

The Various Flora Of Nevermore :

- Asphodelaceae Shifa' : The Asphodelaceae Shifa' family is known for its various healing plants. The basic all around healing potion is made from a variety of plants from this family.
- Zingiberaceae Moudad : The Zingiberaceae family boasts many plants that are resistant to poison and many toxic brews and concoctions. The basic antidote is made from plants of this family.
- Asteraceae Soum : The Asteraceae family is the most common poisonous variety. The basic poison potion is made from these plants.
- Abietoideae Karin : The Abietoideae family is the main amber producer for Nevermore. Amber is a precious substance used in many potions, as well as some handicraft works. Even blacksmiths use this substance at times, as certain metals are treated with amber. Mages are no exception, and use amber in many ways, such as a catalyst for magic spells.
- Hylocereus Undatus Tinin : The Hylocereus Undatus, or for short, the Hylo family regroups many vitamin rich fruits. Seen as a delicacy for kings, Hylocereus fruits are also known to be used in potion making, and some famous basic potions such as Hyper Metabolism Potion require some Hylocereus fruits.
- Oxalida Noujoum : The Oxalida family is generally a semi aquatic regroupment, giving off valuable fruits indeed. Most fruits on their own can bestow buffs to allow the user to adapt to the semi aquatic areas.
- Passi Edukis Oushk : The Passi Edukis family, for short the Edukis family, is the main provider of the base components of Emotion Potions. Be it Love Potion, Hate Potion, Greed Potion, Envy Potion, Passi Edukis ingredients seem to be a must.
- Litchi Sependia Aayn : The Litchi family tree is truly bizarre, as no significant pattern linking the trees has been found. Some scholars show criticism, and demand that all trees and plants regrouped in this category be re-evaluated, or borderline be categorized as independent, henceforth why the Litchi family is known as “ Random Lazy “

- Salacca Vipea Haya : The Salacca family, also known as “ The Flora Ioda “ regroups many trees with hard wood, and hard shelled fruits. Some trees are guarded by a bark layer so strong, it can resist blows made from Regwar axes, and this is why some knights venture out with wooden armor. The fruits are also used at times as bombshells, and the edible part easily finds its way into potion brewing.
- Cucurbitaceae May : The Cucurbitaceae family tends to grow fruits rich in water, with some being able to survive in arid, desert-like territories. As such, Cucurbitaceae plants are often planted in deserts, and sometimes stocked up once an investigation team goes out to explore, as the fruits are made to be able to preserve water. While This family doesn’t always get included in potion brewing, it remains important for all investigation expeditions.
- Sarington Moltahem : The Sarington family is mainly composed of carnivorous plants. As it is known, carnivorous plants have strong digestive enzymes, and to be able to digest the great Bugs and insects, great sized plants with even stronger enzymes exist. These great Bugs stand no chance against this Family. Luckily, most inanimate plants never target humans, or anything close to the human race. Thus, humans and all close races tend to use these plants as wards, and extract their enzymes to use as a repellent for bugs.
- Poace-Add-Homentmen : The Poace Family is regarded as a folk village essential. This family usually contains long, thin, hollow trees and plants, allowing them to be used as pipes. As they are quite sturdy, at times, they can even be used as makeshift spears and shields. Overall, their utility seems to grow with the user’s imagination.
- Ascomycotac Ahmar : The Ascomycotac family is mainly composed of parasitic plants. These plants, however, aren’t useless --- far from it actually. Some of these grow on powerful beings, comparatively to the norm, and thus allow one to extract substances and enzymes and even cells. Poisonous and toxic brews. in general, integrate some of these plants.
- Arcau Neyj : The Arcau family belongs to the sheer cold, bringing together plants that strive in freezing weather. The plants are varied in this family, seemingly having the sole common trait of being iceborn. One of the positive aspects of Nevermore, showing that life sprouts even in the harshest of weathers.

- Caraha Nashef : The Arcau belong to Ice, the Caraha to the Desert. This family is not well documented, for the heat of the desert is a suffering many wish to avoid. These plants have been deemed unworthy of studies, as the plain desert can not offer much nutrients, therefore not much potential for brewery. Still, some plants were documented, and have been deemed somewhat useful.