

MATERIA MEDICA

FORAGING

A character may spend time during rest, travel, or downtime between adventures foraging for plants, animals, or minerals from which remedies or toxins may be derived. To forage ingredients, a character must make an Intelligence (Nature) or Wisdom (Survival) check. The result of this check should be compared to the foraging DC table appropriate to the seasonal and regional context in which the character is foraging to determine what, if any, ingredient materials they were able to source. A character must spend 1 hour foraging to obtain enough of a material to create one full, effective dose of its medicinal or poisonous product. This time encompasses searching, harvesting, and safely storing the materials, as well as travel time to and from the material's location. For every hour spent foraging, the character may harvest a different ingredient from the environment, as long as its foraging DC falls under their original Intelligence (Nature) or Wisdom (Survival) ability check total.

Each listing of the tables provides; common names of the material; a brief description of its appearance; the useful parts of the material and the forms the medicine or poison might take; the specific effect of the medicines or poisons that might be crafted from the material; and it's foraging DC, colour coded to indicate if the material can be used to craft medicine (red), poison (green), or both (purple). A single material might have multiple possible products, but only one may be produced at a time. An easy shorthand is that a comma means "and", while a semi-colon means "or".

CRAFTING

The brewing of medicines requires access to a herbalism kit and the proficiency to use one, while brewing poisons requires a poisoner's kit and the proficiency to use one of those instead. An apothecary's kit could be utilised as both a herbalism and poisoner's kit in one, though proficiency with both would be required to use it effectively. The herbalism kit and poisoner's kit each contain 5 vials in which to properly store and preserve medicines and poisons for use. Additional containers must be purchased and secured if a character wishes to craft and carry more products at once than these kits can hold.

Item	Cost	Weight
Apothecary's Kit	65 gp	4 lb.

Apothecary's Kit. This kit contains the necessary tools, chemicals and containers for the crafting of medicinal remedies or poisons from raw harvested materials. This includes supplies such as safety gloves, clippers, mortar and pestle, binding agents, distillation equipment, and a small cauldron. It also includes up to 8 containers for the safe storage and preservation of medicines or poisons created using the kit. Proficiency with herbalism kit and poisoner's kit lets you to add your proficiency bonus to any ability checks made to craft or identify medicines or poisons using this kit.

BREWING MEDICINES

In order to brew or prepare a medicine from raw materials using a herbalism or apothecary's kit, a character must use a full dose's worth of ingredients, spend 1 full hour, and make a DC 15 Intelligence check. A successful check provides a medicine of the desired effect (of which the ingredients are capable). An unsuccessful check expends the time and materials with the outcome often a useless vial of greenish-brown water.

For every additional hour spent preparing a single dose of medicine, the DC is lowered by 1. Additional ingredients may be added to a concoction if they share an effect outcome with the primary ingredient. For every additional full dose's worth of an ingredient contributing to the preparation of a single dose of medicine, the DC is lowered by 1.

BREWING POISONS

In order to brew or prepare a poison from raw materials using a poisoner's or apothecary's kit, a character must use a full dose's worth of ingredients, spend 1 full hour, and make a DC 15 Intelligence check. A successful check provides a poison of the desired effect (of which the ingredients are capable). An unsuccessful check expends the time and materials with the outcome often an unfortunate case of unintentional self-affliction.

For every additional hour spent preparing a single dose of poison, the DC is lowered by 1. Additional ingredients may be added to a concoction if they share an effect outcome with the primary ingredient. For every additional full dose's worth of an ingredient contributing to the preparation of a single dose of poison, the DC is lowered by 1.

A target creature subjected to a poison made this way must succeed a Constitution saving throw equal to the DC used during the brewing process + 1 for every additional hour spent. If a poison would cause immediate damage to the target, that target takes half damage on a success and shrugs off all other effects. Ongoing damage does not effect a target who succeeds their save. The saving throw ability versus poisons made this way is Constitution regardless of whether the effect would ordinarily call on a different ability save.

APOTHECARY FEAT

Prerequisite: Proficiency with herbalism kit or poisoner's kit.

You are well versed in exploiting the properties of nature's flora and fauna. Any time you are brewing a medicine or poison with the use of a kit, you may choose to gain one of the following benefits:

- While fulfilling the complete ingredient requirement of a medicine or poison, you take half the time usually necessary to brew each dose.
- While taking the whole time necessary to brew a medicine or poison, you require half the usual amount of ingredients to brew each dose.

SUMMER

Coast
Desert
Forest
Grassland
Jungle
Mountain
Swamp
Tundra
Underdark
Urban

AUTUMN

Coast
Desert
Forest
Grassland
Jungle
Mountain
Swamp
Tundra
Underdark
Urban

WINTER

Coast
Desert
Forest
Grassland
Jungle
Mountain
Swamp
Tundra
Underdark
Urban

SPRING

Coast
Desert
Forest
Grassland
Jungle
Mountain
Swamp
Tundra
Underdark
Urban



Names	Appearance	Forms	Effect	DC
Blue Ringed Octopus, Reef Killer	A small brown octopus usually hiding amongst a reef's rocks and coral will suddenly flare iridescent blue rings	Venom (Injury)	Poison (Paralysed, suffocating)	19
Bluebell, Wood Bell, Bell Bottle, Fairy Flower	Delicate, vibrant blue flowers hang like bells from an elegant, curved stem	Bulb (Tonic)	Healing (2d4 + 2)	20
Coral Branch, Reef Rocks	Red, bone-like porous growths settle in tight colonies to enable the formation of marine reefs	Branch (Implant)	Broken bone restorative	20
Pearl	Irregular iridescent orbs in white, gold, black, and any number of other opalesque colours	Whole pearl (Powder)	Blindness curative; Antidote (Contact poisons)	22

DESERT

Names	Appearance	Forms	Effect	DC
Coachwhip, Candlewood, Desert Coral, Slimwood	Appearing as a careful collection of dead sticks until rainfall revives its green body, topped with crimson flowers	Flowers, roots (Salve); Flowers, bark (Bath)	Healing (4d4 + 4); Healing (1L Exhaustion)	12
Butterfly Weed, Fluxweed, Windroot	Bees and butterflies hover around the orange and yellow blossoms and long pointed leaves	Nectar (Injury)	Poison (1d6/round, Poisoned)	13
Jojoba, Pignut, Wild Hazel	Broad, waxy leaves stick up like the plates on a stegosaurus, guarding egg shaped nuts which brown over time	Nut (Salve)	Healing (4d4 + 4)	13
Curlycup, Gumweed	Tangled green shrub of spiked bulbs which burst into small, bright yellow flowers	Flower buds (Tonic); Leaves, flowers (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	14
Aloe Vera	Spiked shards of succulent, each fang of which is lined with a thin serrated edging	Jelly (Salve)	Healing (4d4 + 4)	15
Joint Pine	A shrub easily mistaken for big, tough clumps of tall, spiny grass	Stems (Tonic)	Healing (2d4 + 2)	15
Arid Monitor, Climbing Monitor	A long, mottled grey monitor lizard which scrambles away up trees or cliffs	Skin (Salve)	Healing (4d4 + 4)	16
Spitting Fat-Tail, Thick-Tail Scorpion	A dark, wide armoured body gives way to small pale pincers at the head	Venom (Contact)	Poison (Blinded)	16
Deathstalker, Gold Sand Scorpion	A flattened tan body blends in easily to the sand and stone of a desert	Venom (Injury)	Poison (6d6)	17
Desert Rose, Kudu, Sand Star	White star-shaped flowers with bold pink borders droop from succulent stems along with leathery, dark green leaves	Sap (Injury)	Poison (2d6, 1L Exhaustion/round)	17
Rattlesnake, Diamondback	Brown, vicious looking viper with a hideous rattle for a tail, which it shakes before striking with deadly speed	Venom (Injury)	Poison (Blinded, Poisoned)	17
Gila Monster	A heavy, sluggish lizard covered in orange and black markings, slowly drags itself between places of shade	Venom (Injury)	Poison (6d6, 1d6/round, poisoned)	18

Names	Appearance	Forms	Effect	DC
Redback Spider, Black Widow	A sharp and threatening looking black spider with a striking red hourglass mark on the abdomen	Venom (Injury)	Poison (3d6, Poisoned)	18
Bark Scorpion	A waxy, yellow scorpion hunts at night, stinger high, ready to strike at any prey that crosses its path	Venom (Tonic); Venom (Injury)	Healing (2d4 + 2); Poison (3d6, Attack disadvantage)	22

FOREST

Names	Appearance	Forms	Effect	DC
Foxgloves, Dead Men's Bells, Bloody Fingers, Fairy Thimbles	Vibrantly coloured and patterned bell shaped flowers bloom by the dozens from a single tall spike (Ingested)	Whole plant	Poison (2d6, Poisoned)	12
Cobwebs	Silvery gossamer thread stretched between surfaces and across pathways in elaborate nets	Whole web (Dressing)	Healing (4d4 + 4)	13
Sphagnum Moss, Blood Blanket	A thick carpet of green cloaks the forest floor and envelopes the rotting wood of fallen trees	Dried (Salve); Dried (Dressing)	Healing (4d4 + 4); Major wound restorative	14
Stone Mint, Frost Mint	Winding stalks laddered with even pairs of leaves, giving way to sparks of lilac coloured flowers near the top	Leaves (Tonic)	Healing (2d4 + 2)	14
Sulphur Tuft, Clustered Woodlover	Clumps of clustered yellow toadstools clamber to consume the dead matter of stumps and branches	Whole fungus (Ingested)	Poison (Blinded, Paralysed)	14
False Earthstar	Small fungal stars on the forest floor trace the path of tree roots beneath the earth	Whole fungus (Salve); Whole fungus (Powder)	Healing (4d4 + 4); Stabilise the dying	15
Heal-All, Self-Help, Carpenter's Herb, Blue Curls	Tiny white or purple flowers cluster around a cylindrical core, fringed by a dramatic collar of two pointed leaves	Flowers (Tonic); Flowers, leaves (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	15
Bluebell, Wood Bell, Bell Bottle, Fairy Flower	Delicate, vibrant blue flowers hang like bells from an elegant, curved stem	Bulb (Tonic)	Healing (2d4 + 2)	16
Creeping Charlie, Ground Ivy, Catsfoot, Field Balm, Gil-Over-The-Ground, Run-away-Robin	Crawling to cover every inch of ground in a blanket of dark, fan-shaped leaves, dotted with the blue of minute flowers	Leaves (Wash); Leaves (Oil)	Blindness curative; Deafness curative	16
Lachesis Viper, Bushmaster	An orange-brown snake with bold black diamonds, it shakes its tail like a rattlesnake without a rattle when angry	Venom (Tonic)	Healing (2d4 + 2)	16
Enchanter's Nightshade	Minute white flowers stand, barely visible, above dark pointed leaves, close to the ground	Whole plant (Wash)	Major wound restorative	18
Death Adder	A thick bodied snake in bands of black, brown, and orange, shockingly adept at disappearing into the undergrowth	Venom (Injury)	Poison (1d6/round, Paralysed)	19
Fraxinella, Burning Bush, Gas Plant	Tall spikes of white flowers flag the location of the volatile leafy bush	Flowers, leaves (Contact)	Ignites in sunlight	20

GRASSLAND

Names	Appearance	Forms	Effect	DC
Dandelion	Bright yellow flowerheads and fluffy seed orbs ready to be blown off, lifting up from a bed of weedy jagged leaves	Roots (Tonic)	Healing (2d4 + 2)	12
Curlycup, Gumweed	Tangled green shrub of spiked bulbs which burst into small, bright yellow flowers	Flower buds (Tonic), Leaves, flowers (Salve)	Healing (2d4 + 2) Healing (4d4 + 4)	12
Blackroot, Bowman's Plant, Culversphysic	Like spears raised high the lilac flowers taper to a point above sharp leaves	Root (Ingested)	Poison (Poisoned)	13
Heal-All, Self-Help, Carpenter's Herb, Blue Curls	Tiny white or purple flowers cluster around a cylindrical core, fringed by a dramatic collar of two pointed leaves	Flowers (Tonic), Flowers, leaves (Salve)	Healing (2d4 + 2) Healing (4d4 + 4)	14
John's Wort, Knight's Friend	Bright star-like blossoms of yellow and gnarled purple fruit	Flowers, buds (Salve)	Healing (4d4 + 4)	14
Yarrow, Milfoil, Littlefeather, Nosebleed, Soldier's Safety, Bloodwort, Woundwort	Sprawling fernlike shrub explodes into bunches of tiny flowers in dozens of colours to form a floral canopy	Oil (Tonic), Whole Plant (Salve)	Healing (2d4 + 2) Healing (4d4 + 4)	15
Big Bluestem, Bluejoint	Tall bunches of reedy grass bunched into stalks with red, blue, or purple hues when observed from a distance	Leaves, roots (Tonic)	Healing (2d4 + 2)	15
Foxgloves, Dead Men's Bells, Bloody Fingers, Fairy Thimbles	Vibrantly coloured and patterned bell shaped flowers bloom by the dozens from a single tall spike	Whole plant (Ingested)	Poison (2d6, Poisoned)	16
Death Adder	A thick bodied snake in bands of black, brown, and orange, shockingly adept at disappearing into the undergrowth	Venom (Injury)	Poison (1d6/round, paralysed)	17
Strychnine Tree, Snakewood, Humble Button	A short, thick, crooked, pale tree trunk topped with a full dome of leaves and hard orange fruit	Fruit seeds (Inhaled)	Poison (4d6/round, paralysed)	20

