Random Fungus Tables (v1.0)

These tables are based on the **Random Flora Tables (v1.1)** by Sebastian Romu and are a supplement for users who want more fungus-centric options. As with the original, you are always free to choose results rather than rolling. Some of the tables are meant specifically to replace the Random Flora tables, but many of the original tables are appropriate. Use your best judgment. Also, while the Mold, Lichen, and Jelly sections are inspiring, the true star of the show in this supplement is the Mushroom section. This supplement may be updated in the future.

Some Quick Anatomy Notes

The most important thing to realize about fungus is that the **mushroom** is only the fruiting body of fungus, analogous to a flower. The vegetal part of mushrooming fungus is **mycelium**, a web of branching chains of cells called **hyphae**, that produces the mushroom just to release spores. Some mycelium forms massive subterranean webs across entire forests, while others are just enough to bind a mushroom to its substrate. Fairy ring fungus grows in a ring because the mycelium grows outward from the center and flowers toward the edge to maximize spore distance. **Mycelium** often looks a lot like roots, but if separated from the mushroom, the mycelium will still life. After all, picking a rose doesn't kill the bush.

However, shrooms are not the only kind of fungus! **Molds** are colonies of tiny fungus; **slime molds** are colonies of microorganisms and **jelly mushrooms** are just fungus with soft, squishy cell walls; **lichens** are symbiotic communities of fungi and algae or cyanobacteria; omnipresent **microscopic** fungi abound. These tables will focus on **mushrooms**, **jellies**, **molds** and **lichens** and leave micro-fungi up to the user.

Whenever your get a result of **Other**, you are welcome to borrow from other tables in this supplement an in the original for inspiration. Whatever you come up with is at least feasible for fungus in a different evolutionary timeline. Also, fungus *can* grow underwater, but rarely has interesting structures.

Table 1a: Fungus Type (1d100 – Roll Once*)

1d100 Roll	Fungus Type
1-10	Mold
11-20	Lichen
21-55	Jelly
56-95	Mushroom
96-100	Other

*Subtract 5 times the Planetary Gravity Index.

Molds

Table M1: Spore Stalk (1d100 – Roll Once)

1d100 Roll	Spore Stalk
1-50	None
51-75	Straight stalks / Hairs
76-85	Flinging stalks*
86-99	Curved stalks / Clubs
100	Other

* The spore head fills with liquid to pressurize and squirts out the liquid to launch off.

Lichens

Table L1: Lichen Type (1d100 – Roll Once)

1d100 Roll	Lichen Type	
1-25	Crustose	like bark, flaky/rough skin
26-50	Squamulose	like scales, tiny cups, bulbs,
51-75	Foliose	like leaves, brassica, frills, flat coral
76-99	Fruticose	like shrubs, tall coral, beards, stalks, tubes, tall cups
100	Other	

Jellies

Table J1: Jelly Shape (1d100 – Roll Once Each)

1d100 Roll	Shape		1d100 Roll	Density of Jellies
1-7	Brain	like a brain or cauliflower	1-15	Dense colony
8-14	Bulb	like a bubble, smooth	16-65	Close patches
15-22	Coral	branching from root	66-85	Sparse patches
23-31	Creep	line veins	86-95	Disparate clusters
32-40	Cup	like a cup or bowl	96-100	Singular
41-48	Ear	as *Fin* or *Cup*, curled/folded		
49-55	Fin	like a fin, semicircular		
56-62	Frill	as *Fin*, folded, pleated, wavy		
63-70	Funnel	depressed or hollow at top		
71-77	Sac Bulb	with many depressions		
78-84	Stalk	like a finger or wide stalk		
85-91	Tube	like a tube or straw		
92-100	Other / Amorphous*			

* +1 to **Table 9: Sentience**.

At your option, you may generate non-jelly shapes with this table.

Table J2: Jelly Coverage Area (1d100 – Roll Once)

	Tiny ($5cm^2$)	Small ($5\text{-}25cm^2$)	Average ($25cm^2\text{-}1m^2$)	Large ($1\text{-}10m^2$)	Huge ($>10m^2$)
1d100 Roll	1-5	6-20	21-65	66-95	96-100

Mushrooms

Table S1: Mushroom Type (1d100 – Roll Once)

1d100 Roll	Mushroom Type
1-60	Cap
61-80	Cup
81-99	Puffball
100	Other

(These are grossly simplified terms.)

