



PLANTS AND FUNGI OF THE REALMS



WRITTEN BY B SIMON SMITH

CREDITS

Written by: B Simon Smith
Artwork: James Beihl , B Simon Smith

Additional public domain stock images used under a Creative Commons license.

TABLE OF CONTENTS

Introduction	2
Plants and Fungi of the Realms	3
Alcohols, Herbalism and Poisons	25
Open Game License	30

Referenced Material:

"A Dozen and One Adventures" by Steve Kurtz
"City of Gold" by John Nephew and Jonathan Tweet
"City of Splendors: Waterdeep" by Eric L. Boyd
"Corsairs of the Great Sea" by Nicky Rea
"Darkwalker on Moonshae" by Douglas Niles
"Dungeon Master's Guide (3rd edition)" by Monte Cook, Jonathan Tweet, and Skip Williams
"Elminster's Ecologies (Explorer's Manual)" by James Butler, Elizabeth T. Danforth, Jean Rabe
"Elminster's Ecologies Appendix I: The Battle of Bones / Hill of Lost Souls" by Donald J. Bingle
"Eye on the Realms: Spellslayer Wine." Dungeon #195, by Ed Greenwood
"Forgotten Realms Campaign Setting (3rd edition)" by Ed Greenwood, Sean K. Reynolds, Skip Williams, and Rob Heinsoo
"Kara-Tur: The Eastern Realms (Volume II)" by Mike Pondsmith, Jay Batista, Rick Swan, John Nephew, Deborah Christian
"Magic of Faerûn" by Sean K. Reynolds, Duane Maxwell, Angel McCoy
"Shining South" by Thomas Reid
"Silver Marches" by Ed Greenwood and Jason Carl
"Swamp Dangers" Dungeon #126, by Jason Bulmahn
"Unapproachable East" by Richard Baker, Matt Forbeck, Sean K. Reynolds
"Volo's Guide to All Things Magical" by Ed Greenwood, Eric L. Boyd
"Volo's Guide to Cormyr" by Ed Greenwood



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2016 by B Simon Smith and published under the Community Content Agreement for Dungeon Masters Guild.

SPECIAL THANKS TO GARY GYGAX AND DAVE ARNESON FOR THE GAME THEY CREATED.

**ADDITIONAL THANKS TO ED GREENWOOD, AND HIS AMAZING IMAGINATION
THAT GIFTED US ALL WITH THE FORGOTTEN REALMS.**

INTRODUCTION

The Realms are vast, and there are a plethora of interesting things that spring up from the soil. Bushes, flowers and trees are all around, covering the Realms in various shades of green. Even in the far north amidst the ice, and the most inhospitable deserts, something grows. The Underdark even breeds strange things that grow far from the light of the sun.

Shamans and druids often find uses for the various parts of many plants, while alchemists grind up leaves and stems to add to their potions and powders. Vintners are always looking for another sweet berry that makes an interesting wine, and craftsmen create works of art from the various woods that grow throughout Faerun.

What soldier wouldn't want his shield made of lightweight Darkwood, as durable as steel, but much less heavy? And what ship captain wouldn't prefer his mainmast made of stronger wood?

What follows is a compilation of various choice plants and fungi throughout the Realms, from the Sword Coast to far off Maztica and Kara-Tur. Not all of the various species could be included in a single volume, as there are hundreds of species of plants and fungi that inhabit the world of Toril.

IDENTIFICATION

When coming across an unusual plant or fungus for the first time, a character may have no idea of the uses or dangers associated with the particular species. Unknowingly they may blunder into the arms of a dangerous tree, or they may unwittingly eat a handful of berries that appear friendly, but have disasterous effects upon their health.

To identify a particular plant or fungus, the character must make an Intelligence (Nature) skill check, with the Difficulty determined by the plant or fungus. The Difficulty reflects not only scarcity, but also notoriety, as some much sought after plants are well known. Success reveals all of the information about the flora in question, including what parts of it might be used for.

Additionally, there are a variety of dangerous flora, not only those that physically lash out, but also those that bear poisonous fruit or thorns. Before a character comes into contact with such, the Dungeon Master should allow them a Wisdom (Survival) skill check, with the difficulty determined by the plant or fungus. Should they pass, they instantly realize that such is harmful, whether a tree seeks to strangle prey that ventures too close, or if the berries they are about to eat are poisonous.

Due to their familiarity with the wilderness, Rangers gain Advantage to such skill checks to identify any plant within their Favored Terrain.



PLANTS AND FUNGI OF THE REALMS

Aadarna

Geography: Temperate swamps

Identify Check: DC 13

Value: 2 gold pieces per root

A tough plant that grows on the edges of swamps, the stem grows symmetrical pairs of stiff oval leaves. During warmer months the plant blossoms into violet flowers.

The large roots of the plant can be ground into a powder, and is the main ingredient in a potion that allows people to see into other realms, often referred to as Sight Beyond.

Allathorne

Geography: Icewind Dale, the Great Glacier, Icerim Mountains

Identify Check: DC 15

Value: 1 copper per berry

Growing in the cold north, this scraggly and thorny bush endures extreme hardships, and only blossoms for a few short weeks during the year. The sparse leaves of the plant are large and waxy, and point upward toward the sun. While some of the bush remains above ground, the majority of the plant is an extensive root system that spreads far and deep beneath the earth.

Brewing the dried berries into a strong and bitter tea creates a drink that staves off the cold, and is a much sought after drink in Neverwinter.

Alligator Teeth

Geography: Thay, the Shaar Desolation

Identify Check: DC 11

Value: 2 coppers per bush

A rough bush that primarily inhabits rocky regions, and grows to about the height of a man and similar in diameter. The stalk of the plant is covered in sharp white thorns, providing the plant's namesake. Villagers often cultivate rows of the plant as a measure of safety.

Spiders also seem overly attracted to the bush. It is rare to see such a bush without the glimmer of webbing in between the thorny branches.

Angakara Tree

Geography: Kara-Tur

Identify Check: DC 9

A broad oak that sprouts many branches and is often covered by a multitude of light green leaves. In previous ages, the tree was favored for the construction of bows. However, due to increasing rarity, the nation has sought other sources of wood.

The tree once thrived in the area now occupied by the Dragonwall. However, many of the trees were felled during the construction of the Great Wall, and have never grown back. Those few trees that lay on the side of the Horse-Plains have withered and perished, leaving behind ancient reminders of what once was.

Angel's Cactus

Geography: Calim Desert, Thay

Identify Check: DC 9

Value: 5 silver for a bottle of cactus water

This barrel shaped cactus sprouts a pair of symmetrical branches that are broad and flattened, giving an appearance much like "wings". The cactus is covered by tapered yellow thorns, often giving the cactus an appearance of having a golden aura. In the cooler months, the cactus sprouts clusters of small white flowers.

Tapping the water contained within the cactus and distilling it over a period of months creates an interesting tasting wine. Those drinking it say that it tastes fruity, but with a touch of something they can't quite place. This wine is often called "Angel Wine", and is sold by Thayan merchants throughout Faerun.

Azure Leaves

Geography: Cormanthor, the Sword Coast, Wealdath

Identify Check: DC 11

Value: 1 silver per leaf

These tenacious vines grow in the darkest parts of deep forests, winding and wrapping their way around tree trunks and branches. While the vines are a deep shade of green, the leaves are an odd shade of blue.

Drying the leaves and then smoking them provides the smoker a sense of euphoria and calmness that lasts for several minutes. However, the leaves are fairly addicting, and in some cities the possession of such leaves are a criminal offense.



Balon's Fruit

Geography: Calimshan, Raurin Desert, Netheril

Identify Check: DC 9

Value: 5 silver per fruit

Growing close to the ground in areas with minimal water, the plant only sprouts a trio of wide leaves which spread outward to absorb as much moisture as possible. Below the sand the root system delves deep to find hidden reservoirs of water that are not evident on the surface.

Also known as “bread of the desert”, this plant develops large spherical fruits nearly the size of a man’s head. These fruits have a tough and leathery exterior, but when cut open, the fruit has the consistency of fluffy bread or cake. The seeds of the fruit are quite small. Each fruit contains enough nutrients to sustain four people for a day.

Unfortunately, farming the plant seems to be near impossible. The seeds must be within a medium-size creature when it dies, at which point the release of certain gasses causes the seeds to mature and greedily absorb as much moisture and nutrients from the corpse as possible. This rich bounty allows the plant to develop a strong root system.

Bija Tree

Geography: Quang Muku Forest, Kara-Tur

Identify Check: DC 13

Value: 1 gold per handful of seeds

A leafy evergreen tree, the trunks grow about as round as a man can reach, and their boughs are often fashioned into brooms by the common people.

The seeds hold another use, and is often ground into a fine powder called Green Sleeping Dust. The dust is primarily used by ninja in service to the Soretyo family of Foo Nakar.

Bison-gourd

Geography: Pelleor's Prairie, Hill of Lost Souls

Identify Check: DC 9

Value: 2 copper per leaf

A vine that grows along the ground, the plant has irregular shaped leaves, and during warmer months the plant produces large yellow flowers shaped like trumpets. The flowers later turn into yellow and orange fruit with a slightly salty taste.

The plant’s seeds could be harvested to extract the oil that works well as an insect repellent. The odor from the oil is almost imperceptible to people, but is effective at repelling bothersome insects.

Bittergar Bush

Geography: Temperate plains and forests

Identify Check: DC 13

Value: 5 gold per pound

A small thistle-like shrub that grows in most low-lying areas in Faerun, the leaves are the source of the herb called drace. While raw drace is horribly bitter, once cooked it provides a delightful seasoning which enhances the other flavors of other food.

Blackcorn

Geography: Temperate and tropical swamps

Identify Check: DC 15

Value: 10 gold per pound

Resembling actual corn, but in far miniature, the plants generally grow on the edges of swamps and other humid areas. Unlike corn, it is overly difficult to cultivate and farm, which attributes to the rarity of the plant.

Upon ripening, small ears of violet and coal colored corn stand upon the tips of the plant stalks. Eating the kernels provides a bitter taste to those willing to try it. However, the vegetable is prized not for eating, but for making a sweet alcohol called Blackcorn Whiskey that has a strong flavor of plums.

Blackroot

Geography: Underdark

Identify Check: DC 15

Value: 10 gold per root

A thin vine that has small dark leaves, the vine predominantly grows underground near lakes and pools. The vine generally grows in places where a small bit of light occurs, sometimes thriving off of the glow provided by phosphorescent moss.

Drow seek out the vine, to harvest the root, which is small and twisted. They then grind the root into powder, so that it might be distilled to make Blackroot Poison.

Bloodpurge

Geography: Freshwater marshes

Identify Check: DC 13

Value: 2 silver per plant

Floating on the surface of marshes, the plant consists of a cluster of broad, waxy leaves, and a single root that trails down into the water. The leaves are a bright green with red capillaries. During the warmer months a bright red flower sprouts from the top.

Drying the plant causes it to turn into a flaky powder, which is often used in a distilled tincture to neutralize minor poisons. A single dose of Bloodpurge powder costs about 15 gold pieces.

Bloodroot

Geography: Mhair Jungles

Identify Check: DC 17

Value: 1,000 gold pieces per root

A short plant that grows deep in the jungle, the stalks are covered with long pointed leaves. The plant also blossoms red flowers that appear to be similar to roses. Unearthing the plant reveals a massive crimson root that has a faint coppery scent.

Many people seek out the plant for the root, which is said to ensure robust fortitude in those that consume it. Although the initial rush of blood throughout the body causes people to become momentarily stunned, it is often still complimented for the other effects, which some say causes increased virility.

What few know is that the root is also sought after by vampires, as it causes increased effects to their undead physiology. Many such creatures take steps to covertly acquire the plant.

Adventure Idea: Jungle Escort

A wealthy vampire hires the PCs through a living minion, for the sheer purpose of venturing into the Mhair Jungles. While the stated purpose is to protect the minion as they investigate some ancient ruins, the true reason is to harvest some nearby Bloodroot and return it to the vampire.

Bloodspine

Geography: Netheril, Thay, Plains of Purple Dust

Identify Check: DC 15

A succulent plant growing in rocky soil, a cluster of thick leaves reach upward toward the sky, their edges covered in sharp thorns and the tips bearing a single crimson spine.

Interestingly, the plant secretes a slight poison from these spines which may cause paralysis in small animals or the infirm. Those with harder constitutions seek out the poison, as it provides a slight euphoric effect in addition to the paralysis.

Bloodstaunch

Geography: Arid, temperate regions

Identify Check: DC 11

Value: 10 gold per plant

A small, leafy herb that is often found in gullies and ravines in arid regions and foothills. The herb has bright green leaves, and smells faintly like honey crossed with fresh rainfall.