JUNGLE

Names	Appearance	Forms	Effect	DC
Passion Vine	A leafy climber bears exotic purple and yellow flowers to match its strange bulbous, purple fruit	Flowers (Salve); Flowers (Ingested)	Healing (4d4 + 4); Draught (Sleep)	13
Oleander, Nerium	Pink pinwheel flowers stand out from dark heavy leaves on a small tree	Sap (Contact); Wood (Inhaled)	Poison (Blinded); Poison (Poisoned)	14
Velvetleaf, Moonseed	Long woody vines stretching between trees, bearing heart-shaped leaves and small dark seed pods	Seeds (Injury)	Poison (Stunned)	14
Cat's Claw, Wait-A-Minute	A woody vine spreads across the path and up the trees, hooked thorns outstretched ready to catch anything in reach	Bark, roots (Powder)	Stabilise the dying	15
Cottonmouth, Gaper	A mottled brown and black snake with a habit of baring its fangs and exposing the bright white interior of its mouth when threatened	Venom (Injury)	Poison (5d6/round)	15

Names	Appearance	Forms	Effect	DC
Milky Mangrove, Blind-Your-Eye, River Poison Tree	A tangled root system lifts the tree half out of the water while its heavy leaves dangle into the water's edge	Sap (Contact)	Poison (Blinded)	15
Angel's Trumpet, Feingold, Devil's Breath Plant	Fragrant, pale-yellow blooms edged in red hang like pendants from an elegant, winding tree	Seeds (Inhaled)	Poison (As Suggestion spell)	16
False Earthstar	Small fungal stars on the forest floor trace the path of tree roots beneath the earth	Whole fungus (Salve); Whole fungus (Powder)	Healing (4d4 + 4); Stabilise the dying	16
Lantern Stinkhorn, Lizard's Claw	A slimy pink rocket stinking of rotting flesh and excrement gets even worse when it splits into several reaching tentacles	Whole fungus (Inhaled)	Poison (Target spends turn retching)	16
Sulphur Tuft, Clustered Woodlover	Clumps of clustered yellow toadstools clamber to consume the dead matter of stumps and branches	Whole fungus (Ingested)	Poison (Blinded, Paralysed)	16
Arid Monitor, Climbing Monitor	A long, mottled grey monitor lizard which scrambles away up trees or cliffs	Skin (Salve)	Healing (4d4 + 4)	17
Honeysuckle	Blossoms collect like hummingbirds among the leaves and vines in a variety of bright colours	Leaves, Seeds (Tonic); Flowers (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	17
Golden Frog, Poison Arrow Frog, Yellow Blackfoot	A bright yellow amphibian with a black underside, so small that it can still be easily missed in the rainforest	Skin (Injury)	Poison (Paralysed, death in 3min)	18
Miner's Moonlight, Moonshine Mushroom	Climbing in steps up the tree trunk like a natural ladder are orange gilled fungal bodies	Whole fungus (Ingested)	Poison (Poisoned)	18
Okay Gecko, Uh-Oh, Fuck-You Lizard	With a call like a squeaky toy, the red-speckled turquoise of its body can change colours to blend in with its surroundings	Whole lizard (Pill); Whole lizard (Wine)	Healing (8d8 + 8); Major wound restorative	20
Tiger's Milk Mushroom	A strange looking toadstool with a flattened brown cap sitting atop a thin, squiggly stem	Whole fungus (Pill); Whole fungus (Ingested); Whole fungus (Dressing)	Healing (8d4 + 8); Antidote (Ingested poisons); Major wound curative	22

MOUNTAIN

Names	Appearance	Forms	Effect	DC
Curlycup, Gumweed	Tangled green shrub of spiked bulbs which burst into small, bright yellow flowers	Flower buds (Tonic); Leaves, flowers (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	14
Stone Mint, Frost Mint	Winding stalks laddered with even pairs of leaves, giving way to sparks of lilac coloured flowers near the top	Leaves (Tonic)	Healing (2d4 + 2)	14
Wolfsbane, Monkshood, Devil's Helmet, Love's Chariot, Aconite	Dark purple flowers burst and curl, foxglove like, from all sides of a tall central stalk	Whole Plant (Contact); Roots (Ingested)	Poison (2d6/round); Poison (Death in 4hrs)	14
Foxgloves, Dead Men's Bells, Bloody Fingers, Fairy Thimbles	Vibrantly coloured and patterned bell shaped flowers bloom by the dozens from a single tall spike	Whole plant (Ingested)	Poison (2d6, Poisoned)	15

Names	Appearance	Forms	Effect	DC
Funnel-Web Spider, Atrax	Strong, shining legs branch off a fat black body, the spider squeezes itself into a small ground burrow to hide	Venom (Injury)	Poison (2d6, Poisoned)	15
Lachesis Viper, Bushmaster	An orange-brown snake with bold black diamonds, it shakes its tail like a rattlesnake without a rattle when angry	Venom (Tonic)	Healing (2d4 + 2)	15
Jojoba, Pignut, Wild Hazel	Broad, waxy leaves stick up like the plates on a stegosaurus, guarding egg shaped nuts which brown over time	Nut (Salve)	Healing (4d4 + 4)	16
Eyebright, Gladness	Hardy green stems host small jagged leaves and petit, pale-purple and white flowers, rising above the grass	Stem (Tonic); Leaves, flowers (Wash)	Healing (2d4 + 2); Blindness curative	17
Hooded Shrike, Black-Headed Pitohui	A striking combination of black and orange plumage flutters between trees	Skin, feathers (Contact)	Poison (1d6/round)	17
Rattlesnake, Diamondback	Brown, vicious looking viper with a hideous rattle for a tail, which it shakes before striking with deadly speed	Venom (Injury)	Poison (Blinded, Poisoned)	17
Gila Monster	A heavy, sluggish lizard covered in orange and black markings, slowly drags itself between places of shade	Venom (Injury)	Poison (6d6, 1d6/round, poisoned)	18
King Cobra, Hamadryad	A characteristic dramatic hood stretches over the snake's head and part way down its striped body	Venom (Injury)	Poison (2d6, Blinded, Sleep in 1min)	18
Mountain Dittany, Erontas, Love's Promise	Velvety silver small, round leaves and pink flowers, growing wild on only the most difficult to reach cliffsides and gorges	Leaves (Elixir)	Healing (10d4 + 20)	25

SWAMP

Names	Appearance	Forms	Effect	DC
Milky Mangrove, Blind-Your-Eye, River Poison Tree	A tangled root system lifts the tree half out of the water while its heavy leaves dangle into the water's edge	Sap (Contact)	Poison (Blinded)	12
Cottonmouth, Gaper	A mottled brown and black snake with a habit of baring its fangs and exposing the bright white interior of its mouth when threatened	Venom (Injury)	Poison (5d6/round)	13
Cobwebs	Silvery gossamer thread stretched between surfaces and across pathways in elaborate nets	Whole web (Dressing)	Healing (4d4 + 4)	14
Velvetleaf, Moonseed	Long woody vines stretching between trees, bearing heart-shaped leaves and small dark seed pods	Seeds (Injury)	Poison (Stunned)	14
Sphagnum Moss, Blood Blanket	A thick layer of yellow-green peat blankets the surface of the water, disguising it as though it were a grassy clearing	Dried (Salve); Dried (Dressing)	Healing (4d4 + 4); Major wound restorative	15
Sulphur Tuft, Clustered Woodlover	Clumps of clustered yellow toadstools clamber to consume the dead matter of stumps and branches	Whole fungus (Ingested)	Poison (Blinded, Paralysed)	15
Vervain, Simpler's Joy, Holy Herb, Wild Hyssop	A number of elegant violet flowered spikes branch up from thin wooden stems	Whole plant (Tonic)	Healing (2d4 + 2)	16

Names	Appearance	Forms	Effect	DC
Paperbark, Punk Tree	The trunk and branches twist unpredictably, the pale bark peeling off in thin, silky sheets	Bark, oil (Salve)	Healing (4d4 + 4)	17
Willow, Sallow, Salix	A twisting trunk and blossoms that droop from branches, bursting forth before the leaves grow back in	Bark (Tonic)	Healing (2d4 + 2)	17
Water Hemlock, Muskrat Weed	A spindly knee-high plant with distinct tufts of tiny white flowers growing by the waterside	Whole plant (Injury)	Poison (Poisoned)	18

TUNDRA

Names	Appearance	Forms	Effect	DC
Blackroot, Bowman's Plant, Culversphysic	Like spears raised high the lilac flowers taper to a point above sharp leaves	Root (Ingested)	Poison (Poisoned)	14
Eyebright, Gladness	Hardy green stems host small jagged leaves and petite, pale-purple and white flowers, rising above the grass	Stem (Tonic); Leaves, flowers (Wash)	Healing (2d4 + 2); Blindness curative	14
Wormwood, Sagewort, Absinthe	A stunted flowering weed low to the ground with round yellow buds not quite open enough to be regarded flowers	Leaves (Salve); Oil (Ingested)	Healing (4d4 + 4); Poison (2d6)	14
Deer Lichen, Caribou Moss	Silver green lichen in tangled lumps huddling together into larger mounds like nature's dust bunnies	Juice (Tonic); Whole fungus (Pill)	Healing (2d4 + 2); Healing (8d4 + 8)	15
Pasque Flower, Wind Flower	Stars of pink and purple bowed in the frost open to the sunlight to soak up what they can, fuzzy fruit like something from Dr Seuss	Juice (Draught)	Poison (Sleep in 1min)	15
Bearberry Bush	Growing low to the ground to keep out of the wind, bright green leaves and shiny, red berries attract critters	Leaves (Tonic); Berries (Ingested)	Healing (2d4 + 2); Poison (Deafened, poisoned)	16
Willow, Sallow, Salix	A much smaller twisting trunk than usually displayed by a tree of the species, its leaves hang in mournful tresses	Bark (Tonic)	Healing (2d4 + 2)	16
Alder	Gnarled lumpy trunk spreading uneven branches over an otherwise bare landscape	Bark (Salve)	Healing (4d4 + 4)	17
Sphagnum Moss, Blood Blanket	Rolling mounds of the yellow-green moss hide amongst the toughened grass of the tundra	Dried (Salve); Dried (Dressing)	Healing (4d4 + 4); Major wound restorative	17
Beaver	A large structure built from branches obstructs the flow of water as round brown rodents with large flat tails busy themselves	Testicles (Pill)	Healing (8d4 + 8)	18
Wolfsbane, Monkshood, Devil's Helmet, Love's Chariot, Aconite	Dark purple flowers burst and curl, foxglove like, from all sides of a tall central stalk	Whole Plant (Contact); Roots (Ingested)	Poison (2d6/round); Poison (Death in 4hrs)	20

UNDERDARK

Names	Appearance	Forms	Effect	DC
Cobwebs	Silvery gossamer thread stretched between surfaces and across pathways in elaborate nets	Whole web (Dressing)	Healing (4d4 + 4)	14
Miner's Moonlight, Moonshine Mushroom	Climbing in steps up the cave wall in the dark are faintly green glowing half-cup fungal bodies	Whole fungus (Ingested)	Poison (Poisoned)	15
Devil's Fingers, Octopus Stinkhorn, Illithid Egg	A round white bulb erupts into pale meaty tentacles which attract insects to absorb in their stinking slime	Whole fungus (Inhaled)	Poison (Target spends turn retching)	16
Ghost Fungus	A funnel shaped mushroom shining brightly enough in the dark to read by	Whole fungus (Ingested)	Poison (Poisoned)	17
Witch's Heart, Red Cage, Lattice Stinkhorn	A supposedly carnivorous hollow cage of pink, fleshy fungus riddled with holes that resemble bloody wounds	Whole fungus (Contact); Whole fungus (Ingested)	Poison (2d6/round); Poison (3d6, Stunned)	17
False Earthstar	Small fungal stars clinging to the damp of boulders like barnacles to a ship	Whole fungus (Salve); Whole fungus (Powder)	Healing (4d4 + 4); Stabilise the dying	18
Arsenic Ore, Mispickel	Flaking silver crystalline rock which releases a garlic smell when struck	Mineral (Inhaled)	Poison (Poisoned, sleep in 10min, death in 3days)	19
Blue Vitriol, Chalcanthite	Brilliant blue gems growing in tight knit threads from copper deposits, dissolves quickly in liquid	Mineral (Ingested)	Poison (Poisoned)	20
Okay Gecko, Uh-Oh, Fuck-You Lizard	With a call like a squeaky toy, the red-speckled turquoise of its body can change colours to blend in with its surroundings	Whole lizard (Pill); Whole lizard (Wine)	Healing (8d8 + 8); Major wound restorative	20
Cinnabar, Dragon's Blood	Nuggets of gleaming red crystal stick out from the other gem clusters in chunks	Mineral (Contact)	Poison (Poisoned)	22

