

Fungi
of the
Far Realms



Written by Alex Clements .

Illustrated by Shuyi Zhang.

Editing and Development by Jarrett Crader (MRC).

Layout and Development by Shuyi Zhang.

Additional Development by Daniel Sell.

Proofread by S. James Blackman.

Special thanks to Christian Kessler (MRC).

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Fungi

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How to use this book

First, a very simple answer: don't use any information in this book to help you identify real mushrooms. Many of the fungi in this book are based on real mushrooms or are riffs on types of mushrooms. However, I am not a mycologist or any kind of expert. I read some books, grew up near a forest, and my knowledge is very patchy and extends only to what I find interesting and fun. Identifying mushrooms is never cut and dried. Even seasoned experts die from consuming what they thought was an edible species. Leave nothing but footprints, take nothing but Instagram stories, as they say.

Next, a simple answer: When a character wants to look for mushrooms roll a d6 three times to make a combination between 1-1-1 and 6-6-6 and go to the corresponding mushroom and read it to them. Don't make them do a check to find them. If you're in a wood looking for fungi you'll find one easily enough.

One could also pre-generate the mushrooms when writing an adventure and liberally scatter them across a map.



You might want to make identification harder. If they eat it without knowing what it is, give them the **Habitat**, the **Flavour**, and the **Aroma**. Make them do a knowledge check and if they barely succeed give them the name and if they think it's **POISONOUS/MAGICAL/WEIRD**. If they do better, read the whole description.

The typical growing conditions are pretty much take or leave. I've gone with the assumption that you'll mostly be in forests, and anyone that's spent time in such places knows that they aren't just one place. There are tiny patches of swampy ground, groves of this and that, solitary standouts that really shouldn't be there. If you've established the characters are in a cave and come across a fungus garden and they want to know what the mushrooms are don't go through the book looking for cave dwelling fungi, just generate random ones and maybe they live there now or maybe this one shouldn't be here but no one told it that.

You should read the whole description before you say anything, as some of them might not fit at all, or at least not at this moment, in which case, just pick another one.

This book will work best when used sparingly to reward players who enjoy exploration. If they just want the numbers to go up then they might find a few exploitable ones in here but they'll find the search tedious. There can be as few or as many types of mushroom as you want in any given area. Don't just keep rolling until they find something they're "happy" with. Roll the dice. That's what's here. Try again tomorrow.

This book, like many Melsonian Arts Council projects, is designed to be ecumenical in regards to system. Specifics are dealt with in *Appendix B*.

The other option is to give one of the characters *A MUSTY OLD BOOK*, its edges colonised by *A CURIOUS BLUE MOLD*. If they can read its ancient script they will learn that they are holding in their hands a rare manuscript copy of *FUNGI OF THE FAR REALMS* by E.Q. Wintergarden. Possession of this wondrous item will allow them to identify fungi or lichen they come across and know of its uses and dangers. Plus the player gets to hold this book when they play!

Finally, a less simple answer: I don't think there is anything wrong with supplements or whole systems that are closet dramas - that is, written only to be read, not performed - I wrote this with the intention of it being used. Think of this book as narrative grit. If your world is too clean and smooth and useful, with everything having a purpose and a reason, it will be boring. Imagined worlds need texture to be fun and this book can inject a little of that into your game.

You're never going to encounter all the fungi in a single game (if you do, you're doing something amazing!) so in every game there will be something different; a joke, a song, an anecdote, a folk story or some other half-remembered ephemera of culture. These are the things that the most interesting worlds are made of. You find a weird mushroom growing in the woods next to the village. What do the villagers think of it? Do they understand that it's special? Do they harvest it and subsist on it? How does it alter their society? How does its presence make this village different from the next one?

You might even coalesce a pearl around one such fragment. The things that have defined my games and my characters have been the in-jokes that got built on week after week, a throwaway comment or a bad roll at the right time that burrowed its way into the fabric of the story.

I wrote this book mostly because it gave me great pleasure to do so and I hope some of that will transfer into your games.

Happy hunting.



Introduction by A.R. Clements

When D. Sell came to me and asked me to write the introduction to E.Q. Wintergarden's *Fungi of the Far Realms* I thought, "he's got to be kidding!" Now, I may be the youngest person ever to hold the Chair of Mycology at The Imperial College of the Brass Spires, and my popular works on the subject have been illuminated by the Blue Monks of Urrr, but my reputation pales in comparison to that of E.Q. Wintergarden.

Published 80 years ago, it remains the most sought after tome on the subject of identification and as a general glossary of fungi, lichen and slime molds in the infinite realms we call home. Not only is it essential for the identification of over 200 different species, it remains the golden standard of mushroom writing. Each entry reads like a poem full of lyrical charm, whilst never sacrificing the scientific rigour for which E.Q. Wintergarden was known.



This illuminated facsimile edition comes with the original illustrations by S. Zhang, who was a close companion on many of Wintergarden's expeditions, and thus saw many of these fungi in the wild. His attention to detail allows unprecedented accuracy, far surpassing that of lesser artists. Many of which take their references from samples or, disturbingly often, from the illustrations of their peers.

We have endeavoured to keep the highest degree of faithful accuracy in this edition, choosing not to update the text with more recent mycological discoveries which one may find in other, newer publications. This does mean that we have chosen not to amend the entry on the Mindsnatcher Mushroom, which, despite Wintergarden's assurances in the guide, has a well deserved reputation. Indeed, Wintergarden died from eating a Mindsnatcher, causing instant and complete amnesia leading to death from exposure. A lesson to us all that even the most gifted mycologists will occasionally misidentify one of those sweet fruits.

Nevertheless, we still honor his work daily with the many fungi named after him following his death, such as Wintergarden Tooth Fungus, The Wintergardener, and Wintergarden's Spectacular Puffball, all of which he was too humble to include in his guide but are staples of every subsequent publication.

The true legacy of his work lies not in the names or the places on which he left his mark but in the spirit of every 'shroom farming dirt boy, aristocratic fungi gardener, and hard working mycologist who has dedicated their existence to this most fascinating and magical of life forms.

111



The Adversary

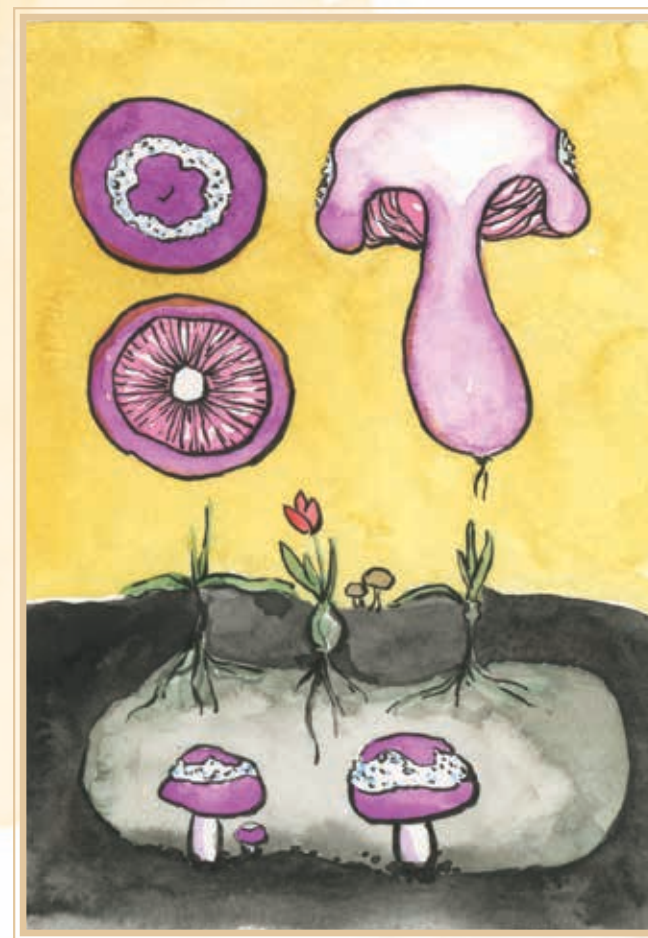
Habitat: The bodies of murdered virgins.

Appearance/Notes: Black phallus thrusting up from a dark red, vulva-like bulb. Potently magical, presumed poisonous. Anyone approaching within a few metres suffers profuse bleeding from all orifices, with the effect increasing with proximity.

Flavour/Mouthfeel: blood

Aroma: strong, sulphur

112



Agaric Rex

Habitat: Subterranean mushroom gardens.

Appearance/Notes: Proud, perfectly-formed stem, with a mighty cap of royal purple, adorned with a crown of white, jem-like spots. The greatest and most esteemed of all mushrooms, proper etiquette must be maintained when approaching and examining the prince of fungi. Long live the King!

Flavour/Mouthfeel: pickled plums

Aroma: vinegar and plum

113



Almost Invisible Trumpet

Habitat: Ash.

Appearance/Notes: Baby blue, foot tall trumpet. Magically potent defense mechanism, whereby it is completely visible except it seems to be able to convince the viewer that they aren't looking at anything. The weak-minded forager may find themselves staring at a patch of forest floor, completely convinced that they can't see the fungi in front of them.

Flavour/Mouthfeel: chemically strong spirits

Aroma: probably indistinct

114



Alyambas

Habitat: Exclusively on juniper.

Appearance/Notes: Small brackets with a pale, greenish crust and labyrinthine pore structure. When prepared properly can induce a powerful hallucinogenic state in which one is said to enter the realm of the spirits. Imbibers of this concoction will emerge with a sure knowledge that they are constantly accompanied by an invisible animal spirit.

Flavour/Mouthfeel: potion is very bitter (from the charcoal)

Aroma: sappy

115



Ambush Fungus

Habitat: Dead wood, favours birch.

Appearance/Notes: A form of cannonball fungus that begins as a mat of greenish slime, producing little "eyes", no larger than a child's fingernail, that are in fact the spore-releasing pores. When they sense, through an unknown mechanism, an animal wandering past, the ripe pores will fire the spore packets at incredible speed. The sticky spores are harmless but hard to remove until they dry and drop off.

Flavour/Mouthfeel: insubstantial

Aroma: passion fruit

116



Angel's Wing

Habitat: Symbiotic relationship with douglas fir, growing from the living bark of the tallest and most resplendent trees.

Appearance/Notes: Lateral stem connected to a pointed cap. White with light grey scales. Wood cut from a tree with Angel's Wing fungus growing on it is considered holy and is used to make altars and other religious paraphernalia.

Flavour/Mouthfeel: sweet, vanilla

Aroma: similar, subtle

121



Ant Fortress

Habitat: Dry sandy soil.

Appearance/Notes: A massive brown spike extending out of the ground, sometimes as tall as a three story house. This ancient fungus has a symbiotic relationship with fortress ants who live inside the dense structure of its fruitbody. Fortress ants are very aggressive and possess a bite of incredible potency.

Flavour/Mouthfeel: dry, mealy

Aroma: faint, rotting grass

122



The Antipope

Habitat: Dung heaps.

Appearance/Notes: A rubbery stem and an uneven, wavy cap. Blue-black in colouration with lighter gills. An extremely profane mushroom, that, if found on one's property, makes it ineligible for any holy rights or sacraments to be performed there until properly cleansed. Merely touching it should induce followers of any faith to seek ritual purification immediately.

Flavour/Mouthfeel: strong and yeasty

Aroma: caramel

123



Aquatic Chanterelle

Habitat: Heavily sedimented ponds, very rare in freshly cleaned or running water.

Appearance/Notes: Dark grey or black irregular funnel-like cap that grows in decomposing vegetable matter at the base of ponds. Mild hallucinogen.

Flavour/Mouthfeel: mild but pleasant, slightly peppery

Aroma: usually disguised by pond smells

124



Aurora Bracket

Habitat: Deep woods or the roots of large trees penetrating into cave systems.

Appearance/Notes: Stemless rounded bracket, crust striped with muted brown-to-ochre, and a paler pore-bearing surface. In light they are pleasant enough but in darkness their bioluminescence changes and swirls based on internal chemical reactions.

Flavour/Mouthfeel: indistinct, chalky

Aroma: pickled fish

125



Azzuzzu

Habitat: Crabapple.

Appearance/Notes: Crooked stem and distorted cap that is said to appear like a horrible ugly face. Used by ancient peoples as a charm or ward against evil spirits who would be frightened by its visage and turn away. Sadly has had its original meaning corrupted and most poor folk would have you believe it is itself haunted and to eat it would pass on the possessing spirit.

Flavour/Mouthfeel: actually very good, herby

Aroma: sage

126



Babelfruit

Habitat: Cypress.

Appearance/Notes: Small bolete with a plump orange cap and hearty stem. Not a fruit, obviously, but consuming this remarkable fungi enables the ingester to understand all languages for a short period of time. If one becomes too reliant on it the brain can permanently lose the ability to comprehend any languages without them.

Flavour/Mouthfeel: extremely spicy

Aroma: exotic spices

131



Banqueter's Roundhead

Habitat: Beech.

Appearance/Notes: White, ringed stem and globular yellow cap with a distinct groove in one side. Discarding the stem, the plump cap is considered a delicacy, comparable to veal sweetbreads. Unfortunately about one in six people are allergic to them and suffer rather nasty gastrointestinal poisoning afterwards.

Flavour/Mouthfeel: rich, buttery, slightly sweet

Aroma: smoked meat

132



Beech Guts

Habitat: The inside of loose bark of rotting trees, especially beech.

Appearance/Notes: Slimy white crust, like the skin of a plucked fowl, bruises mauve when distressed. One of the only edible crust fungi. Carefully remove the piece of bark, then scrape the fungi off with a spoon in a single piece, ensuring not to let it turn purple, which will ruin it. Cook it on a rock over a fire until crispy.

Flavour/Mouthfeel: tripe

Aroma: similar

133

**Bentback Amanita**

Habitat: Widespread among any broadleaved trees.

Appearance/Notes: Crooked white stem and fat reddish brown cap with vivid blue gills. A generic name for older people in the range of this mushroom is 'ol' 'shroomster', which I always find to be a treat when traveling in such an area. Poisonous though not deadly.

Flavour/Mouthfeel: mouldy

Aroma: very faintly of orange peel

134

**Beschissenerfliegenstock**

Habitat: Marshland.

Appearance/Notes: Diminutive stem and a very wide, thin cap, sickly yellow in colouration. Its fruitbodies are less developed towards distributing spores and have instead adapted to a carnivorous lifestyle. Thick mucilage builds up on the cap that catches insects. The fruitbody quickly breaks down and the mycelium consumes the insect husks.

Flavour/Mouthfeel: extremely bitter, possibly mildly poisonous

Aroma: rotten, though less pronounced than a Stinkhorn

135



Big Thomas

Habitat: Fields and disused farmland.

Appearance/Notes: Gigantic and very easy to identify. Slate-grey stem up to a foot wide, though rarely more than a foot tall with a reddish-brown cap that can be up to three feet wide. Despite frivolous folklore surrounding Big Thomas, it is indeed a distinct and widespread species rather than a man cursed by a witch.

Flavour/Mouthfeel: mild but good

Aroma: garlic

136



Black Cat Bonnet

Habitat: Dead stems of flowers, particularly sunflowers.

Appearance/Notes: Very fine stem and bell shaped cap. Dark grey black in colour. Due to this fungi's long association with witches, characters in folktales are forever happening upon old women collecting sunflowers who are subsequently revealed to be in disguise. Purely a fictional device as they possess no magical or medicinal use.

Flavour/Mouthfeel: smokey

Aroma: gunpowder

141



Black Nettlecap

Habitat: Mosses and soil.

Appearance/Notes: Stout white stem with a black cap littered with white spots. The entire fruitbody is covered in tiny adapted hyphae that contain a rather unpleasant hallucinogenic mycotoxin. The hyphae act like tiny syringes, so even lightly touching one can leave the toucher disoriented for hours.

Flavour/Mouthfeel: bitter

Aroma: rhubarb

142



Blastino's Stinkhorn

Habitat: Blastino the Magnificent's hat.

Appearance/Notes: Vulva like structure remaining from the gelatinous egg from which it once sprouted, porous emerald stem and glossy black glans. Only recorded example grows on the rim of Blastino's hat, and he claims it is the only one of its kind.

Flavour/Mouthfeel: unknown

Aroma: extremely strong, rancid flesh

143



Blemble

Habitat: Open fields and grasses.

Appearance/Notes: An unassuming little webcap, a grey thin stem and a conical cap, almost blue in colouration. It gets its name from the common children's game where a Blemble is surreptitiously placed in the shorts of a boy and when he notices his peers all yell the word 'BLEMBLE!' at him until he cries or an adult intervenes.

Flavour/Mouthfeel: licorice

Aroma: similar

144



Blindingcap

Habitat: Apple orchards and wild crab apples.

Appearance/Notes: Thin, spindly stem, ash-grey conical cap with a partial veil covering the gills. Very poisonous: a particularly nasty mycotoxin attacks the nerves surrounding the eyes, causing quite literally blinding pain. Never directly fatal and usually wears off after an hour.

Flavour/Mouthfeel: slimy, bad

Aroma: sherbet

145



Blisterslime

Habitat: Living cedar bark.

Appearance/Notes: A red-brown slime mould that causes enormous economic damage to lumber, rendering it unusable. When it has finished devouring a tree it will congregate into its visible stage of life: liquid-filled blisters which burst upon contact, spreading spore-laced particulates into the air. Blisterslime is highly toxic and causes choking and suffocation when the aerosolized liquid or smoke from burnt infected wood is inhaled.

Flavour/Mouthfeel: very poor

Aroma: acrid

146



Bloody Heart

Habitat: Originally dense jungle, widely cultivated in more temperate climes, occasionally feral in southerly reaches.

Appearance/Notes: Firm white-stemmed bolete that has an unassuming red-brown top. When cut it bruises and produces an extraordinary shade of red, which, when the fruitbody is mixed with quicklime and water, is used commercially as a dye.

Flavour/Mouthfeel: old socks

Aroma: similar

151



Blossoming Earthstar

Habitat: Cypress.

Appearance/Notes: External covering is a well camouflaged grey-brown, with the spore producing gleba being darker, almost walnut-coloured. Grows in large colonies that will release their spores within a few days of one another. The pink spores will make whole areas of woodland appear to be covered in a colourful sticky snow.

Flavour/Mouthfeel: insubstantial and indistinct

Aroma: summer fruits

152



Bog Virgin

Habitat: Mosses and wetlands, bogs and swamps.

Appearance/Notes: Thin stem with a bell-shaped cap, fruitbody is a perfect porcelain white when first grown but quickly decays into a dreary brown within a matter of hours. Extremely poisonous: the folk-tale that it is harmless and edible when still white is dangerously untrue.

Flavour/Mouthfeel: boiled sweets

Aroma: similar

153



Brick Blight

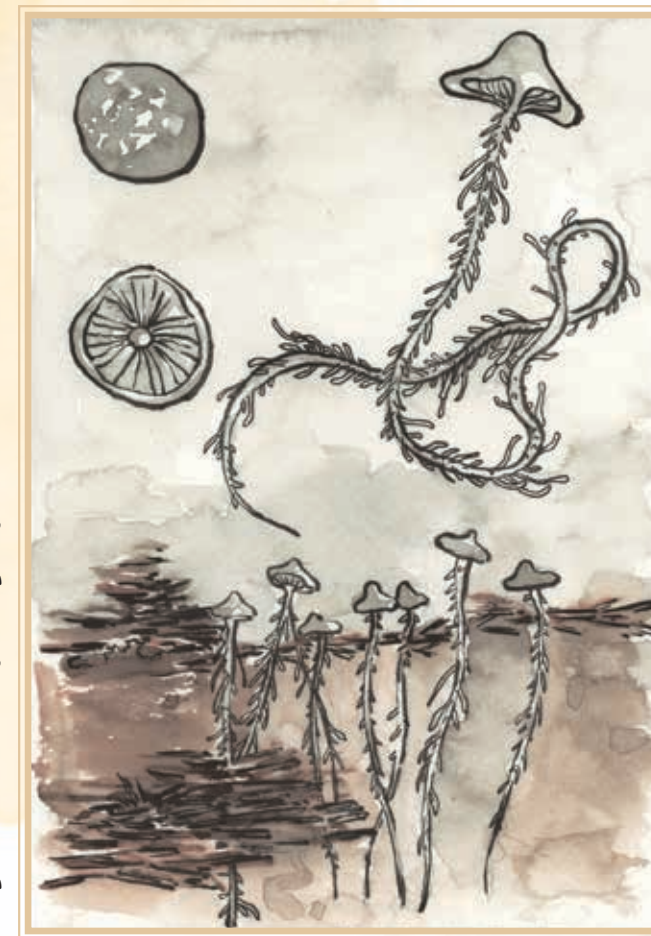
Habitat: Any clay-based pottery or bricks.

