



## Mundane Cave Animal Encounters

**Author**

Christopher Baldi

**Editor**

Carol Baldi

**Artists**

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## Mundane Cave Animal Encounters

Caves are cold, dark, wet places filled with strange landscapes and unique life forms. Adventurers often find that they must plumb these forbidden depths looking for the treasures that they hold. Unfortunately, caves often feel empty save the collection of monsters and traps that are there to test the party. Well, never fear -- your friends here at Healing Fireball Publications have created a collection of tables designed to add the life back to these dark regions and allow players to come face-to-face with some of the strangest fauna in the world.

**Table I: Entrance Zone**

D100	Animal	D100	Animal
1-2	Triodopsis sp. Snail	51-52	Grizzly Bear
3-4	Aerodramus Bird	53-54	Groundhog
5-6	American Toad	55-56	Herald Moth
7-8	Barn Swallow	57-58	Mosquito Swarm
9-10	Beaver	59-60	Mountain Lion
11-12	Black Bear	61-62	Northern spring peeper
13-14	Black Rat Snake	63-64	Oilbird
15-16	Brown Bear	65-66	Orb-Weaving Spider
17-18	Brown Rat	67-68	<i>Oxidus gracilis</i> Millipede
19-20	Camel Cricket	69-70	Pack Rat
21-22	Cave Goat	71-72	Pickerel Frog
23-24	Cave Mold Beetle	73-74	Pillbug
25-26	Cave Salamander	75-76	Ptomaphagus Beetle
27-28	Cave Swallow	77-78	Raccoon
29-30	Cave Swiftlets	79-80	Red Fox
31-32	Copperhead Snake	81-82	Red Wolf
33-34	Dwarf American Toad	83-84	Ring-Tailed Cat
35-36	Edible-nest Swiftlet	85-86	Rove Beetle
37-38	Eastern Mole	87-88	Scaffold Web Spider
39-40	Eastern Phoebe	89-90	Scorpion
41-42	Fly Swarm	91-92	Screech Owl
43-44	Gnat Swarm	93-94	Spirobolid Millipede
45-46	Gray Fox	95-96	Vulture
47-48	Gray Wolf	97-98	Western Slimy Salamander
49-50	Green Frog	99-100	White-Footed Mouse

### Cave Zones

Every cave consists of three different zones related to how light filters into a cave.

**The Entrance Zone:** The entrance zone of a cave is located where it opens up to the outside. This zone gets the most light and animals in this zone most likely use the cave as a place to nest or sleep but venture forth to find food in the outside world.

**Twilight Zone:** The twilight zone is the area after the entrance zone

where it is not completely dark as some light from the entrance filters through. This zone is likely home to animals that are adapted to living in caves but still can live outside. These animals likely still have eyes and pigment.

## Cave Zones (Continued)

**Dark Zone:** The dark zone is the deepest part of the cave where no light can reach. Animals that dwell in this region are usually completely adapted to life in a cave. They usually have lost their eyes and pigment and cannot live outside the cave.

**Table II: Twilight Zone**

D100	Animal	D100	Animal
1-2	Albino Cave Cockroach	51-52	Fly swarm
3-4	Auckland Island weta	53-54	Free-Tailed Bats
5-6	Beauty rat snake	55-56	Ghost Bat
7-8	Berry Cave Salamander	57-58	Giant Cave Cockroach
9-10	Blind Cave Beetle	59-60	Earthworm
11-12	Blind Cave Millipede	61-62	Ground Beetle
13-14	Youngsteadt's cave millipede	63-64	Herald Moth
15-16	Brown Cave Salamander	65-66	Kramer's cave beetle
17-18	Tennessee cave salamander	67-68	Long-tailed salamander
19-20	Springtails (Jumping Insects)	69-70	Mite Swarms
21-22	Causey's cave millipede	71-72	Myotis Bat
23-24	Cave Centipede	73-74	Ohio cave beetle
25-26	Cave Flea Swarm	75-76	Pipistrelle Bat
27-28	Cave mold beetle	77-78	Rat
29-30	Cave Pseudoscorpion Swarm	79-80	Silverfish Swarm
31-32	Cave Racer Snake	81-82	Spring Salamander
33-34	Cave Scorpion	83-84	Carrion Beetles
35-36	Cave WebWorm (Fungus Gnat Larva)	85-86	Stoneflies
37-38	Cave Weta	87-88	Camel Cricket
39-40	Cliff Chirping Frog	89-90	The Giant Weta
41-42	Dark-Sided Salamander	91-92	Tissue Moth
43-44	Monte Albo Cave Salamander	93-94	Trap Door Spider
45-46	Eastern Pipistrelle Bat	95-96	Vampire Bat
47-48	Eurycea Salamander	97-98	Whip scorpions
49-50	Fishing Spider	99-100	Brown Bat

### Using These Tables

To use these tables first chose the table for the zone that is being explored and then roll a d100 for the entrance zone or twilight zone. Alternately, if generating encounters for the dark zone, roll a d20 and consult the land or water tables based on the caves environment. You can either roll on these tables intermittently or once for every half hour of exploration in the cave.

Additionally, while the bats and most of the salamanders are listed as being in the twilight zone these animals are actually more prolific and can live in all three zones depending on the season and available food source. Because of this, bat and salamander tables have been provided. These tables can be used in any of the three zones just roll a d20 and consult the appropriate table.

