HERBS, PLANTS AND FUNGIS OF FORGOTTEN REALMS V.0.5



## Credits

I am thanking to all Forgotten Realms Sages, Lore creators.

This work used materials from many sources of old edition books, magazines, modern adventures and sourcebooks for Forgotten Realms and some best works from dmsguild.com (listed in similar products appendix)

Main purpose of this book – to give full and complete reference to plants, herbs, fungus of Forgotten Realms

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# Herbalism Kit

Proficiency with an herbalism kit allows you to identify plants and safely collect their useful elements.

**Components.** An herbalism kit includes pouches to store herbs, clippers and leather gloves for collecting plants, a mortar and pestle, and several glass jars.

**Arcana.** Your knowledge of the nature and uses of herbs can add insight to your magical studies that deal with plants and your attempts to identify potions.

**Investigation.** When you inspect an area overgrown with plants, your proficiency can help you pick out details and clues that others might miss.

**Medicine.** Your mastery of herbalism improves your ability to treat illnesses and wounds by augmenting your methods of care with medicinal plants.

**Nature and Survival.** When you travel in the wild, your skill in herbalism makes it easier to identify plants and spot sources of food that others might overlook.

**Identify Plants.** You can identify most plants with a quick inspection of their appearance and smell.

1 Herbalism Kit

|  |  |
| --- | --- |
| Activity | DC |
| Find plants | 15 |
| Identify poison | 20 |

# Between Adventures

## Downtime Activity: Creating Potions, Elixirs, Oils and Salvas from herbs and other plants.

## Downtime Activity: Gathering Plants & Expedition

The world is a wealth of natural resources, and it only takes a keen mind and a bit of regional knowledge to collect its bounty.

**Resources.** An expedition to gather resources and materials takes a workweek from planning to completion. Part of this time is spent gathering information about what types of plants can be found in the region, and how difficult they are to find. Each of the plants on the Regional Flora table designates the regions of Faerun in which they are most commonly found.

**Resolution.** The character must make a series of checks, with the DC for all checks determined by the plant the character is searching for: the character’s choice of Intelligence (Nature) or Wisdom (Survival), Intelligence (Investigation) or Wisdom (Perception), and a Wisdom check using an herbalism kit, or an Intelligence check using alchemist’s supplies. If the plant is poisonous, they can use an Intelligence or Wisdom check using a poisoner’s kit instead.

If none of the checks are successful, the character becomes lost and is on the expedition for an additional tenday.

If only one check is successful, the character never finds their bounty but returns as expected.

If two checks are successful, the expedition is a partial success, netting the character 1d4 units of the plant they sought after.

If all three checks are successful, the expedition returns 1d4 + 3 units of the plant they sought after. Whether the expedition is a success or a failure, all is not lost. Roll an additional d6 and consult the Mundane Flora table, to determine if anything else was found.

2 MUNDANE FLORA

|  |  |
| --- | --- |
| d6 | Reward |
| 1 | Nothing of value was found and roll on the Expedition Complication Table. |
| 2 | Nothing of value was found. |
| 3 | 5 gp worth of herbs and materials were found. |
| 4 | 10 gp worth of herbs and materials were found |
| 5 | 25 gp worth of herbs and materials were found |
| 6 | 25 gp worth of herbs and materials were found and one unit of one of a unique flora that can be found in the region (determined by the DM). |

3 EXPEDITION COMPLICATION TABLE

|  |  |
| --- | --- |
| d6 | Complication |
| 1 | Unrelenting winds create whiteout conditions making it impossible to use landmarks to travel, adding two days to your expedition. |
| 2 | You come across the frozen corpse of a long dead noble. Upon further inspection, you find an heirloom of some value. (Roll on the d100 Trinkets table found in Chapter 5 of the Player’s Handbook to determine what is found.) |
| 3 | In the dead hours of the night, your packs are ransacked by local fauna, leaving you with half as many provisions as are required to complete the expedition. |
| 4 | Blowing snow has created dunes of fresh powder burying much of the local flora, making it nearly impossible to find. |
| 5 | You encounter an aggressive band of beasts local to the region. |
| 6 | A weary traveler stops you, asking for food and water. |

### Searching for Herbs

Locating a particular herb is not as simple as strolling into the woods and plucking flowers. Searching for herbs requires a successful Wisdom (Survival) or Wisdom (Herbalism Kit) check, depending on how common the herb is in the immediate vicinity.

|  |  |
| --- | --- |
| Common DC | 10 |
| Uncommon DC | 17 |
| Rare DC | 25 |
| Not present | Impossible |

Any character may attempt to locate herbs with a Wisdom (Investigation) check, but only if the DC for the particular herb is 10 or lower.

Each attempt requires 10 minutes and covers the ground in an area roughly 100 feet square. A character with the nature sense ability (a druid, for example) only requires 1 minute per attempt.

# Herbal Lore

Everyone—from farmers to foresters to shopkeepers—knows a few old family remedies, and almost every rural place not in the remote wilderness has an herbalist or two. A village on a trade route might have an apothecary, and almost all market towns have one—as well as a “hedge wizard” (self-taught mage of low Art) who augments his or her income by splinting breaks, washing infected wounds, and selling beneficial castings, salves, and the like.

If a village not on a trade route has a shrine (as opposed to just a priest or hermit), the priest who tends the shrine often functions as an apothecary to earn an income. If a shrine has two or three staffers, even if only one of them is a proper priest, an apothecary is likely to be on that staff.

Apothecaries prepare and sell physics, but also sell raw and “readied” (washed, cut, and sometimes powdered) herbs for kitchens and for medicinal use. Many festhalls and herbalists offer inexpensive herb bath or steam bath services, which always include a rubdown (deep tissue massage). Many travelers and street-dwelling poor use these services regularly to get clean, get their clothes washed, to get warm, and to have aches and pains seen to. For some, it’s what makes their lives (of having little, and being in contact with folk who have so much more) bearable. So the application of heat and skilled massage part of what real-world chiropractors do is in part covered by these relatively inexpensive services, usually 1 cp for a bath or a massage, and 2 cp for both with washing and “ovenboard” drying thrown in. Ovenboard drying is laying wet clothing out flat on boards heated by proximity to an oven or hearth or chimney to rapidly dry them. Clothes being ovenboarded are moved to new dry hot sur-faces several times to speed the process.

Relatively few sages specialize in herb lore, but there are some self-styled academic authorities among humans. In Cormyr, the Guild of Naturalists has offices in Suzail and Arabel. It is a professional fellowship of those who study animal and plant life with the aims of understanding natural cycles fully and thereby exploiting natural substances—from plant saps and distillates to beast ichor and organs—to make scents, medicines, poisons, spell inks, dyes, sealants, preservatives, cooking herbs, and so on. A Cor- myrean consulting a guild member is expected to buy guild products, but guild members will sell advice as well as concoctions to outlanders—and will buy raw herbs in good condition from anyone.

Here follow some widely known effective medicinal uses of raw plant gleanings. Herbs often do not need to be fresh, which is why many households keep a crock of various dried leaves, wrapped in scrap cloth, for use in winter Please note: None of these plants exist in the real world.

FREE SUPPLEMENT FOR THIS BOOK

[Herbs and Plants of Forgotten Realms in Tables](https://1drv.ms/x/s!Atcrhwwo1lBAyI9tpmFs-CHf64yqQA?e=oLO92m)



Left to right: blueleaf, duskwood, felsul

**DRUIDS AND MAGICAL PLANTS**

The creation and care of magical plants is almost wholly the purview of arcane spellcasters. Druids - who seem the mostly likely candidates to breed, cultivate, and adapt magical plants -only occasionally do so. Most non-evil druids find the artificial enhancement and manipulation of plants to serve the needs of mages an extremely heavy-handed and distasteful use of magic.

Druids who come across such altered plants typically try not to interact with them, ln the case where the plant's presence unbalances the natural order most druids attempt to either remove the plant or direct it into a more natural cycle.

When queried as to the creation and care of such plants, most druids feign ignorance or try to misdirect the questioner with answers they know to be false .

# Trees

## Abeirwood

Also known as dragontree, abeirwood is an import on Faerun, courtesy of the Spellplague. A common enough tree in Abeir, its like is almost completely alien juxtaposed with the relatively common trees of Methwood. The thick trunk of this tree has bark that resembles dragon scales, ranging in color from a ruddy brown to a glossy but dark red. The leaves sprouting from the crown of the tree have bone-like fingers of dense material that support the broad and thin webbing-like leaf, not unlike the wing of a bat.

After the Second Sundering, this tree became even rarer but is cultivated by the dragonborn holdouts from Tymanther in Djerad Thymar. Groves of it have taken hold in the eastern foothills of the Smoking Mountains and are prospering in the hot, ashy atmosphere created by volcanic mountains in the east. Abeirwood that grows in proximity to dragon lairs, such as the lair of the now deceased green dragon Skuthosiin within the Methwood, grow to almost double the height.

While its relatively new to Faerun, the wood with the bark intact has already become a prized possession of the rich and superfluous to adorn their halls. It's large, coconut-sized seeds also bear this dragon scale like appearance and can be misrepresented as a dragon's egg to an unsuspecting individual. This, however, does not hold up to even the most basic of scrutiny.

The sap from the tree is a delicacy among the dragonborn of Tymanther, and is known to attract lesser dragons such as wyverns and drakes in its raw form. When the inherent water is boiled away, the thick and sickly sweet syrup remaining is a natural sweetener that does not spoil.

## Angakara Tree

Geography: Kara-Tur | Identify Check: DC 9

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

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

## Blueleaf

Effect | Rarity | Type | Humid temperate and subarctic climates| Identify: DC 7

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

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

The tree resembled a large maple. It was so named for the color of its leaves, which were a strange, gleaming blue and had many points.They actually glowed with a faint, blue light.[[1]](#footnote-2)

The wood of the tree was surprisingly durable; the relatively thin trunk rarely broke, even when under extreme stress. They bent in winds and under snows, and in winter they could stabilize snow tunnels over roads that sheltered travelers. Blueleafs often grew in thick copses and typically reached heights of 40 feet (12 meters).

Blueleaf leaves and sap could be crushed to make a bright blue dye often used in clothing manufacture in the North. These could also be burned to produce vivid, jumping blue flames that were favored by minstrels and storytellers for special effects.

The wood of the blueleaf tree, known as bluewood, was used by Volodni craftsfolk to make weapons and armor. Bluewood was magically treated to become as hard as steel, though it weighed half as much.

Blueleafs were often found north of Amn, in humid temperate and subarctic latitudes.Specifically, blueleafs were known to be found in the following areas:

Evereska

Ardeep Forest on the Sword Coast North

High Thorog in the Nether Mountains

Banks of the Laughingflow in the Evermoors



Left to right: hiexel, laspar, phandar

Silverymoon (Silver Marches), where most streets were lined with blueleafs

Hermit's Wood in Cormyr, where they grew in large groves.

The Vast Swamp, with stunted trees growing around the fringe.

The Shadow Swamp (a reflection of the Vast Swamp) in the Plane of Shadow, around the Shadow Citadel.

A common tree in Faerun, blueleaf leaves were a primary ingredient to bright blue dye textiles exported from the northern region of Amn. They can be easily found in places such as the Ardeep Forest, the forests surrounding Evereska, and lining the streets of Silverymoon.

The wood of the Blueleaf tree is known as bluewood, and can be crafted into weapons and armor. With just a touch of magic, it can become equal in hardness to steel and weigh less too. Bluewood armor is a staple for druids and various elf cultures of the Amn region.

In addition to its strikingly bright blue color, the dye and fabrics lined with it could be used to create a blue pyrotechnic effect. A notable bard once completely draped himself in these fine blue linens while performing an elaborate sword dance. An errant spark set him ablaze in a brilliant and vivid blue inferno. The roar of the audience only subsided upon the realization that it was not a part of the act.

## Calan wood

Prized among Calimshan and Tashalar, calan wood and calantra (the heartwood of the calan tree) is used in all manner of crafting. From walking sticks to furniture, its hardiness against the various rigors of the elements makes items crafted from it exceptionally durable.

Its thick trunk is crowned in a tangle of thin branches that makes dense copses of the tree a hazard to travel through. Such copses can be found from the Forest of Tethir all the way south to Chult and across the Shaar. The area where the Great Rift existed before collapsing into the Underchasm had a distinct variety of calan tree that grew twice as tall, bearing much more of the calantra, a typical export of the area. Since the sundering, this larger variety has not yet returned to Shaar.

## Chime Oaks

Chime oaks are large oaks native to the East Starwood of Cormanthor. They are easily distinguished from the fir and elms of the region's north, as the tree itself appears to be made of entirely of refined glass. On a clear day, a passerby may even be able to see the clear sap swirling up and down the tree's interior. Though it may appear glass-like, the chime oak is still a tree: it can be used as firewood, and carved, and so forth.

The chime oak gets its name from the fact that it does not drop its leaves in the autumn or winter, leaving them to freeze solid in the colder months. When the frozen foliage catches a breeze, the rustling and clinking creates a pleasant chime that fills the otherwise still winter wood.

The ring of the chime oak is a very pleasant song, but experienced travelers of the Starwood know to avoid that sound whenever possible, as the chime is known to attract basilisks. The sound is very relaxing to the creatures, and more than one can often be spotted dozing under its canopy. Particularly large or old chime oaks are often surrounded with statues of unwitting people and animals who caught a basilisk's gaze.

Chime Oak acorns are a rare thing to find, which scholars believe is part of why they have not expanded much past the Starwood. They are often sought after by wizards and alchemists, as they are said to be a reagent in a longer lasting variation of a potion of invisibility. Druids may also seek such a plant for their groves, but are rarely willing to pay gold for such a thing.

Darkberries grow in foot-tall shrubs hidden in the darkest regions of the forests around the Sea of Fallen Stars. These dark purple berries are unique because they infuse themselves with shadowstuff as they ripen. Shadowstuff is well known to illusionists and those acquainted with the planes as a form of matter innate to the Shadowfell that is easily shaped to a caster's whim. If a ripened berry is split or crushed, a 5-foot wide sphere of darkness emerges in its space and lasts 1d4 rounds before dissipating.

In the years leading up to the Spellplague, these already rare berries were becoming rarer still. Only a few of darkberries on a given shrub actually ripened enough to fully nourish its small, grape-like seeds, and these were often foraged by wayward mages. It saw a large boom in population following the Spellplague, particularly following the formation of the Shadowfell from the Plane of Shadow. Since then, its population has been maintained by way of sustainable farming efforts from the various kingdoms around the sea. Today, a darkberry goes for 5 gold a piece, but there is usually a limit on how many berries an individual or organization can purchase at a time.

## Coldwood

Effect | Rarity | Type | Region

Many fey creatures have a special susceptibility to cold iron. This weakness has led alchemists and arcane gardeners among the fey to develop coldwood. First adapted from natural hickory, coldwood replaces iron in most ways, allowing fey smiths to craft strong weapons and sturdy armors. Coldwood also allows druids to wear armor types usually made of metal.

Coldwood grows very much like hickory, only slightly slower, reaching its mature size in roughly two decades. The timber of the coldwood can be used for the crafting of any item normally made from steel, resulting in an object with the same hardness, strength, weight, and edge-holding properties of good-quality steel. Coldwood is difficult to work and harder still to cultivate, making it and the items made from it extremely expensive. The DC of any item crafted of coldwood is always 8 higher than the same item made from steel. Weapons or armors fashioned from coldwood are always masterwork items (the masterwork cost is included in the prices given below). Harvesting viable coldwood from a coldwood tree requires a DC 20 Knowledge (nature) or DC 15 Profession (logger) check. A successful check provides 5 pound of material per five years of growth (to a maximum of 100 pounds of coldwood).

For a coldwood tree to thrive it requires regular attention. Transplanting a coldwood tree or taking a viable cutting from one requires a DC 20 Knowledge (nature) or Profession (gardener) check.

A single healthy coldwood sapling sells for 500 gp. Properly tended, a coldwood tree can live for thousands of years.

|  |  |
| --- | --- |
| Type of Coldwood Item | Item Cost Modifier |
| Ammunition | +150 gp |
| Light armor | +500 gp |
| Medium armor | +2,000 gp |
| Heavy armor | +4,500 gp |
| Shield | +1,500 gp |
| Weapon | +2,000 gp |
| Other items | +250 gp/lb. |

## Duskwood[[2]](#footnote-3)

Effect | Rarity | Type | Region

Geography: Northern Faerun| Identify: DC 5

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

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

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

Duskwoods grew in densely packed groves, blocked the light and appeared rather eerie, giving them their name. They had smooth black bark and the trunks grew to an average height of 60 feet (18.2 meters), with small lacy branches high on the tree. Atop these trunks were small branches. The wood was smoky gray and as tough as iron.

Some craftspeople fashioned weapons out of duskwood in place of metal. Such items weighed half as much as their metal counterparts. Duskwood didn't make good armor (even with a wood shape spell), though a passable breastplate could be made out of it. Mast spars and roof beams were usually made of duskwood.

The Blackstaff and the Scepter of Savras were made of duskwood.

Duskwoods were very resistant to fire.wood

Duskwood trees were known to be found in the following places:

Cormanthor

The Vast: Adhe Wood, Flooded Forest; Tavilar

Sword Coast North: Ardeep Forest

The North: Glimmerwood/Moonwood; Silverymoon; High Thorog

Duskwood trees are found all across the continent of Faerun, and owe both their success and their name to their tendency to form eerie, dense groves wherever they arrive. These trees average around 60 feet tall, and can be easily distinguished from others by its straight, black, smooth trunk, which culminates in a single crown of lacy branches and green leaves.

Duskwood itself is known to be extremely durable and fire resistant, to the point where people claim it to be as hard as iron. It is very often used for ship masts and important structural supports. When exposed to flame, the smoke-gray wood would smolder rather than catch, and could be put out with little effort.

Although shaping it requires very specific skills, duskwood's durability allows it to be used to create any weapon that is made of mostly metal, such as a sword or mace. Weapons with large wooden hafts, such as most polearms, are untenable due to how it affects the weapon's weight distribution. Duskwood normally can't be used to make effective armor, as shaping it into fine rings is impossible and it lacks flex. However, it is known to make serviceable shields and breastplates.

## Felsul Tree

Effect | Rarity | Type | Region

Geography: The Swordcoast, the Silver Marches| Identify: DC 7| V: 10 gold per pound

A deciduous tree with a flaky brown reddish bark, the trunk and limbs often grow to be gnarled and twisted.

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

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



Left to right: hiexel, laspar, phandar

Chewing the soft wood that directly underlies the bark of a felsul tree, or chewing small datherthorn roots (those of purplish hue) quells nausea and deadens all mouth, tooth, and throat pain. This does nothing to remove the cause of the discomfort; it merely temporarily removes the discomfort to allow sleep, hearty eating, and other usual activities. Eating a volume roughly as much as the eater’s palm, as thick as the eater’s hand, will deaden for a day and a night, or so.

Fresh felsul wood could be eaten to decrease nausea and to numb the mouth and throat to enable eating and sleeping.[1] Felsul wood did not burn well and was too weak to have much other use.[[3]](#footnote-4)

Felsul flowers could be crushed to make an alluring, spicy perfume.[[4]](#footnote-5) An ounce of this perfume cost 100 gp.[[5]](#footnote-6) A sack of flowers could be sold for 5–30 sp[[6]](#footnote-7)

Felsul root was sometimes used for small carvings, such as for holy symbols, figurines, and toys. [[7]](#footnote-8)

Felsuls were often found in cold, rocky places with poor soil. They could grow where no other tree could: in poor soil, on cliff sides, and in crags. They were common in northwest Faerûn. They were known to line the Laughingflow in the Evermoors[[8]](#footnote-9)..

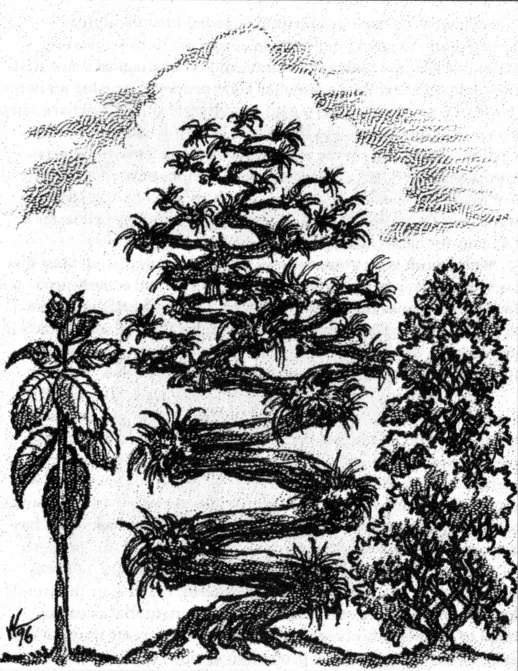
Felsuls were also found in Adhe Wood in the Vast.[[9]](#footnote-10)

## Hiexel

Effect | Rarity | Type | Region

Upright oval trees usually 30 feet in height, hiexels can grow 70 feet tall in sheltered spots. They have gently

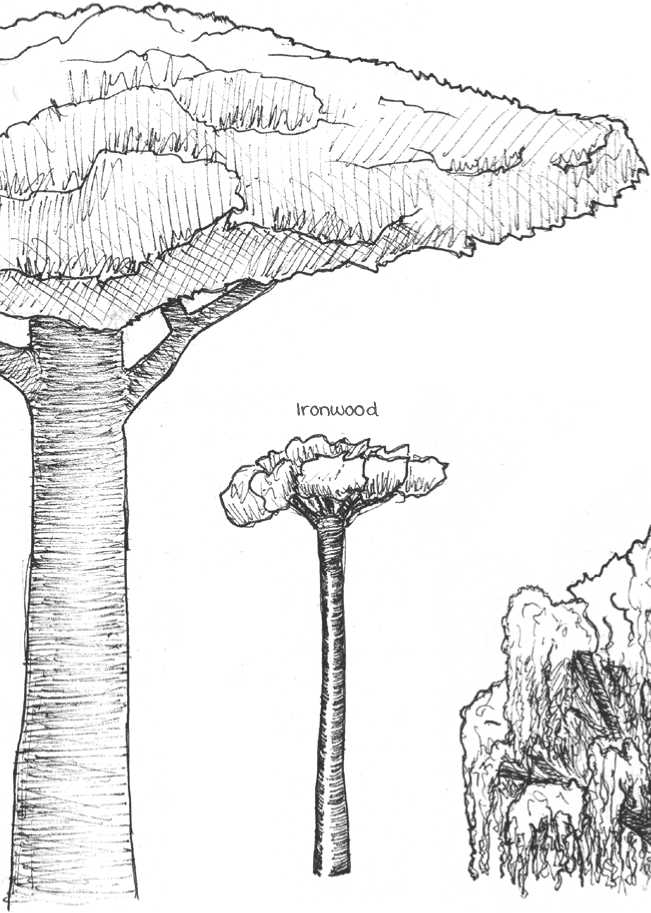
curved, sparse branches; brittle, green, waxy wood (called simply “hiexel”); and silver-green bark. Hiexel rots easily and produces profuse amounts of thick, oily smoke when ignited. This brings it frequent use in signal fires and for smoking meat or fish, or to drive beasts or foes out of an enclosed area. Hiexel bark sees use in bookbinding. It’s also used to seal the walls of wooden buildings against damp, stuck down with wooden pegs and sealed with mud and clumps of moss.



Left to right: silverbark, suth, vundwood.

As they grow, hiexel trees dry out unevenly, so windstorms often fell old or large specimens. Hiexel is unsuitable for sledges, bridges, and other hard usages. It shouldn’t be used in magic items, because its unstable nature will cause breakage after a few years at most.

Hiexel trees are very common in the Dales, growing in thickets in ravines and on hillsides. They are rarer in the North, but can be found scattered there everywhere south of the Nether Mountains, particularly in the Rauvin and Delimbiyr vales.



## Ironwood

There are a good few trees that are said to be as hard as iron in the Realms, but none deserve that title more than the Ironwood tree. These trees take after the classic oak in appearance, but with a rustic gray bark and with shiny orange veins lining its recesses. Its leaves are a dark green, but take after copper as the autumn comes.

These trees are unique, in that they were artificially created. To protect their home forests from the devastating effects of the Spellplague, druids and dryads joined in massive rituals to convert swaths of their forests into these nigh-on-invincible trees. Prior to that point, Ironwood only existed in the form of weapons and armor the druids fashioned for themselves with a smaller version of the same ritual.

Since then, Ironwoods have become a regular part of almost every druid grove located in or near temperate climates. Their lumber is carefully and graciously used by druids to create armor and weapons as durable and lasting as their steel counterparts. Some particularly experienced elven enchanters have said that ironwood is much easier to enchant than most other woods.

This tree's seeds spawn once every decade, and appear as nuggets of iron tipped with an acorn's cap. A spellcaster casting the barkskin spell while holding one of these acorns can allow the spell to consume it. If they do, the spell appears to coat them in a sheet of iron, granting a +2 bonus to barkskin's AC alteration.

## Laspar

Effect | Rarity | Type | Region

Evergreens of a distinctive olive-green hue, laspars are sometimes mistakenly thought to be dead by passing travelers. Laspars look like squat cedars, rarely topping 30 feet in height, and have thick foliage that foils most searching eyes seeking to see under a single tree, let alone a stand of them.

Laspar needles are flat and smooth-pointed. They grow in spherical clusters (“shags”) at the ends of delicate branches that swirl around a straight, strong central trunk. The trunks have dusty green bark that tends to form a surface of many small, interlocked concave plates. Under the bark is a golden-hued wood that’s as easily worked as pine—but is also pitchy, spitting too many sparks for safe burning.

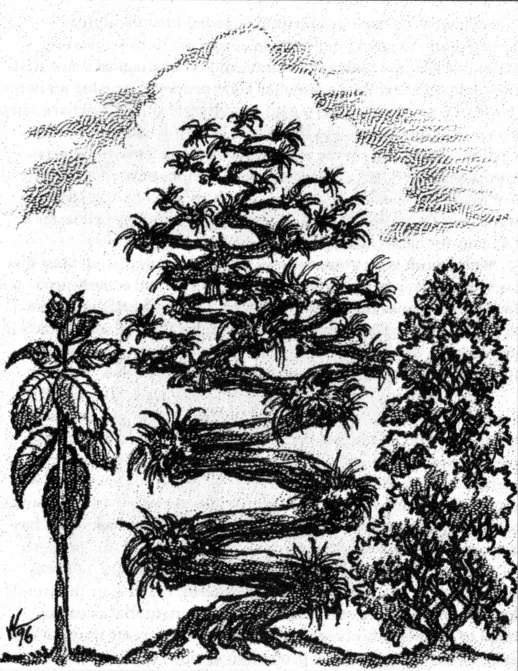
Geography: Temperate climates| Identify: DC 7

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

Crushed needles are used in making scents and are often worked into torches and candles of superior quality. Laspars grow everywhere west of Thay that’s also north of the Forest of Tethir. They thrive around Turnstone Pass, and down Delimbiyr Vale into the Far Forest.

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## Phandar

Effect | Rarity | Type | Region

Geography: Southern Faerun| Identify: DC 7

Phandars grow up to 60 feet high, with terrifically strong, springy curving boughs sprouting in great numbers from a massive, knobbly central trunk. Triangular leaves of mottled, varicolored green grow on branches that form the rough shape of a horizontal egg, with its long axis (the “tail” of the tree) pointing away from the prevailing wind, so that a stand of phandars all seem to be pointing in one direction. Some adventurers say they greatly resemble the feared monsters known as ropers.

Phandar wood is greenish-brown striped with thin black grain lines throughout, which when cut for use in the making of jewelry form striking waves of curling parallel lines. Tool and weapon handles and bows are often fashioned of phandar wood, though its curving nature makes it unsuitable for spears, wands, staffs, and other uses where straightness is desirable.

Phandars are very hardy. Stumps often grow new trees, and even cut, fallen boughs may sprout seedlings. This quality has probably saved the tree from total extinction; loggers prize phandar trunks because they’re strong enough to support the heaviest roof, and they can be chiseled to accept crossbeams without cracking or splitting.

Phandars are found across Faerûn, but are sparse north of the High Forest. They are increasingly rare everywhere due to overcutting.

