

## **Gatherable Plants & Fungi**

**Noted below are all fungi and plants that can be collected**

### **Acid Dew**

Like its more famous family, Honeydews, Acid Dew is a carnivorous plant, but with a stronger sting. Its droplets dissolve its prey with a sticky acid instead of enzymes in syrup. Touching the flowers without protection forces the target to roll a DC 13 Dexterity saving throw. On a failed save, the target takes 1d6 poison damage. Surprisingly, the acid has great curative characteristics once diluted sufficiently, aiding in the closing of wounds.

Rarity: Uncommon

Location: swamps, forests

Uses (2): Soothing Salve, Fire Balm

### **Angel's Trumpet**

Its name is based on the shape and beauty of the flower: the purest of white and trumpet shaped with yellow stems growing on vines that wrap themselves around trees. It has a pleasant, sweet smell. However, it is a dangerous plant. Inhaling the scent directly from the flower forces a DC 13 Wisdom saving throw. A failed save leaves the target confused for 1 minute. During this period, the target cannot move, take actions or reactions. This characteristic has been used in poisons to paralyze targets or make slaves more docile.

Rarity: Rare

Location: Forests, Hills

Uses (2): Angel powder, Devil's powder

### **Ashblossom**

This tiny flower is bright red with a yellow center, and is found growing only in hot environments. It deals 1d4 fire damage when ingested, but it can be used to brew many fire-related potions by a knowledgeable alchemist.

Rarity: Rare

Location: Deserts, Volcanos

Uses (4): Grenade, smoke, Potion of Fire Breath, Potion of Resistance (Fire), Burnt Othur Fumes

**Bane Berry**

These trees form clusters of small, densely packed, red and white berries on the ends of branches without ever flowering. Though these look appetizing and taste delicious, they are toxic and even deadly to children. Due to these trees growing well at the edges of cities, these trees kill dozens of children each year. It's thought that they are a creation of Cyric, Beshaba or Loviatar.

Rarity: Uncommon

Location: Urban areas

Uses (2): Bane Berry extract, Potion of Poison

**Black Cup Mushroom**

This beautiful, blue-ish black, cup-shaped mushroom with an extremely poisonous bite is hard to miss against the green background of its surroundings, though best left alone. Touching this fungus without gloves or other protective gear forces the creature touching it to make a DC 16 Constitution saving throw. On a failed save, the creature take 1d10 poison damage.

Rarity: Rare

Location: Forests, Swamps

Uses (2): Water of Death, Black Paste

**Black Sap**

This tarry substance harvested from the dark boughs of the death's head willow is a powerful intoxicant. It can be smoked as a concentrate or injected directly into the bloodstream. A creature subjected to a dose of black sap cannot be charmed or frightened for 1d6 hours.

For each dose of black sap consumed, a creature must succeed on a DC 15 Constitution saving throw or become poisoned for 2d4 hours—an effect that is cumulative with multiple doses.

Rarity: Rare

Location: Sites of frequent or large scale death

Uses (2): Malice, Pale Tincture

**Blight Spores**

Bright red spores from Blightshrooms, growing exclusively in caves on the Blightshore and the Eastern side of the Penumbra Range. A creature exposed to a large dose of the spores must succeed a DC 16 Constitution saving throw or be Poisoned for 3d6 hours. While the creature is poisoned, it experiences the same effects as if it were under the Confusion spell. A restoration spell or a dose of antitoxin can remove the effect.

Rarity: Rare

Location: Blightshore Caves

Uses (2): Blight Ichor, Devil's Powder

**Bloodroot**

On first glance, these roots look a lot like purple carrots, but upon being cut or broke ooze a blood red liquid. If processed properly, this can be used as a long lasting dye or even food coloring. However, improper preparation can instead result in skin irritation or food poisoning.

Rarity: Uncommon

Location: Grassland, Savannah

Uses (2): Dracula's Essence, Fake Blood

**Cat's Tongue**

This mid-sized herbaceous plant has bundles of small, 5 bladed, purple/white flowers that quickly turn and ripen into fig sized pods. The pods have a slightly toxic outer shell revealing an inner fruit that has a tard taste and great nutritional properties.

Rarity: Common

Location: Grassland, Forests

Uses (5): Potion of Animal Friendship, Potion of Heroism, Antitoxin, Tea of Refreshment, Potion of Vitality

**Death Cap**

Though unassuming looking with a slender, white stalk and white to lightly brown and on rare occasions greenish head, death cap is anything but harmless. 12 hours after ingesting the mushroom or an extract of it, a creature must make a DC 17 constitution saving throw or be poisoned. Once a

creature is poisoned, it takes 2d8 poison damage and suffers severe stomach aches and cramps lasting 24 hours. If antidote is not taken during this period, the creature's liver starts being degraded resulting in jaundice and takes 1d10 poison damage at midday until a Greater Restoration or Regenerate is performed or an elixir of health is consumed.

