

Fungi, Herbs, and Brews

Mysterious and magical substances that may be found in Dolmenwood.

ALCHEMICAL TONIC

A clear, fizzing liquid sold in vials. Flavourless, but has a repulsive, acrid odour.

If poured down the throat: Rouses an unconscious subject or grants a saving throw versus paralysis to recover from paralysis of any form. If the save succeeds, the subject regains the ability to move freely.

Value: 25gp per vial.

Locations: Sold at the Man of Gold apothecary in Lankshorn (hex 0710).

AMBER NECTAR

A thick, honey-like liquid, decanted into 2" spherical jars.

If eaten: Heals 1d4 hit points and brings on a heady euphoria lasting for 1 turn. A **save versus poison** must also be made, with failure incurring a deep, dream-filled sleep, lasting for 1d6 turns.

Value: 25gp per jar.

Locations: Sold at the Man of Gold apothecary in Lankshorn (hex 0710).

ANGEL'S LAMENT

A fungus formed of hollow chimneys of shining, golden hue. Smells of wet wool and has a taste akin to intense horseradish, attacking the sinuses in a most painful manner.

If eaten: Addles the mind—the subject loses 1d6 points of INT, WIS, and CHA for 2d12 hours. A successful **save versus poison** reduces the loss by half. If any score goes below 1, death results.

Value: 30gp per portion. (Witches or unscrupulous buyers only.)

Locations: 1506.

BLACK CLOVER

The leaves of this climbing vine are poisonous (and milk-white) when fresh, but have psychoactive effects when dried (turning black).

If smoked: The subject's mind opens to communication with non-sentients, gaining the ability to speak with rocks, plants, wooden objects, etc. Most conversations of this kind are mere hallucinatory nonsense, but the referee may also allow nuggets of useful information to be gleaned. A side-effect of the drug is that the subject's mind also opens to psionic attack: they suffer a –4 penalty to saves against mind-reading and mental powers of all forms.

Preparation: The leaves only gain their psychedelic qualities after a week of air drying.

Value: 45gp per dose.

Locations: 1404.

BLOODCAP

Dainty little amber-coloured mushrooms with a pointed cap. Their odour is reminiscent of bad blue cheese and they have an oily taste.

If eaten: Increases blood pressure and heart rate for 24 hours. A **save versus poison** is required in stimulating situations (e.g. combat). Failure indicates fainting for 1d6 rounds.

Value: 5gp per portion. (Witches or unscrupulous buyers only.)

Locations: 0908.

DEVIL'S GREASE

A slime-mould that gathers in cracks in trees. It is jet black in colour, with an aura of ultraviolet. Its odour is like off sausage and it tastes of goose grease.

If eaten: The subject becomes intensely aware of their own physicality and animalistic nature—a highly pleasurable experience. They must **save versus spells** or be overwhelmed by a primordial beast spirit. The effects last for 1d6 hours, after which a **save versus poison** is required in order to avoid vomiting and semi-consciousness for two further hours. Whether the saves are successful or not, the character's CON is reduced by 1d4 points for a week.

Value: 5gp per dose.

Locations: 1405.

FAIRY FRUITS

Wondrously succulent peaches, apples, pomegranates, grapes, and plums, dripping with syrup. Fairy fruits stay fresh indefinitely, untouched by the ravages of time.

If eaten: True fairies (i.e. excluding demi-fey) are refreshed by fruit from the undying realm and heal 1 hit point (up to three times per day). Mortals must **save versus spells** or be struck with a yearning to get lost in Fairy. Demi-fey are unaffected.

Value: 5gp per fruit.

Locations: Sometimes sold by pedlars.

FRISK

A sticky, luminescent paste; actually the seminal fluid of the night-boars that sometimes visit Dolmenwood.

If eaten: The subject cannot lie and can detect the lies of others (50% effective). The subject also experiences a constant and insatiable sexual arousal. All effects last for 1d6 hours.

Value: 40gp per dose.

Locations: 1005.

GOATMAN'S GOBLET

Miniature, orange, goblet-shaped fungi that sprout from fuzzy patches on rotting wood. Smell of goat's milk and taste like blood.

If eaten: Causes a state of merry disorientation and restless leaping, lasting for 1d4 hours. After each use of the fungus, the subject's facial hair noticeably increases. Frequent users of goatman's goblet are exceptionally hirsute.

Value: 5gp per dose.

Locations: 1003.

GOLDEN ASPINTHEON

A legendary draught said to be only distilled in Fairy. The spirit has a rich, golden hue, glimmering with motes of silvery radiance. Its taste is exquisite and differs based on the tastes of the imbiber.