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

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

## Silverbark

Effect | Rarity | Type | Region

Silverbarks are thin and straight, seldom more than a dozen feet tall. They are plentiful, and grow in thickets. Silverbark wood is reddish and dries out thoroughly after it’s cut, becoming very light but also very brittle after a year or so. The silver bark is loose and easily torn away. Silverbark leaves are waxy to the touch, deep red in color, large and oval with pointed tips and tiny saw-toothed edges. They are strong

enough to carry game or kindling in. Silverbark trunks serve the poor as staffs, poles, and (once points have been whittled and hardened in a slow fire) as defensive stakes. The weakness of the wood makes it unsuitable for lance shafts, fence rails, or structural work. Silverbarks flourish in wet ground throughout Faerûn.

"Silverbark is a meek looking tree of red wood and flakey, silver bark that can be found in the northern wetlands of the Luruar region, which includes The High Moor and The Evermoors. The tree itself only grows to about 12 feet, and has sparse but large, broad leaves of a deep red hue. The waxy leaves take on a similar shape to that of a cherry tree, and are about 8 inches long on average, though some can grow as large as a dinner plate.

Elves of the region are known to use the leaves to wrap food, but the wood itself was light and brittle and hence not usable for much. The wood is only ever used to make stakes by the humans who live in the area.

Though the people there may have forgotten this fact, making stakes from silverbark was a tradition passed down by some of the settlers of the area. Being chased away from their homes by lycans, they had noted their hunters avoided the trees with the same vehemence they avoided silver. They had begun making weapons that incorporated the tree’s wood and bark into their make, and realized that they could hurt their assailants with them. Any weapon or item made from silverbark is treated as a silvered magical weapon when used to attack monstrosities or undead.

This parasitic, fuzzy mushroom can be found growing out of tree trunks in the subtropical and tropical wetlands. The mushroom mimics the appearance of a small tarantula at rest, requiring a DC 15 Intelligence (Investigation) or Intelligence (Nature) check to discern its true nature. It uses its appearance to lure out creatures that would prey on spiders, such as birds.

The second the mushroom is disturbed, it splits open to reveal a cloud of white, animate spores which launches itself towards the attacker. The swarm acts as a swarm of spiders that attacks the nearest creature mindlessly. Upon reducing a creature to 0 hit points, each animate spore-spider takes a small chunk from the body and climbs up the nearest tree to begin the process anew.

It is believed that these mushrooms were intentionally created and spread by the drow to punish those that would dare attack their sacred animal, and some drow have been known to carry vials of spidercap spores to throw into the midst of their enemies. A creature can harvest the spores of a single mushroom into a vial by succeeding on a DC18 Wisdom (Survival) check."

## Shadowtop

Geography: Temperate climates| Identify: DC 5

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

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

Shadowtops are lovingly referred to as the soaring giants of Faerun's forests, as they are able to reach up to 90 feet in height, and 20 feet in diameter. Their name refers to the fact that its canopy of dense, feather-like foliage leaves the forest floor below it showered in perpetual shadow. This is amplified by the fact that its leaves all cluster to the trunk's top, and have a coppery underside.

These trees are extremely common. They are found in almost every humid area across the continent of Faerun. The wood of the shadowtop tree—called shadow-wood—is quite tough and fibrous. Shadow-wood fibers are used in small quantities in ropemaking to increase the strength and durability of the coils. The wood burns slowly and with little smoke, making it perfect for cooking. Chefs love the almost tangy aftertaste it adds to meat.

Though strong, its fibers can be easily split, making the wood unsuitable for large constructions. However, arcanists prize the wood as an affordable but potent material from which to craft wands and staves. It is said that when shadow-wood is used to house druidic spells, the spells become slightly more potent.

## Suth[[10]](#footnote-11)

Effect | Rarity | Type | Region

Geography: Southern Faerun| Identify: DC 7

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

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

## Vundwood[[11]](#footnote-12)

Effect | Rarity | Type | Region

Vundwood

These short, 15 foot tall trees are abundant along the grasslands of the Sword Coast and its neighboring regions, as well as in the Tunlands of Cormyr. Their bark is dark red, and easy to peel, making them ideal targets for wood-eating insects. Their leaves are pale green with white edges that line the rim like licks of flame, but the entire leaf takes a yellowish tint as winter approaches, or as the tree approaches death. Refined Vundwood is an attractive red-brown, and smells of cinnamon.

Vundwood is most often used for firewood or for livestock pens wherever it’s found, as its wood dries well and farmers claim its smell tends to pacify the cattle somewhat. The abundant holes found in Vundwood, due to wood-eating insects that favor the tree, mean that carpenters have had to develop a specific, interwoven method of woodworking in order to create structures out of the wood.

Pristine vundwood trees, those unmarred by insects or wildfires, have more mystical uses. Such trees are sought by arcanists and priests during the crafting of magic items with few, non-rechargeable charges. Such objects made of pristine vundwood experienced an arcane echo which could replenish 1d4 of the object's charges every 1d12 months, though the amount of wood required to activate this effect varies from item to item. In the ages before the Spellplague, sages say you could use a log of pristine vundwood to replace the material component of any of the lost spells that had to do with remembering previously prepared spells, or similar forms of recollection.

## Umanhunan Tree

Geography: Maztica| Identify: DC 9| V: 1 gold per pound of leaves

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

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

## Weirwood

Effect | Rarity | Type | Region

These rare trees are actively protected by dryads, treants, druids, and rangers. If undisturbed, they grow into huge, many-branched forest giants that resemble oaks with dual-colored leaves (brown with a silver sheen on top, velvety black underneath). Weirwood is favored for lutes, harps, birdpipes, and longhorns because of the unmistakable warm, clear sound it gives to such instruments (many masterwork instruments of these kinds are made from weirwood). Any weirwood (or item created of weirwood) within an area illuminated by a magical light source (such as *dancing lights*, *light*, or *continual flame*) emits a gentle magical glow equivalent to a candle for 1d4+1 rounds after leaving the area of illumination.

Living weirwood has fire resistance, though no one has ever discovered a method of preserving this quality after the wood is harvested.

## Windapple Tree

All along the plains of southern and eastern Faerun, one can occasionally find lonesome trees whose canopy resembles an upside down twister. Its leaves are long and thin, and bear a brownish-green hue, causing the tree to look like a dust storm from a distance whenever the winds are howling. In early spring, the so-called twister trees begin bearing delicate white flowers, which are rigidly attached to their branches by multiple stems. Very rarely, some of these flowers grow silver, instead of white. Among the nomads that wander the plains, these silver flowers are known to symbolize a great return to normalcy, and are usually sought after a great upheaval. In fact, it's said that they bloomed in great quantities in the year following the end of the spellplague.

The defining characteristic of these trees are their fruit, however. The titular windapples are ruddy red, and about the size of a fist. They taste tart, with a sweet kick at the end, making them good for ciders. Windapples grow covered in a thin, beige, paper-like shell, the top of which ends in spiral-like wing-blades. When ready to release from their trees, they do not simply fall to the ground below. Instead, their wings allow them to spin and twirl through the air, bouncing and gliding great distances across the plains of Faerun. Some have even reported “great hordes” of windapples traveling together. If the shell is ever broken however, the plant only lasts about a tenday before beginning to rot away.

The silver flowers of the windapple trees are useful to those who wish to control the winds. One can choose to use a silver windapple flower as the material component part of a spell meant to manipulate the wind that requires concentration, such as gust of wind or wind wall. When used this way, the flower is consumed by the spell, but grants the caster advantage on all Concentration checks to maintain the spell.

## Zalantar

Geography: The Shaar Desolation and Chult| Identify: DC 9

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

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

# Shrubs

## Groundpine

Effect | Rarity | Type | Region

These stunted, many-armed pines seldom grow more than 1 foot high, but spread out in all directions “like spiders turned on their backs,” in the words of one forester. A hazard underfoot to horses, groundpines cloak many hilltops or moors downslope in the North, flourishing where biting winds blow and less hardy species struggle.

Their cones feed many small birds and furry creatures, and their needles offer cover for both predators and traps placed to harm or capture humans. As with certain spruces, groundpine bark can be boiled to derive a searing-cool sweet drink that refreshes but doesn’t intoxicate.

## Thumberry

This globe-shaped shrub of lime-green, ragged

leaves is studded year-round with white berries the size and shape of human thumbs. The edible, fatty berries can be shaped into candles and burned, and they have kept many a lost or hungry traveler alive, although their taste wins few

accolades. Thumberry-root can be boiled to yield a potent slate-gray dye or ink.

## Winterberry

These tangled vines are dusty brown in hue

and constantly shed ragged stripsof bark. They customarily form spherical coils that bulk as large as bushes, and are often overgrown by lesser creepers so as to look quite substantial. Winterberries shed their silver-gray leaves in fall,

but only after persistent freezing weather has come do the apparently bare and lifeless vines split apart to reveal waxy, white, sour-sweet berries. Many birds and small forest creatures (and more than one hungry, desperate human) depend on winterberries—because they can be eaten frozen, and deer hate their taste and so let them be.

So many edible or medicinally useful plants grow in the North that even expert herbalists seldom know them all, or the full range of their uses. From lichens and mosses to wildflowers, broadleaves, and tubers, the wilderlands offer a rich harvest of spices, ingredients for healing salves and draughts,and drugs that deaden pain or give sleep.

# Plants

## Aadarna

Geography: Temperate swamps| Identify: DC 13| V: 2 gold pieces per root

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

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

## Aelfengrape

Effect | Rarity | Type | Region

Originally a true grape, elven wizards modified aelfengrape to use it for a variety of purposes all year round. Aelfengrape closely resembles the terrestrial vines that are its heritage, but rather than all of the grapes coming to maturity in one season, clusters of aelfengrape ripen throughout the year. Thus, flower clusters and ripe grapes appear on the vine in all seasons. The flowers of aelfengrape closely resembles those of a plumeria in both shape and fragrance.

The leaf veins, flowers, and fruits of aelfengrape provide a gentle illumination (equal to a candle). The true magic of the aelfengrape, however, comes in its utility. Aelfengrape fruit is highly nutritious (a handful provides the equivalent nourishment of one meal) and makes a wine of extraordinary potency (if not of a particularly refined taste). The flowers are also edible and make a sweet aromatic tea, while the leaves (raw or cooked) appear in many recipes. Even the woody vine has many applications, finding use in a variety of crafts.

Maintaining the health of an aelfengrape plant requires the monthly application of magical components costing 25 gp.

A single healthy mature plant sells for 100 gp. Properly tended, an aelfengrape vine can live up to 700 years.

## Alarvaun[[12]](#footnote-13)

Alarvaun was an herb made from the waxy leaves of the vaundyr vine which grew in wet, shady areas in southern Faerûn. It was one of the ingredients in Spellslayer wine

## Allathorne

Geography: Icewind Dale, the Great Glacier, Icerim Mountains | Identify Check: DC 15 | Value: 1 copper per berry

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

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

## Alligator Teeth

Geography: Thay, the Shaar Desolation | Identify Check: DC 11 | Value: 2 coppers per bush

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

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

## Angel’s Cactus

Geography: Calim Desert, Thay | Identify Check: DC 9 | Value: 5 silver for a bottle of cactus water

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

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

## Athakka

"Athakka is a swamp vine consisting of tiny brownish floatation bladders joined by thin, flexible green stalks. Every bladder sprouts several stalks so the plant branches at every bladder (which grow about two feet from the next bladder), eventually growing into a tangled web work or mass that forms floating mats many other swamp plants grow on or through. As a result, athakka plants are often large, widespread, and largely hidden under other plants. This makes them very hard to kill, as they jet internal fluids and vitality out of damaged areas and into the rest of their weblike bodies, abandoning imperiled areas and moving their vitality elsewhere. (An athakka is typically attacked only by another creature trying to clear a channel through a swamp.)

Athakka is edible, but more bitter and woody than appetizing; it can sustain life but isn’t naturally preyed upon by much of anything beyond a few rare sorts of tiny tunneling beetles.

Sentient creatures patient or desperate enough can cut an athakka free of all of the other plants entwined on it, and use it as a fishing or climbing net, or cut it free of anchoring plants but leave the rest to use an athakka as a roof for a hut (if the ends can reach the water, it can even be a living roof, though in most cases the “high and dry” areas will be abandoned by the athakka and will dry out and desiccate over a summer season).

Athakka have a strange side-effect: when the area of effect of any unleashed spell touches or comes within about a foot of any part of an athakka, the entire plant glows softly for 10 minutes, typically with a blue-green or green radiance."

## Amaunauth

Poison | Rare | Type | Region

Also known as “greenflower” for its rich green leaves, which open in a starburst close to the ground, amaunauth is a hardy broadleaf groundweed. It grows across colder areas of the North, from the Dessarin Valley north to where ice or snow always lies. If eaten raw, amaunauth is harmful to humans, elves, orcs and all goblinkin, and their half-kin, but has no effect on dwarves, gnomes, halflings, fey creatures, and gnolls, nor on horses, goats, sheep, rothé, and deer.

The poison called amaunauth is brewed from the sap or internal juices of the weed. An herbalist can concoct amaunauth by crushing the leaves of the plant, boiling whole plants, or even dissolving the leaves in alcohol (Intelligence (Alchemy Supplies or Herbalism Kit) check, DC 15, and one day’s work to manufacture). A single plant can produce 1d4+2 doses.

## Arkas

This non-distinctive looking grass grows 3 to 4 feet tall and exclusively covers the grasslands around Dambrath. It is used as livestock feed for beasts of burden and horses, and played a key role in the husbandry of the Dambraii—a breed of superior quality horses from the Dambrath region.

A horse that is fed a meal of arkas grass for the first time has its movement speed increased by 10 feet, a +1 bonus to its armor class, and can travel at a fast pace for twice as long without suffering the effects of exhaustion. This lasts 24 hours. When a horse is fed arkas grass every day for a tenday, this effect lasts one month. If fed every day for a month, the effect lasts for one year, and if fed every day for one year, the effect is permanent as long as the horse consumes some arkas grass every year. If not, the effects fade over the next month.

A horse that has become demonstrably improved by arkas grass in this way permanently will sell for no less than 3650 gp more than a normal horse of its breed.

## Azure Leaves

Geography: Cormanthor, the Sword Coast, Wealdath| Identify: DC 11| V: 1 silver per leaf

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

## Barljotrun

Effect | Rarity | Type | Region

a scabrous mottled brown-beige bark mold that resembles certain forest moths or the barred brown wing feathers of woodcocks or some ducks; this nutty, woody, chewy material inhibits pain and sensitivity (numbing the genital area and all extremities), and quells all lust, for short periods (a matter of hours, depending on how much barljotrun is consumed; the mold is potent, so small amounts are quite effective). Barljotrun doesn't prevent any of the gross physical effects of drunkenness, such as slurred speech, loss of balance or motor control - - but it does help keep judgment clear, and keeps memory perfect (no forgetting, "blackouts," or anything of the sort). So a "blasted and plastered" young lass at a revel will remember perfectly all that she sees, hears, or does - - or that is done to her.

Found throughout the known forested Realms.

## Balon’s Fruit

Geography: Calimshan, Raurin Desert, Netheril| Identify: DC 9| V: 5 silver per fruit

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

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

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

## Beorunna’s cure

## Beetle 'Palm

Native to the Midwood area of Cormanthor, this tree can reach upward of 100 feet. Its name comes from its smooth, black, scaled bark which is said to resemble the carapace of a beetle. The wood itself is oily and burns well, making it a good cooking material. It would be a fine building material as well, but it has the tendency to become brittle and snap into segments as it ages.

Once a year, beetle palms produce around a dozen plum-sized nuts at the base of their large, branchlike fronds. The nuts are quite bitter, but could be used as a substitute material component for the goodberry spell. If someone casts goodberry using a spell slot of 2nd-level or higher, with a freshly- picked beetle nut as a component, creatures that eat the resulting goodberries have advantage on Wisdom (Survival) checks for the next hour.

## Bija Tree

Geography: Quang Muku Forest, Kara-Tur| Identify: DC 13| V: 1 gold per handful of seeds

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

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

## Bison-gourd

Geography: Pelleor’s Prairie, Hill of Lost Souls| Identify: DC 9| V: 2 copper per leaf

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

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

This vine-running plant can be found all throughout the hills and plains of the western heartlands and stretching all across the areas along the north of the Sea of Fallen Stars and into the Hordelands. A large concentration of the plant can be found near the Battle of Bones, on the Hill of Lost Souls and the surrounding Pelleor's Prairie; which is not unusual as the area is particularly fertile due to its history.

Each vine can reach a length of several dozen feet, meaning a typical cluster of bison-gourd will provide significant ground cover over a large area. Along the twisting vine are small waxy leaves that terminate in a broad point, and several large yellow trumpetshaped flowers. Several times throughout a year, these flowers will produce a hefty fruit, just a bit larger than can comfortably fit in the average human hand. The fruit itself is vaguely nutritious and is dense enough in water content to quench a thirst.

However, the valuable part of the plant is the seeds. The oil made from the seeds can produce a scentless natural insect repellent. It takes, on average, a dozen fruit's worth of seeds to create a tenday supply of repellent; which is the standard measure sold in markets all over Faerun

## Bittergar Bush

Geography: Temperate plains and forests | Identify Check: DC 13 | Value: 5 gold per pound

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

This short and jagged bush is identified by its thin, milk-filled stalks and prickle-covered foliage and stems. It grows in all regions of Faerun, thriving in all but the most water-deprived lands. The bush is well protected from the herbivores that roam the open country where it is most plentiful. Even if the creature can withstand the painful and uncomfortable prickling, the taste of the leaves is— as the name describes—overwhelmingly bitter and unpalatable. However, when cooked the leaves lose their bitterness and can be added to warmed meals like stews and soups. This process thickens any watery bases and adds a satisfying mouthfeel and flavor to the food.

## Blackcorn

Geography: Temperate and tropical swamps | Identify Check: DC 15 | Value: 10 gold per pound

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

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

## Blackroot

Geography: Underdark| Identify: DC 15 Value: 10 gold per root

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

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

## Bloodpurge

Antipoison | Uncommon

Geography: Freshwater marshes | Identify Check: DC 13 | Value: 2 silver per plant

Found in the depths of freshwater marshes polluted by magical and nonmagical wastes, this herb can neutralize minor poisons.

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



Left to right: blueleaf, duskwood, felsul

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

"This small, green herb grows outward from stalk which splinters out like a network of veins. The leaves, a dark green, droop and are streaked with red where its vascular system peeks through the leaf’s surface. This plant is found on waterbeds across the polluted swamplands of Faerun, doing exceptionally well where poisons and blights would kill other herbs.

The bloodpurge herb was given its name for its ability to sequester and pump out minor poisons from the blood. To use it, crush a handful of bloodpurge leaves and rub it into an incision made somewhere on the chest or neck, or closest to the wound where the poison was applied. If the DC for the poison was 14 or less, the target is cured of the poison’s effects as the neutralized poison seeps from the incision or wound."

## Bloodroot[[13]](#footnote-14)

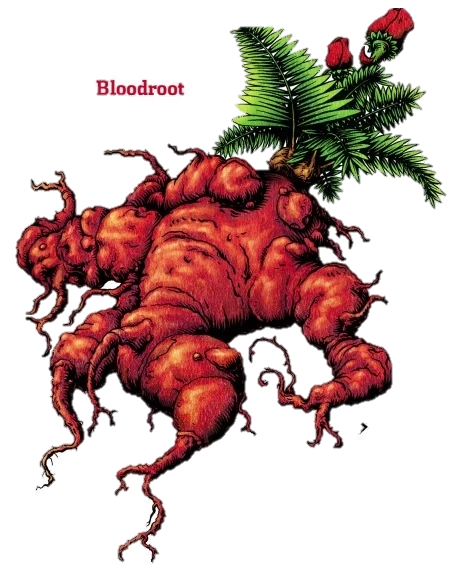
Geography: Mhair Jungles| Identify: DC 17| V: 1,000 gold pieces per root

Poison | Uncommon | Jungles (Mhair Jungles)

Bloodroot was a plant root that grew only in the Mhair Jungles.

It heightened the taste of blood and was therefore highly addictive to vampires, but not particularly to anyone else. On initial consumption, the user could feel dazed, but in vampires, it had the potential to instigate a rage upon smelling blood.

It is illegal in Waterdeep[[14]](#footnote-15).



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

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

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

Hidden under the canopy of the Mhair Jungles of the Chultan Penninsula, keen eyes can spot a red, rose-like flower rising from a small fern bush. You can find this elusive plant nestled between the roots of large trees in the area, where its roots siphon water and nutrients from its host. The flower of the bloodroot plant is a lovely deep crimson, but unimportant to its pursuers. The flower hides tuberous roots, similar to a radish, though the bloodroot has more appendages and a dull scarlet color.

The bloodroot itself heightens the taste of blood in whatever consumes it. Particularly wealthy merchants may use it to season meats immediately before eating, however most are not very open when doing so. This is because bloodroot is known to be a highly addictive substance to vampires, known to inspire in them a euphoric bloodlust. Black market dealers are said to have sold a whole root for upwards of 1000gp to powerful vampires.

Any vampire that consumes bloodroot must succeed on a DC15 Constitution saving throw or be stunned until the start of their next turn. Regardless of if they succeed or fail, for the next minute, they have advantage on all saving throws. Additionally, they must seek out and attack the nearest living creature it is aware of and attempt to drink its blood, regardless of any potential harm to itself. Any effect that cures poisons removes this effect.

## Bloodspine

Geography: Netheril, Thay, Plains of Purple Dust| Identify: DC 15

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

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

## Bloodstaunch

Geography: Arid, temperate regions| Identify: DC 11| V: 10 gold per plant

Healing | Uncommon

Found in dry gullies in semiarid temperate zones, this herb thickens blood very quickly upon direct contact, and so can be applied to open wounds to slow or stop bleeding.

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

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

## Blood of the Dragon

Effect | Rarity | Type | Region

Down the centuries, dragon blood has always been a highly sought after, very expensive medicine among those who can afford it. Dragon blood is widely believed to impart the longevity and vigor of the mighty wyrms. Some individuals even use it to try to become half dragons, usually by means of the would-be dragon opening his or her veins and immersing the bleeding limb in dragon blood—though there is no evidence that this process works without the use of a long series of powerful spells, cast with exacting precision and care.

So, dragon blood is thought of as “liquid gold” and is bought and sold for very high prices. In Calimshan, dragon blood is believed to be inky black with gold flecks in it, and anything looking different will be dismissed as false, but those who have fought or slain dragons know that real dragon ichor varies widely in hue, consistency, and smell, the only common property being that it is smoking hot when freshly shed, due to the heat generated by a dragon’s metabolism.

"Bluewoods" is the term given to young shoots and saplings, that are the height of bushes, because these **young** trees don't develop full leaves (the famous "blueleafs") but just half-curled leaflets.

As stated, thaerefoil has no effect on human female libido at all, but there are seven known plants that do. Some of these are Hathran or other secrets, so I'll deal here only with the four widely-known ones (part of elven, gnome, and halfling lore, and known to many human herbalists, sages, rangers, and druids, as well quite a few cooks):

## Butterspice Weed

Geography: Northern Faerun| Identify: DC 9

Value:

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

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

## Calacaza Bush

Geography: Ocostun Jungle, Maztica| Identify: DC 9 Value: 50 gold per handful of

berries

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

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

## Calling reeds

There exists along the western heartlands a kind of rough, stalky plant that grows in clusters of one to four where some ponds, lakes, or similar fresh waters meet the land. The rigid, tree sapling-like stem of the calling reed grows to at most a foot high before ending in a hard, bitter, and hollow nut at its top.

Calling reeds get their name from their peculiar ability to attract certain kinds of animals directly to the person who blows through the reed's hollow fruit. The kind of animal it attracts depends on the kind of calling reed blown into. There are three known varieties, each of which have a nut with a unique shape and a unique animal it attracts: a horseshoe shape calls horses, a cornucopia for a hawk, and one in the shape of an eye that doesn't have an animal known to answer its call. The latter is used by chessentean soldiers to signal over long distances.

When a reed is blown, it releases a shrill, melodic whistle that carries out 5 miles on a clear day. The item's user must roll a d100 and add their Constitution score to the result. If the result is over 60, then 1d4 of the reed's corresponding animals begin running to the location of the call. Druids and rangers can roll the d100 twice and pick the result they want to use. A DM can adjust the target of this roll to adjust for situational difficulties, or deem it is impossible for a target animal to hear the call in a given location.

## Calim Cactus

Geography: Calim Desert| Identify: DC 9

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

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

## Calithil

Geography: Mountanous terrain| Identify: DC 13| V: 25 gold per pound of berries

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

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

## Cave Star

Cave Star is a luminous yellow lichen that can be found in caves of all sizes and depths. The lichen glows with a warm yellow light and can be found clustered together on the roofs of caves. In its normal environment, a patch the size of a door sheds less light than a candle. Cave star can be found in any chill underground environment, as it cannot bear normal temperature ranges. Cave star is a welcome sight to travelers in the underground realms but is also a danger because many predators are attracted to the lichen's light and cluster around the plant.

## Choking Cinder Fungus

Geography: Tropical swamps and jungles| Identify: DC 11

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

## Corpsebomb

Geography: Northern Faerun| Identify: DC 15

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

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

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

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

## Creeping Mangrove

Geography: Freshwater swamps| Identify: DC 15

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

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

## Crackleleaf

On the shores of Icewind Dale's three icy lakes grows the marble-patterned crackleleaf herb, named for the distinct ease with which the leaf crumbles. The plant itself does not flower or produce seeds, rather portions of its rock-textured leaves fracture and fly along the Icewind to new shores and waters. Should it land on an area of exposed earth, an identical crackleleaf grows in 4 to 6 weeks.

Crackleleaf is quite famous among the Uthgardt tribes and along The Ten Towns as a spice to sprinkle on meats, including the region's biggest export: the Knucklehead Trout. The crumbled leaves are said to have a spicy and salty punch that complements the cold air. The other major use of Crackleleaf is as a warning: when the plants begin to sprout, the tundra yetis have awoken and are on the prowl.

Although it is entirely mundane, alchemists have found that some of their more extraordinary ingredients react to the frigid essence of this herb quite well. A DC 20 Intelligence check using alchemist's supplies reveals that when a sprig of crackleleaf is added to a concoction that provides resistance to cold damage, or allows a creature to exist comfortably in extreme cold, the potion's duration is doubled.

## Crimson Ladies

Geography: Northern Faerun| Identify: DC 7| V: 1 gold per ounce of leaves

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

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

## Darkanda Bush

Geography: Arid deserts| Identify: DC 17| V: 10 gold per ounce of leaves

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

## Darkberry

Effect | Rarity | Type | Region

Geography: Forests around the Sea of Fallen Stars| Identify: DC 17| V: 5 gold per berry

These small, purple berries grow deep in hidden clumps in the many forests surrounding the Sea of Fallen Stars. Only a few berries manage to ripen from a bush each fall, and they become more rare every year. Darkberries actually contain shadowstuff within their skins. When a ripe darkberry is broken or crushed, it creates a 5-foot-diameter circle of blackness for 2 rounds.

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

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

## Darkhorn

Geography: Underdark| Identify: DC 15

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

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

## Darkroot

Darkroot is a large, black, twisted root found near waterfalls and in other damp environments such as bogs. The root grows to over 10 feet in length and can be up to 2 feet thick. Herbalists and village wise women advocate chewing darkroot as a way of purging the stomach after drinking or eating poisons. The root tastes vile and causes vomiting immediately upon swallowing.

## Darmanzar Stalk

Geography: Great Wild Wood, Cormanthor Forest| Identify: DC 15| V: 10 gold per plant

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

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

## Dathlil

Geography: Temperate areas| Identify: DC 5

Effect | Rarity | Type | Region

The tiny petals of the common white ground flower known as dathlil work to neutralize poisons for some who consume them, typically by drinking them as a tea, or washing them down with water or alcohol. The effects vary widely with the individual and the poison being fought against, and even vary unpredictably for the same individual over time, but do apply to all known creatures and are sometimes (not often) complete cures—one petal banishes all poison effects. Dathlil can work on contact, ingested, and in- sinuative poisons—but it sometimes does nothing at all. For most individuals, the herb usually slows poison and lessens its eventual damage.

