

CHAPTER 1: PLANT LIST

PROFICIENCY +0

BARREL CACTUS

Arid

Full of drinkable juice.

Some say it rolls towards water when no one is watching.

BERRY

Forest, Plains, Mountain, Coast, Tropics

Consumed. Regain 1 hp.

BLACK CHILLI

Arid, Plains

Consumed. Has a very spicy taste.

Combines with Corpse flower. Creates a rare spice, that sells for 50g.

CACHED NUTS

Arctic, Mountain

Serves as one food ration.

A feast for some. Famine for others.

CARROT

Plains, Urban

Consumed. Acts as daily ration of food.

Carved. A makeshift whistle.

CHAMOMILE

Urban

Dried (for 7 days). Makes excellent tea.

CRYSTAL FLOWER

Arctic, Cave

Inspiring. Your first roll after collecting this petal, has an additional +1 modifier.

Life from stone should not exist. And yet...

DARK LEAVES

Arctic, Cave, Coast

Bitter taste, but can be chewed for hours.

DESERT JASMINE

Arid

Applied on skin. You smell nice until the end of the day.

FAST-GROWING IVY

Forest, Tropics

Trimmed. Can be shaped into a hat.

Trimmed (3 days). Can be shaped into basic clothing.

FIREWOOD

Arctic, Forest, Urban

Ignites easily, burns for a long time.

RAINBANE

Tropics

Worn while dancing. An ancient ritual for chasing rain away.

Its effect has yet to be proven.

SCORCHING GRASS

Arid, Plains

A large patch of dry grass, hot to the touch.

Sewn into clothing. +1 stealth when in the same biome.

STURDY VINE

Forest, Mountain, Tropics

Carried. Acts as 10 ft of rope.

SUNFLOWER

Plains, Urban

Its seeds can be used to extract a small amount of oil or to feed local birds.

TALL PALM

Tropics

Climbed. Roll Dex. DC 12. If you succeed, you reach the top of the palm and get a vantage point view of the surroundings.

WILD ROSE

Arid, Forest, Plains, Mountain, Coast

Intrinsically beautiful.

Sometimes a flower is just a flower.

PROFICIENCY +2

10 FEET BRANCH

Arctic, Forest, Plains

Carried. Can be used as a 10 feet pole.

An elegant weapon for a more civilized age.

ACOUSTIC PITCHER

Tropics

Planted. All sounds in 10 ft. radius are swallowed by this plant. No one can hear them.

Squeeze. The plant exactly reproduces the last 1 hour of sound captured.

ANIMAL NIP

Arctic, Forest, Plains, Mountain, Cave, Coast, Urban

Applied on skin. +2 to animal handling (1 day).

Consumed by a beast. The beast understands your verbal commands, but is not forced to follow them.

BELL BUSH

Forest, Plains, Mountain, Coast

Planted. Ten flowers that can be planted in an area. Stepping on them makes a loud sound (DC 14 Dexterity saving throw).

Dried (2 days). A bag of seeds that makes a loud noise when thrown, all creatures in 10 ft radius go deaf for 15 seconds.

COBBLECAP MOSS

Urban

Wrapped around feet or shoes. You make less noise (+1 to stealth) when walking.

Burned, Smoke inhaled. Your eyes turn yellow. You have no disadvantage on perception checks in dim light (1 hour).

COCONUT

Tropics

Consumed. Acts as one daily ration.

Thrown. Make a ranged attack that deals 1d4 damage on hit.

COPYCAT FERTILIZER

Cave, Tropics

Use on any other plant. After a day this fertilizer transforms into any other plant. It must be used on the same day or it decays into nothing.

Hope you don't mind the smell.

CORPSE FLOWER

Cave, Tropics

Applied on skin. Emits a subtle smell that can be tracked by dogs or trained trackers in a 10 mile radius (3 days).

Combines with Black chili. Creates a rare spice, that sells for 50g.

DANDELION LIGHT

Plains, Coast

Consumed. You float 5 feet above the surface. Your moving speed otherwise remains the same. (1 hour)

Release. The Dandelion light raises high into the air and emits yellow light like a flare. (10 minutes)

DRY TUMBLEWEED

Arid, Plains, Coast

Encounter. A tumbleweed rolls past you. You may catch it with a DC 12 Dexterity skill check.

Ignited, Thrown. Each creature in the 60 ft. line must make a DC 12 Dex saving throw. A creature takes 2d6+3 fire damage on a failed save. Flammable targets ignite.

FERTILE FIELDS

Urban

Encounter. A farmer is collecting produce from the field. If you find a way to distract him (Persuasion DC 10) and sneak by (Stealth DC 10) you may steal the food. You find produce (salad, potatoes, etc) equivalent to 5 daily rations. Taking it angers the owner if seen.

FOUR-LEAF CLOVER

Plains, Mountain, Coast, Urban

Squish. After any roll, but before you know if it succeeds or fails, squish the four-leaf clover to add +1 to the result.

GAS-FILLED PUMPKIN

Plains, Coast

Inhaled. Your voice becomes high-pitched (10 min.).

Inhaled, Attuned. To attune a vial of this gas, it must be carried by a person for 1 day. Whoever inhales this gas, gets the voice of the attuned person (10 min.)

GIANT PALM LEAVES

Tropics

Trimmed. A makeshift umbrella.

Assembled around a tree (1 day). A makeshift shelter.

GOODBERRY BUSH

Forest, Plains, Mountain, Urban

Expands/Contracts. The branch can repeatedly expand into a bush or contract back to a branch on command. If hidden inside, +3 to stealth.

Planted. After a week, you can collect 1 goodberry (see Druid) per day. Bush lasts for 1 month.

GUTTATOR

Forest, Cave, Tropics

This plant gets wet when it is raining, regardless of any shelter it may have.

There is no explanation for this phenomenon. Nor is there any known use.

HARD-SHELLED BEANS

Arid, Plains, Coast

Chewed. Roll Const. DC 15. On success, acts as one food ration. On failure, take 1d4 damage.

Left in water (7 days). Softens and can be used as three food rations.

LICHEN SHROUD

Cave, Urban

Consumed. Your voice becomes silky smooth for one hour. You get +1 to charisma for the duration.

Vowen (5 days). You create silky strings that can be sold for 5g.

LUCKY CHARM

Forest, Mountain, Tropics

Burned as an offering. Pray for the safety of another creature. The next time that creature is attacked, it gets +2 bonus AC (for that attack only).

Enchanted (5g materials), Worn as necklace. If you fall unconscious, your first death-saving throw automatically succeeds. The Lucky Charm vanishes into thin air.

MAGPIE NEST

Urban

Search the nest. You find d6 bronze coins and d4 silver coins. If you roll 6 and 4 respectively, you also find a piece of jewelry belonging to a local noble.

MARKER MOSS

Urban

The Marker Moss bruises easily when touched and remains so for its lifetime.

Consumed. Your skin marks on touch (1 day).

Line marks a house with valuables. Dot for guarded. Cross for already robbed.

MEDICAL LEAVES

Forest, Cave, Tropics

Bonus action. Stabilizes an unconscious creature.

Alchemy kit, 1g material. Creates a healing potion.

MOVING NEST

Mountain, Tropics, Urban

Placed in hair or in fur. Will grow into a 2 feet tall bush over the next week, sustaining only from the fibers in the hair and skin oils.

Most bushes rely on wind to spread their seeds... not this one.

NEEDLER

Arid

Stick its spikes into the ground. Any creature that steps on them (5 ft. area) takes 1 piercing damage.

Eat the spikes. Over the next four hours all sunburns and heat exhaustion fade away. You take 1 piercing damage whenever you make a step.

NORTHERN EVERGREEN

Arctic, Mountain

Branch carried. Your hair and facial hair grow with five times their natural speed.

Distilled, Alchemy kit. A potion widely regarded as a cure for baldness that can be sold for up to 5g. The alchemy guild classifies it as a scam.

OILY SHRUBBERY

Arid, Plains, Mountain, Coast

Applied on skin. Cannot be grappled (1 hour).

Applied on weapon. Cannot be disarmed (1 hour).

PEROMONER

Arid

First 7 days. Its smell attracts a constant swarm of insects.

After 7 days. Its smell repels insects in a 15 ft. radius.

SHAKING CHESTNUTS

Arid, Forest, Mountain

Consumed. Cures common cold.

Dried. An alchemistic ingredient that sells for 1g.

SNOW SEEDS

Arctic

Encounter. They pass by you, almost indistinguishable from snowflakes. Can only be captured by the most perceptive (DC 20 Perception).

Consumed. The first time you would be surprised in combat, negate the 'surprised' status and consume this plant (24h).

Alchemy kit, 50g materials. You may release this plant to summon a snowstorm that reduces visibility of all creatures in 30 ft. radius to 10 ft. (1 min).

SPOTTED MUSHROOM

Forest, Tropics

Eaten. Roll DC 12 Constitution. On success become inspired by the dish, and get advantage on the first roll you make in the next 30 minutes. On failure you have heavy digestion problems for the next 12 hours.

STUMP CANAL

Arid, Arctic

Forms a forking underground tube with multiple tree-stump-like visible ends in a 50 miles area. Any sound made at one end, transfers perfectly to all other ends.

We do not know who else may be listening.

STURDY UNDERGROWTH

Arctic, Plains, Coast

Cooked (3 hours). Restore 1d4 hp when eaten.

Trimmed. An elementary snare for small animals.

TEA LEAVES

Forest, Plains, Mountain

Prepare tea. Roll d4. On 4, recover one step of exhaustion. On 3, recover 5 hp. On 2, remember a childhood memory. On 1, fall asleep.

