



The Peddler Of Mycosi

That's how they style themselves, with disarming smile and gentle mien, if pressed by curious adventurers demanding to know why there's someone hauling a too-heavy cart in the dungeon depths. The Peddler of Mycosi.

A strange cart, stacked high and loaded down with bundles of brackets, mounds of mushrooms, odd lacquered jars and fibrous boxes.

A strange Peddler, cloaked in layers of fraying tawny and speckled rust and spotted browns, their featured half hidden by a ludicrous hat so broad it looks like some huge mushroom itself. Stranger when the Peddler doesn't quite look the same—save for weathered skin and that disarming smile—when met again.

Because the Peddler has a way just of *appearing*.

"Hello, travellers. May I interest you in my wares today?"

"Need to keep body and spirit together? Got a gnawing in your innards? I've got the finest fungal fancies right here for you, guaranteed."

1d4+3 totally edible fungal foodstuffs are available, wrapped up neatly in chitin-sheets or sealed in lacquered mushroom-wood bottles:

01. Bracket Candies: Slivers of candied bracket fungi, rusty-cream and delightfully chewy. Six portions a packet. *2d8 packets available.*

02. Spore Spice, sweet: Sugary, tangy, a purple-brown powder of a special mushroom mix. One gill bottle. *1d4 bottles available.*

03. Spore Spice, savoury: Earthy, meaty, a touch of salt and a bit of heat; a tawny mix of several secret spores. One gill bottle. *1d4 bottles available.*

04. Mushmead: One part liquor, one part syrup, all parts heady fungal delight in green-gold, liquid form. *One bottle, 1d6 available.*

05. Shroom Skewers: A medley of various savoury, sweet and meaty mushroom portions, skewered on foot-long sticks and cooked to perfection. Marinated or non-marinated. *2 skewers per portion.*

06. Jerky Caps, plain: plate-sized, thick, tawny-mottled mushroom caps, dried and scored with a knife for easier shredding. One cap equals rations for the day. *3d4 available.*

07. Jerky Caps, marinated: Like the plain ones, but marinated in a savoury golden red baste before drying; taste smoky-sweet-salt, and less like faintly salty nothing. *1d8 available.*

08. Fresh Buttons: A rare treat indeed, a hand-basket of newly plucked, tiny mushrooms, sprinkled with sweet or salt or vinegar as desired, delicate and milky. *1d3 baskets.*

09. Hyphal Floss: Savoury garnish for a meal or, milled, a filler and extender for bread or pottage; pale creamy threads and shreds packed into sacks. *2d6 sacks, 5 lbs. each.*

10. Mushroom Jam: Rusty-red, meaty-sweet, with a tangy finish, translucent and sporting chunks of fungal flesh. Great spread on trail bread or garnishing hard cheeses. *1-pint bottle, 2d4 available.*

11. Mushroom Tea: Green-violet, delicately flavoured and faintly savoury; pleasantly refreshing, available in cup or bottle. *2d6 bottles available, 6 cups to a bottle. 1-in-6 odds, will sell dry packets of the tea.*

12. Six Shroom Stew: Despite the name, contains an ever-rotating cast of many more than six varieties of filling mushrooms; contribute at least a pound of fresh finds to the common cauldron and your bowl is free!

"Perhaps you need to fill a hole in your kit—literally or no. Or you'd like to add a clever new addition? Either way, please behold this selection of the most finely crafted of fungal wares."

Fungi aren't just for eating. The cart owner offers 1d6+1 kinds of raw materials or finished goods, all fungially sourced of course:

01. Hyphpaper: Sheets of soft-textured paper, from tissue thin to nearly thick enough to cut into cards. Mottled cream to tawny orange. *3d10x10 sheets total.*

02. Fungleather: Looks like leather, feels like leather, dyes like leather, 100% composed of bracket and cap layers. *2d6 "hides".*

03. Lumaspores: Lacquered pint bottle of luminescent fungal spores to dust or paint onto surfaces. *1d6 bottles, each good for a dozen respectable applications.*