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

## Delcammask

Effect | Rarity | Type | Region

("dell-CAM-ask") - a small, thin temperate forest vine that coils around living and dead matter alike, and brings forth clusters of flowers that distinguish it from other vines by their appearance; the flowers remain green, and take the shape of long, cylindrical "fingers," four or five in a bunch, that hang down curling slightly inwards, like a human hand relaxed in the midst of trying to grip something. The vine is edible but tasteless (though it contains a lot of moisture, and can help sustain travelers who can't find water), and has no effects on the body. However, the fingerlike flowers act not only as potent slayers of the female libido (one "finger" of mature size, which is five inches long or more, quelling all lust for 1d4+1 days), but as contraceptives (preventing pregnancy for the same period). The fingers taste bitter when immature (libido and contraceptive effects weak and variable), but very salty and nutty when mature

Found throughout forests of the Heartlands, Sword Coast North, and Moonsea North; not found in the wild south of the latitude of mid-Calimshan.

## Deva Tears

Geography: Northern Faerun| Identify: DC 11

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

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

## Devil’s Crown

Geography: Netheril, Thay, the Shaar Desolation| Identify: DC 13

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

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

## Djinn Blossoms

First recorded on the Material Plane in the annals of the elven bard Kyravahne Rhylfahne, djinn blossoms often appear as part of the floral arrangements at royal wedding ceremonies. Djinn blossoms now serve as one of the more common arcane exotics cultivated for display in elven courts. The mature plant resembles a large fern with branches like those of a quince emerging from between the fernlike fronds. On the Elemental Plane of Air these plants grow to truly enormous sizes, forming the foundation for the floating islands many creatures use as homes. On the Material Plane, the largest djinn blossoms documented grow to roughly 5 feet in diameter (although some sages claim to have raised specimens with diameters of almost 10 feet). Djinn blossoms maintain a strong link to their home plane and, as a result, a perpetual light breeze surrounds them. Rich with the lilac-like scent of the djinn blossom's flowers, these zephyrs form the principal reason the plant remains cultivated. Although the djinn blossom's perfume makes it popular, some cultivators prune the plant in a manner that prevents it from maturing. The stunted plant that results, (sometimes called a djinn fern) looks like a lush tropical fern and takes on a slightly bluish hue. Like djinn blossoms, these plants emit mild breezes in all directions. The winds of the stunted djinn ferns, however, lack scent. Wearing a plucked djinn blossom flower provides a +2 bonus on all saves to resist inhaled poisons, toxic gases, and magical spells and effects that rely on gases, clouds, or fogs (such as cloudkill).

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Wearing a plucked djinn blossom flower provides a +2 bonus on all saves to resist inhaled poisons, toxic gases, and magical spells and effects that rely on gases, clouds, or fogs (such as cloudkill). In addition, the djinn blossom can be made into a perfume with a successful DC 20 Intelligence (alchemy supplies) check. This perfume grants a +2 bonus on all Charisma-based skill checks. Both a plucked blossom and a dose of perfume last for 24 hours after application.

A djinn blossom grows to its full size in roughly a year, after which time it requires even more careful tending and pruning, lest it shifts back to the Elemental Plane of Air. A gardener caring for a mature djinn blossom (or djinn fern) must continue to make a check every month, with two failures in a row resulting in the plant returning to the Elemental Plane of Air. Provided a djinn blossom is cared for properly it can live for centuries.

A healthy mature djinn blossom sells for 3,000 gp (a djinn fern for 2,000 gp). A djinn blossom bulb sells for at least 10,000 gp and can produce 1d4+2 plants. A dose of djinn blossom perfume costs 400 gp.

## Dragon’s Breath

Geography: Hill of Lost Souls| Identify: DC 15| V: 10 gold per plant

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

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

Adventure Idea: Loss of Profits

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

## Dragon Tongue Mushrooms

Geography: Underdark, and the Western Heartlands| Identify: DC 15| V: 5 gold per mushroom

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

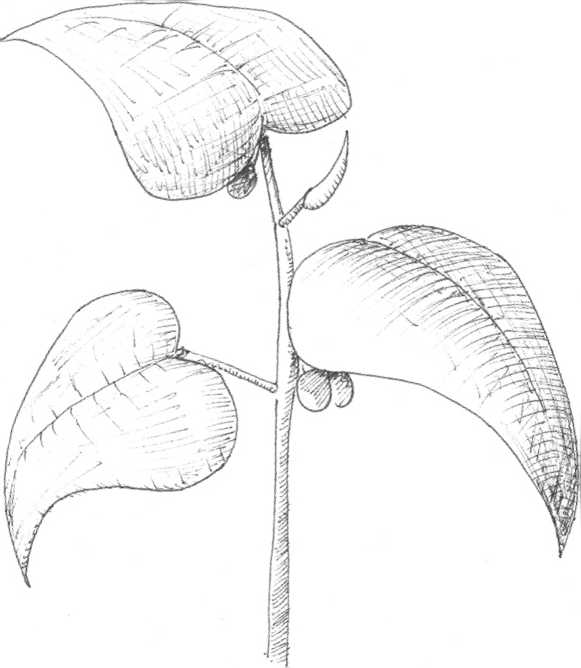
While the mushroom itself isn’t overly poisonous, it can cause hallucinations if brewed into a tea. Members of the Cult of the Dragon delve into the Underdark in order to pick the mushroom, so that they may partake of the hallucinogenic properties. Many of the cultists that hallucinate claim to hear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

## Druid’s Balm

Druid's balm is a ground cover plant, growing where loose soil and dirt are exposed and not covered by snow. Typically it's found in the mouths of caves, and in and around rare thermal vents. The leaves grow up and out along the same plane as the ground, being left aloft by thick and rigid stalks. Each leaf is heart shaped (ending in a point) and roughly 8 to 12 inches in average diameter. The texture of the leaves is soft and velvety, with a very fine hair-like coating. When crushed, the leaf expels a cooling gel that can soothe burns and rashes.

Beneath the leaves are one or two berries attached to each stalk. They are roughly half an inch in diameter and are an ice-blue color. These berries are inedible to any creature that doesn't have the jaw strength to crush rocks, and non-nutritious still. They are, however, chill to the touch. This chill feel can last up to a full year after the berry is separated from the plant, at which point the berry rapidly decomposes. Exposure to energetic heat sources (like that of open flames) will end their chilling effect immediately, but passive heat such as that of the sun or humidity only marginally hastens their decline.

Both the leaves and the berries are common exports, cultivated in the arctic regions even if not found naturally. The nobles of Cormyr, in particular, are exceptionally fond of the leaves as a sanitary wipe and the berries to keep their drinks cool.



## Drunn

"Drunn, or “Suth’s bladderwort,” (the latter name coming from an unfortunate adventurer-wizard who was killed long ago by a giant specimen) is a usually-tiny swamp plant found all over the Realms. There are many sorts of bladderworts, quite a few having canary-yellow flowers on stalks rising up from underwater stems and bladders, but drunn have tiny amethyst-purple (mature) or beige (immature) flowers that grow in clusters on translucent bladders that float on the surface of swamps, usually among algae and scum. Drunn, like other sorts of bladderworts, have bladders covered with tiny hair-like feelers that detect when insects, birds, frogs, or other small swamp creatures land on them—whereupon the bladders instantly suck in water and the intruder, then close again, trapping the intruder inside to be drowned by the water, then absorbed by the plant.

Drunn large enough to be menacing to humans are very rare, but do kill a handful of folk every year. Far more drunn are harvested and eaten for their beneficial effects. Drunn loses these helpful properties when entirely desiccated, but can shrink and shrivel greatly when removed from the swamp water they float in, yet remain useful if kept moist. Any mammal that consumes a drunn bladder becomes immune to paralysis from any source, and from feeling any pain at all (and so won’t suffer shock, though shock could still be caused by sufficient blood loss), and have existing paralysis or pain banished in moments (“the time it takes to draw breath” is the Faerunian folk saying).

After consuming drunn bladder, the next time you become paralyzed or gain a level of exhaustion, you don’t and this effect ends. This lasts 1 minute for each bladder you consume. Once you’ve benefited from this effect, you can’t do so again until 24 hours have passed. Alchemists, healers, and priests will pay handsomely for sacks of moist drunn bladders—if they still bear their flowers, for that’s the only way to distinguish drunn bladders from other sorts of bladderworts that confer no benefit at all. All bladderworts are edible but unappetizing."

## Dunthel (Handhush)

This ground-hugging, olive-hued bush spreads like a vine, but throws trunks down to root in the ground. It then shoots trios and quartets of branches up from each trunk that spread out horizontally once they’re about a human hand thickness above existing branches of the bush. Each branch sprouts “hands” (clusters of five long oval leaves arranged like the digits of a human hand), and at the base of each hand, on the underside of the bush, will be a cluster of 2-8 (2d4) small, round dun- or tan-hued berries (like beige peas). These taste like almonds, keep seemingly forever without spoiling, and are not just edible, they’re nourishing trail food and have sustained many hungry wayfarers.

Dunthel bushes grow in profusion all over the Heartlands and Sword Coast North, in grasslands, especially where fires, digging, or avalanches have recently disturbed the ground.

## Embramaph

Effect | Common | Type | Region

A tall flowering plant with irregular petals of rich purple, embramaph grows in sunny soil.

Embramaph is an antidote to many poisons, diseases, molds and rots, but its effects vary for each individual. Its leaves and stems, eaten or crushed and rubbed on the skin, are effective throughout the year. Also known as fairflower because of its beneficial effects, embramaph has almost no market value, since it loses its potency within a day of being harvested.

A dose of embramaph confers a +2 bonus on Wisdom (Medicine) checks made to treat poison or treat disease. A single embramaph plant yields 1d4 doses.

## Fairy Bells

Geography: The Sword Coast, the Dalelands, Chondalwood| Identify: DC 9 | V: 2 gold per flower

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

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

## Fairy Dust

Effect | Rarity | Type | Region

Fey creatures, such as sprites, make fairy dust from their own shed hair and skin and give it to those who please them. It cannot be created by any known alchemical process. Fairy dust has a soft, golden glow, visible only in darkness. It sparkles in normal light. If an ounce of fairy dust is added to the material component for any illusion spell, if adds +1 to the saving throw DC.

## Feather skin flowers

These astonishing blooms grow deep in the jungles of Chult. A rare plant, found only in the harshest environments, feather skin flowers have remarkable healing properties.

Though seldom seen, their striking pale-blue blooms are undeniable. The petals are as thin as gossamer and even the most skilled and dextrous hand will have a hard time separating them from the flower intact.

Each petal has the potential to cure its imbiber of any and all natural diseases afflicting them. A single petal must be placed on the tongue, allowing it to dissolve with a bitter and flora effervescence.

## Fey Cherry

Effect | Rarity | Type | Region

The sailors of the great north sea sing of how each race was shaped by the deities from trees: humans from ash and alder, halflings from willows, gnomes from the heartwood of apple trees, dwarves from the roots of a mighty oak, and elves from the boughs of a flowering cherry. Sages speculate that the song might have originated with traders seeing the fey cherry palaces on faraway elven isles.

Valued for their great beauty as well as their utility, fey cherry closely resemble the common cherry trees cultivated in orchards, save only for their enormous size. Properly tended, they can grow larger than a giant sequoia, rising more than 500 feet in height with a trunk diameter of 50 feet at the base. These arboreal giants are much more than merely larger versions of their mundane cousins. Fey cherry trees possess a supernatural strength that makes them ideal platforms for tree-based dwellings. Their relatively narrow but long leaves provide a mystical protection from the weather, moderating the temperature within the tree's canopy and preventing most wind, rain, and snow from pushing through (the canopy reduces wind beneath its boughs by 20 miles per hour). Within the canopy, the temperature never drops below 50 degrees nor rises above 80 degrees. Wood and leaves harvested from a fey cherry do not carry the tree's magic with them, but items made from fey cherry wood cost 10% less gp and XP to enhance magically. While it produces blossoms every year, a fey cherry tree only creates cherries once a decade. A fey cherry provides a creature who eats it with the benefits of a protection from evil spell for 5 minutes (CL 5th) once per day. Eating more than one fey cherry per day grants no additional effect. Once picked, a fey cherry retains its magical property for 1 day; after that time it simply becomes a normal cherry. Gentle repose lengthens the cherry's magical properties for the duration of the spell.

A fey cherry tree requires little attention. Transplanting a fey cherry tree or taking a viable cutting from one requires a DC 20 Intelligence (Nature) or Wisdom (Herbalism Kit) check.

A single healthy fey cherry sapling sells for 3,000 gp. Properly tended, a fey cherry tree can live indefinitely.

## Flamebriar

This bush has dark red leaves that shimmer like a live flame in the sunlight and its short branches are covered in a smooth black bark. The full height of flamebriar bushes is only 5 feet tall but it can expand into massive thickets that stretch across acres of forest.

The most notable thing about flamebriar is the fact that it is almost completely impervious to flame. This allows it to spread across large areas after wildfires sweep through, culling its competition but leaving it unscathed. Small wildlife look to these bushes as a sanctuary during fires for this reason, and druids weave the branches through their clothes, hoping to attract animals in danger.

The teardrop-shaped berries that it grows are a fluorescent orange and make for a wonderful dye if dried and crushed. Clothes dyed with the berries of a flamebriar bush share its properties, and while they may glow red hot, will not burn even over a direct flame.

The foxberry is a thin, parasitic vine that grows along Cormanthor's Midwood region. The vine snakes around the trunks of fruiting trees, with a special preference for cherry trees. The vines tie around the roots of the trees and pierce the bark to drink of the tree's sap.

The vine's berries are greasy and yellow, making them quite easy to spot, but their defining characteristic is the fact that they both smell and taste like meat. Not only that, but the forests' carnivores regularly eat of the berry with no known ill effects. Cooked foxberry is a well-known substitute for meat and is particularly popular among elves that have sworn off of consuming the animals of the forest.

## Flamepetals

Geography: The Silver Marches, the Dalelands| Identify: DC 5| V: 2 silver per flower

This large flower blooms in the height of summer, unfurling large red petals, and yellow-tipped orange tendrils which sway in the faintest of winds to give the illusion that the flower is on fire. As they often grow in large clumps, at first glance one might even believe that the ground was on fire.

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

## Flame Clove

A favorite with travelers, flame clove is a garlic-like herb imbued with energy from the mental Plane of Fire.

Raw flame clove contains a mild but unpleasant poison (ingested; Fort DC 13 initial damage 1d6 fire, secondary damage 1 Dex). When boiled in salt water and crushed and blended into food, however, flame clove has a taste similar to garlic and keeps hot food hot for 1d4 days without drying out and with no outside heat source.

Adding a sprig of flame clove to alchemist's fire (which must be done when crafting the alchemist's fire originally) makes for a more potent batch. This enhanced alchemist's fire deals double the damage of normal alchemist's fire and burns for twice as long.

Flame clove is remarkably easy to grow and reaches maturity a mere five weeks after planting and remains viable for three weeks after that.

A single healthy mature bulb sells for 20 gp.

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## Feverbalm flowers

## Fleshwort

Healing | Very rare

Geography: Any temperate| Identify: DC 13| V: 5 silver per ounce

A short plant with grey stalks and olive color fluffy leaves, the Fleshwort thrives in areas where corpses lay. Often the plant will be seen on the site of battlefields, or where the dead were quickly buried. Some healers use the fibrous body of the Fleshwort to speed the healing process.

Made from the stalk of a gray, celery-like vegetable, fleshwort is found only on recent battlefields, where corpses are buried near the surface or left to rot above ground. If sewn into an internal wound, fleshwort is slowly absorbed by any mammalian body as raw material for building new tissue.

Fleshwort could only be found in areas where corpses, particularly from battles, were recently buried near the surface or left to rot aboveground[[15]](#footnote-16)

## Firethorn[[16]](#footnote-17)

Geography: Genie’s Turban, coast of Zakhara| Identify: DC 13

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

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

## Fire Wine[[17]](#footnote-18)

Effect | Rarity | Type | Region

Fire Wine was a wine exported from the Old Empires. It was also sold through Aurora's Whole Realms Catalogue

Crafted in the Old Empires, this black wine burned the belly with its rich spices.

Fire Wine was rumored to have a few medicinal properties.

Fire Wine could be purchased in the following containers:

|  |  |
| --- | --- |
| Hand keg | 38 cp |
| Cask | 18 sp |
| Barrel | 46 sp |
| Butt | 15 gp |
| Tun | 38 gp |

## Garath’s Gulper

Garath’s Gulper, more widely known as the “Catapult Cauldron,” is an abundant swamp plant found everywhere in Faerun, but it only rarely grows large enough to be a peril to anything larger than a gnome, halfling, or smaller creature.  
Gulpers are broad oval flowers that float on the watery surface of bogs, but have a stout stalk descending down to roots that usually entwine firmly around other plants. These can be released by the gulper if the water they’re in grows too shallow or stagnant, and the plant instinctively wants to move to busier areas in hopes of attracting more prey.  
What makes gulpers so dangerous is that other plants can grow within the cauldron or cup of their open flower, and debris—including dead plants— accumulate there, creating a relatively safe-looking patch of ground to walk upon. Experienced swamp travelers learn to notice the sticky outer tentacles of the plant, a ring of dark green, waxy, tall and narrow   
leaves that resemble a real-world “hispaniensis” gladius blade in shape. If sufficient weight (the body weight of a Large creature) descends on the exact center of the cup or cauldron of the open flower, these tentacles snap together, enclosing the intruding creature.  
In their snapping, they slam into an intruder, striking for 1d4 + 2 bludgeoning damage each, and usually knocking the intruder down. If a fallen tree or other obstacle prevents tentacle leaves on one side of the cauldron from moving, or tentacle leaves are damaged or missing, an intruder is sometimes “catapulted” through the gap, out of the flower's closing embrace (usually into a harmless swamp¬muck landing, but sometimes into other perils), hence the gulper's nickname.  
All gulpers, if uninjured, have at least six tentacle leaves; large specimens may have twice or even thrice that number. Gulpers attack enfolded victims with splashes of acid (collectively equal to the effects of an acid splash spell cast every round, at the lowest possible spell and character level) from their tentacle leaves, which then press against an immobilized enfolded body to absorb flesh, blood, organs, bodily fluids, and last of all, bones. Metallic objects will be acid-damaged but not dissolved or absorbed by a gulper; they typically remain in its cauldron. Such items can be found in harvested gulpers, including the occasional magic item. Intact gulpers are sought after by some citizens of the realms to populate their gardens as a form of pest-control.

## Ghostroot pasty root

## Ghost Tendrils

Geography: Underdark| Identify: DC 15

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

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

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

Ghost Tendrils

Small plant, unaligned Armor Class 10 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 20 ft.

Str 12 (+1), Dex 6 (-2), Con 16 (+3),

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

Saving Throws Wis +1

Damage Vulnerabilities fire

Condition Immunities blinded, deafened, frightened

Senses blindsight 60ft. passive Perception 8

Languages -

Challenge 1 (200 XP)

ACTIONS

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

REACTIONS

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

## Ghost Willow

"On the run from a two-headed troll, a traveler is forced deeper into the swamp. An unnatural fog surrounds them, as they come to see a gnarled, dead tree standing aerated roots, its leafless branches swaying in a missing wind. Such is the usual tone that accompanies the sighting of a ghost willow, an ominous tree of the Luruar region which is often misattributed malevolence.

While definitely magical (its leaves exist in the Ethereal Plane and it produces a thick fog), the ghost willow does not present any real harm. Indeed, it often saves travelers, as its fog has a calmative effect which dissuades pursuers from continuing. The fog extends out to a radius of 10 feet for every foot the tree is tall, which usually means about 400 feet. While in the fog, creatures have disadvantage on ability checks made to find creatures or objects, and divination spells return nonsensical information.

Ghost willow fruit, which can only be collected from the Ethereal Plane, can be brewed into a wine known as the Seer's Touch. The wine, and hence the fruit, is extremely unique and valuable: it retains a perfect coolness, it radiates a light mist, and is a marvelous mix of tart and sweet. A creature that drinks a glass of Seer's Touch can see into the Ethereal Plane for an hour."

## Ghostreed

This reed grows roughly in the shape of bamboo, but appears translucent. It sways in the wind like a blade of grass, though it is insubstantial—one's hand passes straight through the plant. When the wind blows, travelers claim hearing sorrowful wails from the reeds. The truth of ghostreed is that the plant exists only tangentially in the Material Plane. The plant's body exists in the border ethereal, strewn equally about the plains of Faerun. When viewed from their native plane, the reeds are sturdy as a tree and black as jet, with wavering wisps of white hanging from the lips of its bamboo-like divisions.

These ghostreeds produce haunting five-petaled flowers, which begin a dark gray from their center and transition into a pale pink. One plant produces maybe 5 flowers a year, and each releases clouds of twinkling tear-like seeds that float away on the winds of the Ethereal Plane. Should the seed fall on the ground in a place corresponding to the corpse of the creature on the Material Plane, it will grow into a plant as tall as the creature was in life. For this reason, the sites of battlefields and graveyards near grassland often become forests of ghostreeds.

It is said that cutting a root down will cause the dying thoughts of the creature it sprouted from to echo in the vicinity. This led many cultures to treat disturbing ghostreeds as equivalent to graverobbing or necromancy.

A mage can use five flowers of a ghostreed plant as a material component for the speak with dead spell, consuming the flowers in the process. When done so, the target of the spell can be asked two more questions, and the caster can choose to return the creature's soul to its body, instead of only its animating spirit. Thus, the creature's spirit can learn new information from the interaction, and can speculate about future events.

## Ginyak Weed

Geography: Calimshan| Identify: DC 7

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

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

## Glowvine

Mages have long cultivated a number of varieties of glowvine for various types of soil and climates. The root plant for glowvine is the morning glory it so closely resembles, save the nocturnal blossoms.

Opening in the early evening and then closing again with the coming of dawn, the blossoms on each foot-long stretch of glowvine give off the same amount of light as a torch. Glowvine clings to walls and trellises in a manner identical to morning glory plants, and it grows almost as fast.

Glowvine grows 1 foot every two weeks. Once per month, a DC 15 Profession (gardener) check can be attempted to prevent a glowvine from growing for the following month.

A single healthy seedling sells for 500 gp.

## Glowmoss

This once-common, but now increasingly rare due to over-harvesting moss absorbs heat and light energy, and glows softly in dim or dark conditions. Its soft radiance is usually an amber-white or greenish-white hue (the exact colour is influenced by the mix of minerals the growing moss is in contact with), and it can be "fed" to keep it alive with moisture, salt (so, sea-breezes make it flourish) and light (torchlight and "cold magical glows" benefit it as readily as sunlight). Formerly much used as a light source in dark interior rooms by being hung in clumps in cages, its increasing rarity has led to this custom falling out of popularity. Owners of glowmoss who understand its needs can readily illuminate a dwelling or structure by moving clumps of glowmoss from interior ceiling "light cages" to sunlit outdoor "reviving" locations, and back again, on a cycle that involves at least two tendays at a stretch of normal daytime periods of sunlight, and some water. Glowmoss need not be anchored on anything to grow or flourish.

No known creatures find it edible, which has led some insects to lay eggs in it; to keep their homes from being infested by larvae falling out of glowmoss, most glowmoss users simply soak the glowmoss in buckets of water, agitate the moss vigorously by hand, and then hang it to drip dry before indoor, "in the cage" use. –

## Goblinberry Bush[[18]](#footnote-19)

Geography: Battle of Bones| Identify: DC 11| V: 5 gold per pound of berries

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

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

Gohhnhexry Bush

Growing in the outskirts of the Battle of Bones, this berry bush got its name from the tactics of the goblinoids that used to live in the area prior to the war. The dense, dark green leaves of this small bush, combined with its silvery, distracting undersides made the bush ideal locations from which goblins could ambush gatherers.

People sought its dark-red berries for use as an astringent. The berry's juices can be gently applied to wounds to cause the muscles to contract around them, and slow bleeding. A creature with proficiency in the Medicine skill can take the Use an Object action to sparingly apply the juice of 5 berries to a creature with 0 hit points by, stabilizing them.

If more than 5 berries' worth of juice is applied to a creature within an hour, or if the creature ingests a berry, the creature begins to suffocate as the juices cause its throat to close. At the end of every minute, the creature can attempt a DC 15 Constitution saving throw, ending the suffocation on a success. The creature has disadvantage on this saving throw if they ingested the berry or if they had more than 10 berries worth of juice applied to them within the past hour. Any effect that would cure poison also causes the suffocation to end.

Daring folks have turned a diluted form of the juice into a tasty drink. Knot Cider is known to leave the body extremely tense after drinking it, but then causes it to relax in an extremely pleasing way. One can find a case of the stuff in any of the towns off the River Reaching (save Elturel) for 120 gold pieces, or one bottle for 12 gold pieces.

These small bushes had reddish-purple berries and dark green leaves that almost appeared black but had a silver underside

Goblinberries could be use as an astringent, but were so strong that they often caused suffocation. Because of this they were classified as a poison. However, diluted with enough water and added to sugar or honey, these berries made a tasty drink/

Goblinberry bushes grew on the plains surrounding the Battle of Bones

## Goblin Rouge

Goblin rouge is a moderately sized bush that produces hundreds of large yellow and orange berries every autumn. It can be found in nearly any temperate region. Goblin rouge bears its name because children frequently smear their faces with the yellow-orange juice of the berries to pretend they are goblins.

## Goblin Trap Plants

Geography: Temperate forests| Identify: DC 13

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

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

## Golden Coin Cactus

Geography: Deserts| Identify: DC 11| V: 5 gold per ounce of thorns

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

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

## Goldenweb

Geography: Northern Faerun| Identify: DC 9| V: 5 gold per pound

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

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

## Grammax Creeper

Geography: Underdark| Identify: DC 13

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

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

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

## Gravefist

Geography: Underdark

and Subterranean locations Identify Check: DC 9

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

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

## Grim Flowers

Geography: Temperate forests and plains| Identify: DC 9

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

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

## Guklulla

Geography: Temperate and tropical swamps| Identify: DC 9| V: 5 gold per root

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

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

## Gutmoss

"The wary traveler of western Faerun will note that some of the beast carcasses found among the wetlands share some similar characteristics: a split stomach, the cavity of which is covered in red fuzz dotted in skyward-reaching stalks of glistening silver. Though it may seem that these animals were the victims of a mauling being reclaimed by nature, the reality is that they were the victim of gutmoss, also known as hellbait.

The spores of gutmoss grow into beige fruiting bodies reminiscent of the common edible mushroom. The only way to tell the two apart is by the patch of red moss at its base, requiring a DC13 Wisdom (Survival) to identify, or a DC13 passive Perception check to notice the red moss.

If ingested, the target must succeed on a DC14 Constitution saving throw, or become poisoned. While poisoned this way, the target must repeat this saving throw every 24 hours. If it successfully saves against this poison three times, the poison ends. If it fails its saves three times, the creature dies as the moss begins to rip their stomach open. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind."

## Gyumin Beans

Geography: Northern Faerun| Identify: DC 5| V: 5 silver per pound of beans

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

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

## Ijult's Polyp

Ijult's Polyp (or “Blastball”) is a rare warm-climate swamp plant that resembles a rough-surfaced, spherical mottled purplish-brown floating potato— until it rises up. Many polyps are disguised by other swamp plants growing on them, or sitting on them and trailing roots down into the swamp water they float in. Polyps are omnivores, feeding on small fish, larvae, and other water-dwelling creatures who stray in among their dangling root-tendrils, and on algae and other plants their tendrils can reach. The pale tendrils look like potato shoots, but are strong, tough entwining and tugging, sucking tentacles, and grow in profusion (dozens in number) underwater, down from the underside of a polyp.

Blastballs live quietly for years, growing slowly in size due to available food, and either using their tendrils to cling to other swamp plants nearby and stay anchored, or—if food grows scarce in their current spot—letting winds and currents move them around a swamp as they float and drift on the water. When a polyp reaches the right size (typically larger across than a very large warrior’s shield), they expel internal gases to silently rise straight up into the air, usually about a dozen feet, but in rare cases as high as twenty or thirty feet. They then burst explosively, ripping themselves apart so that half a dozen or more chunks of polyp splash down over the immediate area to float (or use their tendrils to drag themselves to the nearest open water) and grow as so many new, smaller polyps. Their first season of growth rounds them from torn chunks back into a spherical shape.