Appearance/Notes: Dark fungal blight that rapidly reduces the infected material to dust. Structures become unsound within months. Almost impossible to remove without drastic intervention. Whole towns are often abandoned and the population forced to relocate miles away.

Flavour/Mouthfeel: brick dust

Aroma: ammonia

154



Bristlestep Tunneler

Habitat: Wood chips and midden mounds.

Appearance/Notes: Grey colouration with an umbonate cap. The visible portion of the stem is covered in very short hairs. Difficult to pick as the stem is extremely long and it uses its covering hairs like little legs to pull itself back into position. Usually bury themselves one or two metres deep though the record was twelve, which required the invention of a special machine to extract.

Flavour/Mouthfeel: almonds

Aroma: apples

155



Bull's Bollocks

Habitat: Lone trees in fields.

Appearance/Notes: Dark brown puffballs that are often fed to cattle before mating. Whether they have the effect of enhancing an animal's strength, size and potency is the subject of much inquiry.

Flavour/Mouthfeel: yeasty

Aroma: musky

156



Burgomeister's Earthballs

Habitat: Cracks between rocks.

Appearance/Notes: Cream-coloured fruitbody covered with tiny holes. Very resilient fungi that often grows between paving slabs, capable of bursting through rock and mortar. To have them appear on one's doorstep is traditionally seen as a sign of a civic-minded resident.

Flavour/Mouthfeel: crumbly and indistinct, yet often served out of pride

Aroma: horse manure

161



Caesar's Milkcap

Habitat: Hilly windswept places.

Appearance/Notes: Pale green colouration with a depressed concave cap and a deeply lined stem. In ancient times it was placed upside down on the head as a mark of military rank. Sweats a greenish liquid that can cause an unpleasant rash.

Flavour/Mouthfeel: grassy

Aroma: mildewy

162



Candied Lichen

Habitat: Warm, sunny rocks.

Appearance/Notes: Long, fronded tendrils. Bright green and glinting with crystals. So effective is it at photosynthesis that it exudes sugar. Extremely delicious, though also extremely slow growing, making it quite the delicacy.

Flavour/Mouthfeel: sweet

Aroma: slightly citrus

163



Capsucum Oyster

Habitat: Parasite indiscriminate in hardwood trees.

Appearance/Notes: Typical stemmed bracket fungus growing in large colonies. Dark red in colour with lighter gills. Due to its spicy nature it is often allowed to flourish despite the damage it does to lumber, as poor forest folk are otherwise restricted to very bland diets.

Flavour/Mouthfeel: a warm, dark heat, very good with rabbit or venison

Aroma: smokey

164



Carnival Twiglet

Habitat: Any pine woodland, especially common in the east during winter.

Appearance/Notes: Black stem with irregular stripes of red and black on the wide drooping cap. Favours cold conditions, and will poke out of snowbanks very visibly. Its name refers to its colour, being reminiscent of the ubiquitous tents of midwinter festivities rather than being fun in any way. Deadly poisonous.

Flavour/Mouthfeel: juniper

Aroma: roses

165



Cartographer's Inkcaps

Habitat: Salty soil near beaches.

Appearance/Notes: A large grey ink cap with a drooping, heavily lined cap. Can be easily processed in the field by cooking up with vinegar to make a weather resistant ink that writes well on vellum, hide, or paper.

Flavour/Mouthfeel: bitter

Aroma: fresh coriander

166



Cattleytch Mushroom

Habitat: Fields and pastures.

Appearance/Notes: Unremarkable slimy brown mushroom with a thin stem and drooping cap. Grows in small troopings. A mild hallucinogen in humans, it is particularly beloved by cows who become very difficult to control after eating only a few.

Flavour/Mouthfeel: stewed tea

Aroma: faint, cinnamon

211



Champion's Jelly

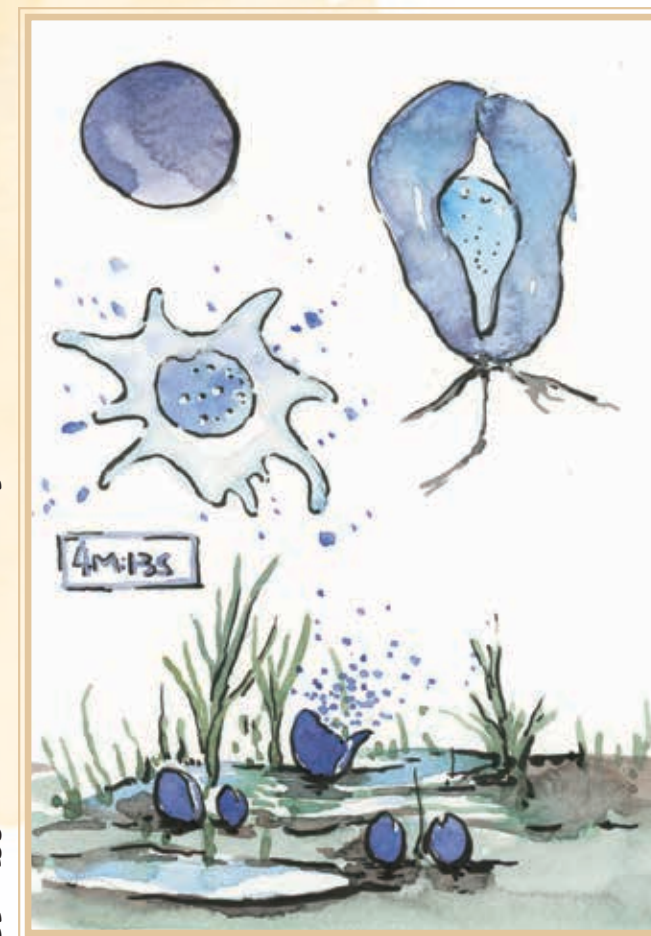
Habitat: Citrus trees, especially orange.

Appearance/Notes: Lustrous turquoise cups or leaves, darker at the core and almost translucent at the tips. "...thus he stood naked in the orange grove//and the men came to challenge him//their arena marked by the little blue fruits that grew in that place//bodies writhed and flesh entwined// tumescent muscles slapped together//in the noblest combat of men... -*Fragment of The Gladiator's Song*.

Flavour/Mouthfeel: too slimy

Aroma: young olives

212



Chronometer Puffball

Habitat: Wetlands.

Appearance/Notes: Looks like a fairly innocuous puffball except for the dark, almost indigo colouration of the external gleba. What makes this species interesting is that when it ejects spores it does so in sharp bursts, and the time between the bursts is always exactly 4 minutes and 13 seconds. Whilst this isn't very useful for telling the time per se they can be used to calibrate clocks to ensure they are running correctly.

Flavour/Mouthfeel: rubbery, dry

Aroma: floral in a medicinal kind of way

213



Church Black Bracket

Habitat: High branches of wild plum.

Appearance/Notes: Very dark black top crust with a fluffy pore-bearing surfaces that drips an oily excretion. Can be processed into a paint used by religious artists. Hard to work with but produces a very fine, glossy black pigment. The heretic sects in the far south make wonderful use of this paint, but as the bracket doesn't grow in such hot climates it has become a valuable trade good (if one can bear to trade with such barbarians).

Flavour/Mouthfeel: far too oily

Aroma: rotten cherries

214



Cinnabar Milkcap

Habitat: Geologically active areas such as hot springs.

Appearance/Notes: A robust stem leading to a wide, almost flat cap, deep purple-red colouration. Oozes quicksilver from its pores, making it much prized by alchemists. Possibly the most deadly mushroom in existence, as even a single bite will be 100% fatal over a long enough period of time. The organic form of quicksilver is impossible to remove from one's system, and will, over months or years, lead to palsy, insanity and death.

Flavour/Mouthfeel: coppery milk

Aroma: old tools

215



Cloud Truffle

Habitat: The clouds beneath the majestic sky pine.

Appearance/Notes: An off-white tuber with a labyrinthine internal structure. Not themselves magical, though very valuable, as they are usually only found when a sky pine dies and the cloud in which the fungus had been growing loses its magical density, causing it to fall to the ground.

Flavour/Mouthfeel: like truffle, but subtler, more nuanced

Aroma: similar

216



Communion Bolete

Habitat: Wetlands, reeds and rushes.

Appearance/Notes: A golden yellow cap and stem with a porous white surface replacing gills. Recognised as profoundly holy by most priests, popes and patriarchs. Can be used in religious rights to replace sanctified foodstuffs when necessary. Sometimes called "The Confessor's Toolbox".

Flavour/Mouthfeel: powdery, faintly bready

Aroma: incense

221



The Contessa

Habitat: Indiscriminate dead wood.

Appearance/Notes: Lily-white stem and a beautifully domed scarlet cap with deep purple gills. Long history of use as an aphrodisiac, although personal results may vary. Occasionally used as a dye. The resultant dye is rumoured to similarly convey engorging properties.

Flavour/Mouthfeel: velvety, rich

Aroma: sweet

222



Cormoran's Beard

Habitat: Rocks and giants' bodies.

Appearance/Notes: A grey-green stringy lichen that affixes to rocks. Named after the giant Cormoran who would fall asleep only to be mistaken for a hill until an enterprising young mycologist learned to identify him by this lichen and thus saved his village.

Flavour/Mouthfeel: subtle, grassy

Aroma: indistinct

223



Cotard's Mushroom

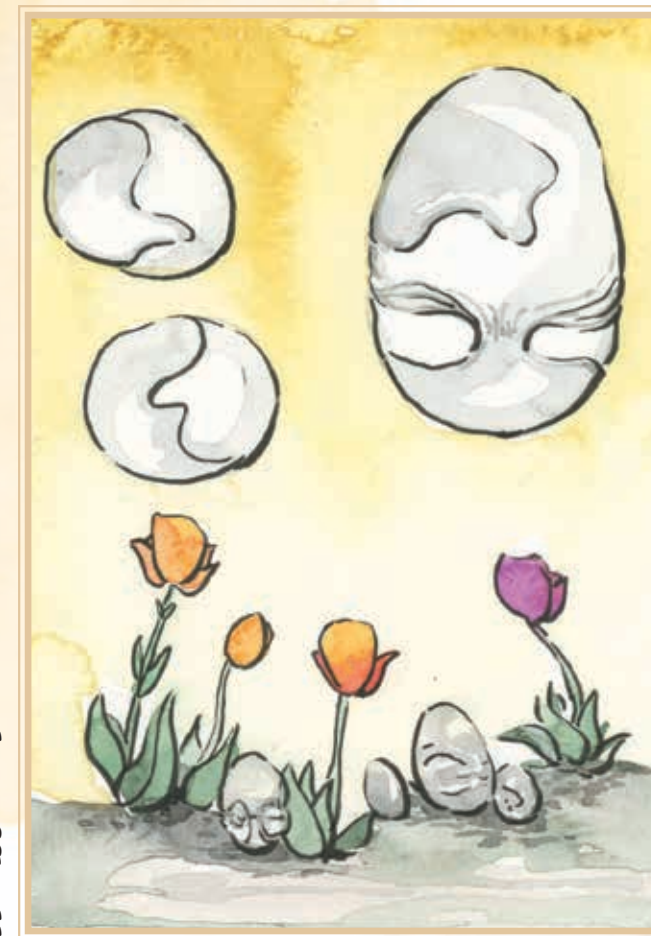
Habitat: Mahogany.

Appearance/Notes: Thin stem and an often split cap. Deep red, almost plum in colouration. An interesting psychoactive mushroom that induces a very specific effect, causing anyone who has consumed it to believe themselves to be dead and that their body is rotting away. Aside from a general sense of fatalism, they seem repelled by holy words and symbols designed to ward off the un-dead. Effects can last up to a week.

Flavour/Mouthfeel: ash

Aroma: incense

224



Crystal Puffball

Habitat: Flower beds, especially tulips.

Appearance/Notes: Outer gleba varies in opacity depending on temperature, going from totally cloudy, and appearing as a simple grey puffer, to fully transparent, whereby its internal structures can be seen.

Flavour/Mouthfeel: rotten apples

Aroma: fresh rain

225



Cucco Aminata

Habitat: Prefers bogs but indiscriminate.

Appearance/Notes: Pale brown cap with dark spots. Upon consumption the spores of this unusual magical mushroom germinate within the unwitting mycologist who then develops a fluid filled growth about their person, usually neck, armpit or groin. After a week or so this will burst and a small fungal homunculus will emerge with its only desire to plant more Cucco Aminata, which it does using a special organ on the top of its head. The host will find itself charmed into protecting and concealing both the growth and the homunculus.

Flavour/Mouthfeel: tart

Aroma: summer fruits

Appendix A

226



Cunny Trumpet

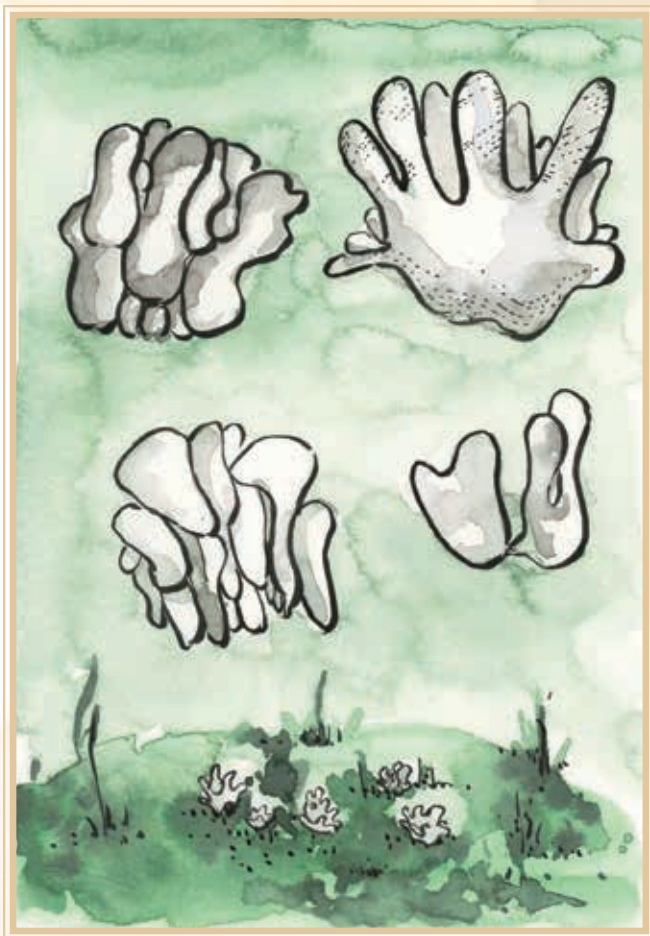
Habitat: Mosses.

Appearance/Notes: Funnel shaped fruitbody, the exterior of which has a rough, scaly texture. The interior is a pale yellow and exudes a slippery ooze. The subject of many folk tales and youthful rites of passage.

Flavour/Mouthfeel: sour

Aroma: potent, similar

231



Death Procession Jelly

Habitat: Very prolific, gardens, lawns, pastures.

Appearance/Notes: Bone white, firm flesh appears insubstantial and complexly folded. Sometimes reported as being terribly deadly though one would merely suffer an upset stomach from ingestion. The name refers to the tradition of them being worn about the person of a mourner.

Flavour/Mouthfeel: lemon rind

Aroma: cloves

232



Debutante's Bolete

Habitat: Parks and gardens.

Appearance/Notes: Creamy, bulb-like stem pore-bearing surface, often coated in a veil, cap is an oily scarlet. Causes an almost universal allogeneic reaction in humans, leading to numbing and swelling of the affected area. Young people like to plump up their lips by kissing this common urban fungus. Deadly poisonous if consumed.

Flavour/Mouthfeel: too numbing to identify

Aroma: eucalyptus

233



Deepfibre Chanterelle

Habitat: Ancient woodlands, especially oak.

Appearance/Notes: Puffy, cloud-like cap and a short stem. Almost blue colouration. Notable for its vast mycelium more than its fruitbody. Their tendrils burrow deep into the ground and can stretch for thousands of miles, connecting otherwise distant forests.

Flavour/Mouthfeel: very good, pork

Aroma: roasted winter vegetables

234



Devil's Bargain

Habitat: Swamps.

Appearance/Notes: Tall stem and long, drooping cape-like cap, almost touching the ground. Deep red colouration. Said to be used as a currency in hell, where it is especially prized by servants of the devils Amon, Savnok, Haures, and Gaap. Distinctly poisonous.

Flavour/Mouthfeel: extremely sweet

Aroma: beetroot

235



Donkey-Snout Bracket

Habitat: Beech.**Appearance/Notes:** Large grey upper crust, usually bifurcated though occasionally trifurcated, with the “nostrils” containing labyrinthine ochre pores. Walking beneath the Donkey-Snout Bracket will often leave one dusted with a fine layer of spores.**Flavour/Mouthfeel:** unpleasant, bitter, cloying**Aroma:** woody, mild

236



Dryad's Clap

Habitat: Ancient woodland, otherwise remarkably resilient and indiscriminate.**Appearance/Notes:** A bright red fungal crust. Mildly parasitic. Often slimy and weeping. Usually found at the base of short, low hanging branches or within suitably sized hollows in the trunk.**Flavour/Mouthfeel:** indistinct, unpleasant**Aroma:** sweet, sickly

241



Eclipse Rosegill

Habitat: Open air and fields.

Appearance/Notes: An outsized dislocated vulva, a small flat cap and thin stem, grey with aptronymically pink gills. The vulva begins as a “bud” before the rest of the fruitbody bursts forth rapidly during an eclipse. Somehow, simply shading it won’t fool it and it will wait years to spore, but when it does the volume of spores makes it appear to smoke like wet wood on a fire.

Flavour/Mouthfeel: foul, vinegar

Aroma: sharp, cheap red-wine

242



Elefrika's Poisonpie

Habitat: Olive groves.

Appearance/Notes: A fat, tough stem and a broad-rimmed yellow cap. Although the surviving written material contains no mention of Elefrika poisoning her father with fungi (she of course blinds him and leads him to a cliff), a local variant of the myth persists to this day that names this as her weapon of choice. Would probably have needed a couple to reliably kill him.

Flavour/Mouthfeel: roasted aubergine

Aroma: similar

243



Elven Dancing Shoes

Habitat: Improperly stored rye.

Appearance/Notes: Dark brown mould that will cover the rye husks, peppered with miniscule dome capped fruitbodies. Hallucinogenic, with an effect that breaks down very slowly in the system so that the effect can last days. Brings people into a manic state where they feel incapable of being still. Sometimes they will dance but plenty of cases report something closer to aimless writhing.

Flavour/Mouthfeel: infected rye, slightly sour

Aroma: vinegary

244



Erik's Treasure

Habitat: Driftwood.

Appearance/Notes: Bird's nest fungus with a brown fruitbody and golden yellow "eggs". An unusually high tolerance of salt, it specialises on the usually well-preserved remains of shipwrecks. Beloved of children, who may also enjoy the many songs about Erik's adventures.