UNIDENTIFIABLE SCRUB

Arid, Plains, Mountain, Coast

Boil in water and drink. Roll Nature: On 18+, recover 1d6d hp, on 14+ you enjoy a delicious and unique tea. On 6 or less, it's a poison that covers you in rashes.

Its really hard to guess which it is.

WARMTH-SEEKER

Arctic

This flower always grows turned to the nearest fire, regardless of its distance. No effect after being collected.

It doesn't point north, but you are not trying to find north.

WHITE LOTUS

Arctic, Mountain

Carried. A recognizing sign of a political or criminal organization (at DM's discretion).

Carried, Sharpened, Dried (3 days). The stem of this flower can be dried and sharpened into a small dagger.

WILLOW BARK

Coast, Urban

Ground into powder, Ingested. Lessens pain.

Alchemy kit, 1g ingredients. Potion that provides 2d4 temporary hit points for 1 minute.

PROFICIENCY +3

AMORTENTIA

Tropics

Applied on skin. +1 persuasion when talking to a creature attracted to your sex (1 hour).

Mixed with a hair, Potion, Consumed. +5 to persuasion when talking to the person who owned the hair strand. (1 day)

ANCIENT ROOT

Arctic

Carried. Continually whispers secrets in a language no one understands.

Boil the root (3 days). A potion that can be used to gain 2d6 temporary hit points for 10 minutes.

BAD OMEN

Plains, Tropics

Carried. When you collect this leaf, choose a creature type. If approached by the creature of the named type (500 ft. radius or less), the leaf becomes darker and darker. If that creature enters a 30 ft. radius around you, the leaf crumbles and becomes unusable.

Death of the leaf is often followed by the death of the owner.

BAOBAB TOWER

Arid

Encounter. The air in the area around the tree is distorted so that it looks much closer than it really is. If you try to reach it, walk 4 hours towards it. Roll Survival, DC 10: on failure the tree is an illusion, on success, you find it, but forget the way back.

Trace roots (1 day). The roots of this tree form a map of the local area.

Carve (3 days). The upper part of the tree is hollow and can be carved into a lookout tower, fitting 5 medium creatures.

BLOOD IN THE WIND

Arid, Plains

Encounter. The tree is surrounded by a constant spiraling wind, carrying razor sharp leaves. If you approach it, throw Dex. DC 18. On success you reach the trunk, on failure take 1d4 damage and repeat the throw (until you succeed or fall unconscious).

Collect a piece of the bark. You may use it to cast "Control winds" spell once.

Follow the tunnel at its roots. Leads to a secret location at DMs discretion.

CINDERLEAF

Arid, Urban

Encounter. When two cinderleaf tree leaves collide, they ignite and deal 3 damage to everything within a 5 ft. radius. To safely collect a leaf, make a Sleight of Hand check with a DC of 13 or higher. Wind or similar effects increase the DC. You need two leaves.

Slowly drag leaves past each other. This action creates a spark that can ignite a fire and can be used repeatedly.

Slam the leaves together. This action creates a fireball that deals 6d6 damage to all creatures within a 10-foot radius. The leaves are consumed in the process.

CLEANSER

Cave, Urban

Left in the room (1 day). Fills the space with a pleasant, relaxing aroma.

Chant an ancient ritual (2 hours). Roll a Wisdom check. With 18+, ghosts in the house are banished. With 12+, they appear and attack.

CRYPTIC BEANS

Forest, Plains, Coast

Consumed. Contains 5 beans in a pod. All who consume 1 bean can talk telepathically for 1 hour.

CURSE BLEEDER

Forest, Urban

Encounter. When the tree is cut, it bleeds an ink-like resin. Each time a creature inflicts a cut, they permanently lose 1 max HP, and sinister, demonic tattoos materialize on their hands. These tattoos expand with every subsequent incision. Each cut grants one additional use of the plant.

Write with your finger. You may write any warlock spell (level 2 or lower) on an object. That object acts as a scroll for that spell.

Action, Touch a hostile creature. Deal 3d6 necrotic damage. Both uses of Curse Bleeder shrink the tattoos at the same rate as they appeared.

DATE OF LOVE

Arid, Forest, Urban

Two dates grow on a tree. If two creatures willingly eat one each, they will not find anyone else attractive until the same date next year. Can be sold.

EMPYREAN YEAST

Urban

Store in a container, add 10g of ingredients. Yeast grows for 10 days. After this time you may extract the container into a Potion of Fermentation.

Drop this potion in any alcoholic beverage. After 15 minutes, it doubles the alcoholic content of the beverage (up to 90

ENCHANTED BRANCH

Arctic, Mountain

Thrown. Acts as a thrown dagger, dealing 2d4 cold damage on hit.

Trimmed. Acts as a sword dealing 3d6 cold damage on hit. Shatters on first miss, dealing 1d4 cold damage to the wielder.

EXPLODING PINECONES

Arctic, Forest

Ignited, Thrown, (5 pinecones total). Throw an additional d4 when making the ranged attack. On 4, pinecone deals 2d4+2 damage on hit, and ignites the target. On 3, it deals 1d4+1 on hit. On 2, deals 1 damage. On 1, it explodes in your hand, dealing you 1d4 damage.

FALSE HOPE

Arid, Urban

Encounter. On a night with the full moon this plant will start blooming, and the domain of the living and the dead will intertwine around it. You may return to this location then.

Bury an item belonging to a dead creature. A ghost of that creature appears and you may have a 30-minute conversation with it. The next time you fall unconscious, start with two failed death-saving throws.

Those who seek the company of the dead, often unexpectedly find it.

GHOST MELON

Cave

Applied on weapon. +1 to hit and +1 damage to undead (24h).

Squish. You can see all undead in 60 ft. radius, even through walls. Make a Wisdom skill check, on 12 or lower, all undead in 60 ft. radius see you.

GNOME TREE

Coast, Tropics, Urban

Consumed (effect last for an hour). Every time you lose HP, roll a d4: On a 1, your body size becomes Tiny; on a 2, Small; on a 3, Large; and on a 4, Huge. Your stats and hit points remain unaffected.

GOOD-LUCK LILY PAD

Coast

Carried. When carried, it gives +1 to nature skill.

Alchemy kit, 10g materials. When doused with a special substance, enlarges into a boat that can carry one creature (medium or smaller). Loses previous benefit.

HALF-WHITE, HALF-BLACK FLOWER

Arctic, Forest, Plains

If collected during the day. The next time you deal radiant damage increase it by d12. The next time you receive necrotic damage, reduce it by d12 (1 day).

If collected during the night. The next time you deal necrotic damage increase it by d12. The next time you receive radiant damage, reduce it by d12 (1 day).

HARMONICA FRUIT

Forest, Plains, Mountain, Cave, Coast

Consumed. Casts Misty step.

100 gold materials, Alchemy kit, Consumed. Casts Gaseous form.

HOMEOPATHIC MOLD

Arctic, Mountain, Cave

3 charges, Consume 1 charge. For the next day, become immune to poison.

Name a specific poison, Consume all charges. Roll a DC 15 Con saving throw, on success become permanently immune to the named poison. Else become poisoned by it.

LIGHTNING FLOWER

Arid, Forest, Plains

Encounter. As you touch the flower, a lightning bolt strikes you from the clear sky. DC 12 Dexterity saving throw or take 1d12 thunder damage.

Used as a spell casting component. If the spell deals thunder/lightning damage, roll two additional dice of the same type.

Drawn during a thunder. Each 6 seconds, for 1 minute, a lightning hits the flower (if possible), dealing 1d12 to all creatures in 5 ft radius.

LIVING ICE CRYSTAL

Arctic, Cave

Carried. Emits dim light.

Carried, Grows for 1 month. Emits bright light. Can be sold for 100g to collectors.

LIVING VINE

Tropics

Cut into a 10 feet whip. Can be used as a melee, finesse weapon that deals 1d4 damage. It is strong enough to carry the weight of two medium creatures.

Expand one level 1 spell slot. For the next hour, you can command the whip to wrap around any object or creature it successfully hits.

LIVING WEB

Forest, Cave, Urban

Wrap around hands and feet. Your hands and feet stick to any surface, allowing you to climb vertical terrain.

Consumed. Your mouth is glued closed, and you can't speak for the next hour.

NIGHTMARE FLOWER

Cave, Tropics

Encounter. As you approach the flower, you start seeing visions of your deepest fears. Roll Wis. DC 15 saving throw, and start running away in a random direction on failure.

Consumed. The first creature to meet your eyes becomes terrified of you and has disadvantage on all attacks against you on its next turn.

100g materials, Poison, Consumed. Plagued by nightmares. On your next long rest, make a Wis. DC 17 saving throw. On failure you cannot sleep and take 2d6 psychic damage.

NIGHTSHADE

Arctic, Mountain, Cave

Consume. The next long rest can be 4 hour shorter.

Alchemy kit, Consume. In addition to the previous effect, gain darkvision for 4 hours.

OAK BARK

Arctic, Forest, Urban

Carved (3 days), Carried. A shield, + 3 AC.

Carved (7 days), Carried. A medium armor, AC 15 + Dex (max 2).

ODDLY SPECIFIC TREE

Mountain, Tropics

You feel like you walked past this tree before. . .

Collect three of this plant. You are completely and utterly lost. Coincidentally, you find an item or location that was lost for centuries (at DMs discretion).

ONCE-IN-THE-LIFETIME PUMPKIN

Forest, Plains, Coast

Roll d20. On 18+ the pumpkin becomes a carriage, else it can be used as 10 food rations.

PALE-BLUE FLOWER

Arctic, Mountain

Encounter. When you tear the flower from its stem, your arm freezes and cannot be moved for 30 minutes.

Consumed. Naturally cold weather has no effect on you (1 day).

