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A Random Table for Fantasy Gaming
Number Twenty-Five : Fantasy Fungi
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1	Bloodcap is a small mushroom with a deep red cap and stem. Eaten raw it causes profuse bleeding, but when it's boiled, the resulting liquid cures many diseases of the blood.	11	Sundial Toadstools change color throughout the day: red at dawn, yellow at noon, gray at dusk, black at night. This effect persists for two days after the toadstools have been picked.
2	Horsehoof, named for its typical shape, is a huge shelf fungus that grows on dead pines. It is tough, tasteless and stringy, but very nutritious.	12	Spine-like Dragon Tooth mushrooms grow in dark forests and warn trespassers away with their bright red color. These fungi contain a potent nerve toxin.
3	Slickfoot is a translucent lichen that grows in large patches on rocky surfaces. It exudes an incredibly slimy fluid that sticks to anything it touches. Coated objects are almost impossible to pick up.	13	Deceiver mushrooms look like common edible mushrooms, except for a black streak that runs up the center of their stem. They are edible, but those that consume them lose their memories of the past 3d6 hours.
4	Skilled alchemists can use Pitch Rot, a black, slime-like mold that grows in volcanic regions, to create potent smoke bombs and potions of fire resistance.	14	Devil's Breath is a huge, flabby-looking yellow toadstool with a concave cap. Breaking this fragile fungus releases a cloud of noxious fumes that cause nausea and vomiting.
5	Angel Wing takes its name from its distinctive shape and pure white color. It can be used to make a potent healing salve.	15	The tall brown spikes of Rockhorn are a welcome sight to desert dwellers. The towering stems can be cut, split and worked like wood.
6	Witch's Tears are green, foot-tall mushrooms that take their name from the sticky black sap they exude. This substance is the primary ingredient in an alchemical glue recipe.	16	Tiny orange Nighteye toadstools grow in clumps and emit faint illumination. Boiling a handful in water creates a glowing liquid that produces torch-like light for 12 hours.
7	Blackdust is a pale, web-like mold that grows in dark places frequented by the fleshy undead. Contact with living creatures causes drowsiness and paralysis, providing the fungus with a food source. It dries up and turns to black powder when exposed to sunlight.	17	Wormfall occurs when birds carry aloft certain fungal spores. Warm rain causes the spores to sprout, forming tiny green fungus worms that burrow into and consume any living flesh they land on. The infected die in 1d4 days, leaving behind a puffball full of new spores.
8	Winterbane is a small, nondescript mushroom covered in small blue spots. Crushing a few caps produces a strongly exothermic reaction that lasts for several hours, equivalent to a small fire.	18	Blue and yellow Cave Feathers resemble their namesake. They grow along underground streams and lakes and weaken the rocks they sprout from, creating hazardous terrain that crumbles underfoot.
9	Red and green Rockdome mushrooms are a welcome sight to knowledgeable outdoorsmen. The flesh of these large mushrooms is tasty and nutritious, and their hard outer shell can be made into dishes or even plates for armor.	19	Bristlecap is a small mushroom found in damp underground areas. Its smooth brownish yellow caps hide needle sharp spines that can pierce tough leather. Dungeon denizens often use these mushrooms as improvised caltrops.
10	Cone-like Lizard Fang mushrooms grow in tropical climates. When treated with a mild acid, such as vinegar, they become incredibly hard. Jungle dwellers line their weapons with the hardened points or use them as arrowheads.	20	Corpse Eater is a fast-growing fungus that quickly consumes dead flesh exposed to its spores. The fungus grows to great size overnight, creating yard-thick walls of leathery yellow fungal flesh from a single corpse.