Flavour/Mouthfeel: very salty

Aroma: seaweedy

245

**Exotic Stiltball****Habitat:** Any arid conditions.**Appearance/Notes:** Begins as a subterranean egg until it is thrust upwards by a splitting, fibrous stem whence it will eject its spores from a small conical spout. Rusty brown colouration. Not exotic at all as it is endemic everywhere, though it was in the east that the typical method of preparation and preservation was perfected.**Flavour/Mouthfeel:** warm, dark spices and muscovado sugar (only when dried)**Aroma:** caraway, clove, mustard, cinnamon and nutmeg

246

**Falcon's Roundhead****Habitat:** Fields and pastures.**Appearance/Notes:** Thick shaggy stem and a greasy, greenish cap. A fleshy but unpleasant mushroom to humans. All manner of falcons are inexplicably drawn to it. The carnivorous diet of such birds is apparently unharmed by this one exception. Often collected as a treat by falconers.**Flavour/Mouthfeel:** tangy, fermented**Aroma:** tangy

251



False Leviathan

Habitat: Heather and gorse.

Appearance/Notes: Scaly-white stem and bottle green, bell shaped caps. Looks almost identical to The Leviathan, a species of mushroom that was deliberately driven to extinction for its role in the genocides of the last century. Distinguishable only by its spore print. Likely only survived due to the hidden nature of its environment.

Flavour/Mouthfeel: banana bread

Aroma: sweet

252



Farmer's Friend

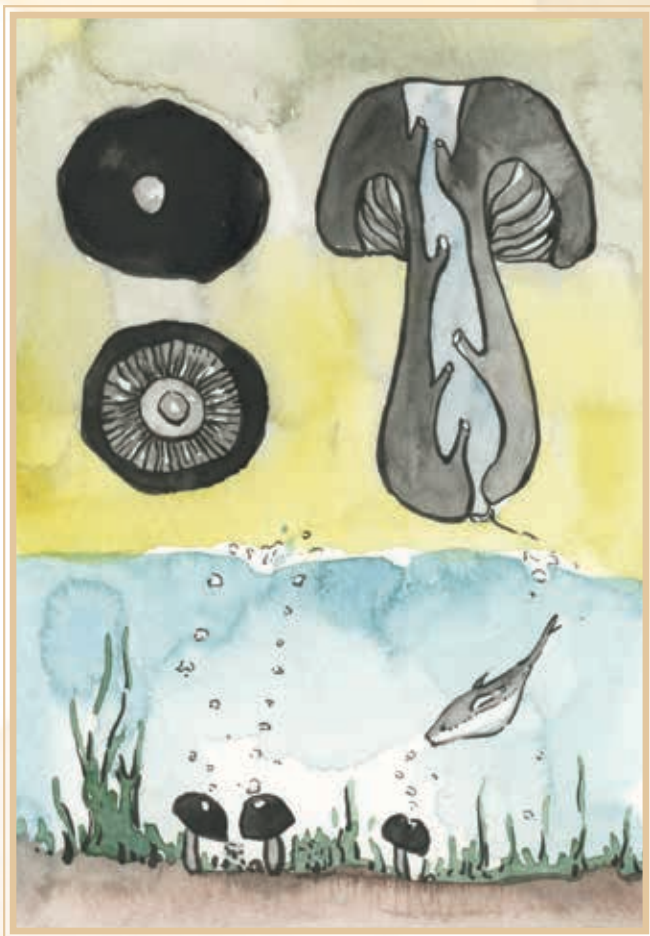
Habitat: Hedgerows and other dense shrubbery.

Appearance/Notes: Bulbous, plump cap on top of a fat little stem. Colouration shifts between deep black to mauve depending on meteorological conditions. Widely used as a barometer, although it takes years of practice to read what the precise changes of shade predict.

Flavour/Mouthfeel: good, but rarely eaten

Aroma: vinegar

253



Farting Fairy

Habitat: Bottom of ponds.

Appearance/Notes: Short stem and wide hemispherical cap with a small hole in the top. Pitch black colouration. Feeds off the detritus at the bottom of ponds and lakes that are dense with methane-producing bacteria. It expels this methane through the hole in the cap, which bubbles continuously to the surface, leading many to believe there is a water nymph living there.

Flavour/Mouthfeel: rotten eggs

Aroma: similar

254



Fineware Tuft

Habitat: Mature cyprus, probably parasitic.

Appearance/Notes: Multiple stems splitting from a single point, curving to glossy hemispherical caps. Bright blue colouration. Famous for their role as a macguffin in the operetta "The Swindler of Boglino" where The Friar must go foraging for them to decorate The Dutchess' table, leading him to meet The Exiled Republican and his wily servant Totolotto.

Flavour/Mouthfeel: very acrid

Aroma: hot fat

255



Fire Star

Habitat: Woodchips, mulch and rotting wood.

Appearance/Notes: Initially dark outer shell that splits open to reveal a bulbous spore-ejecting gleba. Appears as large constellations. The internal structure is potentially bioluminescent although will generally only open to spore one night per year.

Flavour/Mouthfeel: ginger

Aroma: rotten, but mild

256



Fishy Webcap

Habitat: Acidic soils, especially with beech.

Appearance/Notes: Large cap and correspondingly fat stem, red with pale flesh that bruises blue when cut. Fine, downy webbing about the gills when fresh.

Flavour/Mouthfeel: strongly of rotten fish, although much beloved by certain people who will add it freely to stews and soups

Aroma: similar

261

**Flaming Anus****Habitat:** Humanoid anus.**Appearance/Notes:** A fungal infection of the rectum that causes inflammation and persistent itching. Probably originally created by "hilarious" wizards. Causes gouts of flame to burst forth from the infected rear end. Seems also to infer some degree of flame resistance to the area.**Flavour/Mouthfeel:** obviously unknown**Aroma:** as one would imagine

262

**Flibbertygibbets****Habitat:** River sidings and reed beds.**Appearance/Notes:** Finger-like protuberance reaching upwards. Intensely pink at the base, colouring to deep royal purple at the tips. Covered in tiny hairs giving it a soft, almost velvet texture. "I'd rather suck a flibbertygibbet!" - common peasant oath.**Flavour/Mouthfeel:** bitter, unpleasant**Aroma:** sour lemon

263



Fool's Fanvault

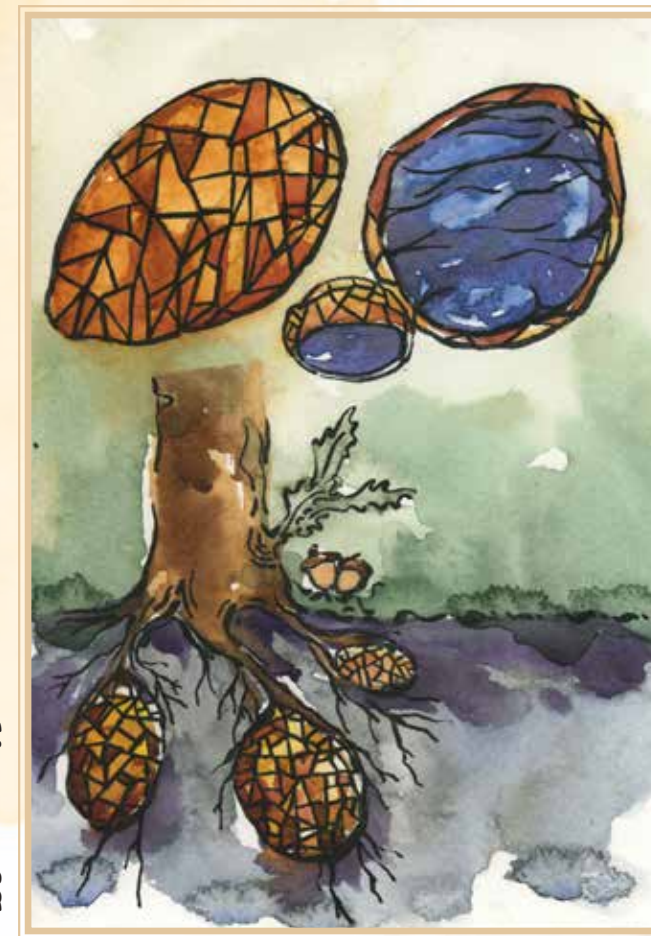
Habitat: Cliffsides, though sometimes on the edges of deep-cutting streams and rivers. .

Appearance/Notes: Yellow stem shading to a dark green cap with typically spacious gills that take on an almost scarlet hue. Has a strong hallucinogenic quality which is often accompanied by a kind of dizzying euphoria.

Flavour/Mouthfeel: delicious, nutty, fruity

Aroma: wet dog

264



Fool's Truffle

Habitat: Underground, symbiotic relationship with oak.

Appearance/Notes: Oval tuber with a geometrically-patterned crust. This is the main way to distinguish it from the prized Perigord or Summer Truffles, though it shares their internal marbling. It also tends to be larger and of course differs in flavour.

Flavour/Mouthfeel: potent, rancid, foul, excrement

Aroma: pleasant, nutty

265

**Fungiflesh****Habitat:** Living flesh.

Appearance/Notes: Created by mycomancers, the spores can survive for years until they find a suitable host. Contact with these microscopic spores will change a small area of the body from animalia to fungi cells that live in harmony with the host's body. Every few days the area will sprout a new fruitbody (cream stem and a green-blue convex cap) that can be a tasty treat. After the initial growth it spreads no further, and aside from the social stigma it has no ill effects.

Flavour/Mouthfeel: buttery**Aroma:** damp, pervasive

266

**Funnybug Fungus****Habitat:** Live animals.

Appearance/Notes: Tiny, bright orange club. Will feed off the organs of a creature, usually insects, but sometimes even complex vertebrates such as birds or mice. Initially it destroys the digestive system, leaving the host desperately seeking food but unable to eat, then much of the brain except those parts dedicated to movement. Finally the heart, lungs, and remains of the central nervous system are devoured. By this time the host is so full of fungal matter they explode if disturbed.

Flavour/Mouthfeel: salty**Aroma:** very distinct, like sour vanilla

311



Game Board Flatcap

Habitat: Marshlands and wetlands.

Appearance/Notes: Short, stubby stem and a flat-topped cap. Unusual mottling pattern on the fruitbody gives the impression of alternating coloured hexagons. Many games have developed around this mushroom but my favorite is either Chimlins or Touch-A-Lady. Mildly hallucinogenic.

Flavour/Mouthfeel: classically mushroomy

Aroma: earthy

312



Ghostcap Mushroom

Habitat: Graveyards and sites of emotional trauma.

Appearance/Notes: Largely transparent, white with a tall stem, almost invisible at the base with a classically-domed cap. Difficult to forage as it is insubstantial to the mortal mycologist.

Flavour/Mouthfeel: unknown

Aroma: ectoplasm

313



Gila Carpet

Habitat: Symbiotic with gila monsters, on whose backs it grows.

Appearance/Notes: This brown shaggy lichen provides camouflage and shade for the gila, and in return the venomous reptile protects the lichen from predators. As they aren't remotely maternal, the lichen is transmitted during mating, thus juveniles are usually bald.

Flavour/Mouthfeel: reminiscent of samphire

Aroma: indistinguishable from host

314



Ginger Spike

Habitat: Edges of stagnant ponds.

Appearance/Notes: Wide-based tapering stem and a sharply conical cap, colouration ranges from almost yellow to a coppery red. Traditionally eaten by children who wish to turn their hair red. Whilst its effects are hard to prove conclusively, villages close to its habitat do seem to have more redheads than those further away.

Flavour/Mouthfeel: cooked apples

Aroma: faint, cloves

315



Goblin's Banquet

Habitat: In caves or on any rotting matter.

Appearance/Notes: Thick grey stem and hemispherical cap, usually split or broken. Benign to eat except when one is malnourished, at which point it causes an allergic reaction and becomes a potent hallucinogen. Reportedly creates euphoric states and impedes impulse control.

Flavour/Mouthfeel: licorice

Aroma: sweet, fruity

316



Golden Chanterelle

Habitat: Poplar.

Appearance/Notes: Tiny irregular trumpets or funnels no more than an inch high. Colouration ranges from deep burnished gold to almost white. Grows in huge colonies blanketing the forest floor. Produces a slime that provides its famous metallic sheen. Subject to a probably apocryphal story in which infamous mycologist F. F. Tommason convinced an alchemists' guild that the slime was a mercury-gold alloy.

Flavour/Mouthfeel: sharp, citric

Aroma: closest to quince

321



The Green Man's Gift

Habitat: Yew.

Appearance/Notes: Bone-coloured stem and a reddish-pink cap bearing a shrunken, veiny appearance, exuding a yellow sap-like substance. Being magically blessed by a forest god, if eaten it can sustain a person on modest activity for up to 40 years. Native hunters will always cut open the stomachs of game looking for them, as to discover a shrunken one with but a year's nutrition left in it is a great boon to such poor folk.

Flavour/Mouthfeel: rubbery, tasteless

Aroma: heady, musky

322



Green Vandal

Habitat: Wood, timber, preservations irrelevant.

Appearance/Notes: Yellowish stem with remnants of veil, cap is convex and olive green with flecks of yellow. Very difficult to exterminate once a colony is established: every codex in the library of Tush was destroyed despite the concerted efforts of the librarian-monks who kept them.

Flavour/Mouthfeel: spicy

Aroma: curry powder

323



Grey-Caped Mourner

Habitat: Grassy areas, famously graveyards.

Appearance/Notes: Tall, thin stem and a small grey bell-shaped cap with fibrous veil drooping from its edges. Grows in huge numbers on graves so will sometimes indicate bodies that have been deposited without ceremony in fields, though this is by no means always true.

Flavour/Mouthfeel: herby

Aroma: fresh cut rosemary

324



Gwimce and Cream

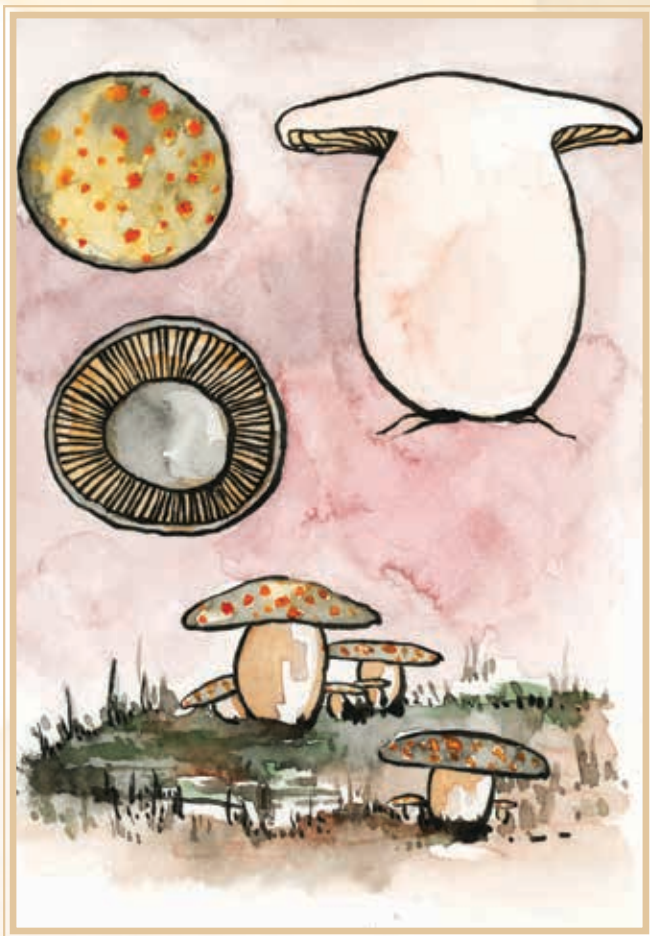
Habitat: Flower beds, especially crocuses.

Appearance/Notes: Sturdy stem and deep concave cap. Pale purple with blotches of white. The name relates purely to the colours, therefore it doesn't have the bright, sweet taste of the gwimce fruit and in fact is slightly poisonous.

Flavour/Mouthfeel: burnt

Aroma: roast vegetables

325



Hammercap

Habitat: Fens and peat bogs.

Appearance/Notes: Heavy stem and wide flat cap, dark grey colouration with dark orange mottling. An unusually slow-growing fruitbody that takes up to 9 months to reach full size, hence spring, summer and autumn being common hammer sizes in some areas. Very tough and hardy, traditionally strung to a wooden shaft to be used as a hammer before good steel smelting was widespread and inexpensive.

Flavour/Mouthfeel: too hard to eat

Aroma: indistinct

326



Harpoon Pinkgill

Habitat: By the banks of deep, fast flowing rivers.

Appearance/Notes: Thin stem and an initially dome-shaped cap, topped with an indentation like the caldera of a volcano. Deep red colouration. Named after the rumour that if one is attacked by a Hilembrot (a kind of giant crayfish) one should feed it a Harpoon Pinkgill, which is deadly poisonous to the mythical beasts.

Flavour/Mouthfeel: pomegranate

Aroma: cumquat

331



Harvest Mushroom

Habitat: Wheat fields, occasionally tall grasses.

Appearance/Notes: Robust stem and bell-shaped cap, dark grey until it spores, after which it becomes bright orange. The spores are foul tasting, so it is much sweeter afterwards, and the change is normally taken as an indication of a good day to harvest the fields.

Flavour/Mouthfeel: sweet corn (when ripe)

Aroma: indistinct

332



Heaven's Bonnet

Habitat: Meteorite landing sites.

Appearance/Notes: Delicate stem leading to a striped bell-shaped cap. White in daylight but bioluminescent, producing an eerie green glow. Subject of the famous argument between M.R.H. Wexler and F. F. Tommason as to whether they lay dormant in the soil until struck or were of extraterrestrial origin. The argument was settled when Wexler challenged Tommason to a duel.

Flavour/Mouthfeel: electric, szechuan peppers

Aroma: lemongrass

333



Heroic Rot

Habitat: Ripe grapes on the vine.

Appearance/Notes: A blotchy grey mould, faintly luminescent under magical light. Will exclusively grow in live grapes, which, if the winemaking process is properly completed, will have altered the matter of the grape enough to imbue the resultant wine with extraordinary powers.

Flavour/Mouthfeel: disgusting when raw

Aroma: old rope

334



The Hindquarters of a Dark Being

Habitat: Apple and maple.

Appearance/Notes: The mycelium of this dirty Stinkhorn relative digs down into the soil and the fruitbody forms in the pit's sides like livid black and red flesh. Potent stench. I have deemed the true common name of this mushroom too obscene to include.

Flavour/Mouthfeel: unknown, not recommended

Aroma: rancid flesh

335



Hjaltekopp

Habitat: Northern pine forests.

Appearance/Notes: Essentially a large cup fungus, its outer surface is wrinkled and grey with brown bands whilst the inner surface is a smooth, lacquered brown. Drinking potent northern mead from the cup is said to prepare one adequately to do anything from fighting giants to propositioning a potential lover. Seems to contain no psychologically active compounds so its power likely resides in the bare chested drinking ritual.

Flavour/Mouthfeel: too chalky to eat

Aroma: potent feet

336



Honey Cup

Habitat: Exclusively holy, mild parasitism or semi-symbiosis assumed.

Appearance/Notes: Fruitbody is a chrome yellow trumpet or funnel. Fills with an excreted mucus-like substance that is much sought after by foragers.

Flavour/Mouthfeel: excretion is deliciously sweet though not as pronounced as honey

Aroma: cinnamon

341



Honeycomb Bracket

Habitat: Living pear trees.

Appearance/Notes: A broad, vivid blue bracket fungus with a rigid outer layer. The internal structure is a series of hexagonal cells similar to that found in a beehive. Due to its unusual colour it has been used for generations to “prove” the existence of a species of bee that creates magical blue honey. Sadly has been responsible for many poor individuals eating any old blue slime presented to them as long as it had a bit of Honeycomb Bracket floating in it.

