

## FORAGING

If the character should be skilled at Foraging then roll 1d20+Luck Modifier. If not then roll 1d10+Luck Modifier.

0 or less	Those Were The Wrong Mushrooms: Make a DC: 10 Fortitude Save or Die.
1	Sorry About That: Everyone is puking their guts up and has diarrhea. No healing at for the day (including Spellburn and similar effects). If the party has to do something then all checks, saves, attack rolls, damage rolls etc have their die type reduced by one step.
2	Look at the Pretty Flowers: They entire party is stoned out of their minds. Roll 1d6: 1) SPIDERS CRAWLING EVERY WHERE!. 2) Oh look a the pretty butterflies. 3) Stares at fingers all day and contemplates the universe 4) Dances around naked, singing a nonsense song. 5) Gets the munchies. 6) Giggles and has a very long conversation with a rock.
3	My Tummy Hurts: Everyone is just sick. -2 to Saving Throws, Attack Rolls, and Ability Checks for the day.
4 to 11	Nada: Everyone goes hungry today.
12 to 13	Find enough food for 1 person.
14 to 17	Find enough food for 1d6+Luck Modifier people.
18 to 20	Find enough food for the party plus double natural healing for the day (excluding spellburn and similar effects).
21 to 24	Find enough food for the party plus double natural healing for the day (including spellburn and similar effects).
25+	Find enough food for the party plus double natural healing for the day (including spellburn and similar effects). Additionally, each character has a 1 in 6 chance of gaining +1 to a random ability score permanently.