Grinding up the plant creates a powder that can be used on open wounds to quickly causing bleeding to slow or stop. Applying the herb to a bleeding wound grants the recipient a single hit point, and grants another saving throw to any bleeding effects.

Blueleaf

Geography: Humid temperate and subarctic climates

Identify Check: DC 7

Known for the gleaming blue color of the leaves, the tree often grows in thick copes throughout the north. The thin trunks of the trees are remarkably durable, despite high winds and heavy snowfall, and one use of the tree is the wood, which is often used by the Volodni craftsmen to create weapons and armor. Magically treating the wood, which is called "bluewood", causes it to become as hard as steel, although only weighing half as much. High priced entertainers often burn small pieces of the wood, which creates leaping blue flames.

The leaves and sap are often ground in the creation of a vivid blue dye that is used to dye clothes in the North, and often in the creation of inks for tattoos. One pirate fleet that has plagued the Sword Coast in recent years is notorious for their crews bearing frightening looking blue tattoos covering their faces.

Butterspice Weed

Geography: Northern Faerun

Identify Check: DC 9

Value:

A short leafy plant, the top sprouts large yellow flowers upon reaching maturity. The plant is quite hardy and can grow in a surprising wide variety of places.

The most renown quality of the plant is that the leaves can be harvested and cured, becoming crumbly brown flakes which can be smoked. It is quite well known among halflings, which often grow it in small patches along with other crops. Those that smoke the weed claim that it has a smooth spicy flavor.

Calacaza Bush

Geography: Ocostun Jungle, Maztica

Identify Check: DC 9

Value: 50 gold per handful of berries

A fragrant bush that grows in the dense jungle, the veined leaves and branches are a pale green, and the plant appears to strive to reach upward toward the canopy above. At the end of each branch are clusters of small white flowers or berries, depending on the time of year.

The small white berries that the plant produces are actually quite poisonous. Local tribes avoid the berries unless they are using them to coat their arrowheads and blowgun darts.





Calim Cactus

Geography: Calim Desert

Identify Check: DC 9

Small pale cacti covered in yellow needle-like thorns, the cacti are less than a foot tall. Beneath the sand the cacti have extensive root systems that spread for several feet around the cactus.

Strangely, the cacti seem to move. Some reports of those camping in the desert have noticed that they seem to disappear come morning, while other cacti seem to migrate to the other side of camp.

Calithil

Geography: Mountanous terrain

Identify Check: DC 13

Value: 25 gold per pound of berries

A twisted and tough vine that grows in rocky crags high in the mountains, the waxy leaves of the plant are small and grow in clumps. Small white flowers grow on the vines, which turn into light blue berries which are quite tart.

Dwarves send their children out to pick the berries, so that they may be harvested into a specialty wine. Those drinking the wine often have a feeling of invincibility.

Choking Cinder Fungus

Geography: Tropical swamps and jungles

Identify Check: DC 11

Growing on rotting wood in more moist climates, this black fungus is generally avoided by those gathering firewood. While the fungus is highly flammable, it emits poisonous fumes that burn the lungs.

Corpsebomb

Geography: Northern Faerun

Identify Check: DC 15

The fungus begins life as a tiny spore that floats along until inhaled by a creature, and lodges itself in the moist tissue of the lungs. The spore then begins to grow, causing irritation, pain, and finally death once the fungus has reached a sizable mass. Once the host creature has perished, the fungus increases growth rapidly until it pushes a hollow tendril forth from the flesh. At the exposed end of the tendril the fungus begins growing a thin membrane, which is inflated by the gasses produced by the rotting body.

Within the walls of the membrane are numerous spores, each one looking to continue the cycle. The membrane inflates to a considerable size before violently rupturing, sending the spores outward in all directions. The gas within the membrane is often highly flammable, which is where the fungus received the name.

When the membrane ruptures and disperses the spores, every breathing creature within a 40-foot radius sphere must make a DC 10 Constitution saving throw or have spores inhaled. If they fail, each hour afterward, the creature must make a Constitution saving throw with a -1 cumulative penalty to the roll. Each hour the creature suffers a cumulative 1d6 piercing damage (2d6 on the second failure, 3d6 on the third, etc.) as the fungus spreads throughout the internal organs. A single success stops the process and renders the fungus inert.

If the fungus catches fire and explodes, everyone within a 20-foot radius sphere suffers 3d6 damage on a failed Dexterity saving throw, DC 15, or half as much on a successful save. All spores are incinerated in this process.

Creeping Mangrove

Geography: Freshwater swamps

Identify Check: DC 15

Growing along the edge of the swamps, their gnarled roots reaching down into the brackish water, and their spindly branches reach into the sky. The branches are covered with small oval shaped leaves. During warmer seasons the trees bud small hard fruits that drop off to float along the slight currents of a swamp.

This species of mangroves have flourished in areas where others have perished, simply for their ability to slowly pull up roots and move to areas with more moisture. The species is also relatively destructive, as the mangroves also have been known to uproot small trees and brush, or simply walk over them and smashing them down.

Crimson Ladies

Geography: Northern Faerun

Identify Check: DC 7

Value: 1 gold per ounce of leaves

This creeping vine is found on the sides of buildings and growing along the branches of trees. The vine itself is an odd shade of purple, and has wide green leaves. In the summer, the vine sprouts red flowers that resemble a woman wearing a large dress.

The flowers that blossom on the vine can be steeped in hot water to make a poisonous tea called Crimson Tears.

Darkanda Bush

Geography: Arid deserts

Identify Check: DC 17

Value: 10 gold per ounce of leaves

This small bush grows in desolate places, often in rocky soil high upon a cliff face. The branches are covered in small thorns and are gnarled and spindly, while the leaves are ragged and dark green. The bush produces small red flowers and bitter orange berries.

When ground up and distilled, the leaves can be used to create an interesting alchemical acid called Dragon Sand.

Darkberry

Geography: Forests around the Sea of Fallen Stars

Identify Check: DC 17

Value: 5 gold per berry

Short bushes with spindly branches and fluffy green leaves, the plant is known for the unusual berries that only a few of the bushes produce. The small purple berries contain essence from the Plane of Shadow, and the bushes are said to only grow where the Shadow Weave is strongest.

When a Darkberry is split or crushed, it releases shadowstuff, creating a circle of darkness with a 5ft-radius. This darkness lasts for 1d6 rounds.

Darkhorn

Geography: Underdark

Identify Check: DC 15

Small tapered tendrils standing upward, the mushroom is quite rigid, and the black exterior makes it difficult to see in the winding caverns of the Underdark. The mushrooms have a slight musky aroma that seems vaguely familiar but is difficult to determine.

Several races seed Blackthorn mushrooms at the bottom of pits, turning them into a lethal surprise for anyone falling down upon them. Add 1d4 piercing damage to any falling damage incurred when a character falls down a hole that has Blackhorn growing at the bottom.

Darmanzar Stalk

Geography: Great Wild Wood, Cormanthor Forest

Identify Check: DC 15

Value: 10 gold per plant

Growing as a singular stalk with pairs of leaves sprouting every few inches, the Darmanzar is covered in small thorns. Touching the plant without gloves causes small cuts which grow swollen and irritated, and remain that way for several hours.

The top of the plant sprouts a large bushy bud which is a light gold color. The bud emits a curious sugary fragrance which seems to irritate and deter undead. Undead that wish to approach closer than 30 feet from the bud must make a DC 8 Wisdom saving throw.



Dathlil

Geography: Temperate areas

Identify Check: DC 5

A small white flower that grows close to the ground, and can be found across much of Faerun. The flower is often picked in spring and used for decoration among more rural folk. The petals are often used to combat poison.

Deva Tears

Geography: Northern Faerun

Identify Check: DC 11

A light blue flower that grows on a long rigid stalk covered in small leaves, the plant is often found in small clearings in wooded areas. From the flowers a thick sparkling sap is exuded once the plant reaches sexual maturity. Bees are often attracted to the sap, which contains minuscule seeds.

Many people seek out the sap of the plant, as it provides some minor restorative aid.

Devil's Crown

Geography: Netheril, Thay, the Shaar Desolation

Identify Check: DC 13

Resembling a cluster of sharp spines that curve upward, the insidious looking plant grows in rocky, inhospitable climates that have very little other life. The roots of such plants dig downward through cracks in stone, and some say that the roots of some of the older plants reach down into Hell itself. Lore about the plant states that it was once native to the infernal planes, but a few hardy seeds were transplanted into some long forgotten wasteland on Toril, and from there the plant has spread.

The plant is quite resilient and tough, with the spines holding moisture in the form of a thick red sap that causes nausea and vomiting if ingested. It is rumored that coating a blade with the sap makes wounds especially painful for celestial creatures.

Dragon's Breath

Geography: Hill of Lost Souls

Identify Check: DC 15

Value: 10 gold per plant

A stout stalk nearly bare from leaves except near the base, the plant is covered in fine red hairs that are painful to the touch, as each hair contains a minute amount of poison.

The Red Wizards have managed to cultivate small amounts of the plant, but predominantly their supply is harvested from the Hill of Lost Souls.

Adventure Idea: Loss of Profits

The Red Wizards are struggling with a loss of access to one of their highly profitable products. Something has been stalking their caravans that normally transport product around the Battle of Bones, leaving little more than the remains of scorched wagons behind. They covertly put out the word throughout the Dales and Cormyr that they are willing to pay handsomely for a "solution".

Dragon Tongue Mushrooms

Geography: Underdark, and the Western Heartlands

Identify Check: DC 15

Value: 5 gold per mushroom

The stout stalk of the mushroom is a pale yellow, which transitions to a dark brown at the top before it splits into six black protrusions that appear to be spines, but are soft to the touch.

While the mushroom itself isn't overly poisonous, it can cause hallucinations if brewed into a tea. Members of the Cult of the Dragon delve into the Underdark in order to pick the mushroom, so that they may partake of the hallucinogenic properties. Many of the cultists that hallucinate claim to hear a gravelly dead voice telling them where to find the bones of old dragons.

Duskwood

Geography: Northern Faerun

Identify Check: DC 5

The smooth black bark and lack of branches along the length of the trunk gives groves of Duskwood an unsettling appearance. The tall trunks sprout lacy branches several dozen feet off the ground, causing the ground below to be cast in shifting shadows.

Craftsmen utilize duskwood in the place of metal, and often call the wood harvested from the trees "ironwood". While such craftsmanship is seldom used for armor, it is more often used to build ship masts and building supports.

A few notable magical items, such as the Blackstaff and the Scepter of Savras were carved from duskwood.

Fairy Bells

Geography: The Sword Coast,
the Dalelands,
Chondalwood

Identify Check: DC 9

Value: 2 gold per flower

A leafy green plant that springs up in clusters, the majority of the plant is rather uninteresting, save for the violent flowers that seem to bloom almost year-round. When the wind blows through the flowers, their seeds rattle around inside and create a curious ringing sound, much like tiny bells. Many rural children enjoy picking them and weaving the flowers into their garments, which then jingle as the run and twirl.



There is also a legend that the sound of the flowers ward away evil spirits, a legend that is partially true. Any fiend must make a DC 10 Wisdom save in order to approach within 10 feet of the fairy bells or anyone wearing them.

Felsul

Geography: The Swordcoast, the Silver Marches
Identify Check: DC 7
Value: 10 gold per pound
A deciduous tree with a flaky brown reddish bark, the trunk and limbs often grow to be gnarled and twisted.

After peeling away the bark, the trees have a soft wood, which is harvested fresh to decrease nausea, and to numb the mouth. Orc shaman often harvest the wood to feed to expectant mothers.

The small yellow, purple, and red flowers which bloom in the spring are crushed to make a heady, spicy perfume which many claim to be an aphrodisiac. A sack of the flowers can fetch anywhere from 5 to 30 silver pieces.

Flamepetals

Geography: The Silver Marches, the Dalelands
Identify Check: DC 5
Value: 2 silver per flower
This large flower blooms in the height of summer, unfurling large red petals, and yellow-tipped orange tendrils which sway in the faintest of winds to give the illusion that the flower is on fire. As they often grow in large clumps, at first glance one might even believe that the ground was on fire.

Such flowers are sought to decorate during Summer Solstice and Midsummer celebrations in the Dalelands. Young women will wear them in their hair, and they are said to bring a bountiful crop to any that would plant them near their front doors.

Fleshwort

Geography: Any temperate
Identify Check: DC 13
Value: 5 silver per ounce
A short plant with grey stalks and olive color fluffy leaves, the Fleshwort thrives in areas where corpses lay. Often the plant will be seen on the site of battlefields, or where the dead were quickly buried. Some healers use the fibrous body of the Fleshwort to speed the healing process.

