

Dreamcap Mushrooms



Dreamcap Mushrooms are among the most sought-after fungi in Luminaria, prized by fae, mystics, and even scholars interested in the arcane. Their vibrant purple stems, delicate pink caps, and stark white dots give them a mesmerizing, otherworldly appearance. Found primarily on The Azure Peninsula in The United Commonwealth of Dorgesh-Kaan, Dreamcap Mushrooms grow in the shade of towering trees and amidst enchanted undergrowth, nurtured by the high concentration of fae magic in the region. Locals believe these mushrooms are gifts from ancient fae spirits, granting mortals a rare link between the waking world and the realm of dreams.

When consumed, Dreamcap Mushrooms deliver intense, visionary experiences. Users report a kaleidoscope of sensory distortions—the forest seems to shimmer.

Wondrous Item, rare (consumable)

Description: Dreamcap Mushrooms are distinct for their striking pale purple stems, pinkish purple caps, and scattered white dots. These magical fungi thrive in the lush forests of The Azure Peninsula within The United Commonwealth of Dorgesh-Kaan, a land known for its vibrant fae population. Dreamcap Mushrooms are prized among mystics and dream-walkers for their potent effects on the mind and spirit.

Effects: When a creature consumes a Dreamcap Mushroom, they must succeed on a DC 13 Wisdom saving throw or experience vivid hallucinations for 1d4 hours. These hallucinations are often fae-inspired and can include whispers, shimmering lights, and surreal landscapes.

For 1 hour, the user gains the ability to enter the dreams of a willing creature they can see within 60 feet. To initiate dream-walking, the user must meditate in close proximity to the target (within 5 feet) for 1 minute.

While dream-walking:

The user and the willing creature experience shared dreams, during which they can communicate and interact within the dream as if it were reality.

The user can perceive the target's subconscious thoughts and memories, gaining advantage on Insight checks if they discuss topics related to the target's past or fears in the next 24 hours.

Side Effects:

After waking, both the user and the target feel slightly disoriented, imposing disadvantage on Wisdom saving throws until they complete a long rest.

Addiction Potential:

Consuming Dreamcap Mushrooms too frequently (three or more times per week) increases the risk of dependence. After such frequent use, the consumer must succeed on a DC 15 Wisdom saving throw at the end of each week or experience dream-like hallucinations during sleep, causing nightmares.

Cost: Dreamcap Mushrooms are valued at around 150-400 gp per mushroom due to their unique properties and the risks associated with consumption.