H	A chill descends on the area.
		37		MM	thri kreen lone	289	<a href="#">http://4.t</a>		
		38-39		MM	will o the wisp	302		20A	A lantern light can be seen ahead.
		40-41		MM	wraith	303	<a href="#">https://d</a>	15A/H	A chill descends on the area
		42		MM	zombie raider	317	<a href="#">https://s</a>	10A/H	A strange moaning sound of many individuals comes from ahead.
		43		MM	zombie undead	317	<a href="#">http://ori</a>	10A/H	
					<b>Dark Sun Monster Manual</b>				
		44	3	DSMM	Belgoi (twisted fey)	7	<a href="#">http://lee</a>	20A/H	The tingle of a bell, and perhaps giggling?
		45	4	DSMM	cactus (hunting)	11	<a href="#">https://p</a>	15N	Did that cactus just move?
		46	1/8	DSMM	cactus (rock)	12	<a href="#">http://s3</a>	15N	A bulbous cactus with long spines lies ahead.
		47	3	DSMM	cilops (centipede thing)	13	<a href="#">https://s</a>	15N/A/H	Clicking of many legs on the earth bring your attention forward.
		48	21	DSMM	cloud ray	15	<a href="#">https://ts</a>	15N/A/H	A massive shadow blots out the sun
		49	21	DSMM	drake (air)	19	<a href="#">https://p</a>	20R	Terror fills you as an immense shape becomes visible in the sky.
		49	21	DSMM	drake (earth)	19	<a href="#">https://s</a>	20R	Terror fills you as an immense shape becomes visible ahead of you.
		49	21	DSMM	drake (fire)	19	<a href="#">http://tax</a>	20R	Terror fills you as an immense shape becomes visible in the sky.
		49	21	DSMM	drake (water)	19	<a href="#">http://tax</a>	20R	Terror fills you as an immense shape becomes visible in the sky.
		50	19	DSMM	nightmare beast (tarasque)	37	<a href="#">http://5E</a>	15H/R	The deepest terror you have ever felt fills you as the pounding of massive feet approach.
		51	2	DSMM	pterrax	39	<a href="#">http://ww</a>	10N	A shadow from above accompanied by a shrill cry.
		52-53		DSMM	sand bride (mirage)	40	<a href="#">http://cd</a>	20A/R	An oasis appears in the distance. As you approach, it seems tended by a single individual.
		54-60	4	DSMM	Thrax (undead dehydrator)	54	<a href="#">http://ww</a>	15A/H	The air seems to pull water out of your skin like the salt flats.
					<b>Humanoids</b>				
		61			Beetle Tank		<a href="#">https://s</a>	15A/H	The earth rumbles, warning of danger approaching.
		62			dragon		<a href="#">https://p</a>	15A/H	Terror grips you as a massive reptilian form stretches its wings in front of you.
					dragon2		<a href="#">http://ay</a>	15A/H	The pure malice of magical and psionic energy permeate the air around it.
		63			Dwarf Banshee		<a href="#">https://ts</a>	15A/H	An eerie howling seems to be coming from a grey figure ahead.
		64			Elf Elder, Left Behind			15H	A lone figure lies ahead of you.
		65			Elf Merchants				Calls of elves to one another
		66			Elf Raiding Tribe		<a href="#">http://far</a>		The sounds of equipment rubbing on animal hides warns of humanoids.
		67			gith		<a href="#">http://alg</a>	20A/H	The sounds of equipment rubbing on animal hides warns of humanoids.
		68			half elf child				You hear the movement of several small creatures ahead.
		69			half elf hermit		<a href="#">http://4.t</a>		You hear the movement of several creatures ahead.
		70			human bandits				The sounds of equipment rubbing on animal hides warns of humanoids.
		71			human merchant caravan				Calls of humans to one another
		72			mul laborer				The sounds of tools can be heard.
		73			raiding party		<a href="#">https://p</a>		The sounds of equipment rubbing on animal hides warns of humanoids.
		74			slave (escaped)		<a href="#">http://ww</a>		The sounds of tools can be heard.
		75			slaves		<a href="#">http://cd</a>		The sounds of tools can be heard.
		76			thri kreen hunting pack				
		77			witch		<a href="#">http://frc</a>	20A	Sounds of a humanoid breathing.
		78-85			salt golem/elemental				
		86-88		MM	mummy	228	<a href="#">http://ch</a>	15A	A dusty stench of dehydrated flesh.