If drunk: Elicits a state of sublime joviality, where one rejoices in debate with companions and is at peace with the world.

Value: 10gp per glass.

Locations: TODO

GREEN ASPINTHEON

A deep green spirit, swirling with enigmatic clouds. The flavour is of bitter herbs tempered with the sweetness of spring nectar.

If drunk: Brings on a merry boisterousness. After 1d6 turns, the subject gains the fleeting ability (for 1 turn) to clearly perceive invisible fairies, much to the vexation of such creatures!

Value: 2gp per glass.

Locations: Sold at the Hornstoat's Rest in Lankshorn (hex 0710).

GRINNING JENNY

Drab, olive capped toadstools.

If eaten: Provides a rush of energy, giving a +1 bonus to attack rolls, damage rolls, and saving throws for 1d3 hours. After the original effect subsides, a state of complete catatonia sets in for 1d10 turns.

Value: 50gp per portion. (To adventurers.)

Locations: 1505.

HOB'S LEWD

Towering, horn-like nodules of slimy black fungus. The slime, if collected when fresh, is sweet-tasting and highly psychoactive. Hob's lewd is feared for its role in fairy tales, wherein it is said to flourish at sites where goblins have cavorted.

If drunk: A pint of the fungus' slime, guzzled down, brings on a state of energetic jubilation and wild cavorting lasting for 2d6 hours. Afterwards, the subject must sleep for 24 hours straight or suffer a -2 penalty to attack rolls and saving throws.

Value: 15gp per dose.

Locations: 1010.

HORRIDWORT

A rare violet lichen found in the marshes of Dolmenwood. Horridwort has a musty odour and an awfully bitter flavour. Eating it has no effect, but if dried and smoked it has magical properties.

If smoked: An arcane spell-caster smoking a pipe of horridwort in peace (2 turns) has a 50% chance of being able to recall to memory a single spell cast within the last hour. The maximum level of spell that can be recalled in this fashion depends on the character's level: a caster of levels 1-4 may recall a 1st level spell, a caster of levels 5-9 may recall a 1st or 2nd level spell, and a caster of level 10+ may recall a spell of 1st, 2nd, or 3rd level.

Value: 75gp per dose.

Locations: 1002.

KNOBBLED MANDRAKE

Hand-sized roots, broadly humanoid in form, covered in knobby protrusions alike to extra heads. When plucked from the earth, knobbled mandrake roots squirm gently, sigh, then go still. They have a plum-like odour and taste of dung.

If eaten: A missing bodily appendage begins to regrow. A small appendage (e.g. a finger) regrows 1 week after consuming the mandrake. Full restoration of larger appendages requires further doses of knobbled mandrake: 2 doses and 2 weeks for a hand, 4 doses and 4 weeks for an arm or leg.

Value: 50gp per dose.

Locations: 1406.

LETHE

A silvery ooze typically contained in rough clay bottles. Has an odour akin to rust. Lethe is distilled from the brains of those who have bathed in the Lethean Well (hex 0209).

If vaporised and inhaled: The subject enters into a mentally cleansing state of intense introspection and questioning of life motives, lasting 1d3+3 hours. If disturbed during this time, they fly into a violent rage.

Value: 10gp per dose.

Locations: 0209.

LOVER'S GASP

Tiny pink mushrooms with delicate, pointed caps and long, stringy stems. Have a faintly floral odour and taste of sand.

If eaten: Grants a +1 bonus to CHA with respect to a single, specific individual, who must be visualised while a handful of the mushrooms (one dose) is slowly consumed.

Value: 2gp per dose.

Locations: 0811.

MEMORY DUST

A fine, pearlescent dust, renowned for its ability to expand the mind's capacity for the energies required by arcane spell memorization.

If snorted: Grants an arcane spell-caster the ability to memorize a single extra spell (of any level they can cast). The dust is highly addictive: after every usage, the character must make a WIS check. If the check fails, the character will do everything they can to use the dust again the following day. A roll of 20 indicates that the character's tolerance for the dust has increased: from now on they must consume twice the dose to achieve the same effect.

Value: 50gp per dose.

Locations: Sold at the Man of Gold apothecary in Lankshorn (hex 0710).

MIND-MOSS

Glistening purple moss spattered with points of scintillating light. Smells of fresh dew and tastes of elderberries.

If eaten: Has the capacity to restore memories lost due to magic or old age. A subject under the effects of a curse of delusion or amnesia may make a saving throw versus spells to shake off the affliction.

Value: 25gp per dose.

Locations: 0312.

MOSSMULCH

Dark green, drooping fungi covered in seaweed-like tendrils.