Polyps can sense the nearest water, and vibrations in water and on swamp soil nearby, but they cannot see or think as sentient creatures define the word; their actions are instinctive. A polyp’s rising is a relatively feeble jetting of gases, and a rising polyp can readily be shoved or deflected to move it; their blast has the force of a thunderwave spell (no save possible, but as a lst-level spell). Baerendren Ijult was a famously energetic explorer and merchant trader who became a casualty of a polyp in 1216 DR, before a large audience of fellow merchants.

## Haella

Geography: Temperate plains| Identify: DC 7| V: 10 gold per ounce of flowers

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

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

## Halfling Thistle

Halfling thistle is aptly named. This little plant is a breed of miniature thistle with a violet flower. The thistle grows to a height of only 3 inches. Halfling thistle grows in all temperate environments, especially highland areas. Bunches of dried halfling thistle make a popular decoration in halfling homes, and many halflings are quite proud of this hardy plant.

## Halvalondur

Effect | Uncommon | Type | Region

which is a once-common, now uncommon and increasing in rarity (due to overpicking, for this use) little clover-like groundcover plant found in most Northern grasslands. By "northern," I mean roughly the same range as for tanglemoss: halvalondur is found in Tethyr and anywhere north of that, from islands off the Sword Coast as far east as the Vilhon and Chessenta, in usually-fully-sunlit open grasslands only. It is used by harvesting the blossoms, and females then eat them raw (they need not be fresh, so they can be harvested in Mirtul and the two months after that, kept in glass or clay jars sealed from the air with pitch or clay). This apparently makes females more likely to conceive, if they are at the right stage of their cycle. However, neither milk nor dairy products (such as cheese) nor alcohol should be ingested just before, with, or after the halvalondur blossoms, or they nullify the fertility effect.

## Hands of Laretha

Geography: Northern Faerun| Identify: DC 7

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

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

## Hangman Tree

Geography: Temperate climates| Identify: DC 11

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

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

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

Hangman Tree

Huge plant, unaligned Armor Class 12 (natural armor)

Hit Points 172 (15d12+80)

Speed 1 ft.

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

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

Damage Resistances bludgeoning, piercing Damage Vulnerabilities Fire

Condition Immunities blinded, deafened, frightened, exhaustion

Senses blindsight 90 ft., passive Perception 8 Languages - Challenge 8

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

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

ACTIONS

Multiattack. The hangman tree may make three constrict attacks.

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

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

REACTIONS

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

Adventure Idea: Encroaching Menace

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

## Harlichen

Harlichen is a steel-gray lichen that grows on rocks in Torilian arctic regions only. It is a macrolichen (bushy or leafy, not flattened), but like all lichens doesn’t have roots that absorb water. It flourishes only where it can get some sunlight and lives for centuries. Musk oxen, rothe, mountain sheep, and goats all graze on it and find it nourishing, but its chief benefit to all sentient races (from dragons and wyverns to orcs, halflings, and humans) is that it purifies living systems, working to purge them of poisons and infections (the effects of one pound consumed are equal to a vial of antitoxin, plus has a 2 in 6 chance of being as effective as a protection from poison spell, and a 1 in 12 chance of having the instant effects of a successful lesser restoration spell). No other lichen has the steely gray hue of harlichen (it’s named for Har Handstone, a long-ago dwarf adventurer, who had a long beard and long headhair of exactly the same hue) so can’t be mistaken for other plants. One peak in the Yehimal range, Harfang, is so named because wherever its rock is exposed to the sun, it’s cloaked in furry harlichen. Harvested harlichen retains its purifying effects for 3 months or more, and so is valued by alchemists, healers, and priests who know its properties.

## Harlthorn[[19]](#footnote-20)

Effect | Rarity | Type | Region

Drinking the liquid derived from boiling down equal parts of the thorns from harlthorn bushes (a common Heartlands wild shrub) with dried or fresh leaves of the very common weed known as hoof-leaf (because its flat, on-the-ground leaves look like the print of a cloven-hoofed herd animal) calms delirium, rage, and grief, and soothes itchiness and skin rashes, allowing for rest or sleep.

Commonly found among the Heartlands of Faerun, the harlthorn

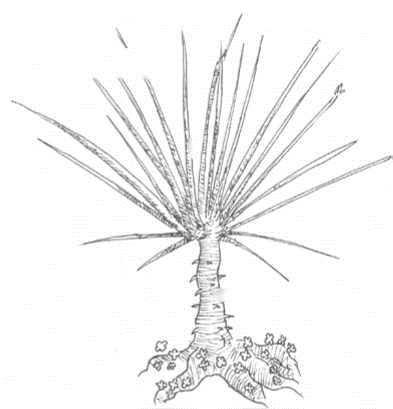
bush is distinctive for \ \ \

being twice as tall as surrounding grasses—

with many sparse stalks 1

originating from a single trunk and root system— covered in gray-brown thorns and terminating with small pink and white flowers. While distinctive, the plant itself serves little more purpose than to attract a variety of bees, beetles, and other winged insects to gather pollen from the upset bell shaped flowers.

The thorns themselves are curved and long (about 1 inch at their longest), but break easily from the stalk. Each thorn contains a small amount of a milky substance that, when boiled down, act to stabilize other distillates. The most common of which is a mixture with wuthdrar (or hoof-leaf) into a potent mood settling tonic that can ease sleep and fend off delirium.



## Harpy Nest

Geography: Thay, Southern Faerun| Identify: DC 13

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

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

## Hart’s Crown

Geography: Cormanthor Forest, Great Wild Wood| Identify: DC 15

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

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

## Helmthorn[[20]](#footnote-21)

Effect | Common | Type | Region

Geography: Western Faerun| Identify: DC 9| V: 2 gold per pound of berries

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

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

Helmthorn was a hardy, vine-like shrub. The helmthorn got its name from large, imposing black thorns. The thorns could grow as large as a man's hand. Its indigo berries were often harvested to be either eaten or fermented into a helmthorn wine. Occasionally, the plant would sprout a spring of red berries.

Helmthorn thorns were used as needles and dart points.

Red helmthorn berries could be sold for 1 sp each. When the spell goodberry was cast on these berries, it lasted a day longer than usual.

Helmthorn was common throughout Faerûn.

Helmthorn brush grew dense in the Forest of Wyrms. It was also common in the High Thorog valley in the Nether Mountains.

## Red Helmthorn Berry

Effect | Rarity | Type | Region

Most berries of the helmthorn tree are tart in flavor and indigo in color. Rarely, however, a sprig of scarlet-hued berries sprout from a branch. The effect of a goodberry spell cast upon red helmthorn berries lasts for one day longer than normal.

## Hiexel

Geography: Dalelands, the North| Identify: DC 7| V: 4 gold per pound of bark

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

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

## Hiljirat Pepper

Geography: Plain of Stone Spiders (Calimshan)| Identify: DC 9| V: 5 gold per pepper

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

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

## Hoggle Beans

Geography: Dalelands| Identify: DC 7| V: 2 gold per pound of beans

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

## Iazutl Flower

Geography: Maztica| Identify: DC 9

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

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

## Iceflower

Geography: Icewind Dale, Icerim Mountains, the Great Glacier| Identify: DC 7

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

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

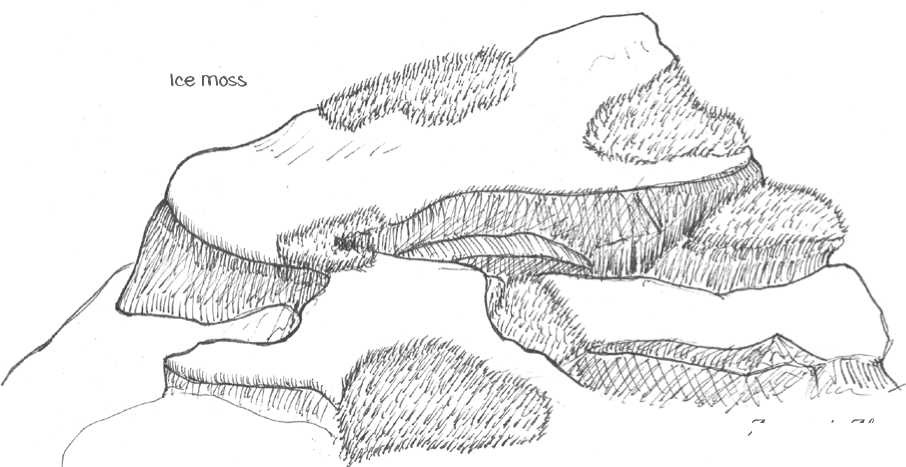
## Icegfeam Vine

This dun-brown, furry vine is about as thick as an adult human finger and grows in an untidy pile atop itself, in an ever-expanding webwork, on exposed ice and rock in arctic regions of Toril. Icegleam vines crisscross over themselves, bonding at each crossing, and from these fusions grow tiny manypetaled flowers with translucent, wet-looking petals that resemble ice. These flowers are edible, sweet, and high in both sugar and life-sustaining nutrients—and over the centuries have been the salvation of many a hungry human, dwarf, or rothe lost and wandering in high, icy places. Icegleam vines absorb minerals from ice and rocks and leach almost everything from any carrion that falls on

them—hair, flesh, and bone—melting corpses away to nothingness over time and growing greatly from such infusions. Icegleam vines don’t do well in warm or dry conditions. However, they have been harvested and taken great distances across Faerun to cold locales that don’t happen to be high in the mountains or have much ice or rock. They have survived the journeys and have even been placed in the pits of fortresses, encampments, and even cities to serve as refuse- and dung-devourers. They thrive in such service and, given sufficient time, make everything dropped onto them disappear. If fed ‘too much’ they soon outgrow their pit, filling it in with a tangle of vines. When so enlarged, they can survive being cut up into several smaller vineclumps that can be separated to function as several new ‘devourers.’ Although this property is little known (and as a result the market is small), those who know of it will pay princely sums (up to 5000 gp) for even a small live icegleam vine clump.

## Icemoss

This moss grows very thinly on bare ice and on rocks. It is furry, a sickly brown-white-with-olive- green-edges in hue, and is very rich in nutrients, so an essential part of the diets of arctic birds and animals in the high, cold regions of Toril. Hungry humans have found that a handful of ice moss is as rich as a large meal, and if plucked from its rocks, it retains its flexibility and edibility for days, and so can be harvested by wayfarers on the move to serve as staple, sustaining food. One pound of ice moss is equivalent to one pound of rations.



1 Icemoss

Ice moss is deadly poisonous to beholders, and ‘bombs’ of ice-moss-coated rocks, as well as ice moss-festooned arrows, have been effective in fighting beholders; exposure to even a small amount of ice moss causes shuddering convulsions, short darting flights in random directions, and the lids of eyestalks and the beholder’s central eye to constrict and close involuntarily. Such poisons and weapons are contraband in cities such as Waterdeep and are only available (rarely) through fences at ten times their normal price.

For non-beholders of seemingly all sorts, ingesting ice moss, or touching ice moss to an external wound, causes instant coagulation or closing of wounds and blood vessels, so bleeding stops in that localized area nigh-instantly. Some healers grow their own small colonies of ice moss (it can survive in non­arctic climates, though it grows very slowly when too warm) to aid in staunching blood flows. For this reason, ice moss is becoming a trade good to specialized markets (alchemists and healers almost everywhere), where its rare availability commands high prices.

## Jalap

Geography: Maztica jungles| Identify: DC 7| V: 10 gold per ounce of leaves

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

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

## Jena

Effect | Rarity | Type | Region

This brownish tobacco has a slightly bitter taste and odor. You feel a rush of energy and adrenalin spread throughout your body. For the next 1d4 hours, you enjoy advantage on all Dexterity and Initiative checks and disadvantage on all Wisdom checks. Jena is not addictive.

## Kaitlin’s Weed[[21]](#footnote-22)

Effect | Rarity | Type | Region

Geography: Hill of Lost Souls| Identify: DC 17

Kaitlin's weed was a plant found growing within the prairie lands surrounding the Hill of Lost Souls, located slightly southwest of the southern border of the great desert Anauroch.

Often confused with another weed called dragon's breath, which was poisonous, Kaitlin's weed was used as a natural balm treatment for common sunburn

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

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

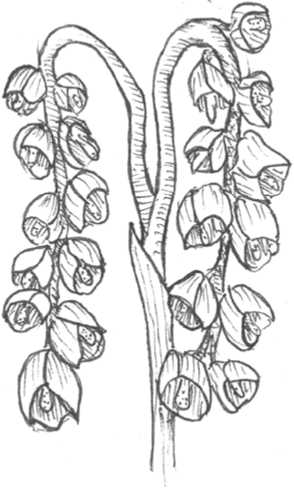
## Kanishta

Geography: Icewind Dale, Icerim Mountains, the Great Glacier| Identify: DC 11 Value: 1 gold per root

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

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

Within the area about the Great Glacier’s center, in the country of Narfell, one can find a small plant of thick, dark red stem, with willowing flowers of red, yellow and white. The person who comes across this plant is lucky indeed, for they found a kanishta root, ready for harvest, within one of the coldest regions of Faerun. Once chewed, this bitter root grants one creature the sensation of an inner fire and allows a disproportionate amount of space to thrive. The alchemists that tried had succeeded on a DC 25 Intelligence check using alchemist’s supplies to deduce that the plant could theoretically be distilled into potions of fire resistance with enough roots and time, though the exact formula was never publicly put forth.



2 Kanishta

## Karcatta Brambles

Geography: Deserts| Identify: DC 11

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

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

## Keng

"Keng is a plentiful, widespread swamp plant that resembles a lilypad: it has swamp-bottom roots and a long underwater stalk rising to a floating-on-the- surface of swamp water “lilypad”-like leaf; unlike lily pads, which are usually various shades of green, keng leaves are always russet red. Keng can safely be eaten by all mammals, reptiles, and amphibians, though very few would describe it as appetizing. Its chewy, “rubbery” floating leaves can grow quite large, and remain supple and tough for days after harvesting (drying out very slowly), and so can serve well to wrap small items or foodstuffs in.

Keng has a special benefit for lizardfolk, kenku, and possibly other creatures, but this boon does not extend to humans, elves, dwarves, halflings, gnomes, giants, orcs, goblins, or hobgoblins: eating keng roots or leaves (but not stalks) confers limited magic immunity upon the eater: rendering them entirely unaffected by all spells of the enchantment school (regardless of their personal wishes; even if they want to be affected, they can’t be). The onset time of this effect is 1d6 + 5 minutes after first ingesting a mouthful of keng, and the immunity lasts 1d4 hours (eating more keng can’t prolong this effect; it’s a chemical brain alteration that spreads, peaks, and then must naturally subside and end before it can begin again). So eating more keng will have no effect until six entire hours have elapsed since a particular individual last had any trace of keng immunity. This benefit can only be realized by eating keng root or leaf that is fresh, or within a month of harvesting.

Alchemists, healers, druids, and various priests have experimented many times, seeking to isolate what in keng aids against enchantment magic, and to extend it to other races beyond lizardfolk and kenku—and thus far, have met with utter lack of success."

## Kingsfruit

Geography: The North, Dalelands, the Sword Coast| Identify: DC 7| V: 2 silver per fruit

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

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

## Kinuka Tree

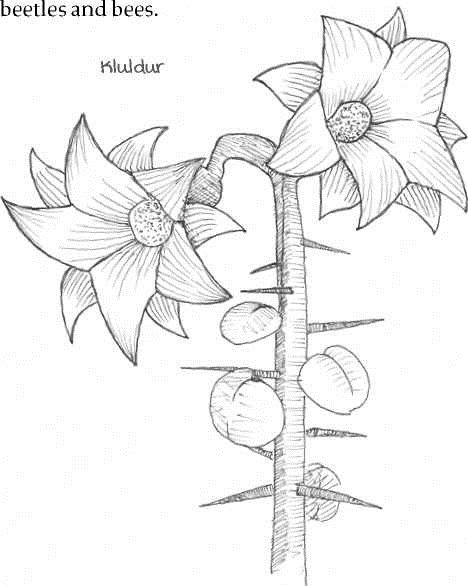
Geography: Kara Tur| Identify: DC 9

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

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

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

## Kluldur

This tall (waist-high for most adult humans, when mature), maroon-hued grasslands wildflower can be found all over the Sword Coast North, and throughout the Heartlands as far south as the Lake of Steam, wherever local conditions are less harsh than desert or cold, and requires high-elevation bare rock. Kluldur stems have human-hand-length dark red thorns that have been used as sewing needles and pins for centuries, surrounding their maroon overlapping-triangular-petaled blossoms. At the center of a kluldur blossom is a poppy-like seed head that (if plucked, and the seeds dug out and discarded) will dry into a small gourd that (with the addition of a suitable stopper, usually a stone or twig) serves as a small vial for potions, ointments, and other liquids. These natural containers have been used for centuries, and many prefer them to glass, as they will split but not shatter, and do so after harder falls and more abuse than glass. Kluldur is inedible, and has never been successfully cultivated

3

by sentients desiring their own “vial garden;” its seeds are only successfully germinated and spread by beetles and bees

## Kortyn

"Kortyn (or “Bloatflower”) is a copper to brown swamp plant that resembles giant clumps of broad- bladed grass; it has tall leaves that grow in clusters from a root ball that either floats in swamp water or reaches down to swamp water while anchored in boggy ground. Kortyn is disgusting in odor and taste, and causes immediate numbness and nausea if ingested, so poisonings are almost unheard of because no sort of creature ever eats enough to be further harmed.

Just brushing against kortyn leaves does no harm, but breaking off a leaf so that leaking sap (odorless, watery rather than sticky, and translucent coppery orange in hue) comes into contact with skin results in short-lived (2d4 hours) but spectacular bloating: large and disfiguring pustules or blisters erupt. This typically causes superficial damage if the blisters are breached and the bodily fluids within leak away and are lost, or no damage at all if they are not. The blisters will erupt only where the skin comes into contact with kortyn sap, and so can be confined to specific areas by chance or deliberately.

Swamp-dwellers and some druids and others wise in swamplore have deliberately used kortyn sap on their faces to change their appearance (giving themselves temporary huge noses, cheeks, or chins, for example) to avoid being identified by others searching for them. Kortyn-caused bloating almost never endangers sight, hearing, smell, or breathing, as the blisters don’t block nostrils, the mouth or throat, and so on.

Lizards, other reptiles, and dragons of all sorts can eat kortyn without ill effects or bloating, which is why bloatflowers haven’t long ago overrun swamps and choked out all other vegetation."

## Krakaem Pods

Geography: The Sword Coast| Identify: DC 7| V: 5 silver per ounce of pods

Growing off of tree branches, at first inspection this fungus

appears to be the cocoon of an insect. The fungus is intrusive,

sending tendrils into the tree branches and stealing water

reserves. Sporadically another pod will emerge from the tree branch, swell to the size of a human fist, and then burst, sending a cloud of black spores floating on the wind. The spores are a severe irritant and may even cause temporary blindness if a large mass of spores get into the eyes of a creature.

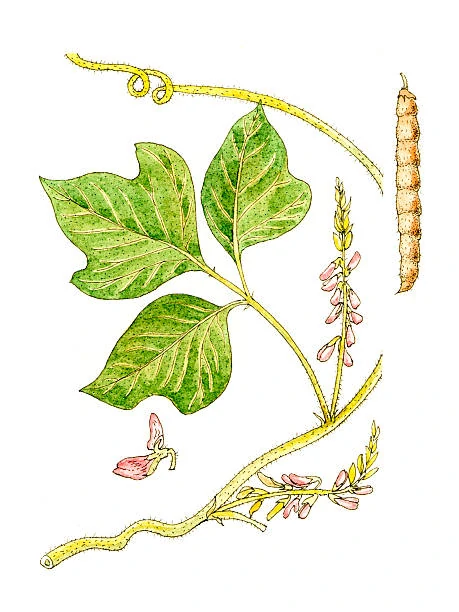
The pods are also sought after for food, as frying them in oil and serving them with fish is a delicacy served in Waterdeep.

## Kudzu[[22]](#footnote-23)

Kudzu was a type of edible trailing perennial vine plant related to the common pea. Kudzu grew quickly overtaking and smothering other vegetation in the area.

Elminster's tower in Shadowdale was covered in thick vines of pink and purple flowering kudzu. The size of the growth suggested it was left unchecked for over a century.[1]

Kudzu was very prevalent throughout the Long Forest



1 Kudzu

## Lakeleaf

Effect | Rarity | Type | Region

This parsleylike herb traces its ancestry back to plants growing along the banks of the River Oceanus.

When crushed and rubbed onto meat, the lakeleaf ensures the meat never dries out, regardless of how overcooked it is and even if set on fire. Chefs with expertise in blackened dishes favor the flavorless lakeleaf in their recipes.

Using sprig of lakeleaf when casting gentle repose doubles the spell's duration. This increase does not stack with the effects of the Extend Spell feat.

Lakeleaf reaches maturity fourteen weeks after planting and remains viable for five weeks after that.

A single healthy mature sprig sells for 20 gp.

## Lichbriar

Effect | Rarity | Type | Region

First created by the Lich King Amryn Sul to foster the complete and excruciating destruction of treacherous servants' minds and bodies, lichbriar can thrive only in very specific conditions.

Similar in appearance to bougainvillea, lichbriar - also known as rackthorne, hellroot, and doomrose - can reach a length of up to 50 feet under ideal conditions. Lichbriar grows and spreads as a canelike vine with long, sharp, poisonous thorns and fine hooks (used to cling to almost any surface), covering and spreading much like ivy. Its pale green leaves, marbled with bone-white veins, are vaguely hand shaped, with tips that curl at the end. As the doomrose pseudonym suggests, the blossoms of the lichbriar - which grow densely over all its vines - closely resemble roses with petals of a faintly iridescent white.

In order for a lichthorn to grow, at must sink its myriad hooks into a living creature, and as the vine grows an increasing number of hooks embrace its helpless victim. As the hooks spread, so too do the plant's thorns, with more scratching and impaling themselves in the victim each day, introducing ever-increasing levels of poison. Lichbriar is not a particularly strong plant and has no motive ability. In order for lichbriar to take root and feed, its victim must remain still for at least one day to allow the plant to latch on with its hooks. A victim who is not immobilized can attempt to struggle free on the first day by making a DC 5 Strength check. The DC of the check increases by +2 every day until it reaches DC 20, at which point it increases by +2 per day thereafter. Failing the Strength check results in the victim being pinned, as if grappled. With every attempt a victim makes to escape he takes 1d6 points of damage from the thorns and is injected with poison (injury; Con DC 14 initial and secondary damage 1d2 Strength + 1d4 Dexterity).

Beginning on the second day, as long as the lichbriar remains attached to its victim, it draws away life energy in the form of experience points. On the second day (the first day of XP drain), the lichbriar steals 10 XP. The number of XP drained doubles each day (20 XP on the third day of taking root, 40 XP on the fourth day of taking root, and so on) until the victim is reduced to 0 XP. At that point, the victim dies. This experience drain is permanent and can only be reversed by a miracle or wish.

Successful handling of lichbriar requires a DC 20 Knowledge (nature) check every round it is touched. A failed check indicates the handler pricked himself with a thorn, taking 1d6 points of damage and injecting himself with the poison.

Lichbriar requires a great deal of water when not feeding off a victim. When attached to a victim, lichbriar is immune to cold and electricity damage and gains fire resistance 10. Planting a seedling, transplanting one, or taking a cutting require a DC 20 Intelligence (Nature) or Wisdom (Herbalism Kit). When feeding off a victim, lichbriar needs no further maintenance or attention, although a DC 25 Wisdom (Herbalism Kit) can be attempted to prevent a lichbriar from growing any larger (and thus draining any additional XP). A later DC 20 Wisdom (Herbalism Kit) check can restart the plant's growth, allowing it to drain XP again.

A single healthy seedling sells for 5,000 gp.

## Light of Mystra

Geography: Underdark| Identify: DC 7

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

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

## Libynos Blue

Effect | Rarity | Type | Region

"The most common tobacco found on the continent of Libynos, Blue is

known for its deep blue-tinted smoke and its sharp, almost acidic bite, that is tempered by smoking in a hookah. Blue on its own is not favored by anyone but is considered an ideal filler tobacco when paired with tobaccos from other lands. Initial use of Libynos Blue forces a DC 14 Constitution saving throw to avoid catching a sore throat that takes 1d4 days to heal. Libynos Blue is used by trekkers of the far deserts because it reduces the desire to eat and drink, allowing its users to travel on half rations. Libynos Blue averages 5–10 gp per ounce."

## Lizard Eaters

Geography: Temperate forests and urban areas| Identify: DC 5

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

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

## Locust Needle

Geography: Pirate Isles | Identify Check: DC 13

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

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

## Lapis Moss

Just before the spring melt, in the brief interlude between storm season and dangerous melt, a beautifully colored fungus of iridescent blue coats the bare rock-faces and treebark of the bare icelands across Northwestern Faerun. Lapis moss, which is actually a kind of lichen, uses the perfect interlude of available water and intense cold of the pre-spring to bloom rapidly in fronds and twists and frills of a blue so pure that the hill dwarves that originally discovered it mistook it for refined lapis.

Nowadays, this fungus is highly sought after as a dye used in coloring noble’s robes. During this brief period, it’s relatively common, making collecting it a job that pays well. However, it’s a job that is rarely taken. Those experienced in the ways of the north avoid travelling during this time of year, on account of the dangerous creatures that are all awakening from hibernation in a mad hunger. One specimen can be harvested and dried into 1d4 + 1 vials of powdered lapis moss.

Illusionists also crave this powdered moss, as its mesmerizing color pattern can be used to enhance the effects of the common color spray spell. A spellcaster casting the color spray spell can use any number of vials of powdered lapis moss as an additional material component for the spell, whereupon the vials are consumed. For every vial spent this way, the number of dice you roll as part of the spell increases by 2d10.

## Higdne

Effect | Rarity | Type | Region

A higdne specimen features four green slender leaves tapering slightly as they approach the root. Blue bands stripe each leaf in diagonal rows, much like tiger striping. The space between the stripes decreases closer to the root, until the leaves are solid blue. This plant never flowers. The root itself is the drug. When eaten, you gain the effects listed below. Addiction: DC 18 Constitution, 1d4 Constitution/week; Recovery: four weeks.Effects: You do not suffer from the effects of gained levels of exhaustion until the drug wears off, after 2d4 + 2 hours. Side Effects: You suffer 1d3 points of Charisma drain each week the drug is consumed (to a minimum of 3).

## Mandrake

Written about in countless myths, legends, and unscrupulous tomes of medicine, there is much confusion about the mandragora root, known colloquially as mandrake. Above the soil, the mandrake resembles a small, lush bush of long leaves stemming from a single point. Below the ground, the plant is a tuberous root whose appearance fluctuates based on the plant's stage of life, detailed in the Mandragora Life Cycle Table below. Part of the mystique of the mandrake is that, above ground, the plant's surface appearance remains the same for the majority of its life while the roots shift wildly. Indeed, the presence of its small, yellow-crested milky-white flowers are the only way to tell whether a plant is older than a year. It produces small winged seeds that float on strong winds, sprouting only if they land in an area of exceptional fertility.

MANDRAGORA LIFE CYCLE

Stage Age Range Root description

Sprout 3 months or less a brown beet, with two lobes at its bottom

Young 4-12 months a brown beet grown into the shape of a slumbering human infant

Mature 1-12 years a dark-brown tendrilled root

grown into the shape of an adult human in agony

Old 13 years or more A light-brown tendrilled root grown into the shape of a peaceful elder human

While a sprout, the plant seems entirely bland and mundane. Young and adult mandrakes are the most dangerous: should a creature pick such a mandrake from the earth, its face will contort and awaken, and begin to cry a deathly wail. All creatures within 30 feet of the plant (except undead and constructs) are forced to make a DC13 Constitution saving throw. On a failure, the creature dies. Old mandrakes are picked without worry.

A sprout mandrake is useless as anything but a disappointing meal, but a young one can be fashioned into a panacea. Over the course of a month, a creature proficient in alchemist's supplies can distill the root with the heart of a creature that had the regeneration trait into a terracotta-colored potion that functions both as a potion of vitality and a potion of longevity. A mature mandrake can be offered as a material component when casting a spell that summons a fiend to make the creature friendly to you, as fiends covet it. When an old mandrake is distilled for a month, it produces a potion of flying, instead.