		89-90		MM	skeleton laborers	273	<a href="#">https://s</a>	10A/H	The clacking of the bones is nearly as loud as the tools.
		90-91		MM	skeleton strike force	273	<a href="#">https://6</a>	10A/H	Clacking of bones on equipment alerts you to a skeletal horde.
		92-93		MM	skeleton undead	273		10A/H	
		94-95		MM	spectre	280	<a href="#">https://s</a>	20A/H	A chill descends on the area.
		96-100			Lost critter! Roll on encounter of closest land type				





	76-77	jozhals		20AH	Faint sounds of equipment indicate a st									
	78-80	mul laborer			The sounds of tools can be heard.									
	81-84	raiding party		<a href="https://p">https://p</a>	The sounds of equipment rubbing on a									
	85-89	slave (escaped)		<a href="http://w">http://w</a>	The sounds of tools can be heard.									
	90-93	slaves		<a href="http://cd">http://cd</a>	The sounds of tools can be heard.									
	94-97	thri kreeen hunting pack												
	98	veiled alliance		<a href="http://ajp">http://ajp</a>	25A	Sounds of a humanoid breathing.								
	99-100	witch		<a href="http://cd">http://cd</a>	20A	Sounds of a humanoid breathing.								

Silt Sea		An endless plain of pearl powder, wind whips up dunes and swells, creating a fog over the sea.		Environment						
<p><b>Silt Boat</b> <a href="#">http://www</a></p> <p><b>Roll Event</b> <a href="#">http://www</a></p>										
1	Roll Twice	1	MM	ankling	22 <a href="#">http://www</a> 10N	A chattering sound seems to be coming	Plantlife	<a href="#">http://www</a>	Roll	
2-4	Encounter	2	MM	banshee (dwarf)	24 <a href="#">http://www</a> 15R	An eerie howling seems to be coming f	boggy tree	<a href="#">http://www</a>	10N	gnarly tree
5-7	Plant	3	MM	chud (crab monster)	41 <a href="#">http://www</a> 15N	A tentacle crustacean rises from the s	brain seed	<a href="#">http://www</a>	20N	psionic weed, hates wizards, especially defilers
8-13	Nothing	4-5	MM	elemental (air)	125 <a href="#">http://www</a> 10R	A terrible howling sound seems to be c	cachava plant	15N	springy wood bushes, dried wood hard to break	
14-16	Interesting Geographical Feature	6-7	MM	elemental (fire)	126 <a href="#">http://www</a> 10R	A cracking and howling comes with the	conifer trees	15N	30-40 ft	
17-19	Harsh Weather	8	MM	genie (dao, djinni)	144 <a href="#">http://www</a> 20A/R	A feeling of uneasiness comes over you	esperwood	<a href="#">http://www</a>	20N	psionic enhancing roots, expensive
20	Roll Twice (Two 20's in a row results in rain)	9-10	MM	giant (fire)	155 <a href="#">http://www</a> 20H	A heat accompanies this hulking figure.	olive trees	10N	small trees	
		11-12	MM	giant (hill)	156 <a href="#">http://www</a> 15H	A hulking figure with nets for bags	poison pollen flowers	20N	DC 15 con save every round or 1 dmg poison	
		13-14	MM	giant (stone)	157 <a href="#">http://www</a> 15H	A hulking figure with nets for bags	timiris	20N	thorny growth surrounding pools of water, constrict when victim is in to drain them	
		15	MM	kracken	197 <a href="#">http://www</a> 25N	Tentacles larger than your ship undulat	silt flower	20N	spice	
1-6	Cloud of Silt: visibility 20 feet, DC 10 con save or cough violently, DC 5 with kerchief. Failing causes disadvantage on all rolls.	16	MM	plencer	253 <a href="#">http://www</a> 20N	A squishy sound bothers you.	timiris	20N	thorny growth surrounding pools of water, constrict when victim is in to drain them	