Alchemy kit, Consumed. Resistance to cold damage (1 hour).

PHANTOM FEAST

Arctic, Tropics

Until midnight. You stumble into a tropical garden with all sorts of exotic fruits. Any number of creatures may partake in this delicious feast.

After midnight. The garden and all its food disappear. All who partook in the feast fall asleep. There may be other consequences at DM's discretion.

POCKET PARADISE

Tropics

Consumed (contains three bites). Enter a blissful state (one hour). After three days, you get disadvantage on every roll until you consume another bite or a week passes.

Sold (from 30-60g per bite). The transaction may get attention of local authorities, other consumers, or sellers, at DM's discretion.

POISON LEAVES

Arctic, Forest, Mountain, Cave, Coast, Tropics

Consumed. DC 10 Constitution saving throw or inflicts poisonous condition that lasts for 1 hour.

Alchemy lab (X days, 20X materials). Liquid with DC 15 Constitution saving throw or inflicts poisonous condition for X hours and Xd8 damage.

POWER-INFUSED THISTLE

Arid, Plains, Mountain, Coast

Consumed. Recovers one expanded level 1 spell slot.

10 gold materials, Alchemy kit, Consumed. Recovers one expanded level 3 spell slot.

SALAMANDER FLOWER

Arid, Forest, Mountain

Encounter. As you approach the flower, a ring of fire erupts all around it, 10 feet in diameter. Touching it causes 1d8 fire damage.

Apply on a melee weapon. Your next 5 hits with the weapon deal an additional 1d4 fire damage.

Thrown into a fire. The fire expands in size 3 fold in all directions. All touched by this fire receive 3d12 fire damage.

SHADOW PEYOTE

Arid, Mountain, Urban

Ground, dried (7 days), smoked. Share a pipe with this leaf in a social gathering with the locals. Roll Con. DC 12: On success you earn their respect, on failure fall asleep.

Now you are one of us.

SLUDGE FLOWER

Cave, Urban

Encounter. The flower is surrounded by a 60 ft. area filled with an overwhelming smell of decay. If you end your turn within this area, make a Const. saving throw (DC 10). On a failed save, take 2d6 damage. The smell does not dissipate when the flower is collected.

Apply on arrowheads (max 15). Your arrows deal an additional d4 poison damage.

Distill into a potion, Disgusting taste. Lose your sense of smell and taste for a week, but gain a +3 bonus on Perception checks related to sight and hearing during this time.

SOULSWAP

Mountain, Coast, Tropics

Bark chewed, Touch someone's eyes. You now see through their eyes, and vice versa. The effect lasts for 30 minutes or until one of you dies.

Bark chewed, Touch someone's chest. You now feel their physical pain and vice versa. This effect does not affect hit points and lasts for 30 minutes or until one of you dies.

SPELL DRINKER

Arid, Urban

Grows from almost any terrain and sticks to any surface when growing. Can be climbed.

Expand a spell slot. Spell Drinker almost instantly grows 10 ft. for each level of the expended slot. Growth may be accelerated multiple times.

SPREADING ROOTS

Forest, Tropics

Consumed. Get +1 strength (1 hour).

Alchemy kit, 10g materials. Cast Spike growth spell.

TENTACLE WEED

Coast

Carried. Counts as a simple weapon that only the herbalist is proficient with.

Consumed. DC 6 Dexterity to eat. If successful, you can breath underwater for 1 hour, else take 1d4 damage.

THORNED NECTAR

Arid, Plains

Consume. DC 14 Wisdom saving throw or become aggressive against all targets. Lose any social restraint. (1 min)

Peel, Inhale. When peeling receive 1d4 damage. All who inhale (10 feet radius) get Calm emotion cast on them.

TRACKER

Plains, Urban

Place the petal into a puddle. The petal dissolves in the water. One by one, the reflections of every creature that has stepped in the puddle within the last 24 hours appear.

TRAVELER

Tropics

Encounter. On pick-up, make a Wis. saving throw, DC 7, or you hear a voice in your head commanding you to plant it at least 30 feet away. You must obey (and lose this plant).

Pass the Traveler. The recipient must succeed in a Wis. saving throw DC 7, or is commanded to plant the Traveler at least 30 feet away.

Brewed into potion, Alchemy kit. If consumed, advantage on wisdom saving throws for 30 min. If spilled, Traveler grows back from that spot in the next 14 days.

TRUFFLES

Plains, Cave, Coast

Consumed. Gain 1d4 hp.

Consumed, Out of combat. Create a dish that heals for 4d4 hp.

TWIRLING PIPER

Plains, Coast, Urban

Encounter. A leaf twirls in the wind, never quite falling to the ground. It's moving back and forth, from you to the nearby forest. You feel inclined to follow it, but may choose not to do so.

Delve deep into the forest. Roll a d4. On a 1, you are ambushed by a group of Satyrs. On a 2, you become lost. On a 3, nothing happens. On a 4, you find a chest containing 30 gold coins and a magical scroll of the DM's choosing.

VALLEY KRAKEN

Plains, Cave, Tropics

Encounter. You see equipment overgrown by an old tree trunk. Roll Nature DC 8. On failure, you approach too closely, and tentacles erupt to ambush you (DMG: Roper). Otherwise, you may find this plant later.

Slash the plant apart. Find equipment belonging to past travelers (at DM discretion).

Carefully slice the tentacles. You collect 1d6+1 ounces of extremely strong glue. One ounce of the glue can cover a 1-foot square surface.

PROFICIENCY +4

ASSIMILATION PLANT

Forest, Cave

Consumed. Your skin hardens and thorns cover your body. Choose two effects from the list: +3 AC, +7 stealth in forest areas, +2 damage on melee attacks, melee attackers get hit for 1d6 when they hit you, advantage on concentration checks, +2 strength. (1 hour)

BLABBELER

Tropics, Urban

You can ferment the fruit into a potion. The brewer must remain silent for the entire 7 day duration of brewing.

Potion, Odorless, Tasteless. Roll Wis. Saving throw (DC 18). On failure you are unable to stop speaking out every one of your thoughts for the duration (1 hour).

CORROSIVE LEAVES

Tropics

Consumed, bonus action. Lose all hit points, but one. Gain twice that number of temporary hit points. They last until the end of next round.

Worn on skin for one month, Permanent. You lose 2d6 max hp. After one month you gain natural armor AC 15 when unarmored and resistance to poison and necrotic damage.

DEAD OR ALIVE

Plains, Tropics

Encounter. Whisper to the plant a secret that only a few people know. You forget it. Choose one person you can name, and one of the three questions: are they alive, do they like me, is their name real. Pick petals one by one, and the color of the last remaining one tells you the true answer.

DESERT SIREN

Arid

Encounter. An irresistible song lures you towards the plant, and you soon find yourself trapped in the quicksand, and slowly start sinking in. Quicksand surrounds 30 ft. area around the plant.

Consumed. You ignore penalties for difficult terrain when walking on sand and are unaffected by the sun's heat.

Alchemy kit, 500g materials, refine into oil. When this oil is applied to a melee weapon, its next three attacks melt opponent's armor, reducing their AC by 1 each hit.

DEVIL WHISPERER

Coast, Tropics

Encounter. When you collect leaves from this plant, you become blindingly overconfident and believe you will succeed in everything you try. Lasts for one hour.

X days brewed, 100X gold, Potion. You become blindingly overconfident. Your next X rolls are automatically 20. Lasts for one hour. (X can be 0-10)

DRAGON COFFEE

Tropics

Consumed, Bonus action. During this round you have +15 movement speed and an unlimited number of reactions.

Roasted, 200g materials, Alchemy lab. The above effect lasts for 3 days, after which you get 3 points of exhaustion. During this time you don't need nor benefit from long rests.

EUPHORIC GRAPES

Forest, Plains, Coast, Urban

Consumed. +8 to Charisma when doing public speeches (1 minute).

Dried (3 days), Consumed. You have 3 d12 inspiration dice that you can use on any throw made by you or your allies (1 day).

GUARDIANS

Forest

Encounter. When you try cutting a branch, the tree starts to move. You become surrounded by 2 Treants, that use their first action to awake 1 tree each (see Monster manual). They are aggressive towards you, claiming you are destroying the forest. You may flee, fight or negotiate.

Defeated the treants. Each contains a 200g gem inside them.

Negotiated with the treants. They can help you with directions and lore of the current area.

HALLUCINOGENIC MUSHROOM

Coast, Tropics

Consumed. Your vision blurs. DC 10 Constitution saving throw or disadvantage on all rolls. Dispers on any damage taken. (1 hour)

Alchemy kit, 10g materials, Consumed.

Halucination begins. On DC 18 Wisdom, cast Commune spell. All other rolls automatically fail. Dispers on any damage taken. (1 hour)

HEAD IN THE CLOUDS

Arctic, Forest, Plains, Mountain, Cave, Coast

Consumed. Gain Flying. Roll (Int) with an extra -5 modifier, then your Int stat becomes the result of the roll. Repeat for Wisdom and Charisma. (10 minutes)

INVASIVE PLANT

Forest, Plains, Mountain, Cave, Coast

Planted. If planted far from its native region, can quickly spread and if not controlled, overwhelm the local ecosystem.

Alchemy kit (2 days), 50 gold materials. Cast Entangle spell (3 charges).

MIRROR MOSS

Arctic, Forest, Cave

Encounter. The moss reflects your image. After a few seconds the image emerges with the player's exact stats, hostile, and controlled by the DM. It returns to moss if not defeated. Your hand can cross the moss into its own pocket dimension. You may place a non-magical object (or up to 100 gold) into it. A day

later you may retrieve two copies out of it. The moss is destroyed in the process.

