

THE "MAGIC PLANT" SCROLL

ELDER MELLON



This bitter fruit resembles a shriveled, grey brain and grows in the ruins of ancient mindflayer lairs. A creature who eats this fruit must succeed on a DC 15 Intelligence saving throw. On a success the creature gains telepathy out to a range of 100 feet and has advantage on Intelligence saving throws for the next 24 hours. On a failure the creature takes 3d6 psychic damage.

GRIFFIN FEATHERS



This fuzzy ivy grows in abandoned griffin nests, and its leaves resemble griffin feathers which can be harvested and brewed into a sweet tea. A creature that drinks this tea gains the benefits of the *Feather Fall* spell for the next 24 hours. One Griffin Feathers plant contains enough leaves to brew a pot of tea that can grant up to 6 creatures these magical properties.

DWARF'S ROOT



The stems and leaves of this edible root resemble the braids of a dwarven beard, while the root itself looks like a frowning dwarf. These roots taste of rich ale and only grow over the graves of slain dwarven heroes. A creature that eats this root grows a lush beard after completing a long rest but also has their height reduced by 2d6 inches.

DEVIL HORNS



These poisonous mushrooms grow in pairs of 2 and resemble curling devil horns. A creature that eats this mushroom must succeed on a DC 17 Constitution saving throw. On a success the creature gains a permanent resistance to fire damage. On a failure, the creature's hit point maximum is reduced by 3d6 which can only be regained by making a deal with a devil.