If eaten: All parts of this fungus are poisonous, causing abnormal thirst, visual distortions, and delirium. After 2d4 turns, the subject must **save versus poison with +2 bonus** or become comatose for 1d6 days.

Value: 15gp per portion. (Witches or unscrupulous buyers only.)

Locations: 1605.

ORGON'S SCINTILLATING PHILTRE

An iridescent spirit that must be stored in crystal to retain its unusual properties. Smells faintly of almonds and has no flavour, but evokes a curious "flashing" of hot and cold sensations in the mouth and throat when consumed.

If drunk: Heals 1d6 hit points. The philtre does not mix well with other potions, however: drinking it within 2 hours of having consumed another potion (including previous doses of the philtre!) incurs a **save versus poison**. Failure indicates that the potion was vomited up, wasting it.

Value: 100gp per vial.

Locations: Sold at the Man of Gold apothecary in Lankshorn (hex 0710).

PRANCING MANDRAKE

1'-long roots with lanky, human-like legs and arms and bulbous heads. The roots' legs writhe and jig when unearthed, and their faces smirk and grimace. Smell of wild garlic and taste of goose fat.

If eaten: Brings about a wooziness and lightness of head within 1 turn. The subject must **save versus poison** or fall deeply unconscious for 2d12 hours. If the save succeeds, the subject remains conscious but suffers a -2 penalty to attacks rolls and saving throws for 1d8 hours.

Value: 15gp per portion. (Witches or unscrupulous buyers only.)

Locations: 1011.

PUCK'S EAR

Glistening black, ear-shaped fungi that grow on bark. Smell of vinegar but taste fruity.

If eaten: Causes a listless trance lasting 1d4 hours. If a **save versus poison** fails, the subject is assailed by **1d3 sprites** (*DMB*). The sprites are semi-imaginary, but malicious and quite capable of harming the character.

Value: 20gp per portion. (Witches or unscrupulous buyers only.)

Locations: 1705.

PURPLE NIGHTCAP

A deep purple fungus with long stems and tiny button caps. Smells of milk and has a yeasty flavour.

If eaten: Causes a distressing shortness of breath. After 1 turn, the subject must **save versus poison** or die of asphyxiation. On a successful save, the subject falls into a coma for 1d4 days. During the coma, there is a 50% chance of a bodily appendage dying.

Value: 100gp per portion. (Witches or unscrupulous buyers only.)

Locations: 0510.

ROTTING MAZEGILL

Densely packed balls of fibres of purple or orange hue, depending on the angle. The fungi smell of rotten parsnips and taste of lime sorbet.

If eaten: Causes weakness and heart palpitations. After 1d4 turns, the subject loses 3d6 points of CON (**save versus poison** for half). If CON goes below 1, death results. Lost CON returns at a rate of 1 point per day of complete rest. Until all lost CON is recovered, the subject suffers a –2 penalty to attack rolls, due to weakness.

Value: 80gp per portion. (Unscrupulous buyers only.)

Locations: 1505.

SCLUBBER'S TWIST

A fuzzy, lilac moss that grows in patches in the upper branches of unusually large trees (150' tall or more). The moss has a faint, earthy odour. If chewed, it exudes a juice that tastes like cherry wine.

If chewed: The subject enters a trance state for 1d6 turns. Fairies and demi-fey experience a fantastic vision of the dawning of creation. Mortals experience a harrowing nightmare of being torn limb from limb by evil trees.

If eaten: Swallowed, sclubber's twist, brings on stomach cramps and sickness. After 1d6 turns, the subject must **save versus poison** or permanently lose 1 point of CON.

Value: 10gp to fairies and demi-fey. Negligible to others.

Locations: 1203.

SPECKLED SPORANGE

White puffballs, flecked with gold. Odourless, but have a very strong citrus flavour.

If eaten: 1-in-3 chance of granting a permanent +1 to CON. Otherwise causes a permanent –1 to STR and CON.

Value: Negligible.

Locations: 0510, 1706.

VELVET FLOUNDER

Luxuriant, purple mushrooms covered in swirling crimson patterns.

If eaten: Engenders a raging blood-lust, causing the subject to attack friend and foe alike. Lasts for 1d3 turns.

Value: 10gp per portion. (Witches or unscrupulous buyers only.)

Locations: 1506.

WITCH'S PURPLE

Big, floppy bracket fungus of deep purple hue and woody consistency. The fungi smell of fine wine and taste of aniseed.

If eaten: Brings on a psychedelic state wherein all things appear purple-hued and eyes seem to quadruple in size. The subject's skin takes on a violet hue for 1d4 days.

Value: Negligible.

Locations: 1604.