NAME THIEF

Plains, Urban

When two people each consume half of a conjoined walnut-like nut, they begin to believe they possess the other's name. Their memories are altered accordingly, and this effect lasts for 24 hours.

NECK BREAKER

Mountain

Encounter. The Neck Breaker Plant grows out of a thin peak, surrounded by a 100 feet deep and 30 feet wide pit. The pit is invisible and appears as solid terrain. When this card is drawn make DC 18 Perception check or start falling in the pit.

Planted. Wherever the plant is currently planted it emits the Hallucinatory Terrain effect centered around it (of the herbalist choice). The plant can be moved and replanted at a different place.

NIGHT TULIP

Cave

Consumed. Removes one point of exhaustion.

Alchemy kit (3 days), Inhaled (10 ft range). Attempt a Constitution saving throw. On less than 18, fall asleep, on less than 14 forget all events of the past hour.

RED ON WHITE

Arctic

Encounter. When attempting to collect the thorny flower, make a DC 16 Dexterity saving throw and take 3d12 damage on a failed save, or half as much damage on a successful one.

Consumed. For the next 24h you can only step on snow or fall unconscious (1 hour) failing to do so. You do not leave tracks, have +10 stealth, and any melee attacks against surprised creatures are automatically critical hits.

It requires both blood and snow to grow. Fortunately, its life cycle provides both.

SCRYING BEANS

Arid, Forest, Plains, Coast

Consumed. Get 3 divination dice for the rest of the day (look up Divination wizard - Portent).

Burned. Cast Scrying spell.

SNOW-WHITE BLOSSOM

Arctic, Plains, Mountain

Eaten immediately after collecting. The next time you would fail an Int or Wis saving throw you succeed instead (6h).

Applied on skin immediately after collecting. The next time you would fail a Str or Con saving throw you succeed instead (6h).

SOOTHING PETALS

Arctic, Forest, Mountain

Consumed. +4 against intimidation and fear effects (10 minutes).

Dried (3 days), Consumed. DC 14 Constitution or the target immediately falls asleep (6 hours). Dispel on any damage taken.

STRAWMAN BUSH

Arid, Plains, Mountain, Urban

Planted. Repels away (30 ft) all wild beasts of CR 3 or less.

Alchemy kit (1 hour), 10g materials. Strawman awakens into a friendly NPC with the Guard stat block. It obeys all verbal commands. After 1 day it becomes a plant again.

SYMBIOTIC SUCCULENTS

Arid, Urban

Encounter. As you step onto what seemed to be a rock, it closes around your foot like a bear trap. The rocky plant is very heavy, but seems to imbue you with power. As long as you leave the Symbiotic Succulent attached, you have -10 movement speed and +1 to Constitution.

Un-attach Symbiotic Succulent (1 action). You feel very light and gain 5 movement speed for each 5 days you were carrying the plant (but not more than 30). Lasts for 24h.

TEAR OF A GODDESS

Arid, Arctic, Coast

Consumed. Cures blinded, deafened, paralyzed, or petrified.

Combined with Charcoal-black plant. You gain Supreme healing potion.

THE FORBIDDEN FRUIT

Arid, Cave

Consumed. Gain +4 to Int. until the end of the day. If you fail an Int. check or saving throw during this time, this bonus becomes -4, and lasts one week, instead.

Only the wise know how much they do not know.

THORNY PRISON

Urban

Encounter. A grave is covered with forty thorny roses and guarded with human NPCs at DM's discretion. You lose 1 hp, for each rose you pluck out. When the last one is uprooted, a CR 13 hostile Vampire crawls out the grave (see Monster Manual).

Forty roses planted in a 15 ft circle. Roses form a magical barrier. Anything can enter it, but nothing can pass out of it. Can be disenchanting or destroyed from outside.

Eat ten roses, Lose 10 hp. Cast Wall of Force.

TREE OF PARADISE

Tropics

Planted. In an hour after being planted, it grows 100 feet in height. After a month bears very rare fruits that can be sold for 1000g to certain collectors. The height and colors of the tree attracts (unwanted) attention of all sort of individuals.

VANISHER

Arid, Arctic, Cave

Encounter. Collecting the spores requires massive manual dexterity. Roll Slight of hand, DC 18. On failure, the spores fall on you and you become invisible, unable to speak, cast spells or attack for 24 hours. Discard this plant.

Spores used as a spellcasting component. The spell is invisible until it reaches the target.

Spores added when forging a weapon. The weapon becomes permanently invisible.

PROFICIENCY +5

BLOOD ALGAE

Coast

Applied on weapon. +3 to hit and +3 to damage against demons and devils (1 hour).

Draw ritualistic signs on the floor. Make an Int skill check. On 12 or more a random hostile demon appears. On 18 or more it obeys your orders for a day.

BOND BREAKER

Mountain

Encounter. To get the effect you must meditate under the tree. Roll d4. On 4 forget all your childhood memories, on 3 lose interest in any earthly possessions, on 2 abandon your life ambitions, on 1 you will never again feel happiness or sadness.

Permanent. You are spiritually free of earthly bonds. You gain flying speed of 60 feet and cannot be charmed or frightened. You get +3 to Wisdom.

BURNING TEMPTATION

Arid

Encounter. You must remain seated uninterrupted for six days. Every day the plant tempts you to move: by offering you food (Str, DC 5), water (Con, DC 8), inflicting thorny pain (Dex, DC 11), telling lies (Int, DC 14), false promises (Cha, DC 17) and offering real riches (Wis, DC 20).

Permanent. The tale of this trial becomes widespread and many start considering you a spiritual leader. You may cast the following spells at will (3 times/day): Skywrite, Charm person, Command, Calm Emotions and Fear.

CHARCOAL-BLACK PLANT

Coast

Consumed. Cures any poison.

Combined with Tear of the goddess. You gain Supreme healing potion.

ETERNAL BLIZZARD

Arctic

Encounter. There is a 1 sq. mile region always covered in snowstorms. Any creature within it gets visibility reduced to 5 ft and takes 1d4 damage at the end of each of their turns. Any spot within is equally likely as the plant location. There may be monsters hiding in the storm (at DM discretion).

Permanent. The snowstorm stops. You become immune to cold damage. Whenever you are attacked by a non-magical source while standing in the snow, you may use your reaction to evade it. When doing so, your body melts into the snow and re-appears from snow in an un-occupied spot in 10 ft radius.

FEVERED DREAM

Plains, Mountain

Consumed. If willing, transform into a random beast for 10 minutes (DM chooses).

Alchemy kit, 100g materials, Inhaled. All creatures in 30 ft radius that inhale the smoke make DC 15 Wis saving throw or transform into random beasts (10 min).

GIANT SCALES

Plains

Encounter. A pair of Storm Giants roam the area. On their backs grow rare scales that are rumored to be the source of their power. The path to their lair is marked with skulls of adventurers who tried to take them.

Permanent (Giant A). You gain +2 to Strength, +2 to Constitution and +3 to all thunder damage dealt.

Permanent (Giant B). You gain +10 to movement speed, cannot be paralyzed or petrified and +3 to all thunder damage dealt.

HEART OF THE FOREST

Forest

Encounter. You may convince any number of humanoid creatures to be sacrificed on the altar in the heart of the forest. These creatures must be willing to die, and must not be coerced, magically or otherwise. They cannot be resurrected.

Permanent. For each creature sacrificed this way, you may draw a face on a tree. At any time you can concentrate to see and hear everything one of these faces would sense, regardless of your distance. Whenever you touch a tree with a face, you may teleport to any other such tree. You can control who can see the faces at any time.

JUNGLE KING

Tropics

Fruit burned. The smoke lures in all kinds of wildlife in a 1-mile radius.

Refined, 100g materials, Applied on skin. All beasts with CR 3 or lower obey your commands, as best as they can understand them. Lasts one day.

LAST STAND

Arid, Cave

Inhaled. All sleeping creatures in 15 ft. radius get instantly awake and can't get back to sleep for the next 4 hours.

Alchemy kit, 100g materials, Consumed. Regain all hit points. Gain 30 movement speed and advantage on all attacks. At the end of every turn gain a point of exhaustion. (6 turns)

OCEANS TEST

Coast

Encounter. A plant grows at the bottom of a 3000 ft. deep underwater fissure and is guarded at DM discretion. Your worthiness is proved by pulling it out of the rock (Strength check, DC 18).

Permanent. The sea considers you worthy. You gain swimming speed of 120 feet and can breath underwater. Most sea creatures (DM discretion) are friendly to you and can understand your verbal commands.

PARASITE MUSHROOM

Arctic, Forest, Tropics

Planted in skin. At the end of each day make a DC 10 Wisdom saving throw and get 3 points of exhaustion on failure.

Planted for 7 days. Until removed, all other Wisdom saving throws automatically succeed. Previous effect still applies.

SYMBIOTIC DEATH

Tropics

Encounter. An old inscription dares you to eat as many petals as you can in order to get an ancient power. Choose a number X and eat X petals. Take $Xd12 + 3$ damage. If this damage would make you unconscious, it kills you instead.

Permanent. Your skin gets a slightly greenish hue. Once per turn, if a creature touches your bare skin, you may have it take $Xd4+2$ poison damage.

THE HANGING TREE

Urban

Encounter. You may choose to hang yourself on the world's oldest hanging tree. If you do, the DM selects a sequence of progressively stronger humanoids who died there. You must battle their spirits one by one in your mind, using your own and their real stat blocks. You may wake up after any fight, but if you continue and lose, you die and cannot be resurrected. You wake up, winning the allegiance of the spirits.

Summon spirits. Any number of spirits you previously defeated come to help you in one encounter. Each spirit may only be summoned once.

