**Proficiency 0**

**Rolling Cactus**

*Desert*

- Full of drinkable juice.

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

**Scorching Grass**

*Desert, Plains*

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

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

**Desert Jasmine**

*Desert*

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

**Reuse: Black Chilli, Wild Rose**

**Proficiency 2**

**Prickly Cactus**

*Desert*

- Stick its spikes on 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 fades away. You take 1 piercing damage whenever you make a step.

**Hard-shelled Beans**

*Desert, Coast, Plains*

- Chewed:

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

- Left in water (3 days):

Softens and can be used as three food rations.

**Pheromoner**

*Desert*

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

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

**Unidentifiable Scrub**

*Desert, Mountain, Plains*

- Boil in water and drink:

Roll Nature: On 18+ the drink recovers you 1d6d hp, on 14+ you enjoy a delicious and unique tea. On 6 or less, 1 it’s a poison, covering you with rashes.

*Its really hard to say which it is.*

**Stump Canal**

*Desert*

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.*

**Reuse: Dry Tumbleweed, Shaking Chestnuts, Oily Shrubbery**

**Proficiency 3**

**False Hope**

*Desert*

Event: 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 then.

- Place an item belonging to a dead creature on the flower

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.*

**Date of love**

*Desert, Forest*

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.

**Baobab Tower**

*Desert*

Event: The air in the area around the tree is distorted so 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 whole day):

The roots of this tree form a map of the local area.

- Carve (3 whole 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**

*Desert, Plains*

Event: 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).

- Choose one. Collect piece of 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.

**Initiation Ritual**

*Desert, Mountain*

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.

*One of us.*

**Reuse: Thorned Nectar, Lightning Flower, Salamander Flower, Power-Infused Thistle**

**Proficiency 4**

**The Forbidden Fruit**

*Desert, Cave*

- Consume:

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”*

**Desert Siren**

*Desert*

Event: 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.

- Consume:

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

- Refine into oil (Alchemy kit: 10g):

When this oil is applied to a melee weapon, its next three attacks melt opponent’s armor, reducing their AC by -1 each.

**Name is a work in progress…**

Event: 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.

Add spores when forging a weapon:

The weapon becomes permanently invisible.

**Reuse: Scrying Beans, Tear of a Goddess, Strawman Bush**

**Proficiency 5**

**Last Stand**

*Desert, Cave*

- Smelled: All sleeping creatures in 15 ft. radius get instantly awake and can’t get back to sleep for the next 4 hours.

- Refined (Alchemist lab, 100g), eaten: Regain all hit points, 30 extra movement speed, and advantage on all melee attacks for the next 6 turns. At the end of every turn gain a point of exhaustion.

**Burning Temptation**

*Desert*

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

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.

**Reuse: Charcoal-Black Plant**

**Proficiency 6**

**Reuse: Immortal Lily**