URBAN

Names	Appearance	Forms	Effect	DC
Dandelion	Bright yellow flowerheads and fluffy seed orbs ready to be blown off, above a weedy bed of jagged leaves	Roots (Tonic)	Healing (2d4 + 2)	12
Cobwebs	Silvery gossamer thread stretched between surfaces and across pathways in elaborate nets	Whole web (Dressing)	Healing (4d4 + 4)	14
Creeping Charlie, Ground Ivy, Catsfoot, Field Balm, Gil-Over-The-Ground, Run-away-Robin	Crawling to cover every inch of ground in a blanket of dark, fan-shaped leaves, dotted with the blue of minute flowers	Leaves (Wash); Leaves (Oil)	Blindness curative; Deafness curative	14
Scotch Marigold, Sun Glow, Jane Harmony, Ruddles	Brilliant yellow and orange puffballs on weedlike green stems	Leaves (Salve)	Healing (4d4 + 4)	14
Vervain, Simpler's Joy, Holy Herb, Wild Hyssop	A number of elegant violet flowered spikes branch up from thin wooden stems	Whole plant (Tonic)	Healing (2d4 + 2)	14

Names	Appearance	Forms	Effect	DC
Foxgloves, Dead Men's Bells, Bloody Fingers, Fairy Thimbles	Vibrantly coloured and patterned bell shaped flowers bloom by the dozens from a single tall spike	Whole plant (Ingested)	Poison (2d6, Poisoned)	15
Redback Spider, Black Widow	A sharp and threatening looking black spider with a striking red hourglass mark on the abdomen	Venom (Injury)	Poison (3d6, Poisoned)	16
Cone Flower, Echinacea, Hedgehog Flower	Wide circles of purple stand tall, holding aloft spiny, conical centres	Whole plant (Tonic); Whole plant (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	17
Fer-de-Lance, Spearhead, Yellow Beard	Black and brown markings are defined into tessellating diamonds by bright white borders and dark spots	Venom (Injured)	Poison (4d6, Poisoned)	20
Okay Gecko, Uh-Oh, Fuck-You Lizard	With a call like a squeaky toy, the red-speckled turquoise of its body can change colours to blend in with its surroundings	Whole lizard (Pill); Whole lizard (Wine)	Healing (8d8 + 8); Major wound restorative	23



COAST

Names	Appearance	Forms	Effect	DC
Coastal Jack-Bean, Seaside Jack	Fleshy vines trail along sand dunes, thick leaves matting the area and pink flowers popping up sporadically	Leaves (Salve)	Healing (4d4 + 4)	14
Bluebottle, Man-O-War	Floating on the water like a blue bubble with a sail, its translucent body and long stinging tail are easily stranded ashore	Tail (Contact)	Poison (2d6/round)	15
Milky Mangrove, Blind-Your-Eye, River Poison Tree	A tangled root system lifts the tree half out of the water while its heavy leaves dangle into the water's edge	Sap (Contact)	Poison (Blinded)	16
Staggerweed, Stagger Mint	Tiny unassuming white flowers stick up from lightly fuzzy stalks	Whole Plant (Pill)	Healing (8d4 + 8)	16
Cottonmouth, Gaper	A mottled brown and black snake with a habit of baring its fangs and exposing the bright white interior of its mouth when threatened	Venom (Injury)	Poison (5d6/round)	17
Yarrow, Milfoil, Littlefeather, Nosebleed, Soldier's Safety, Bloodwort, Woundwort	Sprawling fernlike shrub explodes into bunches of tiny flowers in dozens of colours to form a floral canopy	Oil (Tonic); Whole Plant (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	17
King Cobra, Hamadryad	A characteristic dramatic hood stretches over the snake's head and part way down its striped body	Venom (Injury)	Poison (2d6, Blinded, Sleep in 1min)	18

Names	Appearance	Forms	Effect	DC
Mugwort, Felon Herb, Sailor's Tobacco, Artemisia	Broad sprawling ground cover, feathery green leaves with silvery undersides hide dark purplish stems from view	Leaves (Salve); Leaves (Pill); Roots (Decoction)	Healing (4d4 + 4); Healing (8d4 + 8); Healing (1L Exhaust.)	18
Lion's Mane Jellyfish, Hair Jelly	A massive translucent peach presence in the cold waters, thousands of stringy smoky tentacles filling the space	Venom (Contact)	Poison (1d6/round)	19
Coral Branch, Reef Rocks	Red, bone-like porous growths settle in tight colonies to enable the formation of marine reefs	Whole branch (Ash)	Broken bone restorative	20
Pearl	Irregular iridescent orbs in white, gold, black, and any number of other opalesque colours	Whole pearl (Powder)	Antidote (Contact poisons), Blindness curative	22

DESERT

Names	Appearance	Forms	Effect	DC
Coachwhip, Candlewood, Slimwood, Desert Coral	Appearing as a careful collection of dead sticks until rainfall revives its green body, topped with crimson flowers	Flowers, roots (Salve); Flowers, bark (Bath)	Healing (4d4 + 4); Healing (1L Exhaust.)	12
Aloe Vera	Spiked shards of succulent, each fang of which is lined with a thin serrated edging	Jelly (Salve)	Healing (4d4 + 4)	15
Joint Pine	A shrub easily mistaken for big, tough clumps of tall, spiny grass	Stems (Tonic)	Healing (2d4 + 2)	15
Arid Monitor, Climbing Monitor	A long, mottled grey monitor lizard which scrambles away up trees or cliffs	Skin (Salve)	Healing (4d4 + 4)	16
Butterfly Weed, Fluxweed, Windroot	Bees and butterflies hover around the orange and yellow blossoms and long pointed leaves	Nectar (Injury)	Poison (1d6/round, Poisoned)	16
Spitting Fat-Tail, Thick-Tail Scorpion	A dark, wide armoured body gives way to small pale pincers at the head	Venom (Contact)	Poison (Blinded)	16
Deathstalker, Gold Sand Scorpion	A flattened tan body blends in easily to the sand and stone of a desert	Venom (Injury)	Poison (6d6)	17
Rattlesnake, Diamondback	Brown, vicious looking viper with a hideous rattle for a tail, which it shakes before striking with deadly speed	Venom (Injury)	Poison (Blinded, Poisoned)	17
Desert Rose, Kudu, Sand Star	White star-shaped flowers with bold pink borders droop from succulent stems along with leathery, dark leaves	Sap (Injury)	Poison (2d6, 1L Exhaustion/Round)	18
Gila Monster	A heavy, sluggish lizard covered in orange and black markings, slowly drags itself between places of shade	Venom (Injury)	Poison (6d6, 1d6/round, poisoned)	18
Redback Spider, Black Widow	A sharp and threatening looking black spider with a striking red hourglass mark on the abdomen	Venom (Injury)	Poison (3d6, Poisoned)	18
Bark Scorpion	A waxy, yellow scorpion creeping about at night holding its stinger high, ready to strike any pray that strays into its path	Venom (Tonic); Venom (Injury)	Healing (2d4 + 2); Poison (3d6, Attack disadvantage)	20

FOREST

Names	Appearance	Forms	Effect	DC
Sulphur Tuft, Clustered Woodlover	Clumps of clustered yellow toadstools clamber to consume the dead matter of stumps and branches	Whole fungus (Ingested)	Poison (Blinded, Paralysed)	13
Destroying Angel, Death Cap, Deadly Amonita	A city of sweet-smelling mushrooms growing at the base of hardwood trees, some heads rounded, some flat, all stained brown in the centre and paling at the fringes	Poison (Inhaled); Whole fungus (Ingested)	Poison (2d6/round); Poison (1L Exh./12hrs)	14
Sphagnum Moss, Blood Blanket	A thick carpet of green cloaks the forest floor and envelopes the rotting wood of fallen trees	Dried (Salve); Dried (Dressing)	Healing (4d4 + 4); Major wound restorative	14
Sweetroot, Sweet Cicely	Long, straight stems lift delicate clusters of white flowers above an unassuming leafy shrub	Roots (Tonic); Roots (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	14
Autumn Crocus, Naked Ladies, Meadow Saffron	Pastel, cup-shaped flowers in pink, white and purple appear out of the ground long before their leaves join them	Flowers, seeds (Ingested)	Poison (Incapacitated in 12hrs)	15
Cobwebs	Silvery gossamer thread stretched between surfaces and across pathways in elaborate nets	Whole web (Dressing)	Healing (4d4 + 4)	15
White Baneberry, Doll's Eyes	White and black berries bulge like alien eyes, growing from blood red stems by the hundreds	Berries (Ingested)	Poison (Unconscious in 1min, death in 6hrs)	15
Beehive	The buzzing of the hive draws attention to a partially hollow trunk and guides steadily to its golden core	Wax, honey (Salve)	Healing (4d4 + 4)	16
Heal-All, Self-Help, Carpenter's Herb, Blue Curls	Tiny white or purple flowers cluster around a cylindrical core, fringed by a dramatic collar of two pointed leaves	Flowers (Tonic); Flowers, leaves (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	16
Mistletoe, Tree Thief	Spiked green leaves and blood red berries cluster around and strangle the boughs of a host tree	Berries (Injury)	Poison (1d6/round)	16
Primrose	Small dome of green leaves and butter coloured petals	Flowers (Wine)	Major wound restorative	16
Belladonna, Deadly Nightshade	Dull purple flowers and large pointed leaves are outshone by juicy, appealing black berries	Berries (Ingested)	Poison (Paralysed, death in 4hrs)	17
Fly Agaric, Fairy Stool	A wide spread ring of bright red toadstools with white polka dots mark a circle on the forest floor	Whole fungus (Ingested); Whole fungus (Inhaled)	Poison (Poisoned, Sleep in 5min); Poison (Sleep)	17
Death Adder	A thick bodied snake in bands of black, brown, and orange, shockingly adept at disappearing into the undergrowth	Venom (Injury)	Poison (1d6/round, Paralysed)	18

GRASSLAND

Names	Appearance	Forms	Effect	DC
Thornapple, Moonflower, Jimsonweed, Devil's Trumpet, Hell's Bells, Stinkweed	Ghostly pinwheel blooms of white distract from jagged, threatening leaves and large, dangerously spiny fruit pods	Fruit seeds, roots (Ingested)	Poison (Blinded, Stunned)	13
Hellebore, Winter Rose	Small muted flowers in pinks, greys, blues and blacks, standing proud from the frost on hardy stems with twisted leaves	Whole plant (Ingested)	Poison (Poisoned)	14
Autumn Crocus, Naked Ladies, Meadow Saffron	Pastel, cup-shaped flowers in pink, white and purple appear out of the turf long before their leaves join them	Flowers, seeds (Ingested)	Poison (Incapacitated in 12hrs)	15
Big Bluestem, Bluejoint	Tall bunches of reedy grass bunched into stalks with red, blue, or purple hues when observed from a distance	Leaves, roots (Tonic)	Healing (2d4 + 2)	15
Heal-All, Self-Help, Carpenter's Herb, Blue Curls	Tiny white or purple flowers cluster around a cylindrical core, fringed by a dramatic collar of two pointed leaves	Flowers (Tonic); Flowers, leaves (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	15
Blackroot, Bowman's Plant, Culversphysic	Like spears raised high the lilac flowers taper to a point above sharp leaves	Root (Ingested)	Poison (Poisoned)	16
Pennyroyal, Pudding Grass	Rings of fluffy pink or white flowers climb steadily up a sturdy central stem, giving off a minty odor	Leaves (Tonic); Oil (Ingested)	Healing (2d4 + 2); Poison (3d6, Incapacitated)	16
Death Adder	A thick bodied snake in bands of black, brown, and orange, shockingly adept at disappearing into the undergrowth	Venom (Injury)	Poison (1d6/round, Paralysed)	17
Yarrow, Milfoil, Littlefeather, Nosebleed, Soldier's Safety, Bloodwort, Woundwort	Sprawling fernlike shrub explodes into bunches of tiny flowers in dozens of colours to form a floral canopy	Oil (Tonic); Whole Plant (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	17
Mugwort, Felon Herb, Sailor's Tobacco, Artemisia	Broad sprawling ground cover, feathery green leaves with silvery undersides hide dark purplish stems from view	Leaves (Salve); Leaves (Pill); Roots (Decoction)	Healing (4d4 + 4); Healing (8d4 + 8); Healing (1L Exhaustion)	19
Strychnine Tree, Snakewood, Humble Button	A short, thick, crooked, pale tree trunk topped with a full dome of leaves and hard orange fruit	Fruit seeds (Inhaled)	Poison (5d6/round, paralysed)	20