		17	MM	purple worm	256 <a href="#">http://www</a> 15N/H	A rumble from below worries you.				
		18	MM	remorhaz	259 <a href="#">http://www</a> 15N	Popping out of the sand, a massive cer				
		19	MM	roc	261 <a href="#">http://www</a> 10N	A shadow in the sky indicates a large b				
		20	MM	shadow	270 <a href="#">http://www</a> 20A/R	A coldness descends.				
10-11	Clear skies	21	MM	skeleton laborers	273 <a href="#">http://www</a> 10A/H	The clacking of the bones is nearly as f				
		22	MM	skeleton strike force	273 <a href="#">http://www</a> 10A/H	Clacking of bones on equipment alerts				
12	Sweating heat: DC 10 con save or take 1d6 fatigue damage. Survival roll DC 15 adds +4 to the roll	23	MM	skeleton undead	273 10A/H					
		24	MM	spectre	280 <a href="#">http://www</a> 20A/H	A chill descends on the area.				
		25	MM	stirge	285 <a href="#">http://www</a> 15N	A chittering from the sky accompanies t				
		26	MM	will o the wisp	302 20A	A lantern light can be seen ahead.				
		27	MM	wraith	303 <a href="#">http://www</a> 15A/H	A chill descends on the area				
		28	MM	wyvern	304 <a href="#">http://www</a> 15N	A shadow descends.				
			MM	<b>Monstrous Manual Animals</b>						
1-20	giant island	28	MM	wyvern	304 <a href="#">http://www</a> 15N	A shadow descends.				
21-40	mudflat		MM	<b>Monstrous Manual Animals</b>						
41-60	wild island	29-31	MM	giant octopus	327 <a href="#">http://www</a> 15N	Tentacles shoot out of the silt.				
61-67	island with castle ruins	32-33	MM	giant poisonous snake	328 <a href="#">http://www</a> 10N	A dry slithering sound can barely be he				
68-75	island with tower ruins			<b>Dark Sun Monster Manual</b>						
76-80	island with abandoned village	34	DSMM	cloud ray	15 <a href="#">http://www</a> 15N/A/H	A massive shadow blots out the sun				
81-83	tower sticking out of silt	35	DSMM	drake (air)	19 <a href="#">http://www</a> 20R	Terror fills you as an immense shape b				
84-86	nesting ground for silt horrors	35	DSMM	drake (earth)	19 <a href="#">http://www</a> 20R	Terror fills you as an immense shape b				
87-93	shipwreck (ancient)	35	DSMM	drake (fire)	19 <a href="#">http://www</a> 20R	Terror fills you as an immense shape b				
94-00	shipwreck (siltkimmer)	35	DSMM	drake (water)	19 <a href="#">http://www</a> 20R	Terror fills you as an immense shape b				
	Balic (city state of Androponis)	36-40	DSMM	razorwing- sand/silt	39 <a href="#">http://www</a> 15N	A strange shimmering shape seems to				
	Altarak: Merchant city	41	DSMM	sand bride (mirage)	40 <a href="#">http://www</a> 20A/R	An oasis appears in the distance. As yc				
	Mud Palace: Island paradise with white marble palace	42-46	DSMM	Silt Horror (black)	44 <a href="#">http://www</a> 15N	A dark shape shoots tentacles out of th				
	Leado- giant island with two dwarf villages	47-50	DSMM	Silt Horror (white)	44 <a href="#">http://www</a> 15N	Tentacles larger than your ship undulat	zombie plant	<a href="#">http://www</a>	15N	eating berries causes victim to guard and tend the plant with life
	Dragon's Palate: streams form mudflats- lush	51-52	DSMM	Thrax (undead dehydrator)	54 <a href="#">http://www</a> 15A/H	The air seems to pull water out of your				
	Siren's Song: island lures travellers to their doom			<b>DS Animals</b>						
	Waverly- ruins of a city with still flowing fountains	53-54	DSA	Hatori (sand croc)	7 <a href="#">http://www</a> 10N	The sand ripples in front of you as thou				
	Lake Island- massive caldera filled lake	55	DSA	Kestrel (vulture)	10 <a href="#">http://www</a> 10N	Cawing comes from above				
	Black tower- haunted lighthouse	56-58	DSA	Sand Shark	15 <a href="#">http://www</a> 15N	The sand shifts ahead.				
	Arkhold- ruins of a port city									
	Godach- ruins of a mighty city; zombieland now			<b>Humanoids</b>						
	Butenal (ruins of Deregoth's city state)	59		Beetle Tank	<a href="#">http://www</a> 15A/H	The earth rumbles, warning of danger i				
	Euripis- village	60		dragon	<a href="#">http://www</a> 15A/H	Terror grips you as a massive reptilian f				
	Ur Draka (dragon city, valley of dust and fire)			dragon2	<a href="#">http://www</a> 15A/H	The pure malice of magical and psionic				
		61		half elf hermit	<a href="#">http://www</a> 4	You hear the movement of several crea				
	mud flats	62-65		human bandits		The sounds of equipment rubbing on ai				
		66-70		human merchant caravan		Calls of humans to one another				
		71-75		human slavers	<a href="#">http://www</a>	The sounds of equipment rubbing on ai				
		76-80		raiding party	<a href="#">http://www</a>	The sounds of equipment rubbing on ai				
		81		witch	<a href="#">http://www</a> 20A	Sounds of a humanoid breathing.				
