

Magic Mushroom Dosage Calculator

by

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original source: <http://www.shroomery.org/6257/Magic-Mushroom-Dosage-Calculator>

I wrote this calculator in JavaScript to help figure out how many mushrooms to eat to reach the desired trip strength. I don't have a secret unifying formula; I don't think one exists for mushrooms. I did, though, tweak a formula until it seemed accurate, and then I plugged in variables. I also left it open to user modification, so you can play with the values so it's customized to your unique reaction to the mushrooms.

Here's a rundown of what all the input fields are for; you probably won't need to modify most of them.

The Magic Mushroom Dosage Calculator v1.2 Last update: 2005-04-13	
For dried mushrooms, multiply psilocybin content by:	<input type="text" value="1"/>
For dried mushrooms, multiply psilocin content by:	<input type="text" value="1"/>
What level trip would you like to reach?	<input type="text" value="Level 1"/>
What type of mushrooms will you be eating?	<input type="text" value="Gymnopilus purpuratus"/>
<input type="text" value="5"/> milligrams of psilocybin per gram of	<input type="text" value="dried"/> mushroom material.
<input type="text" value=".5"/> milligrams of psilocin per gram of	
<input type="checkbox"/> I will also be taking an MAO Inhibitor .	
<input type="text" value="How many grams of dried mushrooms should I eat?"/>	
You should eat <input type="text" value=""/> gram(s).	

For dried mushrooms, multiply psilocybin content by: This allows you to specify the deterioration which the psilocybin in your mushrooms experiences when it's dried. If you suspect your mushrooms lose half their psilocybin when they're dried, set this value to ".5". If you suspect they don't lose any at all, set this value to "1". The default value is ".8", which is a median. If you take extra-special care when drying and storing your mushrooms, you'll want to use a higher number. If you dried your mushrooms by putting them in the oven at 250° for an hour, use a lower number.

For dried mushrooms, multiply psilocin content by: This is exactly the same as the psilocybin input box, only it changes the deterioration rate of psilocin. Unlike its more stable cousin, psilocin tends to break down pretty quickly no matter how careful you are about preserving your mushrooms. ".5" is the default, and unless you freeze-dry your mushrooms and store them with an industrial grade vacuum packager, you'll probably want to leave it where it is.

What level trip would you like to reach? Read the [trip level descriptions](#) and decide. You should note that it's not a straight line; if you eat 20 grams wet to reach level 2, that doesn't necessarily mean you'll need 40 to get to level 4.

What type of mushrooms will you be eating? These are really just psilocybin and psilocin "presets". Choose the type of mushroom you'll be eating and it modifies the value of the psiloc(yb)in fields for that mushroom. The values are compiled from many sources on the internet and care was taken the values represent an average potency of many samples whenever the data was available.

Milligrams of psilocybin per gram: This displays the content of psilocybin in the mushroom you currently have selected in mg/g fresh material. If you think that the value is incorrect (and it quite possibly may be since the same species of mushroom may have up to tenfold fluctuations in its psilocybin content), you can enter a new value.

Milligrams of psilocin per gram: The same, only for psilocin.

Will you be eating fresh or dried mushrooms? Well, which kind will you be eating? If you select "dried", the Calculator applies the deterioration values to the psilocybin and psilocin content of the mushroom and compensates for the change in weight due to dehydration. Mushrooms are ~90% water when fresh, which means there will be a big difference between how much dry mushroom material and how much wet mushroom material you'll have to eat to achieve the same trip level.

I will also be taking an MAO Inhibitor. For people too lazy to divide their total by two, check this box if you take a [monoamine oxidase inhibitor](#) before eating your mushrooms.

Okay, so that's it for the instructions, but there's one last thing I want to make clear:

THIS CALCULATOR IS IN NO WAY INTENDED TO GIVE ABSOLUTELY DEFINITIVE ANSWERS!

You can have two people identical in weight eat the same amount of mushrooms, and one will trip for hours and one will hardly feel a buzz. I think the values you get by using this calculator should be pretty accurate, since I've tweaked it pretty carefully, but you should really determine your dosage the old-fashioned way, by starting small and working your way up. If you don't want to waste the time or the shrooms on that, then **BE CAREFUL** with any value this calculator spits out.

Alright. Have fun.

The following comes from [here](#).

Level 1

This level produces a mild "stoning" effect, with some visual enhancement (i.e. brighter colours, etcetera). Some short term memory anomalies. Left/right brain communication changes causing music to sound "wider".

Level 2

Bright colors, and visuals (i.e. things start to move and breathe), some 2 dimensional patterns become apparent upon shutting eyes. Confused or reminiscent thoughts. Change of short term memory leads to continual distractive thought patterns. Vast increase in creativity becomes apparent as the natural brain filter is bypassed.

Level 3

Very obvious visuals, everything looking curved and/or warped patterns and kaleidoscopes seen on walls, faces etc. Some mild hallucinations such as rivers flowing in wood grained or "mother of pearl" surfaces. Closed eye hallucinations become 3 dimensional. There is some confusion of the senses (i.e. seeing sounds as colors, etcetera). Time distortions and "moments of eternity".

Level 4

Strong hallucinations, i.e. objects morphing into other objects. Destruction or multiple splitting of the ego. (Things start talking to you, or you find that you are feeling contradictory things simultaneously). Some loss of reality. Time becomes meaningless. Out of body experiences and e.s.p. type phenomena. Blending of the senses.

Level 5

Total loss of visual connection with reality. The senses cease to function in the normal way. Total loss of ego. Merging with space, other objects, or the universe. The loss of reality becomes so severe that it defies explanation. The earlier levels are relatively easy to explain in terms of measureable changes in perception and thought patterns. This level is different in that the actual universe within which things are normally perceived, ceases to exist! Satori enlightenment (and other such labels).