## Mallow

Geography: Maztican jungles| Identify: DC 11| V: 2 gold per ounce of leaves

A tall plant with many star shaped leaves sprouting from

the main stalk, the mallow plant is notable for the large five

petal white flowers.

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

## Maraga Flowers

Geography: The Sword Coast, forests around the Sea of

Fallen Stars| Identify: DC 13| V: 1 gold per flower

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

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

## Marsh Maw

Geography: Temperate swamps| Identify: DC 17

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

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

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

Marsh Maw

Large plant, unaligned

Armor Class 14 (natural armor)

Hit Points 112 (14d10+28)

Speed 20 ft., swim 20 ft.

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

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

Damage Resistances bludgeoning

Condition Immunities blinded, deafened, frightened, prone

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

Languages none

Challenge 4 (1,100 xp)

ACTIONS

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

Constrict. Melee Weapon Attack: +5 to hit, reach 10 ft. one target. Hit: 11 (2d6+3) bludgeoning damage, and a Large or smaller target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the marsh maw cannot constrict another target.

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

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

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

## Merenthe

This purple-black, opaque watery liquid tastes something like raw avocados or eggplant, and when ingested or insinuated, is a potent sleep-inducing drug that can bring "easy slumber" regardless of pain or nausea. It has no known side-effects except entirely quelling snoring, teeth-gnashing, and body movements during sleep, is effective on all known intelligent mammals, and the amount of the dose directly affects the length of slumber. It works very swiftly, and when "passing off" causes swift awakening with little or no drowsiness. Merenthe is much used in healing, to keep wounded persons immobile, but also serves to more easily "govern" or "master" prisoners, flight risks, and formidable foes, and to disable sentinels without harming them. The secrets of its making are widely-known in Calimshan, known to a few in the Vilhon, the Tashalar, Amn, and Waterdeep, and little known elsewhere (where prices are high; typically 60 to 80 gp for a standard-sized potion vial, which if entirely imbibed at one sitting by an average-sized adult human male will cause about 5-and-a-half days of slumber).

Merenthe first became popular as the main thing sold by the Calishite "witch" Merenthe lyrdril, some three centuries ago. It is known to be a distillate of at least three ingredients, one of which is a powdered low-value (fairly common) gemstone, and two of which are plants; for one of those, merenthe uses the crushed and boiled leaves. Merenthe is effective when mixed with some alcoholic beverages, but not all. It works in combination with all other beverages (though dilution of course alters the length of its efficacy). Cooking beyond certain temperatures destroys its effects, so it can only be hidden in some foods.

merenthe is a drug in the sense that it's a subtance deliberately taken to alter bodily processes and/or symptoms. It isn't addictive, however, so there's no "withdrawal" or craving or addiction, or behaviours associated with such.

## Mokodo Bushes

Geography: Coast of the Celestial Sea, Kara-Tur| Identify: DC 13

Value:

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

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

## Mordayn (Dream Mist)[[23]](#footnote-24)

Mordayn is a scarce herb native to the southern forests of Faerun, including the Southern Lluirwood and Amtar Forest. The herb itself looks unremarkable, but a keen eye can distinguish it from similar herbs by peculiar way the base of its stem bulbs outwards. The herb itself is sought after for its extremely potent hallucinogenic properties. When it's ready to seed, the bulb moves up the plant to feed the flower, resulting in a week-long period where it's green flower releases a continuous mist of spore-like seeds.

Mordayn is most commonly used by taking a small portion of herb and steeping it in water, as if it were a tea. The vapors that emerge from the water are called dream mist. A dose of this exotic vapor can be sold for as much as 200 gp in the northern parts of Faerun. Dream mist is a highly addictive substance that sends humanoids into an hour of incredibly beautiful visions. When a humanoid creature begins its turn exposed to this vapor, it must make a DC 15 Constitution saving throw to resist its effects, although it can choose to fail. On a failure, the creature is unable to take any action that directly or indirectly harms a creature or object for the duration. The hallucinations are so beautiful in fact, that the creature must succeed on a DC 15 Wisdom saving throw, or be compelled to find more dream mist after the effect ends (as if by the suggestion spell), because their life feels so gray and uninspired comparatively.

The herb is so potent that the tea itself is nearly lethal when drunk. A creature that eats the herb or drinks this tea must succeed on a DC 17 Constitution saving throw or be reduced to 0 hit points and dies in 1d10 minutes unless they receive magical healing.

## Mothflowers

Geography: Underdark| Identify: DC 13

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

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

## Moonflowers

## Mother’s leaf leaves

## Mycosatbiak

Mycosabrak is a dwarven word which can be translated to “cracking fungus.” It is a parasitic fungus first formally reported by the dwarves of Kelvin’s Cairn in Icewind Dale. The fungus has two major stages in its life cycle called the “net” and the “pod.” When the spores of the mycosabrak land upon high snows, they immediately begin to take root in the snow, forming a net-like pattern within. There it waits for its prey: the infamous polar worm, or remorhaz to scholars. When the burrowing monsters pass through the net, the fungus latches on.

Over the course of the next several weeks, the net grows light-grey, rigid, conical pods, similar to a barnacle, which continuously cracks the exoskeleton of the remorhaz. Every 24 hours, such a creature must succeed on a DC 12 Constitution check or gain a level of exhaustion, which can’t be removed until the pods are. Eventually, afflicted polar worms die and the pods release a massive amount of spores into the air around the body, which are carried upon the dale’s famous wind.

Some people swear that the pods have medicinal qualities, though there is little evidence of the claim. Still, you can generally find people to buy fully grown pods for a sum of coin in Ten Towns or among the tribes of the Uthgardt.

## Muskcap

Easily identifiable by its dark-brown coloration and star-like green marking, this infamous mushroom grows the heart of most temperate forests above Baldur's Gate. The muskcap's name comes from the fact that it constantly exudes a skunk-like odor to ward off unwanted visitors. Skunks, goblins, and similar creatures that can bear the smell are drawn to these edible mushrooms, since their presence creates a smelly safe haven for them. The second the mushroom is violently disturbed, it shoots foul-smelling spores onto the picker, which then drop back down onto the ground as the target moves away. This mushroom is famously said to taste like roast beef and sewage, making it a goblin and troll delicacy.

Muskcap is only rarely collected, but this foul fungus has a fertile assortment of functions. Alchemists can refine its pungency to new heights to create flasks of foul liquid known as oil of vile. When thrown, such a flask can mimic the effects of the stinking cloud spell (DC 15). If sprayed directly at a single creature instead, the creature must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. While poisoned this way, the creature is blinded and it can't smell.

Additionally, a spellcaster casting the stinking cloud or cloudkill spells while holding one of these caps can allow the spell to consume it. If they do, the radius of the gas made by either of these spells increases by 10 feet.

## Mule Pollen

Effect | Rarity | Type | Region

A bright yellow flower, of the daisy variety, blooms in early spring upon the High Moor and in the grassy foothills of some mountain ranges. When inhaled, the pollen grants a +2 bonus to the character's Strength but inflicts a -2 penalty to his Intelligence and Wisdom. The effects last for 1d4x10 minutes.

Mule pollen is mildly addictive. Each time a character inhales mule pollen, he must make a Constituion save (DC 12). If he fails, he is effectively fatigued whenever he is not under the influence of mule pollen. This addiction can be removed with neutralize poison.

## Najala

Effect | Rarity | Type | Region

This dark brownish-black tobacco is mild in taste and smells like coffee grounds. Smoking najala grants the character a +2[[24]](#footnote-25) bonus to Strength for 1d4 hours and a –2 penalty to Constitution for the same duration.

## Naevur

This bright yellow, tall, four-petaled wildflower yields a vivid, lasting yellow dye when boiled, and a yellow “skin paint” when the petals are crushed by a wayfarer’s fingers (and so, bruised in contact with slight moisture and warmth). As a result, naevur is much used for marks and messages, finger-painted on rocks and tree trunks. In full sun, these marks last only a few days unless combined with smeared blood (which makes them persist for a year or more), but if in shade, they last for months. Naevur marks don’t wash off in rain or when covered by snow, ice, or standing water, so naevur is very useful as a writing tool. Naevur can be boiled into a tea, but yields little nourishment and a rather flat almondlike taste. Naevur grows wild in open grasslands, especially hilly country and where soil is poor, from the hot jungles north to the southern edge of the Evermoors, and from the Sword Coast to the eastern edge of the Shaar.

## Nararoot

Geography: Temperate climates| Identify: DC 5| V: 1 silver per root

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

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

## Nahre Lotus

Effect | Rarity | Type | Region

Said to be the most coveted of all magical plants, these gorgeous water lilies originally appeared on the Material Plane near a place known as the Nahre Wastes (hence their name).

The roots of a Nahre lotus reach into the Elemental Plane of Water and draw fluid across the planes to flow out of their blossoms. A healthy, mature Nahre lotus draws water through to the Material Plane at rates of up to 50 gallons per day. The sultans of Nahre cultivate these precious plants in gigantic reflecting pools carved from polished marble. These pools, and the pure sweet water produced by the mystic plants they host, are the source of life for many in the desert wastes. A Nahre lotus looks very much like a lotus or water lily. The broad leaves of the Nahre lotus stretch approximately 3 feet long and 2 feet across at their widest point, and its blossoms frequently reach the size of a man's head. The leaves are emerald green and refract light much like gently moving water. The petals on the Nahre blossom, which has no stalk but rather rests directly on the leaves, are a brilliant pink and gold, like clouds during a tropical sunset.

Cultivation of the these plants requires abundant light and large pools of water (at least 100 gallons per plant). Transporting a Nahre lotus between pools requires another check which, if failed, results in the death of the plant. A dead Nabre lotus left in water for an hour or more creates a blight deadly to other plants (including plant creatures) but only mildly unpleasant to nonplant creatures. The blight functions like a poison that only affects plants (contact; Con DC 12; initial damage death, secondary damage 2d6 Con) and loses its potency seconds after the dead lotus is removed. A well-tended Nahre lotus can live up to 150 years. Because of its ability to produce limitless pure water, a healthy and successfully installed mature Nahre lotus plant sells for 10,000 gp. Even an untested seedling or ailing mature plant sells for 500 gp. A dead Nahre lotus plant sealed in a glass vial filled with water (used as a grenadelike weapon against plant creatures) sells for 200 gp.

## Numedan Blond

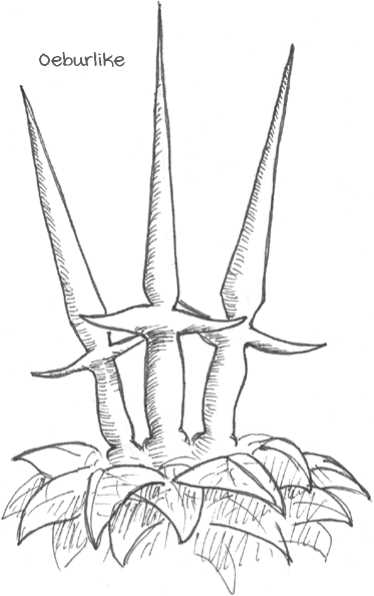
Effect | Rarity | Type | Region

This tobacco has a golden-brown color and a very sweet smell. It is considered a smooth smoke, though it is much stronger than most tobaccos found in Akados. Aged in casks once used for palm wine, the tobacco has a sharp sweet smell to it, and is often smoked in a hookah filled with cool water to cut the initial bite. The tobacco gives a +1 bonus to Wisdom-based checks for 30 minutes after use, and its unique smell can be detected within 30 feet. Numedan Blond averages 10–20 gp per ounce in the Maighib Desert where it is quite common and may be 5–10 times that price when sold outside of Libynos.

## Oeburlike (Daggerspike Grass)

This slate-gray grass grows in clumps, each clump having a fringe of short broad triangular leaves around a core of one to three tall central blades of grass that look like stiletto daggers stood on pommel-end, quillons and all. Daggerspike grass is flesh-cuttingly sharp, withstands extreme temperatures and poor soil, reproduces wildly when soaked by extensive downpours (but not snow, ice, or other below-freezing precipitation), is inedible (and incredibly bitter to taste), but will burn no matter how wet or cold conditions are if brought into contact with a spark or flame. Harvested oeburlike has started many campfires and signal fires, and even been the entire fuel of more than a few through the years.

Daggerspike grass is commonly used as a component in primitive traps, either by hanging it in a net from a tree and releasing it on unsuspecting intruders or as a filling material for pitfall traps.



4

## Orevine

Effect | Rarity | Type | Region

Similar in color and appearance to certain varieties of wine grape, the source plant for orevine originated on the Elemental Plane of Earth. That progenitor cutting, modified over scores of generations by magical alteration and selective breeding, eventually produced the various strains of orevine known today.

Orevine plants send incredibly fine roots through stone and earth to find specific metals. Some say the orevine even reaches across the multiverse to tap into veins that exist only on other planes. A vine draws on the metal to which it is keyed, in much the same manner that nonmagical plants feed on nutrients in the soil around them, concentrating the metal in the fibers of the plant. When harvested, the plant easily gives up the metal within it. Most strains of orevine concentrate the extracted metal in the fruit or vine, while a few species collect the ore in the sap (the harvesting of which frequently leads to the plants' death).

Orevine cultivation is extremely difficult, making it a relatively rare endeavor even among the ranks of arcane horticulturists. If the target mineral does not exist in even trace quantities within 100 feet of the plant, it withers and dies within a week. In order to survive and extract metals, the orevine requires water and sunlight.

Extracting the metal from an orevine plant requires a DC Intelligence (Nature) check to do so without killing it. A cultivator can extract the metal once per month and then burn away the harvested portions of the plant to expose the pure metal (worth 20% of the plant's value). An orevine plant extracts all available metal within reach in 3d6 months.

An orevine plant keyed to a base metal (copper or iron) sells for 2,000 gp and produces 400 gp of metal in a month, a cutting keyed to a precious metal (silver or gold) sells for 5,000 gp and produces 1,000 gp of metal in a month, and a vine keyed to an ultra-rare metal (platinum, mithral, or adamantine) sells for 10,000 gp and produces 2,000 gp of metal in a month.

## Powderpuff

The real spark of powderpuff (and their namesake) however, comes from what one can do with the plants after they have been milked of their poison. Dried powderpuff plants can be milled into puff powder, an explosive powder akin to smoke powder. Any creature with the recipe for puff powder can make it over the course of 24 hours from a dozen dried plant specimens and a small collection of readily accessible minerals. A keg of puff powder (worth 450 gp) behaves like smoke powder, but its explosions do as much damage and fuel half as many firearm shots.

## Ratavasa Flowers

Geography: The Dalelands, the Sword Coast, Cormyr| Identify: DC 7| V: 1 silver per ounce of flowers

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

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

## Rattlestalks

Geography: Temperate swamps| Identify: DC 11

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

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

## Redflower

"Redflower is commonly found in central Faerun, in the regions surrounding the western edges of the Sea of Fallen Stars. It is found in stillwater bogs fed by high tides and torrential rains, where the water stagnates for long periods of time. It is a widely held opinion that the plant's vibrant red flower is a result of absorbing iron nutrients from the water from warm blooded creatures and insects that decompose in the water. As such, the plant is considered carnivorous although it is not ambulatory like some of the more dangerous plants found across the realms.

Alchemists and apothecaries from the surrounding regions seek out and prize the redflower to produce a tincture that can improve the deftness and coordination of those who imbibe it. This potion (known as rogue’s draught) sells for 300 gold pieces per dose, reflecting the values of the materials and skill that go into creating it (dried redflower, a high-potency grain alcohol, and expertise in the form of a DC 21 Intelligence check using alchemist's supplies). The imbiber of this dose gains advantage on Dexterity ability checks for the next hour. Should the dose be doubled, or a second dose taken before the effects of the first have worn off, the imbiber must succeed on a DC 17 Constitution saving throw, becoming poisoned for an hour on a failed save instead of the tincture's normal effects. "

## Redroot

Geography: Temperate climates| Identify: DC 11| V: 2 silver per root

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

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

## Redstar Flowers

Geography: Lands around the Sea of Fallen Stars| Identify: DC 5 Value: 5 silver per ounce of sap

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

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

## Relshar

Within the Dalelands, no other fungus is so coveted as the relshar. Primarily found within the Yevenwood of Battledale, this mushroom is plentiful, edible, and delicious.

A relshar's stalk is narrow and its cap is wide and dark grey in hue. When boiled, the liquid (usually water, but occasionally a mild grain alcohol) absorbs the flavor and much of the color creating a hearty broth that is has a full and earthy taste. The alcoholic beverage known as battlebrew is a welcome addition to respite and a taste of home for soldiers and warriors traveling among the Dales.

## Rosecork

Geography: Inner Sea (Isle of Prespur),

Southern Cormyr Identify Check: DC 7

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

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

## Rouddan

Geography: Sea of Fallen Stars| Identify: DC 5| V: 2 copper per root

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

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

## Rowan

Known for its lustrous red berries, rowan are a relatively small tree - only reaching a height of about 40 feet at its maximum. Its trunk is substantial, despite its lithe silhouette. The bark of this tree is a dark grey, and its leaves are fern-like, with multiple leaflets along its stem each with a serrated edge.

The dark bark has two primary uses within the Realms. First, as a component of a black dye used by druids to create ceremonial robes used only for practices relating to the moons' phases. The other, is as an etching surface for rune magic. While giantkin are more likely to etch stone, firbolg and goliaths who call forested areas home will use the tough bark and emblazon it with runes - unlocking their potent magic.

The berries themselves are edible, and produce a sour and sticky paste when crushed. The paste is used for dyes, creating alcohols, and all other manner of mundane reason. However, when applied to a doorway to a home using specific druidic symbols, it can ward off intrusion from chaotic or evil creatures. A creature that is either chaotic, or evil, must make a DC 12 Charisma saving throw when attempting to cross a threshold that has been warded in this manner. A creature that is both chaotic and evil makes this saving throw with disadvantage. On a failed save, the creature becomes compelled to not pass the threshold for the next hour. If they do so anyways, they take 3d10 psychic damage.

## Ruby Blushrose

Geography: Rose Garden (Kara-Tur), Battle of Bones| Identify: DC 7

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

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

## Rose of Forgetfulness

Geography: Zakhara| Identify: DC 13

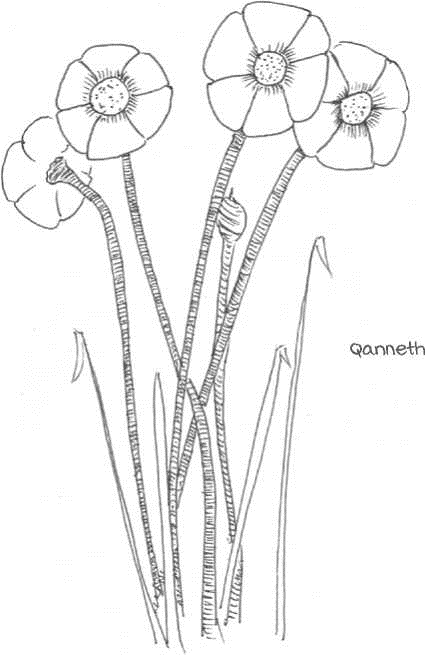
This unusual rose, often identified by the multicolored petals, are only found in the rare wild, as their scent causes lingering problems. Their tangled vines are covered in sharp red thorns, and the smooth green leaves are tinged in orange.

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

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

## Qanneth

This sky-blue, six-petaled wildflower grows in open, sunny grasslands from Rivermoot and the Nether Mountains south to the northern edge of the hot jungles of Chult, and from the islands off the coast of Faerun (such as Mintarn and the Nelanther) east to Raurin. It grows in clusters of round blossoms, each adult-human-palm-sized or less, and can be distinguished from other blue wildflowers by its blood-red stem, which softens in hue to orange when it reaches below the frostline. The qanneth flower is edible but fairly tasteless, and not nourishing; the usefulness of this wildflower to wayfarers lies in where it’s found, and why. Qanneth has very deep roots, which plunge down to the water table, which means that digging wherever a cluster of qanneth blossoms can be seen (and it blooms from late spring until the winter snows) will eventually, when deep enough, yield drinking water. Moreover, the root is tough and remains supple for days so it can be used by travelers as cord for binding or lashing packsacks, loads, and the like, for belts to hold breeches up, and even as a climbing rope (typically supporting the weight of up to four adult humans at a time; it stretches with an alarming groan ere breaking, and so gives warning).



5

## Qulcoun

Effect | Rarity | Type | Region

("kull-KOON") - a tall, fernlike forest "weed" consisting of a stem with long, narrow leaves growing in pairs along it, that "uncurls" from a coiled-over top or tip as it grows. Plucking and chewing the raw top stops the plant growing immediately (though it will survive in its stopped state until hard winter frosts kill all the qulcoun; any surviving frozen still-curled tips retain their libido-quelling properties until they wither entirely in the spring thaws), but the raw tops quell lustful thoughts and bodily reactions instantly and for about half a day per top (so a handful of four tops means four days of not wanting sex). Eating six tops or more at once also makes pregnancy unlikely (pregnancy becomes less and less likely, the more eaten), but eating qulcoun causes immediate cleansing of the uterus (vaginal bleeding, sometimes quite copious; other than the effects of usual menstrual blood loss, no additional damage is done). Raw qulcoun tastes strong and not all that pleasant (rather like eating raw cedar greenery cooked qulcoun is a slimy mass, but tastes the same as raw - - but cooking it destroys all libido- and pregnancy-affecting properties.

Found in all forested areas of the Realms that don't receive many salty onshore winds (seacoasts) or that aren't too dry.

## Quamaetha

"Quamaetha, or “floatcandles,” are olive-green swamp plants consisting of an oval lilypad-like floating leaf with a teardrop-ovoid-shaped (pointing upward) “bud” or largely-closed flower thrusting up into the air from its center. A small forest of worm¬like appendages dangle down from the underside of the leaf, providing slow locomotion through calm water, absorbing algae and other material from swamp water (cleansing it in the process), and providing shelter for small fish and water snakes.

Floatcandles grow from human-palm-sized up to several feet across; the largest have central flowers a foot-and-a-half high. They get their name from their natural oil, which smells rather like limes and attracts insects into the nigh-closed flower bud (concentric rings of overlapping petals, with a golden heart) where they stick fast and are absorbed by the flower. The oil of a floatcandle is flammable, and so are the gasses it constantly gives off. Like certain volcanic vents, if ignited by a spark, flame, or lightning strike, a floatcandle flower will burn like a lamp. This can be eerily beautiful, by night in a swamp, but it helps predators see prey and so can be dangerous to be near.

Floatcandle buds can be harvested for use as improvised lamps or torches (they don't survive severe handling), and in a few places in the Realms, such as the southeastern fringes of the Vast Swamp, they are farmed and crushed in a press to jar for local use, and sale, as lamp oil."

## Salamander Orchids

Effect | Rarity | Type | Region

Dwarven emissaries to the City of Brass on the Elemental Plane of Fire first discovered these gorgeous plants an the palace gardens of the efreeti scholar Azzyx Sahladyn Ybn Rhajafadyl. Since then, the plants have appeared infrequently within the largest dwarven holds or salamander warrens on the Material Plane.

Similar in form to many types of cattleyas orchids, the stalks and leaves of a salamander orchid are composed of red-hot brass, which support blossoms of gold and crimson flame. The completely smokeless flame of the salamander orchid draws all of its energy from the Elemental Plane of Fire and so does not require fuel. A single salamander orchid emits the same amount of light and heat as a torch. The flame blossom of the salamander orchid moves and shifts like all fire, but more slowly, in an almost liquid dance (rather than the snapping of normal flame).

Because of its tie with the Elemental Plane of Fire, a salamander orchid blossom reduces the cost of creating a flaming or flame burst weapon by 500 gp and 100 XP.

Coaxing a salamander orchid to survive on the Material Plane is best pursued as a labor of love, for it is both exceptionally costly and exceedingly difficult. To survive on the Material Plane, a salamander orchid requires a vial's worth of highly refined oil costing 25 gp once per month. Handling the plant requires special instruments that can withstand the plant's heat, similar to a blacksmith's tools. If a salamander orchid is handled without such equipment the handler takes 1d6 points of fire damage every round.

Salamander orchids are extremely valuable to those who collect exotic plants. A single healthy mature plant sells for 2,500 gp. Properly tended, with soil changed annually, a salamander orchid can live up to 125 years.

## Sandberry Bush

Geography: Battle of Bones| Identify: DC 15| V: 1 silver per ounce of berries

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

## Sarsson

This common, little-known herb has broad, short yellow leaves. It grows very close to the ground, as a "carpet" ground cover, in wet tropical regions (jungle, riverbanks, marshes, bogs) aboveground, and damp warm (near volcanic) caverns underground. It has a strong peppery, lemony taste, and can be used to make foul water palatable (not safe, just more pleasant in taste) and to complement meat; it "enlivens" uncoagulated blood on contact to bring forth a vivid, strong taste that some creatures (such as giant striders and certain carrion birds, like gorcraws) find irresistible.

## Sarruth

Sarruth bushes grow wild up and down the Sword Coast from Fireshear to Tashluta, and east across the Heartlands as far as Raurin in open country (grasslands). These bushes can be readily recognized for their broad blue-green leaves, which have jagged edges and come to a sharp point; few other bushes have such greenery. If at least six goodsized leaves are boiled in any ditch water (it need not be clean), they will boil down to a translucent jelly. If this is used liberally to coat all sides of raw meat, hide, monster entrails and organs, or even entire corpses, it will keep for a tenday mimicking the effect of the spell gentle repose (and the coating doesn’t render it inedible). This treatment can be renewed to last longer. Wise adventurers harvest and carry sarruth leaves that wither slowly but remain effective until entirely desiccated (which can take a month, if kept out of the sun or away from heat), and use them to preserve monster trophies and body parts for transport to markets.

## Sasami Tree

Geography: Kara Tur| Identify: DC 7| V: 50 gold per tree

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

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

## Scardrag

This holly-like bush has waxy, dark green leaves with irregular dagged edges (edges scalloped to an uneven number of sharp points). Clusters of small, round, waxy, and vividly red berries grow at the bases of some leaves, but not others (in no discernable pattern), and the bush grows up in flexible stalks from a webwork of creeping groundvines, so a given plant may cover up to eighty feet in one direction (often under snow or ice) and sprout up from the ground-vines into a dozen or more small, low-to-the-ground bushes. Scardrag grows in cold, damp alpine regions of Toril only; dry or warm weather withers it and prolonged such conditions kill it.

Scardrag deadens pain and brings on drowsiness in humanoids; when its leaves or berries are ingested by a creature that also has imbibed alcohol recently, slumber almost always results—a pain-free sleep so that surgery, amputations, or other extremely painful conditions can be experienced without shock setting in. To horses, mules, donkeys, rothe, cattle, sheep, goats, and all dragonkind (wyverns and lizards as well as true dragons), any part of a scardrag plant is toxic; if ingested, the creature must make a DC 21 Constitution saving throw, taking 4d4 poison damage on a failed save and half as much on a successful one.

## Scarlet Heart Mushroom

Geography: Swamps| Identify: DC 15

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

## Selune's Tear

"Found in the Silverwisp swamp along the Sword Coast, this flower is heavily sought after by necromancers for its ability to aid in the calling of spirits. The flowers grow from a circular base made of layered leaves that reach anywhere from 6 to 10 inches in diameter. Three to seven blue, overlapping cup-like flowers grow from the center of the leaf circle. The flower itself emanates a soft silver glow under the full moon, making that the best time to hunt for the tears.

If the flowers are cast into a lit brazier fueled by duskwood during a full moon. Any ghosts within 500 feet of the fire are forced to enter the Material Plane and can’t return to the Ethereal Plane until the flame is put out. If a ghost’s CR is higher than twice the amount of flowers cast into the flame, it is unaffected by the magic.

If a spellcaster were to do this as they finished casting animate dead while uttering the name of a ghost in the area, they can assert control over the ghost as if it were a zombie or skeleton they animated. The ghost is treated as a number of undead equal to their CR for the purposes of reasserting control using animate dead."