		89-100		Troop of giants (mixed)						



	78-80	mul laborer			The sounds of tools can be heard.								
	81-84	raiding party		<a href="https://p">https://p</a>	The sounds of equipment rubbing on ai								
	85-89	slave (escaped)		<a href="http://w">http://w</a>	The sounds of tools can be heard.								
	90-93	slaves		<a href="http://cd">http://cd</a>	The sounds of tools can be heard.								
	94-97	thri kreen hunting pack											
	98	veiled alliance		<a href="http://st">http://st</a> 25A	Sounds of a humanoid breathing.								
	99-100	witch		<a href="http://st">http://st</a> 20A	Sounds of a humanoid breathing.								



VGM	Gralton	153	<a href="#">https://p.15N</a>	A large creature moves through the trees in front of you.
VGM	meatlock	171	<a href="#">https://p.20N</a>	
VGM	vespygymies	198	<a href="#">https://p.20N</a>	
VGM	wood woad	199	20N	
	Other?			
	SpineWym		<a href="#">https://p.1</a>	Pisonic energy crackles in the air. A powerful psion is close.
	Feyaar		<a href="#">https://p.1</a>	Pisonic energy crackles in the air. A powerful psion is close.
	stik wym		<a href="#">https://p.1</a>	Pisonic energy crackles in the air. A powerful psion is close.
	<b>Humanoids</b>			
	arakocra scavengers		<a href="#">https://p.15AH</a>	Shadows and cawing indicate flying humanoids.
	Beetle Tank		<a href="#">https://p.15AH</a>	The earth rumbles, warning of danger approaching.
	dragon		<a href="#">https://p.15AH</a>	Terror grips you as a massive reptilian form stretches its wings in front of you.
	dragon2		<a href="#">https://p.15AH</a>	The pure matrix of magical and psionic energy permeates the air around it.
	druid defending territory		<a href="#">https://p.15</a>	The sound of animal hides against dotting warn of a humanoid.
	Dwarf Bananice		<a href="#">https://p.15AH</a>	An eerie howling seems to be coming from a grey figure ahead.
	Dwarf laboring at focus		<a href="#">https://p.15</a>	The sounds of tools indicates humanoids ahead.
	Elf Elder, Left Behind		15H	A lone figure lies ahead of you.
	Elf Herding Tribe (50-150)		<a href="#">https://p.1</a>	The sounds of elven calls and thudding of many feet.
	Elf Merchants			Calls of elves to one another.
	Elf Rading Tribe		<a href="#">https://p.15H</a>	The sounds of equipment rubbing on animal hides warns of humanoids.
	gth		<a href="#">https://p.15C 20AH</a>	The sounds of equipment rubbing on animal hides warns of humanoids.
	half elf child			You hear the movement of several small creatures ahead.
	half elf hermit		<a href="#">https://p.14 1</a>	You hear the movement of several creatures ahead.
	half giant laborer			The lumbering footsteps and sound of equipment suggest a large humanoid
	haffing hunting party		<a href="#">https://p.11 20H</a>	Faint sounds of equipment indicate a stealthy group of humanoids.
	human bandits			The sounds of equipment rubbing on animal hides warns of humanoids.
	human merchant caravan			Calls of humans to one another.
	human slavers		<a href="#">https://p.15C</a>	The sounds of equipment rubbing on animal hides warns of humanoids.
	human village			Calls of humanoids to one another.
	hunter gatherers (1-20)			Calls of humanoids to one another.
	jochals		20AH	Faint sounds of equipment indicate a stealthy group of humanoids.
	mal laborer			The sounds of tools can be heard.
	raiding party		<a href="#">https://p.15H</a>	The sounds of equipment rubbing on animal hides warns of humanoids.
	slave (escaped)		<a href="#">https://p.15H</a>	The sounds of tools can be heard.
	slaves		<a href="#">https://p.15C</a>	The sounds of tools can be heard.
	the levan hunting pack			
	velled alliance		<a href="#">https://p.15C 25A</a>	Sounds of a humanoid breathing.
	wlch		<a href="#">https://p.15C 20A</a>	Sounds of a humanoid breathing.