

The BLEAK BEYOND

Random Monster Determination Table d6

Dungeon Level	Monster Table 1 HD 1	Monster Table 2 HD 2	Monster Table 3 HD 3-4	Monster Table 4 HD 5-6	Monster Table 5 HD 7-8	Monster Table 6 HD 8-15
1	1,2,3,4	5,6	-	-	-	-
2	1,2	3,4,5	6	-	-	-
3	1	2,3	4,5	6	-	-
4	-	1	2,3,4	5,6	-	-
5,6	-	-	1,2	3,4,5	6	-
7,8	-	-	1	2,3	4,5	6
9,10	-	-	-	1	2,3,4	5,6
11,12	-	-	-	-	1,2	3,4,5,6
13	-	-	-	-	1	2,3,4,5,6

Monster Tables

Monster Table 1 (d12)

1	Broodlings	4	Lab Rats	7	Irklings	10	Misfits
2	Dessicated	5	Cadavers	8	Mol-Min	11	Phlemoks
3	Bogloids	6	Ghiblings	9	Tak-Taks	12	Delvers 1

Monster Table 2 (d12)

1	Creepy-Crawlies	4	Pirates	7	Spider-Folk	10	Illbogs
2	Knohles	5	Rotted	8	Wee Ones	11	Mantis-Men
3	Man-o-Wars	6	Saristaks	9	Whisper Wind	12	Delvers 2

Monster Table 3 (d20)

1	Nix	6	Seeping Ooze	11	Chuckholes	16	Umloks
2	Dingo-Men	7	Twisted	12	Hag	17	Watchers
3	Fallen	8	Amazons	13	Moth-Man	18	White Coats
4	Maenots	9	Bogbears	14	Psi-Clone	19	Brainy Apes
5	Mastiffs	10	Warped	15	Tainted	20	Delvers 3

Monster Table 4 (d20)

1	Blob	6	Toad-Men	11	King Rat	16	Floating Horror
2	Drools	7	Wirry-Cows	12	Living Statues	17	Great Python
3	Juggernaut	8	Wolf-Worms	13	One-Twos	18	Trolde
4	Odd-Bugs	9	Leper-Cons	14	Tenta-Bot	19	Robots
5	Pod People	10	Corrupted	15	Experiment-X	20	Delvers 4

Monster Table 5 (d20)

1	Ashen Order	6	Dust Bunnies	11	Huldra	16	Mo-Mo
2	Blighted	7	Hiisi	12	Draugr	17	Nisse
3	Chicken Jacks	8	Space Vapor	13	Flying Cow Heads	18	Polypoids
4	Chupacabra	9	Trickling Muck	14	Jabberwocky	19	Sallow Jacks
5	Czareets	10	Trow	15	Mercurials	20	Delvers 5

Monster Table 6 (d20)

1	Spriggans	6	Ice-Nixes	11	Creeping Goop	16	Space Oddity
2	Star Rift	7	Lumbering Mass	12	Shambling Ones	17	Wriggling Slime
3	Ess-Ess	8	Mind Melders	13	Skogsra	18	Tunnel Terror
4	Beyonders	9	Viscoids	14	Old Furry Feet	19	Eidolon
5	Glitterglims	10	Void Between	15	Bloo-Goo	20	Delvers 6

Delvers Tables

Use these tables to inspire random encounters with potential allies, double-crossers or backstabbers. The actual make-up and members of the party are left to the discretion of the referee. Typical delver-types include Men, Dwarfs, Elves, Hobbits, Aelfar, Irklings, Doende, Dvergari, Ghiblings and Troldekin, amongst other possibilities.

Stance (d6)

Delvers	Law	Neutral	Chaos
1,2	1,2,3	4,5	6
3,4	1,2	3,4	5,6
5,6	1	2,3	4,5,6

Suggested Total HD by Current State

Delvers	Desperate /Weak	Cautious/ Normal	Confident /Strong
1,2	4	8	12
3,4	10	20	30
5,6	25	35	50

Current State (d6)

1	Desperate	4	Normal
2	Weak	5	Confident
3	Cautious	6	Strong