## Serpent Sweat

Geography: Underdark| Identify: DC 15| V: 50 gold per ounce of berries

The fungus appears to be a cluster of small yellow beads, often growing on decomposing matter. Small black stems

hold them aloft, and their surface is shiny enough to reflect torchlight.

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

## Silverleaf

Geography: Western Faerun| Identify: DC 15 Value:

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

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

## Shun

This orange-brown tobacco has a sweet taste and fragrant odor and is a potent hallucinogen. You gain a +2 bonus to Wisdom for 1d4 hours and a –4 penalty on saving throws against mind-affecting effects for the same duration.

## Snowflower

The snowflower bush is an arctic tumbleweed, which can be seen rolling in the winter winds across the High Ice and Great Glacier. The plant only grows in the dead of winter, taking one to two months to burrow its stem through the thick layers of ice and snow and eventually flower. Its stem is a cold brown, thick and insulating, but lightweight. Its edible flower has five petals, which can be purple, pink, or yellow green, but has several false petals underneath that are stark-white.

The flowers are the primary food source of ice worms, meter-long furry worms that dwell within the ice and glaciers of north-eastern Faerun. Those that brave the cold and collect the flowers can be expected to receive a handsome reward from perfumers, who hail the fragrance of the hard-to- reach flowers for their ability to create a fresh and wintery atmosphere.

Those that succeed on a DC 23 Intelligence (Nature) or a DC18 Intelligence check using alchemist’s supplies surmise that the stomach juices of the ice worms enhance the scent powerfully before they are entirely digested, increasing its price to perfumers fourfold.

## Snowwood

Geography: Northern Faerun| Identify: DC 9

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

This tree of blue bark grows on top of, and along the area bordering, the Great Glacier. Its thin and pinelike leaves are a perpetual white, giving the tree an appearance of being barren and frozen in place.

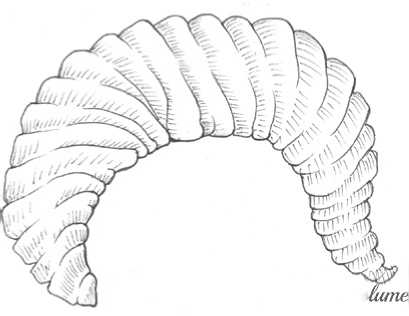
Actually a highly specialized variant of oaktree, the snowwood is highly prized by the people of Pelvuria for its sap, which functions as a contact and ingestion safe antifreezing agent. That, combined with its sweet taste, makes it exceptionally common as a way to treat meat in the region while not allowing it to lose any of its integrity over long periods of time.

Lumber wrought of the snowwood is exceptionally hard and difficult to shape, but its long-term durability is nearly unmatched in the tundras of Faerun. Druids and seekers of the arcane value snowwood as a material for making wands and staves, as its wood is particularly receptive to icy magic. If a wand or staff made of snowwood contains only spells that can do cold damage, or create areas of snow or ice, the DC to resist the spells of the item increases by one.

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

## Snow-Worm

This odd plant looks like a gigantic white grub, an off-white segmented worm. It acts like a worm, wriggling along the ground and burrowing through snow and unfrozen mud (and ‘swimming’ in water and loose ice) with a corkscrewing motion. Therefore, generations of sentient alpine dwellers and visitors can be forgiven for mistaking it for a creature. Yet a snow-worm, despite its name, is a plant that spends its life endlessly traversing cold landscapes seeking nutrients it absorbs through its outer sheath-skin, which resembles the leaves of artichokes in texture and construction. This sheath-skin also takes in moisture from snow, ice, and water (sometimes this water is created by the snow-worm’s own body heat as it tunnels through snow). The plant isn’t sentient—sages, priests, and wizards who’ve examined it all agree—but seems to deliberately choose to give off heat, or not, responding instinctively to the conditions of its surroundings.



6

7 Snow-Worm

Snow-worms resemble creatures in the way they reproduce, too; when one traveling worm-plant encounters another, they briefly fuse, internally liquify small amounts of their bodies, pour the liquid into the fused area until it swells into a human-fist-sized ‘bud,’ then break off from either end of the bud and depart, leaving a new ‘baby’ snow-worm behind.

Snow-worms are edible and sustaining, but uninspiring; some who’ve sampled them describe the taste as akin to raw parsnips, while others say they’re closer to uncooked artichokes. Everyone who’s tried roasting or frying them, however, cautions that they shrivel into inedible charcoal after briefly flaring up due to internal oils—though these flare ups have been used to ignite frozen or damp wood and make campfires, or larger conflagrations (such as burning down frozen wooden structures or barriers), possible.

## Songwillow

This entire tree appears to be carved from a solid block of ice. The trunk, 1 foot around and on average 10 feet tall is semi-translucent and frosted bluewhite and twists with a corded-looking exterior until it frays at the top like rope, extending outwards and dropping down around the trunk like a frozen fountain. The waterfall-like branches are lined with string-like leaves not unlike a weeping willow, which are the only part of the tree that moves as the arctic wind blows. The leaves tingle and chime lightly in the wind creating an eerie musical atmosphere where the trees are most concentrated.

During the long nights, when conditions are just right and the sky illuminates in brilliant waves of colored light, the trees seemingly come alive. Absorbing that light into their leaves, branches, and trunk - acting like a prism refracting a beam of light. Known to those who have seen it as a forest aurora, this phenomenon is linked to druidic practices and ceremonies in the region. Even once the sky’s aurora fades, the light continues to be trapped within the wood for 24 hours.

Wildfolk from the frozen north weave the leaves into their clothes and even use the wood to create wands and druidic focuses for their magic, which is often mistaken by outsiders as glass.

## Spirit Fir

Native to the Sea of Moving Ice, these small trees grow and live on large ice-floats. "The Spirit Fir is a thin fir tree with beautiful blue-green needles, which grows to be 18 feet tall. Without soil, these trees gain most of their nutrients directly from the water and from the waste of animals that live in its expansive underwater root system. Said root system grows outward from the float in a half-sphere, the radius of which usually correlates to twice the tree's height. The roots also form a support system for the ice-float itself, which allows the float itself to grow over time.

The tree's name is actually a translation of its Uthgardtian name, as the wandering tribes are among the few who venture near the Sea of Moving Ice. The tribes believe that the firs are gravestones of Icewind Dale's great nature spirits and serve as gateways into a different world, as on clear nights the tree actually reflects the night sky on each of its tiny needles. In a way, they are not wrong, as the trees were created from the body of an archfey known as Durvail, the Duke of Night, after he was slain by Queen of Air and Darkness long ago (Requires a DC 28 Intelligence (History) check to discern). His body was placed along the ice floats, as it was said to be his favorite place on Toril, where he could see the night for what it was. To this day, goodly fey occasionally visit the trees to pay respects to the good Duke.

The tree produces mirror-like cones once a decade, which float along the water until they find a suitable ice float to grow from, starting from its underside. The wood of the tree is a mystery, as there is no known record of its use. Attempting to harvest the wood from a spirit fir will draw the full fury of the Uthgardt. Its cones however are known to respond to spells that create light and darkness. When such a spell is cast, you can use the cone as an additional material component. If you do, the cone turns to dust and the radius of the spell's area of light or darkness is doubled.

## Sparkle Berries

Geography: Temperate climates| Identify: DC 5| V: 5 silver per pound of berries

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

## Specterflower

Geography: Cormanthor Forest, the Dalelands| Identify: DC 17| V: 50 gold per root

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

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

## Spellshield berries

## Spellbane

Geography: Cormyr| Identify: DC 15 Value: 100 gold pieces per plant, 25 gold pieces per leaf

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

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

One of Cormyr's deadliest exports, Spellbane is an aptly named plant that hinders the ability to cast spells. Found deep within the forests of Cormyr that border mountains, such as King's Forest, Hullack Forest, the Redwood, Stonewood, and Semberholme, it can be found growing in shaded, stony areas such as the cave entrances.

Its flower is an unremarkable reddish pink, though its leaves are of note as they are clover-shaped with a waxy texture, and are the only valuable and potent part of the plant. If a creature ingests a raw leaf, they are prevented from casting spells for 3d4 hours. For this duration, the creature can also add half their proficiency bonus (rounded down) to any Intelligence, Wisdom, or Charisma saving throw they make that doesn't already include their proficiency bonus.

This effect can be rendered into a distillate if proficient with an herbalism kit or poisoner's kit, which can be administered orally even if mixed with another fluid. The effects are reduced drastically, but is a potent ally in subduing or capturing a wizard. When administered in this fashion, the imbiber can make a DC 15 Constitution saving throw. On a successful save, the poison has no effect. On a failed save, the imbiber suffers the effects described above for 1d4 minutes instead.

## Spirit Moss

Geography: Swamps| Identify: DC 17

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

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

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

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

## Star Willow

These trees can be found as a rare appearance within the giant oaks and maples of Starwood, primarily around the ruins of Myth Drannor. They stand between 30 and 40 feet on average, dwarfed by the other trees in the area. Their branches and twigs are pendulous, hanging under the weight of the foliage. Unlike a traditional willow, the long leaves stay an amber color in all seasons, including winter. In addition to this oddity, each leaf has multiple nodules dotting the underside. These nodules are a byproduct of the powerful magic seeping from the ruins of Myth Drannor, and glow a brilliant blue when exposed to moonlight. These nodules create a sort of constellation effect, giving the willow its name.

The elves who still call Cormanthor home will seek out these willows during festivals and during sacred rituals, weaving the leaves into their hair and the fabric of their clothes. The magic glow only lasts until the dawn of the day after it is cut from the tree.

Another common practice is to sit under the tree, completely surrounded by its foliage. Being underneath the canopy of the tree creates the sensory effect of floating within the stars. Seers who divine the future through the movement of the night sky will speak of how visions and predictions made from underneath the star willow tree are more likely to come true.

## Stirge Traps

Geography: Tropical climates| Identify: DC 9 Value: 5 silver pieces per plant

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

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

## Stonefang (Giant's Finger)

This unusual plant of the high arctic regions of Toril is often mistaken for a rock; its seed resembles a human-hand-sized green banana, and when this seed roots in snow or glacial ice, it throws down thread-like roots and grows swiftly in length and girth, going gray and hardening as it does, to thrust up out of the snow looking like a pointed rock pillar. Growing with speed and vigor initially, it slows after a few years, and gains girth as well as height. Older stonefangs (which may be centuries in age) can be quite large and as hard as stone. Some arctic dwellers and visitors think they look like petrified dragon fangs thrusting up out of snow or ice, while others think they resemble the reaching fingers of buried giants (hence their nickname). Stonefangs rot and shrivel down into liquifying putrescence if their surroundings get too hot or dry for too long, and so can’t be removed intact from cold alpine regions. In their preferred home, however, they can be carved with edged tools or weapons as if they were made of wet clay, and seem to survive being sculpted without ill effects (though completely severed portions will wither and die, and so are unsuitable as missiles or carved portable items). As a result, stonefangs are often carved into sledge runners, railings, pointing markers, sign holders, and all sorts of other useful “out in the open weather” things by arctic dwellers and wayfarers. Many have been fashioned into the likeness of man-sized armored sentinels, standing guard out in the open.

Stonefangs are inedible (except by those seeking a violent purgative). At several times throughout the life of a stonefang, its uppermost portion will turn purple, split, and spit out a trio of seeds, hurling them skyward with force and vigor. The banana-like seeds are light in weight, and are typically expelled in gales, so may travel considerable distances before taking root. A stonefang seed that doesn’t land on snow or ice will stay dormant indefinitely (in cold conditions) until chance transports it to a suitable spot to root. Alchemists and wizards will contain stonefang seeds in containers designed to maintain arctic conditions, as they are a potent ingredient in a variety of potions and poisons such as a potion of growth and torpor poison. The most common of which is a stonefang potion which, unbefitting of its name, will render its imbiber petrified on a failed DC 15 Constitution saving throw.

## Stonewort

Geography: Eastern Faerun| Identify: DC 9| V: 20 gold per ounce of leaves

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

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

## Sugarblossom

"The sugarblossom is a vine plant from the Feywild that grows in the swamplands around the Sea of Fallen Stars, but is most known for growing in the Vast Swamp that forms a border between Cormyr and Sembia. When not in bloom, the plant grows as a lace of thin vines that enwraps one or two trees, using them as bracing to reach the canopy. When the vines finally reach the sunlight, they begin growing small yellow and pink flowers all along the tree’s branches, which emit a saccharine smell that puts nearby creatures into a blissful lull. The flowers release small rosy seeds onto their captives to spread about the swamp, but oftentimes their captives end up in the jaws of opportunistic predators.

Each creature who starts their turn within 30 feet of such a tree and can smell the flowers must succeed on a DC14 Wisdom saving throw or become charmed for an hour, until they take damage, or until a creature uses their action to shake them out of the stupor. While charmed this way, the creature is incapacitated and has a speed of 0. Regardless of if the creature succeeds or fails, they are then immune to this effect until they finish a long rest.

A creature can cast a charm person or charm monster spell into a dried sugarblossom to store the magic for the next hour. If a creature willingly accepts the sugarblossom as a gift in that duration, they are targeted by the caster's spell. At the end of the spell's duration, the sugarblossom withers away to dust, but the creature doesn't know it was charmed (though it can still surmise the fact if they are aware of the plant)."

## Surgaerel

Effect | Rarity | Type | Region

Surgaerel ("SURR-gare-rell") is a nut-like woody growth found inside the hips (joint-like buds, as roses have) of a certain thorny shrub of light forest (dappled sunlight, not deep and permanent shade) undergrowth. Brown, fibrous, and about the size of a (shelled) hazelnut. Incredibly bitter. Effective from when it forms. Kills all thoughts of lust, and all bodily responses/awakenings, for days. Just a pinch (as much powder as can be trapped between the fingertip pads of a small adult human forefinger and thumb) works for 1-2 days. Dries the internal genitals (making penetration without lubrication extremely painful, and pregnancy very unlikely), and this property is sometimes deliberately and willingly used by fervent worshippers of Loviatar on each other.

**Thorra** is the Realmsian term for purely medical-use drinks that aren't primarily sustaining or pleasant to the taste

The surgaer shrub is plentiful in the northern Heartlands and in lightly wooded areas everywhere north of that, but the growths (surgaerels) are rarer (found in perhaps one in forty shrubs), except in areas where the forest has regrown after a recent fire (for some years, the incidence rises to almost every shrub).

Yes, there are many, many herbs, potions, and even diets and thorras ("teas" or more properly tissanes made by boiling the leaves of various plants) used across the Realms to try to increase chances of, or "ensure," pregnancy

## Sunberry Bush

Geography: Cormyr | Identify Check: DC 7 || V: 5 gold per ounce of berries

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

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

## Swampwalker

Geography: Temperate swamps| Identify: DC 9

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

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

## Swordstalks

Geography: Chuult and Southern Faerun| Identify: DC 9

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

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

## Takara Bulb

Geography: Mountains| Identify: DC 9| V: 2 copper per bulb

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

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

## Tahtoalehti (Wishfern)

Effect | Rarity | Type | Region

Tahtoalehti - the most treasured, yet hardest to raise, of all magical plants - also goes by the common name of wishfern. Tahtoalehti closely resembles ferns from the temperate rainforests of the northern coasts, save that it grows much larger and into a deeper, darker shade of green. This incredible fern marries the power of magic with the plant kingdom's ability to restore itself and draw energy from the sun.

A tahtaolehti plant only blooms once every 5d100 years, and always on the night of the winter solstice. For that one night, the wishfern wears a flower of unparalleled beauty, a fist-sized blossom of luminous white. The blossom contains incredible power, for if properly harvested without bruise or damage (requiring a DC 40 Profession [gardener] check) it grants one wish, as the spell cast by a 20th-level sorcerer. With the coming of the sun the blossom withers and disintegrates, living behind a single seed, whether or not it granted a wish.

Notoriously difficult to grow, in part because it requires almost total absence of contact, a tahtaolehti only blooms in an isolated forest setting at least 500 miles from any other wishfern. Planting or transplanting a viable seed without killing it requires a DC 35 Nature (Intelligence) check. Once planted, a wishfern is best left alone, as the merest touch from a living creature can kill it. Whenever a living creature touches a wishfern without first succeeding at a DC 40 Profession (gardener) check, the plant must attempt a DC 12 Fort save (with a +0 bonus) or die. As a result, most growers protect their tahtoalehti with spells and natural barriers rather than guards. Any attempt to coax a wishfern to produce its blossom early or to push it to produce multiple blossoms at once results in the immediate death of the plant.

A single healthy seed sells for 25,000 gp.

## Tangara Kelp

Geography: Shallow seas | Identify Check: DC 11

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

## Tanglemoss

This lush, soft, green ground-covering moss resembles miniature pine boughs in configuration (needles sprouting from a stem), but is soft and delicate, sometimes being visually mistaken for dill and other "lacy frond" herbs and plants. Its name comes from its natural tendency to twine around ("entangle") other vines, roots, and plants without strangling (killing) them, but firmly anchoring itself. It doesn't "tangle" creatures, however small; its name is derived from its firm adherence to underlying rock or earth, and hence its usefulness, and tendency to flourish, in high-traffic areas such as paths, roads, and drainage spillways.

Tanglemoss is found everywhere north of the southern border of Tethyr, though it is rare in Amn outside of mountainous areas, and the Vilhon and everywhere north of that; the warmer prevalent climate of more southerly lands causes it to grow only in small, sickly brown clumps that soon wither and die. Dried tanglemoss is used as packing and insulation, because it doesn't crumble and disintegrate for more than a season after death, but it has no other known uses. An old Moonsea North saying refers to someone in poverty as being "down to dining on tanglemoss soup.

Tanglemoss doesn't do well in more southerly lands than Tethyr because of climate, but can be found in all more northerly areas (though it's rare east of The Sea of Fallen Stars, where other plant varieties crowd it out, and is sparse in Amn for unspecified reasons).

## Thalsen Weed

Geography: Dalelands, Cormyr, Vilhon Wilds| Identify: DC 7| V: 2 gold per ounce of flowers

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

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

## Thanalalya

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

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

Adventure Idea: Pixie Problems

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

## Thaerefoil

Effect | Rarity | Type | Region

Thaerefoil grows right across the Realms in temperate forests at the general latitude (climate zone) of central Cormyr, wherever conditions aren't too swampy or acidic (so, not where conifers dominate). It's a small plant, that grows about six to eight inches high when mature, consisting of three broad, pointed green leaves (think "mother-in-law's-tongue" or iris leaves) growing up in a cluster. Mottled green, turn gray from the tips downward as they mature (gain full effects), then start to turn brown and wither ere frosts end them. Thaerefoil has no effects on libido, it simply prevents erections (and other blood congestive effects within a mammalian body, such as nipples stiffening, etc.)

Growing in the wild, thaerefoil has a VERY faint smell that's midway between minty and earthy, a smell that intensifies if the leaves are crushed. Its root tastes very much like a radish, and is usually washed and eaten raw; it has the same (prevention-of-blood-congestive-effects in the body) property as the leaves do, only milder. Raw thaerefoil tastes like mildewed garlic; it's a strong, distinctive taste that someone unfamiliar with it might not recognize as thaerefoil - - but there's no way in the world that it could be introduced into even the strongest-flavored food or drink (including alcoholic beverages) without being noticed. Dried (and dried and ground into powder) thaerefoil, ditto. Cooked thaerefoil loses both its blood-congestion-affecting ability and the mildewy side of its taste, the taste altering to "strong garlic but with a tang of iron, like spinach."

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Thaerefoil has no effects on libido, it simply prevents erections (and other blood congestive effects within a mammalian body, such as nipples stiffening, etc.).

## The Dragon Tree

This tree looks like a bush because it grows so close to the ground, but actually has the shape of a miniature oak tree to begin with. As the years pass, its canopy stays the same but its trunk gets thicker and thicker until it is almost as big around as the leaves above it. It stores a lot of pleasant-tasting potable water in its trunk, and its name derives from its popularity with true dragons of all sorts, who find it not just a very tasty morsel, but also containing everything they need (trace minerals, rare nutrients) to flourish. A dragon tree is almost impossible to uproot because its root system is so extensive and reaches so deep (typically in bedrock crevices) and it will wither and die in any warm environment. Its water-laden wood is heavy, soft, and readily carved, and has attractive swirling internal mottlings like a choice oak burl that make it very valuable for interior panels and carvings for the few who are wealthy enough to afford it.

## Thelmallow Flower

Geography: Swamps | Identify Check: DC 9| V: 1 gold per ounce of flowers

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

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

"The thelmallow plant is a white water blossom found across the swamps and bogs of interior Faerun. The plant produces flowers with large petals shaped like ripped tissues, and usually housed swamp flies, their primary pollinators. The flowers are easily identifiable by their sickly sweet smell, like that of overripe fruit. The scent tends to draw large herbivores to the area where the plants grow, leaving carnivores and scavengers not too far behind.

Thelmallow's only known use is as part of a clear, syrupy concoction named spellstop, which was discovered by a Sembian alchemist named Janesse Wyndsur. Any arcane spellcaster who imbibes spellstop (most commonly done when mixed with wine, a mixture called spellslayer wine), is unable to cast spells for 2d4 hours, after a 1 minute delay. The other ingredients required are oak sap, a vial of harpy and wyvern blood, and the herbs alarvaun (found in wetlands, from the plant known as vaundyr vine) and drace (found in arid grassland regions, from the plant known as bittergar bush). Spellstop can be made by someone proficient in alchemists' supplies, requiring 8 hours and a successful DC17 Intelligence (alchemists' supplies) check. A success generates a single dose of the substance."

## Toady Raftvine

"In the midst of Faerun's wetlands, one can find a clump of floating vines upon their larger bodies of water. The clump, usually about 5 feet in radius, can most often be heard before it is seen: as it the clump swells with air and recedes, letting out a long groaning croak resembling that of a giant toad. The croak attracts amphibious monsters, particularly giant toads, during their springtime mating periods. The vine clump relies on the angry toads getting tangled in the clump to find other vines to pollinate. While tangled this way, a giant toad has a +2 bonus to its AC and a resistance to fire damage.

Although they resemble vines, the toady raftvine is actually a kind of fungus, and the “vines” are actually incredibly swollen mycelia. When the raftvine senses the presence of another of its kind, it partially unfurls, revealing a flesh-like center, and begins to emit a cloud of spores. A creature who were to ingest a vial of toady raftvine spores would find that they could only breathe underwater for the next 1d4 hours, though actually bottling enough of the spores is said to be an annoying task."

## Torment Toadstool

Geography: Swamps | Identify Check: DC 13

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

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

## Thurgdud (False Roper)

This carnivorous plant grows amid rocks or on glacial ice or in deep snowpack in cold alpine locales of Toril. As its nickname implies, it looks like a stone stalagmite, but when heat, vibrations, or actual physical contact tell the plant a living creature is near, it sprouts tendrils—like the monster known as a roper—that reach toward the creature.

Unlike a roper, a thurglud has no eye or mouth, isn’t intelligent, and its tendrils don’t entwine and grasp. Instead, they are incredibly sticky, like a sundew, and will instantly exude this stickiness and adhere if they touch a living creature. If a tendril is close to the heat of a warm-blooded creature, but doesn’t touch it, it will detach as the thurglud fires it in the precise direction of the heat it can sense. Detached tendrils can slowly wriggle back, humping and wriggling like the caterpillars commonly called “inchworms” to rejoin the parent plant. They will start doing this immediately if they miss a living target, and will do so after feeding if they hit a creature.

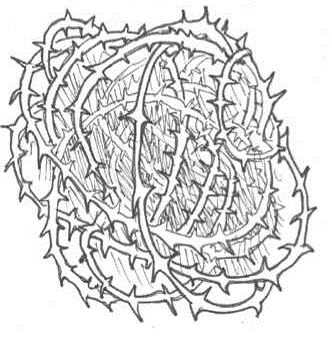
Hurled or by direct reaching contact, thurglud tendrils adhere (though they can be torn off as an action with a DC 17 Strength check, or made to unstick and drop off by contact with any open flame or splash of alcohol) and suck blood and essential fluids from their target, draining 1d4 + 3 hit points worth on initiative count 20 (losing initiative ties), to a maximum of 20 hit points. If the target dies or the tendril drains 20 points’ worth, it will drop off and begin wriggling slowly (5 feet per turn) back to its parent thurglud.

Thurglud of sufficient age turn reddish-purple and split into three young thurgluds. Thurgluds can move very slowly (a few feet per month), and when one splits, the three ‘babies' will instinctively move apart, though for some years they will stand in a close cluster. Over time, they will continue to migrate away from each other unless constrained by physical barriers or unsuitable terrain (such as frigid flowing waters or thin black ice).

While the body of the plant is dangerous and provides no tangible benefit or resource, the adhesive qualities of the thurglud's tendrils can be used to mend tarps, repair tools, and affix broad planks to shoes to help traverse loose packed snow. This adhesive is rumored to be a key ingredient in the magic item sovereign glue.

## Tumblethorns

This reddish-purple torus of thorny vines blows across arctic areas of Toril, pushed or briefly borne aloft by the chill winds. Made up of a single long, tough, flexible vine coiled into a circular shape and sprouting rigid sharp thorns like long wooden needles, tumblethorns are used as nests by some arctic creatures. They are especially popular when fetched up in numbers against a rocky barrier to be used as climbing aids by sentient creatures. They often have their thorns harvested for weapon points, hide-sewing needles, or as hand tools.



8

9 Thumblethorns

Tumblethorns live for centuries, and if slit open so something small can be introduced into the wound, will quickly grow over and around the foreign object, encasing it within days (if the tumblethorn plant is placed in water it can absorb the water as a fuel to make its growth swift). Dwarves used this property to smuggle gems for years until word of the ruse spread; they would hide scores of gems in a dozen or so tumblethorns and put the plants at the bottom of a cart they filled with manure or gravel, appearing to transport useful but low- value bulk cargo.

Occasionally, ‘wild' tumblethorns are found blowing about alpine valleys and glaciers that contain small valuable items—including, in one case, human finger bones and an enchanted ring, the vine having entirely absorbed the flesh of the finger. Legends say ward-tokens that will admit bearers into Candlekeep or Silverymoon have been hidden in tumblethorns that were then hidden in specific alpine locales as emergency backups. Any creature that uses an action to inspect a tumblethorn can roll a d20. On a result of 20, roll on the d100 Trinkets table found in Chapter 5 of the Player’s Handbook to determine what is inside. The results of 1 and 100 are replaced with a Silverymoon and Candlekeep ward-token respectively.

## Trueroot red roots

## Tumblespider Cactus

Geography: Deserts| Identify: DC 13

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

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

## Twilight Birch

Geography: Western Faerun| Identify: DC 9

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

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

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

## Umozokai Flowers

Geography: Forests of Kara-Tur | Identify Check: DC 7 | Value: 2 gold per ounce of flowers

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

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

## Varathar

Healing | uncommon | Type | Region

Also known as “moonglow” for the pale silver-blue radiance it shows in moonlight, varathar is a unattractive, rare ground cover that looks like shredded, rotting brown mushrooms. A character may administer a dose of varathar with a successful Wisdom (Medicine) check (DC 10); a creature treated in this fashion is healed of 1d4 points of damage. The DC of the Wisdom (Medicine) check to administer varathar increases by +5 per dose taken per day, making it difficult for a creature to benefit more than once or twice a day from varathar.

Varathar retains its potency for 1d4+1 days after harvesting, and commands a market price of 10 gp per dose. A single varathar plant normally yields 1d4 doses.

## Vauge

This wild, leafy weed is native to the Shaar region. It became especially proliferate during and after the spellplague, as many of the other flora of the region died out due to the transformation into the shaar desolation while the hearty weed survived.

Vauge, or voj-weed as it was known by survivors of the destruction of Kholtar, grows radially in small clumps low to the ground, roughly 1 foot in diameter. Each of the plant's leaves (which look like a blade of grass) is broad, a dark green-blue color, and has a tough exterior that can endure the footfalls of the many herd creatures that roam the Shaar.

The plant itself is relatively unremarkable, but when the exterior of the leaf is broken (typically by crushing it under a textured stone rolling pin), a thick sap oozes from the fractured hide. This broken leaf and sap mixture is steeped in hot water and brewed into Vauge tea, a popular drink on cold nights with a sweet but earthy taste. In the tradition of Kholtar, Vauge tea is given freely at establishments that serve it, as long as the patron provides their own cup.