## Dark Zone Animals

### Table III: Land

D20	Land Animals
1	Blind cricket
2	Blind wolf spider
3	Campodeid Dipluran
4	Cave Centipede
5	Cave Crab
6	Cave physa Snail
7	Cave Pseudoscorpion Swarm
8	Cellar Spider
9	Conotylid Cave Millipede
10	Daddy longlegs
11	Eyeless Albino millipede
12	Grotto Salamander
13	Inflectarius inflectus Snail
14	<i>Leptodirus hochenwartii</i> beetle
15	Nelson cave spider
16	Niah cave gecko
17	Cave Scorpion
18	Springtails (Jumping Insects)
19	Texas blind salamander
20	White cave velvet worm

### Table IV: Water

D20	Water Animals
1	Alabama cave shrimp
2	Bigcheek cave crayfish
3	Blind cave loach
4	Blind planarian
5	Brook lamprey
6	Cave catfish
7	Cave Tetra
8	Gordian worm
9	Grotto sculpin
10	Kentucky cave shrimp
11	Mimic cavesnail
12	Olm
13	Ozark Cavefish
14	Phantom cave crayfish
15	Phantom cavesnail
16	Pink planarian
17	Subterranean sponge
18	Toothless blindcat
19	Tumbling Creek cavesnail
20	Typhlocaris Shrimp

### Table V: Bats

D20	Bat
1	Big Brown Bat
2	Big-eared Bat
3	Big-eared Woolly Bat
4	Eastern Pipistrelle Bat
5	Free-Tailed Bats
6	Fringed Myotis
7	Fruit Bat
8	Ghost Bat
9	Gray Bat
10	Little Brown Bat
11	Long-nosed bat
12	Long-tongued bat
13	Myotis bat
14	Pallid Bat
15	Pipistrelle bat
16	Pygmy Pipistrelle
17	Silver-haired bat
18	Small-footed Myotis
19	Vampire Bat
20	Whiskered Bat

### Table VI: Salamanders

D20	Salamander
1	Berry Cave Salamander
2	Big Mouth Cave salamander
3	Blanco Blind Salamander
4	Brown Cave Salamander
5	Cascade Caverns Salamander
6	Comal Blind Salamander
7	Dark-Sided Salamander
8	Eurycea Salamander
9	Grotto Salamander
10	Imperial Cave Salamander
11	Jollyville Plateau Salamander
12	Long-tailed salamander
13	Many-ribbed Salamander
14	Monte Albo Cave Salamander
15	Sinkhole Salamander
16	Spotted-tail Salamander
17	Spring Salamander
18	Supramonte Cave Salamander
19	Tennessee cave salamander
20	Texas blind salamander

## Using These Tables (continued)

The Fantasy animals and cave dwellers table can also be used for encounters in all three zones just roll a d20 and consult the appropriate table. The insects/spiders table can be used to create encounters in either the twilight or dark zone. Finally, a set of specific themed tables have been provided for certain encounters in the entrance zone. To use these tables just roll a d20 and consult the specific encounter table

### Entrance Zone Animals by Type:

**Table VII: Dangerous**

D20	Dangerous Animals
1-2	Scorpion
3-4	Black Bear
5-6	Black Rat Snake
7-8	Brown Bear
9-10	Copperhead Snake
11-12	Gray Fox
13-14	Gray Wolf
15-16	Grizzly Bear
17-18	Red Fox
19-20	Red Wolf

**Table VIII: Flying**

D20	Flying Animals
1-2	Aerodramus Bird
3-4	Barn Swallow
5-6	Cave Swallow
7-8	Cave Swiftlet
9-10	Edible-nest Swiftlet
11-12	Fly Swarm
13-14	Mosquito Swarm
15-16	Oilbird
17-18	Screech Owl
19-20	Vulture

**Table IX: Small**

D20	Small
1-2	Bee
3-4	Camel Cricket
5-6	Cave Mold Beetle
7-8	Centipede
9-10	Gnat Swarm
11-12	Herald Moth
13-14	Pillbug
15-16	Scaffold Web Spider
17-18	Spirobolid Millipede
19-20	Wasp

**Table X: Fantasy Animals**

D20	Fantasy Animals
1-2	Zombie/Skeleton
3-4	Giant Bear
5-6	Slime/Pudding/Jelly
7-8	Giant Carnivorous Worm
9-10	Dragon
11-12	Giant Snake
13-14	Basilisk
15-16	Wyvern
17-18	Giant Spider
19-20	Giant Rat

**Table XI: Cave Dwellers**

D20	Creature	D20	Creature
1	Primitive Man	11	Shaman
2	Barbarian Tribe	12	Sprite
3	Spirit Animal (Loa)	13	Orc tribe
4	Gnome	14	Bandits
5	Dark Elf	15	Ogre
6	Witch/Crone	16	Trolls
7	Ghost	17	Dwarf
8	Sentient Fungus	18	Goblin
9	Hermit	19	Druid
10	Monk	20	Prophet/Seer

**Table XII: Insects/Spiders**

D20	Insect/Spider	D20	Insect/Spider
1	Blind Cricket	11	Cellar Spider
2	Blind Wolf Spider	12	Conotylid Cave Millipede
3	Camel Cricket	13	Daddy longlegs
4	Carrion Beetles	14	Fishing Spider
5	Cave Centipede	15	Nelson cave spider
6	Cave Flea Swarm	16	Silverfish Swarm
7	Cave Mite Swarm	17	Springtails (Jumping Insects)
8	Cave Mold Beetle	18	The Giant Weta
9	Cave Scorpion	19	Trap Door Spider
10	Cave WebWorm	20	White cave velvet worm