

HEY!
it's
MATTYP

MAGICAL MUSHROOMS



D100

MUSHROOM

1-21	Forest Yarn
22-35	Preening Peafeather
36-48	Brackish WaxCap
49-62	Lions' Bonnet
63-75	Mind's Eye Bolete
76-88	Grooved Fly Saddle
89-95	Stinging Milk Slime
96-100	Giant Puffball

FOREST YARN

The Forest Yarn mushroom looks like a pile of tangled thread laid on the floor. Depending on which section you're looking at, the colours seem to run the full gamut. When the mushroom is picked, foragers are often surprised to discover just how much of this yarn must be pulled out of the ground.

A DC 12 SURVIVAL CHECK REVEALS THE FOLLOWING: Forest Yarn is often fed to myconid youth to improve their growth, much like other species feed their children vegetables and fruits. The color of the fungus has no effect on what boons or banes it might offer if consumed; it merely changes the flavor.

A DC 12 HISTORY CHECK REVEALS THE FOLLOWING: Forest Yarn has the strange property of growing in wildly unpredictable ways. Overnight, a large specimen may reduce to stems, only to cover an entire room days later. In an old fairytale, Forest Yarn tricked a tragic hero into taking a wrong turn in a hedge maze by blocking off an entrance.

A DC 15 ARCANA CHECK REVEALS THE FOLLOWING: This fungi can be brewed into an *Potion of Ascending Height*.

D20 POTION

1-9	<i>Potion of Descending Height</i> ; Shrink 1d12 inches in height for 1d4 days.
10+	<i>Potion of Ascending Height</i> ; Grow 1d12 inches in height for 1d4 days.

PREENING PEAFEATHER

The Preening Peafeather mushroom grows in clusters with stems and caps shaped like bird feathers. Its flesh resembles peacock eye feathers, hence the name.

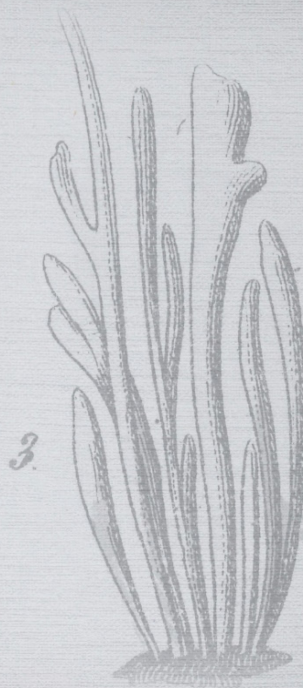
A DC 12 NATURE CHECK REVEALS THE FOLLOWING: There are rumors that consuming the raw mushroom will enhance an individual's confidence. Despite its charming appearance, the Preening Peafeather has a neutral foretaste but an extremely bitter aftertaste, making it difficult to actually consume without preparation.

A DC 12 PERFORMANCE CHECK REVEALS THE FOLLOWING: Musicians and actors often take a potion made with this mushroom the night before big or important performances, and all evidence suggests it does really help.

A DC 15 ARCANA CHECK REVEALS THE FOLLOWING: This fungi can be brewed into an *Elixir of Confidence*.

D20 POTION

1-9	<i>Potion of Uncertainty</i> ; minus 1 to all rolls involving charisma for 1d4 hours.
10+	<i>Elixir of Confidence</i> ; add 3 to all rolls involving charisma for 1d4 hours.





LIONS' BONNET

Lions' Bonnet is a tawny-colored mushroom with long, thin stalks and a conical brown cap. It tends to grow in clusters and is most frequently found in dry or arid climates.

A DC12 SURVIVAL CHECK REVEALS THE FOLLOWING: *Lion's Bonnet could pass for a mundane mushroom to an average consumer. If eaten raw, it tastes like fresh meat, so it is a viable protein substitute for vegan cooking.*

A DC12 HISTORY CHECK REVEALS THE FOLLOWING: *A great warrior once ate Lions' Bonnet every day with the hope it would make him successful in combat. It's unknown whether the mushroom contributed to his strength, but what is known is that the blade which slew him, blessed by his blood, went on to become a storied weapon.*

A DC15 ARCANA CHECK REVEALS THE FOLLOWING: *This fungi can be brewed into a Potion of Heroes.*

BRACKISH WAXCAP

Brackish Waxcap tends to grow on submerged plant matter and algae-covered rocks in very wet environments. The caps of this mushroom, which grow in singletons and look very similar to barnacles, are covered in a waxy substance that lingers on the hands of anyone who touches it.

A DC12 HISTORY CHECK REVEALS THE FOLLOWING: *Brackish Waxcap is an uncommon fungus once prized among sailors for its alleged ability to allow underwater breathing. Unfortunately, it was so prized for this, it eventually became difficult to find!*

A DC12 SURVIVAL CHECK REVEALS THE FOLLOWING: *Brackish waxcap is extremely salty and can dehydrate those that consume it. Anyone who partakes of this fungus should have sufficient water on hand or else must succeed a DC10 Constitution saving throw to avoid being poisoned for 10 minutes.*

A DC15 ARCANA CHECK REVEALS THE FOLLOWING: *This fungi can be brewed into a Philter of Water Lungs.*

D20 POTION

1-9 *Philter of Enduring Breath; can breathe underwater for 10 minutes.*

10+ *Philter of Water Lungs; can breathe underwater for 1d4 hours.*

D20 POTION

1-9 *Potion of Cowardice; minus 1 to all rolls made during combat for 1 hour.*

10+ *Potion of Heroes; add 1 to all rolls made during combat for 1 hour.*



MIND'S EYE BOLETE

Mind's Eye Bolete is a thick fungus about four palm-lengths tall with an inverted cap. It also possesses a rather interesting property: it's completely transparent. Easy to miss for the untrained forager's eye, it is yet a rare mushroom outside of cultivated colonies.