THIEFS DREAM

Cave

Encounter. You have tracked the general location of this plant, but it grows in the middle of a rock, with no visible outwards signs. Choose a spot (Wisdom skill check). A mining team (or similar) can excavate this spot in one day. If the result of the roll was 20 or higher, find the plant. Can be repeated each day.

Permanent. Wood and stone obstacles that are up to 10 ft. thick appear transparent to you. You may freely walk through them, as long as you end your turn outside.

TREE OF THE LIVING DEATH

Arid, Arctic, Forest, Mountain, Cave

Consumed. You appear dead to all outward inspection and to spells used to determine your status. You are blinded and incapacitated. (6 hours)

Alchemy kit (3 days), 500g materials. Potion. After exactly 6 hours, if the creature that consumed this potion has 100 hp or fewer, it dies with no discernible signs.

PROFICIENCY +6

IMMORTAL LILY

Arid, Arctic, Forest, Plains, Mountain, Cave, Coast, Tropics

Encounter. You encounter a CR 17+ dragon (at DM discretion) that is not aggressive, but would defend the lily with its life.

Consumed (does not end when used). If unconscious on your turn, instead of death-saving throws, regain 1 hp (1 day).

Laboratory, 10000g materials, Consumed. You do not age for the next 25 years.

Forever unchanging. Forever beautiful.

ROLL TABLES

This project is designed for use with the online generator (<https://www.dungeonsandplants.net/>). For offline games, utilize one of the generated roll tables. Each terrain/proficiency features its own table, so choose and print the most suitable one for your current level and location. Some tables require you to roll multiple dice, in this cases not all plants are found with equal probability.

The abundance of tables makes the system somewhat cumbersome, so a more streamlined version is currently under development.

ARID 0

d6	Item
1	No plant found
2	Black Chilli
3	Wild Rose
4	Barrel Cactus
5	Scorching Grass
6	Desert Jasmine

ARID 2

d8/d6	Item
2	Black Chilli
3	Wild Rose
4	Shaking Chestnuts
5	Dry Tumbleweed
6	Oily shrubbery
7	Barrel Cactus
8	Scorching Grass
9	Desert Jasmine
10	Needler
11	Hard-shelled Beans
12	Pheromoner
13	Unidentifiable Scrub
14	Stump Canal

ARID 3

d20/d6	Item
2	No plant found
3	Black Chilli
4	Wild Rose
5	Shaking Chestnuts
6	Dry Tumbleweed
7	Oily shrubbery
8	Thorned Nectar
9	Lightning Flower
10	Salamander Flower
11	Power-infused Thistle
12	Barrel Cactus
13	Scorching Grass
14	Desert Jasmine
15	Needler
16	Hard-shelled Beans
17	Pheromoner
18	Unidentifiable Scrub
19	Stump Canal
20	False Hope
21	Date of Love
22	Baobab Tower
23	Blood in the Wind
24	Shadow Peyote
25	Spell Drinker
26	Cinderleaf

ARID 4

d20/d12	Item
2	Black Chilli
3	Wild Rose
4	Shaking Chestnuts
5	Dry Tumbleweed
6	Oily shrubbery
7	Thorned Nectar
8	Lightning Flower
9	Salamander Flower
10	Power-infused Thistle
11	Strawman Bush
12	Tear of a Goddess
13	Scrying Beans
14	Barrel Cactus
15	Scorching Grass
16	Desert Jasmine
17	Needler
18	Hard-shelled Beans
19	Pheromoner
20	Unidentifiable Scrub
21	Stump Canal
22	False Hope
23	Date of Love
24	Baobab Tower
25	Blood in the Wind
26	Shadow Peyote
27	The Forbidden Fruit
28	Desert Siren
29	Vanisher
30	Spell Drinker
31	Cinderleaf
32	Symbiotic Succulents

ARID 5

d20/d8/d8	Item
3	Black Chilli
4	Wild Rose
5	Shaking Chestnuts
6	Dry Tumbleweed
7	Oily shrubbery
8	Thorned Nectar
9	Lightning Flower
10	Salamander Flower
11	Power-infused Thistle
12	Strawman Bush
13	Tear of a Goddess
14	Tree of the Living Death
15	Scrying Beans
16	Barrel Cactus
17	Scorching Grass
18	Desert Jasmine
19	Needler
20	Hard-shelled Beans
21	Pheromoner
22	Unidentifiable Scrub
23	Stump Canal
24	False Hope
25	Date of Love
26	Baobab Tower
27	Blood in the Wind
28	Shadow Peyote
29	The Forbidden Fruit
30	Desert Siren
31	Vanisher
32	Last Stand
33	Burning Temptation
34	Spell Drinker
35	Cinderleaf
36	Symbiotic Succulents

ARID 6

d20/d12/d6	Item
3	No plant found
4	Black Chilli
5	Wild Rose
6	Shaking Chestnuts
7	Dry Tumbleweed
8	Oily shrubbery
9	Thorned Nectar
10	Lightning Flower
11	Salamander Flower
12	Power-infused Thistle
13	Strawman Bush
14	Tear of a Goddess
15	Tree of the Living Death
16	Scrying Beans
17	Immortal Lily
18	Barrel Cactus
19	Scorching Grass
20	Desert Jasmine
21	Needler
22	Hard-shelled Beans
23	Pheromoner
24	Unidentifiable Scrub
25	Stump Canal
26	False Hope
27	Date of Love
28	Baobab Tower
29	Blood in the Wind
30	Shadow Peyote
31	The Forbidden Fruit
32	Desert Siren
33	Vanisher
34	Last Stand
35	Burning Temptation
36	Spell Drinker
37	Cinderleaf
38	Symbiotic Succulents

ARCTIC 0

d4	Item
1	Crystal Flower
2	Firewood
3	Cached Nuts
4	Dark Leaves

ARCTIC 2

d12	Item
1	Crystal Flower
2	White Lotus
3	Animal Nip
4	10 Feet Branch
5	Sturdy Undergrowth
6	Snow Seeds
7	Warmth-Seeker
8	Firewood
9	Cached Nuts
10	Dark Leaves
11	Northern Evergreen
12	Stump Canal

ARCTIC 3

d12/d12	Item
2	Crystal Flower
3	White Lotus
4	Animal Nip
5	10 Feet Branch
6	Nightshade
7	Homeopathic Mold
8	Living Ice Crystal
9	Poison Leaves
10	Pale-blue Flower
11	Half-White, Half-Black Flower
12	Oak bark
13	Sturdy Undergrowth
14	Snow Seeds
15	Ancient Root
16	Warmth-Seeker
17	Enchanted Branch
18	Firewood
19	Cached Nuts
20	Dark Leaves
21	Exploding Pinecones
22	Northern Evergreen
23	Stump Canal
24	Phantom Feast

ARCTIC 4

d20/d12	Item
2	No plant found
3	Crystal Flower
4	White Lotus
5	Animal Nip
6	10 Feet Branch
7	Nightshade
8	Homeopathic Mold
9	Living Ice Crystal
10	Poison Leaves
11	Pale-blue Flower
12	Half-White, Half-Black Flower
13	Oak bark
14	Soothing Petals
15	Head in the Clouds
16	Tear of a Goddess
17	Sturdy Undergrowth
18	Snow Seeds
19	Ancient Root
20	Warmth-Seeker
21	Enchanted Branch
22	Red on White
23	Mirror Moss
24	Firewood
25	Cached Nuts
26	Dark Leaves
27	Exploding Pinecones
28	Northern Evergreen
29	Snow-White Blossom
30	Stump Canal
31	Vanisher
32	Phantom Feast

ARCTIC 5

d20/d12/d4	Item
3	No plant found
4	Crystal Flower
5	White Lotus
6	Animal Nip
7	10 Feet Branch
8	Nightshade
9	Homeopathic Mold
10	Living Ice Crystal
11	Poison Leaves
12	Pale-blue Flower
13	Half-White, Half-Black Flower
14	Oak bark
15	Soothing Petals
16	Head in the Clouds
17	Tear of a Goddess
18	Tree of the Living Death
19	Sturdy Undergrowth
20	Snow Seeds
21	Ancient Root
22	Warmth-Seeker
23	Enchanted Branch
24	Red on White
25	Mirror Moss
26	Eternal Blizzard
27	Parasite Mushroom
28	Firewood
29	Cached Nuts
30	Dark Leaves
31	Exploding Pinecones
32	Northern Evergreen
33	Snow-White Blossom
34	Stump Canal
35	Vanisher
36	Phantom Feast

ARCTIC 6

d20/d8/d8	Item
3	Crystal Flower
4	White Lotus
5	Animal Nip
6	10 Feet Branch
7	Nightshade
8	Homeopathic Mold
9	Living Ice Crystal
10	Poison Leaves
11	Pale-blue Flower
12	Half-White, Half-Black Flower
13	Oak bark
14	Soothing Petals
15	Head in the Clouds
16	Tear of a Goddess
17	Tree of the Living Death
18	Immortal Lily
19	Sturdy Undergrowth
20	Snow Seeds
21	Ancient Root
22	Warmth-Seeker
23	Enchanted Branch
24	Red on White
25	Mirror Moss
26	Eternal Blizzard
27	Parasite Mushroom
28	Firewood
29	Cached Nuts
30	Dark Leaves
31	Exploding Pinecones
32	Northern Evergreen
33	Snow-White Blossom
34	Stump Canal
35	Vanisher
36	Phantom Feast

FOREST 0

d6	Item
1	No plant found
2	Wild Rose
3	Berry
4	Fast-growing Ivy
5	Sturdy Vine
6	Firewood

