

Dungeon Fauna

1	Air Elemental Nuisance: Might snuff a Candle or blow a Sheet of Paper away	51	Hobnail Skate: Dwell in Pools/Puddles, Nail Like spines might pierce Soles
2	Angel Moth: Faintly Glow when Prayers are said, wings with Holy Symbols	52	Hole Snapper: Turtles that find their way into Crannies, might nip a Finger
3	Back Pincher: Large Beetles with a Single Pincher-like Claw on their Backs	53	Hooked Salamander: Sharp Barbs on Body, make really good Bait
4	Bacon Grubs: Squirmy Pink things, found under Flagstones. Taste like Pork	54	Hook-Tailed Wall Borer: Rats with Iron Tails, try to Steal anything Hung on them
5	Bat-Winged Hisser: Brass Colored Snakes that can Fly after Aerial Prey	55	Hydra Worm: Multi-ended Earthworms, Record is 64 "Heads"
6	Bear Bugs: Belligerent, Feisty Beetles ferociously (and ineffectually) attack Shoes	56	Imp Worm: Velvet fur and Scarlet, tiny Horns, fouls Water rendering it Unholy
7	Beard Rat: Just a clump of Hair, careening down the Corridor for a Place to Hide	57	Jump Weasel: Inquisitive, can <i>Teleport</i> a few Feet 1/day
8	Bee Bonnet: Terrestrial Jellyfish, resemble lacy Headwear, Sting defensively	58	Lich Worm: Moving like an Inchworm: Skeletal Index Fingers Drain Mice
9	Bell Bat: Audible Echolocation to commune with Flock: Faint Jingles and Rings	59	Mantis Apostate: Primarily subsists on Angel Moths, Perch on Skeletons
10	Bindle Mice: Never without their small bundle of Fabric containing Seeds	60	Mighty-One: Tiny Purple Worms, resembling their Colossal Cousins
11	Blue Tinger: Palm-length Centipedes, bright Cerulean, Venom just Tickles	61	Mock Serpent: Convincing Caterpillar Mimics, Sages unsure of next Instar
12	Boardless Battlers: Animated Chess Pieces, usually locked in all out Melee	62	Mortar Bees: Drills instead of Stingers, Hives in Stone Walls: Gritty Honey
13	Bolt Lizard: Arrow fast leapers when Hunting their Insect Prey	63	Motherly Spiders: Single Words in Webs: "Wash!" "Eat!" "Rest!"
14	Braided Snakes: Usually Two or Three, attracted to Warmth and Body Heat	64	Mummy Rat: Desiccated Rodents, Turned by just presenting a Holy Symbol
15	Brigandine Hamster: Escaped Dwarf Pets, well Armored, Voracious Eaters	65	Noble Lizard: Golden Crown like Growths adorn Heads, Bow Regally
16	Brown Bandit Ants: Working in Concert, can carry away a Backpack/Bedroll/etc.	66	Nomadic Stool: Gallops along to inhabit new Rooms every few Hours
17	By-The-Gods: Hairy, Hand-sized, and Imposing Spider, Docile but Pounce often	67	Pearl Spider: Small Orb-Weavers, iridescent Abdomens could fool at a glance
18	Cackle Fleas: Pinky Nail Sized Blood-Suckers, Victims tend to Giggle	68	Pebble Muncher: Fat, Orange-bellied Toads that seem to Stalk and Eat Rocks
19	Candle Coiler: Small Blue Snakes, fond of curling around Candles/Torches for Heat	69	Plaster Frog: Clings to Walls stationary for so long often Painted/Plastered Over
20	Cave Crab: At Home out of Water, sometimes Territorial around Plate Armor	70	Pluggers: Lizards with a Compulsion to fill in Cracks/Holes with Detritus
21	Char Mites: Thumb-sized Insectoid Fey, live in Fireplaces always Sweeping	71	Practice Chimera: Escaped Experiment: Rat/Worm/Toad heads usually
22	Chisel Shrew: Sharp Teeth often Modify Sculptures and Statuary to their Liking	72	Prayfish: Crawdads with Holy Symbol Markings on Shells and Clasped Claws
23	Clew Snake: Small, Lime-colored, only Defense is to knot itself tightly into a Ball	73	Quartz Lice: Geode-like Crystal Mites, Mammals are Safe, but not Reptiles
24	Clippers: Tail-less Scorpions that use their Claws to cut Twine/String for Nets	74	Rat Siren: Sleek Grey Felines with Cloven Feet. Purr attracts Rodents
25	Cold Stinger: Scorpion with Mild Venom, produces a Frosty/Numb Area	75	Razor-Shelled Startlers: Wall Barnacles, if touched let out a defensive Yelp
