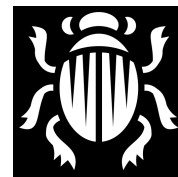


One Page

A Random Table for Fantasy Gaming

Number Thirty Two : Dungeon Flora and Fauna

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1	Dark Hoppers are 2-inch long bugs that resemble crickets. They can jump several feet and inflict extremely painful bites when they land on warm-blooded creatures.	11	Dead-white patches of Snowmold are common on organic surfaces underground. Once this pernicious fungus infests a living host, it slowly turns exposed flesh snow white.
2	Photosensitive Stone Snails are fist-sized creatures that creep along tunnel walls, ceilings, and floors, feeding on organic debris. They hide in their stone-like shell when they detect light . The snails are utterly harmless but delicious.	12	The Sootfeather, a chicken-size, flightless bird, provides underground cultures with food, insulating feathers, and loud warnings when strangers are near. They are omnivorous scavengers that can see in the dark.
3	Slickfoot Worms are transparent flatworms that live in dark and damp locations. They are harmless but more than one adventurer has taken a split after stepping on one.	13	Shalevine has broad, stiff leaves with a stony appearance and texture. It grows in horizontal clumps, and cave-dwellers often plant it near pits, where it creates natural camouflage.
4	Stone Moths change color to match whatever they land on. Artists use their wings to make pigments that change color; chemists use them to make hallucinogenic poisons.	14	Chill Lichen grows in deep caves and draws ambient heat from the rock to sustain itself. Colonies can cover miles of cave walls, reducing air temperatures to below freezing.
5	Sparker Bugs have low-slung bodies that are covered in metallic hair. They accumulate a powerful static charge as they crawl about and discharge it to kill their prey. The spark is disconcertingly loud and causes minor damage to larger creatures.	15	Foot-long Ribbon Worms have a leathery exterior covered in tiny hooks. They live in crevices and ambush passing prey with jets of sticky mucus. The worms exude slime that quickly hardens and use it to build homes that can jam doors or mechanisms.
6	Whoever first ate a Glimmer Slug must have been drunk or starving. The mollusks glow green, warning predators of their foul taste. Eating one grants dark vision for a short time.	16	Steel Grubs from the plane of earth feed on stone and metallic ores. The tiny holes they dig through underground walls, ceilings, and floors weaken structures and cause cave-ins.
7	Skitter Beetles have spiky shells and move quickly using their long legs. They are carrion eaters and are sometimes responsible for turning zombies into skeletons. Necromancers value these insects as spell components.	17	Spine Fungus grows on stone surfaces in dry areas. It is harder than seasoned oak and has a curvy, shelf-like shape with razor sharp edges that cause minor wounds. Underground cultures use this material to make weapons.
8	Ghost Grass is a pallid plant that thrives in darkness. Its five-foot tall stalks create dense cover that lurking predators use to good effect.	18	Duster Beetles scrape food from stone surfaces and excrete dust that quickly obscures footprints in underground locales.
9	Underground pools and streams are home to Shadow Eels, slim predators that snatch small creatures from the water's edge. Swarming eels drawn to the scent of blood can inflict painful bites laced with a mild paralytic poison.	19	Blightwall fungus consumes rotting organic matter and grows several feet per day, forming vertical sheets that resemble stone. It can easily confuse unwary adventurers who find dead ends where they expect open passages.
10	Globe-shaped Bloodberries are parasitic fungi that feed on the flesh of giant mushrooms. They are filled with a smelly, sticky red goo. Chemists make a powerful glue with this substance.	20	Cave Anglers cling to the ceilings of underground chambers and capture flying insects using hanging, hair-fine threads. The mild acidic poison on their snares can cause temporary blindness.