A DC 12 NATURE CHECK REVEALS THE FOLLOWING: *Mind's Eye Bolete is said to cause those who consume the prepared mushroom to have visions and an almost uncanny ability to see or hear things those around them cannot. This can cause panic in creatures who are not used to such abilities.*

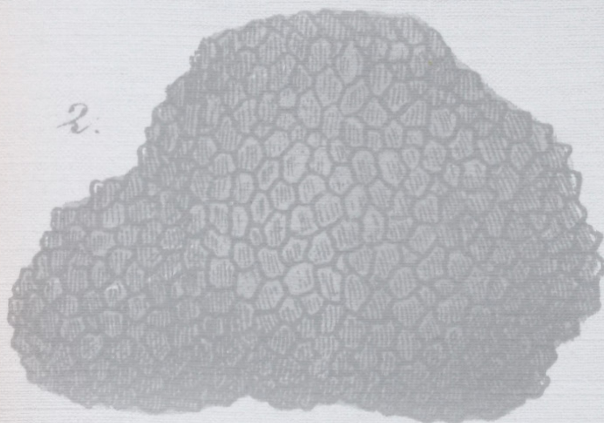
A DC 12 RELIGION CHECK REVEALS THE FOLLOWING: *Folklore surrounding the Mind's Eye Bolete credits its origin to a fae sage, who became so obsessed with farseeing that she never ate or slept, and eventually died as a voyeur. The original bolete is said to have sprouted in her tomb.*

A DC 15 ARCANA CHECK REVEALS THE FOLLOWING: *This fungi can be brewed into a Torpor of Sightseeing.*

D20 POTION

1-9 *Torpor of Eavesdropping; can hear the activities ongoing in a familiar location for 1d4 minutes.*

10+ *Torpor of Sightseeing; can see OR hear the activities ongoing in a familiar location for 10 minutes.*



GROOVED FLY SADDLE

Grooved Fly Saddle is a strange golden mushroom that, despite its tiny size, packs a powerful alchemical punch. Its saddle-shaped cap is, as the name suggests, grooved, and its thin stalks are somewhat too weak to support its heavy cap, leading it to grow in an arc.

A DC 12 SURVIVAL CHECK REVEALS THE FOLLOWING: *Handling the mushroom without proper protection can cause racing hearts and babbling tongues. Anyone who touches this mushroom with bare skin for one minute must succeed a DC10 Wisdom saving throw to avoid becoming frightened for one minute.*

A DC 12 HISTORY CHECK REVEALS THE FOLLOWING: *Grooved Fly Saddle is very valuable — a single intact mushroom is worth a small handful of gold coins. Some kingdoms of the realm demanded a certain weight of this mushroom as tribute from lesser sovereignties.*

A DC 15 ARCANA CHECK REVEALS THE FOLLOWING: *This fungi can be brewed into a Potion of Horsepower.*

D20 POTION

1-9 *Potion of Ponypower; add 1 square of movement for 1 minute.*

10+ *Potion of Horsepower; add 2 squares of movement for 1 minute.*

STINGING MILK SLIME

Stinging Milk Slime is an inert fungus that looks like a shiny puddle of spilled milk. It commonly grows near thorny, brambled or craggy environments.

A DC12 SURVIVAL CHECK REVEALS THE FOLLOWING: *Stinging Milk Slime is so called due to its main defense mechanism; while the slime mold appears smooth, its surface actually hosts thousands of tiny, razor-sharp hairs. Anyone who touches the mold with bare skin must succeed a DC10 Constitution saving throw or take 1 point of damage.*

A DC12 RELIGION CHECK REVEALS THE FOLLOWING: *Stinging Milk Slime has had some application in cults and obscure sects of some beastly orders, used like a bed of coals in trials of faith.*

A DC15 ARCANA CHECK REVEALS THE FOLLOWING: *This fungi can be brewed into an Unction of a Thousand Needles.*

D20 POTION

1-9

Uction of, like, a Hundred Needles; coat one weapon and add 1 damage to every attack made with the weapon for 1 hour.

10+

Uction of a Thousand Needles; coat one weapon or five projectiles and add 3 damage to every attack made with the coated object for 1 hour.

GIANT PUFFBALL

The Giant Puffball is a squat fungus with a thick white stalk and round, ribbed, brown cap. It is the same size as a human head. These mushrooms tend to grow alone and are quite heavy — about 5 kilograms (11 pounds).

A DC12 NATURE CHECK REVEALS THE FOLLOWING: *While this mushroom may seem innocuous at first, picking it releases an overwhelming odor akin to sweaty feet. Every creature within a 10' cone must succeed a DC10 Constitution saving throw to avoid being incapacitated for one minute.*

A DC12 MEDICINE CHECK REVEALS THE FOLLOWING: *If consumed raw, the Giant Puffball has the unfortunate effect of causing smelly breath; those who consume it unprepared receive -1 to all rolls involving charisma for 1d4 hours.*

A DC15 ARCANA CHECK REVEALS THE FOLLOWING: *This fungi can be brewed into a Potion of Immense Strength.*

D20 POTION

1-9

Potion of Immense-ish Strength; for 1 minute, add 6 to the consumer's base Strength ability score.

10+

Potion of Immense Strength; for 10 minutes, add 6 to the consumer's base Strength ability score.

BREWING POTIONS: If a character is proficient with a herbalism kit, they may spend 4 hours to attempt potioncraft, adding their proficiency bonus to their D20 roll.

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