## Vaundyr Vine

Geography: Southern Faerun | Identify Check: DC 13 | Value: 4 gold per ounce of leaves

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

Vaundyr vine is a decidedly unremarkable vine that grows in all wet, shady areas in southern Faerun and along the northern borders of Zakhara. The vine thrives in moist areas with dry sea air, and is especially prolific in the mangroves of the recently re-emerged Mhair Jungles. The tangled vine sports a host of waxy, heart-shaped leaves every 1-2 inches along a mature vine, which can be dried and pressed to create the common herb alarvaun. Almost all civilizations, past and present, that existed near where vaundyr vine grows are known to have used alarvaun in teas and broths (adding a sweet earthy flavor). Alchemists in recent history have examined the herb in every which way, trying to unlock any secrets towards medicinal or curative properties to almost no avail, short of spellstop discovered by Janesse Wyndsur.

## Violet Slime

Geography: Swamps | Identify Check: DC 15

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

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

## Vowdenpwff

Known to only a few, the powderpuff plant grows only in the Frozenfar to the north of Icewind Dale. Easily identifiable by its bluish leaves and tri-stemmed structure, the powderpuff dainty, fuzzy white flowers hide potent danger. Any harm brought to the plant causes it to secrete a potent contact poison. Any creature whose skin touches the poison has to succeed on a DC 12 Constitution saving throw, or be immediately knocked unconscious for 1 hour. On a success, they are poisoned for the hour instead.

A vial of puffpuff poison (worth 1000 gp) can be made with two dozen flowers over the course of 80 hours (8 hours a day for a tenday) by a creature proficient with a poisoner’s kit or alchemist’s supplies. At the end of the period, the creature makes a DC 23 Intelligence check using either of those tool proficiencies. On a success, they make a vial of puffpuff poison. On a failure, they waste half their resources and do not get a vial. "The vial has enough for one application, which forces a creature to make a DC 17 Constitution saving throw upon contact with the fluid. On a failure, the creature is unconscious for the next 10 days, appearing for the duration to be dead upon mundane inspection. On a success, the creature is poisoned for 10 days instead.

## Vrukhweed

Vrukhweed (or just “Vrukh”) is a tall mottled dark blue-green swamp plant that resembles clumps of grass, or aloe vera (if the latter grew tall and thin like oversized blades of grass): its leaves are fleshy and hollow, and drip clear, sticky sap if broken off. Vrukhweed isn't plentiful, but grows almost everywhere there's stagnant standing water, so in stream backwaters and ponds as well as swamps. It’s edible, provides a home and food and a place to lay eggs for many frogs and newts, and if ingested in sufficient quantities (a volume equal to an eater’s balled fist, or more) by any mammal or amphibian, staunches blood loss, melds together torn flesh and skin that’s stitched or splinted or otherwise treated to hold torn or cut edges or ends together (healing 1d4 + 1 hit points), and can aid in regeneration of lost, maimed, or damaged limbs or organs. Vrukhweed can be substituted for the usual material component in any healing or regeneration spell. When used as a spellcasting component for a spell that restores hit points, you can use the maximum result of one die rolled with the lowest result. Due to its healing properties, vrukh leaves and sap command high prices among alchemists, healers, priests, and druids who know of it.

## Vurk

Vurk is a ground-hugging plant that grows in carpetlike colonies of plum-purple soft round leaves that look like puppy tongues, and are about the size of an adult human’s fingernails. Vurk can be eaten, but tastes like vinegar and upsets most digestions. Its notable use is when boiled with a little water or dew, over a small fire; it melts down into a sticky purple goo that can be used to fill in breaks or gaps, and seal seams, watertight. Wayfarers often use it to plug leaks in barrels, flasks, weather cloaks, socks, and footwear, and it has even been used to stick fragments of disintegrating finework or garments together into a mass so no pieces will be lost during travel. Vurk grows everywhere in open grassland that doesn’t get heavy direct traffic or constant immersion in standing water, from the Tashalar across the Shaar and north to Impiltur, Rashemen, and all of the Heartlands and Sword Coast and Moonsea Norths.

## Waxworms

Geography: Southern Faerun | Identify Check: DC 13 | Value: 5 silver per ounce of flowers

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

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

## Weeping Trees

Geography: Temperate forests| Identify: DC 9

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

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

## Windwhip Tree

Geography: Temperate plains| Identify: DC 9

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

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

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

## Whistling Cactus

Geography: Deserts | Identify Check: DC 13

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

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

## Weir

A musician's favored wood, weirwood comes from the rare weir tree found in the northern regions such as High Forest and Ardeep. The trees are found deep within the forests, and grow into a supermassive tree that resembles an oak if left undisturbed. Children of the forest, such as dryads and druids, will actively protect the weir trees in their home forests from harm. The gold dragon Aerosclughpalar (aka the Druid Dragon) in High Forest used a grove of weir trees to protect its hoard.

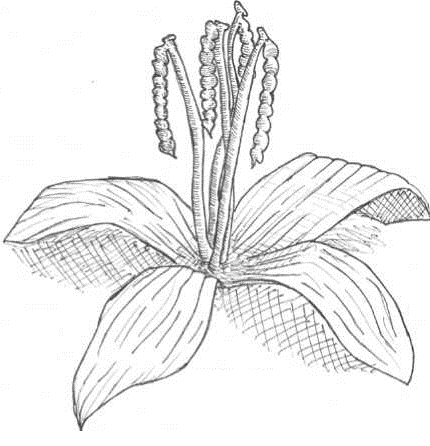
When crafted into a musical instrument, the sound created is notably warm and clear. The wood is also durable, and is so resistant to the effects of fire and burning that only magical flame can cause it to ignite. Wooden armor and shields crafted with this wood are thought to provide additional protection from non-magical fire.

The leaves of the weir tree had a silvery brown top, and a black velvet underside. When exposed to magical light, such as that of the light spell, weirwood and the leaves of the weir tree would begin to glow. This radiance lasts for 1d4 minutes after the magical light is moved away or extinguished.

## White Stars

These large four-petaled snow flowers are often found spread out atop unbroken snow. Their windborne alpine seeds germinate in warm sun, then taken by the winds to colder areas where they settle atop crusty snowpacks and begin to grow, soaking up sun and water (snowmelt; their fleshy, growing leaves give off just enough warmth to melt a little of the snow, which they then absorb). White stars then thrust up white sprouts (that resemble human-hand-length bean sprouts) to take in more wind-borne moisture and sun, and any birds and insects that happen by. To ensnare the latter, the white star sprouts are coated with a sticky secretion that paralyzes creatures of about rabbit size and smaller; larger creatures are numbed by the secretions, so white star leaves can be ‘milked' to yield a painkilling drink. A creature that imbibes this drink (a single dose requires five full-sized plant's worth of secretions) becomes resistant to nonmagical bludgeoning, piercing, and slashing damage for 1 hour, but also becomes sluggish, granting them disadvantage on Dexterity checks for the duration. If the creature is Tiny, they must succeed on a DC 13 Constitution saving throw or become paralyzed for 1d6 x 10 minutes.

The entire plant (the four long, broad leaves and the central body, which is a white, parsnip-like spike thrusting down into the snow) is edible, but bland to the taste unless roasted; if doused in ale or wine, it will soak up the taste of the alcoholic drink, and this taste will intensify during roasting; if there's no beer, wine, or spirits to be had, roasted white stars taste of earth and nuts.



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## Wizard Hats

Geography: Underdark| Identify: DC 11| V: 1 silver per mushroom

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

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

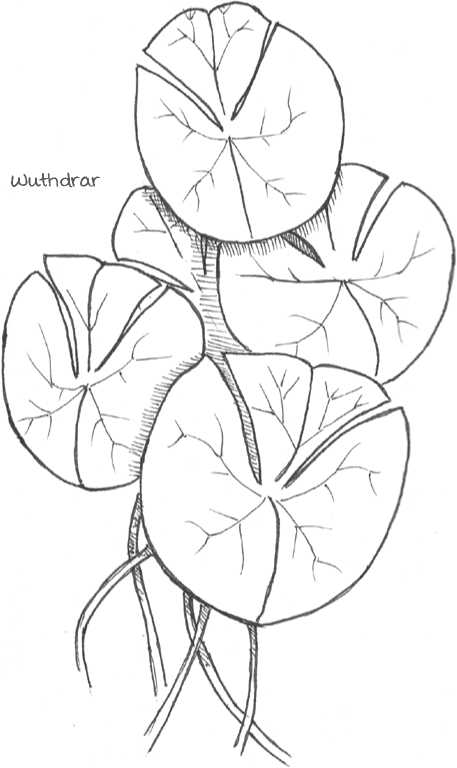
## Wolfweed

Wolfweed looks much like wolfsbane and is found in the same temperate regions. More prolific than wolfsbane, wolfweed shares none of its properties. Although it has no use as an herb on its own, unscrupulous merchants occasionally sell it to naive adventurers in need of wolfsbane.

## Wuthdrar (Hoof-Leaf)

This ground-hugging, broad-leafed vine flourishes in wilderland grasslands everywhere across Faerun, and can readily be recognized by its rugged puffy and waxy green leaves that have the distinctive shape of a horse's hoof (the heel being where the stem attaches, the frog and sole being where the leaf branches out—and ‘puffs' in a concavity—and the hoof wall customarily covered by a horseshoe defining the outer edge or shape of the leaf).

Hoof-leaf is edible but is tasteless, and numbs the lips and mouth of all sentient creatures upon contact; it readily reseeds itself, germinating through avian and insect activity (both are attracted by the sweetness of its waxy leaf coating). In humans, demi-humans, and humanoids alike, ingesting distillates of boiled hoof-leaf leaves or stems calms all moods and focuses the mind, banishing delirium. Customarily combined in draughts with harlthorn, which stabilizes its effects (and doubles the value of a dose), hoof-leaf aids not just as an inducer of restful sleep and antidepressant, but acts against itches and rashes.



11

## Woundwort small plant

## Wyndor's herbs[[25]](#footnote-26)

Wyndor's herbs were a type of herb with healing properties.[1]

Steeped in hot water and prepared as a tea, Wyndor's herbs were effective for healing, though it tasted very bitter and caused discomfort in the form of nausea, shaking, and weakness before sleep eventually took over.[1] By taking the herbs, a whole week's worth of healing was done in a space of twenty-four hours, though upon waking the consumer would be extremely hungry.[2]

The effectiveness of Wyndor's herbs was counteracted by the fact that if someone was already too injured, then Wyndor's would kill instead before healing.[3]

## Xitluchi Bush

Geography: Tropical forests and jungles| Identify: DC 9

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

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

## Xelduth

"Xelduth (pronounced “Zelduth”) is a serpentine¬shaped, beige to mottled brown, ambulatory swamp plant that most closely resembles a tree root. Xelduth are long, cylindrical, and covered with hair¬like branchlets that propel them and absorb algae and other nutrients from swamp water.

However, xelduth are most often mistaken not for a root, but for a watersnake, as they are seen wriggling along underwater. Xelduth move slowly and constantly through swamp waters, not far beneath the surface (as so much of their food is at or near the surface). However, they will wriggle faster to get away from a disturbance in the water close behind them, and to get closer to a disturbance in front of them (likely to take advantage of food displaced in the turbulence; why they seem to flee disturbances behind them is unknown).

Xelduth are mindless, resemble sunchokes in taste and texture (but lack the flatulence-producing ingredient in sunchokes) and can be eaten raw or cooked. Xelduth have scared many a wayfarer traversing swamps into thinking they are under attack by watersnakes. To make things worse, some watersnakes swim with xelduth, using them as camouflage so they can approach unsuspecting prey. Xelduth themselves are harmless, and beneficial both as food and because their feeding (they are omnivores, dining on insects, larvae, small frogs, and small water worms as well as plants and rotting debris) cleans swamp water, in some cases turning it from dangerously tainted to safely drinkable by mammals."

## Yagdav Bushes

Geography: Northern Faerun| Identify: DC 7| V: 2 silver per ounce of flowers

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

The flower petals are often dried and ground to make a tea that promotes fertility to couples that are having difficulty conceiving. The female is instructed to drink the tea every morning upon first awakening. "Yuruldra (or “Needlecushion”) is an abundant swamp plant that grows everywhere in Toril where bogs or open-water marshland can be found. It’s juicy and sweet, rather like a mango in taste but with no central stone or fibrous consistency, instead having a grapefruit-like spherical floating main body, with dozens of long, thin red (and brittle) red tendrils trailing down into the water below). The flesh of a yuruldra is segmented and studded with seeds like that of a grapefruit or orange, and is both edible and very tasty inside its thick rind. However, the plant’s widely-used common name comes from the many sharp, spiky thorns it grows in all directions, jutting out from its spherical rind. These are incredibly hard and durable (not easily snapped off), and can be six inches or more in length, though most are about four inches long. For centuries, lizardfolk and other creatures living near swamps have harvested yuruldra for eating, and yuruldra needles for use as sewing needles, piercing tools, and means to pin down or pin together hides and large leaves to dry them out, form tents or other shelters, and so on. Even today, a small sack of yuruldra needles is worth a few coppers.

Damaged needlecushions regrow into intact form with astonishing speed (often within a tenday), and even heavily-harvested swamps rapidly repopulate with yuruldra, as the plants constantly expel seeds to sink down into the swamp muck, but not germinate to float up and grow into new yuruldra unless sufficient sunlight reaches them (meaning no yuruldra are floating just above, blotting the sunlight out)."

## Sleepweed Pod

Effect | Rarity | Type | Region

The pods of the sleepweed plant, which appear similar to those of milkweed plants, contain a sleep-inducing mold within them. When a dried sleepweed pod bursts or is broken open, it releases these spores. Striking a target with a thrown sleepweed pod requires a ranged touch attack (range increment 5 feet). A target struck by a sleepweed pod must make a Wisdom save (DC 12) or fall into a slumber for 1 minute.

## Tatterskyre

Effect | Rarity | Type | Region

Eating small flakes of tatterskyre bark slows bleeding (internal and external) and thickens the blood, soothing agitated folk and making them drowsy. This herb can aid the healing of many sorts of internal wounds.

Ores and all goblinkin (goblins, hobgoblins, and such) are especially susceptible to the effects of tatterskyre bark, and typically fall asleep if given as much to eat as would cover their palms. Since this is a sleep typically filled with pleasant dreams, many ores gather and carry the bark and eat it regularly.

The tatterskyre is a gnarled shrub that tends to form loops or drooping arcs like wild raspberry canes, rerooting when it touches the ground only to throw up fresh stems. It grows all over the Heartlands and the North, is smaller in colder climes, and its bark is very flaky and easily brushed off; its foliage sprouts as bursts of needlelike flat leaves all up and down its stems.

## Tonandurr Bark

Effect | Rarity | Type | Region

Bound against open wounds, tonandurr bark inhibits bleeding and infection, and helps skin and flesh to heal by helping it expand and knit together. This substance works on humans, hal- flings, dwarves, and gnomes only; elves it helps not at all; and it actually harms goblinkin, making their wounds fester. “Tonandurr” is a tall, spindly “weed tree” of the Heartlands and more southerly forests; it’s not hardy enough to survive winters much north of Waterdeep, though a few specimens are kept alive in indoor gardens in Sil- verymoon and Neverwinter.

## Yamril

This white, large-blossomed wildflower grows in grasslands everywhere in Faerun that isn't frozen or parched. It is edible yet neither pleasant nor nourishing, but if plucked and eaten immediately from living state (even stored in a pouch for half a day is too long), it works against infections, taints, blood poisoning, parasites, and illnesses carried in unclean water or infested food. It battles against— but rarely cures—creature poisons, but dysentery and other symptoms of lesser infection it often banishes, conquering the underlying cause. Yamril is growing rare near habitations due to overpicking, but in the deep wilderlands is still plentiful.

## Yuruldra

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# Tomb of Annihilation

## Menga leaves[[26]](#footnote-27)

2 gp, 1 lb.

The dried leaves of a menga bush can be ground, dissolved in a liquid, heated, and ingested. A creature that ingests 1 ounce of menga leaves in this fashion regains 1 hit point. A creature that ingests more than 5 ounces of menga leaves in a 24-hour period gains no additional benefit and must succeed on a DC 11 Constitution saving throw or fall unconscious for 1 hour. The unconscious creature awakens if it takes at least 5 damage on one turn.

A healthy menga bush usually has 2d6 ounces of leaves. Once picked, the leaves require 1 day to dry out before they can confer any benefit.

## Ryath root[[27]](#footnote-28)

50 gp, 0.1 lb.

Any creature that ingests a ryath root gains 2d4 temporary hit points. A creature that consumes more than one ryath root in a 24-hour period must succeed on a DC 13 Constitution saving throw or suffer the poisoned condition for 1 hour.

## Sinda berries

Sinda berries (10) | V: 5 gp, 1 lb.

These berries are dark brown and bitter. A full-grown sinda berry bush has 4d6 berries growing on it. A bush plucked of all its berries grows new berries in 1d4 months. Picked berries lose their freshness and efficacy after 24 hours.

Fresh sinda berries can be eaten raw or crushed and added to a drink to dull the bitterness. A creature that consumes at least ten fresh sinda berries gains advantage on saving throws against disease and poison for the next 24 hours.

Source: [[28]](#footnote-29)

## Wildroot[[29]](#footnote-30)

25 gp, 1 lb.

Introducing the juice of a wildroot into a poisoned creature's bloodstream (for example, by rubbing it on an open wound) rids the creature of the poisoned condition. Once used in this way, a wildroot loses this property.

## Wukka nut

1 gp, 0.1 lb.

These fist-sized nuts grow on wukka trees, which are popular haunts for jaculi, su-monsters, and zorbos. A wukka nut rattles when shaken, causing its shell to shed bright light in a 10-foot radius and dim light for an additional 10 feet. This magical light fades after 1 minute, but shaking the nut again causes the light to reappear. If the shell of the nut is cracked open, it loses its magic.

## Dancing monkey fruit[[30]](#footnote-31)

5 gp

This rare magical fruit produces enough juice to fill a vial. Any humanoid that eats a dancing monkey fruit or drinks its juice must succeed on a DC 14 Constitution saving throw or begin a comic dance that lasts for 1 minute. Humanoids that can't be poisoned are immune to this magical effect.

The dancer must use all its movement to dance without leaving its space and has disadvantage on attack rolls and Dexterity saving throws, and other creatures have advantage on attack rolls against it. Each time it takes damage, the dancer can repeat the saving throw, ending the effect on itself on a success. When the dancing effect ends, the humanoid suffers the poisoned condition for 1 hour.

## Zabou[[31]](#footnote-32)

10 gp, 1 lb.

Zabou mushrooms feed on offal and the rotting wood of dead trees. If handled carefully, a zabou can be picked or uprooted without causing it to release its spores. If crushed or struck, a zabou releases its spores in a 10-foot-radius sphere. A zabou can also be hurled up to 30 feet away or dropped like a grenade, releasing its cloud of spores on impact. Any creature in that area must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. The poisoned creature's skin itches for the duration. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## Tri-Flower

When fully grown, a tri-flower frond stands 6 to 7 feet tall. It has three bright, trumpet-shaped flowers, each as large as a human head and each one a different color: intense red, vivid orange, and bright yellow. Each flower can harm a creature in a different terrible way.

# Mushrooms

Myconology, the study of fungi, arose in the Realms for the same root reason it did in our real world: are these particular mushrooms/toadstools/shelf-like growths safe to eat? :} however, Faerunian myconology has gone beyond classification to recipes, growing as crops, and of course the study of the sentient fungi, both myconids and the "monster" fungi: their breeding, habits, social lives (wars, feuds, migrations, territories). Adventurers usually get hired to make in-the-field observations on the sentient fungi, because they tend to flourish in remote/wild areas, far from human cities, which is also where monsters and brigands are most dangerous. Balaera is becoming something of an authority on myconids (she can understand much of their language) and although very few humans beyond her servants know this, three of them actually now dwell in her home. Her (internal, open to the sky but enclosed by her five-story house)courtyard is a fungi garden they can hide in, among other fungi, and that is tailored to the warm damp and heavy fungi growth on rotting wood and heaped loam/rotting plants they like best. Her cellars are largely given over to growing edible mushrooms for her kitchens; she eats a lot of what we would call mushroom souffles, that in Yhaunn are known as "flalege" (Fuh-lal-LEDGE), mushroom teas, and "harbert" (gravy-soaked rolls of beef, rolled around sauteed, sliced mushrooms). Myconology in the Realms is less interested in classifying fungi and determining how species are related, and more interested in the varying uses of edible and poisonous mushrooms (a distillate of one mushroom is the base for a potent liquour, and raw slices of another oil-polish wooden furniture, "eating"/abosrbing dust).

The Underdark is home to a tremendous variety of fungi with a variety of different uses. Characters can encounter different examples of the Underdark's flora in their travels. Identifying a species of fungi and its potential uses requires a successful DC 15 Intelligence (Nature) check, but Underdark inhabitants are familiar with many of these species automatically.

## Edible Fungi

Edible fungi provide food and water. Basic food and water requirements for characters are covered in chapter 8, "Adventuring," of the Player's Handbook.

A barrelstalk is a large, cask-shaped fungus that can be tapped and drained of the fresh water stored within it. A single barrelstalk contains 1d4+4 gallons of water and yields 1d6+4 pounds of food.

Dubbed the "grain of the Underdark," a bluecap is inedible, but its spores can be ground to make a nutritious, bland flour. Bread made from bluecap flour is known as sporebread or bluebread. One loaf is equivalent to 1 pound of food.

Pale orange-white in color, fire lichen thrives on warmth, so it grows in regions of geothermal heat. Fire lichen can be ground and fermented into a hot, spicy paste, which is spread on sporebread or added to soups or stews to flavor them. Duergar also ferment fire lichen into a fiercely hot liquor.

## Ripplebark

Ripplebark is a shelf-like fungus that resembles a mass of rotting flesh. It is surprisingly edible. Though it can be eaten raw, it tastes better roasted. A single sheet of ripplebark yields 1d4+6 pounds of food.

## Trillicmac

A trillimac is a mushroom that grows to a height of four to five feet, and has a broad gray-green cap and a light gray stalk. The cap's leathery surface can be cut and cleaned for use in making maps, hats, and scrolls (its surface takes on dyes and inks well). The stalk can be cleaned, soaked in water for an hour, then dried to make a palatable food akin to bread. Each trillimac stalk provides 1d6+4 pounds of food.

## Waterorb

A waterorb is a bulbous fungus that grows in shallow water. A mature waterorb can be squeezed like a sponge, yielding a gallon of drinkable water and a pound of edible (if chewy and somewhat tasteless) food.

## Zurkhwood

Zurkhwood is a massive mushroom that can reach a height of thirty to forty feet. Its large grain-like spores are edible and nutritionally equivalent to 1d4+4 pounds of food, but zurkhwood is more important for its hard and woody stalks. Zurkhwood is one of the few sources of timber in the Underdark, used to make furniture, containers, bridges, and rafts, among other things. Skilled crafters can use stains, sanding, and polishing to bring out different patterns in zurkhwood.

## Exotic Fungi

The fungi species described in this section have strange properties but no nutritional value.

A nightlight is a tall and tube-shaped bioluminescent mushroom that grows to a height of 1d6+4 feet and emits bright light in a 15-foot radius and dim light for an additional 15 feet. A nightlight that is uprooted or destroyed goes dark after 1 round. If a living nightlight is touched, either by a creature or an object, its light goes out until it is touched again.

A Nilhogg's nose is a small mushroom that grants any creature that eats it advantage on Wisdom (Perception) checks based on smell for 1d4 hours. However, the creature suffers disadvantage on saving throws against effects based on smell for the same amount of time.

A bioluminescent green moss that grows in warm and damp areas, ormu is particularly common near steam tunnels and vents. It sheds dim light in a 5-foot radius, and can be harvested, dried, and made into a phosphorescent powder or pigment.

Also known as "the devil's mushroom," a timmask is a two-foot-tall toadstool with orange and red stripes across its beige cap. Uprooting or destroying a timmask causes it to expel a 15-foot-radius cloud of poisonous spores. Creatures in the area must succeed at a DC 14 Constitution saving throw or be poisoned. While poisoned in this way, the creature is under the effect of a confusion spell with a duration of 1 minute. When the spell effect ends, the poisoned condition also ends.

Tongue of madness is an edible fungus that looks somewhat like a large human tongue. A creature that eats a tongue of madness must succeed on a DC 12 Constitution saving throw or compulsively speak aloud its every thought for the next hour. The effect can be ended with a lesser restoration spell or similar magic.

A one- to two-foot-tall mushroom with a combustible cap, a single torchstalk burns for 24 hours once lit. There is a 1-in-6 chance that a torchstalk explodes when lit, bursting into a cloud of fiery spores. Creatures within 10 feet of an exploding torchstalk take 3 (1d6) fire damage.

## Barrelstalk

A barrelstalk is a large, cask-shaped fungus that can be tapped and drained of the fresh water stored within it. A single barrelstalk contains 1d4+4 gallons of water and yields 1d6+4 pounds of food.

## Bluecap

Dubbed the "grain of the Underdark," a bluecap is inedible, but its spores can be ground to make a nutritious, bland flour. Bread made from bluecap flour is known as sporebread or bluebread. One loaf is equivalent to 1 pound of food.

## Fire Lichen

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## Tongue of Madness

Tongue of madness is an edible fungus that looks somewhat like a large human tongue. A creature that eats a tongue of madness must succeed on a DC 12 Constitution saving throw or compulsively speak aloud its every thought for the next hour. The effect can be ended with a lesser restoration spell or similar magic.

## Torchstalk

A one- to two-foot-tall mushroom with a combustible cap, a single torchstalk burns for 24 hours once lit. There is a 1-in-6 chance that a torchstalk explodes when lit, bursting into a cloud of fiery spores. Creatures within 10 feet of an exploding torchstalk take 3 (1d6) fire damage.

## Rustcap Mushrooms

Effect | Rarity | Type | Region

Most Realmsfolk know not to ingest mushrooms or toadstools unless they are very, very certain of what sort they are. However, the Wealdath and the forests of Turmish and Starmantle (plus a scattering of woodlands in between, notably in southwesternmost Cormyr and south of Tunland) harbor a small brown mushroom that grows in clumps (about the size of long, slender human fingers, topped by narrow, pointed rust-brown caps), and is known, imaginatively enough, as "rustcaps." If ingested, these can induce comas, always bring on drowsiness accompanied by drunken-like imbalance, slurred speech, and blurred vision, and sometimes trigger already-carried illnesses. However, mere skin contact with healthy individuals, in brief passing, can cause sporadic hallucinations for about half a day thereafter, such images being drawn from the brain's memories rather than surroundings (so an afflicted might see someone loved or hated from their past, or someone who intrigued them or whom they fear, from a distant place). These hallucinations are vivid and prolonged (so a hallucinated person might appear to move through a landscape or the rooms of a building, rather than just being glimpsed briefly), but "wink out" abruptly when done.

## Shanut Wood

Effect | Rarity | Type | Region

There is no "light shanut wood," just raw (that is, growing or just cut or untreated) shanut wood, and dark shanut wood. Shanut wood dries quickly, once cut, and splits into woody splinters (good for kindling, but not much else). Think of overdone roast beef: has a definite grain, and falls aparts in rough cylinders. So to keep the wood useful (and intact for shipping, so it isn't all lost by falling apart along the way), the cut ends of shanut are stood in buckets or pools of oil (almost any oil will do), which the wood absorbs and keeps from drying out. In the process, it turns dark (readily obvious to the eye), and so is known as "dark shanut wood." A trade/vendor's term to assure buyers that what they'll be getting isn't useless.

The dark shanut wood retains the oil it has sucked up for decades (and so remains supple and durable for carving). When it starts to dry out (gets light in weight and goes light in hue), it can be set in oil to absorb some again. So, choose oil carefully, or the carving will be either highly flammable or smell rancid - - or both.