Flavour/Mouthfeel: indistinct

Aroma: indistinct

342



Horrible Worm

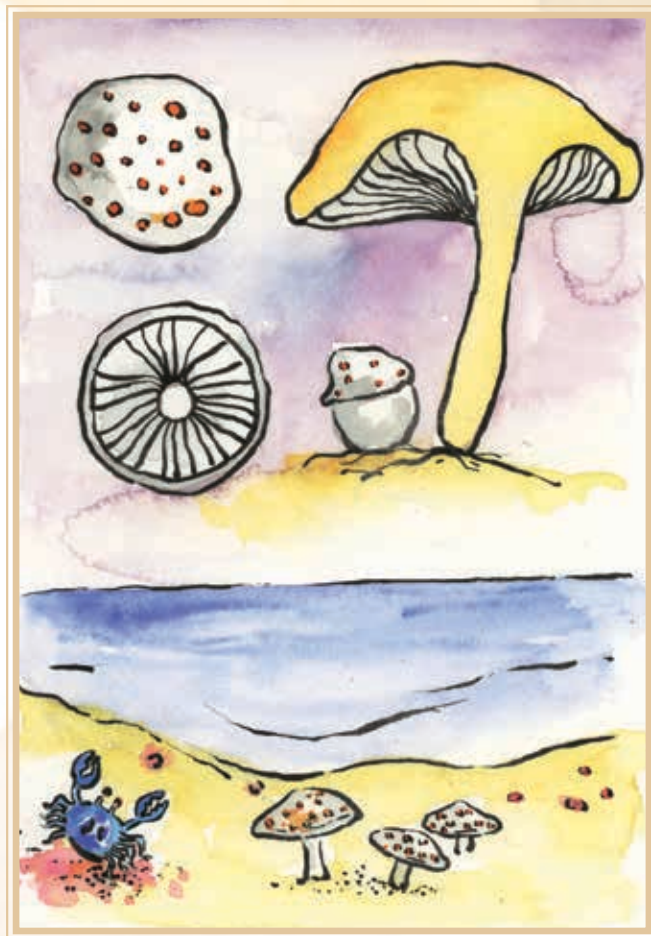
Habitat: Maple.

Appearance/Notes: A fat club fungus, vivid purple with yellow bands. Grows in small troopings. Subject of many rumours and speculations that it is parasitic (it has a reciprocal relationship with maple), deadly (it's only very mildly poisonous) or otherwise bad luck, all of which has tainted research on it ever since.

Flavour/Mouthfeel: unpleasant, induces vomiting

Aroma: oily

343



Hound Cake

Habitat: Widespread around beaches but otherwise indiscriminate.

Appearance/Notes: Whitish stem and cap with orange mottling. A pungent mushroom that dogs are unable to resist. They will often chase down the smell from a great distance just to roll around in a patch of Hound Cakes.

Flavour/Mouthfeel: gamey

Aroma: strong, musky

344



Hummingbird Mushroom

Habitat: Moss.

Appearance/Notes: Very small and delicate stem which is not always visible. The parachute cap can appear to be floating and has an iridescent sheen when wet, merely green to red when dry.

Flavour/Mouthfeel: very sweet, almost unpleasantly so

Aroma: elderflower

345



Hummingbird Agaric

Habitat: Mosses.

Appearance/Notes: Almost identical to the Hummingbird Mushroom from which it takes its name, however is deadly poisonous in quantity.

Flavour/Mouthfeel: very sweet, almost unpleasantly so

Aroma: elderflower

346



Hypermushroom

Habitat: Unknown.

Appearance/Notes: A purely hypothetical mushroom that exists in higher spatial dimensions. The simplest hypermushroom would have a fourth dimension and might seem to be able to warp space, grow and shrink in size, teleport, or might even be completely incomprehensible, much as a sphere would seem impossible to a person who had only even seen a circle.

Flavour/Mouthfeel: unknown

Aroma: unknown

351



The Idiot

Habitat: Short grasses and parks.

Appearance/Notes: Wonky stem and torn undulating cap. Beige coloration. Can be brewed into a tea with mild hallucinogenic properties. Unlike most mushrooms of this type it confers no sense of euphoria but allows one to focus on mundane tasks for long periods of time. Used by academics and clerks though it unfortunately tends to make the work dry, dull, and soulless.

Flavour/Mouthfeel: cardboard

Aroma: dusty

352



Imperial Champignon

Habitat: Ancient oaks, with whom it has a mutualism.

Appearance/Notes: Robust stem and a wide cap, colouration from yellow to red. An oak within the empire that has developed a colony of Imperial Champignon is considered the Emperor's property and cannot be cut down unless it threatens the lives of his citizens or army.

Flavour/Mouthfeel: excellent, sweet, goes well with white wine

Aroma: smoked ham

353



Indigo Caterpillar Club

Habitat: Indiscriminately grows on the buried pupae of any gigantic insect.

Appearance/Notes: Elongated, club-like head bearing a honeycomb pattern, dark purple colouration. Superficially appearing to sprout from the ground, the base of the stalk is usually several metres down, drawing the nutrients from the body of some subterranean insectoid monster; not always fatal to the metamorphosing beast.

Flavour/Mouthfeel: excellent, nutty, slightly oily

Aroma: peanuts

354



Jaunty Beach Oyster

Habitat: Sandy beaches and dunes.

Appearance/Notes: A fun little oyster whose diminutive stem expands into a camouflaged yellow bracket from the sides of sand dunes. Its jolly spores are bioluminescent and mingle with the sand, leaving glowing lines and spots during a new moon.

Flavour/Mouthfeel: chewy brownbread crusts

Aroma: salty, slightly decaying

355

**Kobald's Flowers****Habitat:** Caves, detritus.

Appearance/Notes: A soft, white, pillowy mould. The main source of nutrients for most kobalds, upon whom it is entirely reliant to bring suitable substrate. Cultivated in special gardens that the little creatures guard with the same ferocity they usually reserve for their greatest treasures.

Flavour/Mouthfeel: marshmallow**Aroma:** strong, vanilla

356

**Kobald's Terror****Habitat:** Deceased kobalds, tops of hills and mountains.

Appearance/Notes: Pale, foot-long stem with a small parachute cap, growing from the head of the kobald. Once the little creature has been infected with the spores, psychotropic mycotoxins compel it to seek out high, open spaces. It then spreads its arms and moves them in a slow, curiously specific pattern. Mildly hallucinogenic to non-kobalds

Flavour/Mouthfeel: rancid kobald**Aroma:** similar

361



Kraken Fungus

Habitat: Dead animals.

Appearance/Notes: Thick stem growing from an enclosed vulva, splitting into several rubbery protuberances that droop down almost to the ground. Pale white in colouration. Starts small but can become massive. The “tentacles” are covered in hyphae that adhere to anything they touch. Scavenging animals attracted to the stench it produces become caught and, unable to escape, die. This has twofold benefits for the fungus as it can break the bodies down to continue growing and attract further prey.

Flavour/Mouthfeel: overpowering, nausea inducing rot

Aroma: similar

362



Laquerslime Fungus

Habitat: Wildflower meadows.

Appearance/Notes: Thick-walled trumpet, unrelated to chanterelles though bearing a resemblance, the outer surface is blue-veined and the inner a smooth green. A sticky substance builds up inside the trumpet that hardens and varnishes whatever is dipped into it.

Flavour/Mouthfeel: coats the tongue with slime

Aroma: roast parsnips

363



Leopold's Gold Handhold Mould

Habitat: Standing or recently collapsed dead trees.

Appearance/Notes: Loose, shimmering golden crust whose spores will cling to almost anything. Corrodes into dead wood, leaving an indentation. Prolonged exposure over weeks will destroy wood or leather unless cleaned regularly to prevent regrowth.

Flavour/Mouthfeel: banana

Aroma: pronounced, rotten

364



Leper Oak

Habitat: Oak, although several similar crust fungi grow on many trees.

Appearance/Notes: A whitish, blotchy crust that forms on living bark. Renders lumber unusable and infected trees are aggressively removed from the population by most woodsmen. Traditionally, the infected oak was believed to be responsible for its own sad fate.

Flavour/Mouthfeel: indistinct but with a vague nutty finish

Aroma: almonds

365



Little Mr. Music

Habitat: Wildflowers, especially daffodils.

Appearance/Notes: Tall, thin stem and a bell-shaped cap, light baby blue. Until they spore they are simply a pleasant field mushroom though they do not decompose like most other fungi. Instead, they rapidly dry out and their caps act as miniature bells that ring in a minor key. Wind blowing through the stalks tends to whistle in a complimentary note.

Flavour/Mouthfeel: generally mushroomy, adds depth to stews and soups

Aroma: indistinct

366



Lonely Dragon Knight

Habitat: Pinewood.

Appearance/Notes: Thought to only grow singularly but rarely found in small troops. Robust stem and dark, rounded cap covered in tiny scales. Flesh is extremely tough, returning to its original shape against almost all abuse. Resistant to fire and frost. Autodigestion causes it to rot away within a few hours once picked.

Flavour/Mouthfeel: indistinct

Aroma: faint, pitch

411



Lumonicam

Habitat: Fir forests. Fibrous stipe and undulating rim.

Appearance/Notes: Brilliantly bioluminescent. Also a rare example of a walking mushroom, in which the fruitbody is fixed to the soil with quick growing hyphae that rapidly attach and rot away on opposite sides that can pull it along the ground at a slow walking pace.

Flavour/Mouthfeel: spicy, buttery

Aroma: mustard

412



Lusty Stump Knight

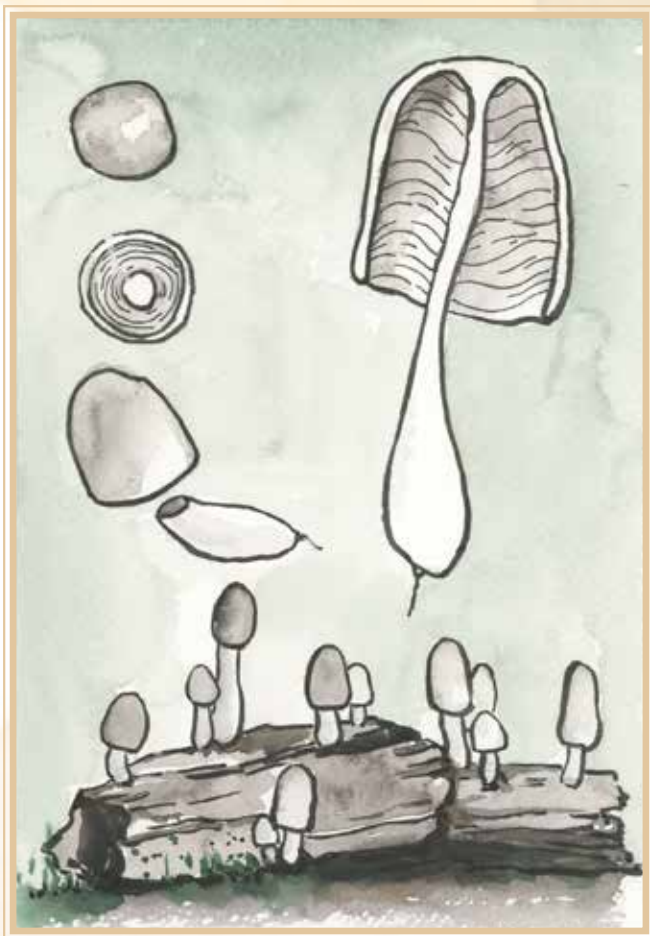
Habitat: Tree stumps, favours oak.

Appearance/Notes: Handsome pink stem and wide, uneven flat cap. Extremely prolific and very capable of breaking down a tree stump to nothing but mulch in a single season.

Flavour/Mouthfeel: cool, almost minty

Aroma: similar

413



Maiden's Saviour

Habitat: Dead bark.**Appearance/Notes:** Pebble-sized flask fungi, initially soft and white, but quickly hardens and turns dark grey. Commonly used as a contraceptive, either as a pessary or, as folklore would have it, kept in the gentleman's pocket.**Flavour/Mouthfeel:** charcoal**Aroma:** rusty metal

414



Mariner's Secret

Habitat: Damp dead wood.**Appearance/Notes:** Twisted, textured red stem with a black hemispherical cap. A thin film of slime makes it appear glossy. Common inside the hulls of old ships where it can weaken the timber and do serious damage. Often goes unreported as sailors consider them lucky, they are also rumoured to act as an aphrodisiac.**Flavour/Mouthfeel:** slimy, rancid meat**Aroma:** aniseed

415



Mayfly Bonnet

Habitat: Decaying wood in coniferous forests.

Appearance/Notes: Pale stem with blue colouring on the cap. These tiny mushrooms appear in huge quantities, sometimes covering entire dead trees. The fruitbodies will release their spores and die within a 24 hour period.

Flavour/Mouthfeel: pleasant in the morning but sour and inedible by early evening

Aroma: sulphurous, very faint at first yet developing quickly

416



Medicine Man

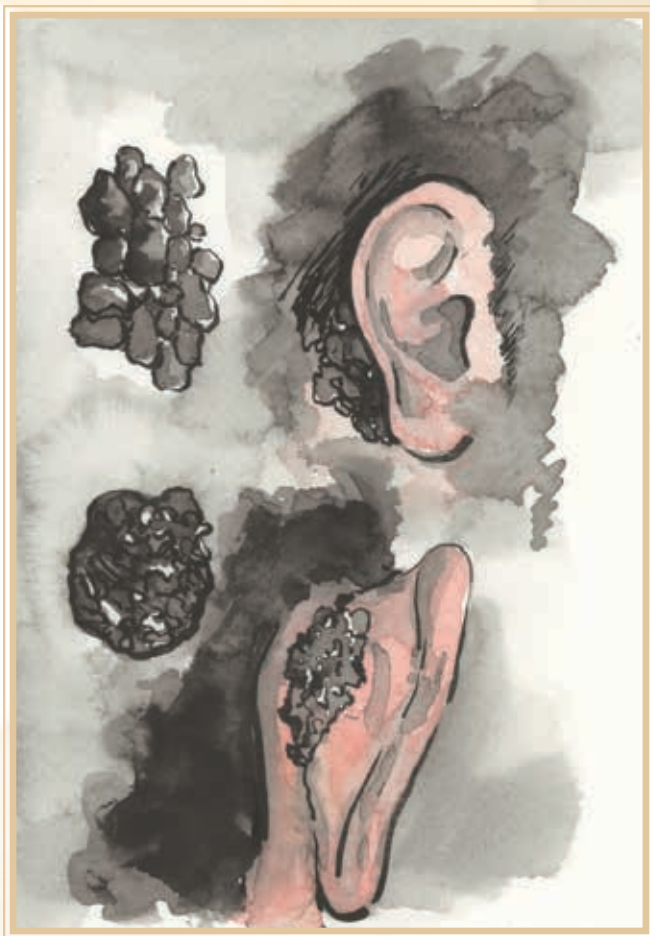
Habitat: Live birch.

Appearance/Notes: Curved stem attached to the trunk of a silver birch. Deep blue colouration with grey scales on the cap. Despite the endlessly repeated refrain from wise folk in any number of small villages it is not "good for what ails you" and confers no medical benefits.

Flavour/Mouthfeel: bitter, passable as tea

Aroma: fishy

421



Melancholy Mould

Habitat: Skin, particularly behind the ears.

Appearance/Notes: A nasty fungal skin infection that manifests as a flaky grey patch of tissue. Aside from irritation that can lead to lesions from excessive scratching, it's rarely physiologically serious. It does seem to alter the humours, particularly black bile, making one prone to melancholia or tipping the already melancholic into a pit of insurmountable despair.

Flavour/Mouthfeel: impractical

Aroma: musty carpet

422



Mercurial Puffball

Habitat: Elm, exclusively.

Appearance/Notes: Grey-skinned gleba when young but as it matures it begins to exude a highly reflective ooze. The secretion lacks the proper weight, magnetism, and alchemical properties of quicksilver although it is very interesting in its own right.

Flavour/Mouthfeel: excretion is sour but the flesh is pleasant and malty

Aroma: acidic

423



Mighty Velvet Stalk

Habitat: Parasite on ash and mulberry.

Appearance/Notes: Large colonies which consist of densely-clumped stems topped with tiny caps. Colouration begins red at the base and fades to blue at the cap. Can be hacked away but is very difficult to eradicate. The stems are either eaten or dried and woven into mats.

Flavour/Mouthfeel: delicate, good in soup

Aroma: stale beer

424



Millard's Rollrim

Habitat: Close to standing water.

Appearance/Notes: Fat stem and tight, inrolled cap, almost spherical. Varies widely in occurrence from solitary to huge colonies. Ruby red, most notably when wet. Seriously poisonous, though slow acting, so treatment can often be sought. My younger colleagues insist that it is universally called the "Whore's Rollrim" though Millard was a superlative mycologist and his work on its medicinal uses should not be forgotten!

Flavour/Mouthfeel: complex ruby ale

Aroma: similar

425



Million-Eye Morel

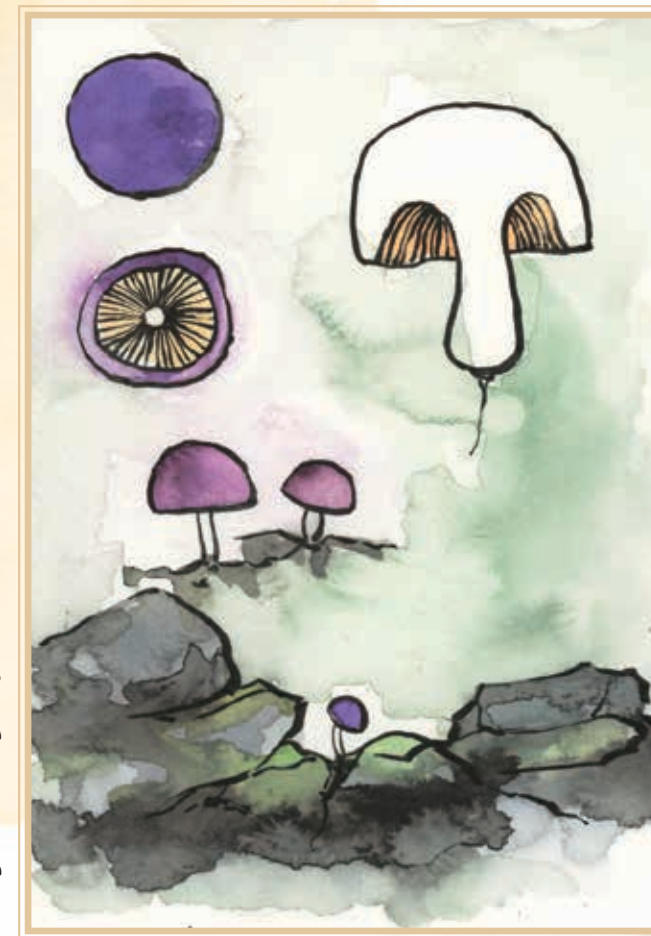
Habitat: Short grasses.

Appearance/Notes: Black stem and a bulbous, honeycombed cap. Within each cell of the cap is a small white pore bearing a black pore. Causes bad reactions when combined with alcohol, causing it to become mildly hallucinogenic.

Flavour/Mouthfeel: very good but mildly slimy

Aroma: strong, earthy

426



Mindsnatcher

Habitat: High mountainous terrain, favouring crevices in the rocks.

Appearance/Notes: Small solitary mushroom with a dark purple hemispherical cap and cream stem. Rumours and folklore surround this harmless and innocent mushroom quite unfairly when in fact it makes a wonderful hiking snack.

Flavour/Mouthfeel: splendid, oatey

Aroma: faintly of fermentation

431

**Moleman****Habitat:** Below carrion.

Appearance/Notes: A dense, black tuber-like fruitbody whose stem grows upwards to the surface in order to connect with decomposing animal matter, slowly enveloping it in strand-like hyphae and drawing it underground. Lucky travelers sleeping nude on the ground may wake to find themselves covered in the cobweb-like strands, and a dark vine latched to their back, trading a mild rash for a delicious breakfast.

Flavour/Mouthfeel: excellent, meaty (poisonous when raw)

Aroma: unpleasant when raw, ammonia

432

**Monster Leg Fungus****Habitat:** Dead wood.

Appearance/Notes: A dry, grey crust fungus that will cover a chopped down tree trunk so completely it will appear to be a single enormous gelatinous creature. The presence of them often results in local constabularies to put out bounties on imagined aberrant beasts living in the woods.

Flavour/Mouthfeel: very dry and flavourless

Aroma: indistinct

433



Moonsponge

Habitat: Fields and clearings.