Rarity: Rare

Location: Forests, dry areas of Swamps

Uses (3): Midnight Tears, Pale Tincture, Directed Delay

### **Dreamlily**

A white, slightly silvery 5 pointed flower with an intoxicating smell. It can be soaked in warm water to create a psychoactive liquid that smells and tastes like your favorite beverage. A creature under the effects of dreamlily is poisoned for 1 hour. While poisoned in this way, the creature is immune to fear, and the first time it drops to 0 hit points without being killed outright, it drops to 1 hit point instead.

Rarity: Common

Location: Grasslands, Coasts

Uses (4): Potion of Poison, Potion of Maximum Power, Polymorph Potion, Angel powder

### **Everfrost Berries**

A baby blue, heart shaped berry the size of a blueberry known for their purifying properties. The plants these berries grow on are wholly immune to any frost damage, and are known for their abundance of fruit during harsh winters.

Rarity: Common

Location: Grasslands, Forests

Uses (3): Potion of Growth, Potion of Resistance (Poison), Antitoxin

### **Fairy Stool**

This small pink mushroom is most often found in fairy rings. Ingesting it causes blindness for 1 minute on a failed DC 20 Constitution saving throw, along with vivid hallucinations.

Rarity: Rare

Location: Feywild, Forests

Uses (5): Potion of Invisibility, Potion of Truesight, Elixir of Health, Philter of Love, Truth Serum

### **Fire Peas**

Though the pale blue flowers of this plant may suggest otherwise, the pea pods of this low shrub are scorchingly spicy and a sought after spice in certain areas of the world.

Rarity: Uncommon

Location: Desert, Savannah

Uses (2): Lava Paste, Pepper Peppers

### **Flame Lily**

Named after its red and orange, 7-leafed flowers whose petals point skywards as opposed to the downwards facing stems, resembling a flame. When used carefully, these flowers can be used for curative concoctions, but high doses are deadly.

Rarity: Uncommon

Location: Desert, Savannah

Uses (3): Muroosa Balm, Fire Balm, Lava Paste

### **Frost Lichen**

An eye blindingly white lichen that grows on rocks in regions of year long freezing temperatures.

Rarity: Uncommon

Location: Arctic

Uses (2): Potion of Giant's Strength, Potion of Resistance (Cold)

### **Gillyweed**

This emerald green kelp is found underwater and is always covered in tiny air bubbles, which makes it easy to spot by a trained herbalist.

Rarity: Common

Location: Coasts, Swamps

Uses (2): Potion of Waterbreathing, Elixir of Health

**Hagfinger**

These small tubers are a pale, sickly green and resemble long fingers. When dried and ground up into a powder, it gives off a strong aroma and can be used as an herbalism and potion ingredient.

Rarity: Rare

Location: Forests, Swamps

Uses (4): Potion of Resistance, Potion of Waterbreathing, Potion of Heroism, Pomander of Warding

**Idle Claws**

This extremely long lived and slow growing creeper vine is named after its equally long lasting flowers. They form large clusters of claw shaped, slightly fluorescent, turquoise flowers that seem to flower for years. It's been theorized that this plant experiences time at a different rate than the rest of the world. Due to its slow growth, it produces very few seed pods each year. These pods are sought after for their use in potions.

Rarity: Rare

Location: Hills, Mountains

Uses (2): Potion of Speed, Directed Delay

**Lightning Moss**

This light blue moss grows only where lightning has struck and gives off a faint static electric shock when touched. If rubbed on the bottom of a creature's feet or pair of shoes, the creature's speed increases by 5 feet for 1 hour.

Rarity: Uncommon

Location: Coasts, Mountains

Uses (4): Potion of Resistance (Lightning), Torpor, Potion of Speed, Thor's Might

**Mandrake Root**

This twisted pale root resembles a gnarled humanoid infant. It inflicts the poisoned condition for 1 hour when ingested.

Rarity: Uncommon

Location: Underground

Uses (4): Potion of Clairvoyance, Drow Poison, Essence of Ether, Torpor

**Mindflyer Stinkhorn**

This purple fungus has slimy, tentacle-looking stalks and smells of rotting flesh. A creature who eats this fungus must make a Constitution saving throw (DC10). On a success, the creature can cast detect thoughts at will for 1 hour, requiring no material components. On a failure, the creature takes 1d6 psychic damage.

Rarity: Uncommon

Location: Underground

Uses (3): Potion of Resistance (Psychic), Potion of Mind Reading, Truth Serum

**Moonstalker**

This pale blue flower grows in pairs and blooms only during the nighttime, and has an ethereal glow. The flower sheds dim light for 5 feet when blooming, and is often mistaken for glowing eyes from a distance.

Rarity: Rare

Location: Coasts, Swamps

Uses (4): Potion of Diminution, Potion of Mind Reading, Liquid Paranoia, Essence of Rage

**Morning Dew**

This plant grows into either a large shrub or small tree and seems to reproduce via root systems since it has no flowers of any kind. The long, narrow leaves of this plant are used in teas and medicine.

Rarity: Common

Location: Forests, Savannahs

Uses (4): Potion of Clairvoyance, Tea of Refreshment, Potion of Vitality, Malice

**Muroosa Bush**

Growing in arid areas in Savannahs and deserts, this bush seems to be utterly unaffected by heat and the sun no matter the intensity.