Firethorn

Geography: Genie's Turban, coast of Zakhara
Identify Check: DC 13
Often called the Sea Rose, this flower exists almost entirely on the Island of the Firethorns. The flower grows in such numbers that it gives the lower areas of the island a reddish hue. At night the island faintly glows from a distance due to a natural property of the flowers, and many that transverse the Great Sea know of the island's distant glow.

The island is generally uninhabited because the Firethorns are poisonous, with the exception of the fishing village of Safe Cove, and the city of Hawa. Inhabitants of both settlements are well aware of the toxicity of the flowers, and often give them a wide berth.

Ghost Tendrils

Geography: Underdark
Identify Check: DC 15
A pale collection of tendrils, the fungus crawls along the ground looking for recent corpses. Once it locates a suitable host, it quickly spreads tendrils throughout the limbs of the creature, and begins a process of limited reanimation.

While within the corpse, the fungus moves about in whatever form of locomotion the corpse was capable of in life, although lack of fine motor control often causes the corpse to stumble about on all four limbs. The fungus then searches for other possible hosts to embed with spores, often attacking warm living targets. Once embedded, the fungus require 1d6+4 hours to reach maturity where it can reanimate the host corpse.

The tendrils avoid sunlight whenever possible, as it causes the fungus to quickly dry out and perish. Thus, the fungus is often found in subterranean locations, such as crypts or in some locations of the Underdark. Local subterranean races that are aware of the fungus often dismember or burn their dead to prevent the fungus from spreading.

Ghost Tendrils

Small plant, unaligned
Armor Class 10 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 20 ft.
Str 12 (+1), Dex 6 (-2), Con 16 (+3),
Int 3 (-4), Wis 6 (-2), Cha 4 (-3)
Saving Throws Wis +1
Damage Vulnerabilities fire
Condition Immunities blinded, deafened, frightened
Senses blindsight 60ft. passive Perception 8
Languages -
Challenge 1 (200 XP)

ACTIONS

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one. Hit: 4 (1d6+1) bludgeoning damage.

REACTIONS

Regenerate. Each round the plant may feed from the corpse it inhabits, losing 1 point of Strength to heal 1d6 hit points.

Ginyak Weed

Geography: Calimshan

Identify Check: DC 7

A plague on many farmers is the invasive weed that has been known to choke out large sections of crops if left unchecked. Many farmers curse the weed, as it has been one of the many factors that caused famine in recent years.

Unfortunately, when burning the loathsome weed, it produces an acrid stench which lingers in the air for weeks afterward. Livestock dislike the smell and attempt to avoid it whenever possible.

Goblinberry Bush

Geography: Battle of Bones

Identify Check: DC 11

Value: 5 gold per pound of berries

Growing in a near desolate area, the small bushes have dark green leaves that are nearly black, with silver undersides. The bushes sporadically sprout reddish-purple berries that have a strong sharp smell that often causes people to gag.

Mixing the juice of the berries with a significant quantity of water and honey makes an interesting drink that is served sporadically in Evereska and Baldur's Gate. The juice can also be used as an astringent, if the patient can handle the smell.

Goblin Trap Plants

Geography: Temperate forests

Identify Check: DC 13

Often found in clusters, these plants resemble brown leathery vases sitting on the ground with ragged leaves splayed out around the base where thick roots grasp the earth. The tops are open, and if one should peer inside the glint of their golden seeds can be seen in the interior.

However, these plants are traps, and many explorer has come across the remains of smaller humanoids, their hands still clutching the golden seed pods. If someone is unwise enough to stick their hand within the pod, they must make a DC 15 Dexterity save or suffer 1d4 damage from the internal spines of the plant, and are then grappled. Their leathery surface has an Armor Class of 11, and to free a trapped arm 10 points of damage must be inflicted upon the plant. Ripping the plant out of the ground requires a Strength check, DC 20, and inflicts another 1d4 damage upon the trapped victim.

Adventure Idea: Little Hands

Tired of being the victim of goblin raids, a small halfling community once planted a number of insidious plants out in the woods. In short order once the plants matured, the goblins dwindled in number and eventually moved on.

Unfortunately, as the plants thrived and as the village grew, adventurous halfling children began falling prey to the traps. Finding easy prey that could not flee, an ettercap took up residence nearby and has become the terror of the forest.

Golden Coin Cactus

Geography: Deserts

Identify Check: DC 11

Value: 5 gold per ounce of thorns

This hardy plant is a large yellow disk standing on end, slightly bulging in the center, and covered with small red spines. Several ragged leaves grow from the base of the plant, and the root system of the cactus reaches deep beneath the rocky soil.

The red spines contain a mild toxin which kills smaller vermin, but provides a mild anesthetic to small creatures or larger. The Bedine nomads of Netheril steep the spines in hot water to make a tea to sooth sore throats and pacify infants.

Goldenweb

Geography: Northern Faerun

Identify Check: DC 9

Value: 5 gold per pound

A quick growing fungus that is often found spread between tree branches, it appears as a strange lattice similar to spiderwebs. Light shining through the strands causes them to subtly glow the color of gold, and the fungus has also been called "Goblin's Greed". While the strands of the fungus are slightly stronger than spiderwebs, they lack the stickiness that would cause them to impede or entangle creatures.

The fungus works surprisingly well as an anticoagulant, and is quite absorbent. Healers often seek the fungus out when attempting to remedy injected toxins, and use of the fungus grants a +1 bonus to Wisdom (Medicine) skill checks when used in such a manner.

Grammax Creeper

Geography: Underdark

Identify Check: DC 13

A flesh colored slime mold, the Grammax slowly spreads through the Underdark, digesting any organic material in its path. The mold moves slowly enough that even sleepers have no fear of being overwhelmed, although corpses that lay in the same place for days will be overcome. The Grammax also floats on water, often spreading across the surface of underground puddles and stagnant lakes, hiding the actual depths.

The Grammax reacts rapidly to the presence of flame or high heat, quickly shrinking away while expelling any trapped gas. This action of the escaping gas makes an odd shrieking sound that is akin to the sound a screaming child makes.

While it is a barely palatable prospect, the mold can actually be consumed as a source of food for those lost and desperate enough. Oddly, goblins seem to enjoy the taste of the mold, and often scrape it up to feed to their tribe.



Gravefist

Geography: Underdark
and Subterranean locations
Identify Check: DC 9

A pale white mushroom with five knobby protrusions, the mushroom often resembles a skeletal hand reaching upward. When the mushroom grows in clusters, it appears as if numerous corpses are attempting to reach out of the soil.

The fungus predominantly grows in the Underdark, however, it has also been seen in dark basements and root cellars. Several tales of superstition follow the fungus, many believing that if it appears in rooms below your house, someone will soon die in the building.

Grim Flowers

Geography: Temperate forests and plains
Identify Check: DC 9

These dark violet flowers are often found at the edges of graveyards and sites of massive battles. Those that tend gravesites often call them "Death Trumpets" for their shape, and they emit a smell similar to that of a corpse. Thus, when such flowers are noticed, they are often pulled up by the root, to remove such an unpleasant odor.

However, despite their terrible odor, it is believed by followers of Kelemvor and Bane that should you die with the seeds of this plant in your possession, your spirit will find an easier path to the afterlife. Thus many keep the seeds of such a flower in a cloth bag close to their chest. Unfortunately for others, this means that the flowers often sprout from the corpse several days after the death of such individuals.

Guklulla

Geography: Temperate and tropical swamps
Identify Check: DC 9
Value: 5 gold per root

Growing in the swamps, the plant appears to be little more than a pair of large, broad leaves floating on the surface of the stagnant water. During warmer months, a large yellow flower blossoms in the midst of the two leaves. Hidden beneath the surface, the plant has an extensive root system that reaches far down into the muck, a massive tangle that catches other debris that is carried along by the slow current. Various species of fish and snakes lay their eggs in the tangle of roots.

Various orc tribes harvest the Guklulla for the roots, pulling the plants out of the muck, cutting off sections of the roots and throwing them back into the swamp to be harvested again in the future. Grinding the root into a paste and applying it to wounds provides not only accelerated healing, but also numbs the affected area.

Gyumin Beans

Geography: Northern Faerun
Identify Check: DC 5
Value: 5 silver per pound of beans

A small plant that grows close to the ground, the stalks are a mottled green color, and the soft oval leaves grow in small clumps. During harvest time, the plants are laden with several long pods filled with up to a dozen light brown beans. Farmers often grow the beans alongside rows of corn, as the plants seem to compliment one another.

The beans are often either eaten cooked, or ground into a fine paste and eaten with bread. Several restaurants and taverns across Faerun are known for their particular methods of preparing Gyumin Paste.

Haella

Geography: Temperate plains

Identify Check: DC 7

Value: 10 gold per ounce of flowers

Growing in clumps, these tall purple flowers are often planted in tranquil gardens and are commonly seen on gently rolling fields. The stalks bear symmetrical pairs of long tapered leaves with purple veins. Farmers dislike the plants because they tend to choke out food crops, such as corn.

The flowers emit a subtle and sweet fragrance which not only smells nice, but also is a repellent to certain predatory insects, such as mosquitoes and dragonflies. Those that can afford to pay for it often rub Haella Fragrance on their unprotected skin during warmer months to repel such vermin.

Hands of Laretha

Geography: Northern Faerun

Identify Check: DC 7

Stems of bright green hold jagged leaves that grow in clusters of three. The plant grows delicate yellow flowers that smell pleasant, with the smell often drifting in the breeze on warm summer nights.

The golden flowers that blossom from the plant grow to resemble a pair of hands pressed together. A common belief is that the flower resembled the hands of Laretha, a young cleric of Tymora, while she prayed to the gods to save her from misfortune at the hands of a horde of bandits. Her prayers were answered by the arrival of a group of adventurers. Afterward the flowers appeared near her shrine, a sign that the goddess was looking over her.

Hangman Tree

Geography: Temperate climates

Identify Check: DC 11

A deciduous tree named for the noose-like ropy appendages that hang down from the branches, the trees are known to entrap the unwary. Their shallow roots and sparse leaves require the tree to seek nutrition through being carnivorous.

The main body of the trunk has a hollow tube containing a digestive acid. The ropy appendages drag trapped prey upward and drops them inside the opening. The opening is surrounded by a number of downward facing spines which make escape difficult.

Due to the shallow roots, the trees may move at a glacial pace, allowing most prey to easily outrun them. However, the trees rely upon a perfume their leaves emit that causes hallucinations to lure potential victims closer.

Hangman Tree

Huge plant, unaligned

Armor Class 12 (natural armor)

Hit Points 172 (15d12+80)

Speed 1 ft.

Str 20 (+5), Dex 6 (-2), Con 20 (+5)

Int 3 (-4), Wis 6 (-2), Cha 4 (-3)

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities Fire

Condition Immunities blinded, deafened, frightened, exhaustion

Senses blindsight 90 ft., passive Perception 8

Languages -

Challenge 8

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

Hallucinatory Perfume. Creatures that venture within 90 feet of the tree must make a DC 14 Wisdom saving throw, or be lured toward the tree. Each round the creature may attempt the saving throw again or they are incapacitated and must move toward the tree at their normal speed.

ACTIONS

Multiattack. The hangman tree may make three constrict attacks.

Constrict. Melee Weapon Attack: +9 to hit, reach 10 ft. one target.

Hit: 11 (1d4+5) bludgeoning damage, and a Large or smaller target is grappled (escape DC 16).

REACTIONS

Engulf. The hangman tree drops a single constricted target into the gaping maw in the trunk. The target must then make a DC 16 Constitution saving throw at the start of each of the hangman tree's turns or suffer 30 (8d6) acid damage. Escaping the maw requires a DC 16 Strength (Athletics) skill check. If the tree moves, the engulfed creature moves with it. The tree may only have one creature engulfed at a time.

Adventure Idea: Encroaching Menace

One method of utilizing the hangman tree is to have them slowly encroach upon a small village. One morning the villagers awaken to see several of these trees standing at the edge of the woods, and they realize that their wooden fences are good for keeping livestock from running away, but causes no impediment to the mass of the trees. Unless a band of adventurers can thwart the approaching menace, the villagers fear that they may be overrun.

Harpy Nest

Geography: Thay, Southern Faerun

Identify Check: DC 13

The mottled trunk of these trees are often seen growing in rocky soil. The upper limbs of the tree curve inward upon the trunk, and become a large tangled mass. Various flying creatures, predominantly harpies, often cultivate the top of the tree, tearing away enough limbs in the center to form a protective nest. From the ground it is difficult to notice any creatures dwelling among the tangles, allowing cunning creatures to dive down and ambush their prey.