Table S2: Mycelium Spread (1d100 – Roll Once)

1d100 Roll	Mycelium Spread
1-60	Advantageous
61-75	Rhizomic*
76-85	Local**
86-100	No Spreading

* Roll on **Table 6d: Leaf numbers** +20 for number of mushrooms on rhizome.

** Roll on **Table 6d: Leaf numbers** -20 for number of mushrooms in local cluster.

Table S3: Diet (1d100 – Roll Once) replace Table 8

Mycelium Type	Chemosynth.*	Predator	Detritov.	Parasite	Symbiote	Other
Advant.	1-5	6-8	9-90	91-94	95-99	100
Rhizomic	1-7	8-10	11-85	85-91	92-99	100
Local	1-10	11-14	15-80	81-89	90-99	100
None	1-10	11-14	15-70	71-84	85-99	100

Table S4: Cup Shape (1d100 – Roll Once)

1d100 Roll	Cup Shape
1-30	Bowl
31-44	Cone, deep
45-58	Cone, shallow
59-70	Tube
71-80	Sac Fungus*
81-90	Sphere
91-100	Other

* Like a morel; covered in irregularly shaped depressions / pockets.

Table S4a: Special Cup Feature (1d100 – Roll Once) Optional

1d100 Roll	Special Cup Feature
1-40	Stipe*
41-50	Stipe, branching*
51-65	Excrescence**
66-80	Water retaining
81-85	Cup within cup
86-90	Spiraling
91-95	Thigmonasty***
96-100	Other

* Ignore if mushroom already has a stipe.
Roll on **Table SXx** (ignoring results above 70) – **SXx** for stipe shape and size.
** May be *gleba*, a sticky substance containing spores that dries / is carried by animals.
*** The fungus moves involuntarily in response to touch; +1 to **Table 9: Sentience**.

Table S5: Puffball Surface (1d100 – Roll Once)

1d100 Roll	Cap Surface
1-20	Smooth
21-35	Patchy
36-50	Scales, flat
51-63	Scales, raised
64-75	Velvety
76-88	Hairy
89-99	Striated
100	Other

Table S5a: Special Puffball Feature (1d100 – Roll Once) Optional

1d100 Roll	Special Puffball Feature
1-40	Stipe*
41-50	Stipe, branching
51-60	Excrescence
61-70	Thigmonasty**
71-80	Unique Shape
81-100	Other

* Ignore if mushroom already has a stipe.
Roll on **Table SXx** (ignoring results above 70) – **SXx** for stipe shape and size.
** The fungus moves involuntarily in response to touch; +1 to **Table 9: Sentience**.

Table S6: Stipe Length (1d100 – Roll Once)

1d100 Roll	**Stipe Length** (Cap Diameter %)
1-10	Very Long (>150%)
11-20	Long (<150%)
21-50	Average (~100%)
51-55	Short (>50%)
56-60	Very Short (<50%)
71-99	No Stipe*
100	Other

* Mushrooms without stipes are usually attached to things rather than on the ground, such as bracket / shelf mushrooms

Table S6a: Stipe Shape (1d100 – Roll Once)

1d100 Roll	Stipe Shape	
1-30	Equal	same width throughout
31-50	Tapered, up	growing wider at the bottom
51-70	Tapered, down	growing wider at the top
71-90	Club-shaped / Bulbous	forming a bulb or rounded bottom
91-94	Swollen	much wider in the middle
95-99	Fusoid	slightly wider in the middle
100	Other	

Table S6b: Stipe Ring and Volva (1d100 – Roll Once Each)

The ring or annulus is a bit of thin tissue hanging off the stipe and the volva is a 'wrapper' sheathing the bottom of the stipe. The ring may be of any size or position on the stipe; the volva may be of any size.

1d100 Roll	Ring		1d100 Roll	Volva
1-50	None		1-50	None
51-60	Pendant	hanging loosely	51-66	Entire
61-65	Flaring	flaring out	67-82	Split
66-75	Sheathing	opening at the top	83-99	Scaly
76-78	Double	two sheathing rings, one around other	100	Other
79-80	Cobwebby	webbing from ring area to cap edge		
81-85	Veil	tissue covering underside of cap		
86-95	Ring Zone	different texture on part of stipe		
96-100	Other*			

* Optionally an *indusium*, a net-like skirt hanging from just below the cap.