JUNGLE

Names	Appearance	Forms	Effect	DC
Arrowroot, Obedience Plant	Lush leafy shafts grow straight out of the rainforest floor like a bright green arrow fired directly into the ground	Root (Salve); Root (Poultice)	Healing (4d4 + 4); Antidote (Injury Poisons)	13
Velvetleaf, Moonseed	Long woody vines stretching between trees, bearing heart-shaped leaves and small dark seed pods	Seeds (Injury)	Poison (Stunned)	14
Ghost Fungus	A funnel shaped mushroom shining brightly enough in the dark to read by	Whole fungus (Ingested)	Poison (Poisoned)	14

Names	Appearance	Forms	Effect	DC
Cat's Claw, Wait-A-Minute	A woody vine spreads across the path and up the trees, hooked thorns outstretched ready to catch anything in reach	Bark, roots (Powder)	Stabilise the dying	15
Oleander, Nerium	Pink pinwheel flowers stand out from dark heavy leaves on a small tree	Sap (Contact); Wood (Inhaled)	Poison (Blinded); Poison (Poisoned)	15
Milky Mangrove, Blind-Your-Eye, River Poison Tree	A tangled root system lifts the tree half out of the water while its heavy leaves dangle into the water's edge	Sap (Contact)	Poison (Blinded)	15
Cottonmouth, Gaper	A mottled brown and black snake with a habit of baring its fangs and exposing the bright white interior of its mouth when threatened	Venom (Injury)	Poison (5d6/round)	16
Lantern Stinkhorn, Lizard's Claw	A slimy pink rocket stinking of rotting flesh and excrement gets even worse when it splits into several reaching tentacles	Whole fungus (Inhaled)	Poison (Target spends turn retching)	16
Mistletoe, Tree Thief	Spiked green leaves and blood red berries cluster around and strangle the boughs of a host tree	Berries (Injury)	Poison (1d6/round)	16
Sulphur Tuft, Clustered Woodlover	Clumps of clustered yellow toadstools clamber to consume the dead matter of stumps and branches	Whole fungus (Ingested)	Poison (Blinded, Paralysed)	16
Arid Monitor, Climbing Monitor	A long, mottled grey monitor lizard which scrambles away up trees or cliffs	Skin (Salve)	Healing (4d4 + 4)	17
False Earthstar	Small fungal stars on the forest floor trace the path of tree roots beneath the earth	Whole fungus (Salve); Whole fungus (Powder)	Healing (4d4 + 4); Stabilise the dying	17
Strawberry Dart Frog, Rainbow Dart Frog	Tiny amphibians ranging in colour from vivid blues to greens with polka dots to panda splotches to bright reds with inky black legs	Skin (Contact); Skin (Ingested)	Poison (Poisoned); Poison (Paralysed)	17
Golden Frog, Poison Arrow Frog, Yellow Blackfoot	A bright yellow amphibian with a black underside, so small that it can still be easily missed in the rainforest	Skin (Injury)	Poison (Paralysed, death in 3min)	18
Lantern Chilli, Bonnet Pepper	Shining fruits ranging from yellow to red hang like pendants from a low bush	Powdered seeds (Inhaled)	Poison (Blinded)	18
Yellow-Banded Dart Frog, Bumblebee Frog	Bold stripes of black and yellow warn predators of the poison in its slimy skin	Skin (Injury)	Poison (2d6/round, Paralysed)	19
Red-Tailed Scorpion, Red Sting, Hot Sting	Nocturnal hunter difficult to find but easily identified by the bright red sting on the end of its segmented tail	Venom (Injury)	Poison (3d6/round, poisoned)	20
Tiger's Milk Mushroom	A strange looking toadstool with a flattened brown cap sitting atop a thin, squiggly stem	Whole fungus (Pill); Whole fungus (Ingested); Whole fungus (Dressing)	Healing (8d4 + 8); Antidote (Ingested poisons); Major wound curative	22

MOUNTAIN

Names	Appearance	Forms	Effect	DC
Savin Juniper	Mounded shrub of pine-like foliage in blue-green hues	Oil (Contact)	Poison (1d6/round)	13
Lachesis Viper, Bushmaster	An orange-brown snake with bold black diamonds, it shakes its tail like a rattlesnake without a rattle when angry	Venom (Tonic)	Healing (2d4 + 2)	15
Beehive	The buzzing of the hive draws attention to the crevice between rocks and guides steadily to its golden core	Wax, honey (Salve)	Healing (4d4 + 4)	16
Wolfsbane, Monkshood, Devil's Helmet, Love's Chariot, Aconite	Dark purple flowers burst and curl, foxglove like, from all sides of a tall central stalk	Whole Plant (Contact); Roots (Ingested)	Poison (2d6/round); Poison (Death in4hrs)	16
Cone Flower, Echinacea, Hedgehog Flower	Wide circles of purple stand tall, holding aloft spiny, conical centres	Whole plant (Tonic); Whole plant (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	17
Funnel-Web Spider, Atrax	Strong, shining legs branch off a fat black body, the spider squeezes itself into a small ground burrow to hide	Venom (Injury)	Poison (2d6, Poisoned)	17
Hooded Shrike, Black-Headed Pitohui	A striking combination of black and orange plumage flutters between trees	Skin, feathers (Contact)	Poison (1d6/round)	17
Rattlesnake, Diamondback	Brown, vicious looking viper with a hideous rattle for a tail, which it shakes before striking with deadly speed	Venom (Injury)	Poison (Blinded, Poisoned)	17
Gila Monster	A heavy, sluggish lizard covered in orange and black markings, slowly drags itself between places of shade	Venom (Injury)	Poison (6d6, 1d6/round, poisoned)	18
King Cobra, Hamadryad	A characteristic dramatic hood stretches over the snake's head and part way down its striped body	Venom (Injury)	Poison (2d6, Blinded, Sleep in 1min)	18
Mistletoe, Tree Thief	Spiked green leaves and blood red berries cluster around and strangle the boughs of a host tree	Berries (Injury)	Poison (1d6/round)	18
Hedge Nettle, Betony, Lamb's Ears	A plant spreading ground cover like an army, raising banners of bold purple flowers	Whole plant (Salve); Whole plant (Pill)	Healing (4d4 + 4); Healing (8d8 + 8)	19

SWAMP

Names	Appearance	Forms	Effect	DC
Milky Mangrove, River Poison Tree, Blind-Your-Eye	A tangled root system lifts the tree half out of the water while its heavy leaves dangle into the water's edge	Sap (Contact)	Poison (Blinded)	12
Thornapple, Moonflower, Jimsonweed, Devil's Trumpet, Hell's Bells, Stinkweed	Ghostly pinwheel blooms of white distract from jagged, threatening leaves and large, dangerously spiny fruit pods	Fruit seeds, roots (Ingested)	Poison (Blinded, Stunned)	13
Cobwebs	Silvery gossamer thread stretched between surfaces and across pathways in elaborate nets	Whole web (Dressing)	Healing (4d4 + 4)	14

Names	Appearance	Forms	Effect	DC
Cottonmouth, Gaper	A mottled brown and black snake with a habit of baring its fangs and exposing the bright white interior of its mouth when threatened	Venom (Injury)	Poison (5d6/round)	14
Ghost Fungus	A funnel shaped mushroom shining brightly enough in the dark to read by	Whole fungus (Ingested)	Poison (Poisoned)	14
Pennyroyal, Pudding Grass	Rings of fluffy pink or white flowers climb steadily up a sturdy central stem, giving off a minty odor	Leaves (Tonic); Oil (Ingested)	Healing (2d4 + 2); Poison (3d6, Incapacitated)	14
Sphagnum Moss, Blood Blanket	A thick layer of yellow-green peat blankets the surface of the water, disguising it as though it were a grassy clearing	Dried (Salve); Dried (Dressing)	Healing (4d4 + 4); Major wound restorative	15
Sulphur Tuft, Clustered Woodlover	Clumps of clustered yellow toadstools clamber to consume the dead matter of stumps and branches	Whole fungus (Ingested)	Poison (Blinded, Paralysed)	15
Mistletoe, Tree Thief	Spiked green leaves and blood red berries cluster around and strangle the boughs of a host tree	Berries (Injury)	Poison (1d6/round)	16
Heal-All, Self-Help, Carpenter's Herb, Blue Curls	Tiny white or purple flowers cluster around a cylindrical core, fringed by a dramatic collar of two pointed leaves	Flowers (Tonic); Flowers, leaves (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	17
Paperbark, Punk Tree	The trunk and branches twist unpredictably, the pale bark peeling off in thin, silky sheets	Bark, oil (Salve)	Healing (4d4 + 4)	17
Willow, Sallow, Salix	A twisting trunk and blossoms that droop from branches, bursting forth before the leaves grow back in	Bark (Tonic)	Healing (2d4 + 2)	17
Mugwort, Felon Herb, Sailor's Tobacco, Artemisia	Broad sprawling ground cover, feathery green leaves with silvery undersides hide dark purplish stems from view	Leaves (Salve); Leaves (Pill); Roots (Decoction)	Healing (4d4 + 4); Healing (8d4 + 8); Healing (1L Exhaustion)	18

TUNDRA

Names	Appearance	Forms	Effect	DC
Cottongrass, Cottonsedge	A grasslike plant system with fluffy white seed heads buffeted about in the wind	Leaves, roots (Salve); Cotton (Dressing)	Healing (4d4 + 4); Major wound curative	14
Wormwood, Sagewort, Absinthe	A stunted flowering weed low to the ground with round yellow buds not quite open enough to be regarded flowers	Leaves (Salve); Oil (Ingested)	Healing (4d4 + 4); Poison (2d6)	14
Deer Lichen, Caribou Moss	Silver green lichen in tangled lumps huddling together into larger mounds like nature's dust bunnies	Juice (Tonic); Whole fungus (Pill)	Healing (2d4 + 2); Healing (8d4 + 8)	15
Pasque Flower, Wind Flower	Stars of pink and purple bowed in the frost open to the sunlight to soak up what they can, fuzzy fruit like something from Dr Seuss	Juice (Draught)	Poison (Sleep in 1min)	15
Bearberry Bush	Growing low to the ground to keep out of the wind, bright and shiny red berries attract critters	Berries (Ingested)	Poison (Deafened, poisoned)	16
Willow, Sallow, Salix	A much smaller twisting trunk than usually displayed by a tree of the species, its leaves hang in mournful tresses	Bark (Tonic)	Healing (2d4 + 2)	16

Names	Appearance	Forms	Effect	DC
Alder	Gnarled lumpy trunk spreading uneven branches over an otherwise bare landscape	Bark (Salve)	Healing (4d4 + 4)	17
Blackroot, Bowman's Plant, Culversphysic	Like spears raised high the lilac flowers taper to a point above sharp leaves	Root (Ingested)	Poison (Poisoned)	17
Mistletoe, Tree Thief	Spiked green leaves and blood red berries cluster around and strangle the boughs of a host tree	Berries (Injury)	Poison (1d6/round)	17
Sphagnum Moss, Blood Blanket	A thick carpet of green cloaks the forest floor and envelopes the rotting wood of fallen trees	Dried (Salve); Dried (Dressing)	Healing (4d4 + 4); Major wound restorative	17
Arctic Moss, Giant Spearmoss	Under the ice, at the bottom of an arctic lake, the aquatic moss has spread slowly absorbing nutrients where and when it can	Moss (Dressing)	Blindness curative, Major wound restorative	18
Beaver	A large structure built from branches obstructs the flow of water as round brown rodents with large flat tails busy themselves	Testicles (Pill)	Healing (8d4 + 8)	18

