

UNDERWORLD WANDERING MONSTER TABLE
for Geoffrey McKinney's Carcosa
by Mattias Wikström

<u>Level</u>		<u>Table 1</u>	<u>Table 2</u>	<u>Table 3</u>	<u>Table 4</u>	<u>Table 5</u>	<u>Table 6</u>
1	Roll	1-3	4-5	6			
2		1-2	3-4	5-6			
3		1	2-3	4-5	6		
4-5			1	2-3	4-5	6	
6-7				1	2-3	4-6	
8-9					1	2-4	5-6
10+						1-2	4-6

If a monster marked with an asterisk is rolled, there is a 50% chance that the next wandering monster (on that level) will be of the same type.

TABLE 1

Roll	1	Giant Scarabs
	2	Giant Centipedes
	3	Giant Botflies
	4	Barbarians*
	5	Skeletons
	6	Random Spawn of Shub-Niggurath (HD 2)

TABLE 2

Roll	1	Tomb Robbers*
	2	Species 23750
	3	Zombies
	4	Mutants*
	5	Cannibals*
	6	Deep Ones*
	7	Giant Worms
	8	Random Spawn of Shub-Niggurath (HD 3)

TABLE 3

Roll	1	Giant Jungle Ants*
	2	Giant Snake
	3	Ghouls*
	4	Mi-Go*
	5	Diseased Guardians
	6	Random Spawn of Shub-Niggurath (HD 4)

TABLE 4

Roll	1	Gray Ooze
	2	Mummies
	3	Unquiet Worms
	4	Amphibious Ones
	5	Ochre Jelly
	6	Random Spawn of Shub-Niggurath (HD 5)

TABLE 5

Roll	1	Great Race*
	2	Black Pudding
	3	Mummy Brain
	4	Random Spawn of Shub-Niggurath (HD 7)

TABLE 6

Roll	1	Purple Worms
	2	Primordial Ones*
	3	Shoggoths*
	4	Green Ooze Pool
	5	Spawn of Yog-Sothoth
	6	Random Spawn of Shub-Niggurath (HD 9)