Rarity: Uncommon

Location: Deserts, Savannahs

Uses (2): Muroosa Balm, Life's Liquor

**Nightshade**

An inky black flower with purple stalk. It deals 1d4 poison damage when ingested and, on a failed Constitution saving throw, inflicts the poisoned condition for 2d4 hours.

Rarity: Uncommon

Location: Forests

Uses (3): Potion of Resistance (Necrotic), Basic Poison, Essence of Ether

### **Olisuba Leaf**

These dried leaves of the Olisuba tree, when steeped to make a tea, can help a body recover from strenuous activity. If you drink a dose of Olisuba tea during a long rest, your exhaustion level is reduced by 2 instead of 1 at the end of that long rest.

Rarity: Uncommon

Location: Forests, Grasslands

Uses (3): Potion of Vitality, Potion of Maximum Power, Potion of Shapeshifting

### **Pixie's Parasol**

A tiny mushroom, though with its bright blue cap and white stalk and gills but one hard to miss. At night, they are downright easy to find due to their bioluminescence. They are key ingredients in many potions and inks. Harvesting them may be a hassle, though, since pixies often defend them from those who wish to take them.

Rarity: Rare, Common in Feywild

Location: fallen logs in non-dry climates

Uses (6): Invisible Ink, Potion of Diminution, Midnight Oil, Lesser Potion of Mana, Potion of Mana, Superior Potion of Mana

### **Rainbow Mushroom**

Though its names may make the fascination run wild, this shroom appears like a very ordinary one, brown cap, black gills and white stem. That is, until one is cut. The hood's exposed flesh is first a rosemary green, then turns a light blue before turning a deep shade of Bordeaux. The stem's color instead goes from a deep blue to a pale orange after being cut or torn. Eating this mushroom forces the consumer to make a DC 14 wisdom saving throw. On a failed save, the consumer becomes confused for 30 minutes. During this period, the consumer sees colors change from one shade to another as well as several times more intense than normal.

Rarity: Rare

Location: Forests, Mountains, Hills



Uses (2): Polymorph Potion, Potion of Shapeshifting

### **Red Amanita Mushroom**

This red-capped mushroom can grow to the size of a small dish. It deals 1d4 poison damage when ingested, but can be used to brew healing potions by a careful herbalist.

Rarity: Common

Location: Swamps, Forests

Uses (7): Potion of Longevity, Potion of Healing, Potion of Greater Healing, Potion of Superior Healing, Potion of Supreme Healing, Life's Liquor, Dracula's Essence

### **Silverthorn**

This thorny vine is a pale silver color, and is hard as metal. Patches of silverthorn create difficult terrain, and deal 1d6 piercing damage if moved through at normal speed.

Rarity: Rare

Location: Arctic, Mountains

Uses (6): Tincture of Werewolf's Bane, Oil of Sharpness, Potion of Vitality, Lesser Potion of Mana, Potion of Mana, Superior Potion of Mana

### **Singing Nettle**

This vine has sharp, stinging hairs covering it. A creature who touches these hairs must make a Wisdom saving throw (DC 15) or be overwhelmed by the urge to bellow a song at the top of their lungs.

Rarity: Uncommon

Location: Swamps, Mountains, Forests

Uses (5): Potion of Resistance (Thunder), Potion of Gaseous Form, Potion of Flying, Brew of Babel, Thor's Might

**Sourgrass**

This green, long-bladed grass has a pungent smell and flavor. Humanoids who come within 5 feet of uncut sourgrass must make a successful Constitution saving throw (DC 10) or become overwhelmed with nausea and inflicted with the poisoned condition for 30 seconds.

Rarity: Uncommon

Location: Grasslands, Mountains

Uses (4): Soothing Salve, Potion of Growth, Potion of Resistance (Radiant), Greater Antitoxin

**Theki Root**

This thick root tastes bitter but is thought to aid digestive health. When you use an action to consume a dose, you gain advantage on saving throws against the effects of poisonous or toxic substances for 8 hours.

Rarity: Uncommon

Location: Swamps

Uses (3): Potion of Maximum Power, Greater Antitoxin, Fire Balm

**Willowshade Fruit**

A pepper shaped fruit with great digestive aiding properties.

Rarity: Uncommon

Location: Swamps, Coasts, Riversides

Uses (3): Willowshade Oil, Potion of True Dreaming, Polymorph Potion

**Wolfsbane**

This white-grey flower blooms only on a full moon and in high altitudes. Canines who come within 10 feet of wolfsbane must make a Wisdom save (DC 15) or be forced to move as far as they can away from the plant.

Rarity: Rare

Location: Mountains

Uses (3): Tincture of Werewolf's Bane, Oil of Taggit, Magebane

**Inorganic materials:**

**Lightning Struck Metal**

A piece of metal struck by metal weighing at least 0,5 Ounces. Coinage struck by lightning is excluded.

Rarity: Rare

Location: -----

Uses (2): Potion of Invulnerability, Essence of Rage

**Soothsalt Geode**

A geode covered in a crystalline substance that can be extracted into soothsalts.

Rarity: Rare, Common only in the Miskath pit

Location: Blightshore

Uses (1): Soothsalts