UNDERDARK

Names	Appearance	Forms	Effect	DC
Cobwebs	Silvery gossamer thread stretched between surfaces and across pathways in elaborate nets	Whole web (Dressing)	Healing (4d4 + 4)	14
Miner's Moonlight, Moonshine Mushroom	Climbing in steps up the cave wall in the dark are faintly green glowing half-cup fungal bodies	Whole fungus (Ingested)	Poison (Poisoned)	15
Devil's Fingers, Octopus Stinkhorn, Illithid Egg	A round white bulb erupts into pale meaty tentacles which attract insects to absorb in their stinking slime	Whole fungus (Inhaled)	Poison (Target spends turn retching)	16
Ghost Fungus	A funnel shaped mushroom shining brightly enough in the dark to read by	Whole fungus (Ingested)	Poison (Poisoned)	17
Witch's Heart, Red Cage, Lattice Stinkhorn	A supposedly carnivorous hollow cage of pink, fleshy fungus riddled with holes that resemble bloody wounds	Whole fungus (Contact); Whole fungus (Ingested)	Poison (2d6/round); Poison (3d6, Stunned)	17
False Earthstar	Small fungal stars clinging to the damp of boulders like barnacles to a ship	Whole fungus (Salve); Whole fungus (Powder)	Healing (4d4 + 4); Stabilise the dying	18
Arsenic Ore, Mispickel	Flaking silver crystalline rock which releases a garlic smell when struck	Mineral (Inhaled)	Poison (Poisoned, sleep in 10min, death in 3days)	19
Blue Vitriol, Chalcantite	Brilliant blue gems growing in tight knit threads from copper deposits, dissolves quickly in liquid	Mineral (Ingested)	Poison (Poisoned)	20
Okay Gecko, Uh-Oh, Fuck-You Lizard	With a call like a squeaky toy, the red-speckled turquoise of its body can change colours to blend in with its surroundings	Whole lizard (Pill); Whole lizard (Wine)	Healing (8d8 + 8); Major wound restorative	20
Cinnabar, Dragon's Blood	Nuggets of gleaming red crystal stick out from the other gem clusters in chunks	Mineral (Contact)	Poison (Poisoned)	22

URBAN

Names	Appearance	Forms	Effect	DC
Dandelion	Bright yellow flowerheads and fluffy seed orbs ready to be blown off, above a weedy bed of ragged leaves	Roots (Tonic)	Healing (2d4 + 2)	12
Thornapple, Moonflower, Jimsonweed, Devil's Trumpet, Hell's Bells, Stinkweed	Ghostly pinwheel blooms of white distract from jagged, threatening leaves and large, dangerously spiny fruit pods	Fruit seeds, roots (Ingested)	Poison (Blinded, Stunned)	13
Cobwebs	Silvery gossamer thread stretched between surfaces and across pathways in elaborate nets	Whole web (Dressing)	Healing (4d4 + 4)	14
Scotch Marigold, Sun Glow, Jane Harmony, Ruddles	Brilliant yellow and orange puffballs on weedlike green stems	Leaves (Salve)	Healing (4d4 + 4)	14
Burdock, Orb Arctium	A group of unusual, purplish spheres, covered in spines, look as though they've been wrapped thoroughly in cobwebs	Roots (Salve)	Healing (4d4 + 4)	15
Staggerweed, Stagger Mint	Tiny unassuming white flowers stick up from lightly fuzzy stalks	Whole Plant (Pill)	Healing (8d4 + 8)	15
Beehive	The buzzing of the apiarist's hive draws attention and guides steadily to its golden core	Wax, honey (Salve)	Healing (4d4 + 4)	16
Redback Spider, Black Widow	A sharp and threatening looking black spider with a striking red hourglass mark on the abdomen	Venom (Injury)	Poison (3d6, Poisoned)	16
Lantern Chilli, Bonnet Pepper	Shining fruits ranging from yellow to red hang like pendants from a low bush	Powdered seeds (Inhaled)	Poison (Blinded)	17
Cone Flower, Echinacea, Hedgehog Flower	Wide circles of purple stand tall, holding aloft spiny, conical centres	Whole plant (Tonic); Whole plant (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	17
Bark Scorpion	A waxy, yellow scorpion creeping about at night holding its stinger high, ready to strike any pray that strays into its path	Venom (Tonic); Venom (Injury)	Healing (2d4 + 2); Poison (3d6, Attack disadvantage)	20
Fer-de-Lance, Spearhead, Yellow Beard	Black and brown markings are defined into tessellating diamonds by bright white borders and dark spots	Venom (Injured)	Poison (4d6, Poisoned)	20



WINTER

COAST

Names	Appearance	Forms	Effect	DC
Coastal Jack-Bean, Seaside Jack	Fleshy vines trail along sand dunes, thick leaves matting the area and pink flowers popping up sporadically	Leaves (Salve)	Healing (4d4 + 4)	14
Beard Lichen, Methuselah's Beard, Old Man's Whiskers, Witch's Hair	Strung between the limbs of a tree like huge cobwebs, adding an eerie ambiance to the environment around	Whole Fungus (Tonic); Whole Fungus (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	15
Bluebottle, Man-O-War	Floating on the water like a blue bubble with a sail, its translucent body and long stinging tail are easily stranded ashore	Tail (Contact)	Poison (2d6/round)	15
Milky Mangrove, Blind-Your-Eye, River Poison Tree	A tangled root system lifts the tree half out of the water while its heavy leaves dangle into the water's edge	Sap (Contact)	Poison (Blinded)	16
Staggerweed, Stagger Mint	Tiny unassuming white flowers stick up from lightly fuzzy stalks	Whole Plant (Pill)	Healing (8d4 + 8)	16
Heartsease, Johnny Jump Up, Tickle-My-Fancy, Love-In-Idleness	Tiny wild pansies form ribbons of violet or blue tucked between the grass	Whole plant (Salve); Juice (Philtre)	Healing (4d4 + 4); Poison (As Friends spell)	17
Lion's Mane Jellyfish, Hair Jelly	A massive, translucent peach presence in the cold waters, thousands of stringy smoky tentacles filling the space	Venom (Contact)	Poison (1d6/round)	17
Coral Branch, Reef Rocks	Red, bone-like porous growths settle in tight colonies to enable the formation of marine reefs	Whole branch (Ash)	Broken bone restorative	20
King Cobra, Hamadryad	A characteristic dramatic hood stretches over the snake's head and part way down its striped body	Venom (Injury)	Poison (2d6, Blinded, Sleep in 1min)	20
Pearl	Irregular iridescent orbs in white, gold, black, and any number of other opalesque colours	Whole pearl (Powder)	Antidote (Contact poisons), Blindness curative	22

DESERT

Names	Appearance	Forms	Effect	DC
Coachwhip, Candlewood, Slimwood, Desert Coral	Appearing as a careful collection of dead sticks until rainfall revives its green body, topped with crimson flowers	Flowers, roots (Salve); Flowers, bark (Bath)	Healing (4d4 + 4); Healing (1L Exhaustion)	14
Zigadenus, Sandbog Death Camus	Dozens of tiny delicate white or pinkish flowers gathered on stalks with a grassy base, a natural bouquet	Whole plant (Ingested)	Poison (1d6/round)	14
Aloe Vera	Spiked shards of succulent, each fang of which is lined with a thin serrated edging	Jelly (Salve)	Healing (4d4 + 4)	15
Joint Pine	A shrub easily mistaken for big, tough clumps of tall, spiny grass	Stems (Tonic)	Healing (2d4 + 2)	15
Arid Monitor, Climbing Monitor	A long, mottled grey monitor lizard which scrambles away up trees or cliffs	Skin (Salve)	Healing (4d4 + 4)	16
Globemallow, Hollyhock, Apricot Mallow	Spiny, unfriendly looking shrub covered in cup shaped orange blooms	Leaves, roots (Tonic)	Healing (2d4 + 4)	16
Deathstalker, Gold Sand Scorpion	A flattened tan body blends in easily to the sand and stone of a desert	Venom (Injury)	Poison (6d6)	17
Bark Scorpion	Waxy, yellow scorpions gathering in large colony groups against the cold huddling in gaps or under any shelter	Venom (Tonic); Venom (Injury)	Healing (2d4 + 2); Poison (3d6, Attack disadvantage)	18
Gila Monster	A heavy, sluggish lizard covered in orange and black markings, slowly drags itself between places of shade	Venom (Injury)	Poison (6d6, 1d6/round, poisoned)	18
Redback Spider, Black Widow	A sharp and threatening looking black spider with a striking red hourglass mark on the abdomen	Venom (Injury)	Poison (3d6, Poisoned)	18

FOREST

Names	Appearance	Forms	Effect	DC
Dog's Mercury	A green blanket of serrated leaves stretches across the forest floor	Leaves (Ingested)	Draught (Sleep)	14
Wintergreen, Checkerberry, Youngsters, Wax Cluster, Drunkards	A lush bush of waxy, oval leaves, bursting with the bright red of shining berries	Oil (Contact); Leaves (Tonic)	Poison (Deafened, Incapacitated); Healing (2d4 + 4)	14
Autumn Crocus, Naked Ladies, Meadow Saffron	Pastel, cup-shaped flowers in pink, white and purple appear out of the ground long before their leaves join them	Flowers, seeds (Ingested)	Poison (Incapacitated in 12hrs)	15
Sulphur Tuft, Clustered Woodlover	Clumps of clustered yellow toadstools clamber to consume the dead matter of stumps and branches	Whole fungus (Ingested)	Poison (Blinded, Paralysed)	15
Beard Lichen, Methuselah's Beard, Old Man's Whiskers, Witch's Hair	Strung between the limbs of a tree like huge cobwebs, adding an eerie ambiance to the environment around	Fungus (Tonic); Fungus (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	16
Mistletoe, Tree Thief	Spiked green leaves and blood red berries cluster around and strangle the boughs of a host tree	Berries (Injury)	Poison (1d6/round)	16

Names	Appearance	Forms	Effect	DC
Sphagnum Moss, Blood Blanket	A thick carpet of green cloaks the forest floor and envelopes the rotting wood of fallen trees	Dried (Salve); Dried (Dressing)	Healing (4d4 + 4); Major wound restorative	16
Destroying Angel, Death Cap, Deadly Amonita	A city of sweet-smelling mushrooms growing at the base of hardwood trees, some heads rounded, some flat, all stained brown in the centre and paling at the fringes	Poison (Inhaled); Whole fungus (Ingested)	Poison (2d6/round); Poison (1L Exh./12hrs)	17
Fly Agaric, Fairy Stool	A wide spread ring of bright red toadstools with white polka dots mark a circle on the forest floor	Whole fungus (Ingested); Whole fungus (Inhaled)	Poison (Poisoned, Sleep in 5min), Poison (Sleep)	17

GRASSLAND

Names	Appearance	Forms	Effect	DC
Dandelion	Bright yellow flowerheads and fluffy seed orbs ready to be blown off, lifting up from a bed of weedy jagged leaves	Roots (Tonic)	Healing (2d4 + 2)	12
Amaryllis	Star shaped flowers lightly coloured in the centre and transitioning to red at the borders, looking to the horizon	Whole plant (Salve)	Healing (4d4 + 4)	14
Hellebore, Winter Rose	Small muted flowers in pinks, greys, blues and blacks, standing proud from the frost on hardy stems with twisted leaves	Whole plant (Ingested)	Poison (Poisoned)	14
Big Bluestem, Bluejoint	Tall bunches of reedy grass bunched into stalks with red, blue, or purple hues when observed from a distance	Leaves, roots (Tonic)	Healing (2d4 + 2)	15
Opium Poppy, Laudanum, Sleep Bringer	Vast fields of coloured blooms ranging from white to red to deep purple, the buds and seed pods oozing a potent juice	Juice (Tonic); Seeds (Pill); Juice (Draught)	Healing (2d4 + 2); Healing (8d8 + 8); Poison (Sleep)	15
Blackroot, Bowman's Plant, Culversphysic	Like spears raised high the spines where flowers would be stab above sharp leaves	Root (Ingested)	Poison (Poisoned)	16
Pennyroyal, Pudding Grass	Rings of fluffy pink or white flowers climb steadily up a sturdy central stem, giving off a minty odor	Leaves (Tonic); Oil (Ingested)	Healing (2d4 + 2); Poison (3d6, Incapacitated)	16
Heartsease, Johnny Jump Up, Tickle-My-Fancy, Love-In-Idleness	Tiny wild pansies form ribbons of violet or blue tucked between the grass	Whole plant (Salve); Juice (Philtre)	Healing (4d4 + 4); Poison (As Friends spell)	17
Autumn Crocus, Naked Ladies, Meadow Saffron	Pastel, cup-shaped flowers in pink, white and purple appear out of the ground long before their leaves join them	Flowers, seeds (Ingested)	Poison (Incapacitated in 12hrs)	18
Strychnine Tree, Snakewood, Humble Button	A short, thick, crooked, pale tree trunk topped with Fruit seeds (Inhaled)	Fruit seeds (Inhaled)	Poison (6d6/round, paralysed)	20