## Abyssal Creep

This demonic fungus appears as a sheet of black and rotting green flora that hugs the cavern rock tightly. Upon close inspection, travelers can see jagged clovers and pus-filled, pimple-like mushrooms in the midst of the writhing filaments that makes up the bulk of the sheet. The creep carried the smell of

sun-kissed carrion and the acrid stench of acid- charred flesh. Abyssal creep coats entire caverns and cavern systems, with coverage that can potentially span miles. The creep grows out areas of faerzress with particularly weak planar boundaries, but is in no way limited to faerzress. Abyssal creep is native to the Infinite Layers of the Abyss, and has taken root more prominently in the Underdark since the weakening of the faerzress in 1486 DR, during the summoning of the Prince of Demons itself.



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Every hour a creature without fiendish heritage spends in a cavern filled with the stuff, it must make a DC 12 Charisma saving throw. On a failure, the creature must roll on the long-term madness table in Chapter 8 of the Dungeon Master's Guide (or gains a level of madness if using the rules for madness outlined in Out of the Abyss).

Like most things of the abyss however, the creep's true evil is revealed in the presence of opportunity. Any dying creature in contact with abyssal creep automatically fails a death saving throw at the start of each of their turns. Each time a creature dies touching the creep, the creep grows a number of feet in every direction equal to that creature's hit points.

## Assume

This reddish-orange lichen can be found in the rare warm areas of the Underdark. It clings to the stones that are warmed by volcanic activity or dry heat of the desert on the surface in small patches, dotting the cavern walls.

A patch of this lichen can be used to create a poisonous dust by crushing it into a fine particulate. A creature that inhales this dust must make a DC 13 Constitution saving throw. On a failed save, the target begins to choke and is unable to breathe. At the start of each of the target's turns, they must repeat this saving throw, ending the effect early on a successful save. If the target fails any of these saves by 5 or more, or fails three times, they begin suffocating until they make a successful save.

This dust is known as ashen lung by the assassins that deal in it. A single dose sells for 150 gold pieces.

## Barrelstalk

Effect | Rarity | Type | Region

A barrelstalk is a large, cask-shaped fungus that can be tapped and drained of the fresh water stored within it.

It's said that barrelstalk is a dwarf's favorite fungus. This stout fungus can grow up to 5 feet wide and 8 feet tall, though the average specimen is half that height. The exterior flesh of barrelstalk is hard and woody, but its inner flesh is soft and edible and said to taste like a cross between a potato and a carrot. The most notable part of barrelstalk is the reservoir of clean water in its center that can be tapped for easy access. This reservoir can contain up to 80 gallons of water. Farmers water this fungus with dirty water in order use it as a filter. Some dwarves have taken to watering it with various diluted alcohols in order to create reservoirs with unique tastes.

Creatures need to be very careful when tapping or eating from barrelstalks, however. After about 10 years of growth, the fungus's inner flesh becomes black and poisonous, signaling that the specimen is producing spores. Creatures eating or drinking from a poisoned barrelstalk must succeed on a DC 15 Constitution saving throw or become poisoned for 24 hours. If they fail this saving throw by 5 or more, they become incapacitated for the duration as they begin to vomit and become delirious. The spores themselves are harmless and are ejected by the barrelstalk into the air sporadically for the rest of its 20-year lifespan.

## Bluecap

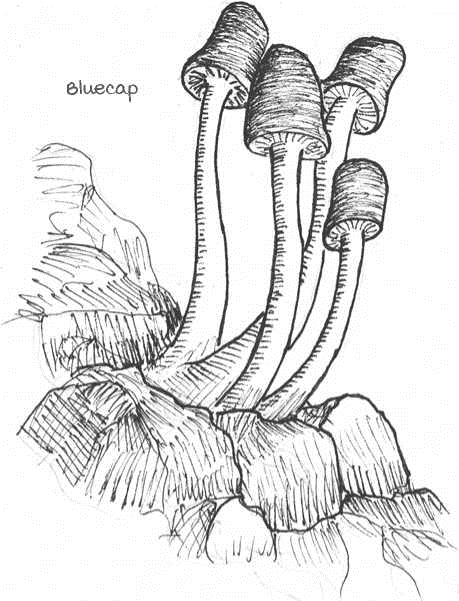
Effect | Rarity | Type | Region

Dubbed the "grain of the Underdark," a bluecap is inedible, but its spores can be ground to make a nutritious, bland flour. Bread made from bluecap flour is known as sporebread or bluebread. One loaf is equivalent to 1 pound of food.

The primary component of sporebread, bluecap is a common fungus within the Underdark. It grows in almost any area, notably without the aid of faerzress like many other Underdark flora. These tall, slender mushrooms are named after their pale blue cap.

In addition to the Underdark, bluecap can be found in the High Moor and surrounding region known as the Western Highlands on the surface of Faerun. The bread it creates is supremely nutritious and would certainly be found within the pack of any humanoid adventurer traveling within the Underdark.

The only other known use of bluecap is to be prepared into a poison-neutralizing broth. When creating a vial of antitoxin, a creature who succeeds on a DC 13 Wisdom check using an herbalism kit can grant the antitoxin the additional benefit of ending the poisoned condition on a creature who consumes it. This antitoxin's contents are distinctly blue, and easily identified compared to a standard vial.



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## Fire Lichen

Effect | Rarity | Type | Region

Pale orange-white in color, fire lichen thrives on warmth, so it grows in regions of geothermal heat. Fire lichen can be ground and fermented into a hot, spicy paste, which is spread on sporebread or added to soups or stews to flavor them. Duergar also ferment fire lichen into a fiercely hot liquor.

Also called ember moss, this flora resembles a still painting of smoldering fire in its natural state. While fruiting, it extends pale-orange stalks to drop its spores onto creatures that brush against it. It grows in areas of geothermal heat, and can even withstand being near lava with little to no damage. Duergar are known to gather, mill, and ferment fire lichen to create firewine, a liquor so spicy it’s said only dwarves can stomach it.

It is less known that fire lichen reacts very strongly to the presence of elementals of fire or portals to the elemental plane of fire. When within one mile of either, the fire lichen begins to glow with increasing intensity based on distance. At about 200 feet away from a source, the lichen's light reaches its peak, radiating 60 feet of bright light and 60 feet of dim light beyond that.

A skilled alchemist can perform a daring distillation of one pound of fire lichen while within 200 feet of such a source. It requires eight hours of work, at the end of which they must make a DC 20 Intelligence check using their alchemists' supplies. If they succeed, they obtain a vial of powdered fire, a compound said to be able to burn through nearly any substance once combusted. Its fire spreads quickly, but will always burn for exactly 12 minutes. On a failure, the sample is ruined. If the process is interrupted in any way, such as if the lichen is taken further than 200 feet away from the elemental source, the concoction immediately explodes with the force of a fireball.

Stonefire Bombs

Infamous weapons of the Duergar, stonefire bombs are thrown explosives normally used during duergar sieges. They consist of a two-chambered ceramic casing. One chamber contains powdered fire, harvested from elemental infused fire lichen, and the other contains lantern oil. When the bomb is thrown, the casing shatters, allowing the powdered fire to ignite the oil into a flame that can burn through stone as if it were wood.

As an action, you can throw the stonefire bomb up to 20 feet, shattering it on impact. If you use a sling to hurl the bomb, you can use its normal range instead. Every creature and object or structure that isn't being worn or carried within 5 feet of the impact must make a DC 13 Dexterity saving throw or catch fire. At the start of each of their turns, a target on fire takes 2d6 fire damage, ignoring any non-metal object's toughness. A creature can end this damage by using its action to make a DC 13 Dexterity check to extinguish the flames.

## Ironvine

These thin, wire-like vines grow in the wilds of the Underdark in complex interwoven masses. These dark grey-blue plants are a nuisance to most Underdark travelers, as they often completely block off passages. This would not be an issue, if not for the fact that when interwoven, these vines are as durable and immovable as a wall of iron. Their hardness comes from their ability to incorporate traces of minerals into their frame. This ability allows their small, drill-shaped seeds to grow right out of the stone. This means that there are actually some specimens of ironvine that are more durable than iron, should their roots encounter them, however they are most often found near iron deposits.

Some creatures find great use for the ironvines, however. Assassin vines and oozes tend to find safe haven beyond or within the lattice of ironvine. The slyth, a race of ooze-like humanoids, have used it as a fence around their entire city that only their kind can pass through. Creatures that can cast *speak with plants* can ask the vine to unwind itself and allow passage for up to a minute at a time. Svirfneblin are aware of the ironvine's mineral-absorbing properties and often use its presence as a guide for where to start new mineshafts.

## Lady of the Caves

Often called ladies for short, these mushrooms grows low to the ground but can reach up to 30 feet in radius. It's a carnivorous fungus, often cultivated by drow and duergar alike for use in torture or execution. Its flat, stone-like cap is covered in rows of concentric stalagmite-like spikes. This camouflage is convincing, and requires a DC 15 Wisdom (Perception) check to realize the mushroom's surface is not natural stone. When it senses a weight at its center (at least 25 pounds), its piston-like stalks spring up, trapping every creature on its cap in a natural iron maiden where they are painfully digested.

Creatures on the cap when it springs must succeed on a DC 13 Dexterity saving throw if its radius is less than 20 feet, or DC 15 otherwise. On a success, the creature jumps to an unoccupied space not on the cap. On a failure, the creature is pushed to the center of the cap, takes 2d4 piercing damage, and is restrained. At the start of each of the creature's turns, it takes 4d4 acid damage. The cap unfurls if a trapped creature uses its action to succeed on a Strength saving throw against the initial DC, or if the cap takes fire damage. After it springs, the mushroom can't attempt to trap a creature again for the next hour.

When it comes time to reproduce, ladies spring on a victim and inject them with spores. They then let go. Eventually, the spores burrow back out of the skin and drop to the stone floor, where they begin

Methods to cultivate the Luurden is a well-kept secret, kept by a few drow houses (including the famed House Hunzrin of Menzoberranzan). The luurden's bloodwine could be sold for 10 to 50 times the price of normal exclusive wines. Some of these houses claim that bloodfruit are potent reagents in defensive and healing potions, but the voracity of these claims is disputed because the houses do not sell many of these potions.

## Nimergan

Coveted by the duergar, nimergan is a fungus that serves a unique purpose within the Underdark. The small, beige mushroom only grows to be an inch or two tall, three inches at its maximum. Its stem is dotted with many dark brown bumps, a parasitic organism that feed on the stem of the nimergan.

Once the nimergan reaches maturity, it is harvested and sealed in a cask not unlike a wine or spirits cask. The parasitic organism feeds on the nimergan, and creates a fermented liquid that serves as a potent alcohol. The potency of this alcohol varies depending on the time spent casked. Nimergan that has been casked for too long can become so potent that it can be lethal.

When brewing nimergan to drink, you must make a DC 15 Wisdom check using brewer's supplies. A failed check represents a batch that is allowed to become too potent, turning it poisonous. When brewing it as a poison, you must make a DC 15

to grow anew.

## Luurden Lree

The luurden tree is a tree that only grows in the faerzress. Its bark is pale, rough and flaky, and its branches are gnarled to the point where they appear to spiral. The tree appears dead, which is believed to keep sap-seeking fauna at bay.

The tree would be entirely unremarkable as far as underdark trees go, if not for the fact that once every three to four years it produces a small amount of crimson fruit, called bloodfruit. This teardrop shaped fruit can be peeled like a banana to reveal bitter, citrusy flesh that is prized in the creation of expensive underdark wines and elixirs.

Intelligence check using a poisoner's kit. A failed check represents a batch that is finalized too early, leaving it as a normal alcoholic beverage.

When the substance is poisonous, a creature who imbibes it becomes poisoned for 1 hour and must make a DC 12 Constitution saving throw or fall unconscious for 1d4 - 1 hours. If the result of this d4 is 0, the creature must begin making death saving throws as if they are at 0 hit points. Curing the poison, or receiving magical healing of any kind, automatically stabilizes the target.

## O'unu

This phosphorescent fungus can be found in the warmer areas of the Underdark, close to water sources and steam vents. The most likely place to find it is near the volcanic regions of the Lowerdark. Patches of ormu moss are easily spotted as they illuminate the area within 5 feet of them with an eerie green glow.

The surface of the moss has a fine dust-like powder that coats the skin of creatures that move through it, leaving a trail of glowing prints as they move away. Drow and duergar use this powder for a variety of ritual skin paints, makeup, and tattooing.

The moss itself, when dried and crushed, produces enough of the powder to create glowing pigments for clothing and paints. These paints are commonly used to mark warnings or threats to surface-dwellers who encroach on the Underdark. A phosphorescent ink can also be created with this powder, which is occasionally used by wizards and alchemists to encode ciphers into their notes by writing only certain characters in the special ink. When this ink is used as a material component for conjuration spells, the object or creature created by that spell emits a soft green glow, creating dim light within 5 feet.

## Ripplebark

Effect | Rarity | Type | Region

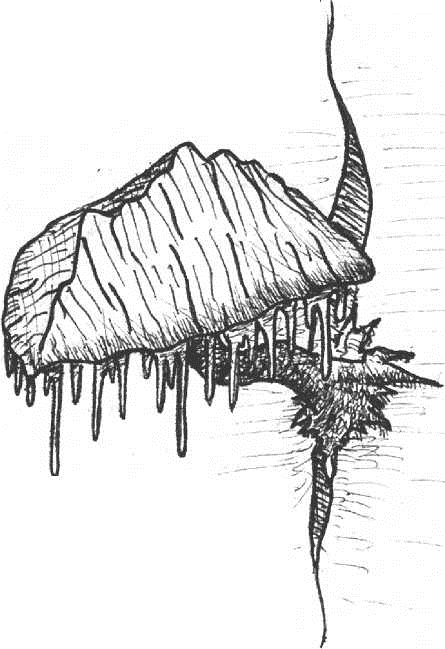
Ripplebark is a shelf-like fungus that resembles a mass of rotting flesh. It is surprisingly edible. Though it can be eaten raw, it tastes better roasted.

Well known to the orcs and goblinoids of the Underdark as a staple food, this mushroom gets its name both from the fact that it grows in shelves between the rippling lines of cavern walls, and for the wave-like rippling texture on the top of its cap. The underside is a dark crimson with dripping red ribbons that cause the ripplebark to look like drying, rotting meat. Despite its appearance, toasted ripplebark is said to have a nutty flavor with a texture like a hard cookie. An average collection of ripplebark can be harvested for 1d6 + 4 pounds of food.

Ripplebark is unusually versatile for an Underdark fungus: it grows faster when exposed to sunlight or volcanic heat. The plant can lay dormant for years during periods of drought or extreme temperature with no damage, and dead or scorched ripplebark is even said to turn nonmagical diseases harmless. Its spores are cast into the air of its tunnels, and

pass through the creature's body harmlessly like other wastes when eaten or inhaled. The spores themselves can use decaying flora, fauna, waste, or even nutrients from the air to grow.

Less known is that ripplebark can be made into a substance known as longbite, a special food-substitute for dragons. Made by the great steel dragon Zundaerazylym before the Spellplague, just 350 pounds of longbite can sustain a dragon for between three months and half a year, depending on its level of activity. A variant of this concoction, known as soft-scale soak, is said to slow the aging of dragons as well as completely regenerate any wounds they have suffered.



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## Sussur Tree

The sussur tree is one of the few trees that manage to thrive in the wilds of the Underdark. Also called the deeproot tree, the sussur grows only large caverns suffused with the faerzress. It can grow up to 60 feet tall, with incredibly gnarled branches. Its roots are aerial, stemming from the body of the trunk and piercing the stone around it.

Instead of feeding on light—the tree itself has very few leaves— the sussur feeds on magic. They feed so rapidly and completely that the area around a given tree behaves as if under the effects of the antimagic field spell. The exact radius depends on the tree, but usually the radius is equal to a number of feet equal to ten times the tree's height.

The flesh of the sussur tree is therefore one of the substances most dense with magic in multiverse. Drow archwizards have supposedly used foci wrought of sussur flesh as the centerpiece for powerful, permanent enchantments. Gathering the substance is very dangerous however, as a damaged sussur is known to radiate wild magic in the radius beyond its natural antimagic field for months.

The foremost sages are currently divided as to how the sussur reproduces. Some believe the tree uses wild magic to magically transport seeds or conjure saplings in other areas of the Underdark, while others believe the trees are placed there by chosen of Mystra or other magical gods through a secret seeding ritual.

## Tancaps

This unusual mushroom is black as pitch, and is covered in a tar-like black mucus known as elgn'dro by the drow, which can be translated as "that which lies between life and death." The mushroom is rare, glowing only in the darkest caverns. Exposure to light of any kind hardens the mucus into a useless, crumbly gray mass. Exposure to daylight causes the mushroom to wither and die immediately.

To most species, tarcaps are utterly mundane. It is neither edible nor poisonous. Its mucus is resistant to dilution in most reagents, rendering it not even good for ink. To the drow however, this mushroom is a secret weapon. The spores of the tarcaps emerge into the tar-like liquid roughly once a month. During this time, drow alchemists work feverishly over 4 days in their intricate laboratories, distilling the elgn'dro with refined spider venom under the blackest darkness. At the end of this process, they have 1d6 doses of the drow's infamous knockout poison.

## Tessadyle

This stringy, fibrous fungus is cultivated within the Underdark by mind flayers. It is psionically reactive and is used by the mind flayers to craft cloth with which to make clothing that responds to psionic abilities.

The tessadyle itself grows more like a vine than many other fungi. A single specimen can cover a section of loose earth and stone up to ten feet in diameter. Creatures accustomed to traveling within the Underdark know that to find tessadyle means to have found trouble as it thrives in the presence of psionic beings.

The tessadyle is known to be fashioned into the tessadyle robe (a piece of apparel favored by the Creative Creed). A non-illithid creature in possession of a tessadyle robe would draw concern as to how they acquired it, but similar, yet less potent creations, exist outside the mind flayer collectives (such as the tessadyle vest).

## Timmask

Also known as "the devil's mushroom", this rare toadstool can be found within the Underdark close to portals to the lower planes. It's large, stout cap can reach up to 2 feet in width and height, and can be identified by its orange and red stripes. The smell of this mushroom is acrid, not unlike sulphur and ash.

Harvesting the mushroom can be dangerous, as disrupting it will cause it to shake off a cloud of spores within a 15-foot radius. Any creature within the radius that breathes must make a DC 14 Constitution saving throw or become poisoned for 1 minute. While poisoned this way, the creature is under the effect of the confusion spell. This preservation technique doesn't stop the demons from the lower planes who covet its flavour from entering the Underdark to feast on the mushroom caps.

The danger, however, is not without its reward if you are able to fend it off. Timmask can be used to enhance the successfulness of spells that conjure demons, such as summon lesser demons. When used as a material component, the demon is less likely to have a predisposition towards attacking its summoner and their allies. In addition, when used as a material component for necromancy spells that create undead, such as animate dead, the duration of the animation is doubled.

A full grown and completely intact mushroom sells for up to 8,000 gold pieces, but it is more commonly found in a sealed jar of powder, enough to provide material components for up to five spells. These jars are sold for 150 gold pieces.

Known as “devil’s mushroom,” a timmask is a 2-foot-tall toadstool with orange and red stripes across its beige cap. Uprooting or destroying a timmask causes it to expel a 15-foot-radius cloud of poisonous spores. Creatures in the area must succeed on a DC 14 Constitution saving throw or be poisoned. While poisoned in this way, a creature is under the effect of a confusion spell with a duration of 1 minute. When the spell effect ends, the poisoned condition also ends.

## Tongue ofMadness

This fungus grows on shelves along cavern walls, and its fruiting body bears a strong resemblance to a human tongue. Though its appearance in a natural cave may unsettle the weary traveler, it is quite edible. However, upon eating the tongue, the creature must succeed on a DC 12 Constitution saving throw or compulsively speak aloud its every thought for the next hour. At the end of the hour, to avoid the embarrassment, many creatures have claimed a madness or stupor had overtaken them.

It is a very well kept secret, requiring a DC 25 Intelligence (Nature) check to discern or recall, that one pound of this tongue can be distilled with the brain of a creature that had at least 17 intelligence to create a serum that, once imbibed, causes the drinker to immediately enter a one-hour stupor that causes it to truthfully answer any question asked to it. The distilling process takes three tendays of dedicated eight-hour workdays, culminating in a DC 20 Intelligence check using alchemist's supplies. On a success, one vial of the truth serum is produced. On a failure, the materials are wasted.

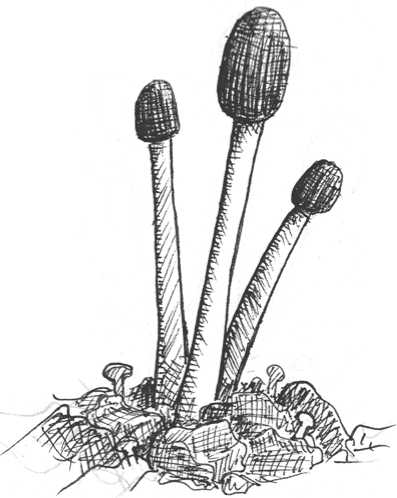
A tongue of madness looks like a large human tongue. Although it is edible, it holds no nutritional value. A creature that eats this fungus must succeed on a DC 12 Constitution saving throw or compulsively speak aloud its every thought for the next hour. The effect can be ended with a lesser restoration spell or similar magic.

## Tochstalks

Torchstalks are black mushrooms that can grow up to two feet tall. Their bowl-shaped caps are combustible, and once lit, burn very cleanly for the next 24 hours. Actively carrying a light is seen as foolish by most underdark races, but these mushrooms do find use when starting cooking fires or scaring away unintelligent beasts.

These useful mushrooms come with a drawback, however. Whenever one is burned, there is a 1-in-6 chance it explodes in a burst of ready spores, causing creatures within 10 feet of the stalk to take 1d6 fire damage. Some have alleged that the shield dwarves of the Silver Marches have been working on a war machine that makes use of this explosive property by stringing many torchstalks together, although there is no evidence of the claim.

Tunnelsong Shroom

The air through most of the Underdark is known for being still and stagnant, but some tunnels breathe. Tunnels connected to the Elemental Plane of Air, or even Pandemonium, release gales into select tunnels of the Underdark. Wherever these gales ring, the haunting flute-like melody of the tunnelsong shroom is likely to follow. It is immediately recognizable, as its stone-purple pyramidal cap is pocketed with large, tapering holes that create its eerie fungal song when winds rush through it. Some bards of the Underdark swear that a pilgrimage to the grounds of these mushrooms can improve your ear for song. 

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## Trillimac

Effect | Rarity | Type | Region

A trillimac is a mushroom that grows to a height of four to five feet, and has a broad gray-green cap and a light gray stalk. The cap's leathery surface can be cut and cleaned for use in making maps, hats, and scrolls (its surface takes on dyes and inks well). The stalk can be cleaned, soaked in water for an hour, then dried to make a palatable food akin to bread. Each trillimac stalk provides 1d6+4 pounds of food. A trillimac is a mushroom that grows to a height of 4 to 5 feet and has a broad, gray-green cap with a light gray stalk. The cap’s leathery surface can be cut and cleaned for use in making maps, hats, and scrolls; its surface takes on dyes and inks especially well. The stalk can be cleaned, soaked in water for an hour, then dried to make a palatable food akin to bread. Each trillimac stalk provides 1d6 + 4 pounds of food

## Waterorb

Effect | Rarity | Type | Region

A waterorb is a bulbous fungus that grows in shallow water. A mature waterorb can be squeezed like a sponge, yielding a gallon of drinkable water and a pound of edible (if chewy and somewhat tasteless) food.

This spherical dark-blue fungus grows in shallow waters, along the banks of where larger bodies tend to deposit their detritus. Water orbs are well known among travelers of the Underdark, as the average, mature orb can be squeezed like a sponge to produce 1 gallon of water and the remaining husk can be harvested for a pound of rubbery, tasteless food.

These fungi are perfectly mundane, but selective breeding by drow and duergar, as well as some contributions from the illithids, have created a domesticated species of waterorb that grows extremely large (up to 8 feet in diameter, a record held by Hunzrin drow). This species has see- through skin and holds all of its water in a reservoir, rather than inside the skin. They are most often used as aquarium pieces and as containers to grow other plants and fungi that otherwise only grow underwater. They can perpetually replicate the environment of larger Underdark bodies of water, as long as they are bathed in water from that body while still immature.



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## Zurkhwood

Effect | Rarity | Type | Region

Zurkhwood is a massive mushroom that can reach a height of thirty to forty feet. Its large grain-like spores are edible and nutritionally equivalent to 1d4+4 pounds of food, but zurkhwood is more important for its hard and woody stalks. Zurkhwood is one of the few sources of timber in the Underdark, used to make furniture, containers, bridges, and rafts, among other things. Skilled crafters can use stains, sanding, and polishing to bring out different patterns in zurkhwood.

One can't speak of the Underdark fauna without talking about the near-ubiquitous zurkhwood mushroom. These mushrooms are capable of growing up to 40 feet tall in the classic mushroom shape. Their caps tend to be a light gray, but can range to unsaturated crimson to a pale blue-grey. Zurkhwoods have two major defining properties: their hard, wood-like stems, and their large, grainlike spores.

The zurkhwood provides the Underdark races with its "lumber". The thick hyphae that make up the stem contort through each other in intricate, ornate ways. This is the source of its hardness, and allows the flesh to be processed and stained to bring out its organic pattern, much like surface lumber. Zurkhwoods eat up almost any substance in the soil it feeds from, so some specimens can even produce patterns of gold and silver.

The zurkhwood's pea-sized spores fall from the massive fins on the underside of the mushrooms once a fortnight, producing up to eight pounds of food in a single haul. The spores are bland and dry, but they are a filling foodstuff in the expanse of barren tunnels

V A zurkhwood is a mushroom that can grow up to 40 feet high. Its large, grain-like spores are edible (one specimen provides 1d4 + 4 pounds of food), but the fungus is more important for its hard and woody stalk. Zurkhwood is one of the few sources of timber in the Underdark; it is used to make furniture, containers, bridges, and rafts, among other things. Skilled crafters can use stains, sanding, and polishing to bring out different patterns in a zurkhwood stalk.

## Nightlight

A nightlight is a tall and tube-shaped bioluminescent mushroom that grows to a height of 1d6+4 feet and emits bright light in a 15-foot radius and dim light for an additional 15 feet. A nightlight that is uprooted or destroyed goes dark after 1 round. If a living nightlight is touched, either by a creature or an object, its light goes out until it is touched again.

## Nilhogg's Nose

Effect | Rarity | Type | Region

A Nilhogg's nose is a small mushroom that grants any creature that eats it advantage on Wisdom (Perception) checks based on smell for 1d4 hours. However, the creature suffers disadvantage on saving throws against effects based on smell for the same amount of time.

## Ormu

Effect | Rarity | Type | Region

A bioluminescent green moss that grows in warm and damp areas, ormu is particularly common near steam tunnels and vents. It sheds dim light in a 5-foot radius, and can be harvested, dried, and made into a phosphorescent powder or pigment.

Timmask

Effect | Rarity | Type | Region

Also known as "the devil's mushroom," a timmask is a two-foot-tall toadstool with orange and red stripes across its beige cap. Uprooting or destroying a timmask causes it to expel a 15-foot-radius cloud of poisonous spores. Creatures in the area must succeed at a DC 14 Constitution saving throw or be poisoned. While poisoned in this way, the creature is under the effect of a confusion spell with a duration of 1 minute. When the spell effect ends, the poisoned condition also ends.

Tongue of Madness

Effect | Rarity | Type | Region

Tongue of madness is an edible fungus that looks somewhat like a large human tongue. A creature that eats a tongue of madness must succeed on a DC 12 Constitution saving throw or compulsively speak aloud its every thought for the next hour. The effect can be ended with a lesser restoration spell or similar magic.

Torchstalk

Effect | Rarity | Type | Region

A one- to two-foot-tall mushroom with a combustible cap, a single torchstalk burns for 24 hours once lit. There is a 1-in-6 chance that a torchstalk explodes when lit, bursting into a cloud of fiery spores. Creatures within 10 feet of an exploding torchstalk take 3 (1d6) fire damage.

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# CHANGELOG

V.0.1 – 13.10.2019 – INITIAL RELEASE

v.0.2.– 29.10.2019 – minor edits, added info about some plants and herbs

v.0.3–24.04.2020 – added some information, added links to similar products on dmsguild.com and link to free supplement – Herbs&Plants in Tables (version 0.1)

v.0.5

v.0.6 – Added some plants, styles editing

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