The massive roots of the tree, while edible, are tough and require several hours of soaking in boiling water. Once prepared properly, the taste is said to be similar to salted potatoes.

Hart's Crown

Geography: Cormanthor Forest, Great Wild Wood

Identify Check: DC 15

This odd bush grows in deep forests, where men often fear to tread because of dark and wild fey creatures. The bush grows strong curved branches that resemble the antlers of a deer, and in their center they grow a single purple flower.

Legend has it that the plant was originally created to help combat the Unseelie fey, ages ago. However, through trickery and guile, the dark fey managed to destroy many of the plants not in their possession, or not hidden deep within their realms.

Helmthorn

Geography: Western Faerun

Identify Check: DC 9

Value: 2 gold per pound of berries

A vine-like shrub, often growing in remote and desolate locations, the shrub has dark green leaves, and sprouts indigo colored berries. The shrub is named due to long black thorns that protect the plant from various foraging animals.

The berries are often harvested to be eaten, or can be fermented to make Helmthorn Wine. On occasion a plant will produce red berries, which are seen as a symbol of good luck, and make a slightly sweeter vintage of Wine.

Hielxel

Geography: Dalelands, the North

Identify Check: DC 7

Value: 4 gold per pound of bark

This tree has silvery-green bark covering a sparse collection of branches which curve upward to support vibrantly green leaves which turn dark red in autumn. The wood is an odd hue of green, and unfortunately not dense enough to be useful in construction. However, burning the wood creates a large quantity of smoke, which is often used to smoke meat or to create signal fires.

The bark was useful after rendering it down to create a thick green paste which was often sought after to seal buildings against the cold winds of winter.

Hiljirat Pepper

Geography: Plain of Stone Spiders (Calimshan)

Identify Check: DC 9

Value: 5 gold per pepper

A small plant that has many branches, each which end in a single triangular leaf, the peppers that also grow on the plant are much sought after for their spice.

The peppers are either dried or ground into powder after being picked, allowing them to be shipped afar with little chance of spoilage. The wealthy of the cities of the Sword Coast enjoy the taste of the peppers, and several sailing merchants pay exorbitant amounts to have the peppers harvested and shipped.

Hoggle Beans

Geography: Dalelands

Identify Check: DC 7

Value: 2 gold per pound of beans

A single leafy stalk with a tough exterior that grows in gentle rolling fields of the Dalelands, the plant produces numerous pods upon reaching maturity. Within each pod are small pink beans, each one almost perfectly spherical.

Most large herbivores, such as cattle and goats, avoid the plant, as it has a detrimental effect. Herbalists and healers often seek the plant out because the beans are a strong laxative, requiring a DC 15 Constitution saving throw if ingested to avoid the unpleasant effects.



Iazutl Flower

Geography: Maztica

Identify Check: DC 9

Growing in clusters, the flower has a long stalk, which has a single oval leaf at the very top of the plant. The leaf points toward the rising sun, and blows in anything more than a light breeze. During warmer months, the plant blossoms numerous small crimson flowers.

Those that venerate Kiltzi speak tales of the Iazutl flower. One tale speaks of the plant growing singularly, and without flowers, and when Kiltzi noticed the plant was all alone, she wept. Her tears caused several similar plants to grow in the area, and as an expression of their love for her, they sprouted an abundance of flowers. Lovers often gift the flowers to one another, as a sign of their affection.

Iceflower

Geography: Icwind Dale, Icerim Mountains, the Great Glacier

Identify Check: DC 7

A short plant, the stalk bears a number of feathery leaves, and a single flower blooms, bearing shades of blue. The plant is only seen in areas of abundant snow, and oddly seems to thrive where other plants would perish. The plant is only seen during the summer months, when there is considerable sunlight, and in winter months it withers and dies.

Beneath the surface of the snow, the iceflower has an extensive root system that quickly grows. The roots are durable enough that some of the northern tribes will dig up the roots to serve as a foundation for a roof over small circular huts.

Jalap

Geography: Maztica jungles

Identify Check: DC 7

Value: 10 gold per ounce of leaves

A light violet vine that grows around trees, and can often be found amidst ruins. The vine produces large, heart shaped petals, and purple flowers with five petals. Young women often pick the flowers to wear in their hair, and several religious ceremonies require a carpet of jalap flowers.

Shaman often use a poultice made of ground jalap to draw the venom out of rattlesnake bites.

Kaitlin's Weed

Geography: Hill of Lost Souls

Identify Check: DC 17

A short leafy stalk that grows fine red hairs along the prominent bud, it is often mistaken for the taller Dragon's Breath.

Those well versed in herbalism also know that the weed can be used to create a balm which soothes sunburn, and helps alleviate the pain from other burns. Many seeking to traverse the desert of Netheril often procure quantities of the balm before setting out on their journeys, and the Bedine tribes often make use of the soothing qualities of the weed.

Kanishta

Geography: Icwind Dale, Icerim Mountains, the Great Glacier

Identify Check: DC 11

Value: 1 gold per root

A short plant that grows in tendrils across the ground sprouting broad fluffy leaves, the Kanishta thrives in the cold environment. Growing beneath the ground is a thick, dark-colored root.

Although it is extremely bitter tasting, chewing on the root provides temporary relief from the cold weather. Those that chew it express a feeling of warmth passing through their body, and a sense of renewed strength.

Karcatta Brambles

Geography: Deserts

Identify Check: DC 11

Growing in deep ravines and shadowy places of the desert, the brambles grow along the ground, rarely achieving waist height. The stems are covered in long, spiny thorns, and the plant grows wide leaves close to the ground. In the cooler months the plant blossoms with flowers of various colors.

The leaves, once dried, are often smoked by nomadic tribes during religious rituals. The dried leaves are rolled together and lit, or used as incense. Those that inhale the smoke have auditory hallucinations, often of imperceptible whispers, although some are capable of discerning what is being said and declare that it is the voice of the divine giving them directions.

Kingsfruit

Geography: The North, Dalelands, the Sword Coast

Identify Check: DC 7

Value: 2 silver per fruit

The bark of this tree is smooth, and a rich brown in color, while the soft leaves are oval shaped and grow in small clusters. During the warmer months, small violet flowers grow from the tree. During the autumn months, the tree produces a dark brown fruit with a tough exterior.

The fruit has an extremely hard rind, and require a blow from a hammer to open. Striking either end of the fruit causes the rind to cleanly split into six equal parts. The inside of the fruit is a shade of golden yellow, and is quite sweet.

Kinuka Tree

Geography: Kara Tur

Identify Check: DC 9

The twisting trunk spawns many long branches that reach out to provide a canopy. During most of the year the tree bears a multitude of feathery red leaves that turn purple in the fall. In the spring the tree is punctuated by small clusters of white flowers.

The flowers are said to carry luck with them, and many young women hoping to become brides wear them in their hair. During the Kao Dynasty, the trees began to disappear,

and it was found that a small cult led by an exiled Wu jen had been cutting the trees down and burning them in an attempt to spoil the flow of energy throughout the nation. For his actions the exile was executed and his name erased from all history books.

Krakaem Pods

Geography: The Sword Coast

Identify Check: DC 7

Value: 5 silver per ounce of pods

Growing off of tree branches, at first inspection this fungus appears to be the cocoon of an insect. The fungus is intrusive, sending tendrils into the tree branches and stealing water reserves. Sporadically another pod will emerge from the tree branch, swell to the size of a human fist, and then burst, sending a cloud of black spores floating on the wind. The spores are a severe irritant and may even cause temporary blindness if a large mass of spores get into the eyes of a creature.

The pods are also sought after for food, as frying them in oil and serving them with fish is a delicacy served in Waterdeep.

Laspar

Geography: Temperate climates

Identify Check: DC 7

A squat evergreen tree with dusty green bark, and olive green needles that grow in clusters, most people avoided burning the wood of the tree. Setting the wood ablaze resulted in a large number of sparks, which potentially could set houses ablaze, due to the high amount of pitch contained within the wood. The needles, which grow in "shags" at the end of each branch, are often used in torches. The needles are also often burned simply for the aroma they provide.

Light of Mystra

Geography: Underdark

Identify Check: DC 7

Small mushrooms with thick heads, the skin is a pale blue color, and the head is often covered in small off-color bumps. In the darkness, the mushrooms glow, attracting creatures to consume the fungus. Within the bumps of the cap, the mushroom holds a dense collection of spores. After digesting and passing the mushroom, the spores begin to sprout.

The glow of the mushrooms is slightly magical, and casting Detect Magic reveals a pale aura of illusion magic. Some say that the mushroom was blessed by Mystra, to help her followers find their way out of the Underdark.

Lizard Eaters

Geography: Temperate forests and urban areas

Identify Check: DC 5

A hardy vine that seems to grow in the nooks and crannies of stones, and can often be found in older cities or in ruins. The vine rapidly grows along the crevasses provided by mortar, and every few feet a small yellow flower sprouts from the vine, surrounded by a handful of apparently errant tendrils.

These flowers smell very faintly like rotting meat, which is used to attract vermin such as small lizards and rats. When the vermin begin to eat the flower, the tendrils quickly close around the creature, slowly constricting and choking the life from the creature. This feature causes many urban dwelling folk to not only tolerate the presence of the vine, but to also encourage such growth.

Locust Needle

Geography: Pirate Isles

Identify Check: DC 13

A short stubby tree covered in long thorns, the bark is a light brown, and the leaves are a vibrant green tinged with gold. The leaves of the plant are quite edible and known to help prevent scurvy.

Some pirate crews use the trunks of the tree to make crude morningstars, while others harvest the thorns to use as improvised tattoo needles.

Mallow

Geography: Maztican jungles

Identify Check: DC 11

Value: 2 gold per ounce of leaves

A tall plant with many star shaped leaves sprouting from the main stalk, the mallow plant is notable for the large five petal white flowers.

Several tribes use the flowers for decoration, especially during fertility ceremonies. The Azuposi people brew a tea from the plant, said to ward away any "evil spirits".

Maraga Flowers

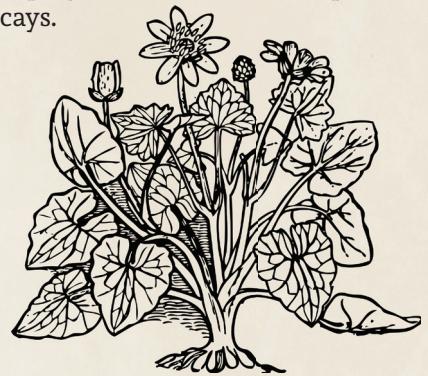
Geography: The Sword Coast, forests around the Sea of Fallen Stars

Identify Check: DC 13

Value: 1 gold per flower

Growing as a small bush with broad, heart shaped leaves, the plant also grows vibrant red and violet flowers. The bush also emits an enticing scent that almost overpowers the smell of the plant's decaying prey.

The insides of the flowers are lined with a number of sharp thorns, and each flower is capable of spraying a paralytic poison at potential prey. Once the prey falls to the ground, the bush is capable of slowly moving due to having shallow roots, and entangling the paralyzed creature. The root system slowly crushes the prey, and the bush feeds upon the nutrients as the body decays.