JUNGLE

Names	Appearance	Forms	Effect	DC
Milky Mangrove, Blind-Your-Eye, River Poison Tree	A tangled root system lifts the tree half out of the water while its heavy leaves dangle into the water's edge	Sap (Contact) Poison (Blinded)		14
Velvetleaf, Moonseed	Long woody vines stretching between trees, bearing heart-shaped leaves and small dark seed pods	Seeds (Injury) Poison (Stunned)		14
Cat's Claw, Wait-A-Minute	A woody vine spreads across the path and up the trees, hooked thorns outstretched ready to catch anything in reach	Bark, roots (Powder)	Stabilise the dying	15
Cottonmouth, Gaper	A mottled brown and black snake with a habit of baring its fangs and exposing the bright white interior of its mouth when threatened	Venom (Injury)	Poison (5d6/round)	15
Ghost Fungus	A funnel shaped mushroom shining brightly enough in the dark to read by	Whole fungus (Ingested)	Poison (Poisoned)	15
Arrowroot, Obedience Plant	Lush leafy shafts grow straight out of the rainforest floor like a bright green arrow fired directly into the ground	Root (Salve); Root (Poultice)	Healing (4d4 + 4); Antidote (Injury Poisons)	16
Lantern Stinkhorn, Lizard's Claw	A slimy pink rocket stinking of rotting flesh and excrement gets even worse when it splits into several reaching tentacles	Whole fungus (Inhaled)	Poison (Target spends turn retching)	16
Mistletoe, Tree Thief	Spiked green leaves and blood red berries cluster around and strangle the boughs of a host tree	Berries (Injury)	Poison (1d6/round)	16
Sulphur Tuft, Clustered Woodlover	Clumps of clustered yellow toadstools clamber to consume the dead matter of stumps and branches	Whole fungus (Ingested)	Poison (Blinded, Paralysed)	16
Arid Monitor, Climbing Monitor	A long, mottled grey monitor lizard which scrambles away up trees or cliffs	Skin (Salve)	Healing (4d4 + 4)	17
Strawberry Dart Frog, Rainbow Dart Frog	Tiny amphibians ranging in colour from vivid blues to greens with polka dots to panda splotches to bright reds with inky black legs	Skin (Contact); Skin (Ingested)	Poison (Poisoned); Poison (Paralysed)	17
Golden Frog, Poison Arrow Frog, Yellow Blackfoot	A bright yellow amphibian with a black underside, so small that it can still be easily missed in the rainforest	Skin (Injury)	Poison (Paralysed, death in 3min)	18
Lantern Chilli, Bonnet Pepper	Shining fruits ranging from yellow to red hang like pendants from a low bush	Powdered seeds (Inhaled)	Poison (Blinded)	18
Miner's Moonlight, Moonshine Mushroom	Climbing in steps up the tree trunk in the dark are orange gilled fungal bodies	Whole fungus (Ingested)	Poison (Poisoned)	18
Red-Tailed Scorpion, Red Sting, Hot Sting	Nocturnal hunter difficult to find but easily identified by the bright red sting on the end of its segmented tail	Venom (Injury)	Poison (3d6/round, poisoned)	20
Platypus	Like a beaver the size of a forearm with a bill like a duck and wide, fanning webbed feet, of which the male's are adorned with venomous spurs	Venom (Injury)	Poison (5d6, Incapacitated)	25

MOUNTAIN

Names	Appearance	Forms	Effect	DC
Savin Juniper	Mounded shrub of pine-like foliage in blue-green hues	Oil (Contact)	Poison (1d6/round)	13
Amaryllis	Star shaped flowers lightly coloured in the centre and transitioning to red at the borders, looking to the horizon	Whole plant (Salve)	Healing (4d4 + 4)	15
Mistletoe, Tree Thief	Spiked green leaves and blood red berries cluster around and strangle the boughs of a host tree	Berries (Injury)	Poison (1d6/round)	16
Cone Flower, Echinacea, Hedgehog Flower	Wide circles of purple stand tall, holding aloft spiny, conical centres	Whole plant (Tonic); Whole plant (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	17
Hooded Shrike, Black-Headed Pitohui	A striking combination of black and orange plumage flutters between trees	Skin, feathers (Contact)	Poison (1d6/round)	17
Deer Lichen, Caribou Moss	Silver green lichen in tangled lumps huddling together into larger mounds like nature's dust bunnies	Juice (Tonic); Whole fungus (Pill)	Healing (2d4 + 2); Healing (8d4 + 8)	18
Hedge Nettle, Betony, Lamb's Ears	A plant spreading ground cover like an army, raising banners of bold purple flowers	Whole plant (Salve); Whole plant (Pill)	Healing (4d4 + 4); Healing (8d8 + 8)	19
King Cobra, Hamadryad	A characteristic dramatic hood stretches over the snake's head and part way down its striped body	Venom (Injury)	Poison (2d6, Blinded, Sleep in 1min)	20
Gila Monster	A heavy, sluggish lizard covered in orange and black markings, slowly drags itself between places of shade	Venom (Injury)	Poison (6d6, 1d6/round, poisoned)	23

SWAMP

Names	Appearance	Forms	Effect	DC
Beard Lichen, Witch's Hair, Methuselah's Beard, Old Man's Whiskers	Strung between the limbs of a tree like huge cobwebs, adding an eerie ambiance to the environment around	Whole Fungus (Tonic); Whole Fungus (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	12
Milky Mangrove, Blind-Your-Eye, River Poison Tree	A tangled root system lifts the tree half out of the water while its heavy leaves dangle into the water's edge	Sap (Contact)	Poison (Blinded)	12
Cottonmouth, Gaper	A mottled brown and black snake with a habit of baring its fangs and exposing the bright white interior of its mouth when threatened	Venom (Injury)	Poison (5d6/round)	13
Pennyroyal, Pudding Grass	Rings of fluffy pink or white flowers climb steadily up a sturdy central stem, giving off a minty odor	Leaves (Tonic); Oil (Ingested)	Healing (2d4 + 2); Poison (3d6, Incapacitated)	14
Sphagnum Moss, Blood Blanket	A thick layer of yellow-green peat blankets the surface of the water, disguising it as though it were a grassy clearing	Dried (Salve); Dried (Dressing)	Healing (4d4 + 4); Major wound restorative	15
Mistletoe, Tree Thief	Spiked green leaves and blood red berries cluster around and strangle the boughs of a host tree	Berries (Injury)	Poison (1d6/round)	16
Willow, Sallow, Salix	A twisting trunk and leaves that droop mournfully from winding branches	Bark (Tonic)	Healing (2d4 + 2)	16

Names	Appearance	Forms	Effect	DC
Wintergreen, Checkerberry, Youngsters, Wax Cluster, Drunkards	A lush bush of waxy, oval leaves, bursting with the bright red of shining berries	Oil (Contact); Leaves (Tonic)	Poison (Deafened, Incapacitated); Healing (2d4 + 4)	16
Paperbark, Punk Tree	The trunk and branches twist unpredictably, the pale bark peeling off in thin, silky sheets	Bark, oil (Salve)	Healing (4d4 + 4)	17
Sulphur Tuft, Clustered Woodlover	Clumps of clustered yellow toadstools clamber to consume the dead matter of stumps and branches	Whole fungus	Poison (Blinded, (Ingested) Paralysed)	17

TUNDRA

Names	Appearance	Forms	Effect	DC
Cottongrass, Cottonsedge	A grasslike plant system with fluffy white seed heads buffeted about in the wind	Leaves, roots (Salve); Cotton (Dressing)	Healing (4d4 + 4); Major wound curative	14
Deer Lichen, Caribou Moss	Silver green lichen in tangled lumps huddling together into larger mounds like nature's dust bunnies	Juice (Tonic); Whole fungus (Pill)	Healing (2d4 + 2); Healing (8d4 + 8)	15
Pasque Flower, Wind Flower	Stars of pink and purple bowed in the frost open to the sunlight to soak up what they can, fuzzy fruit like something from Dr Seuss	Juice (Draught)	Poison (Sleep in 1min)	15
Bearberry Bush	Growing low to the ground to keep out of the wind, bright and shiny red berries attract critters	Berries (Ingested)	Poison (Deafened, poisoned)	16
Beaver	A large structure built from branches sits in the middle of the water, round brown rodents with large flat tails shelter inside	Testicles (Pill)	Healing (8d4 + 8)	16
Willow, Sallow, Salix	A much smaller twisting trunk than usually displayed by a tree of the species, its bare limbs stand stark against the snow	Bark (Tonic)	Healing (2d4 + 2)	16
Alder	Gnarled lumpy trunk spreading uneven branches over an otherwise bare landscape	Bark (Salve)	Healing (4d4 + 4)	17
Mistletoe, Tree Thief	Spiked green leaves and blood red berries cluster around and strangle the boughs of a host tree	Berries (Injury)	Poison (1d6/round)	17
Wormwood, Sagewort, Absinthe	A stunted flowering weed low to the ground with round yellow buds not quite open enough to be regarded flowers	Leaves (Salve); Oil (Ingested)	Healing (4d4 + 4); Poison (2d6)	18
Arctic Moss, Giant Spearmoss	Under the ice, at the bottom of an arctic lake, the aquatic moss has spread slowly absorbing nutrients where and when it can	Moss (Dressing)	Blindness curative, Major wound restorative	19

UNDERDARK

Names	Appearance	Forms	Effect	DC
Cobwebs	Silvery gossamer thread stretched between surfaces and across pathways in elaborate nets	Whole web (Dressing)	Healing (4d4 + 4)	14
Miner's Moonlight, Moonshine Mushroom	Climbing in steps up the cave wall in the dark are faintly green glowing half-cup fungal bodies	Whole fungus (Ingested)	Poison (Poisoned)	15
Devil's Fingers, Octopus Stinkhorn, Illithid Egg	A round white bulb erupts into pale meaty tentacles which attract insects to absorb in their stinking slime	Whole fungus (Inhaled)	Poison (Target spends turn retching)	16
Ghost Fungus	A funnel shaped mushroom shining brightly enough in the dark to read by	Whole fungus (Ingested)	Poison (Poisoned)	17
Witch's Heart, Red Cage, Lattice Stinkhorn	A supposedly carnivorous hollow cage of pink, fleshy fungus riddled with holes that resemble bloody wounds	Whole fungus (Contact); Whole fungus (Ingested)	Poison (2d6/round); Poison (3d6, Stunned)	17
False Earthstar	Small fungal stars clinging to the damp of boulders like barnacles to a ship	Whole fungus (Salve); Whole fungus (Powder)	Healing (4d4 + 4); Stabilise the dying	18
Arsenic Ore, Mispickel	Flaking silver crystalline rock which releases a garlic smell when struck	Mineral (Inhaled)	Poison (Poisoned, sleep in 10min, death in 3days)	19
Blue Vitriol, Chalcanthite	Brilliant blue gems growing in tight knit threads from copper deposits, dissolves quickly in liquid	Mineral (Ingested)	Poison (Poisoned)	20
Okay Gecko, Uh-Oh, Fuck-You Lizard	With a call like a squeaky toy, the red-speckled turquoise of its body can change colours to blend in with its surroundings	Whole lizard (Pill); Whole lizard (Wine)	Healing (8d8 + 8); Major wound restorative	20
Cinnabar, Dragon's Blood	Nuggets of gleaming red crystal stick out from the other gem clusters in chunks	Mineral (Contact)	Poison (Poisoned)	22

URBAN

Names	Appearance	Forms	Effect	DC
Dandelion	Bright yellow flowerheads and fluffy seed orbs ready to be blown off, lifting up from a bed of weedy jagged leaves	Roots (Tonic)	Healing (2d4 + 2)	12
Cobwebs	Silvery gossamer thread stretched between surfaces and across pathways in elaborate nets	Whole web (Dressing)	Healing (4d4 + 4)	14
Scotch Marigold, Sun Glow, Jane Harmony, Ruddles	Brilliant yellow and orange puffballs on weedlike green stems	Leaves (Salve)	Healing (4d4 + 4)	14
Staggerweed, Stagger Mint	Tiny unassuming white flowers stick up from lightly fuzzy stalks	Whole Plant (Pill)	Healing (8d4 + 8)	15
Redback Spider, Black Widow	A sharp and threatening looking black spider with a striking red hourglass mark on the abdomen	Venom (Injury)	Poison (3d6, Poisoned)	16
Cone Flower, Echinacea, Hedgehog Flower	Wide circles of purple stand tall, holding aloft spiny, conical centres	Whole plant (Tonic); Whole plant (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	17