Table S7: Cap Shape (1d100 – Roll Once)

1d100 Roll	Cap Shape	
1-20	Bell-Shaped	convex, but recurved slightly towards the end
21-30	Depressed	relatively flat cap with small depression in top
31-45	Conical	straight from top to bottom
46-66	Convex	gently curved out from top to bottom
67-71	Cylindrical*	bullet-like, with bottom of cap straight up and down
72-80	Flat	flat on top
81-85	Funnel	like depressed, but extended through the stipe
86-90	Knobbed	convex, but with a little knob on top
91-95	Irregular	
96-100	Other	

Table S7a: Cap Surface (1d100 – Roll Once)

1d100 Roll	Cap Surface
1-20	Smooth
21-35	Patchy
36-50	Scales, flat
51-63	Scales, raised
64-75	Velvety
76-88	Hairy
89-99	Striated
100	Other

Table S7b: Cap Margin (1d100 – Roll Once)

1d100 Roll	Cap Margin	
1-20	Entire	smooth with no breaks
21-30	Crenate	scalloped
31-38	Striate	regularly spaced grooves
39-45	Pilicate	regular, hairlike splits*
46-53	Appendiculate	with tassels or tendrils
54-63	Rimose	cracked, irregular breaks
64-75	Lobed	like a chanterelle
76-85	Wavy	wavy but unbroken
86-90	Polyps	cap margin made of smaller caps**
91-100	Other	

* Sometimes the entire cap is made of these 'hairs' that are fused together in the middle. You may flip a coin or roll 1d100: 1-50 for a random result.

** Usually identical to the main body, but not always.

Table S7c: Cap Edge Section (1d100 – Roll Once)

1d100 Roll	Cap Edge Section	
1-60	Straight	follows slope of cap
61-75	Decurved	curved inward
76-90	Recurved	curved outward
91-94	Involute	curled inward
95-99	Revolute	curled outward
100	Other	

Table S7d: Cap Underside (1d100 – Roll Once Each)

This is where the sporing bodies are in cap mushrooms.

1d100 Roll	Cap Underside	1d100 Roll	Attachment to Stipe
1-33	Gills ridges from stipe to margin	1-40	Not attached
34-67	Tubes spongy with pores	41-80	Attached
68-99	Teeth densely packed hair-like teeth*	81-99	Decurrent**
100	Other	100	Other

* Sometimes the predominant part of a mushroom is the teeth, the cap entirely pilicate.

** Crawling down the stipe or substrate

Table S7e: Special Cap Mushroom Feature (1d100 – Roll Once) Optional.

1-20	Excrescence*
21-80	Branching mushroom
81-90	Thigmonasty*
91-100	Other

* The fungus moves involuntarily in response to touch; +1 to **Table 9: Sentience**.

Note A: Reproduction

Most fungus reproduces through **spores**. The spores come from different parts of various kinds of fungus: within a puffball, on the outside of a stinkhorn, the inside of cup mushrooms, the underside of cap mushrooms, the spore-bearing stalks of mold, and so on. Some mushrooms produce **gleba**, a sticky (often foul-smelling goop) containing spores that can dry out to be blown in the wind or sticks to flies who spread the spores elsewhere. Fungus can also reproduce by **fission of its mycelium**, which spreads underground. Some single-celled fungus reproduces by **cell division**. Lichens, as symbiotic colonies of fungus, algae and/or cyanobacteria sometimes reproduce by releasing **soredia**, clusters of algal cells wrapped in fungus. Assume whatever fungus you make can employ some combination of these methods.

Note B: Weird Fungus Inspiration

Hydnellum peckii, Hericium erinaceus, Pseudohydnum gelatinosum, Clavicorona pyxidata, Calvatia sculpta, Calvatia gigantea, Pleurotus cornucopiae, Gyromitra esculenta, Morchella esculenta, Coprinus comatus, Favolaschia calocera, Rhodotus palmatus, Clathrus archeri, Clathrus ruber, Lycoperdon perlatum, Panus fasciatus, Marasmius haematocephalus, Laccaria amethystina, mycena chlorophos, Trametes versicolor, Chorioactis geaster, Schizophyllum commune, Clyptotrama aspratum, Mycena austrororida, Cyathus novaezelandiae, Tremella fimbriata, Campanella inquilina, Aseroe rubra, Geastrum Brittanicum, Geastrum minimum, Phallus indusiatus, Ophiocordyceps unilateralis, Amanita muscaria, Armillaria ostoyae