

HERBS OF FORGOTTEN REALMS

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Herbalism Kit

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

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 surfaces 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 Cormyrean 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.

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, In 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

Blueleaf

Effect | Rarity | Type | Region

Geography: Humid temperate and subarctic climates

Identify Check: DC 7

Known for the gleaming blue color of the leaves, the tree often grows in thick 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



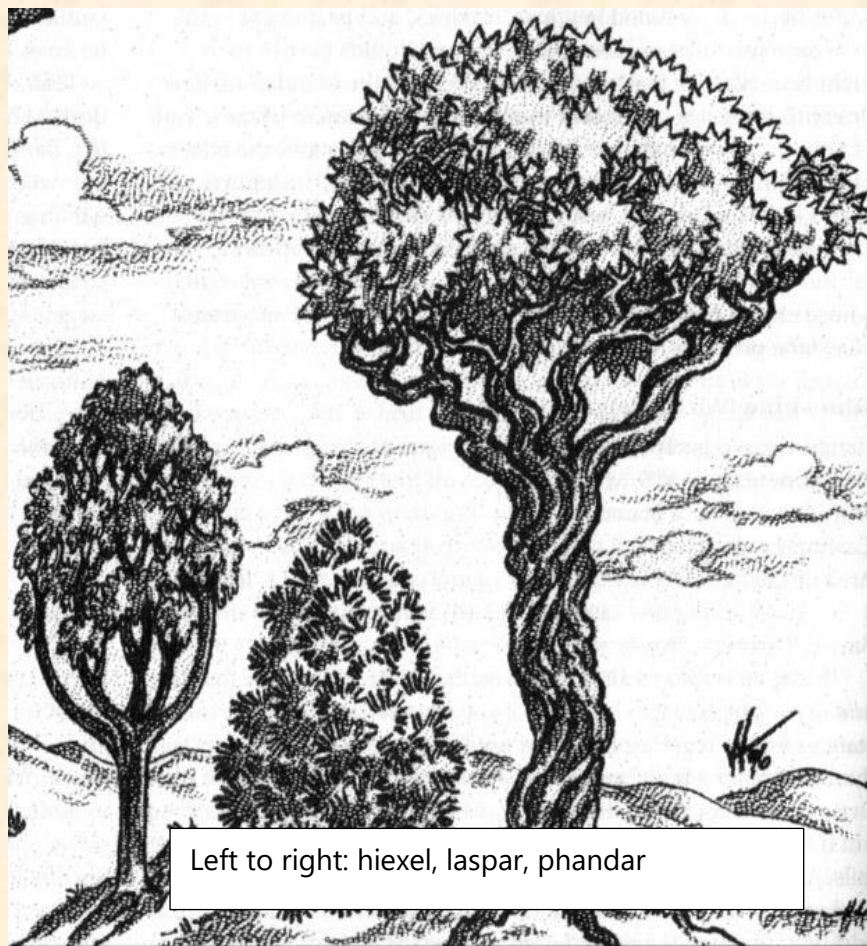
Left to right: blueleaf, duskwood, felsul

strange, gleaming blue and had many points. They actually glowed with a faint, blue light.¹

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.

¹ <https://forgottenrealms.fandom.com/wiki/Blueleaf>



Left to right: hiexel, laspar, phandar

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

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

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.

Heavy armor	+4,500 gp
Shield	+1,500 gp
Weapon	+2,000 gp
Other items	+250 gp/lb.

Duskwood²

Effect | Rarity | Type | Region

Geography: Northern Faerun

Identify Check: DC 5

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

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

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

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:

2

[https://forgottenrealms.fandom.com/wiki/Duskwood_\(tree\)](https://forgottenrealms.fandom.com/wiki/Duskwood_(tree))

Cormanthor

The Vast: Adhe Wood, Flooded Forest; Tavarar

Sword Coast North: Ardeep Forest

The North: Glimmerwood/Moonwood;

Silverymoon; High Thorog

Felsul Tree

Effect | Rarity | Type | Region

Geography: The Swordcoast, the Silver Marches

Identify Check: DC 7

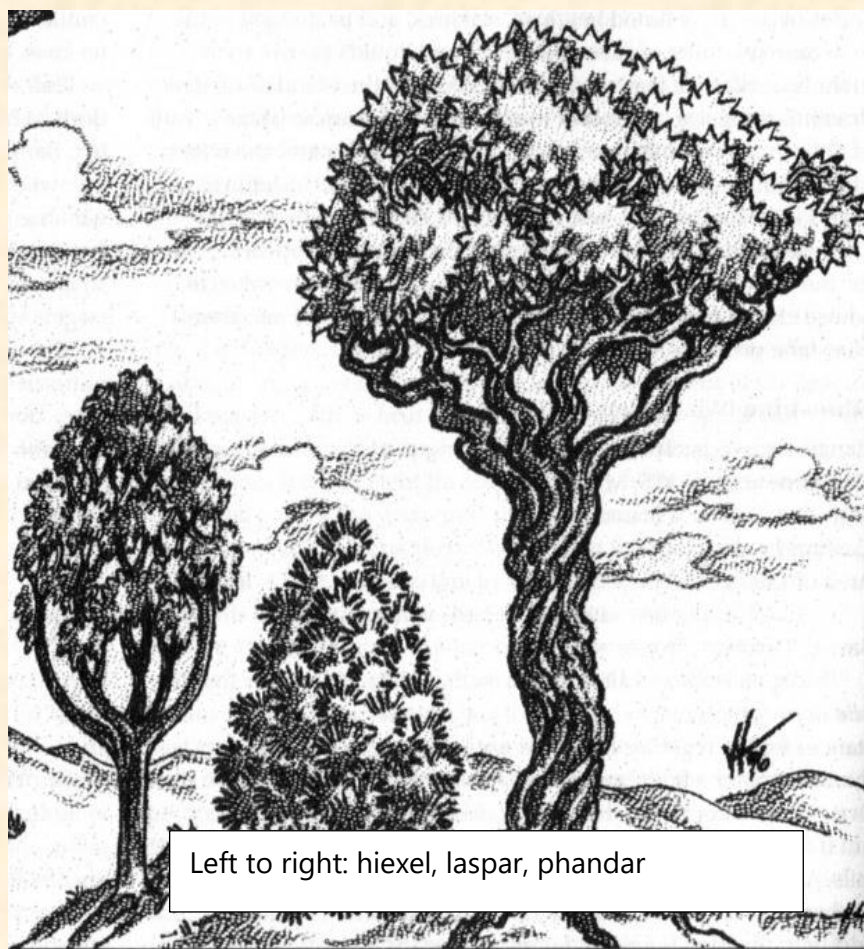
Value: 10 gold per pound

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

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

The small yellow, purple, and red flowers which

as much as the eater's palm, as thick as the eater's hand, will deaden for a day and a night, or so.



Left to right: hiexel, laspar, phandar

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.

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

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

Felsul flowers could be crushed to make an alluring, spicy perfume.⁴ An ounce of this perfume cost 100 gp.⁵ A sack of flowers could be sold for 5–30 sp⁶

Felsul root was sometimes used for small carvings, such as for holy symbols, figurines, and toys.⁷ 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 Evermoors⁸.

Felsuls were also found in Adhe Wood in the Vast.⁹

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

³ Ed Greenwood and Jason Carl (July 2002). Silver Marches. (Wizards of the Coast), p. 38. ISBN 0-7869-2835-2.

⁴ Tim Beach (October 1995). "The High Moor". In Julia Martin ed. Elminster's Ecologies Appendix II (TSR, Inc), p. 14. ISBN 0786901713.

⁵ Sean K. Reynolds, Duane Maxwell, Angel McCoy Ed Greenwood and Jason Carl (July 2002). Silver Marches. (Wizards of the Coast), p. 23. ISBN 0-7869-2835-2. (August 2001). Magic of Faerûn. (Wizards of the Coast), p. 181. ISBN 0-7869-1964-7.

⁶ Ed Greenwood and Jason Carl (July 2002). Silver Marches. (Wizards of the Coast), p. 38. ISBN 0-7869-2835-2.

⁷ Ed Greenwood and Jason Carl (July 2002). Silver Marches. (Wizards of the Coast), p. 38. ISBN 0-7869-2835-2.

⁸ Ed Greenwood and Jason Carl (July 2002). Silver Marches. (Wizards of the Coast), p. 23. ISBN 0-7869-2835-2.

⁹ Ed Greenwood (November 1998). The City of Ravens Bluff. (TSR, Inc), pp. 145–148. ISBN 0-7869-1195-6.

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

Mountains, particularly in the Rauvin and Delimbiyr vales.

Laspar

Left to right: silverbark, suth, vundwood.



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.

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

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 Check: DC 7

A squat evergreen tree with dusty green bark, and olive green

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

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.

Geography: Temperate climates

Identify Check: DC 7

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

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Phandar

Effect | Rarity | Type | Region

Geography: Southern Faerun

Identify Check: DC 7

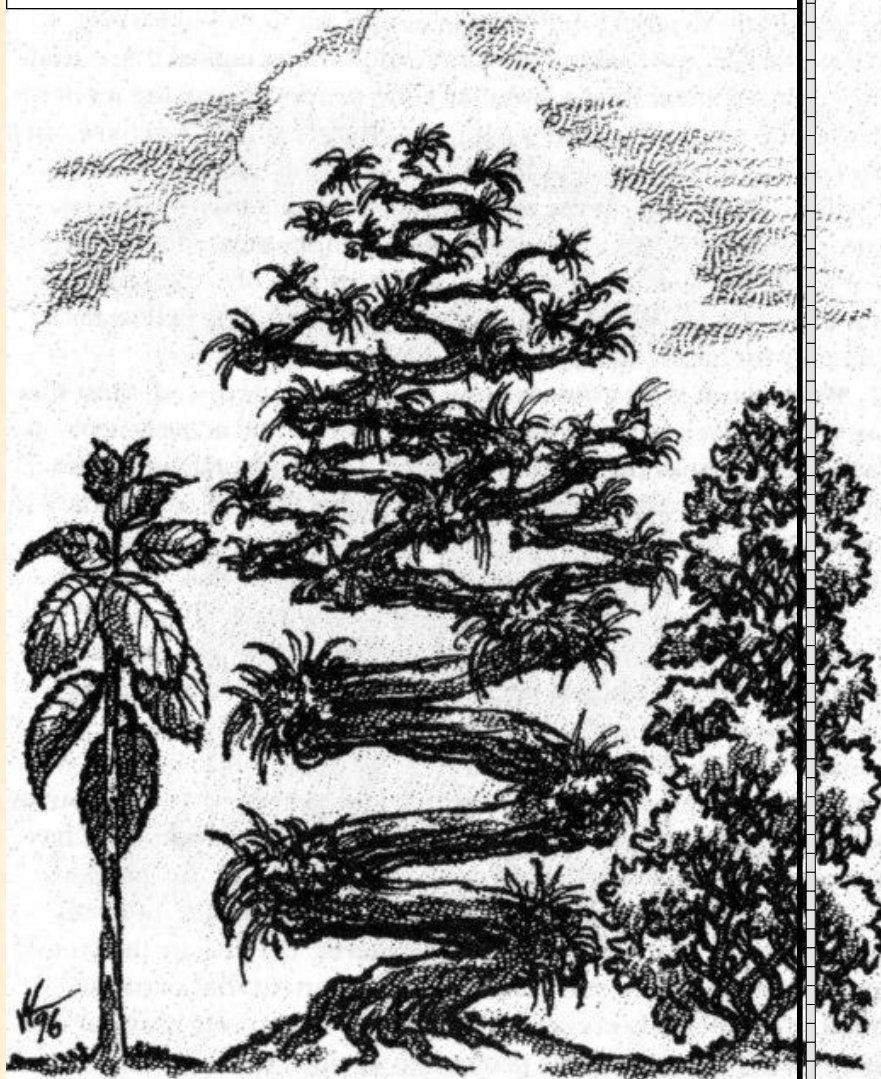
Phandars grow up to 60 feet high, with terrifically strong, springy curving boughs sprouting in great numbers from a massive, knobby central trunk. Triangular leaves of mottled, varicolored green grow on branches that form the rough shape of a horizontal egg, with its long axis (the "tail" of the tree) 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

Left to right: silverbark, suth, vundwood.



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 multi-colored grains are regularly in fashion for jewelry~~

making in such places as Waterdeep and Suzail. However, because of excessive logging over several centuries, the tree can only be found in isolated copses, often far from centers of civilization.

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.

Suth¹⁰

Effect | Rarity | Type | Region

Geography: Southern Faerun

Identify Check: DC 7

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

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

Vundwood¹¹

Effect | Rarity | Type | Region

Zalantar

Geography: The Shaar Desolation and Chult

Identify Check: DC 9

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

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

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.

¹⁰ <https://forgottenrealms.fandom.com/wiki/Suth>

¹¹

<https://forgottenrealms.fandom.com/wiki/Vundwood>

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

Shadowtop

Geography: Temperate climates

Identify Check: DC 5

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

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

Umanhunan Tree

Geography: Maztica

Identify Check: DC 9

Value: 1 gold per pound of leaves

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

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

SHRUBS

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 strips of 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 Check: DC 13

Value: 2 gold pieces per root

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

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

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.

Allathorne

Geography: Icewind Dale, the Great Glacier, Icerim

Mountains

Identify Check: DC 15

Value: 1 copper per berry

Growing in the cold north, this scraggly and thorny bush endures extreme hardships, and only

blossoms for a few short weeks during the year. The sparse leaves of the plant are large and waxy, and point upward toward the sun. While some of the bush remains above ground, the majority of the plant is an extensive root system that spreads far and deep beneath the earth.

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

Alligator Teeth

Geography: Thay, the Shaar Desolation

Identify Check: DC 11

Value: 2 coppers per bush

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

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

Angakara Tree

Geography: Kara-Tur

Identify Check: DC 9

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

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

Angel's Cactus

Geography: Calim Desert, Thay

Identify Check: DC 9

Value: 5 silver for a bottle of cactus water

This barrel shaped cactus sprouts a pair of symmetrical branches that are broad and flattened, giving an appearance much like

"wings". The cactus is covered by tapered yellow thorns, often giving the cactus an appearance of having a golden aura. In the cooler months, the cactus sprouts clusters of small white flowers.

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

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.

Amaunauth:

Azure Leaves

Geography: Cormanthor, the Sword Coast, Wealdath

Identify Check: DC 11

Value: 1 silver per leaf

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

Barljotrún

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 barljotrún is consumed; the mold is potent, so small amounts are quite effective). Barljotrún 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 Check: DC 9

Value: 5 silver per fruit

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

Also known as "bread of the desert", this plant develops large spherical fruits nearly the size of a man's head. These fruits have a tough and leathery exterior, but when cut open, the fruit has the consistency of fluffy bread or cake. The seeds of the fruit are quite small. Each fruit contains enough nutrients to sustain four people for a day. Unfortunately, farming the plant seems to be near impossible. The seeds must be within a medium-size creature when it dies, at which point the release of certain gasses causes the seeds to mature and greedily absorb as much moisture and nutrients from the corpse as possible. This rich bounty allows the plant to develop a strong root system.

Beorunna's cure

Bija Tree

Geography: Quang Muku Forest, Kara-Tur

Identify Check: DC 13

Value: 1 gold per handful of seeds

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

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

Bison-gourd

Geography: Pelleor's Prairie, Hill of Lost Souls

Identify Check: DC 9

Value: 2 copper per leaf

A vine that grows along the ground, the plant has irregular shaped leaves, and during warmer months the plant produces large yellow flowers shaped like trumpets. The flowers later turn into yellow and orange fruit with a slightly salty taste. The plant's seeds could be harvested to extract the oil that works well as an insect repellent. The odor from the oil is almost imperceptible to people, but is effective at repelling bothersome insects.

Bittergar Bush

Geography: Temperate plains and forests

Identify Check: DC 13

Value: 5 gold per pound

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

Blackcorn

Geography: Temperate and tropical swamps

Identify Check: DC 15

Value: 10 gold per pound

Resembling actual corn, but in far miniature, the plants generally grow on the edges of swamps and other humid areas. Unlike corn, it is overly

difficult to cultivate and farm, which attributes to the rarity of the plant.

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

Blackroot

Geography: Underdark

Identify Check: DC 15 Value: 10 gold per root

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

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

Blackroot Poison.

Bloodpurge

Antipoison | Uncommon

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

Geography: Freshwater marshes

Identify Check: DC 13

Value: 2 silver per plant

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

During the warmer months a bright red flower sprouts from the top.

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

Bloodroot¹²

Geography: Mhair Jungles

Identify Check: DC 17

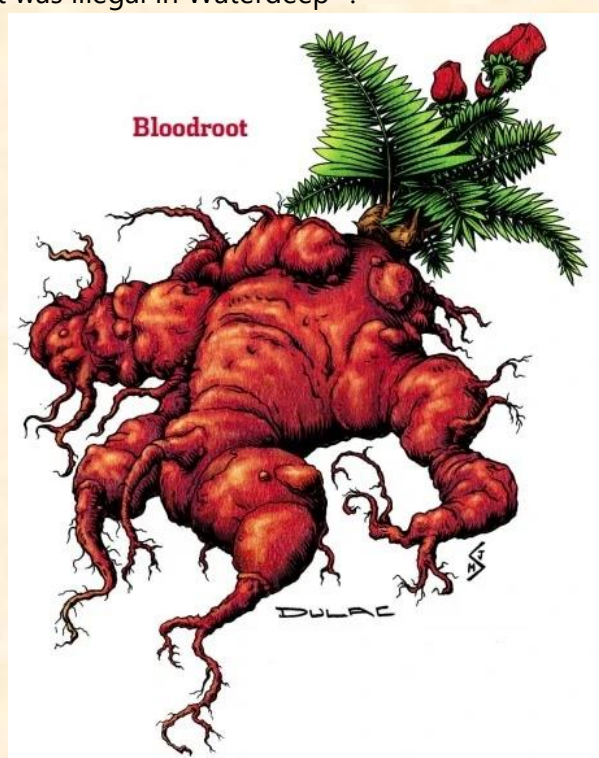
Value: 1,000 gold pieces per root

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 was illegal in Waterdeep¹³.



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.

Bloodspine

Geography: Netheril, Thay, Plains of Purple Dust

Identify Check: DC 15

A succulent plant growing in rocky soil, a cluster of thick leaves reach upward toward the sky, their

¹²

<https://forgottenrealms.fandom.com/wiki/Bloodroot>

¹³ Eric L. Boyd (September 2005). "Vampires of Waterdeep: Blood of Malar". *Dungeon* #126 (Paizo Publishing, LLC), pp. 62–77.

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 Check: DC 11

Value: 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 “blueleaves”) but just half-curved 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 Check: DC 9

Value:

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

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

Calacaza Bush

Geography: Ocostun Jungle, Maztica

Identify Check: DC 9 Value: 50 gold per handful of berries

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

The small white berries that the plant produces are actually quite poisonous. Local tribes avoid

the berries unless they are using them to coat their arrowheads and blowgun darts.

Calim Cactus

Geography: Calim Desert

Identify Check: DC 9

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

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

Calithil

Geography: Mountainous terrain

Identify Check: DC 13

Value: 25 gold per pound of berries

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

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

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 Check: DC 11

Growing on rotting wood in more moist climates, this black fungus is generally avoided by those

gathering firewood. While the fungus is highly flammable, it emits poisonous fumes that burn the lungs.

Corpsebomb

Geography: Northern Faerun

Identify Check: DC 15

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

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

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

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

Creeping Mangrove

Geography: Freshwater swamps

Identify Check: DC 15

Growing along the edge of the swamps, their gnarled roots reaching down into the brackish

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

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

Crimson Ladies

Geography: Northern Faerun

Identify Check: DC 7

Value: 1 gold per ounce of leaves

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

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

Darkanda Bush

Geography: Arid deserts

Identify Check: DC 17

Value: 10 gold per ounce of leaves

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

Darkberry

Effect | Rarity | Type | Region

Geography: Forests around the Sea of Fallen Stars

Identify Check: DC 17

Value: 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 Check: DC 15

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

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

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 Check: DC 15

Value: 10 gold per plant

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

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

Dathlil

Geography: Temperate areas

Identify Check: DC 5

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 insinuating 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 Check: DC 11

A light blue flower that grows on a long rigid stalk covered in small leaves, the plant is often found in small clearings in wooded areas. From the flowers a thick sparkling sap is exuded once the plant reaches sexual maturity. Bees are often attracted to the sap, which contains 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 Check: DC 13

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

The plant is quite resilient and tough, with the spines holding moisture in the form of a thick red

sap that causes nausea and vomiting if ingested. It is rumored that coating a blade with the sap makes wounds especially painful for celestial creatures.

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).

Djinn Blossom

Effect | Rarity | Type | Region

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). 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 Check: DC 15

Value: 10 gold per plant

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

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

Adventure Idea: Loss of Profits

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

Dragon Tongue Mushrooms

Geography: Underdark, and the Western Heartlands

Identify Check: DC 15

Value: 5 gold per mushroom

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

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

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 Check: DC 9

Value: 2 gold per flower

A leafy green plant that springs up in clusters, the majority of the plant is rather uninteresting, save for the violent flowers that seem to bloom almost year-round. When the wind blows through the flowers, their seeds rattle around inside and create a curious ringing sound, much like tiny bells. Many rural children enjoy picking them and weaving the flowers into their garments, which then jingle as they 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, it adds +1 to the saving throw DC.

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.

Flamepetals

Geography: The Silver Marches, the Dalelands

Identify Check: DC 5

Value: 2 silver per flower

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

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

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 Check: DC 13

Value: 5 silver per ounce

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

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 aboveground¹⁴

Firethorn¹⁵

Geography: Genie's Turban, coast of Zakhara

Identify Check: DC 13

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

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

Fire Wine¹⁶

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

Ghost Tendrils

Geography: Underdark

Identify Check: DC 15

¹⁴

<https://forgottenrealms.fandom.com/wiki/Fleshwort>

¹⁵ <https://forgottenrealms.fandom.com/wiki/Firethorn>

¹⁶

https://forgottenrealms.fandom.com/wiki/Fire_Wine

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

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

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

Ghost Tendrils

Small plant, unaligned Armor Class 10 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 20 ft.

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

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

Saving Throws Wis +1

Damage Vulnerabilities fire

Condition Immunities blinded, deafened, frightened

Senses blindsight 60ft. passive Perception 8

Languages -

Challenge 1 (200 XP)

ACTIONS

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

REACTIONS

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

Ginyak Weed

Geography: Calimshan

Identify Check: DC 7

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

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

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

Geography: Battle of Bones

Identify Check: DC 11

Value: 5 gold per pound of berries

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

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

Goblinberry bush¹⁷

Effect | Rarity | Type | Region

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 Check: DC 13

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

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

Golden Coin Cactus

Geography: Deserts

Identify Check: DC 11

Value: 5 gold per ounce of thorns

This hardy plant is a large yellow disk standing on end, slightly bulging in the center, and covered with small red spines. Several ragged leaves grow from the base of the plant, and the root system of the cactus reaches deep beneath the rocky soil. The red spines contain a mild toxin which kills smaller vermin, but provides a mild anesthetic to small creatures or larger. The Bedine nomads of Netheril steep the spines in hot water to make a tea to sooth sore throats and pacify infants.

Goldenweb

Geography: Northern Faerun

¹⁷

Identify Check: DC 9

Value: 5 gold per pound

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

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

Grammax Creeper

Geography: Underdark

Identify Check: DC 13

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

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

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

Gravefist

Geography: Underdark

and Subterranean locations Identify Check: DC 9

A pale white mushroom with five knobby protrusions, the mushroom often resembles a skeletal hand reaching upward. When the mushroom grows in clusters, it appears as if

numerous corpses are attempting to reach out of the soil.

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

Grim Flowers

Geography: Temperate forests and plains

Identify Check: DC 9

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

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

Guklulla

Geography: Temperate and tropical swamps

Identify Check: DC 9

Value: 5 gold per root

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

Various orc tribes harvest the Guklulla for the roots, pulling the plants out of the muck, cutting off sections of the roots and throwing them back into the swamp to be harvested again in the

future. Grinding the root into a paste and applying it to wounds provides not only accelerated healing, but also numbs the affected area.

Gyumin Beans

Geography: Northern Faerun

Identify Check: DC 5

Value: 5 silver per pound of beans

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

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

Haella

Geography: Temperate plains

Identify Check: DC 7

Value: 10 gold per ounce of flowers

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

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

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 tangle moss: 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 Check: DC 7

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

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

Hangman Tree

Geography: Temperate climates

Identify Check: DC 11

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

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

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

Hangman Tree

Huge plant, unaligned Armor Class 12 (natural armor)

Hit Points 172 (15d12+80)

Speed 1 ft.

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

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

Damage Resistances bludgeoning, piercing Damage Vulnerabilities Fire

Condition Immunities blinded, deafened, frightened, exhaustion

Senses blindsight 90 ft., passive Perception 8

Languages - Challenge 8

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

Hallucinatory Perfume. Creatures that venture within 90 feet of the tree must make a DC 14

Wisdom saving throw, or be lured toward the tree.

Each round the creature may attempt the saving throw again or they are incapacitated and must move toward the tree at their normal speed.

ACTIONS

Multiattack. The hangman tree may make three constrict attacks.

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

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

REACTIONS

Engulf. The hangman tree drops a single constricted target into the gaping maw in the trunk. The target

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

Adventure Idea: Encroaching Menace

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

Harlthorn¹⁸

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.

Harpy Nest

Geography: Thay, Southern Faerun

Identify Check: DC 13

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

The massive roots of the tree, while edible, are tough and require several hours of soaking in

¹⁸ <https://forgottenrealms.fandom.com/wiki/Harlthorn>

boiling water. Once prepared properly, the taste is said to be similar to salted potatoes.

Hart's Crown

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

This odd bush grows in deep forests, where men often fear to tread because of dark and wild fey creatures. The bush grows strong curved branches that resemble the antlers of a deer, and in their center they grow a single purple flower. Legend has it that the plant was originally created to help combat the Unseelie fey, ages ago. However, through trickery and guile, the dark fey managed to destroy many of the plants not in their possession, or not hidden deep within their realms.

Helmthorn¹⁹

Effect | Common | Type | Region
Geography: Western Faerun
Identify Check: DC 9

Value: 2 gold per pound of berries

A vine-like shrub, often growing in remote and desolate locations, the shrub has dark green leaves, and sprouts indigo colored berries. The shrub is named due to long black thorns that protect the plant from various foraging animals. The berries are often harvested to be eaten, or can be fermented to make Helmthorn Wine. On occasion a plant will produce red berries, which are seen as a symbol of good luck, and make a slightly sweeter vintage of Wine.

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 Check: DC 7

Value: 4 gold per pound of bark

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

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

Hiljirat Pepper

Geography: Plain of Stone Spiders (Calimshan)
Identify Check: DC 9

Value: 5 gold per pepper

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

The peppers are either dried or ground into powder after being picked, allowing them to be shipped afar with little chance of spoilage. The

wealthy of the cities of the Sword Coast enjoy the taste of the peppers, and several sailing merchants pay exorbitant amounts to have the peppers harvested and shipped.

Hoggle Beans

Geography: Dalelands

Identify Check: DC 7

Value: 2 gold per pound of beans

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

Iazutl Flower

Geography: Maztica

Identify Check: DC 9

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

Those that venerate Kiltzi speak tales of the lazutl 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 Check: DC 7

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

considerable sunlight, and in winter months it withers and dies.

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

Ghostroot pasty root

Jalap

Geography: Maztica jungles

Identify Check: DC 7

Value: 10 gold per ounce of leaves

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

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

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 Weed²⁰

Effect | Rarity | Type | Region

Geography: Hill of Lost Souls

Identify Check: 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 Check: DC 11 Value: 1 gold per root

A short plant that grows in tendrils across the ground sprouting broad fluffy leaves, the Kanishta thrives in the cold environment. Growing beneath the ground is a thick, dark-colored root. Although it is extremely bitter tasting, chewing on the root provides temporary relief from the cold weather. Those that chew it express a feeling of warmth passing through their body, and a sense of renewed strength.

Karcatta Brambles

Geography: Deserts

Identify Check: DC 11

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

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

Kingsfruit

Geography: The North, Dalelands, the Sword Coast

Identify Check: DC 7

Value: 2 silver per fruit

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

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

Kinuka Tree

Geography: Kara Tur

Identify Check: DC 9

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

The flowers are said to carry luck with them, and many young women hoping to become brides wear them in their hair. During the Kao Dynasty, the trees began to disappear, and it was found that a small cult led by an exiled Wu jen had been cutting the trees down and burning them in an attempt to spoil the flow of energy throughout the nation. For his actions the exile was executed and his name erased from all history books.

Krakaem Pods

Geography: The Sword Coast

Identify Check: DC 7

Value: 5 silver per ounce of pods

Growing off of tree branches, at first inspection this fungus

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

sending tendrils into the tree branches and stealing water

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

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

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, it 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 Check: DC 7

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

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

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 Check: DC 5

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

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

Locust Needle

Geography: Pirate Isles

Identify Check: DC 13

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

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

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).

Mallow

Geography: Maztican jungles

Identify Check: DC 11

Value: 2 gold per ounce of leaves

A tall plant with many star shaped leaves sprouting from

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

petal white flowers.

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

Maraga Flowers

Geography: The Sword Coast, forests around the Sea of

Fallen Stars

Identify Check: DC 13

Value: 1 gold per flower

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

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

Marsh Maw

Geography: Temperate swamps

Identify Check: DC 17

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

The Marsh Maw is a danger that dwells within shallow swamps, using the brackish water as

camouflage. The plant has a deep root system that goes deep, holding the monstrosity in place. The Maw often lurks at the edges of the swamp, near where herd animals come to drink. More than a few unlucky shepherds have lost members of their flock to the danger that lurks just beneath the surface.

Marsh Maw

Large plant, unaligned Armor Class 14 (natural armor)

Hit Points 112 (14d10+28)

Speed 20 ft., swim 20 ft.

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

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

Damage Resistances bludgeoning

Condition Immunities blinded, deafened, frightened, prone

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

Passive Perception 10 Languages none Challenge 4 (1,100 xp)

ACTIONS

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

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

Mokodo Bushes

Geography: Coast of the Celestial Sea, Kara-Tur

Identify Check: DC 13

Value:

This full body bush grows a plentiful amount of waxy green leaves, that turn pink in the fall.

During warmer months the bush sprouts flowers of yellow and orange, which turn into sweet little berries.

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

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 substance 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.

Mothflowers

Geography: Underdark

Identify Check: DC 13

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

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

Moonflowers

Mother'sleaf leaves

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 +2²¹ bonus to Strength for 1d4 hours and a –2 penalty to Constitution for the same duration.

Nararoot

Geography: Temperate climates

Identify Check: DC 5

Value: 1 silver per root

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

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

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 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 Nahre 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.

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

²¹ alchemical

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.

Ratavasa Flowers

Geography: The Dalelands, the Sword Coast, Cormyr

Identify Check: DC 7

Value: 1 silver per ounce of flowers

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

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

Rattlestalks

Geography: Temperate swamps

Identify Check: DC 11

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

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

Orevine

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 20 Knowledge (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.

Redroot

Geography: Temperate climates

Identify Check: DC 11

Value: 2 silver per root

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

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

Redstar Flowers

Geography: Lands around the Sea of Fallen Stars

Identify Check: DC 5 Value: 5 silver per ounce of sap

A strange plant with a translucent pink stem, numerous small branches fork off of the main

stem, each of them ending in a small red flower with five petals. Each flower has a small opening which leads down the branch to a small pool of sap. The sap has a sickeningly sweet aroma which draws in small insects, which then become disoriented and perish in the sap and are dissolved.

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

Rosecork

Geography: Inner Sea (Isle of Prespur),

Southern Cormyr Identify Check: DC 7

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

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

Rouddan

Geography: Sea of Fallen Stars

Identify Check: DC 5

Value: 2 copper per root

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

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

Ruby Blushrose

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

Identify Check: DC 7

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

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

Rose of Forgetfulness

Geography: Zakhara

Identify Check: DC 13

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

Those that smell the mesmerizing fragrance of the roses must make a DC 15 Wisdom saving throw or forget the past 2d4 minutes. Failing the saving throw by 5 or more causes the victim to forget the past 1d6 hours, and a spellcaster to forget 1d6 spells occupying the highest spell slots first. Those that fail the saving throw by 10 or more forget the past 1d6 days, and spellcasters forget 2d6 spells occupying the highest spell slots first. Rolling a 1 on the saving throw causes the inhale 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.

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-curved 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.

Salamander Orchids

Effect | Rarity | Type | Region

Dwarven emissaries to the City of Brass on the Elemental Plane of Fire first discovered these gorgeous plants in 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 Check: DC 15

Value: 1 silver per ounce of berries

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

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 gorcrows) find irresistible.

Sasami Tree

Geography: Kara Tur

Identify Check: DC 7

Value: 50 gold per tree

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

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

Scarlet Heart Mushroom

Geography: Swamps

Identify Check: DC 15

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

Serpent Sweat

Geography: Underdark

Identify Check: DC 15

Value: 50 gold per ounce of berries

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

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

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

Silverleaf

Geography: Western Faerun

Identify Check: DC 15 Value:

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

flower falls off of the plant and quickly wilts in the morning sun.

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

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.

Snowwood

Geography: Northern Faerun

Identify Check: DC 9

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

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

Sparkle Berries

Geography: Temperate climates

Identify Check: DC 5

Value: 5 silver per pound of berries

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

Specterflower

Geography: Cormanthor Forest, the Dalelands

Identify Check: DC 17

Value: 50 gold per root

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

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

Spellshield berries

Spellbane

Geography: Cormyr

Identify Check: DC 15 Value: 100 gold pieces per plant, 25 gold pieces per leaf

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

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

Spirit Moss

Geography: Swamps

Identify Check: DC 17

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

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

The moss then implants spores that burrow into the skin of the trapped creature, inflicting 1d6+1

damage per round. After the creature is implanted, they suffer Disadvantage to all attribute and skill checks, as a terrible malaise washes over them. Once the creature dies, the body sprouts a new mass of spirit moss.

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

Stirge Traps

Geography: Tropical climates

Identify Check: DC 9 Value: 5 silver pieces per plant

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

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

Stonewort

Geography: Eastern Faerun

Identify Check: DC 9

Value: 20 gold per ounce of leaves

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

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

Surgaerel ("SURR-gare-rell")

Effect | Rarity | Type | Region

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 tisanes 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

Value: 5 gold per ounce of berries

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

The golden berries of the bush grow with small protrusions, giving them the appearance of a small flaming sun. While the freshly cut berries

are sour, leaving them to sit in the sun for a day or two after being picked turns them remarkably sweet. The berries are often picked for Sunberry Wine.

Swampwalker

Geography: Temperate swamps

Identify Check: DC 9

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

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

Swordstalks

Geography: Chuult and Southern Faerun

Identify Check: DC 9

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

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

Takara Bulb

Geography: Mountains

Identify Check: DC 9

Value: 2 copper per bulb

A large bulbous mass that grows a half-dozen shoots that each end in a single leaf. The bulb is

dark brown or even red in coloration, while the leaves are a light green with red veins. During the spring a single large red flower forms at the center of the bulb.

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

Tahtolehti (Wishfern)

Tahtolehti - the most treasured, yet hardest to raise, of all magical plants - also goes by the common name of wishfern. Tahtolehti 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 tahtolehti 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 tahtolehti 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 tahtolehti 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.

Tahtoalehti (Wishfern)

Effect | Rarity | Type | Region

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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 Check: DC 7

Value: 2 gold per ounce of flowers

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

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

Thanalalya

Geography: Forests surrounding the Sea of Fallen Stars

Identify Check: DC 7

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

Adventure Idea: Pixie Problems

A druid friend of the party brings forth a problem that has been plaguing the local fey populace. Some

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

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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Thelmallow Flower

Geography: Swamps

Identify Check: DC 9

Value: 1 gold per ounce of flowers

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

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

Torment Toadstool

Geography: Swamps

Identify Check: DC 13

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

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

Trueroot red roots

Tumblespider Cactus

Geography: Deserts

Identify Check: DC 13

A tough cactus the size of a man's hand, the plant looks similar to a large dead spider, with numerous stalks curled around one another.

Lacking roots to anchor it in one place, the cactus is often blown about by the wind. At night the cactus unfurls the tendrils, and collects morning dew.

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

Twilight Birch

Geography: Western Faerun

Identify Check: DC 9

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

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

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

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.

Vaundyr Vine

Geography: Southern Faerun

Identify Check: DC 13

Value: 4 gold per ounce of leaves

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

Violet Slime

Geography: Swamps

Identify Check: DC 15

Lurking on the surface of stagnant pools of water deep in the marshes, this slime is deadly to those that are caught unaware. Noticing the shimmer of violet indicating the slime lingering on the surface requires a DC 15 Wisdom (Perception) skill check. While entering the pool the slime remains inert, but once the victim emerges from the pool, the slime clings to them. The slime becomes highly corrosive when removed from the pool and

inflicts 2d6 acid damage per round until it is washed off with water or exposed to bright light or fire. The corrosion only damages organic material, thus ignoring metal armor.

Waxworms

Geography: Southern Faerun

Identify Check: DC 13

Value: 5 silver per ounce of flowers

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

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

Weeping Trees

Geography: Temperate forests

Identify Check: DC 9

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

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

Whistling Cactus

Geography: Deserts

Identify Check: DC 13

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

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

Windwhip Tree

Geography: Temperate plains

Identify Check: DC 9

Growing in small clumps in vast open plains, the tree grows straight up until it splits into thousands of willowy branches. Each of these branches are thin and whiplike, and are covered in small clumps of light green leaves and small red thorns. The bark of the tree is dark brown with lighter brown spots around the base of the tree. When the wind blows across the plains, the flexible branches and trunk bend far over. When the wind suddenly abates, the trunk abruptly snaps back into place, and the flexible branches make a popping noise not unlike the crack of a whip. This also causes the tree to fling their seeds far and wide.

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

Wizard Hats

Geography: Underdark

Identify Check: DC 11

Value: 1 silver per mushroom

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

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

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.

Woundwort small plant

Xitluchi Bush

Geography: Tropical forests and jungles

Identify Check: DC 9

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

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

Yagdav Bushes

Geography: Northern Faerun

Identify Check: DC 7

Value: 2 silver per ounce of flowers

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

The flower petals are often dried and ground to make a tea that promotes fertility to couples that

are having difficulty conceiving. The female is instructed to drink the tea every morning upon first awakening.

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.

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 goblin (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 rasp-berry 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 needle-like 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, halflings, dwarves, and gnomes only; elves it helps not at all; and it actually harms goblin, 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 Silverymoon and Neverwinter.

TOA

Menga leaves

Ryath root

Sinda berries

Wildroot

Wukka nut

Dancing monkey fruit

Zabou

Tri-Flower ToA

OotA

Nightlight

Nilhogg's Nose

Tongue of Madness

Torchstalk

extra

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 liquor, and raw slices of another oil-polish wooden furniture, "eating"/absorbing 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 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.

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 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 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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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 apart 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.

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Tongue of Madness

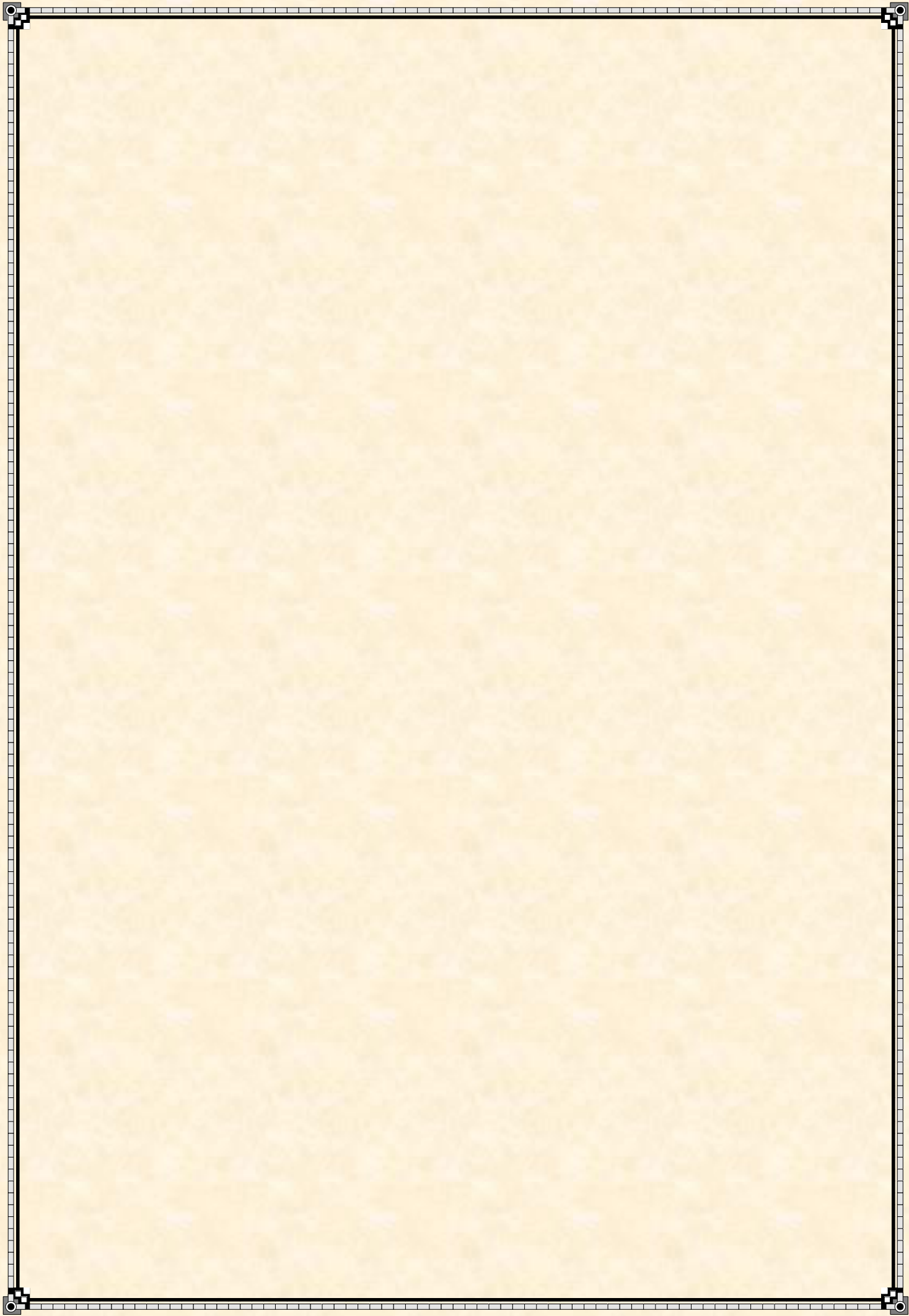
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CHANGELOG

V.0.1 – 13.10.2019 – INITIAL RELEASE

v.0.2. – 29.10.2019 – minor edits, added info
about some plants and herbs