Names	Appearance	Forms	Effect	DC
Heartsease, Johnny Jump Up, Tickle-My-Fancy, Love-In-Idleness	Tiny wild pansies form ribbons of violet or blue tucked between the grass	Whole plant (Salve); Juice (Philtre)	Healing (4d4 + 4); Poison (As Friends spell)	17
Lantern Chilli, Bonnet Pepper	Shining fruits ranging from yellow to red hang like pendants from a low bush	Powdered seeds (Inhaled)	Poison (Blinded)	17
Bark Scorpion	Waxy, yellow scorpions gathering in large colony groups against the cold huddling in gaps or under any shelter	Venom (Tonic); Venom (Injury)	Healing (2d4 + 2); Poison (3d6, Attack disadvantage)	18
Red-Tailed Scorpion, Red Sting, Hot Sting	Nocturnal hunter difficult to find but easily identified by the bright red sting on the end of its segmented tail	Venom (Injury)	Poison (3d6/round, poisoned)	18
Fer-de-Lance, Spearhead, Yellow Beard	Black and brown markings are defined into tessellating diamonds by bright white borders and dark spots	Venom (Injured)	Poison (4d6, Poisoned)	20



COAST

Names	Appearance	Forms	Effect	DC
Coastal Jack-Bean, Seaside Jack	Fleshy vines trail along sand dunes, thick leaves matting the area and pink flowers popping up sporadically	Leaves (Salve)	Healing (4d4 + 4)	14
Dog Violet	Bright purple flower petals stand proud surrounded by the salt hardened grass at the edge of the shore line	Flowers, leaves (Salve)	Healing (4d4 + 4)	15
Staggerweed, Stagger Mint	Tiny unassuming white flowers stick up from lightly fuzzy stalks	Whole Plant (Pill)	Healing (8d4 + 8)	16
Yarrow, Milfoil, Littlefeather, Nosebleed, Soldier's Safety, Bloodwort, Woundwort	Sprawling fernlike shrub explodes into bunches of tiny flowers in dozens >of colours to form a floral canopy	Oil (Tonic); Whole Plant (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	16
Cottonmouth, Gaper	A mottled brown and black snake with a habit of baring its fangs and exposing the bright white interior of its mouth when threatened	Venom (Injury)	Poison (5d6/round)	17
Foxgloves, Dead Men's Bells; Bloody Fingers, Fairy Thimbles	Vibrantly coloured and patterned bell shaped flowers bloom by the dozens from a single tall spike	Whole plant (Ingested)	Poison (2d6, Poisoned)	17
Heartsease, Johnny Jump Up, Tickle-My-Fancy, Love-In-Idleness	Tiny wild pansies form ribbons of violet or blue tucked between the grass	Whole plant (Salve); Juice (Philtre)	Healing (4d4 + 4); Poison (As Friends spell)	17

Names	Appearance	Forms	Effect	DC
Bluebell, Wood Bell, Bell Bottle, Fairy Flower	Delicate, vibrant blue flowers hang like bells from an elegant, curved stem	Bulb (Tonic)	Healing (2d4 + 2)	18
Blue Ringed Octopus, Reef Killer	A small brown octopus usually hiding amongst a reef's rocks and coral will suddenly flare iridescent blue rings	Venom (Injury)	Poison (Paralysed, suffocating)	19
Coral Branch, Reef Rocks	Red, bone-like porous growths settle in tight colonies to enable the formation of marine reefs	Whole branch (Ash)	Broken bone restorative	20
Pearl	Irregular iridescent orbs in white, gold, black, and any number of other opalesque colours	Whole pearl (Powder)	Antidote (Contact poisons), Blindness curative	22

DESERT

Names	Appearance	Forms	Effect	DC
Coachwhip, Desert Coral, Candlewood, Slimwood	Appearing as a careful collection of dead sticks until rainfall revives its green body, topped with crimson flowers	Flowers, roots (Salve); Flowers, bark (Bath)	Healing (4d4 + 4); Healing (1L Exhaustion)	14
Globemallow, Hollyhock, Apricot Mallow	Spiny, unfriendly looking shrub covered in cup shaped orange blooms	Leaves, roots (Tonic)	Healing (2d4 + 4)	14
Zigadenus, Sandbog, Death Camus	Dozens of tiny delicate white or pinkish flowers gathered on stalks with a grassy base, a natural bouquet	Whole plant (Ingested)	Poison (1d6/round)	14
Aloe Vera	Spiked shards of succulent, each fang of which is lined with a thin serrated edging	Jelly (Salve)	Healing (4d4 + 4)	15
Joint Pine	A shrub easily mistaken for big, tough clumps of tall, spiny grass	Stems (Tonic)	Healing (2d4 + 2)	15
Arid Monitor, Climbing Monitor	A long, mottled grey monitor lizard which scrambles away up trees or cliffs	Skin (Salve)	Healing (4d4 + 4)	16
Spitting Fat-Tail, Thick-Tail Scorpion	A dark, wide armoured body gives way to small pale pincers at the head	Venom (Contact)	Poison (Blinded)	16
Deathstalker, Gold Sand Scorpion	A flattened tan body blends in easily to the sand and stone of a desert	Venom (Injury)	Poison (6d6)	17
Rattlesnake, Diamondback	Brown, vicious looking viper with a hideous rattle for a tail, which it shakes before striking with deadly speed	Venom (Injury)	Poison (Blinded, Poisoned)	17
Desert Rose, Kudu, Sand Star	White star-shaped flowers with bold pink borders droop from succulent stems along with leathery, dark Sap (Injury) green leaves		Poison (2d6, 1L Exhaustion/Round)	18
Gila Monster	A heavy, sluggish lizard covered in orange and black markings, slowly drags itself between places of shade	Venom (Injury)	Poison (6d6, 1d6/round, poisoned)	18
Redback Spider, Black Widow	A sharp and threatening looking black spider with a striking red hourglass mark on the abdomen	Venom (Injury)	Poison (3d6, Poisoned)	18
Bark Scorpion	A waxy, yellow scorpion creeping about at night holding its stinger high, ready to strike any prey that strays into its path	Venom (Tonic); Venom (Injury)	Healing (2d4 + 2); Poison (3d6, Attack disadvantage)	20

FOREST

Names	Appearance	Forms	Effect	DC
Cobwebs	Silvery gossamer thread stretched between surfaces and across pathways in elaborate nets	Whole web (Dressing)	Healing (4d4 + 4)	13
Bluebell, Wood Bell, Bell Bottle, Fairy Flower	Delicate, vibrant blue flowers hang like bells from an elegant, curved stem	Bulb (Tonic)	Healing (2d4 + 2)	14
Foxgloves, Dead Men's Bells, Bloody Fingers, Fairy Thimbles	Vibrantly coloured and patterned bell shaped flowers bloom by the dozens from a single tall spike	Whole plant (Ingested)	Poison (2d6, Poisoned)	14
Beard Lichen, Witch's Hair, Methuselah's Beard, Old Man's Whiskers	Strung between the limbs of a tree like huge cobwebs, adding an eerie ambiance to the environment around	Whole Fungus (Tonic); Whole Fungus (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	15
Dog's Mercury	A green blanket of serrated leaves stretches across the forest floor	Leaves (Ingested)	Draught (Sleep)	15
Sphagnum Moss, Blood Blanket	A thick carpet of green cloaks the forest floor and envelopes the rotting wood of fallen trees	Dried (Salve); Dried (Dressing)	Healing (4d4 + 4); Major wound restorative	15
Sulphur Tuft, Clustered Woodlover	Clumps of clustered yellow toadstools clamber to consume the dead matter of stumps and branches	Whole fungus (Ingested)	Poison (Blinded, Paralysed)	15
Creeping Charlie, Ground Ivy, Catsfoot, Field Balm, Gil-Over-The-Ground, Run-away-Robin	Crawling to cover every inch of ground in a blanket of dark, fan-shaped leaves, dotted with the blue of minute flowers	Leaves (Wash); Leaves (Oil)	Blindness curative; Deafness curative	16
False Earthstar	Small fungal stars on the forest floor trace the path of tree roots beneath the earth	Whole fungus (Salve); Whole fungus (Powder)	Healing (4d4 + 4); Stabilise the dying	16
Primrose	Small dome of green leaves and butter coloured petals	Flowers (Wine)	Major wound restorative	16
Dog Violet	Bright purple flower petals stand proud surrounded by the salt hardened grass at the edge of the shore line	Flowers, leaves (Salve)	Healing (4d4 + 4)	17
Enchanter's Nightshade	Minute white flowers stand, barely visible, above dark pointed leaves, close to the ground	Whole plant (Wash)	Major wound restorative	18
Fraxinella, Burning Bush, Gas Plant	Tall spikes of white flowers flag the location of the volatile leafy bush	Flowers, seeds (Contact)	Ignites in sunlight	20

GRASSLAND

Names	Appearance	Forms	Effect	DC
Dandelion	Bright yellow flowerheads and fluffy seed orbs ready to be blown off, lifting up from a bed of weedy jagged leaves	Roots (Tonic)	Healing (2d4 + 2)	12
Blackroot, Bowman's Plant, Culversphysic	Like spears raised high the lilac flowers taper to a point above sharp leaves	Root (Ingested) (Poisoned)	Poison (Ingested) (Poisoned)	14

Names	Appearance	Forms	Effect	DC
Big Bluestem, Bluejoint	Tall bunches of reedy grass bunched into stalks with red, blue, or purple hues when observed from a distance	Leaves, roots (Tonic)	Healing (2d4 + 2)	15
John's Wort, Knight's Friend	Bright star-like blossoms of yellow and gnarled purple fruit	Flowers, buds (Salve)	Healing (4d4 + 4)	15
Opium Poppy, Laudanum, Sleep Bringer	Vast fields of coloured blooms ranging from white to red to deep purple, the buds and seed pods oozing a potent juice	Juice (Tonic); Seeds (Pill); Juice (Draught)	Healing (2d4 + 2); Healing (8d8 + 8); Poison (Sleep)	15
Dog Violet	Bright purple flower petals stand proud surrounded by the salt hardened grass at the edge of the shore line	Flowers, leaves (Salve)	Healing (4d4 + 4)	16
Yarrow, Milfoil, Littlefeather, Nosebleed, Soldier's Safety, Bloodwort, Woundwort	Sprawling fernlike shrub explodes into bunches of tiny flowers in dozens of colours to form a floral canopy	Oil (Tonic); Whole Plant (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	16
Foxgloves, Dead Men's Bells, Bloody Fingers, Fairy Thimbles	Vibrantly coloured and patterned bell shaped flowers bloom by the dozens from a single tall spike	Whole plant (Ingested)	Poison (2d6, Poisoned)	17
Heartsease, Johnny Jump Up, Tickle-My-Fancy, Love-In-Idleness	Tiny wild pansies form ribbons of violet or blue tucked between the grass	Whole plant (Salve); Juice (Philtre)	Healing (4d4 + 4); Poison (As Friends spell)	17
Strychnine Tree, Snakewood, Humble Button	A short, thick, crooked, pale tree trunk topped with a full dome of leaves and hard orange fruit	Fruit seeds (Inhaled)	Poison (4d6/round, paralysed)	20

JUNGLE

Names	Appearance	Forms	Effect	DC
Cobwebs	Silvery gossamer thread stretched between surfaces and across pathways in elaborate nets	Whole web (Dressing)	Healing (4d4 + 4)	13
Milky Mangrove, Blind-Your-Eye, River Poison Tree	A tangled root system lifts the tree half out of the water while its heavy leaves dangle into the water's edge	Sap (Contact)	Poison (Blinded)	14
Velvetleaf, Moonseed	Long woody vines stretching between trees, bearing heart-shaped leaves and small dark seed pods	Seeds (Injury)	Poison (Stunned)	14
Cat's Claw, Wait-A-Minute	A woody vine spreads across the path and up the trees, hooked thorns outstretched ready to catch anything in reach	Bark, roots (Powder)	Stabilise the dying	15
Passion Vine	A leafy climber bears exotic purple and yellow flowers to match it's strange bulbous, purple fruit	Flowers (Salve); Flowers (Ingested)	Healing (4d4 + 4); Draught (Sleep)	15
Cottonmouth, Gaper	A mottled brown and black snake with a habit of baring its fangs and exposing the bright white interior of its mouth when threatened	Venom (Injury)	Poison (5d6/round)	16
False Earthstar	Small fungal stars on the forest floor trace the path of tree roots beneath the earth	Whole fungus (Salve); Whole fungus (Powder)	Healing (4d4 + 4); Stabilise the dying	16
Lantern Stinkhorn, Lizard's Claw	A slimy pink rocket stinking of rotting flesh and excrement gets even worse when it splits into several reaching tentacles	Whole fungus (Inhaled)	Poison (Target spends turn retching)	16