FOREST 2

d8/d8	Item
2	Wild Rose
3	Medical Leaves
4	Berry
5	Fast-growing Ivy
6	Sturdy Vine
7	Shaking Chestnuts
8	Bell Bush
9	Animal Nip
10	Tea Leaves
11	Goodberry Bush
12	Spotted Mushroom
13	10 Feet Branch
14	Firewood
15	Guttator
16	Lucky Charm

FOREST 3

d12/d12/d6	Item
3	Wild Rose
4	Medical Leaves
5	Berry
6	Fast-growing Ivy
7	Sturdy Vine
8	Shaking Chestnuts
9	Bell Bush
10	Animal Nip
11	Tea Leaves
12	Goodberry Bush
13	Spotted Mushroom
14	10 Feet Branch
15	Spreading Roots
16	Poison Leaves
17	Once-in-the-lifetime Pumpkin
18	Lightning Flower
19	Salamander Flower
20	Half-White, Half-Black Flower
21	Harmonica Fruit
22	Cryptic beans
23	Oak bark
24	Firewood
25	Exploding Pinecones
26	Date of Love
27	Guttator
28	Lucky Charm
29	Living Web
30	Curse Bleeder

FOREST 4

d20/d12/d6	Item
3	Wild Rose
4	Medical Leaves
5	Berry
6	Fast-growing Ivy
7	Sturdy Vine
8	Shaking Chestnuts
9	Bell Bush
10	Animal Nip
11	Tea Leaves
12	Goodberry Bush
13	Spotted Mushroom
14	10 Feet Branch
15	Spreading Roots
16	Poison Leaves
17	Once-in-the-lifetime Pumpkin
18	Lightning Flower
19	Salamander Flower
20	Half-White, Half-Black Flower
21	Harmonica Fruit
22	Cryptic beans
23	Oak bark
24	Invasive Plant
25	Soothing Petals
26	Euphoric Grapes
27	Head in the Clouds
28	Guardians
29	Scrying Beans
30	Assimilation Plant
31	Mirror Moss
32	Firewood
33	Exploding Pinecones
34	Date of Love
35	Guttator
36	Lucky Charm
37	Living Web
38	Curse Bleeder

FOREST 5

d20/d20	Item
2	Wild Rose
3	Medical Leaves
4	Berry
5	Fast-growing Ivy
6	Sturdy Vine
7	Shaking Chestnuts
8	Bell Bush
9	Animal Nip
10	Tea Leaves
11	Goodberry Bush
12	Spotted Mushroom
13	10 Feet Branch
14	Spreading Roots
15	Poison Leaves
16	Once-in-the-lifetime Pumpkin
17	Lightning Flower
18	Salamander Flower
19	Half-White, Half-Black Flower
20	Harmonica Fruit
21	Cryptic beans
22	Oak bark
23	Invasive Plant
24	Soothing Petals
25	Euphoric Grapes
26	Head in the Clouds
27	Guardians
28	Tree of the Living Death
29	Scrying Beans
30	Assimilation Plant
31	Mirror Moss
32	Parasite Mushroom
33	Firewood
34	Exploding Pinecones
35	Date of Love
36	Guttator
37	Lucky Charm
38	Heart of the Forest
39	Living Web
40	Curse Bleeder

FOREST 6

d20/d12/d6/d6	Item
4	No plant found
5	Wild Rose
6	Medical Leaves
7	Berry
8	Fast-growing Ivy
9	Sturdy Vine
10	Shaking Chestnuts
11	Bell Bush
12	Animal Nip
13	Tea Leaves
14	Goodberry Bush
15	Spotted Mushroom
16	10 Feet Branch
17	Spreading Roots
18	Poison Leaves
19	Once-in-the-lifetime Pumpkin
20	Lightning Flower
21	Salamander Flower
22	Half-White, Half-Black Flower
23	Harmonica Fruit
24	Cryptic beans
25	Oak bark
26	Invasive Plant
27	Soothing Petals
28	Euphoric Grapes
29	Head in the Clouds
30	Guardians
31	Tree of the Living Death
32	Scrying Beans
33	Assimilation Plant
34	Immortal Lily
35	Mirror Moss
36	Parasite Mushroom
37	Firewood
38	Exploding Pinecones
39	Date of Love
40	Guttator
41	Lucky Charm
42	Heart of the Forest
43	Living Web
44	Curse Bleeder

PLAINS 0

d6	Item
1	Black Chilli
2	Wild Rose
3	Berry
4	Carrot
5	Scorching Grass
6	Sunflower

PLAINS 2

d20	Item
1	No plant found
2	Black Chilli
3	Wild Rose
4	Berry
5	Carrot
6	Gas-filled Pumpkin
7	Dry Tumbleweed
8	Bell Bush
9	Animal Nip
10	Tea Leaves
11	Goodberry Bush
12	Four-leaf clover
13	Oily shrubbery
14	Dandelion Light
15	10 Feet Branch
16	Sturdy Undergrowth
17	Scorching Grass
18	Hard-shelled Beans
19	Unidentifiable Scrub
20	Sunflower

PLAINS 3

d20/d8/d6	Item
3	Black Chilli
4	Wild Rose
5	Berry
6	Carrot
7	Gas-filled Pumpkin
8	Dry Tumbleweed
9	Bell Bush
10	Animal Nip
11	Tea Leaves
12	Goodberry Bush
13	Four-leaf clover
14	Oily shrubbery
15	Dandelion Light
16	10 Feet Branch
17	Thorned Nectar
18	Once-in-the-lifetime Pumpkin
19	Truffles
20	Lightning Flower
21	Half-White, Half-Black Flower
22	Power-infused Thistle
23	Harmonica Fruit
24	Cryptic beans
25	Sturdy Undergrowth
26	Scorching Grass
27	Hard-shelled Beans
28	Unidentifiable Scrub
29	Blood in the Wind
30	Bad Omen
31	Valley Kraken
32	Sunflower
33	Tracker
34	Twirling Piper

PLAINS 4

d20/d12/d6/d6	Item
4	No plant found
5	Black Chilli
6	Wild Rose
7	Berry
8	Carrot
9	Gas-filled Pumpkin
10	Dry Tumbleweed
11	Bell Bush
12	Animal Nip
13	Tea Leaves
14	Goodberry Bush
15	Four-leaf clover
16	Oily shrubbery
17	Dandelion Light
18	10 Feet Branch
19	Thorned Nectar
20	Once-in-the-lifetime Pumpkin
21	Truffles
22	Lightning Flower
23	Half-White, Half-Black Flower
24	Power-infused Thistle
25	Harmonica Fruit
26	Cryptic beans
27	Invasive Plant
28	Euphoric Grapes
29	Head in the Clouds
30	Strawman Bush
31	Scrying Beans
32	Sturdy Undergrowth
33	Snow-White Blossom
34	Scorching Grass
35	Hard-shelled Beans
36	Unidentifiable Scrub
37	Blood in the Wind
38	Bad Omen
39	Valley Kraken
40	Dead or Alive
41	Sunflower
42	Tracker
43	Twirling Piper
44	Name Thief

PLAINS 5

d20/d12/d12	Item
3	Black Chilli
4	Wild Rose
5	Berry
6	Carrot
7	Gas-filled Pumpkin
8	Dry Tumbleweed
9	Bell Bush
10	Animal Nip
11	Tea Leaves
12	Goodberry Bush
13	Four-leaf clover
14	Oily shrubbery
15	Dandelion Light
16	10 Feet Branch
17	Thorned Nectar
18	Once-in-the-lifetime Pumpkin
19	Truffles
20	Lightning Flower
21	Half-White, Half-Black Flower
22	Power-infused Thistle
23	Harmonica Fruit
24	Cryptic beans
25	Invasive Plant
26	Euphoric Grapes
27	Head in the Clouds
28	Strawman Bush
29	Fevered Dream
30	Scrying Beans
31	Giant Scales
32	Sturdy Undergrowth
33	Snow-White Blossom
34	Scorching Grass
35	Hard-shelled Beans
36	Unidentifiable Scrub
37	Blood in the Wind
38	Bad Omen
39	Valley Kraken
40	Dead or Alive
41	Sunflower
42	Tracker
43	Twirling Piper
44	Name Thief

PLAINS 6

d20/d12/d8/d6	Item
4	Black Chilli
5	Wild Rose
6	Berry
7	Carrot
8	Gas-filled Pumpkin
9	Dry Tumbleweed
10	Bell Bush
11	Animal Nip
12	Tea Leaves
13	Goodberry Bush
14	Four-leaf clover
15	Oily shrubbery
16	Dandelion Light
17	10 Feet Branch
18	Thorned Nectar
19	Once-in-the-lifetime Pumpkin
20	Truffles
21	Lightning Flower
22	Half-White, Half-Black Flower
23	Power-infused Thistle
24	Harmonica Fruit
25	Cryptic beans
26	Invasive Plant
27	Euphoric Grapes
28	Head in the Clouds
29	Strawman Bush
30	Fevered Dream
31	Scrying Beans
32	Immortal Lily
33	Giant Scales
34	Sturdy Undergrowth
35	Snow-White Blossom
36	Scorching Grass
37	Hard-shelled Beans
38	Unidentifiable Scrub
39	Blood in the Wind
40	Bad Omen
41	Valley Kraken
42	Dead or Alive
43	Sunflower
44	Tracker
45	Twirling Piper
46	Name Thief

MOUNTAIN 0

d4	Item
1	Wild Rose
2	Berry
3	Sturdy Vine
4	Cached Nuts

MOUNTAIN 2

d12/d6	Item
2	No plant found
3	Wild Rose
4	Berry
5	Sturdy Vine
6	White Lotus
7	Shaking Chestnuts
8	Bell Bush
9	Animal Nip
10	Tea Leaves
11	Goodberry Bush
12	Four-leaf clover
13	Oily shrubbery
14	Cached Nuts
15	Northern Evergreen
16	Unidentifiable Scrub
17	Lucky Charm
18	Moving Nest