Marsh Maw

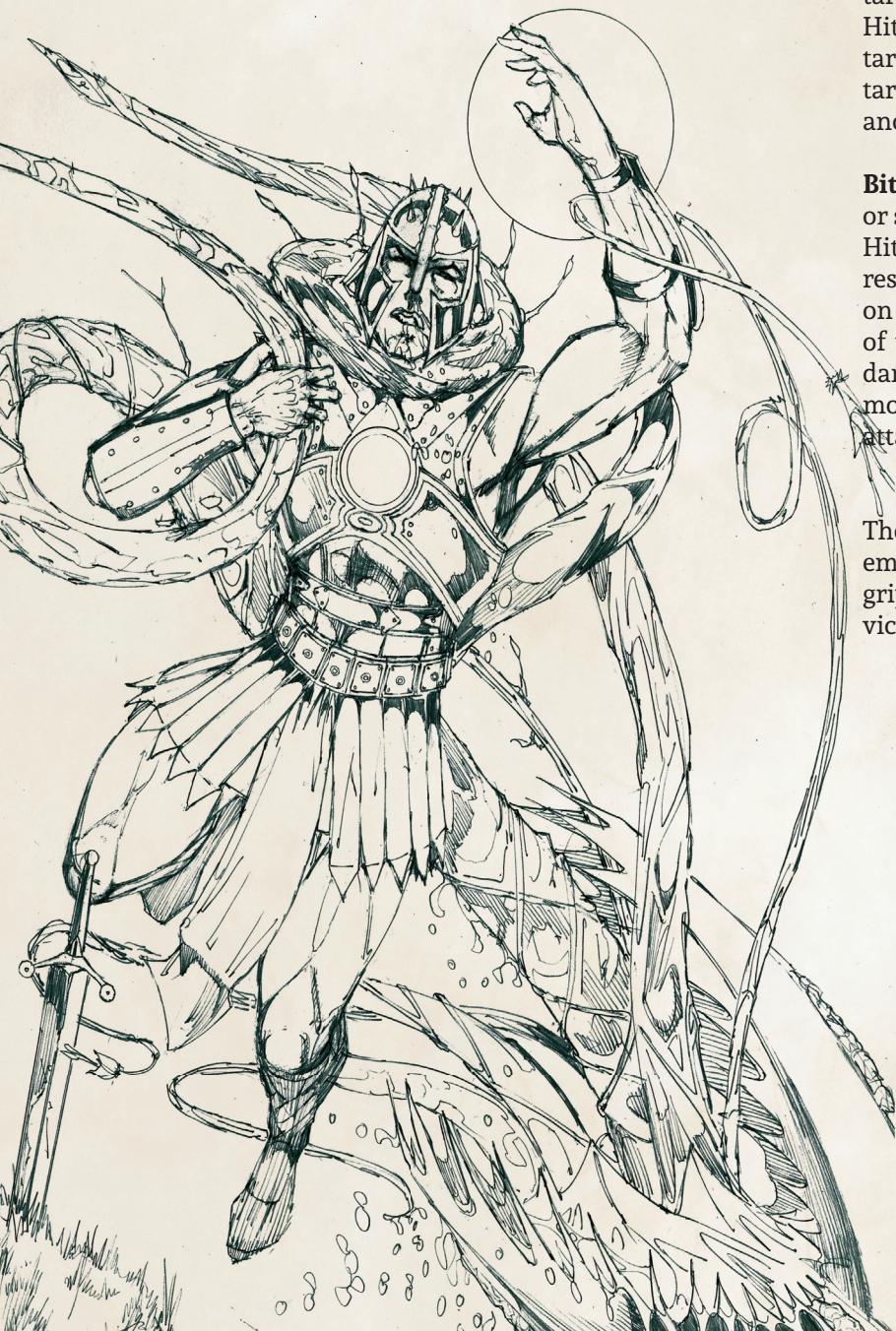
Geography: Temperate swamps

Identify Check: DC 17

Lurking beneath the stagnant water, waits a plant made of veiny tendrils looking to fill a spine filled maw. When unsuspecting prey wanders nearby, the tendrils snake around flailing limbs, dragging it into the maw. The plant slowly submerges back beneath the surface, crushing the prey caught within its grasp.

The Marsh Maw is a danger that dwells within shallow swamps, using the brackish water as camouflage. The plant has a deep root system that goes deep, holding the monstrosity in place.

The Maw often lurks at the edges of the swamp, near where herd animals come to drink. More than a few unlucky shepherds have lost members of their flock to the danger that lurks just beneath the surface.



Marsh Maw

Large plant, unaligned

Armor Class 14 (natural armor)

Hit Points 112 (14d10+28)

Speed 20 ft., swim 20 ft.

Str 16 (+3), Dex 12 (+1), Con 14 (+2),

Int 4 (-3), Wis 10 (+0), Cha 6 (-2)

Damage Resistances bludgeoning

Condition Immunities blinded, deafened, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), Passive Perception 10

Languages none

Challenge 4 (1,100 xp)

ACTIONS

Multiaction. The marsh maw can make two constrict attacks and a bite attack.

Constrict. Melee Weapon Attack: +5 to hit, reach 10 ft. one target.

Hit: 11 (2d6+3) bludgeoning damage, and a Large or smaller target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the marsh maw cannot constrict another target.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft. one Medium or smaller target.

Hit: 11 (2d6+3) piercing damage, and a target is blinded, restrained, and unable to breathe. The target must succeed on a DC 14 Constitution saving throw at the start of each of the marsh maw's turns or take 11 (2d8+3) bludgeoning damage. If the marsh maw moves, the engulfed target moves with it. The marsh maw is unable to use the bite attack until it releases the held creature.

The monstrous plant tends to wait beneath the surface, emerging only when it senses easy prey. Once it has a firm grip on a creature, it attempts to resubmerge and digest the victim.

Mokodo Bushes

Geography: Coast of the Celestial Sea, Kara-Tur

Identify Check: DC 13

Value:

This full body bush grows a plentiful amount of waxy green leaves, that turn pink in the fall. During warmer months the bush sprouts flowers of yellow and orange, which turn into sweet little berries.

The leaves of the bush can be harvested and rendered down to create a waxy resin that is often used to seal the hulls of seagoing boats, replacing pitch. The practice is far from common, as the process to create the resin is far more expensive than using the traditional methods. Some seamstresses also coat their threads in the resin, which allows for the creation of finer garments.

Mothflowers

Geography: Underdark

Identify Check: DC 13

A strange plant that grows in the Underdark, the stalk of the plant is a shade of grey similar to ashes. The few leaves that sprout from the stalk are a lighter shade of grey with dark veins running through them. Every few hours the flowers of the plant open, and appear very similar to white moths.

When the flowers are open, the plant emits a strange smell which causes goblinoids to retch. Any goblinoid (including half-orcs) approaching within 20 feet of the plant must make a DC 12 Constitution saving throw or become nauseous. Flowers that have been picked do not confer the same effect.

Nararoot

Geography: Temperate climates

Identify Check: DC 5

Value: 1 silver per root

A tuber found throughout Faerun, the green and purple leaves of the plant grow close to the ground, and a single thin stalk sprouts upward to reveal a flower with two wide petals.

The root is often cut into shavings and either eaten directly, or brewed into a tea. Although terribly bitter, it primarily serves as a form of birth control, as ingesting it renders a person infertile for several weeks.

Phandar

Geography: Southern Faerun

Identify Check: DC 7

A knobby deciduous tree with mottled bark, the branches often grow away from the prevailing wind, often giving a copse of the trees the appearance of being almost blown over by strong winds. The branches support a surprising amount of small triangular leaves, and are the natural home for a species of moth that resemble the leaves.

The strength of the wood lends itself to being an excellent choice for tool handles, bows, and small boats. The multi-colored grains are regularly in fashion for jewelry making in such places as Waterdeep and Suzail. However, because of excessive logging over several centuries, the tree can only be found in isolated copses, often far from centers of civilization.

Ratavasa Flowers

Geography: The Dalelands, the Sword Coast, Cormyr

Identify Check: DC 7

Value: 1 silver per ounce of flowers

A short purple flower that grows close to the ground, the plant is generally little more than a few floppy leaves sitting above the soil. However, during the warmer months, the plant sprouts a cluster of small purple flowers that smell faintly of cinnamon.

The petals of the flower are often steeped in hot water to create a tea that prevents conception. Any female drinking the tea is unable to become pregnant within the next two days.

Rattlestalks

Geography: Temperate swamps

Identify Check: DC 11

These tall stalks that grow out of stagnant water end in a thick bulb with a hard shell. In the colder months, the stalk withers, and the bulb falls off, to float around until the bulb softens and falls away to disperse the seeds within. The seeds sit freely in the shell, and when shaken make a slight rattle noise, which is unnerving when the wind rushes through a cluster of rattlestalks.

Tribes that live in the swamps will often use the unnerving aspect of the rattlestalks to create fear inducing noisemakers. When rattled, those that have no knowledge of the rattlestalks must make a DC 8 Wisdom saving throw, or be Frightened for 1d4 minutes.

Redroot

Geography: Temperate climates

Identify Check: DC 11

Value: 2 silver per root

The plant is a tangled mass of leafy shoots that grow close to the ground. While it does grow wild in a large swath of the Realms, it is also sometimes intentionally planted on farms.

Pulling a ripened root from the ground reveals a large crimson colored tuber. The tuber is often turned into a curative paste which can be applied to wounds to soothe the pain and speed healing. Ingesting the root often causes nausea and vomiting.



Redstar Flowers

Geography: Lands around the Sea of Fallen Stars

Identify Check: DC 5

Value: 5 silver per ounce of sap

A strange plant with a translucent pink stem, numerous small branches fork off of the main stem, each of them ending in a small red flower with five petals. Each flower has a small opening which leads down the branch to a small pool of sap. The sap has a sickeningly sweet aroma which draws in small insects, which then become disoriented and perish in the sap and are dissolved.

The plant is often harvested for the sweet sap, which is sifted to remove the remains of insects. Next the sap is heated, and used to coat confections and pastries.

Rosecork

Geography: Inner Sea (Isle of Prespur),

Southern Cormyr

Identify Check: DC 7

A short tree that sprouts many diverging thick branches, the leaves are rather small and plentiful. The bark is a light shade of red, and darkens during winter months.

Due to the considerable amount of moisture that the trees retain, it is seen as a poor choice for burning. Rosecork wood will often take several hours of being exposed to hot flames before enough of the moisture has burned away before it catches fire. It is for this reason that it is occasionally used in construction.

Rose of Forgetfulness

Geography: Zakhara

Identify Check: DC 13

This unusual rose, often identified by the multicolored petals, are only found in the rare wild, as their scent causes lingering problems. Their tangled vines are covered in sharp red thorns, and the smooth green leaves are tinged in orange.

Those that smell the mesmerizing fragrance of the roses must make a DC 15 Wisdom saving throw or forget the past 2d4 minutes. Failing the saving throw by 5 or more causes the victim to forget the past 1d6 hours, and a spellcaster to forget 1d6 spells occupying the highest spell slots first. Those that fail the saving throw by 10 or more forget the past 1d6 days, and spellcasters forget 2d6 spells occupying the highest spell slots first. Rolling a 1 on the saving throw causes the inhaler to suffer from complete amnesia, and can only be cured by a Wish, Heal, or Restoration spell to restore their forgotten identity.



Rouddan

Geography: Sea of Fallen Stars

Identify Check: DC 5

Value: 2 copper per root

A root vegetable, the leaves of the Rouddan are broad and soft. Known as the "red turnip of Proskur" it is a staple food of nearby peasants. Due to necessity, a large variety of different methods of preparation have arisen, including a thick stew of Rouddan, and as a base for slop mashes.

The root keeps well when kept in a cool and dry climate, and resists decomposition well. While they can be eaten raw, they are best soaked in broth or spiced water.

Ruby Blushrose

Geography: Rose Garden (Kara-Tur), Battle of Bones

Identify Check: DC 7

The long stems of the rose are oddly free of thorns that grace other similar flowers, while the rose itself is abundantly large and red. The rose tends to grow in clumps with others of the same species.

Smelling the rose has a curious effect, as the pleasing aroma causes people to blush. Extended exposure to the aroma causes exhaustion and light-headedness. Those that spend more than a few moments within 10 feet of a blushrose must make a DC 15 Constitution saving throw or suffer Disadvantage on Constitution and Wisdom saving throws for as long as they remain within proximity and 2d6 minutes afterward.

Some romantics declare that the blushrose brings the euphoric and lightheaded feelings of being in love to the forefront.

Sandberry Bush

Geography: Battle of Bones

Identify Check: DC 15

Value: 1 silver per ounce of berries

Small bushes with waxy green leaves, the plant grows in the remote Battle of Bones. The bush has small yellow berries that have a bitter taste, but can be brewed to make a soothing tea. The few nomadic tribes that pass through the Battle of Bones pick the berries as a remedy for insomnia.

Sasami Tree

Geography: Kara Tur

Identify Check: DC 7

Value: 50 gold per tree

This dwarf tree is favored among nobility of the southern provinces, as it is easy to cultivate and grows quickly. The sparse leaves it produces are diamond shaped and light green with a tinge of pink on the edges.

The exercise in restraint is one lesson that the Sasami Tree teaches followers of "The Way". Cutting off too many branches causes the tree to sicken and perish, while allowing the tree to grow wild often causes the tree to turn into an unruly mess.

Scarlet Heart Mushroom

Geography: Swamps

Identify Check: DC 15

Large black mushrooms covered in heart-shaped red spots, those trekking through swamps have a potential of encountering the dangerous fungus. Sensing the heat of a living creature, when they come near the red spots burst, creating a cloud of spores with a 5ft-radius. Anyone within the affected area must make a DC 13 Constitution saving throw or be blinded for 2d4 days.

Serpent Sweat

Geography: Underdark

Identify Check: DC 15

Value: 50 gold per ounce of berries

The fungus appears to be a cluster of small yellow beads, often growing on decomposing matter. Small black stems hold them aloft, and their surface is shiny enough to reflect torchlight.