26	Dapple-backed Hypnotizer: Snake that seems to cast <i>Charm Rodent</i>	76	Red-Eyed Leaper: Pale White Bush-baby Primate, Insectivorous, Shy
27	Determined Gauntlet: Animated Metal Glove, clinking as it Plods along	77	Runebacked Flatteners: Snake that can Flatten and slither under Doorways
28	Downy Rat-Strangler: White-furred Constrictor Snake, often sleepily Digesting	78	Scheming Toad: Squat with Hands Together. Enigmatically croak "No" or "Yes"
29	Dream Terrapin: Often Asleep, Dreams of Creatures Seen, visible as Illusions	79	Sconce Beast: Iron Mandibles for these large Termites Eat Torches placed within
30	Dungeon Canary: Escaped it's Cage, turns from Gold to Green around Gas	80	Shaggy Toe-Bender: Wooly Caterpillars as big as Feet, Firm, easy to Trip Over
31	Dweomer Leech: Purple Slug-like things, stick to Owned Magic Items	81	Shield Voles: Small Rodents with Bony Buckler Skulls, block their Holes well
32	Earth Elemental Nuisance: Plum-sized Rock, rolling along Walls, gathering Grime	82	Shroomlings: Animate Toadstools, reposition themselves when unobserved
33	False Handle: Chameleonic Lizards, tend to dwell on Doors/Chests/Cabinets	83	Spare Bug: Stick Insects, often shaped like Skeleton Keys (do not function)
34	Fire Elemental Nuisance: Ember quickly burning out, might burn hole in a Cloak	84	Spark Beetle: Volatile Oils in this Biting Bug produce a Spark when it's Crushed
35	Fisherman Snake: Uses Worm-Colored Tail as Lure over Ponds and Pools	85	Splinter Wasps: Sting about as Painful, but hard to Remove in Torchlight
36	Floating Eye: Harmless Eyeball (about Grapefruit-sized), Floats and Glowers	86	Stone Minnows: Small Shoals sometimes seen leaping from Worked Stone
37	Flying Drunkards: Coin-sized Mosquito-like Insects, attracted to Alcohol	87	Tail-biters: Two Headed Red/Yellow Serpents, often fight over Food (mostly Mice)
38	Funeral Ants: Solemn, Dapper Black Ants march, usually carrying a Dead Thing	88	Tarnishers: Isopods that dull the shine of Silver with their Secretions
39	Gelatinous Pyramid: Sessile, about a Foot tall, Touching only Numbs	89	Three-Toed Pie Gecko: Lick their Eyes and Cling to Walls: Smell of Berries
40	Ghost Mole: Translucent, always sniffing Air. Pops up from Floors/Flagstones	90	Tripwire Spider: Annoyingly fond of stringing tough Webs, Ankle High
41	Ghoul Worm: Pale, Bright Red Sucker Mouth (eats Moss), Really Stinks if Disturbed	91	Troll-Nosed Bat: Huge Proboscis, sups like an Anteater while clinging to Walls
42	Glaring Jug: Canopic Jars decorated with Eyes. Turn to Face/Follow anyone Present	92	Tusked Rat: Enlarged Incisors used to Duel for Mates, some as long as a Thumb
43	Gnolem: Gnome-Sized Golem, usually solemnly standing Guard or Patrolling	93	Umbral Cat: Insubstantial when Hunting (like a Shadow) very skittish
44	Goblin Goat: Three Horned Onery Things, size of a Dog, bleat "Bree-Yark!"	94	Walking Egg: Duck-egg Sized, Green Scaled Feet, looking for somewhere Warm
45	Gutter Eels: A kind of Lungfish, survives outside of Water by coats of Mucus	95	Water Elemental Nuisance: A Puddle that flows toward Feet
46	Hag-Ear Moth: Wings look like Green Ears, said to Listen on behalf of Witches	96	Web-Wiper: Frilly Lizard hunts Small Spiders, clears Cobwebs
47	Handkerchief Bat: Defensively Transforms into Namesake for an hour if startled	97	Weld Spiders: Their Silk seems to weakly Fuse Metals Together
48	Heap Worms: Shamble about in Compost Heap Shelters, small Piles mostly	98	Well-Digger: Newt with sharp Teeth, Nibbles through Stone: Looking for Water
49	Helm Tortoise: Trades it's Shell for discarded Helms as it Grows	99	Welt Weevil: Infest Wood with Round Galls, spray a mild Blistering Agent
50	Hoarder Snails: Glue bits of Frass/Dead Insects/Occasional Coin to their Shells	100	Ziggurat Ants: No Hives/Mounds, they form these from their own Colony