Names	Appearance	Forms	Effect	DC
Sulphur Tuft, Clustered Woodlover	Clumps of clustered yellow toadstools clamber to consume the dead matter of stumps and branches	Whole fungus (Ingested)	Poison (Blinded, Paralysed)	16
Arid Monitor, Climbing Monitor	A long, mottled grey monitor lizard which scrambles away up trees or cliffs	Skin (Salve)	Healing (4d4 + 4)	17
Angel's Trumpet, Feingold, Devil's Breath Plant	Fragrant, pale-yellow blooms edged in red hang like pendants from an elegant, winding tree	Seeds (Inhaled)	Poison (As Suggestion spell)	18
Golden Frog, Poison Arrow Frog, Yellow Blackfoot	A bright yellow amphibian with a black underside, so small that it can still be easily missed in the rainforest	Skin (Injury)	Poison (Paralysed, suffocating)	18
Yellow-Banded Dart Frog, Bumblebee Frog	Bold stripes of black and yellow warn predators of the poison in its slimy skin	Skin (Injury)	Poison (2d6/round, Paralysed)	19
Okay Gecko, Uh-Oh, Fuck-You Lizard	With a call like a squeaky toy, the red-speckled turquoise of its body can change colours to blend in with its surroundings	Whole lizard (Pill); Whole lizard (Wine)	Healing (8d8 + 8); Major wound restorative	20
Platypus	Like a beaver the size of a forearm with a bill like a duck and wide, fanning webbed feet, of which the male's are adorned with venomous spurs	Venom (Injury)	Poison (5d6, Incapacitated)	25

MOUNTAIN

Names	Appearance	Forms	Effect	DC
Lachesis Viper, Bushmaster	An orange-brown snake with bold black diamonds, it shakes its tail like a rattlesnake without a rattle when angry	Venom (Tonic)	Healing (2d4 + 2)	15
Amaryllis	Star shaped flowers lightly coloured in the centre and transitioning to red at the borders, looking to the horizon	Whole plant (Salve)	Healing (4d4 + 4)	16
Foxgloves, Dead Men's Bells, Bloody Fingers, Fairy Thimbles	Vibrantly coloured and patterned bell shaped flowers bloom by the dozens from a single tall spike	Whole plant (Ingested)	Poison (2d6, Poisoned)	16
Hedge Nettle, Betony, Lamb's Ears	A plant spreading ground cover like an army, raising banners of bold purple flowers	Whole plant (Salve); Whole plant (Pill)	Healing (4d4 + 4); Healing (8d8 + 8)	16
Funnel-Web Spider, Atrax	Strong, shining legs branch off a fat black body, the spider squeezes itself into a small ground burrow to hide	Venom (Injury)	Poison (2d6, Poisoned)	17
Hooded Shrike, Black-Headed Pitohui	A striking combination of black and orange plumage flutters between trees	Skin, feathers (Contact)	Poison (1d6/round)	17
Rattlesnake, Diamondback	Brown, vicious looking viper with a hideous rattle for a tail, which it shakes before striking with deadly speed	Venom (Injury)	Poison (Blinded, Poisoned)	17
Gila Monster	A heavy, sluggish lizard covered in orange and black markings, slowly drags itself between places of shade	Venom (Injury)	Poison (6d6, 1d6/round, poisoned)	18
King Cobra, Hamadryad	A characteristic dramatic hood stretches over the snake's head and part way down its striped body	Venom (Injury)	Poison (2d6, Blinded, Sleep in 1min)	18

SWAMP

Names	Appearance	Forms	Effect	DC
Beard Lichen, Witch's Hair, Methuselah's Beard, Old Man's Whiskers	Strung between the limbs of a tree like huge cobwebs, adding an eerie ambiance to the environment around	Whole Fungus (Tonic); Whole Fungus (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	12
Milky Mangrove, Blind-Your-Eye, River Poison Tree	A tangled root system lifts the tree half out of the water while its heavy leaves dangle into the water's edge	Sap (Contact)	Poison (Blinded) 12	
Cottonmouth, Gaper	A mottled brown and black snake with a habit of baring its fangs and exposing the bright white interior of its mouth when threatened	Venom (Injury)	Poison (5d6/round) 13	
Cobwebs	Silvery gossamer thread stretched between surfaces and across pathways in elaborate nets	Whole web (Dressing)	Healing (4d4 + 4) 14	
Sulphur Tuft, Clustered Woodlover	Clumps of clustered yellow toadstools clamber to consume the dead matter of stumps and branches	Whole fungus (Ingested)	Poison (Blinded, Paralysed) 14	
Sphagnum Moss, Blood Blanket	A thick layer of yellow-green peat blankets the surface of the water, disguising it as though it were a grassy clearing	Dried (Salve); Dried (Dressing)	Healing (4d4 + 4); Major wound restorative 15	
Water Hemlock, Muskrat Weed	A spindly knee-high plant with distinct tufts of tiny white flowers growing by the waterside	Whole plant (Injury)	Poison (Poisoned) 15	
Vervain, Simpler's Joy, Holy Herb, Wild Hyssop	A number of elegant violet flowered spikes branch up from thin wooden stems	Whole plant (Tonic)	Healing (2d4 + 2) 16	
Paperbark, Punk Tree	The trunk and branches twist unpredictably, the pale bark peeling off in thin, silky sheets	Bark, oil (Salve)	Healing (4d4 + 4) 17	
Willow, Sallow, Salix	A twisting trunk and blossoms that droop from branches, bursting forth before the leaves grow back in	Bark (Tonic)	Healing (2d4 + 2) 17	

TUNDRA

Names	Appearance	Forms	Effect	DC
Blackroot, Bowman's Plant, Culversphysic	Like spears raised high the lilac flowers taper to a point above sharp leaves	Root (Ingested)	Poison (Poisoned) 14	
Cottongrass, Cottonsedge	A grasslike plant system with fluffy white seed heads buffeted about in the wind	Leaves, roots (Salve); Cotton (Dressing)	Healing (4d4 + 4); Major wound curative 14	
Wormwood, Sagewort, Absinthe	A stunted flowering weed low to the ground with round yellow buds not quite open enough to be regarded flowers	Leaves (Salve); Oil (Ingested)	Healing (4d4 + 4); Poison (2d6) 14	
Deer Lichen, Caribou Moss	Silver green lichen in tangled lumps huddling together into larger mounds like nature's dust bunnies	Juice (Tonic); Whole fungus (Pill)	Healing (2d4 + 2); Healing (8d4 + 8) 15	
Pasque Flower, Wind Flower	Stars of pink and purple bowed in the frost open to the sunlight to soak up what they can, fuzzy fruit like something from Dr Seuss	Juice (Draught)	Poison (Sleep in 1min) 15	

Names	Appearance	Forms	Effect	DC
Arctic Moss, Giant Spearmoss	Under the ice, at the bottom of an arctic lake, the aquatic moss has spread slowly absorbing nutrients where and when it can	Moss (Dressing)	Blindness curative, Major wound restorative	16
Bearberry Bush	Growing low to the ground to keep out of the wind, bright and shiny red berries attract critters	Berries (Ingested)	Poison (Deafened, poisoned)	16
Willow, Sallow, Salix	A much smaller twisting trunk than usually displayed by a tree of the species, its branches burst with the blossoms before its leaves grow back in	Bark (Tonic)	Healing (2d4 + 2)	16
Alder	Gnarled lumpy trunk spreading uneven branches over an otherwise bare landscape	Bark (Salve)	Healing (4d4 + 4)	17
Sphagnum Moss, Blood Blanket	Rolling mounds of the yellow-green moss hide amongst the toughened grass of the tundra	Dried (Salve); Dried (Dressing)	Healing (4d4 + 4); Major wound restorative	17
Beaver	A large structure built from branches obstructs the flow of water as round brown rodents with large flat tails busy themselves	Testicles (Pill)	Healing (8d4 + 8)	18
Mistletoe, Tree Thief	Spiked green leaves and blood red berries cluster around and strangle the boughs of a host tree	Berries (Injury)	Poison (1d6/round)	19

UNDERDARK

Names	Appearance	Forms	Effect	DC
Cobwebs	Silvery gossamer thread stretched between surfaces and across pathways in elaborate nets	Whole web (Dressing)	Healing (4d4 + 4)	14
Miner's Moonlight, Moonshine Mushroom	Climbing in steps up the cave wall in the dark are faintly green glowing half-cup fungal bodies	Whole fungus (Ingested)	Poison (Poisoned)	15
Devil's Fingers, Octopus Stinkhorn, Illithid Egg	A round white bulb erupts into pale meaty tentacles which attract insects to absorb in their stinking slime	Whole fungus (Inhaled)	Poison (Target spends turn retching)	16
Ghost Fungus	A funnel shaped mushroom shining brightly enough in the dark to read by	Whole fungus (Ingested)	Poison (Poisoned)	17
Witch's Heart, Red Cage, Lattice Stinkhorn	A supposedly carnivorous hollow cage of pink, fleshy fungus riddled with holes that resemble bloody wounds	Whole fungus (Contact); Whole fungus (Ingested)	Poison (2d6/round); Poison (3d6, Stunned)	17
False Earthstar	Small fungal stars clinging to the damp of boulders like barnacles to a ship	Whole fungus (Salve); Whole fungus (Powder)	Healing (4d4 + 4); Stabilise the dying	18
Arsenic Ore, Mispickel	Flaking silver crystalline rock which releases a garlic smell when struck	Mineral (Inhaled)	Poison (Poisoned, sleep in 10min, death in 3days)	19
Blue Vitriol, Chalcanthite	Brilliant blue gems growing in tight knit threads from copper deposits, dissolves quickly in liquid	Mineral (Ingested)	Poison (Poisoned)	20
Okay Gecko, Uh-Oh, Fuck-You Lizard	With a call like a squeaky toy, the red-speckled turquoise of its body can change colours to blend in with its surroundings	Whole lizard (Pill); Whole lizard (Wine)	Healing (8d8 + 8); Major wound restorative	20
Cinnabar, Dragon's Blood	Nuggets of gleaming red crystal stick out from the other gem clusters in chunks	Mineral (Contact)	Poison (Poisoned)	22

URBAN

Names	Appearance	Forms	Effect	DC
Dandelion	Bright yellow flowerheads and fluffy seed orbs ready to be blown off, lifting up from a bed of weedy jagged leaves	Roots (Tonic)	Healing (2d4 + 2)	12
Cobwebs	Silvery gossamer thread stretched between surfaces and across pathways in elaborate nets	Whole web (Dressing)	Healing (4d4 + 4)	14
Creeping Charlie, Ground Ivy, Catsfoot, Field Balm, Gil-Over-The-Ground, Run-away-Robin	Crawling to cover every inch of ground in a blanket of dark, fan-shaped leaves, dotted with the blue of minute flowers	Leaves (Wash); Leaves (Oil)	Blindness curative; Deafness curative	14
Scotch Marigold, Sun Glow, Jane Harmony, Riddles	Brilliant yellow and orange puffballs on weedlike green stems	Leaves (Salve)	Healing (4d4 + 4)	14
Burdock, Orb Arctium	A group of unusual, purplish spheres, covered in spines, look as though they've been wrapped thoroughly in cobwebs	Roots (Salve)	Healing (4d4 + 4)	15
Vervain, Simpler's Joy, Holy Herb, Wild Hyssop	A number of elegant violet flowered spikes branch up from thin wooden stems	Whole plant (Tonic)	Healing (2d4 + 2)	15
Foxgloves, Dead Men's Bells, Bloody Fingers, Fairy Thimbles	Vibrantly coloured and patterned bell shaped flowers bloom by the dozens from a single tall spike	Whole plant (Ingested)	Poison (2d6, Poisoned)	16
Redback Spider, Black Widow	A sharp and threatening looking black spider with a striking red hourglass mark on the abdomen	Venom (Injury)	Poison (3d6, Poisoned)	16
Cone Flower, Echinacea, Hedgehog Flower	Wide circles of purple stand tall, holding aloft spiny, conical centres	Whole plant (Tonic); Whole plant (Salve)	Healing (2d4 + 2); Healing (4d4 + 4)	17
Heartsease, Johnny Jump Up, Tickle-My-Fancy, Love-In-Idleness	Tiny wild pansies form ribbons of violet or blue tucked between the grass	Whole plant (Salve), Juice (Philtre)	Healing (4d4 + 4), Poison (As Friends spell)	17
Bark Scorpion	A waxy, yellow scorpion creeping about at night holding its stinger high, ready to strike any pray that strays into its path	Venom (Tonic); Venom (Injury)	Healing (2d4 + 2); Poison (3d6, Attack disadvantage)	20
Fer-de-Lance, Spearhead, Yellow Beard	Black and brown markings are defined into tessellating diamonds by bright white borders and dark spots	Venom (Injured)	Poison (4d6, Poisoned)	20
Okay Gecko, Uh-Oh, Fuck-You Lizard	With a call like a squeaky toy, the red-speckled turquoise of its body can change colours to blend in with its surroundings	Whole lizard (Pill); Whole lizard (Wine)	Healing (8d8 + 8); Major wound restorative	23

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