MOUNTAIN 3

d20/d8	Item
2	Wild Rose
3	Berry
4	Sturdy Vine
5	White Lotus
6	Shaking Chestnuts
7	Bell Bush
8	Animal Nip
9	Tea Leaves
10	Goodberry Bush
11	Four-leaf clover
12	Oily shrubbery
13	Nightshade
14	Homeopathic Mold
15	Poison Leaves
16	Pale-blue Flower
17	Salamander Flower
18	Power-infused Thistle
19	Harmonica Fruit
20	Enchanted Branch
21	Cached Nuts
22	Northern Evergreen
23	Unidentifiable Scrub
24	Shadow Peyote
25	Lucky Charm
26	Oddly Specific Tree
27	Soulswap
28	Moving Nest

MOUNTAIN 4

d20/d12/d4	Item
3	No plant found
4	Wild Rose
5	Berry
6	Sturdy Vine
7	White Lotus
8	Shaking Chestnuts
9	Bell Bush
10	Animal Nip
11	Tea Leaves
12	Goodberry Bush
13	Four-leaf clover
14	Oily shrubbery
15	Nightshade
16	Homeopathic Mold
17	Poison Leaves
18	Pale-blue Flower
19	Salamander Flower
20	Power-infused Thistle
21	Harmonica Fruit
22	Invasive Plant
23	Soothing Petals
24	Head in the Clouds
25	Strawman Bush
26	Neck Breaker
27	Enchanted Branch
28	Cached Nuts
29	Northern Evergreen
30	Snow-White Blossom
31	Unidentifiable Scrub
32	Shadow Peyote
33	Lucky Charm
34	Oddly Specific Tree
35	Soulswap
36	Moving Nest

MOUNTAIN 5

d20/d12/d6	Item
3	Wild Rose
4	Berry
5	Sturdy Vine
6	White Lotus
7	Shaking Chestnuts
8	Bell Bush
9	Animal Nip
10	Tea Leaves
11	Goodberry Bush
12	Four-leaf clover
13	Oily shrubbery
14	Nightshade
15	Homeopathic Mold
16	Poison Leaves
17	Pale-blue Flower
18	Salamander Flower
19	Power-infused Thistle
20	Harmonica Fruit
21	Invasive Plant
22	Soothing Petals
23	Head in the Clouds
24	Strawman Bush
25	Tree of the Living Death
26	Fevered Dream
27	Neck Breaker
28	Bond Breaker
29	Enchanted Branch
30	Cached Nuts
31	Northern Evergreen
32	Snow-White Blossom
33	Unidentifiable Scrub
34	Shadow Peyote
35	Lucky Charm
36	Oddly Specific Tree
37	Soulswap
38	Moving Nest

MOUNTAIN 6

d20/d12/d8	Item
3	No plant found
4	Wild Rose
5	Berry
6	Sturdy Vine
7	White Lotus
8	Shaking Chestnuts
9	Bell Bush
10	Animal Nip
11	Tea Leaves
12	Goodberry Bush
13	Four-leaf clover
14	Oily shrubbery
15	Nightshade
16	Homeopathic Mold
17	Poison Leaves
18	Pale-blue Flower
19	Salamander Flower
20	Power-infused Thistle
21	Harmonica Fruit
22	Invasive Plant
23	Soothing Petals
24	Head in the Clouds
25	Strawman Bush
26	Tree of the Living Death
27	Fevered Dream
28	Neck Breaker
29	Immortal Lily
30	Bond Breaker
31	Enchanted Branch
32	Cached Nuts
33	Northern Evergreen
34	Snow-White Blossom
35	Unidentifiable Scrub
36	Shadow Peyote
37	Lucky Charm
38	Oddly Specific Tree
39	Soulswap
40	Moving Nest

CAVE 0

d4	Item
1	No plant found
2	No plant found
3	Crystal Flower
4	Dark Leaves

CAVE 2

d8	Item
1	Medical Leaves
2	Crystal Flower
3	Corpse Flower
4	Animal Nip
5	Copycat Fertilizer
6	Dark Leaves
7	Guttator
8	Lichen Shroud

CAVE 3

d20	Item
1	Medical Leaves
2	Crystal Flower
3	Corpse Flower
4	Animal Nip
5	Copycat Fertilizer
6	Nightshade
7	Homeopathic Mold
8	Living Ice Crystal
9	Poison Leaves
10	Truffles
11	Ghost Melon
12	Harmonica Fruit
13	Dark Leaves
14	Guttator
15	Lichen Shroud
16	Nightmare Flower
17	Valley Kraken
18	Cleanser
19	Living Web
20	Sludge Flower

CAVE 4

d20/d8	Item
2	Medical Leaves
3	Crystal Flower
4	Corpse Flower
5	Animal Nip
6	Copycat Fertilizer
7	Nightshade
8	Homeopathic Mold
9	Living Ice Crystal
10	Poison Leaves
11	Truffles
12	Ghost Melon
13	Harmonica Fruit
14	Invasive Plant
15	Night Tulip
16	Head in the Clouds
17	Assimilation Plant
18	Mirror Moss
19	Dark Leaves
20	The Forbidden Fruit
21	Vanisher
22	Guttator
23	Lichen Shroud
24	Nightmare Flower
25	Valley Kraken
26	Cleanser
27	Living Web
28	Sludge Flower

CAVE 5

d20/d12	Item
2	No plant found
3	Medical Leaves
4	Crystal Flower
5	Corpse Flower
6	Animal Nip
7	Copycat Fertilizer
8	Nightshade
9	Homeopathic Mold
10	Living Ice Crystal
11	Poison Leaves
12	Truffles
13	Ghost Melon
14	Harmonica Fruit
15	Invasive Plant
16	Night Tulip
17	Head in the Clouds
18	Tree of the Living Death
19	Assimilation Plant
20	Thiefs Dream
21	Mirror Moss
22	Dark Leaves
23	The Forbidden Fruit
24	Vanisher
25	Last Stand
26	Guttator
27	Lichen Shroud
28	Nightmare Flower
29	Valley Kraken
30	Cleanser
31	Living Web
32	Sludge Flower

CAVE 6

d20/d12	Item
2	Medical Leaves
3	Crystal Flower
4	Corpse Flower
5	Animal Nip
6	Copypcat Fertilizer
7	Nightshade
8	Homeopathic Mold
9	Living Ice Crystal
10	Poison Leaves
11	Truffles
12	Ghost Melon
13	Harmonica Fruit
14	Invasive Plant
15	Night Tulip
16	Head in the Clouds
17	Tree of the Living Death
18	Assimilation Plant
19	Immortal Lily
20	Thiefs Dream
21	Mirror Moss
22	Dark Leaves
23	The Forbidden Fruit
24	Vanisher
25	Last Stand
26	Guttator
27	Lichen Shroud
28	Nightmare Flower
29	Valley Kraken
30	Cleanser
31	Living Web
32	Sludge Flower

COAST 0

d4	Item
1	No plant found
2	Wild Rose
3	Berry
4	Dark Leaves

COAST 2

d12/d4	Item
2	No plant found
3	Wild Rose
4	Berry
5	Gas-filled Pumpkin
6	Dry Tumbleweed
7	Bell Bush
8	Animal Nip
9	Four-leaf clover
10	Oily shrubbery
11	Dandelion Light
12	Sturdy Undergrowth
13	Dark Leaves
14	Hard-shelled Beans
15	Unidentifiable Scrub
16	Willow Bark

COAST 3

d20/d6	Item
2	Wild Rose
3	Berry
4	Gas-filled Pumpkin
5	Dry Tumbleweed
6	Bell Bush
7	Animal Nip
8	Four-leaf clover
9	Oily shrubbery
10	Dandelion Light
11	Good-Luck Lily Pad
12	Tentacle Weed
13	Poison Leaves
14	Once-in-the-lifetime Pumpkin
15	Truffles
16	Power-infused Thistle
17	Harmonica Fruit
18	Cryptic beans
19	Sturdy Undergrowth
20	Dark Leaves
21	Hard-shelled Beans
22	Unidentifiable Scrub
23	Soulswap
24	Willow Bark
25	Twirling Piper
26	Gnome Tree

COAST 4

d20/d8/d6	Item
3	Wild Rose
4	Berry
5	Gas-filled Pumpkin
6	Dry Tumbleweed
7	Bell Bush
8	Animal Nip
9	Four-leaf clover
10	Oily shrubbery
11	Dandelion Light
12	Good-Luck Lily Pad
13	Tentacle Weed
14	Poison Leaves
15	Once-in-the-lifetime Pumpkin
16	Truffles
17	Power-infused Thistle
18	Harmonica Fruit
19	Cryptic beans
20	Invasive Plant
21	Hallucinogenic Mushroom
22	Euphoric Grapes
23	Head in the Clouds
24	Tear of a Goddess
25	Scrying Beans
26	Sturdy Undergrowth
27	Dark Leaves
28	Hard-shelled Beans
29	Unidentifiable Scrub
30	Soulswap
31	Devil Whisperer
32	Willow Bark
33	Twirling Piper
34	Gnome Tree