While the fungus may appear like berries, they are quite poisonous. Underdark denizens will often collect the fungus wearing leather gloves to prevent touching it with their skin.

Shadowtop

Geography: Temperate climates

Identify Check: DC 5

A rather tall and quickly growing tree that can be found throughout Faerun. The leaves only grow at the very top of the tree, and appear dark green above and have a copper hue from beneath. These leaves are also highly flammable, and are often gathered to be used as tinder.

The wood of the tree is quite fibrous, but not dense enough to be worthwhile building material. Instead the strands are often broken down and woven into thick rope. The wood burns fairly hot and without an abundance of smoke, thus making it ideal for use in hearth fires.

Silverleaf

Geography: Western Faerun

Identify Check: DC 15

Value:

Only blooming by the light of a full moon, the plant appears to be largely nondescript until seen at night in full bloom. The entire plant is basked in a silvery glow, and the flower is large and luminescent white. At the end of the night the flower falls off of the plant and quickly wilts in the morning sun.

However, before the flower wilts, it can be ground into a fine powder, the mere smell of which repels lycanthropes.

Snowwood

Geography: Northern Faerun

Identify Check: DC 9

A pale tree that grows in the north, and has a slightly bluish cast to the mottled bark. The trunks of the trees are often thin and dense, with spindly limbs and dark green leaves. The mottled coloration of the bark often forms into shapes that vaguely resemble faces, and a few tribes hold a belief that the trees hold the spirits of ancestors that watch over them.

The trees are quite remarkable as they can survive in some of the coldest climates, and have even been seen as far north as the High Ice and the Reghed Glacier. The roots of the tree often stretch deep, anchoring the tree in places where other vegetation would find difficult purchase.

Sparkle Berries

Geography: Temperate climates

Identify Check: DC 5

Value: 5 silver per pound of berries

A single stalk bearing a number of curled leaves, the sweet berries of the plant are known throughout Faerun, and they sparkle radiantly in direct sunlight. Villagers often know of nearby patches of wild sparkle berries, and pick them in mid-summer. The berries have a variety of methods by which they are eaten. Fresh berries are often served with cheese, and many are processed into jams and jellies to be preserved for later.



Specterflower

Geography: Cormanthor Forest, the Dalelands

Identify Check: DC 17

Value: 50 gold per root

This highly unusual plant grows in the deepest parts of dark forests, far from the eyes of civilization. The stalk is a blue-green color, and several pale leaves grow along the length. During nights of the full moon the plant buds a flower, which appears wispy and translucent. Attempting to touch the flower reveals that it is incorporeal, and has the substance of smoke. Come morning the flower disperses on the wind, sending the seeds of the flower on their path.

The roots of the flower can be used to make an oil that allows blades to strike incorporeal creatures, called Ghostbane Oil.

Spellbane

Geography: Cormyr

Identify Check: DC 15

Value: 100 gold pieces per plant
25 gold pieces per leaf

A small tenacious plant that grows in shadowed areas, clinging to rocks. The wide ragged leaves of the plant are filled with vibrant blue veins, and at night in the spring it produces small delicate blue flowers which crumble with the slightest touch.

Surprisingly, the plant has an interesting effect upon magic users and magical creatures. Those that ingest parts of the plant lose the ability to cast spells and also gain an increased resistance to magic.

Spirit Moss

Geography: Swamps

Identify Check: DC 17

A pale white moss that often grows on dead trees in marsh environments. Those familiar with the moss know to avoid it, as it attacks the living.

Those that approach within 10 feet cause the moss to violently thrash about, forcing those within the area to make Dexterity saving throws, DC 13, or be grappled by the moss. Escaping the grasp of the moss requires a Strength saving throw, DC 11.

The moss then implants spores that burrow into the skin of the trapped creature, inflicting 1d6+1 damage per round. After the creature is implanted, they suffer Disadvantage to all attribute and skill checks, as a terrible malaise washes over them. Once the creature dies, the body sprouts a new mass of spirit moss.

The implanted spores can be destroyed by the application of heat to the affected area on the round after implantation, or with a Remove Disease or similar magic after that point.

Stirge Traps

Geography: Tropical climates

Identify Check: DC 9

Value: 5 silver pieces per plant

These short plants grow several wide leaves covered in fine hairs, and a single large bell shaped flower. The flower exudes a sticky sap that is deep red in hue, nearly the color of fresh blood, which also has a coppery aroma. The smell and coloration of the sap is intended to attract predators that prey on blood, such as stirges and mosquitos. While smaller insects are trapped by the sticky sap, the leaves are also covered in fine hairs, and when they are touched they curl up, trapping larger prey.

Some farmers plant the flowers around the edges of their livestock pens, to keep stirge predation to a minimum, and in more urban areas pots of the sap are left out to trap mosquitos and other airborne pests.

Stonewort

Geography: Eastern Faerun

Identify Check: DC 9

Value: 20 gold per ounce of leaves

A leafy plant with small pink flowers that grows in bunches in open fields. The plant is rather unremarkable, except for its tenacity and resilience. Farmers will often complain that it chokes out other crops, unless it is pulled up by the root and no remnants of the plant remains, and livestock often refuse to eat it.

The true worth of the plant is when it is ground into a powder and turned into a paste. Spreading it on exposed flesh causes the skin to become hardened and stiff, resilient enough to resist slashes and stabs.

Sunberry Bush

Geography: Cormyr

Identify Check: DC 7

Value: 5 gold per ounce of berries

A large bush with light green oval leaves, the branches are studded with small thorns. During the spring months the bush is covered with small golden flowers.

The golden berries of the bush grow with small protrusions, giving them the appearance of a small flaming sun. While the freshly cut berries are sour, leaving them to sit in the sun for a day or two after being picked turns them remarkably sweet. The berries are often picked for Sunberry Wine.

Suth

Geography: Southern Faerun

Identify Check: DC 7

A tree with dark grey bark, and branches which sprout almost horizontally from the trunk for some distance before abruptly changing angles. The branches of multiple trees growing close together often grow together, becoming a tangled mass, and sometimes creating natural walls. The olive-green leaves were long and fluffy, but sporting a spike at the end which often made attempting to push through the interlaced branches a painful task.

The wood of the tree is renown for being hard and durable, making cutting them down very difficult. Thus, in some areas where lumbering has cleared away large swaths of trees, there are large copses of tangled Suth trees left untouched.

Swampwalker

Geography: Temperate swamps

Identify Check: DC 9

A curious plant that has caused more than a few strange tales from the rural villagers, the Swampwalker seems to stand out of the water, supported by a mass of tendrils, and sprouting a clump of pink flowers that attract various insects. Each tendril is the thickness of a finger, and due to slow currents in the swamp, the tendrils often clump together or break off entirely, causing the plant to look like a looming figure standing on the surface of the brackish water.

One legend has it that the plants come alive during the darkest of nights. They stalk nearby villages hoping to catch the unwary and drag them back to watery graves.

Swordstalks

Geography: Chuult and Southern Faerun

Identify Check: DC 9

A succulent plant with a cluster of three broad and thick leaves that grow from the ground, and sprouting a single small blue flower on the tips of each leaf each spring. The swordstalk often grows in tropical places, and often in the sandy soil near beaches and deserts.

The broad and heavy leaves of the plant are often severed and dried, and the result is a fairly resilient weapon with a jagged edge on either side, capable of cutting through flesh almost as easily as a steel sword. The resulting weapon functions as either a shortsword or a longsword, however, on any attack roll that results in a '1' on the die means that the weapon is broken and rendered useless.



Takara Bulb

Geography: Mountains

Identify Check: DC 9

Value: 2 copper per bulb

A large bulbous mass that grows a half-dozen shoots that each end in a single leaf. The bulb is dark brown or even red in coloration, while the leaves are a light green with red veins. During the spring a single large red flower forms at the center of the bulb.

The bulb can be harvested and eaten raw, although it often tastes better after having been cooked. Many small mountain villages cultivate the bulb, as the plant grows well in rocky soil.

Tangara Kelp

Geography: Shallow seas

Identify Check: DC 11

Growing out of the seabed, this dark green ropy kelp grows in shallow waters, and is both a blessing and a bane to sailors. The kelp often tangles oars, fishing nets, and crab traps. However, more than a few sailors stuck in the doldrums near a desolate island have survived off of little more than the fresh water contained within the stalks and the schools of fish that dwell among the fronds.

Thalsen Weed

Geography: Dalelands, Cormyr, Vilhon Wilds

Identify Check: DC 7

Value: 2 gold per ounce of flowers

A tough yellowish stalk that grows stiff triangle shape leaves, the weed is despised throughout the Dalelands and Cormyr. Some believe the weed to have been magically created, as it grows from seed to mature adult in a matter of days, often seeming to appear instantly. Once the weed reaches maturity, it produces a small cluster of white flowers. The petals of the flowers are coated with a dusty powder that causes a slight rash if it comes into contact with the skin. These petals are sometimes picked to create Itching Powder.

The rapidly growing weed is said to overcome crops nearly overnight, choking out carefully planted fields, and destroying months of work. Most livestock also refuse to eat the weed, with the exception of goats. Thus, many farmers that live in areas where Thalsen Weed thrives also keep a small number of goats that they let wander in the outer edges of their lands.

Thanalalya

Geography: Forests surrounding the Sea of Fallen Stars
Identify Check: DC 7

A long stalk covered in small thorns and ending in a thick bulb, the plant hangs down from the branches of other trees. The thanalalya is a predatory plant, the stalks have their roots embedded in branches of trees, yet they cause no harm to their host tree. The plant instead secretes a sticky resin that smells musky and attracts insects and small birds. Smaller insects are trapped in the resin, while the stalk curls around birds that would be capable of breaking free of the resin, gripping and impaling them with the thorns. The resin slowly dissolves the prey, providing nutrients to the thanalalya.

Adventure Idea: Pixie Problems

A druid friend of the party brings forth a problem that has been plaguing the local fey populace. Some dark force has twisted the thanalalya, so that it might slowly travel along the branches of trees, and it has a taste for pixies and fairies. The fey have lost many of their number to such predators, and believe they may become eradicated in the area unless they can foster aid to determine the origin of such twisted plants and bring it to a stop.

Thelmallow Flower

Geography: Swamps
Identify Check: DC 9

Value: 1 gold per ounce of flowers

A floating plant that inhabits marshes and swamps, the plant produces wide, waxy leaves that arc minutely out of the water, which are often the haven for mosquitos. The plant also buds large pale flowers with ragged petals that attract swamp flies.

Grinding up the flower creates a paste which is used to create Spellslayer wine.

Torment Toadstool

Geography: Swamps
Identify Check: DC 13

Large blue mushrooms found in swamps all over Faerun, most people are careful not to step on the toadstools. Some villagers go out to harvest the mushrooms in order to make a particularly earthy tasting ale.

Those that step on the toadstool causes it to rupture and release a cloud of spores within a 5ft-radius. Those that inhale the spores must make a DC 11 Constitution saving throw or become incapacitated while vomiting for the next minute.

Tumblespider Cactus

Geography: Deserts

Identify Check: DC 13

A tough cactus the size of a man's hand, the plant looks similar to a large dead spider, with numerous stalks curled around one another. Lacking roots to anchor it in one place, the cactus is often blown about by the wind. At night the cactus unfurls the tendrils, and collects morning dew.

Those trekking through the desert may see the tumblespider as a welcome sight, as they often clump together in the leeways of dunes or rocky outcroppings. Each plant contains little more than a mouthful of moisture, a welcome relief to those that have already exhausted their own water supplies.

Twilight Birch

Geography: Western Faerun
Identify Check: DC 9

The bark of this tree is a pale white, and quite smooth. The leaves of the tree are small, waxy and dark, and spend the day curled tightly, only to open at night. During colder months the tree sprouts small purple flowers that blossom at night.

Legend says that the trees first erupted from the ground during a fight between an avatar of Shar, and an avatar of Selune. During the fight the avatar of Shar was wounded, and where her drops of her blood fell upon several saplings, they were forever changed. It has been noted that the trees were once found more commonly in places where the Shadow Weave was most prominent.

The wood is soft and flexible when first cut, but hardens over the course of several days, allowing craftsmen to work easily on freshly cut wood to easily create ornate pieces. Once hardened, the wood retains the shape it was crafted into. The wood is often used to create furniture such as elaborately carved chairs, tables, and desks. Additionally, the wood is used to craft intricately detailed scepters, wands, and staves.

Umanhunan Tree

Geography: Maztica
Identify Check: DC 9

Value: 1 gold per pound of leaves

A tall tree that grows branches high off of the ground, the bushy leaves are dark green on the underside, and a very pale shade on top. The bark of the tree is rough and mottled between dark red and light brown.