Appearance/Notes: Pale white bolete, bulb-like stem and fat, spongy cap. When exposed to the light of a full moon it will absorb its light. Any time afterwards when the fruitbody is cut it will expel the same mystical luminosity. The fruitbody lasts about a month, so a big one might have two moons worth!

Flavour/Mouthfeel: metallic, not unlike iron or copper

Aroma: old pennies

434



Morning's Milkcap

Habitat: Sweet chestnut.

Appearance/Notes: Straight stem and a rolling, upturned rim, sometimes funnel-shaped. Ranging in colour from light to dark brown. Exudes creamy droplets. Produces a caffeine-like chemical that fills the ingester with wakefulness and pep. Often infused in strong liquor, which seems to be the only way to preserve its active ingredients.

Flavour/Mouthfeel: bitter but palatable

Aroma: nutty

435



Moss Master

Habitat: Ground moss.

Appearance/Notes: Dark-stemmed with conical purple caps and lighter mottling. Somewhat magical, has a symbiotic relationship with its host moss, enlarging and animating large patches to wander through the forest in search of new grounds to spore. The moss creatures possess no instinct beyond movement and are totally benign.

Flavour/Mouthfeel: very bitter

Aroma: strong, aniseed

436



Mountain Nirvana

Habitat: Caves high above sea level.

Appearance/Notes: Crooked stem and uneven cap, often with a wide skirt. Usually depicted as shimmering gold, it's more a bright, non-metallic yellow. Stuffed to the gills with hallucinogenic compounds, ingesters are incapacitated for several hours after which they suddenly reawaken with fragmented memories of a sense of immense calm and connectedness.

Flavour/Mouthfeel: earthy, with a slight tobacco finish

Aroma: robust, savoury

441



Mountain Toes

Habitat: Earthy crevices between rocks.

Appearance/Notes: Grey club fungi that sprout in lines of five or six, sometimes bearing little “warts” or offshoots. Colloquially referred to as “dwarf’s toes” though common mycological naming has moved to the new, more racially sensitive name.

Flavour/Mouthfeel: herby, particularly marjoram

Aroma: similar

442



Mullygrubs

Habitat: Live hair.

Appearance/Notes: A fine, cobwebby mould that grows in the hair of wastrels and vagabonds. Not the worst fungal infection as it has no further pathology other than rendering hair brittle and drained of colour. Requires a specialist antifungal shampoo to cure.

Flavour/Mouthfeel: insubstantial

Aroma: strong stilton

443



Mycoghast

Habitat: Skin.

Appearance/Notes: Leaves the skin grey and cracked with puckered nodules. Infects through direct contact. The fungus can survive in dead flesh until it is totally dessicated. Spreads across the whole body in about a month. Poor infected souls, known as fungimen, are excluded from society, and lack legal protection in many places. Otherwise harmless.

Flavour/Mouthfeel: not applicable

Aroma: ripe figs

444



Mycologist's Eyeball

Habitat: Eyes.

Appearance/Notes: A fungal infection of the eyes that begins by turning the irises purple before clouding them completely. Seems at first to be a blessing as it increases the spectrum of light visible to the sufferer so that certain mushrooms (e.g. Hummingbird Aminata and Tigerstripe Boletes) and insects (scorpions and millipedes) seems to glow with ultraviolet hues. Causes blindness if left untreated for more than a month or so.

Flavour/Mouthfeel: not applicable

Aroma: indistinct

445



Mystery Mushroom

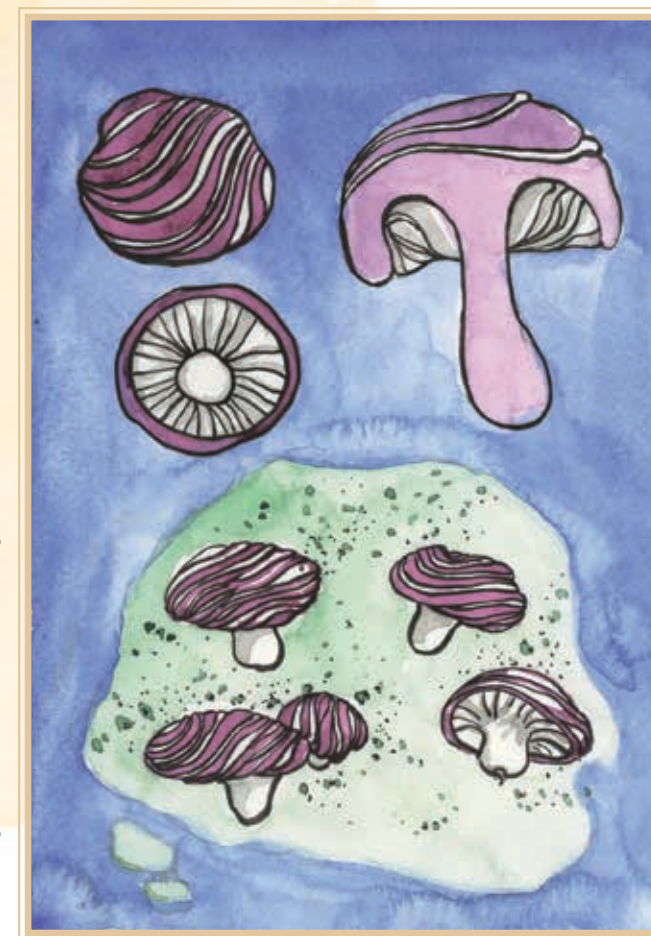
Habitat: Supposedly northern forests.

Appearance/Notes: Usually described as a standard agaric-type toadstool though sometimes affirmed to be a bolete or even a chanterelle! A cryptomycological fungus that has been reported by amateurs for decades yet suspiciously never by a reputable mycologist.

Flavour/Mouthfeel: everything from honey to mustard

Aroma: similarly varied

446



Mystic Dream Amanata

Habitat: Dreams.

Appearance/Notes: Glaring white stipe and bold purple cap with green spots. Very easy to identify because one always immediately recognises it in the dream. If consumed within the dreamspace, the dream becomes prophetic and its events will always unfold. If picked and not eaten the sleeper awakes with it in their hand. It is something of a right of passage for mycologists to collect one.

Flavour/Mouthfeel: mine, when licked, is lavender honey, though each seems different

Aroma: cheesy

451



Necromancer's Bane

Habitat: Bones.

Appearance/Notes: : Thin stem and bell-shaped cap, white with purple dappeling. Very faintly bioluminescent. An expert at breaking down bones, weakening them with potent chemical excretions. Extremely resilient to antifungal treatment. Spores can survive dormant in almost any conditions and regrow rapidly.

Flavour/Mouthfeel: extremely bitter, foul

Aroma: mild, pitch

452



Nightmare Aminata

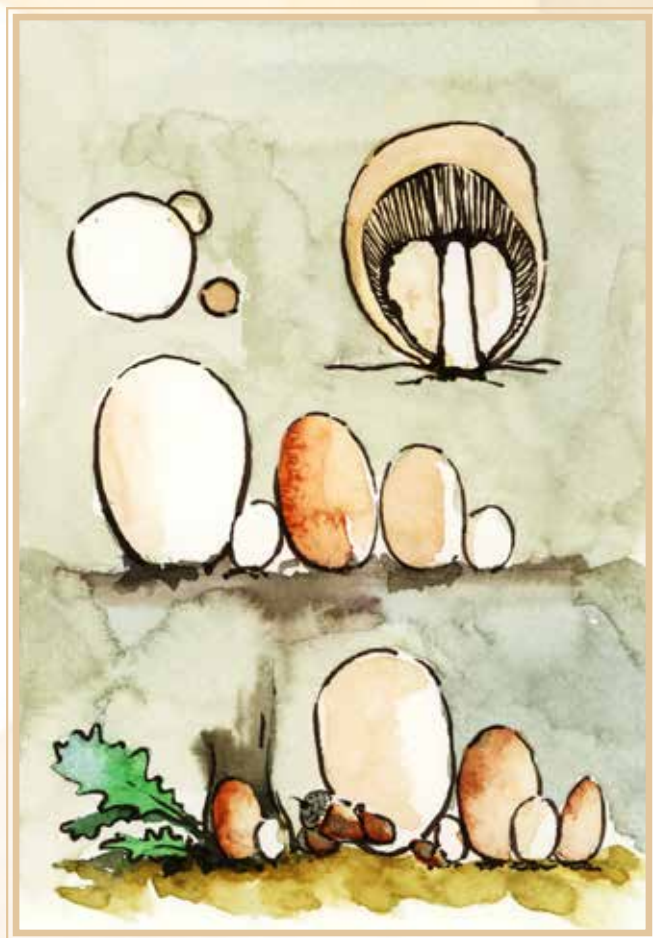
Habitat: Pine, particularly decaying needles.

Appearance/Notes: Grey-white stem with black hemispherical cap and whitish spots. Very poisonous though rarely deadly. The ingester will begin to feel drowsy then become unconscious within the hour. It becomes impossible to wake them until their body has processed the mycotoxin. Upon awakening the victim will report horrific, incredibly vivid and lifelike nightmares. The only casualties seem to be from heart attacks suffered while in this terror-dream state.

Flavour/Mouthfeel: surprisingly good, very sweet and floral

Aroma: rotting flowers

453



Oak Eggs

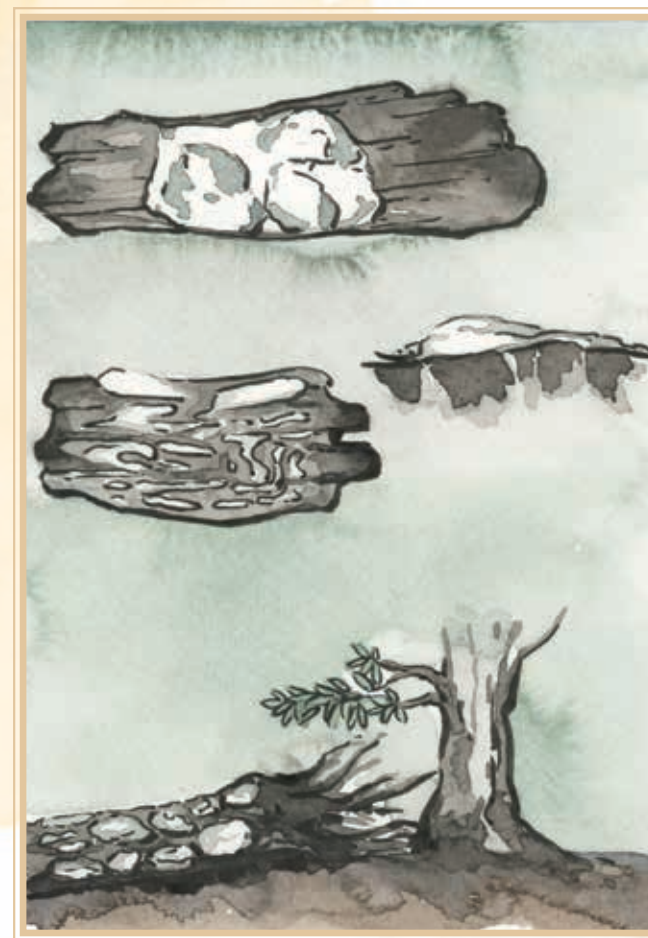
Habitat: Oak.

Appearance/Notes: Small puffball fruitbody, colour varies between light brown and porcelain white. Associated with various tales about how the moist, juicy flesh can increase one's fertility. Tales often also state that any child born with the assistance of an Oak Egg must plant one oak tree a year or be taken by the forest spirits.

Flavour/Mouthfeel: sweet, fruity

Aroma: figs and honey

454



Occult Skien

Habitat: Dead wood, ash and birch.

Appearance/Notes: A superficially unremarkable crust fungus whose fruitbody resembles a white mould, usually in roughly circular blotches with the circumference of a palm's width. Once it spores and dies it leaves behind a deeply etched symbol. Several blotches will leave any one of approximately 40 symbols, sometimes spelling out "words", though debate continues as to whether or not they can be translated.

Flavour/Mouthfeel: indistinct

Aroma: very faint burning

455



Oil Slick Woodwax

Habitat: Oak and beech.

Appearance/Notes: Thin stem with distinctly convex cap, constantly secreting a highly flammable substance giving the coloration of oil on water. Large groupings will often stain the surrounding foliage for weeks after the fruitbodies have dissolved, causing great risk of forest fires.

Flavour/Mouthfeel: strong, like coal

Aroma: similar

456



Old Road Lichen

Habitat: Rocks, famously mile stones and megaliths.

Appearance/Notes: A very slow-growing, ancient lichen, coloured light grey-green. Colonies accumulate in stripes along their anchor stone. These stripes always align with ley lines and a colony can help navigate between two loci of natural energies.

Flavour/Mouthfeel: unknown, probably sacreligious

Aroma: indistinct

461



Pauper's Saviour

Habitat: Decaying plant matter.

Appearance/Notes: Distinctly crooked stem and round cap that curls at the edges. Blueish-grey in colour. Will grow on any detritus but is particularly fond of wheat and barley. In halcyon years it is quite a pest in storehouses but will happily grow on crops otherwise ruined with blight, thus saving many a peasant village from starvation.

Flavour/Mouthfeel: bland and mealy

Aroma: wet earth

462



Perfect Fingers

Habitat: Decomposing matter, graveyards.

Appearance/Notes: Small pink club fungus, only a few inches long. Named not because they resemble fingers but because they are associated with growing over the mass graves of the now forgotten heretical sect who named themselves "The Perfect."

Flavour/Mouthfeel: very spicy (because they reach up from hell, supposedly)

Aroma: ham

463



Pierrot Milkcap

Habitat: Compressed soil, graveyards or roads.

Appearance/Notes: Stem starts white and darkens as it rises until it reaches the cap, which is almost totally black, initially round, but bearing a sharp pimple at the top. Used by the stock “sad clown” character as a nose, they become very sought after in the weeks preceding the great clown festivals of the southeastern cities.

Flavour/Mouthfeel: apricot and chocolate

Aroma: cheesy

464



Piggyback Jellies

Habitat: Other mushrooms.

Appearance/Notes: Small pink gelatinous fruitbodies. A secondary parasite that will latch onto almost any other fungal fruitbody and strip nutrients. The ingester will end up as an unidentifiable husk rather quickly. Naturally non-toxic but can absorb mycotoxins found within the host.

Flavour/Mouthfeel: variable dependant on diet

Aroma: similar to the host fruitbody

465



Pissy Waxcap

Habitat: Animal bones.

Appearance/Notes: Thin stem and conical cap, dark yellow colouration. The less said about this vulgar species, the better.

Flavour/Mouthfeel: piss

Aroma: piss

466



Pixie Yeast

Habitat: Stagnant puddles.

Appearance/Notes: Will appear to be a mass of foamy slowly shifting colours but is in fact caused by a yeast. Can be baked into bread or brewed into beer that is quite good, if somewhat unpredictable. The wee folk will often be found supping directly from the bubbling mass, so care should be taken when collecting it.

Flavour/Mouthfeel: yeasty

Aroma: similar, strong

511



Plaguepore

Habitat: Rare, solitary in sandy grasslands.

Appearance/Notes: White stem leading to a deep brown bolete cap. Fruitbody is unassuming but the spores are highly dangerous once inhaled as the Plaguepore can grow in a miniature state within the lungs of a unwary host. Potentially fatal without treatment and has been known to wipe out whole steppe villages.

Flavour/Mouthfeel: meaty, delicious

Aroma: fragrant, alluring, floral

512



Plim

Habitat: Sand dunes.

Appearance/Notes: Stem is only half the width of the small conical cap, white at the base and lemon yellow, all roughly textured. Famous for its distinctive aroma which has been used in perfumes, wines, and soaps. Alchemists have found several ways to recreate the smell though none quite have the distinctive plimmy notes at the back.

Flavour/Mouthfeel: faint, subtle

Aroma: plimmy

513



Poet's Respite

Habitat: Elm roots.

Appearance/Notes: Long stem and a great, wide umbonate cap. Bone grey with a brown mottling pattern that is traditionally depicted in picking guides as resembling a skull but is in reality a more random effect. Deadly poisonous. Mycotoxin attacks the liver, causing a rather slow and lingering death.

Flavour/Mouthfeel: "like a shadow cover'd lover/gone forever with another" (P.L. Wittingghast, *The Storm*)

Aroma: dirt and ashes

514



Psygoblin Mushroom

Habitat: Various detritus in caves and tunnels.

Appearance/Notes: Pastel green stem and a domed cap radiating pink and teal alternately. The Psygoblin mushroom has a potent effect on goblinoids: a single mushroom will activate their innate psychic powers, allowing them to wreak havoc with all the power their tiny minds possess though they suffer a fatal aneurysm after 8 hours. The latter occurs in non-goblins, without the benefit of the former.

Flavour/Mouthfeel: "real good... me like"

Aroma: burnt hair

515



Purple Gastrolith

Habitat: The bellies of enormous beasts.

Appearance/Notes: Fibrous stem and bulbous, uneven cap leaving only a sliver of space for the gills. Rich purple colouration. Almost totally benign, feeding off the consumed remains of whatever the host creature eats. Helps to break down large components and smoothes digestion. Very widespread in both whales and titanic creatures of the land.

Flavour/Mouthfeel: excellent, sweet tomato

Aroma: similar, sharp and bright

516



Quebling Cathedral

Habitat: Beneath buildings or trees.

Appearance/Notes: No fruitbody. Rare feral magical creation. Grows as a mirror of buildings underground in massive networks of white, thread-like hyphae. These subterranean buildings will be identical down to any tiny detail that is unmoved during growth. First discovered after the destruction of the Quebling Cathedral, which was successfully rebuilt using this fungus as a blueprint.

Flavour/Mouthfeel: indistinct

Aroma: indistinct

521



Queechy Oyster

Habitat: Parasite on hazel.

Appearance/Notes: Eccentrically stemmed bracket, grey with a darker, scaled cap. A weedy, pathetic thing rarely capable of the large clusters other, more manful oysters can achieve.

Flavour/Mouthfeel: cabbage and smoked fish

Aroma: flatulence

522



Queen of the Night

Habitat: Ash.

Appearance/Notes: Tall stem thinning towards the cap. Uneven, slightly umbo-nate cap with an undulating rim, pale, almost porcelain-white until it spores. This majestic fungi stands proud but unremarkable until there is a new moon, when its cool blue bioluminescence triggers and it releases its spores. Deadly poisonous, affecting the nervous system and paralysing the heart.

Flavour/Mouthfeel: indistinct

Aroma: night blooming jasmine

523



Quicklime Crust

Habitat: Exclusively on the bark of buddleia or “butterfly bush”.

Appearance/Notes: Tiny white pores, not unlike barnacles. If exposed to water can cause spontaneous ignition. Alchemists often grow buddleia to harvest the alchemically useful fungi, which is probably the reason they are associated with the butterfly in art and literature.

Flavour/Mouthfeel: burning

Aroma: chlorine

524



The Rag and Bone Man

Habitat: Plane trees, parks, urban green spaces.

Appearance/Notes: Woody, crooked stem and a wobbly-edged, flat cap with decurrent gills. Matte white colouration. Origin of the name is unknown but older sources indicate that it comes from a true tale about a real man, though that tale itself is now lost.

Flavour/Mouthfeel: good firm flesh, mushroomy

Aroma: watercress

525



Rainbow Waxcap

Habitat: Poor soil, weak grasses.

Appearance/Notes: Pronounced conical cap and long stem, striking colour ranging from deep indigo at the base through the entire spectrum up to extreme pale yellow at the tip. The story that you should doff your cap and say “thank you Mr. Mushroom” for luck has been corrupted to include all waxcaps, though it was originally only applicable to the Rainbow Waxcap.

Flavour/Mouthfeel: sweet, sticky

Aroma: fruity

526



Razorcap

Habitat: Yew.

Appearance/Notes: Dark grey stem and very flat cap. Brittle and easily nicked, though the mycelium absorbs all sorts of minerals and salts, concentrating them in the hardened cap which becomes increasingly sharp as the season progresses. Inferior to metal razors though primitive peoples have made great use of them.

Flavour/Mouthfeel: lime juice licked from an old spoon

Aroma: citric

531



Regina's Brittlelegill

Habitat: Sandy beaches.

Appearance/Notes: Tall blueish stem and cap, flat and very thin. Will bruise red when cut or broken. Named in honour of Queen Anselma the First, known to the masses as Mad Queen Anne, the finest monarch ever to govern in any land and who founded the Royal Fraternitie of Mushroomeing and Lychen Gathereres.

Flavour/Mouthfeel: subtle but excellent

Aroma: old socks

532



Regular Mushroom

Habitat: Old pine forests.

Appearance/Notes: Fibrous hourglass-shaped stem and a wide, orange to red umbonate cap. Named after the small community of Regular where it is very common. The people of Regular are known for their animal husbandry and it has been suggested that mixing the eponymous mushroom into the fodder increases the animals' intelligence and obedience.

Flavour/Mouthfeel: tart, fermented vegetable

Aroma: strong, acerbic

533



Saddle of Harsh Judgement

Habitat: Cork oak.

Appearance/Notes: Veiny, twisted stem and a contorted saddle-shaped cap. Inky black colouration. To find one of these among one's possessions is to know that you are being anonymously accused of murder. The custom is most common in the southern peninsulas but exists throughout the fungus's range.

Flavour/Mouthfeel: spicy, horseradish

Aroma: celery

534



Saltstick

Habitat: Dense woodland, broad leafed trees.

Appearance/Notes: Rough, crystal-covered stem and cap, usually white but occasionally pink or grey. Its mycelia have the unique property of extracting the salt from a wide area, allowing the fruitbody to cover itself with the resultant crystals.

Flavour/Mouthfeel: salty

Aroma: similar

535



Satyr's Trumpet

Habitat: Near streams and brooks in ancient woods.

Appearance/Notes: A vivid puce funnel. Associated with mischief-causing fey. Consumption will cause one to develop a comically large fungal phallus upon one's pubis region. Perfectly harmless, it normally falls off within a few hours. Multiple doses cause multiple growths.

Flavour/Mouthfeel: delicious, rich, buttery

Aroma: aromatic, perfume

536



Screaming Tooth Fungus

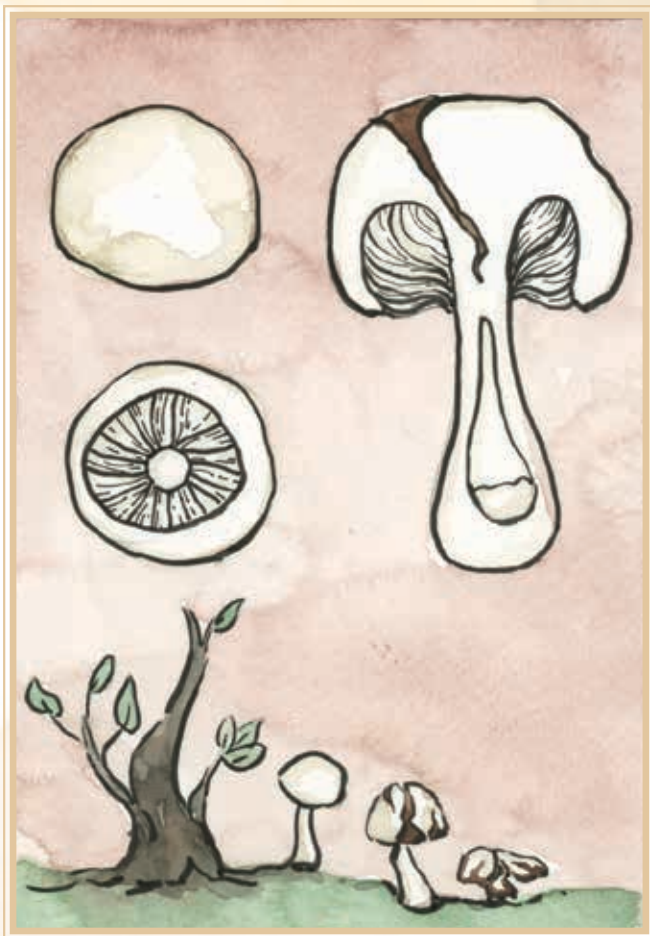
Habitat: Pine, amongst needle litter.

Appearance/Notes: Grey-black, flat cap with a thick stem. Underside of the cap is covered in spiny spore-bearing teeth instead of gills. Will produce an incredibly loud high pitched shriek for up to half a minute when cut. The mechanism is unknown but only occurs with fresh live fruitbodies.

Flavour/Mouthfeel: piquant, spicy

Aroma: elderflowers

541



Scrimshaw Fungus

Habitat: Beech.

Appearance/Notes: Tall stem and dome-shaped cap, initially ivory but stains dark brown when cut. Once dried the markings become fixed and are fertile ground for folk artists and craftsmen. In my office I have one upon which The Mycologist's Oath is inscribed.

Flavour/Mouthfeel: indistinct**Aroma:** beeswax

542



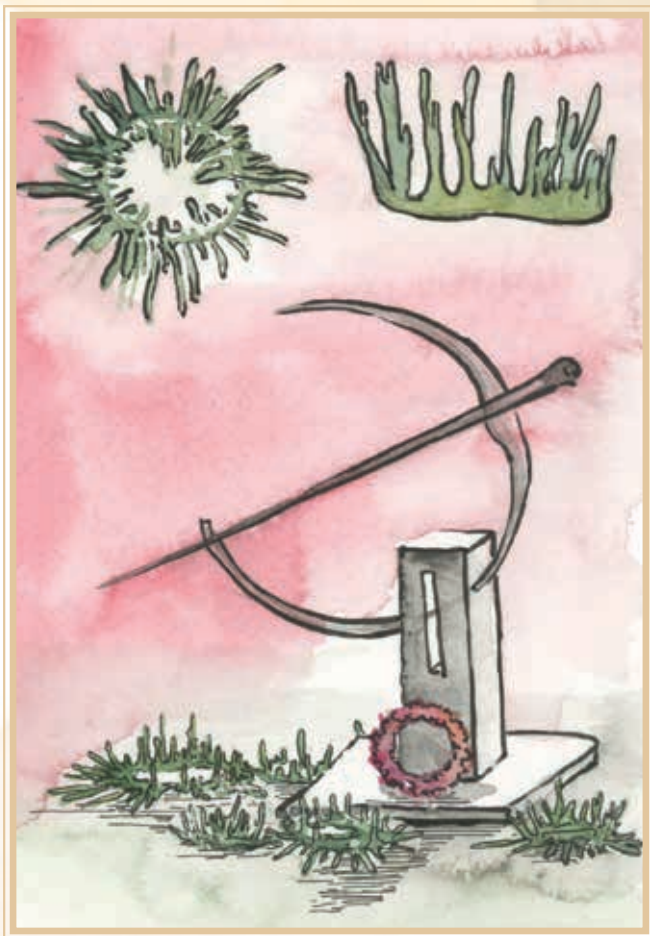
Scrivener's Inkcup

Habitat: Muntjac dung.

Appearance/Notes: Thin black stem and long drooping cap, also black with grey tinges. Can be used to create a fine ink, pure black with almost no blue or purple, drying to a smooth matte finish. As it only grows on the droppings of a small, rare deer it remains highly prized. It takes 5 or so to make a bottle's worth though a single mushroom can be diluted into a full bottle of lower quality ink.

Flavour/Mouthfeel: citric**Aroma:** mossy (ink is odourless)

543



Sepulchre Lichen

Habitat: Monumental stones laid to honour the dead.

Appearance/Notes: Dark green lichen, appearing in round spots that seem to have the texture of a sea anemone's skin. Seem to grow more commonly on the tombs of warriors: the more heroic they were in life the more lichen they seem to attract.

Flavour/Mouthfeel: ashes

Aroma: very faint odor of battle and death

544



The Seven Hermits

Habitat: Various locations.

Appearance/Notes: Fruitbody resembles a stiltball, starting as a yellow egg-like structure that bursts open as a fibrous stem grows rapidly, topped with a yellow cap with one to seven red spots upon it. Folklore suggests that there are only seven each year, one in each of the ancient hermitages, and that eating all seven grants an audience with a god. No certified mycologist has as yet confirmed this part of the legend.

Flavour/Mouthfeel: subtle, beef consomme

Aroma: faint, stocky

545



Shackles

Habitat: Parasitic on oak.

Appearance/Notes: Curved stem and drooping cap lined with torn, cobwebby fibres. Powder yellow. "Bind a man with chains and he will hate thee, but follow where led. Bind a man with the Shackle Fruit that grows on Old Man Oak and he will follow, and hate only himself." The meaning of this passage (14:33 *Humbolt*) is unknown as Shackles have no remarkable properties.

Flavour/Mouthfeel: tough, slightly bitter

Aroma: melon

546



Shadow Cap

Habitat: Indiscriminate dead wood.

Appearance/Notes: Curved stem and domed cap with intensely black colouration. Grows in thick clusters. A rare biolumbranescent fungus that sheds shadows. Large colonies can drape an area in perpetual night, killing plants and providing more dead lumber for the fungi.

Flavour/Mouthfeel: very bitter, probably slightly poisonous

Aroma: licorice root

551



Shadowless Fanvault

Habitat: Hawthorn.

Appearance/Notes: A small mushroom with a delicate stem and umbonate cap, grey-blue in daylight, and faintly luminous at night. A magically-infused species, although so queer it was probably created accidentally. Can only be picked at the height of a full moon at a latitude southernly enough for its shadow to disappear, otherwise it instantly disintegrates. When properly picked and eaten, the ingester's shadow becomes unmoored and never returns.

Flavour/Mouthfeel: mint**Aroma:** juniper

552



Shaggy Orange Blightcap

Habitat: Dead wood.

Appearance/Notes: Long stem with a shaggy cap, yellow with orange tufts. Appears in huge clusters in rings of dead foliage. Has a nasty ability to excrete a potent herbicide that kills off competing plants and happily feeds on the remains. Mildly poisonous, causing an upset stomach.

Flavour/Mouthfeel: fairly, but not overpoweringly, bitter**Aroma:** detritus, rot

553



Shaman's Brittlelegill

Habitat: Far northern boreal forests.

Appearance/Notes: Appears to have a wide grey-domed cap at a distance but upon closer inspection flashes deep red with an internal light. These flashes repeat, becoming hypnotic, with the resulting trances leaving victims with no memory of the last several hours, sometimes as much as three miles distant from the site of the mushroom.

Flavour/Mouthfeel: hot toast

Aroma: godmother's dresses

554



Shattered Shield

Habitat: Rotting sycamore.

Appearance/Notes: Elegant white stem and a brown, theoretically concave cap, though it is usually so split that this pattern can only be seen in very young examples. Soon after sprouting, deep cracks appear all over its surface, which soon splits it into several parts. Called "Lopardino's Shield" in places where that particular story is common.

Flavour/Mouthfeel: extremely bitter, but still eaten as a sort of penance

Aroma: hoppy

555



Shattering Brittlegill

Habitat: Willow.

Appearance/Notes: Bulb-shaped stem and slightly domed cap. A very beautiful mushroom, having the capacity to grow in a range of colours usually tending to red, green, and blue, sometimes bearing all three in a single specimen (known as a *triumvirate S. Brittlegill*). Even the slightest nick will cause the entire mushroom to disintegrate into tiny fragments; the sound of them breaking can be quite eerie when it rains.

Flavour/Mouthfeel: sherbet**Aroma:** sweet white wine

556



Siege Morelle

Habitat: Cellars and other dark, damp places.

Appearance/Notes: Rubbery stem with a squarish honeycombed cap. Slate-grey colouration. Requires ten to fifteen hours slow cooking to become edible, so generally not used as a foodstuff, though due to its growing conditions and resistance to pests it is an essential provision for besieged garrisons.

Flavour/Mouthfeel: almost impossibly bland**Aroma:** dusty

561



Slimeball

Habitat: Coniferous forests.

Appearance/Notes: Large, off-white puffball that can sometimes grow to the size of an 8 year old's head. Constantly secretes a pungent slime that coats the external gleba. The fattest Slimeballs have a tendency to explode and unfortunately these are the examples most heavily loaded with the viscous ooze.

Flavour/Mouthfeel: rancid butter, flesh, turpentine

Aroma: sour, cloying

562



Slippery Jim

Habitat: Verges and roadsides.

Appearance/Notes: Long stem bearing a criss-cross pattern. Great wide cap, dark brown and glossy with slime. Difficult to pick as it's so slippery!

Flavour/Mouthfeel: excellent when battered and fried, almost as fish

Aroma: macadamia nuts

563



Snake's Tomb

Habitat: Animal burrows.

Appearance/Notes: A dense black lattice like some in the Stinkhorn family. Grows underground, trapping sleeping reptiles in their dens. Very poisonous. Doesn't have the usual stink associated with others in its family but still attracts flies that act as spore propagators.

Flavour/Mouthfeel: indistinct

Aroma: similar

564



Snowman Puffball

Habitat: Grasses and fields.

Appearance/Notes: A dark, leathery ball that, through an unknown mechanism, has a slight attractive quality to snow. Snow will naturally fall on and around it more than the surrounding area so that it becomes covered. Easy to find as a field will appear to have little snowy mounds with green rings around them.

Flavour/Mouthfeel: peppery

Aroma: similar

595



Soapbar Bolete

Habitat: Riversides.

Appearance/Notes: Mossy green cap and dark stem. When cut it produces soapy bubbles that animals despise and are deadly to bacteria. Many a field expedition has been improved with a quick rinse in the river with a soapbar bolete under one's armpits.

Flavour/Mouthfeel: soap

Aroma: minty

566



Soul Gem

Habitat: Limestone, out of the wind.

Appearance/Notes: Very bright emerald green, grows extremely slowly in tough domes. Can be used in magical rituals to trap the souls of one's enemies. Cannot be moved, so less useful than traditional gems, but a fair amount cheaper. Another downside is that touching one will cause the trapped soul to transfer into your body, as happened to the mycologist F. F. Prendegast (later known as Prendegast the Obliterator).

Flavour/Mouthfeel: blackberry

Aroma: none

611



Souleater Morelle

Habitat: Usually deep underground as exposure to sunlight destroys them.

Appearance/Notes: Black stem and almost spherical honeycombed cap. Grows in large colonies, very nutritious and delightfully flavourful. If eaten exclusively for years it imbues a kind of immortality, though it also causes a total deaddening of mind and spirit and a hardening of the skin. The half-living husks will continue the daily tasks they had in life, seemingly forever and with no joy.

Flavour/Mouthfeel: dark chocolate

Aroma: nutmeg

612



Spider Nest

Habitat: Dense undergrowth, especially ferns.

Appearance/Notes: Stem has a double ring, scaley below and smooth above. Very round, almost spherical cap with large brown scales and white flesh. Inside the cap there are very small gills, leaving a large amount of space which is often used by spiders as a nest to lay their eggs.

Flavour/Mouthfeel: good, nutty, if not full of spiders

Aroma: indistinct

613



Stinging Lichen

Habitat: Living plum bark.

Appearance/Notes: Vivid, almost neon green colonies of cascading strands. Semi-symbiotic relationship with certain species of wild plum trees, this bright green lichen is covered in specially-adapted stinging hyphae that cause a painful rash upon contact with the epidermis.

Flavour/Mouthfeel: minty when brewed into tea

Aroma: fresh

614



St. Quemlin's Mushroom

Habitat: Hedgerows.

Appearance/Notes: Long, bottle-shaped stem and an upturned cap, covered in shaggy scales. Dirty white colouration. Named because it often fruits on St. Quemlin's Day. In some far flung places the clergy are so lax in their ministrations that the day the mushrooms sprout is instantly declared to be St. Quemlin's Day and impromptu celebrations and recreations of his martyrdom are performed immediately.

Flavour/Mouthfeel: good, though a little bland

Aroma: orange peel

615



Swarming Summer Tufts

Habitat: Ancient or well established oak woodlands.

Appearance/Notes: Well-sized stem and bell shaped cap, distinctly stripped in ochre and cream. Appears in huge numbers in swarming years, which are always seven, nine or eleven years apart, depending on the subspecies. Otherwise remains active but produces no fruitbody.

Flavour/Mouthfeel: very good, strong, “meaty”

Aroma: iberico ham

616



Temperance Bracket

Habitat: Ancient oaks.

Appearance/Notes: Dark red bracket fungus with charcoal black spores. Consuming a whole bracket will absorb and nullify almost all of the alcohol in a person's system. The active chemicals will remain in one's system for several hours, making it impossible to feel or be affected by the devil's drink.

Flavour/Mouthfeel: woody

Aroma: faintly of oranges

621



Thaller Jellies

Habitat: Silver birch.

Appearance/Notes: Coin-sized jelly fungi with a yellow colouration. Charitable merchants will sometimes give these to children and beggars in exchange for a favour, hence a benevolent trader being called a “jelly man”.

Flavour/Mouthfeel: old urine

Aroma: similar

622



Thoughteater Brain

Habitat: Decaying wood of any kind.

Appearance/Notes: : Astonishing violet colouration, a small knot of jelly when young, will grow to be more classically brain-like. Noted for its resemblance to the psionic entities sometimes called “thoughteaters”, though they have many other names. This is a harmless fungus and should not be confused with those nightmare entities.

Flavour/Mouthfeel: slimy and bland

Aroma: grapes

623



Thunderstruck Waxcap

Habitat: Open fields and pastures.

Appearance/Notes: A large waxcap with a typical pointed cap. Starts the season dark blue, becoming progressively lighter with each strike until almost white. Attracts lightning strikes, absorbing their energy. Once full, it will explode violently, dissipating the stored energy and spreading its spores over a wide area.

Flavour/Mouthfeel: excellent earthy taste, inadvisable even after a single strike

Aroma: pomegranate

624



Tigerstripe Bolete

Habitat: Ferns and dense brush.

Appearance/Notes: Black stem and a dark orange cap with black mottling, said to be reminiscent of a tiger's markings. Up close they seem to be a most outrageously showy mushroom but much like the "king of beasts" it is very difficult to spot in its natural environment.

Flavour/Mouthfeel: rich, almost buttery

Aroma: musky

625



Topsy Boy

Habitat: Hemlock.

Appearance/Notes: Very fat stem and a great wide cap, yellow, a bolete thus having no gills, the porous surface beneath the orange cap will often bulge out. Changes colour from happy autumnal hues to a vivid oil slick of greens and blues when wine or any other suitably strong alcohol is poured on it.

Flavour/Mouthfeel: sourdough bread

Aroma: figs

626



Titania's Pillow

Habitat: Rotting wood, especially firs.

Appearance/Notes: Short, wide stem leading to long, decurrent gills and a billowing, cloud-like cap. Generally brown with pastel green hues. Appears soft and velvety but is in reality far too wet to sleep on.

Flavour/Mouthfeel: rancid beer

Aroma: elderly tramp

631



Tjelkberg Pinkgill

Habitat: Exclusively near the town of Tjelkberg, which has become famous for the mushroom and holds a yearly cooking and crafts festival.

Appearance/Notes: Short thin stem with a ruddy, often split cap.

Flavour/Mouthfeel: aromatic, delicate

Aroma: floral

632



Tjelkholm Pinkgill

Habitat: Gourmet mushroom of the town of Tjelkholm, which is famous for its innovative and secretive fungiculture

Appearance/Notes: Short delicate stem with a russet, often split cap.