04. Lumacap: Fist-sized chalky mushroom in culture-ball of substrate that glows with candle-power in darkness; lives for two weeks. 25% of lumacaps will shed 1d4 uses of lumaspores. *1d4 available.*

05. Healer's Poultice: Soothing fungal pulp mixed with a dusting of medicinal spores and all in a nice gauze, ready for application; eases aches and pains, heals minor wounds (up to dagger). One use/day. *1d8 available.*

06. Inkcaps: Fine sable-coloured ink available in half-gill phials, a pure distillation from the actual inkcaps. *2d6 available, free chitin dip pen with two phials or more.*

07. Sporesoap: Pouch of cleansing, exfoliating black-gold spores, excellent for washing up even with no water available. Six full scrubs per pouch. *2d6 available.*

08. Chitin Cloak: Dense, waterproof cloak of fungleather, with hood and clasp and several integrated inner pockets. *1d3 available.*

09. Rough Chitin: May be available as "logs", planks, chunks, or stranger shapes; sometimes shaped into coffers or bottles or jars. Availability variable depending on size.

10. Firemass: Chunk of rough, greyish fungal matter; struck with metal or flint or ceramic, will produce a spark with effort. *2d4 available.*

11. Chitin Jack: Fungleather sleeved, long tunic reinforced with strategic chitin plates, protecting as leather armour. *1d2 available.*

12. Dyes: A rainbow of fungal dyes in lacquered phials. Ask about a colour or shade, 2-in-6 of it being available to be mixed. *3d10 phials available total.*

"I see the gleam in your eyes today. Well, well, shall we see what this humble purveyor has to offer to a discerning soul?"

Enchanted fungi, exotic prodigies, and more all find their way to the Peddler's cart. Roll 1d4 to see their current specialties:

01. Sleepspores: Pouch of soft blue-grey spore dust. Makes a cloud to send 2d3 creatures to sleep. *2d4 packets available.*

02. Crystalcap: A mushroom, transparent as glass; when eaten, granting 1d4 hours of dream-visions and the answer to one vital question. 1-in-6 chance of attracting divine attention. *1d3 available.*

03. Miraculous Balm: This small mushroom, like a translucent, honey-gold morel, will heal any wound, cure any disease or toxin or banish any infirmity if consumed. *1 available.*

04. Mushmucilage: One part slurried spore, one part gelatinous fungal exudate, all parts a clinging milky-blue syrupy substance that will glue bloody near anything together. Two uses per oiled phial, *2d4 available.*

05. Firecap: Dried fungus, brown and rust; struck smartly against any hard surface, instantly erupts into a 3' diameter fireball. *1d4 available.*

06. Veinhyphus: A violet-black spore capsule; swallowed, its hyphae spread through the host's circulatory system, protecting against toxins but increasing food intake by one-half. *1d2 available.*

07. Fleshly Cornucopia: A tawny spore capsule; swallowed, the fungal colony spreads through the host, who may sacrifice vitality to produce two meals of edible fruiting bodies through the skin. *1d2 available.*

08. Bitter Angel: A slender, trumpet-shaped, pale ivory mushroom, like a frilly wing. Introduced into food, the one consuming it becomes hostile to all allies for the next eight hours. *1d6 available.*

09. Black Angel: A delicate webwork of black on a slender black stem, like a pair of black lace wings. Consumed, causes the victim to see all life as dead and rotting for 24 hours. *1d4 available.*

10. Coracle Cap: The dried nut-brown cap of a mushroom, a handspan wide. Tossed into enough water, it expands and becomes a sturdy coracle to ferry two grown beings. *1d4 available.*

11. Wondrous Cottage: A fist-sized bundle of hyphal material. Planted, over a day the fungus grows into a sturdy mushroom cottage, large enough to house four if they're cozy. *1d2 available.*

12. Godspore: Golden-pearl, single spore sealed in a crystal phial. Will it grow a god? Turn one into a god? Summon a god? Kill a god? *1 available, possibly ever. The Peddler is not saying.*