Locals often burn boughs of the tree to Azul, in hopes of bringing rainfall. Breathing in the fumes of burning Umanhunan leaves causes mild hallucinations and euphoria.

Umozokai Flowers

Geography: Forests of Kara-Tur

Identify Check: DC 7

Value: 2 gold per ounce of flowers

This hardy plant grows on the seaward side of many cliffs, looking out over the ocean. The vine clings to the rocks, and the broad fluffy leaves gather moisture from the wind. During the warmer months, the plant flowers, producing long, sharp yellow petals tinged with crimson on the edges.

Tea made from the flower petals is highly sought after, as it includes a wide variety of medicinal uses. Some nobles believe that drinking a single cup of Umozokai Tea a day ensures longevity.

Vaundyr Vine

Geography: Southern Faerun

Identify Check: DC 13

Value: 4 gold per ounce of leaves

A thorny, thin vine that grows in wetter areas such as swamps and jungles. The waxy leaves are ground to create Alarvaun, a component for Spellslayer wine.

Violet Slime

Geography: Swamps

Identify Check: DC 15

Lurking on the surface of stagnant pools of water deep in the marshes, this slime is deadly to those that are caught unaware. Noticing the shimmer of violet indicating the slime lingering on the surface requires a DC 15 Wisdom (Perception) skill check.

While entering the pool the slime remains inert, but once the victim emerges from the pool, the slime clings to them. The slime becomes highly corrosive when removed from the pool and inflicts 2d6 acid damage per round until it is washed off with water or exposed to bright light or fire. The corrosion only damages organic material, thus ignoring metal armor.

Waxworms

Geography: Southern Faerun

Identify Check: DC 13

Value: 5 silver per ounce of flowers

A strange and small plant that is often found growing on rotting logs and animal droppings, the plant lacks much of a root system. The leaves are small and curled around the flowering part of the plant. Once the plant reaches maturity, the leaves fall away to reveal tightly curled pale flowers that appear to be large maggots to the untrained eye. Birds often eat the flowers, thus spreading the seeds far and wide.

Grinding the flowers into paste and boiling them produces a waxy substance which woodworkers can use to seal their work from moisture. Painters also seek out the substance, as it causes the colors to resist fading over the years.

Weeping Trees

Geography: Temperate forests

Identify Check: DC 9

A species of deciduous tree that closely resembles oak, the weeping trees are often left alone while other nearby trees are cut down to use as timber, as strong superstitions surround the tree. One tale speaks of a nature demigoddess long since forgotten being banished to inhabit the trees after losing a battle with Mielikki. Another speaks of a powerful druid sacrificing herself to save the forest, and her ghost lives on within the branches of the weeping trees.

During autumn the trees begin losing their leaves and dropping their seeds, which is what creates the sound the trees are known for. Each seed has a small petal, which is shaped in such a way that when it falls it creates a sound similar to a person softly crying. As the trees often grow in clusters and they drop several thousand seeds each, over the course of a few weeks in autumn it sounds as if the trees are constantly weeping.

Whistling Cactus

Geography: Deserts

Identify Check: DC 13

Growing on the edges of the desert are these pale green cacti with long yellow spines. The cactus grows as a single cylindrical body, and when moisture is abundant the cactus will sprout several purple flowers near the top.

After the flowers wither and fall off, they leave deep holes in the surface of the cactus. When the desert winds pass over these holes, they resonate at an unusual frequency that creates an eerie sound that can be heard for over a mile. Many nomadic tribes will avoid areas near the cactus, believing the plants to hold the souls of the damned that howl for eternity.

Windwhip Tree

Geography: Temperate plains

Identify Check: DC 9

Growing in small clumps in vast open plains, the tree grows straight up until it splits into thousands of willowy branches. Each of these branches are thin and whiplike, and are covered in small clumps of light green leaves and small red thorns. The bark of the tree is dark brown with lighter brown spots around the base of the tree.

When the wind blows across the plains, the flexible branches and trunk bend far over. When the wind suddenly abates, the trunk abruptly snaps back into place, and the flexible branches make a popping noise not unlike the crack of a whip. This also causes the tree to fling their seeds far and wide.

While the springiness of the wood makes it unacceptable to use for most construction, it has been known to be used in ballistae.

Wizard Hats

Geography: Underdark

Identify Check: DC 11

Value: 1 silver per mushroom

A small conical mushroom that grows in the Underdark. The stem of the mushroom is pale white, and the cap is generally light orange to dark ochre in color, and sometimes covered in spots.

Drow often collect the mushroom, as even though it is bitter while it is still fresh, cooking the fungus over an open flame causes it to shrink and take on a surprisingly meaty flavor. Some dark elf matrons send out foraging parties to harvest the mushroom so that it can be prepared for feasts.

Xitluchi Bush

Geography: Tropical forests and jungles

Identify Check: DC 9

A twisted bramble of branches, growing small clusters of stiff pale leaves, and covered in sharp thorns, the bush grows deep within jungles and forests. The roots of the bush are often exposed to the air, and are a favored nesting place for snakes and small vermin.

Legend has it that the goddess Watil was once walking through the forest, draped in a fine robe made of dreams and sewn with threads of silver. Passing along, the robe was caught by a particular bush, tearing the robe and causing it to spill dreams into the wind. Becoming angered by the action, and the loss of dreams, Watil cursed the bush, causing it to transform into a twisted mockery of what it once was, and to be covered in thorns.

Yagdav Bushes

Geography: Northern Faerun

Identify Check: DC 7

Value: 2 silver per ounce of flowers

A rather robust bush covered with waxy stiff leaves, the Yagdav is prominent in the north, and sometimes used as topiary decoration. During the warmer months the bush grows small yellow flowers.

The flower petals are often dried and ground to make a tea that promotes fertility to couples that are having difficulty conceiving. The female is instructed to drink the tea every morning upon first awakening.

Zalantar

Geography: The Shaar Desolation and Chult

Identify Check: DC 9

Also called blackwood or darkwood in the North, the bark of the tree ranges from the color of pitch to a dark ash. The tree itself actually is comprised of an extensive root system, from which a number of trunks sprout to the heavens. While the trunk and branches are extremely dark, the leaves of the tree are pale grey and white, often giving the branches an appearance of glowing in the moonlight.

The trees are often harvested for their precious darkwood, which has the sturdiness of other hard woods, but is favored because it only weighs half as much. Darkwood weapons and shields are often very light and worked only by the most skilled of craftsmen, both properties that cause such goods to be quite expensive. Wizards of the South favor darkwood while constructing rods, wands, and staves.

ALCOHOLS, HERBALISM AND POISONS

Many products can be crafted from the various flora that thrive across Toril, from wine to healing salves, and even dreaded poisons meant to cause injury and death. The following section provides a collection of various such creations made from the components harvested from plants and fungi from the previous section.

Additionally, the following Optional Crafting Rules have been provided to supplement the crafting rules found in the core rulebooks. As always, speak to the Dungeon Master and the other players at your table before utilizing the following rules.

OPTIONAL RULE: CRAFTING POISONS

While the rules for crafting poisons are outlined in the Player's Handbook, often the expense of poisons would require weeks or months to create a single dose. To further speed along the process while the characters are adventuring, or to give a logical reason why an assassin is carrying the equivalent of several years worth of work for a single mission, the following rules have been provided to allow for more rapid creation.

Making rapid progress on crafting a poison is often difficult, and can be dangerous. There are two methods on how this can be accomplished, depending upon how the campaign is currently flowing.

Day by Day

If the campaign is a more rapid paced game, and sessions follow the day-to-day affairs of the characters, this method is preferred, even if failure is more dangerous. Each day, the character must spend one full hour devoted to crafting the poison, as long as they are in possession of a Poisoner's Kit and the base materials used to craft the poison. At the end of this period, they must make a skill check with a Poisoner's Kit, with the base DC being equal to the DC of the poison saving throw.

Passing the skill check allows the character to make the progress of a single day count as a week. Instead of making 5 gp worth of progress toward the final result, the character makes 35 gp worth of progress toward the final price.

Passing the skill check by 5 or more grants even greater progress, allowing a single day of progress to count as an entire month. Instead of only 5 gp worth of progress toward the result, the character makes 150 gp worth of progress toward their final goal.

Failure of the skill check results in no progress being completed during the allotted time. Additionally the character has somehow made a drastic mistake and is now afflicted with the Poisoned condition.

Failing the check by 5 or more indicates that the character has made a grievous error while attempting to craft the poison, and they have inadvertently poisoned themselves. The character immediately suffers the effects as if they had been the target of the poison, and all of the materials used to craft the poison are ruined.

Total Time

If the characters have been allotted an extensive amount of downtime, and the player would rather not spend the entire time crafting a single dose of a particular substance, the following resolution has been provided to allow for multiple doses to be created simultaneously.

Crafting two doses of the same poison still requires access to the base materials for both doses, and the base DC is equal to the DC of the poison saving throw. At the end of the crafting time, the character makes a skill check using a Poisoner's Kit to determine if the batch was successful.

Increasing the DC by 5 allows the crafting of three doses simultaneously, and increasing the DC by 10 allows for the creation of four doses side by side.

However, failure of the crafting DC indicates that all doses were unable to be completed, and half of the material components were wasted in the failed batch.

Failing the crafting roll by 5 or more means that all of the material components used were wasted in the attempt.

OPTIONAL RULE: BREWING ALCOHOL

In contrast to the creation of poisons, most alcohols would realistically take a more considerable amount of time to craft, as the fermenting process takes time to change the components into a delectable brew.

Instead of making 5 gp worth of progress a day, brewing alcohols may be stretched into a period of months. For each 5 gp in price, brewing the alcohol takes one month, but the amount of raw materials to create the alcohol is only one quarter of the total cost. Thus a bottle of fine wine, valued at 10 gp, could be crafted over the period of 2 months, and while it would normally take 5 gp to craft, the wine instead requires 3 gp to craft.

Allathorne Tea

Value: 50 gold per dose

Brewing the dried berries of the Allathorne bush into a strong and bitter tea creates a drink that staves off the cold. Those that drink the tea are granted a +1 bonus on saving throws against the cold, or cold based damage, for the next hour.

Angel Wine

Value: 50 gold per bottle

Distilled from the Angel's Cactus, and sold throughout the Realms, this wine has a fruity flavor with a slight hint of an unusual taste that seems to vary with the person tasting it. No two wine aficionados can agree on the exact flavor, which often leads to heated debates among wealthy connoisseurs.

Some are suspicious of the interesting flavor, hinting that the Thayan merchants might be tainting the product with something insidious.

Azure Leaves (Inhaled)

Value: 75 gold per pound

Drying the leaves and then smoking them provides the smoker a sense of euphoria and calmness that lasts for $1d4+4$ minutes. However, smoking the leaves is often addicting, and requires a DC 10 Wisdom saving throw each time to avoid becoming addicted to the feeling of euphoria that the leaves bring.

Adventure Idea: Rage of Addiction

Several violent outbursts have happened on the streets, and the perpetrators have been various individuals, not previously known for violent behaviour. The city watch is baffled as to the cause, but has put out a reward for any information.

A cunning merchant has been mixing Azure Leaves with tobacco, as a method to ensure repeat business. However, the mixture is having an unusual and unexpected side effect. Several hours after smoking the concoction, the unwitting addicts have been unexpectedly leaping into a rage, attacking anyone around them with little regard for their own safety.

Blackcorn Whiskey

Value: 8 gold per bottle

A dry alcohol with a flavor similar to plums, the whiskey is a favorite of many southern cities. Due to the heavy alcohol content, it is often mixed with juices.

A more potent version of the brew is often distilled by dwarves, however, such a process takes considerably longer, and is worth 30 gold per bottle.



Blackroot Poison (Injury)

Value: 900 gold per dose

Often found coating blades of Drow assassins, this dark ichor is a foul substance and has a slightly acrid smell. Those injured by a blade coated in the poison must succeed at a DC 13 Constitution saving throw or suffer 16 (4d6) poison damage and be poisoned for 1 hour. Additionally, if the target fails the saving throw by 5 or more, they are Paralyzed for 1d6 minutes.

Bloodroot (Ingested)

Value: 1,000 gold pieces

While those that are wealthy enough to afford the rare bloodroot proclaim that eating it increases their stamina and virility, the true power of the root is revealed when a vampire consumes it.

Upon consuming the bloodroot, a living person must make a DC 15 Constitution saving throw or be Paralyzed for 1 round. Immediately afterward the creature gains a +2 bonus to their Constitution saving throws for $1d4$ hours.

A vampire consuming the bloodroot immediately gains Advantage on Charisma based skill checks for the next $1d4$ hours, and causes them to immediately Rage (as per the Barbarian class feature) if they smell blood.