COAST 5

d20/d12/d6	Item
3	No plant found
4	Wild Rose
5	Berry
6	Gas-filled Pumpkin
7	Dry Tumbleweed
8	Bell Bush
9	Animal Nip
10	Four-leaf clover
11	Oily shrubbery
12	Dandelion Light
13	Good-Luck Lily Pad
14	Tentacle Weed
15	Poison Leaves
16	Once-in-the-lifetime Pumpkin
17	Truffles
18	Power-infused Thistle
19	Harmonica Fruit
20	Cryptic beans
21	Invasive Plant
22	Hallucinogenic Mushroom
23	Euphoric Grapes
24	Head in the Clouds
25	Tear of a Goddess
26	Charcoal-Black Plant
27	Blood Algae
28	Scrying Beans
29	Oceans Test
30	Sturdy Undergrowth
31	Dark Leaves
32	Hard-shelled Beans
33	Unidentifiable Scrub
34	Soulswap
35	Devil Whisperer
36	Willow Bark
37	Twirling Piper
38	Gnome Tree

COAST 6

d20/d12/d6	Item
3	Wild Rose
4	Berry
5	Gas-filled Pumpkin
6	Dry Tumbleweed
7	Bell Bush
8	Animal Nip
9	Four-leaf clover
10	Oily shrubbery
11	Dandelion Light
12	Good-Luck Lily Pad
13	Tentacle Weed
14	Poison Leaves
15	Once-in-the-lifetime Pumpkin
16	Truffles
17	Power-infused Thistle
18	Harmonica Fruit
19	Cryptic beans
20	Invasive Plant
21	Hallucinogenic Mushroom
22	Euphoric Grapes
23	Head in the Clouds
24	Tear of a Goddess
25	Charcoal-Black Plant
26	Blood Algae
27	Scrying Beans
28	Immortal Lily
29	Oceans Test
30	Sturdy Undergrowth
31	Dark Leaves
32	Hard-shelled Beans
33	Unidentifiable Scrub
34	Soulswap
35	Devil Whisperer
36	Willow Bark
37	Twirling Piper
38	Gnome Tree

TROPICS 0

d6	Item
1	No plant found
2	Berry
3	Fast-growing Ivy
4	Sturdy Vine
5	Tall Palm
6	Rainbane

TROPICS 2

d8/d8	Item
2	Medical Leaves
3	Berry
4	Fast-growing Ivy
5	Sturdy Vine
6	Corpse Flower
7	Copypcat Fertilizer
8	Spotted Mushroom
9	Tall Palm
10	Rainbane
11	Coconut
12	Giant Palm Leaves
13	Acoustic Pitcher
14	Guttator
15	Lucky Charm
16	Moving Nest

TROPICS 3

d12/d12/d6	Item
3	Medical Leaves
4	Berry
5	Fast-growing Ivy
6	Sturdy Vine
7	Corpse Flower
8	Copypcat Fertilizer
9	Spotted Mushroom
10	Amortentia
11	Spreading Roots
12	Poison Leaves
13	Tall Palm
14	Rainbane
15	Coconut
16	Giant Palm Leaves
17	Acoustic Pitcher
18	Guttator
19	Lucky Charm
20	Living Vine
21	Traveler
22	Bad Omen
23	Phantom Feast
24	Oddly Specific Tree
25	Pocket Paradise
26	Soulswap
27	Nightmare Flower
28	Valley Kraken
29	Moving Nest
30	Gnome Tree

TROPICS 4

d20/d12/d6	Item
3	No plant found
4	Medical Leaves
5	Berry
6	Fast-growing Ivy
7	Sturdy Vine
8	Corpse Flower
9	Copycat Fertilizer
10	Spotted Mushroom
11	Amortentia
12	Spreading Roots
13	Poison Leaves
14	Tree of Paradise
15	Hallucinogenic Mushroom
16	Tall Palm
17	Rainbane
18	Coconut
19	Giant Palm Leaves
20	Acoustic Pitcher
21	Guttator
22	Lucky Charm
23	Living Vine
24	Traveler
25	Bad Omen
26	Phantom Feast
27	Oddly Specific Tree
28	Pocket Paradise
29	Soulswap
30	Nightmare Flower
31	Valley Kraken
32	Dead or Alive
33	Dragon Coffee
34	Devil Whisperer
35	Corrosive Leaves
36	Moving Nest
37	Gnome Tree
38	Blabbeler

TROPICS 5

d20/d12/d8	Item
3	Medical Leaves
4	Berry
5	Fast-growing Ivy
6	Sturdy Vine
7	Corpse Flower
8	Copycat Fertilizer
9	Spotted Mushroom
10	Amortentia
11	Spreading Roots
12	Poison Leaves
13	Tree of Paradise
14	Hallucinogenic Mushroom
15	Symbiotic Death
16	Parasite Mushroom
17	Tall Palm
18	Rainbane
19	Coconut
20	Giant Palm Leaves
21	Acoustic Pitcher
22	Guttator
23	Lucky Charm
24	Living Vine
25	Traveler
26	Bad Omen
27	Phantom Feast
28	Oddly Specific Tree
29	Pocket Paradise
30	Soulswap
31	Nightmare Flower
32	Valley Kraken
33	Dead or Alive
34	Dragon Coffee
35	Devil Whisperer
36	Corrosive Leaves
37	Jungle King
38	Moving Nest
39	Gnome Tree
40	Blabbeler

TROPICS 6

d20/d20	Item
2	Medical Leaves
3	Berry
4	Fast-growing Ivy
5	Sturdy Vine
6	Corpse Flower
7	Copycat Fertilizer
8	Spotted Mushroom
9	Amortentia
10	Spreading Roots
11	Poison Leaves
12	Tree of Paradise
13	Hallucinogenic Mushroom
14	Immortal Lily
15	Symbiotic Death
16	Parasite Mushroom
17	Tall Palm
18	Rainbane
19	Coconut
20	Giant Palm Leaves
21	Acoustic Pitcher
22	Guttator
23	Lucky Charm
24	Living Vine
25	Traveler
26	Bad Omen
27	Phantom Feast
28	Oddly Specific Tree
29	Pocket Paradise
30	Soulswap
31	Nightmare Flower
32	Valley Kraken
33	Dead or Alive
34	Dragon Coffee
35	Devil Whisperer
36	Corrosive Leaves
37	Jungle King
38	Moving Nest
39	Gnome Tree
40	Blabbeler

URBAN 0

d4	Item
1	Carrot
2	Firewood
3	Chamomile
4	Sunflower

URBAN 2

d12/d4	Item
2	No plant found
3	Carrot
4	Animal Nip
5	Goodberry Bush
6	Four-leaf clover
7	Firewood
8	Lichen Shroud
9	Chamomile
10	Sunflower
11	Cobblecap Moss
12	Magpie Nest
13	Willow Bark
14	Moving Nest
15	Fertile Fields
16	Marker Moss

URBAN 3

d12/d12/d6	Item
3	Carrot
4	Animal Nip
5	Goodberry Bush
6	Four-leaf clover
7	Oak bark
8	Firewood
9	False Hope
10	Date of Love
11	Shadow Peyote
12	Lichen Shroud
13	Chamomile
14	Sunflower
15	Cobblecap Moss
16	Magpie Nest
17	Willow Bark
18	Moving Nest
19	Fertile Fields
20	Marker Moss
21	Spell Drinker
22	Cleanser
23	Empyrean Yeast
24	Tracker
25	Living Web
26	Curse Bleeder
27	Twirling Piper
28	Gnome Tree
29	Sludge Flower
30	Cinderleaf

URBAN 4

d20/d8/d8	Item
3	Carrot
4	Animal Nip
5	Goodberry Bush
6	Four-leaf clover
7	Oak bark
8	Euphoric Grapes
9	Strawman Bush
10	Firewood
11	False Hope
12	Date of Love
13	Shadow Peyote
14	Lichen Shroud
15	Chamomile
16	Sunflower
17	Cobblecap Moss
18	Magpie Nest
19	Willow Bark
20	Moving Nest
21	Fertile Fields
22	Marker Moss
23	Spell Drinker
24	Cleanser
25	Empyrean Yeast
26	Tracker
27	Living Web
28	Curse Bleeder
29	Twirling Piper
30	Gnome Tree
31	Sludge Flower
32	Cinderleaf
33	Blabbeler
34	Name Thief
35	Symbiotic Succulents
36	Thorny Prison

URBAN 5

d20/d12/d6	Item
3	No plant found
4	Carrot
5	Animal Nip
6	Goodberry Bush
7	Four-leaf clover
8	Oak bark
9	Euphoric Grapes
10	Strawman Bush
11	Firewood
12	False Hope
13	Date of Love
14	Shadow Peyote
15	Lichen Shroud
16	Chamomile
17	Sunflower
18	Cobblecap Moss
19	Magpie Nest
20	Willow Bark
21	Moving Nest
22	Fertile Fields
23	Marker Moss
24	Spell Drinker
25	Cleanser
26	Empyrean Yeast
27	Tracker
28	Living Web
29	Curse Bleeder
30	Twirling Piper
31	Gnome Tree
32	Sludge Flower
33	Cinderleaf
34	Blabbeler
35	Name Thief
36	Symbiotic Succulents
37	Thorny Prison
38	The Hanging Tree

URBAN 6

d20/d12/d6	Item
3	No plant found
4	Carrot
5	Animal Nip
6	Goodberry Bush
7	Four-leaf clover
8	Oak bark
9	Euphoric Grapes
10	Strawman Bush
11	Firewood
12	False Hope
13	Date of Love
14	Shadow Peyote
15	Lichen Shroud
16	Chamomile
17	Sunflower
18	Cobblecap Moss
19	Magpie Nest
20	Willow Bark
21	Moving Nest
22	Fertile Fields
23	Marker Moss
24	Spell Drinker
25	Cleanser
26	Empyrean Yeast
27	Tracker
28	Living Web
29	Curse Bleeder
30	Twirling Piper
31	Gnome Tree
32	Sludge Flower
33	Cinderleaf
34	Blabbeler
35	Name Thief
36	Symbiotic Succulents
37	Thorny Prison
38	The Hanging Tree