Flavour/Mouthfeel: aromatic, delicate

Aroma: floral

633



Tongueslicer Lichen

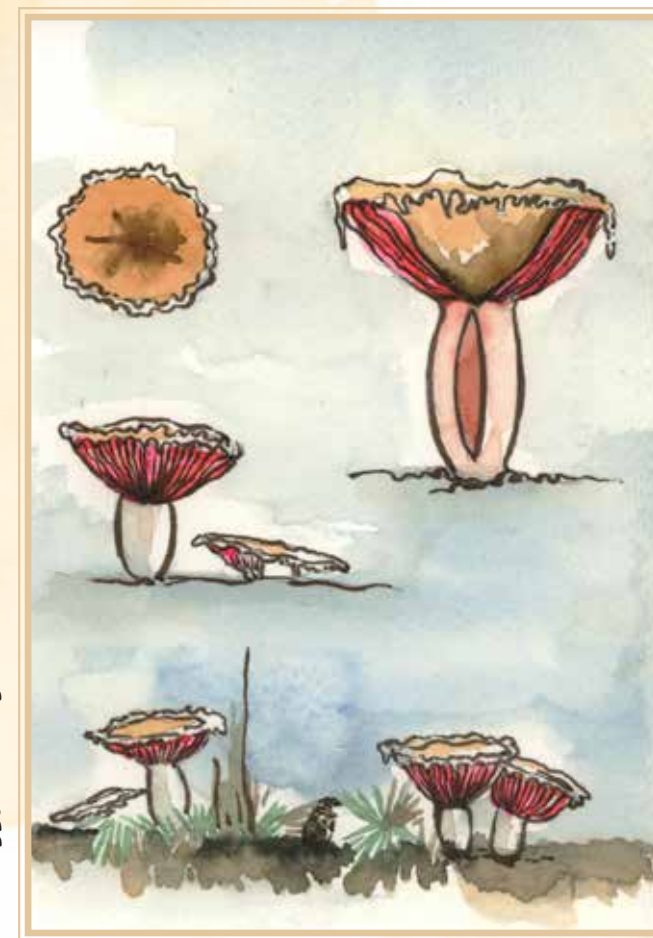
Habitat: Exclusively on living rowan bark.

Appearance/Notes: Grey, fibrous strands covered in tiny “leaves”. The algae which this lichen relies on for energy is thaumosynthetic. Any magical spells cast in its vicinity will have their energy sucked up and be deadened. Very slow-growing and vulnerable due to destruction by ignorant wizards.

Flavour/Mouthfeel: tingling, popping sensation

Aroma: indistinct

634



Toothy Milkcap

Habitat: Northerly pine.

Appearance/Notes: Light cream stem and funnel-shaped cap. Gills are deep red to salmon pink. Known for exuding gummy, milk white droplets that harden quickly into unevenly shaped “teeth”. These “teeth” often remain after the fruitbody has rotted away and litter the forest floor.

Flavour/Mouthfeel: pleasant, mushy (teeth are inedible and require thorough cleaning)

Aroma: goaty

635



Toshi's Bouquet

Habitat: Underground where sufficiently wet.

Appearance/Notes: Delicate, curving, sometimes looping stem and wide flat cap. Porcelain white and bioluminescent. These beautiful fungi actually feed off of algae that thrive in sewer systems. Beloved by toshers and others who make their living off the dark below.

Flavour/Mouthfeel: insubstantial

Aroma: usually overpowered

636



Trickster's Coral

Habitat: Animal dung.

Appearance/Notes: Capless stems that branch and split into a nest of thin finger-like appendages. Orange bodies shading to yellow at the tips. Many stories will have trickster gods or spirits murdering relatives by convincing them to eat this deadly poisonous fungus. Powerfully hallucinogenic, survivors often report seeing the eyes of the trickster in the woods, watching them.

Flavour/Mouthfeel: milky

Aroma: soapy

641



Trophy Rot

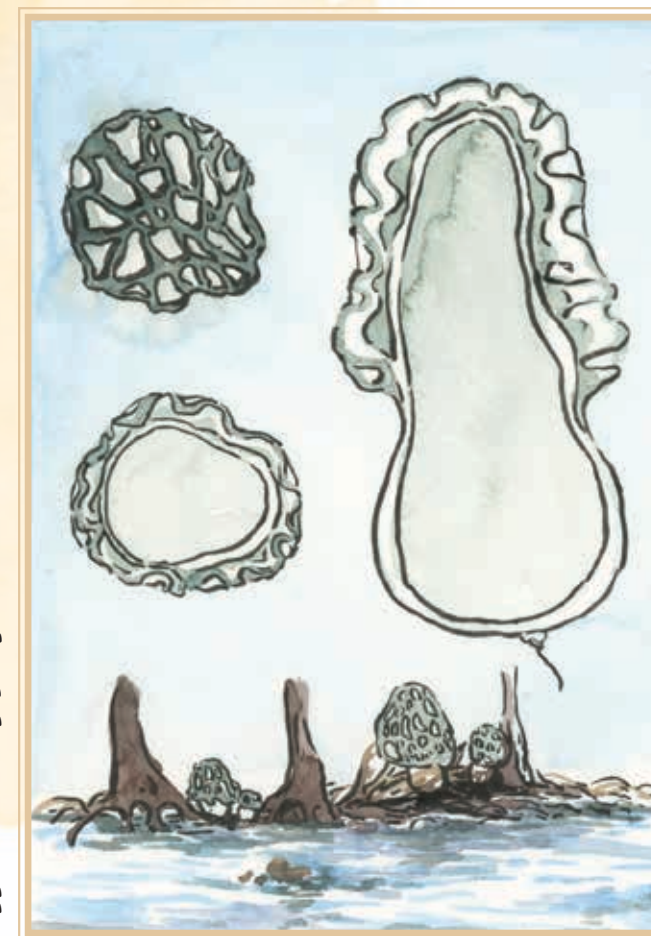
Habitat: Animal bones.

Appearance/Notes: A fleshy tan-coloured crust fungus that will grow over the displayed skulls of animals, destroying them after a few months. When it came into contact with the relics of Saint Timothy of Urq the monks of Urq briefly believed it to be some kind of regenerative miracle before the great martyr promptly dissolved.

Flavour/Mouthfeel: indistinct

Aroma: burning

642



Unspeakable Morelle

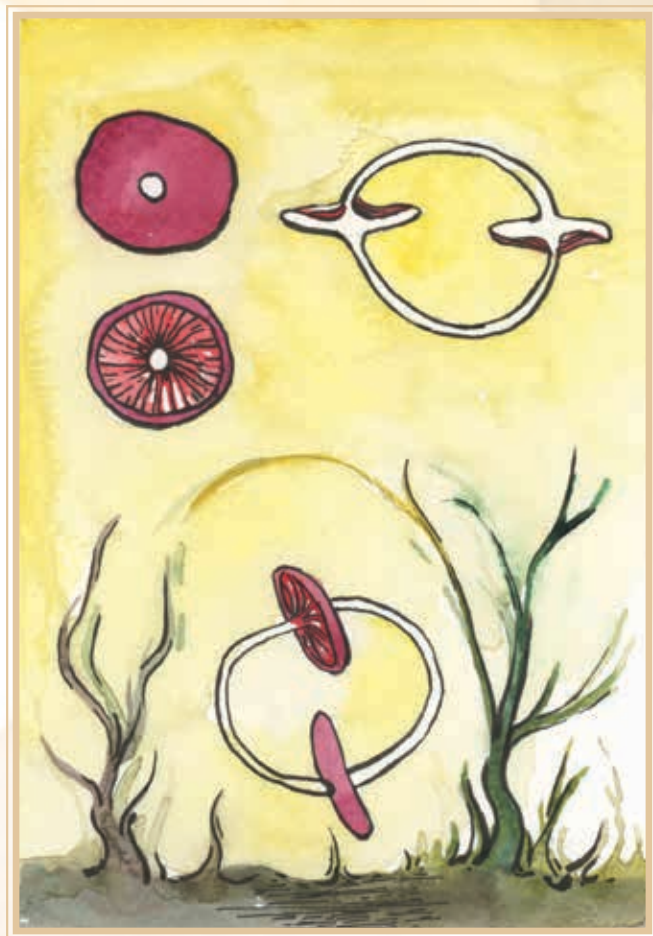
Habitat: Riversides.

Appearance/Notes: Bulbous stem and conical cap, of a classical morelle style, greenish white colouration, darker in the pits of the cap. For almost a century it was excluded from foraging guides and academic papers, the consensus being that it was best forgotten and ignored. The initial reason for this decision is unknown. It does seem mildly poisonous if uncooked, but so are all morelles.

Flavour/Mouthfeel: anchovies, very good

Aroma: similar

643



Uroborous Mushroom

Habitat: Sites of high magical energy.

Appearance/Notes: Pure white stem and scarlet cap that flattens at the top. Technically a symbiosis of two mushrooms where the stem of one connects to the top of the cap of another, whose own stem is in turn connected to the cap of the first. Floats about six inches off the ground and has a tendency to pop out of existence when disturbed.

Flavour/Mouthfeel: unknown, presumed delicious

Aroma: ozone

644



Very Pink Oyster

Habitat: Indiscriminate among trees growing in sandy soils.

Appearance/Notes: Pronounced eccentric stem and irregular rim. Colouration is, as one would expect, phenomenally pink. Seems to drain the colour from surrounding objects though this is an optical illusion caused by the mind trying to adjust to such profound pinkness. Poisonous, causes vomiting and diarrhoea, both of which retain a certain pinkness themselves.

Flavour/Mouthfeel: sweet with an odd finish

Aroma: boiled sweets

645



Water Lily Webcap

Habitat: Dedicated parasites that only grow on water lily pads.

Appearance/Notes: Ruby red papillate or nipple-shaped caps with delicate brown stems, each lily species accomodating a different subspecies of the webcap, only distinguishable via spore prints. None of the species checked so far have proven poisonous.

Flavour/Mouthfeel: excellent, umami

Aroma: oxtail stew

646



Watermelon Flask

Habitat: Has a mutualism with a particular moss.

Appearance/Notes: Small, dark grey flask fungus that bears little resemblance to its namesake other than slightly lighter stripes. Absorbs water and retains it effectively. Its parent moss allows itself to be slowly digested by the fungus and in return the fruitbody releases vital water during droughts.

Flavour/Mouthfeel: succulent

Aroma: cucumber

651



Wexler's Folly

Habitat: Heather.**Appearance/Notes:** Unassuming, thin brown stipe with a conical cap, best identified by the filigree veil covering the gills. Very rare, moderately hallucinogenic. Unlike other hallucinogenic mushrooms it is also highly addictive, possibly exacerbating its rarity.**Flavour/Mouthfeel:** strong tea**Aroma:** quinine

652



Whetcap

Habitat: Holly.**Appearance/Notes:** Short wide stem and an exceptionally broad cap, very flat-topped with almost angular edges. Created by the Warrior Wizards of Hoon to sharpen their bifurcated scimitars. Using one as a sharpening stone on an edged tool or weapon will give it the sharpest edge possible. Can be picked and reused until it rots.**Flavour/Mouthfeel:** far too tough and gritty**Aroma:** hoonian herbal tea

653



White Horseman

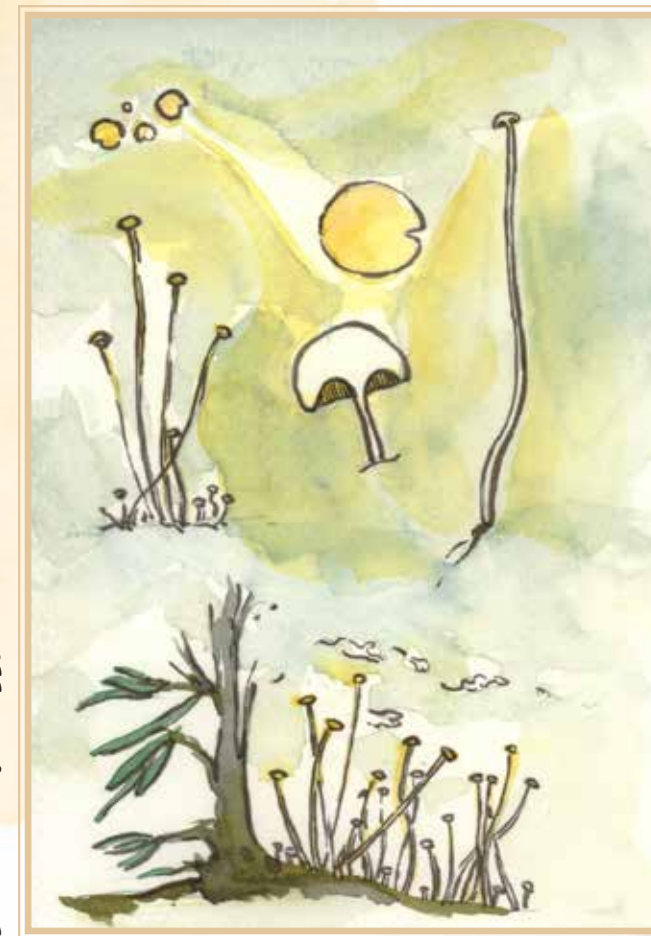
Habitat: Sites of old fires.

Appearance/Notes: Tall white stem, drooping cap and a partial veil. Astonishingly poisonous. At first the victim is comatose as the mycotoxins destroy all their extraneous nerve endings, then their chest cavity swells. The poor soul usually wakes up paralyzed as their lungs slowly fill with fluid and they effectively drown.

Flavour/Mouthfeel: numbing, initial burst of dark fruits

Aroma: blackberry jam

654



Willow's Beard

Habitat: In large colonies on live willow.

Appearance/Notes: Thin fibrous stems, white to yellow, up to 8 feet in length. Previously thought to grow only on male trees whose catkins bear stamen, though in these more enlightened times all willows can now foster colonies of this devastating parasitic fungi.

Flavour/Mouthfeel: mealy, mildew

Aroma: clean cotton laundry

655



Wise Man of the Moor

Habitat: Swamps and moors.

Appearance/Notes: A large heap of brown, leaf-like structures, as tall as a man, slimy and oozing. These immobile mounds certainly seem to have great insight and will answer questions in a slow, wet voice. Many have learned deeply buried truths about themselves by counseling these strange fungi. Totally lacking sapience, this psychic defense mechanism is more a mirror than a window.

Flavour/Mouthfeel: salt and sulphur

Aroma: peaty

656



Wizard's Stool

Habitat: Northerly pine.

Appearance/Notes: Extremely long thin pointed cap up to a foot in length. White to yellow colouration. Origin of the name is unknown but presumed to be obscene.

Flavour/Mouthfeel: generally good with a mild ammoniac finish

Aroma: stale tobacco

661



Wombden's Floater

Habitat: Grasses and fields.

Appearance/Notes: Appears to the casual eyes to be a simple brown earth star. When the central pod opens, a chemical reaction occurs which produces enough methane to inflate the spore sack that then floats away, ejaculating its payload on egress.

Flavour/Mouthfeel: eggy

Aroma: sulphurous

662



Wood Shells

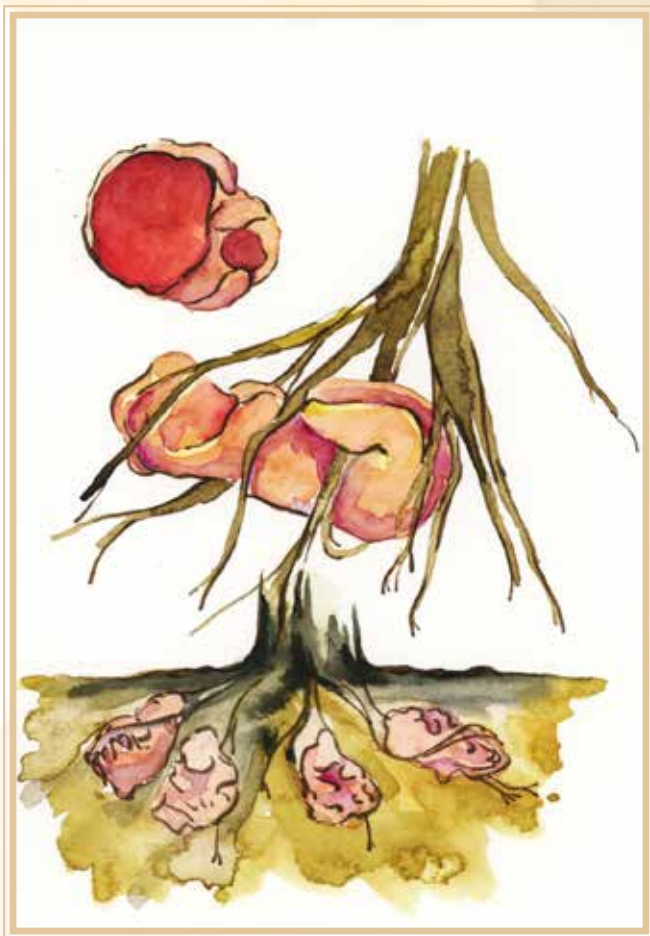
Habitat: Dead wood, especially broad leafed trees.

Appearance/Notes: Small white fungus with virtually no stem and an inverted cap, such that its widely spaced gills are facing outwards. A little too slimy for human palatability but beloved by deer, for whom it is a vital staple. Can be dried and kept in a scented pouch about one's neck.

Flavour/Mouthfeel: white fish

Aroma: garlicky

663



Woodsman's Baby

Habitat: Symbiotic with alder root systems.

Appearance/Notes: The dark, knobby outer surface of this subterranean tuber is often said to resemble a small foetus. Spongy internal structure bruises red when cut. Perfectly harmless but quite inedible.

Flavour/Mouthfeel: metallic and unpleasant

Aroma: strong, excrement

664



Woody Dartlets

Habitat: Rotting wood, favours birch.

Appearance/Notes: Small toadstools with pointed caps, red, deepening in intensity toward the tip, often with paler bands. Mildly poisonous, rarely fatal except when the ingester has a weak heart. Causes heart rate to increase and fill one with vibrant energy. Also causes stabbing pains in random body parts for the next half day.

Flavour/Mouthfeel: very sour

Aroma: sharp, citric

665



Woolly Toughshank

Habitat: Decaying compost or mulch.

Appearance/Notes: A tough stem and irregularly-shaped cap, creamy brown in colouration. The stem is covered in robust curly fibres which make excellent kindling but if properly treated and dried can be woven into a rough linen, most famously used by the Gythylichich people to create their Sacred Hats.

Flavour/Mouthfeel: hairy, unpleasant

Aroma: turpentine

666



Word Eater Funell

Habitat: Juniper.

Appearance/Notes: Porcelain white funnel-shaped fruitbody, faintly bioluminescent. Mildly toxic, causing fever and vomiting. After these symptoms subside residual effects on the brain can last several days, namely the sudden inability to understand written language. Speaking remains intact and the sufferer can usually understand passages that have been previously committed to memory such as spells or holy prayers.

Flavour/Mouthfeel: cool, minty

Aroma: fresh pine



Wounded Birch Canker

Habitat: Parasite on birch.

Appearance/Notes: Fruitbody rarely seen whole, but is a livid-pink tuber. Causes a splitting bulge in the bark of the birch, from the cracks of which the fungi can be seen. The subject M.R.H Wexler's first book, for which he was awarded the coveted *Croix de Champignon*.

Flavour/Mouthfeel: slimy, rank

Aroma: cooking offal



The Wrack

Habitat: Caves flooded with detritus.

Appearance/Notes: Small thin stem, grey umbonate cap. Very poisonous though rarely deadly apart from secondary heart attacks. Causes intense, surreal pain accompanied by a sense of impending doom. Spores can also cause rash upon contact.

Flavour/Mouthfeel: hot, peppery

Aroma: sharp, radish like



Yellow-Spotted Creeper

Habitat: Common on birch but found on any sufficiently tall, smooth-barked tree.

Appearance/Notes: Reminiscent of a Stiltball with an adherent vulva, the extremely long stem has specially-adapted hyphae which attach to the tree's trunk as it winds its way up to the highest branches. The cap remains closed until it is high enough, whence it opens, releasing its spores. Pale yellow with brown, rhomboid spots on the cap.

Flavour/Mouthfeel: slightly sour, good

Aroma: garlic



Zarafetti's Eyelash Fungus

Habitat: Horse chestnut.

Appearance/Notes: Bright blue jelly-ringed with fine hair-like fibers. Named after the philosopher whose piercing blue eyes were said to "see through the great lies at the heart of the world." Of course, Zaraffeti would have hated to have a fungi named after them, as stated in their great work, *The Formulation*, "Mushrooms are the idiots of the forest."

Flavour/Mouthfeel: insubstantial

Aroma: good quality olive oil

Appendix A

1 Cucco Aminata

Allow the first stage following consumption to proceed with the knowledge that this is something they feel a strong urge to keep secret and to leave untreated. The **BUBOE** will hatch in the night and the character will have the opportunity to sneak away from camp to birth their new **MUSHROOM CHILD**. When they first look upon it they will know *the love of parenthood*.

The **HOMUNCULUS** starts one inch tall and grow within two days to its full six inch height, a crude fungal replica of the naked character. It requires no sleep nor food. If allowed to dry out or if it is killed for any other reason the ensorcelled character remembers their actions perfectly but becomes free of the spell. They will remember their feelings without fully understanding them, like the nostalgic pull of an incompatible ex-lover.

Characters will not sacrifice their own lives for the **HOMUNCULUS**, or prioritise its goals over their own, but will always try and accommodate them. If there are opportunities to sneak away for a few moments to secretly plant some mushrooms, they will take them.

The **HOMUNCULUS** isn't sapient and shows no visible signs of affection and can be taught only the simplest of tricks. It can plant 1 spore seed a day for 100 days, during the last 20 or so of which it will begin to be visibly degrading and slowing down. After it is has spent the seed of its life it will become totally lethargic and resist all activity. It will die soon after.

2 Psygoblin Mushroom

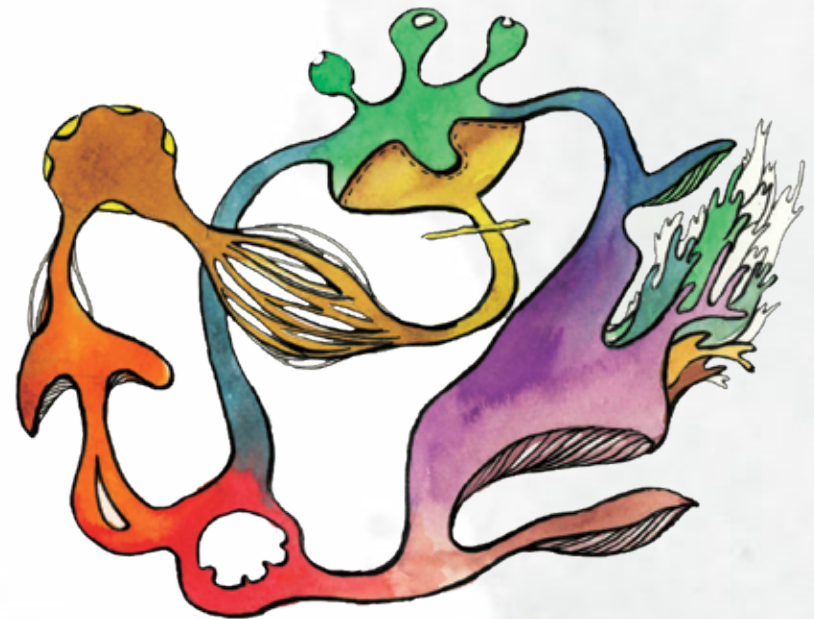
This section is based on the assumption that the characters won't be goblinoids and therefore simply use it as a way of causing trouble. A **GOBLIN** empowered with this mushroom isn't obviously that powerful, otherwise it would probably disrupt the power balance in your world. They gain access to a couple of level-appropriate spells reskinned to be psychic that they spam over and over in the most direct and unsubtle ways possible.

3 Cinnabar Milkcap

Organic mercury, which this mushroom replicates, is different from elemental mercury in a couple of different ways. **THE POISONING HAPPENS IMMEDIATELY** and there is no way to remove it from your system because it binds to fats in your brain. In two weeks you become comatose and in a month you die. During that time the symptoms are that of heavy metal poisoning: loss of nervous control, debilitating migraines, and insanity. Thankfully magic is real and so are resurrection spells, and you're lucky enough to have weeks to prepare! Avoid easy answers like 'cure poison' as that was designed for venoms, etc. Make the players work for the solution!

4 Piggyback Jellies

Roll again on the table and apply any *Flavour/Mouthfeel* and *Aroma* profiles as well as poisonous or hallucinogenic effects to the Jelly, which is a good excuse to trick characters into eating things they normally wouldn't. Requires an astonishingly adept knowledge check to identify the original fungi.



5 Hypermushroom

If the characters find a hypermushroom you're going to need to determine how many dimensions it exists in. Do this by rolling 4d6, exploding the 6s (reroll and add the new number to the total).

A hypermushroom looks like a field of small mushrooms, numbering its dimensions. They have short, sturdy stems and caps that seem superficially white and covered in short fur, waving as if underwater. Upon approach the fruitbodies seem to blink in and out of existence until all but one wink out of existence. Attempts to grab it cause it to disappear. Retreating will make the fruitbodies reappear.

It can be affixed with magic, such as would hold a demon or a fairy in check. Once fixed in place it is soft to the touch, like the fur of a mouse. It cannot be moved or picked and will flex and distort in any way to prevent this. If it is somehow magically solidified and pulled upon the force required would be similar to that to move a number of tons equal to its dimensions, and moving it will cause earthquakes in the surrounding area.

If it is cut with powerful magic it will unspool like an impossibly high torsion wire. Everything within a number of meters equal to its dimensions will be struck with the expelled energy. Roll enough dice so that it will probably kill everyone.

If someone somehow **SWALLOWS THE HYPERMUSHROOM** one of two things will probably happen: either they try to leave the area immediately and the mushroom will tug on them from the inside or, if they digest the mushroom fully and absorb its fibers, they will become so bound to it that leaving become impossible. They are stuck within the hypermushroom's field until they die or it is somehow cut, at which point they take ten times the damage as everyone else.

6 Pixie Yeast

One puddle of yeast produces 1 *SMALL LOAF OF BREAD* in a day or 1 *FLAGON OF BEER* in a fortnight. A loaf has 2 doses and a flagon has 5. Drinking a whole flagon to themselves will also make a character drunk. They can keep a little yeast aside and feed it to use it as a starter, which takes 3 days to regrow to the point where they can brew or bake with it again. If they try and mass produce it, remember it's a monoculture and very susceptible to being wiped out by an opportunistic microbe.

With each of the 6 colours the yeast displays (blue, green, pink, yellow, red, and purple) it has a different effect, but it's impossible to time it so as to choose the colour of your bake or brew. It would take some insider knowledge from pixies themselves to know the effect before trying them, which they absolutely do not want to give away even if they're otherwise friendly.

Blue: Intoxicating! Each dose is enough to make someone lose their inhibitions and get real touchy-feely. More than 3 doses renders the ingester useless for 8 hours per excessive dose.

Green: Energising! Each dose eliminates drowsiness, exhaustion and generally fills one with pep. Each subsequent dose prevents natural sleep for a day, but doesn't fully eliminate the effects of sleeplessness.

Pink: Sedative! Each dose is enough to put someone into a deep, restful sleep, no matter what worries prey upon them. More than 3 doses starts to become dangerous.

Yellow: Delicious! A single dose is not enough and the imbiber must be restrained from drinking it all immediately.

Red: Laxative! A single dose will clean out a colon quicker than you can say 'prune juice'. Effects last an hour per dose.

Purple: Paranoia! A single dose will produce irrational thoughts and delusions of persecution. Intrusive thoughts fill their mind. Their closest allies are secretly working for their greatest foes. More than one dose and there is a risk that the effects become permanent.

7 Alyambas

Preparation of the Alyambas requires a basketfull of the fruitbodies to be cooked down in a pot with small amounts of pure spring water added every so often until the fungi have completely dissolved. This will take about 7 hours. The mixture is poured onto stone and left to dry, after which it is pounded into a powder. The powder is cooked a second time, this time with lye. Once the mixture has separated, the lye is skimmed off and pure powdered charcoal is added. The concoction is then ready to drink immediately or it will lose its potency. This potion is enough for one person only. If it is shared everyone will get high and feel a deep sense of connection to each other that will last a lifetime.

In the spirit realm the ingester will experience total ego death and temporarily understand both the impermanence and infinite nature of the universe. They will be met by three spirit animals, the first who will offer them a warning, the second guidance, and the third a choice. Then one of the three will step halfway into the mortal plane so they can accompany the psychonaut. They are real but invisible and cannot interact with the world, nor do they wish to. They are observers and guides only.

Roll d66 3 times to determine the animals.

d66	Table of Animals		
11	Monkey	41	Beetle
12	Ape	42	Dragonfly
13	Hawk	43	Moth
14	Owl	44	Badger
15	Crow	45	Rabbit
16	Coyote	46	Hare
21	Wolf	51	Rat
22	Fox	52	Mouse
23	Bear	53	Bat
24	Horse	54	Mountain Goat
25	Moose	55	Bobcat
26	Stag	56	Lion
31	Doe	61	Cougar
32	Serpent	62	Crocodile
33	Lizard	63	Crab
34	Frog	64	Fish
35	Newt	65	Whale
36	Spider	66	Octopus

8 Blastino’s Stinkhorn

Blastino is a powerful archmage who specialises in interdimensional travel. Use the stat block for the most powerful wizard you can find. He is quite mad and desires only to find the *LOST CRUCIBLE OF EPISTEMOLOGY*, an object he cannot describe and that no one has ever heard of. If attacked or threatened he will use magic to try and escape. If the characters try and lie to him and he suspects trickery he will become offended and leave. If they show hospitality he will accept it but become restless and desire to leave soon after. He is beloved by the populace.

An alternative result is to find the mushroom in the wild, which can be used to discredit poor Blastino. However, no one is likely to believe this is truly a second example of Blastino’s Stinkhorn without rigorous proof and a comparison to the original.

9 Mystery Mushroom

This mushroom is entirely new to science and thus of great importance. Retrieving it and taking it to a university will surely be rewarded. Of course, you could also sell it on the black market. This quality is true no matter what its other properties are, but you could perhaps invent your own mushroom.

Alternatively, it could turn out to be one of the following real world mushrooms, which, to be honest, I just wanted an excuse to put somewhere.

d66	Table of Mystery Mushroom		
11	Deathcap	41	Gassy Webcap
12	Destroying Angel	42	Southern Bracket
13	Panther Cap	43	Yellow Brain Fungus
14	Fly Agaric	44	Cobalt Crust
15	Poison Pie	45	King Alfred’s Cakes
16	False Deathcap	46	Scarlet Caterpillar Club
21	Field Mushroom	51	Jelly Ear
22	Parasol Mushroom	52	Fishy Milkcap
23	Chicken of the Woods	53	Honey Fungus
24	Penny Bun	54	Pepper Pot
25	Oyster Mushroom	55	Psilocybin Mushroom
26	Beefsteak Fungus	56	Copper Spike
31	Shaggy Inkcap	61	Shiitake
32	Giant Puffball	62	Horn of Plenty
33	Stinkhorn	63	Golden Chanterelle
34	Devil’s Finger	64	Morel
35	Devil’s Tooth Fungus	65	Matsutake
36	Lion’s Mane	66	Summer Truffle

Appendix B

Poisons

Many fungi in this book, as in real life, are poisonous. Every system will deal with poisons differently, and most adventure-style games will already have a system devised to deal with being poisoned in your game, so sub in those rules freely.

There are really only three types of poison mushrooms in this book: mildly, seriously, and deadly poisonous. Depending on the kind of game you're playing deal with the deadly poisonous ones differently.

No matter what kind of game it is, eating a mildly or seriously poisonous fungus should, unless otherwise stated, result in an upset stomach. They'll feel nauseous, vomit, have diarrhoea. The real difference is how long it takes to get through their system. Mechanically, give them some minor penalty for the next hour with a mild or the next 4d6 hours for serious.

If you're playing a game of high adventure, where a few adventurers might feasibly slay a dragon, don't kill off Laxudo the Paladin because he ate a mushroom he shouldn't have. It should still have consequences, however. Mortality isn't 100% for consuming most deadly mushrooms, and it often takes a while to kill, giving the opportunity to find help. Eating a deadly poisonous mushroom in this kind of game should render a character massively sick, totally weakened and mentally delirious. Impose a heavy mechanical penalty to everything they do for 4d6 hours, then require them to recover for that many days. Whilst convalescing, lumber them with some minor penalty. Many mycotoxins will also damage the liver and kidneys of survivors, so consider permanently reducing their endurance stat. If you do want to risk death treat it as if they had been reduced to OHP, as most games of this type have some softening measure to allow characters to either survive or perish at the roll of a die. You could have them make the roll at the end of the 4d6 hours so they can get help.

Horror and old school revival games tend to be a lot more deadly, in which case either give them an up or down save to see if they survive, and only then put them through the rigours described above.

In more story-based games there is normally some way that actions can come back to bite the player for doing risky stuff, and giving them a sickened condition is a very easy one to deal with. In my experience these games vary widely in terms of lethality, but I think you'll have the most fun if consuming a deadly mushroom simply makes one as sick as it gets without being dead, and that they will require urgent treatment to survive.



Hallucinogens

Many of the mushrooms in this book are hallucinogenic. This can be dealt with similarly to poisons but they are different, so you may want to approach them differently. Because psychotropics alter the personality of the ingester this will usually be roleplayed fairly easily. In general, don't create purely phantasmal hallucinogenic effects, as in, don't fill the room with dancing pink elephants. Instead, highlight elements of the environment. Time, space, and memory become unstuck and confused. Alternatively, you can just roll once or twice on the following d66 table.

d66	Table of Effects
11	In your peripheral vision you can tell that the ground is subtly shifting. When you focus on an area it holds still. Do you keep the ground beneath you or a friend still?
12	What was a previously chaotic natural pattern becomes intensely geometric and staring at it is deeply pleasurable.
13	An object in your possession is now really big. You're not sure how you can carry such a big thing and you need to sit down and have a rest.
14	A little mountain man lives in your hair. He keeps climbing about and irritating you and if you scratch your head you might hurt him.
15	You are unable to say anything because the thoughts keep coming to you too quickly and complexly to articulate.
16	Your hands are HUGE now.
21	You are really cold, but also really small. You should try and hide in your own pack for warmth.
22	Objects leave tracer tails in the air. A bird becomes a line cutting through the sky.
23	Your mouth is full of moths that flutter out whenever you speak.
24	The sounds of the room suddenly disappear, only to have the sound from one source become very loud and close.
25	A memory that happened years ago has just happened, or is still happening.
26	You can't read faces. Smiles are aggressive, concerned eyes are laughing, etc.
31	There is a vast conspiracy to persecute you and everyone you know is in on it.
32	Scream at the floor!
33	A nearby plant or piece of fabric is a playful little creature, so small and soft with millions of legs!
34	You are too big to fit through that door. If inside you must hunch down to fit.
35	Time has stopped for everyone outside of your vision.
36	Your face is someone else's face. Looking in a mirror will confirm this.

d66	Table of Effects
41	The natural movement of something, a flowing river, a crackling flame, trees in the wind, is hypnotically beautiful. (Nothing needs to be actually moving).
42	Synesthesia: You can taste colours.
43	Synesthesia: You can see sounds.
44	Synesthesia: You can taste numbers.
45	You can hear the thoughts of those around you, muttering fragmentary sentences.
46	You can hear the thoughts of someone who shouldn't be here. They are standing behind you, or just around the corner, but they move if you approach.
51	You feel incredibly restless. It's time to do it!
52	You are filled with a deep anxiety about the movement of your organs inside of you.
53	You are covered in tiny creatures too small to see, whose entire lives are lived on your skin. They cannot conceive of your enormity, but you are as a god to them.
54	You are a child and everyone close by is responsible for the flaws in the world.
55	The last minute of time is perpetually looping. You've been here before, thousands of times. There must be a way to escape this endless spiral.
56	You have no free will and this induces a deep sense of calm. Everything is processing as it must.
61	Your senses overwhelm you. Everything is too bright and loud and close. You are about to have a panic attack.
62	You have become a great figure from history, such as a saint or hero.
63	This is a single piece of a deeply interconnected universe, and your knowledge of what is here, the touch of a leaf, the flavour of the water, informs you of greater truths.
64	The earth beneath your feet is breathing, as it is alive. All things are alive and interconnected.
65	You feel a deep sense of communion with those around you. Your love is deep and binding and will outlast this experience.
66	You experience a brief moment of gnosis.

Mechanically, being under the effects of a hallucinogen is distracting and should come with some minor penalties for doing almost anything but shouldn't render normal tasks impossible unless the substance is extremely potent, in which case it would probably make the user a dribbling mess until their body processes it.

In reality most hallucinogenic mushrooms take awhile to take effect but for game purposes always make them happen immediately or in the following scene. Unlike poisons, they don't have long-lasting effects and tend to wear off more quickly, lasting 1d6 hours.



Fungal Infections

As with everything else, feel free to use the disease rules in the system you are using; otherwise I offer the following as guidance.

There are 6 fungal infections in the table, so if you just want to give someone something nasty, here they are:

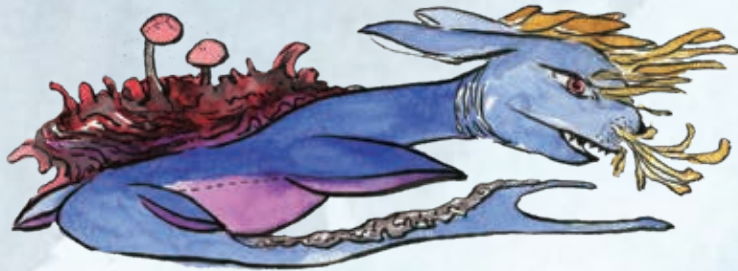
d6	Table of Animals
1	Plaguepore (pg 151)
2	Mycologist's Eyeball (136)
3	Mychoghast (pg 135)
4	Melancholy Mould(pg 121)
5	Mullygrubs (pg 134)
6	Flaming Anus (pg 73)

With the exception of Plaguepore, which has its spores inhaled, the vector isn't stated. If you roll one of the others on the main table the character could come across a suffering NPC or a corpse expired from the disease. One often gets these things when the infected area comes into contact with invisible spores. Just make them take an appropriate resist disease roll and when they start to show symptoms let them try and identify the problem.

Most fantasy games also have ways to magically purge disease but you might want to impose a restriction on their ability to cure specifically fungal diseases, which could be a different spell.

Plaguepore, Mycologist's Eyeball, Mycoghast and Melancholy Mould all debilitate a character in some way. When they become symptomatic reduce their physical endurance, visual acuity, social interaction, or psychic willpower stat respectively. For every day they go without a cure make them roll the save again and if they fail reduce the stat further. If they succeed with a good margin they recover by an increment and when they get back to their original score assume they're cured.

You might also want to give them a permanent scar even after they're cured. Nothing mechanical, just a hacking cough on cold wet mornings, a slight tint to the iris, an easily hidden patch of skin that always feels like sandpaper to the touch, or a thought in the back of their mind that they're only a bad day away from wanting to end it all.



Mullygrubs should not impose any penalties, but anti-fungal shampoo should be annoyingly difficult to acquire as well as inconveniently expensive. Make sure they use it regularly or it'll never clear up.

Flaming Anus gives them a single daily use of a minor fire breathing spell out their bum, but every time they make camp remind them that it is very sore down there and they really should get it looked at. Remember, it only imparts fire resistance to the infected tissue, not to any clothes they might be wearing.

Fungiculture

If the players decide that a mushroom is interesting or useful enough for them to try and grow there are a couple of main problems. First is that mushroom cultivation is difficult to do outside of sterile conditions; most of the time when you introduce fungi spores to anywhere other than their natural environment they'll be out-competed by other things.

But let's say they pass their knowledge roll or they hire a local mycologist to do their work for them: this is what they'll need to do. First they'll be taking the cap, or whatever part of it that produces the spores, and keeping that in dark damp conditions, such as on a few sheafs of wet parchment, waiting for the spores to grow into a new mycelium. This is then transplanted into suitable soils, woodchips, manure, or whatever conditions most usually grow on. If it is soil the mycelium can be buried, if it is on a dead tree a log can be taken. If it lives on living trees then there isn't an option other than cultivating that particular tree.

The time it takes for a mycelium to develop a fruitbody is totally dependant upon the species but the rule is: weeks or months, not days. The first few fruitbodies can be picked or allowed to propagate naturally. The propagation can be accelerated by taking spore samples from the new grown fruitbodies and repeating the procedure.



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