Bloodspine Poison (Injury)

Value: 100 gold per dose

A translucent red fluid that only affects those with weak fortitude.

The poison requires only a DC 5 Constitution save, or the injured will suffer complete paralysis for $1d4$ hours. Those that succeed at the saving throw notice a slight euphoric effect for the same amount of time.

Bluemod

Magically treating the bluemod causes it to become as hard as steel, which is used by the Volodni to craft weapons and armor. These items weigh half as much as normal. Increase the cost of such items by 15 gold per pound that the original item weighs.

Additionally small pieces of the wood can be burned to create interesting blue flames. Such scraps of wood generally sell at 1 gold per ounce.

Butterspice Weed (Inhaled)

Value: 75 gold per pound of leaves

Curing the leaves of the butterspice plant causes them to become brown and crumbly, and often sought after for smoking.

Upon smoking spice weed, a wave of euphoria slowly washes over the smoker, lasting for $2d6+10$ minutes. During that time, the smoker suffers a -2 penalty to Dexterity saving throws. Halflings are affected for double the duration.

Calacaza Poison (Injury)

Value: 1600 gold per dose

A thick white paste made of berries, that is used to coat the blades of assassins.

Those injured by a weapon coated with the poison must make a DC 17 Constitution saving throw or suffer 32 (8d6) poison damage and be poisoned for 1d6 hours. If the target makes the saving throw, they only suffer half damage.



Calithil Wine (Ingested)

Value: 200 gold per bottle

Dwarves send their children out to pick the berries of Calithil vines that cling to the mountainside, so that they may be harvested into a specialty wine. Drinking an entire bottle of the wine made from the berries of this plant grants Advantage on any saving throws against Fear effects until the character takes a short or long rest.

Choking Cinder Fungus (Inhaled)

Value: 25 gold per ounce

Once ignited, the cloud of fumes lingers in a 10ft-radius centered on the burning fungus, and disperses in one minute in a calm wind (or 1 round in a stiff breeze). Those within the cloud must make a DC 11 Constitution saving throw or suffer 4 (1d6) poison damage and be poisoned. Each round those that are within the cloud must make the saving throw, or suffer the damage.

Crimson Tears (Ingested)

Value: 800 gold per dose

Steeping the flowers of Crimson Ladies in warm water creates a poison that when ingested the drinker must make a DC 15 Constitution saving throw or be blinded for 1d4+2 hours. During this time blood weeps from their eyes, and instead of seeing the world, they see horrific visions of things to come.

After recovering from the visions, the character gains Advantage on a single skill roll utilized within the next day, as the visions gave them a brief glimpse of the outcome.

Darkwood

The wood taken from the tree is extremely resilient and hard, yet surprisingly light. Shields and spears made of darkwood weigh only half as much as normal, yet function the same as normal. Creating a weapon or shield from darkwood increases the base cost by 60 gold pieces.

Dathlil Petals (Ingested)

Value: 5 gold per ounce

The petals of the flower can be brewed into a tea, or eaten whole to help neutralize poison. Ingesting the flower grants a +1 bonus to any saving throw to negate the ongoing effects of poison, including removing the poisoned condition.

Deva Tears (Ingested)

Value: 30 gold per dose

Drinking the sap which is exuded by the flowers heals a 1d4+1 hit points. A person may gain the benefit of drinking Tears a single time per day, and any additional ingestion requires the drinker to make a Constitution save or fall unconscious for 2d4+1 hours. This save is a DC 5, and increases by 1 each time the drinker has imbibed Deva Tears over the course of a day.

Devil's Crown Oil (Injury)

Value: 800 gold per dose

Coating a blade with the distilled sap of this plant grants a +1 bonus to damage against all celestial creatures. Additionally, they must make a DC 13 Constitution saving throw or be Poisoned for 1d4 minutes.

Those that are found to be in possession of the oil also quickly find themselves the target of the wrath of angels and other celestial beings, as the oil causes great pain.

Dragon Sand

Value: 1000 gold per ounce

After distilling the leaves of the plant in alcohol, and left to separate into the various substances under low heat, a peculiar substance is created. The substance appears to be a fine green powder, and has two peculiar properties.

The first is that it acts like an acid to any organic substance. If it comes into contact with flesh or wood it slowly dissolves, dealing 3 (1d4) acid damage per round for 1 minute per ounce contacting the organic substance, and leaving an acrid smell in the air.

The second property is that it can be burned for an extended period. If set on fire it burns with leaping green flames, and takes twice as long to burn as an equal amount of wood.

Dragon's Breath Poison (Contact)

Value: 400 gold per dose

Distilled from the stalks of numerous Dragon's Breath plants, the end result is a sticky orange substance vaguely appearing like honey.

Those unfortunate enough to come into contact with the poison must succeed at a Constitution saving throw, DC 13, or suffer 10 (3d6) poison damage and be poisoned for 2d6 minutes. If the target succeeds at the saving throw, they only suffer half damage.

Felsul Perfume (Inhaled)

Value: 100 gold pieces per bottle (5 doses)

Distilled from the petals of the many colored blooms of the Felsul tree, the spicy aroma of the perfume makes grown men giddy and aroused.

The perfume grants a +1 bonus on Charisma (Persuasion) skill checks against men.

Firethorn Poison (Injury)

Value: 200 gold per dose

Those unfortunate enough to have encountered the poison, often from brushing up against the thorny flowers, say that it is one of the most painful experiences they have suffered.

The creature must make a DC 13 Constitution saving throw or be Poisoned for 1d4 hours, due to the sheer agony as the affected area erupts into small painful pustules.

Fleshwort (Contact)

Value: 10 gold per ounce

Maintaining contact between a wound and the stalk of the plant grants a character an additional 1d6 hit points regained during a short rest. Many physicians will sew the stalk within the wound, allowing their patient to more quickly recover.

Ghostbane Oil

Value: 500 gold per dose

Using the roots of the Specterflower, alchemists are capable of distilling an oil, that when applied to weapons allows the weapon to inflict full damage upon incorporeal creatures as if they were physical creatures. This benefit lasts for only a few swings, and fades upon the first failure to strike the target.

Green Sleeping Dust (Inhaled)

Value: 500 gold per dose

Carefully crafted by the ninja in service to the Soretyo family of Foo Nakar, from the seeds of the Bija Tree. When this powder is inhaled, it forces a target to make a DC 19 Constitution saving throw or fall unconscious for 2d6 minutes.

Guklulla Paste (Contact)

Value: 30 gold per dose

Made from the ground roots of the Guklulla plant that grows in the swamp, the paste provides temporary relief of pain, as well as healing 1d4 hit points. If the recipient of the healing is an orc or half-orc, they receive an additional 1d4 hit points. A creature can only receive aid from the Guklulla Paste once per long rest.

Haella Fragrance (Inhaled)

Value: 50 gold per dose

Made from the ground petals of the Haella flower, the fragrance is often enough to repel most small insects. Larger monstrous insects must make a DC 8 Constitution saving throw or be unable to approach within 10 feet of a person that has applied the fragrance within the last day.

Hart's Crown Weapons

Value: 50 gold per weapon

When a piece of a Hart's Crown bush is used as a weapon against a fey creature, it deals 1d6 additional piercing damage. Treat any such weapons as daggers or shortswords, although they break on an attack roll of '1'.

Helmthorn Wine (Ingested)

Value: 10 gold per bottle

A dry red wine, it is rumored to increase virility in older men. The wine is especially popular in Amn and Candlekeep.

Itching Powder (Contact)

Value: 10 gold per dose

Created by grinding the petals of Thalsen Weed, this poison is often used by practical jokers and pranksters among the wealthy. The powder is often brushed upon a surface, or rarely blown into the air.

When coming into contact with bare flesh, the victim must make a Constitution saving throw, DC 13, or begin itching for the next 2d4 hours, or until the powder is washed off.

Jalap Poultice (Contact)

Value: 50 gold per dose

The leaves of the Jalap vine, once ground, are used to make a poultice. Application of the poultice grants grants an additional saving throw against the effects of snake venom.

Mallow Tea (Ingested)

Value: 50 gold per dose

Brewed from the flower petals of the Mallow plant, the tea is predominantly brewed to ward away evil spirits.

Those that drink the tea gain Advantage on any saving throw meant to resist mind control or possession until the next short rest.

Maraga Poison (Contact)

Value: 1000 gold per dose

Those that come into contact with the thick golden fluid must succeed at a DC 15 Constitution saving throw or suffer 10 (3d6) poison damage. If the target fails the saving throw by 5 or more, they are Paralyzed for 1d4 hours. If the target makes the saving throw, they only suffer half damage.

Redroot Paste (Contact)

Value: 30 gold per dose

Grinding the root into powder and mixing with water creates a paste which can be applied to wounds, healing an additional 1d4 hit points during a short rest. However, the paste also creates an interesting side effect of a slight numbness for 1d2 hours on the affected area. Injecting the paste is not recommended, as it causes nausea and vomiting unless a DC 15 Constitution save is made.

Ruby Blushrose Perfume

Value: 50 gold per bottle (10 doses)

Perfume makers of Kara-Tur have found ways to distill the powerful aroma of the blushrose. While the aroma still permeates the fragrance, the effects are quite lessened. Those that smell the perfume must make a DC 11 Constitution saving throw or suffer Disadvantage on Constitution and Wisdom saving throws for the next 1d6 minutes.

Serpent Sweat Poison (Contact)

Value: 1000 gold per dose

The juice of the ruptured Serpent Sweat fungus is quite poisonous, and many denizens of the Underdark give it a wide berth.

Those that come into contact with the sticky substance must make a DC 17 Constitution saving throw or be Paralyzed for 1d4 hours. Those that fail the saving throw by 5 or more suffer 32 (8d6) poison damage.

Sight Beyond

Value: 250 gold per dose

Grinding the root of the Aadarna plant into a fine powder, and mixed with a concoction of other commonly found herbs, an alchemist is capable of creating an interesting potion.

For the next hour after drinking, the vision of the character shifts to the Astral Realm. They may perceive what happens from a position that corresponds to their location in the Material Realm. During that time, they are blind to everything that happens in the Material Realm, including combat.

Silverleaf Powder (Inhaled)

Value: 300 gold per dose

Sprinkling this powder in an area, a lycanthrope may not approach within 30 feet, or else they must make a DC 15 Constitution saving throw or becomes Incapacitated for 1d4 minutes.

Spellbane (Ingested)

Value: 25 gold per leaf

Any that consume a piece of spellbane loses all their abilities to cast spells or use magical abilities for 3d4 hours. Additionally, the creature gains Advantage on any saving throw to resist magic spells or effects for the same amount of time.

Spellslayer Wine (Ingested)

Value: Variable depending on strength

A thick, clear syrup that has proven to be the bane of spellcasters and the indirect cause of several assassinations, the poison is concocted from wyverns blood, oak sap, harpy blood, and the herbs alarvaun, drace and thelmallow flowers. Within several minutes of drinking, the poison saps the ability for a spellcaster to cast arcane spells.

Common spellslayer wine takes effect in 2d4 rounds, and the spellcaster is unable to cast spells for 1d4 hours. Acquiring the poison costs 5,000 gold.

Rare spellslayer wine takes effect in 1d4 rounds and the effects last for 2d4 hours. This version of the poison costs 10,000 gold.

Diluted doses take 2d4+4 minutes to take effect, and the effects only last for 4d4 minutes. While not quite as effective, this version of the poison can be acquired for 2,500 gold.

Stonewort Paste (Contact)

Value: 250 gold per dose

Grinding the Stonewort leaves into a powder and adding liquid to create a paste creates an interesting concoction. It can be applied to the flesh and grants a +1 bonus to Armor Class for 2d6 minutes. However, more than a single application per day of the paste inflicts a -1 penalty on Dexterity based skill and saving throw rolls when applied, as the skin begins to stiffen and become numb.

Sunberry Wine (Ingested)

Value: 50 gold per bottle

Brewing the sunberries, and letting it age for a few years, a few vintners in Cormyr create a tasteful wine that is in limited supply. The golden wine is quite tart, and highly sought after in Waterdeep.

Twilight Birch Wood

Value: 100 gold per pound

Soft and malleable when first cut, the wood slowly hardens over the course of several days, making it a delight with many craftsmen.

When a magical item is crafted using Twilight Birch, and used to cast a Death or Trickery Domain spell (even if used by non-Clerics), it allows the spell to be cast one level higher without using a higher level spell slot. This ability can be used once per long rest, and only at night.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. Not for resale. Permission granted to print or photocopy this document for personal use only.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave ArnesonSkreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds