

Plant Harvesting Guide

A guide for the Modern Herbalist

Introduction: This guide provides a list of herbs, weeds, leaves and other tree parts, including aquatic plant life that can be harvested and used. The guide includes a remake of the herbalist tool kit and skill, and many item cards and imagery.

The guide includes the name of localized herbalist NPCs to be used, along with an adaptable herbalist NPC sheet.

Harvestables can be used as craftables as the DM sees fit or be included in rare search quests.

DM Tool

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Table of Contents

Finding Plants	3
<i>Variant simplified rules</i>	3
Identifying Plants	4
Herbalist kit	4
Notes on Alchemy	4
Buying / Selling Plants	5
Common Plants	5
<i>Notable Trees</i>	14
Uncommon Plants	15
Rare Plants	25
Special Plants	31
<i>Appendix A – Farming plants</i>	33
<i>Appendix B – Rolling Tables for Plants</i>	36
<i>Appendix C – Plant loot table</i>	48
<i>Appendix D – Special Plant Legends</i>	50

Introduction

1492 DR, logging this information is Ardanian Pulvaneck, wizard tower scribe; Waterdeep. After gathering a collection of tomes and pocket books from travelers, alchemists, enchanters and scholars, we have combined single works into a massive illustrated guide to chronicle the use of local and exotic plant life.

Do note that we will skip most culinary obvious flora, such as common fruits and vegetables.

—Ardanian, Waterdeep Scribe

Finding Plants

When players go into the wilderness during their adventures, they may want to scavenge for plants. Have them roll a survival check. You can use the following table to see what they find:

Roll	Find Description
1	Nothing
2-5	1d4 Common Plant Bundles
6-9	2d4 Common Plant Bundles
10-14	1d4 Common Plant + 1d4 Uncommon Plant
15-19	1d4 Rare Plant
20-24	1d4 Common, Uncommon, Rare Plant (each)
Nat 20	2d4 Common Plant, 2d4 Rare plant
30	1 specimen of a special plant

You can choose a different plant for each bundle, or have it be several bundles of the same plant.

In the instance that the players are looking for a specific type of plant, the DC is as follow:

Plant Type	DC
Common	DC10
Uncommon	DC15
Rare	DC20
Special*	DC30

*Special plants are usually part of a quest, but allow legendary finds for high level players who honed their associated survival stat.

For items found in treasure, see Appendix C.

Regional Flora

Note that a plant that is common in a region isn't necessarily common in another. A prime example is the Underdark. Plants commonly found in the Underdark are uncommon or rare anywhere else as they only grow underground.

Variant simplified rules

If instead of finding the plants by their name and uses, to craft or use raw, you can follow this simplified set of guidelines:

Once you know your player has found common or uncommon plants, roll (D4) on this table to know the use of the plants:

Roll	Plant Use	Value	
		Common	Uncommon
1	Cooking / Brewing	1s/lb	2s/lb
2	Crafting	1s/lb	2s/lb
3	Spell component	2s/lb	5s/lb
4	Alchemy	See below	

For cooking/brewing, crafting and spell components, they can just be added to the player's inventory to be sold at any market. For alchemy, then roll on the following table to know the type of effect the plant has.

Roll	Alchemy effect	Value per bundle	
		Common	Uncommon
1	Healing	1s	2s
2	Poison	1s	2s
3	Alteration	2c	4c
4	Elemental	5c	1s
5	Explosive	5c	1s
6	Environmental	2c	4c

For crafting, just use a plant of the right effect in potion making. Healing, explosive and poison are self-explanatory.

Alteration: Changes in a state, such as invisibility and stone skin.

Elemental: Any effects related to elements, especially resistance.

Environmental: They are for potions used rather than consumed, such as a potion of slipperiness.

Rare and Special herbs don't have a general form and remain specific.

Healing plants

For healing plants, you can use them as is, without any potion making. They can restock a healing kit or be consumed as is.

Common plants give 1 hp back. Uncommon plant give 1d4 hp back.

Poison plants

For poisonous plants, you can use them as is, without any potion making. They can restock a poisoner's kit or be consumed as is (best mixed in food/drink for concealment).

Common plants take 1 hp away. Uncommon plant do 1d4 damage and set the poisoned condition for 1d4 minutes.

TIP: Have fun in roleplay by being inventive on the plant's taste, smell and texture, or even adding a non-invasive side effect, like a mild voice change.

Identifying Plants

Nature is the skill to use to identify plants. Any plant previously identified is automatically recognized.

For common plants, it is the DM's discretion whether identification is required, or if the plant is automatically identified (i.e. a wild strawberry is considered to be very easy to recognize).

Difficulty in identifying plants works by tier as follow:

Plant Type	DC
Common	DC5
Uncommon	DC10
Rare	DC15
Special*	DC20

*Exception for a special plant if the players have a detailed description or etching at their disposal (i.e. if the plant is the object of a quest). In that instance, reduce the DC to 5.

Herbalist kit

An herbalist kit consists of large pouch that is segmented and often worn at the hip. Attached is a set

of three small shears used to cut plants, a small hand shovel to dig roots and a pair of gloves are kept in the compartment, resistant to spines and offering full protection from poisons. A small cloth piece is also folded, to wear on one's face to protect from spores and other vapor some plants may have. The main compartment is used to store collected plants.

Proficiency with the herbalist kit can be granted by the DM at will or acquired during intensive studying with an herbalist for at least 1 month (use downtime or split with small studies over a longer period to achieve).

Formula: INT + Prof (double proficiency score if player has proficiency with the kit). In interpretation, this will equal having nature proficiency for anyone without proficiency with the kit.

Proficiency with herbalist kit gives advantage to plant identification and when using survival to find specific plants.

The herbalist kit is 5gp and weighs 3lbs when emptied of plants.

Notes on Alchemy

You will see on plant descriptions, for those that can serve in alchemy, that their usable parts are listed. Here is a brief explanation for what each part means:

Oil: The moisture of the plant without the flesh. Often plants are squeezed for their oil. It may also be extracted from the seed on some plants.

Juice: For some fruits and vegetables.

Flesh: Live part of the plant that is soft – leaf, stem, petal. It most often is ground into a paste and added in either a very thick potion (rare) or used in salves / lotions and other products alike (most common use).

Dry flesh: This means the bark or a usual live part of the plant that is dried then ground.

Wet roots: Used the same way flesh is.

Dry roots: Used the same way dry flesh is.

Nectar: The liquid within a flower-type plant. Can be tricky to harvest.

Seed: When a seed is used in alchemy, it is either ground into a powder once dried, or boiled and then collected as a concoction.

Rare: This pertains to rather specific plants that have other components. Some may have milk stored in the stem, or some carnivorous plants may have venom pustules to be harvested.

Additionally, some plants will have an effect if consumed or even touched without any alchemical manipulation.

Any non-edible plant consumed regardless will give the consumer no nutrition benefit (won't avoid starvation exhaustion) and a bad belly ache, resulting in disadvantage on all checks until your next short or long rest.

Buying / Selling Plants

Merchants buy plants at half the price they sell it at. The only exception is for farmed plants sold by the bushel, which always use the same price / cost, as these are then used to feed or grow things, or resold in smaller basket (such as vegetables) or even by the unit to garner the merchant a profit.

Common Plants

These plants are found nearly everywhere. You can select the plants found when the player character rolls, or use the tables in Appendix B, based on where the players are located.

Ab'i

Environment: Desert

Description: Viewed from the surface, ab'i looked like tall brown grass. The succulent blood red tubers of this plant lay around 3 feet (0.9 meters) underground. These tubers were edible and contained up to a gallon (3.8 liters) of fresh water.¹

Uses: Edible / Water

Alchemical property: None

Price: 5c / lb.

Acorn

Environment: Woodland / Tundra

Description: A small to medium sized nut that grows on Oak trees. This bland nut gains taste when roasted, and can be eaten as is or powdered for flavor. It is also used in decorative crafts, especially by kids. Once gilded, it does hold properties to channel nature magic.

Uses: Component, Food

Alchemical property: None

Price: 1c / 10 acorns

Algae

Environment: Aquatic – Ocean / Sea

Description: Looks like sea moss.

Uses: Reagent

Alchemical property: Base

Alchemical part: Flesh

Alchemical effect: None

Price: 5c / lb.

Aloe Vera

Environment: Desert

Description: Spikey bush plant with a texture that resembles that of a cactus. It has a clear gel for sap that feels cool to the touch.

Uses: Edible – Large quantity will make a person ill

Alchemical property: Healing

Alchemical part: Juice

Alchemical effect: The gel is often used to soothe burns, including sunburns. It also soothes dry skin itches.

Price: 1s / lb.

Bamboo

Environment: Jungle

Description: This log-like plant is light green and coarse, but holds a lot of delicious juices within its stringy flesh.

Uses: Edible – Large quantity will make a person ill

Alchemical property: Calming

Alchemical part: Flesh

Alchemical effect: None

Price: 1s / lb.

Banana

Environment: Farms / Desert

Description: This long fruit grows in bundles at the top of palm trees. It has a thick, bitter peel and creamy white flesh inside. It is very sweet.

Uses: Cooking / Baking

Alchemical property: None

Price: 2s / lb.

¹ Rick Swan (1994). *Al-Qadim: Caravans: Campaign Guide*. (TSR, Inc), p. 27. ISBN 1-56076-903-3..

Barrelstalk

Environment: Underdark

Description: 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.²

Uses: Edible / Water

Alchemical property: None

Price: 1s / lb.

Beucephalandra

Environment: Aquatic – Fresh Water

Description: This plant has deep green leaves with purple highlights and a bright orange spiked flower at the center.

Uses: The flower is edible (sweet) / Alchemy

Alchemical property: Paralysis

Alchemical part: Flesh

Alchemical effect: Hinders movement (Disadvantage on DEX saves) if consumed

Price: 1s / lb.

Bluecap Mushroom³

Environment: Underdark

Description: Bluecap was inedible in its raw state, but it could be ground into a bland flour and baked into nutritious sporebread (also called bluebread).

Uses: Edible – Powder makes bread

Alchemical property: None

Price: 1s / lb.

Blyxa Grass

Environment: Aquatic – Fresh Water

Description: This looks like a vibrant patch of lime colored grass. It has a tangy flavor.

Uses: Edible – Usually in salads

Alchemical property: None

Price: 1s / lb.

Button Mushroom

Environment: Farm / Everywhere

Description: A small spongy white fungi that grows in moist places. Usually found near rocky surfaces. The tip is bulbous with a short stalk.

² Christopher Perkins, Adam Lee, Richard Whitters (September 1, 2015). Out of the Abyss. Edited by Jeremy Crawford. (Wizards of the Coast), p. 22. ISBN 978-0-7869-6581-6.

³ Christopher Perkins, Adam Lee, Richard Whitters (September 1, 2015). Out of the Abyss. Edited by Jeremy Crawford. (Wizards of the Coast), p. 22. ISBN 978-0-7869-6581-6.

Uses: Food

Alchemical property: None

Price: 2s / lb

Cabbage

Environment: Farms / Any region

Description: Green slick leaves bunched in a ball. Grows close to the soil.

Uses: Cooking – vegetable. Used in the Stinking Cloud spell. In medicine, leaves can be used to help reduce swelling and pain of bruises.

Alchemical property: None

Price: 1s / lb.

Cactus

Environment: Farms / Desert

Description: Large spiny plants holding water in their core.

Uses: Cooking – fruit and flesh can be used in exotic recipes.

Alchemical property: Vitality

Alchemical part: Flesh / juices

Alchemical effect: Consumed as is, this can reduce one level of exhaustion. While harvesting, roll a D20 luck die. On a critical failure, the harvester takes 1 point of damage. This can be avoided by using a herbalist kit to harvest.

Price: 1s / lb. (Flesh) / 5s / lb. (Fruit)

Carrots

Environment: Farms / Any region

Description: Tubal root, most often orange (sometimes yellow or purple) with dense green leaves.

Uses: Cooking – vegetable. Used in the Darkvision spell.

Alchemical property: Sight improvement

Alchemical part: Root

Alchemical effect: None

Price: 1s / lb.

Cave Pulp

Environment: Underdark

Description: Grown vines with bulbs that never flower or turn into leaves. The bulbs have a texture similar to that of beans or chickpeas, though mostly flavorless. Good source of plant protein.

Uses: Cooking

Alchemical property: None

Price: 2c / lb.

Chokecherries

Environment: Fields / Temperate

Description: Bush with small black round berries. Identifiable by the fact that this bush grows very few berries at a time.

Uses: Cooking / Alchemy.

Alchemical property: Healing (curative)

Alchemical part: Fruit / Flesh

Alchemical effect: None

Price: 1s / lb.

Collards

Environment: Tundra

Description: Collards are a deep green and tolerate freezing temperatures, and can even be harvested throughout the winter. Collards will taste sweeter if harvested after a frost.

Uses: Cooking / Vegetable

Alchemical property: None

Price: 2c / lb.

Corn (Wild Corn)

Environment: Woodlands / Farm

Description: Grows on tall sturdy stalks, with the fruit wrapped in leaves. It is a grainy white and yellow cob. Eating as is (boiled) or dried and ground into flour to bake into things like cornbread. Dried grains also serve for livestock feed. It is very easy to grow. In the wild, you usually find 3-5 stalks of these together in sunlit groves.

Uses: Cooking

Alchemical property: None

Price: 5c / lb.

Cranberry

Environment: Farms / Woodlands / Mountains / Temperate

Description: Red berry growing on a leafy bush. This berry looks like dark red circle the size of a thumb. Sour to the taste.

Uses: Cooking – popular in baking and juices.

Alchemical property: Base in common healing potions.

Alchemical part: Juice

Alchemical effect: None

Price: 3s / lb.

Creeper berries

Environment: Fields / Mountains / Temperate

Description: These bright blue berries grow on creeping thorny vines, often set on a rocky surface.

Uses: Alchemy

Alchemical property: Numbing / Analgesic

Alchemical part: Juice

Alchemical effect: Consuming these will cause nausea and numbness of extremities for 1d4 hours.

Disadvantage on all DEX rolls.

Price: 5c / lb.

Dancing Monkey Fruit⁴

Environment: Jungle (Chult)

Description: This bumpy red magical fruit produces enough tasty juice to fill a vial.

Uses: Juice.

Alchemical property: Poison

Alchemical part: Juice

Alchemical effect: DC 14 CON save or for 1 min. feel the compulsion to comically dance. All movement is to be used in this dance each turn.

Price: 1c Each

Deadly Nightshade

Environment: Mountains / Temperate

Description: Bush that produces dark-purple, slightly-sweet berries and pale-green, oval leaves.

Uses: Poison.

Alchemical property: Poison

Alchemical part: Fruit

Alchemical effect: Consuming these will cause 1d4 dmg per berry ingested

Price: 1c / berry

Devil's Ivy

Environment: Underdark

Description: Bright green leaves with a striped pattern, growing on crawling vines.

Uses: Decorative

Alchemical property: None

Price: 2s / plant

Dwarf Baby Tears

Environment: Aquatic – Fresh Water

Description: Tiny bright green leaves growing on a thick bush. Resembles water thyme.

Uses: Alchemy / Cooking (Tastes a bit like fish sauce)

Alchemical property: Shrink

Alchemical part: Flesh

Alchemical effect: None

Price: 3c / lb.

⁴ Christopher Perkins, Will Doyle, Steve Winter (September 1, 2017). Tomb of Annihilation. Edited by Jeremy Crawford. (Wizards of the Coast), p. 205. ISBN 978-0-7869-6610-3.

Elderberries

Environment: Fields / Temperate

Description: A shrub 3 to 13 feet tall with showy white flower clusters. The raw berries are often too rank and tart for direct consumption. The large white flower clusters, dipped in batter and fried, make superior fritters. When the berries are dried in the sun, they lose their bitterness and store well. They can also be reconstituted in boiling water for use in muffins and pie fillings.

Uses: Cooking / Baking / Alchemy

Alchemical property: Suggestion

Alchemical part: Fruit / Flesh

Alchemical effect: None

Price: 2c / lb.

Flax

Environment: All land based region (surface)

Description: Flax is a tall flower with a violet set of petals and seeds set to its core. The seed is edible and very nutritious, while the plant fibers can be weaved into light fabrics.

Uses: Cooking / Textile (Fabric)

Alchemical property: None

Price: 1s / plant

Frogbit

Environment: Aquatic – Fresh Water

Description: These large cup leaves float to the surface of the water. You often find frogs on them.

Uses: Alchemy

Alchemical property: Speed

Alchemical part: Flesh

Alchemical effect: None

Price: 1s / lb.

Garlic

Environment: Farms / Woodlands / Temperate

Description: White fragrant bulbs grown in ground with vibrant green stems.

Uses: Cooking – spice.

Alchemical property: Oil can serve as a base for alteration potions. Protection from evil / Purification

Alchemical part: Oils / Flesh

Alchemical effect: Eating 1lb or more of raw garlic gives you disadvantage on all charm or persuade attempt for 1d4 hour (you stink).

Price: 1c / 5 bulbs

Glow Moss

Environment: Farms / Underdark

Description: Blueish-green moss that emits a dim light.

Uses: Used in the Light spell.

Alchemical property: Light

Alchemical part: Dry flesh

Alchemical effect: If harvested without gloves or herbalist kit, it makes your hands glow until washed thoroughly with water. Stealth checks are impossible.

Price: 5s / lb.

Gooseberry

Environment: Farms / Woodlands / Fields / Temperate

Description: Red or green berry growing on a leafy bush. This berry looks like a large juicy circle. Sweet to the taste.

Uses: Cooking – popular in baking.

Alchemical property: Reagent in healing potions. Often used in perfumes.

Alchemical part: Juice

Alchemical effect: None

Price: 3s / lb.

Holly Berry

Environment: Mountains / Temperate

Description: Bright red small berries bundled on the branch of a small bush furnished with waxy green leaves.

Uses: Used to cast Conjure Woodland Beings.

Alchemical property: None

Price: 3s / lb.

Hops

Environment: Farms / Fields / Any region

Description: Green bud on a hops plant. Looks similar to a closed pinecone.

Uses: Cooking – yeast and brewing.

Alchemical property: Helps with the potency of a potion

Alchemical part: Dry flesh

Alchemical effect: None

Price: 1s / lb.

Hot Peppers

Environment: Farms / Desert

Description: Vine plant with small tubal fruit (red, yellow, orange)

Uses: Cooking –vegetable / spice (spicy). Used in the Dragon's breath spell.

Alchemical property: None

Price: 5s / lb.

Java Moss

Environment: Aquatic – Fresh Water

Description: Vibrant green moss growing on a branch-like stalk.

Uses: Alchemy

Alchemical property: Energy

Alchemical part: Flesh

Alchemical effect: Removes 1 level of exhaustion

Price: 3c / lb.

Kelp

Environment: Farms / Aquatic

Description: Green plant living under water.

Uses: Cooking – vegetable for sea dwellers. Feed for fish.

Alchemical property: Water breathing

Alchemical part: Flesh

Alchemical effect: None

Price: 2s / lb.

Lavender

Environment: Farms / Coastal

Description: A shrub-like perennial with purple flowers.

Uses: Cooking – spice.

Alchemical property: Suggestion. Often used in perfumes.

Price: 2s / lb.

Licorice

Environment: Coastal / Marshes

Description: Flowering green twig type plant with dark, fragrant roots.

Uses: Used in cooking as a spice or to create candies. It is also used to caste the Haste spell.

Alchemical property: Speed / alteration

Alchemical part: Root

Alchemical effect: None

Price: 2s / lb.

Lime

Environment: Farms / Jungle

Description: Small green fruit with a sour / bitter taste.

Uses: Cooking – the juices are used for flavor. Also used in the Flesh to stone spell.

Alchemical property: None

Price: 1s / lb.

Lithop

Environment: Underdark

Description: This mushroom often is overlooked, passed over for looking like a flat pebble.

Uses: Cooking – Eaten raw or ground dried as a spice, tastes salty

Alchemical property: None

Price: 1s / lb.

Menga Bush

Environment: Jungle (Chult)

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

Uses: Cooking – spice.

Alchemical property: Healing

Alchemical part: Leaves / Flesh

Alchemical effect: See above

Price: 5c / Bundle (1 Plant = 1 Bundle)

Mint

Environment: Farms / Fields / Temperate

Description: Green fragrant leafy stems cluttered in a small tree-like bush.

Uses: Cooking – spice.

Alchemical property: Cold / Healing

Alchemical part: Flesh and Dry flesh

Alchemical effect: None

Price: 5c / Bundle (1 Plant = 1 Bundle)

Mother-in-law's Tongue (Snake Plant)

Environment: Underdark

Description: These look like large blades of glossy grass and provide much oxygen. They are found nearer to the surface and close to cave entrances. Nobility often has several potted versions in their home.

Uses: Decorative / Clean Air / Alchemy

Alchemical property: Air, Purification

Alchemical part: Flesh

Alchemical effect: None

Price: 1g / plant

Mulberries

Environment: Temperate / Fields

Description: Small green bush with bundled red and deep purple berries.

Uses: Cooking / Baking / Alchemy

⁵ Christopher Perkins, Will Doyle, Steve Winter (September 1, 2017). Tomb of Annihilation. Edited by Jeremy Crawford. (Wizards of the Coast), p. 205. ISBN 978-0-7869-6610-3.

Alchemical property: Physical Strength

Alchemical part: Fruit

Alchemical effect: None

Price: 1s / lb.

Nightlight

Environment: Underdark

Description: 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.⁶

Uses: Torch / Light

Alchemical property: None

Price: 1c Each

Nilhogg's Nose

Environment: Underdark

Description: 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.⁷

Uses: Scent enhancer

Alchemical property: Alteration

Alchemical part: Whole

Alchemical effect: Scent enhancer

Price: 2c Each

Oats

Environment: Farms / Any region

Description: Green plant with tiny florets at the tip.

Uses: The seed is used in cooking for things like porridge and cereal bases.

Alchemical property: Skin softening / hydration

Alchemical part: Seeds

Alchemical effect: None

Price: 2s / Bushel

Ormu

Environment: Underdark

Description: 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.⁸

Uses: In paint or as light

Alchemical property: None

Price: 1c / g. of powder

Oyster Mushroom

Environment: Coastal / Marsh / Farm

Description: These button-like mushrooms grow on top a long-curved stalk, usual in bundles of 20-30 mushrooms. They have a hint of fishy taste to them.

Uses: Cooking

Alchemical property: None

Price: 3s / lb

Passion Fruit

Environment: Jungle / Farm

Description: This thick-skinned fruit has a pink, spiky peel with a wet inside, with large seeds. Its rich, sweet flavor makes it popular in baking, but its consistency makes it difficult to eat raw.

Uses: Cooking / Baking

Alchemical property: None

Price: 2s / lb.

Poison Ivy (Devil's prank)

Environment: Temperate / Woodlands / Mountains / Fields / Jungle

Description: A green serrated leaf plant growing low to the ground. It is recognizable by the fact that it has three leaves to a twig. Also, goats love these and are immune to its adverse effects.

Poison Ivy's effect are resistant to restoration magic, much to the confusion of any scholar. Due to this, it has been dubbed the Devil's prank.

If planted, it is also invasive and will quickly take over one's garden. Use gloves to remove and burn the thing!

Uses: None – Invasive weed

Alchemical property: Poison

Alchemical part: Flesh

Alchemical effect: Contact with skin can cause a rash that is itchy for 1d4 days. Consuming the plant will

⁶ Christopher Perkins, Adam Lee, Richard Whitters (September 1, 2015). Out of the Abyss. Edited by Jeremy Crawford. (Wizards of the Coast), p. 22. ISBN 978-0-7869-6581-6.

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make one nauseous and feverish for 3d4 days. Aloe and other healing ointments make the itch tolerable, but there is no cure for the ailments when eating the plant.
Price: None, no one wants this thing.

Pumpkin

Environment: Farms / Any region
Description: A large vine fruit that grows a bright orange, circular.
Uses: Cooking – baking (especially pies).
Alchemical property: Divination
Alchemical part: Seed
Alchemical effect: None
Price: 2c Each

Raspberry

Environment: Farms / Woodlands / Fields / Temperate
Description: Red berry growing on a leafy bush. This berry looks like an agglomeration of tiny round berries. Sweet to the taste.
Uses: Cooking – popular in baking and jellies.
Alchemical property: Base in common healing potions. Often used in perfumes.
Alchemical part: Juice
Alchemical effect: None
Price: 3s / lb.

Rhubarb

Environment: Farms / Fields / Woodlands / Temperate
Description: Bush of long fuzzy stems topped with a large leaf.
Uses: Cooking – vegetable. Used in the Merf's Acid Arrow spell.
Alchemical property: None
Price: 2c / lb.

Roses

Environment: Farms / Fields / Any region
Description: Delicate thorny flower growing in a bush. Comes in a variety of colors but most often pink or red.
Uses: Cooking – spice. Used in the Sleep spell.
Alchemical property: Seduction / Suggestion / Relaxation. Often used in perfumes.
Alchemical part: Oil
Alchemical effect: None
Price: 3c Each

Rot Moss

Environment: Underdark
Description: Dark brown or green mushy moss with a strong stench of rot.

Uses: Used in graves or mass graves to compost flesh and keep undead scavengers away.

Alchemical property: Stench

Alchemical part: Flesh

Alchemical effect: None (but it tastes awful, gag-worthy)

Price: 1c / lb.

Ryath⁹

Environment: Jungle (Chult)
Description: A colorful tuber plant with thick deep roots.
Uses: Medicine
Alchemical property: Healing / Poison
Alchemical part: Root
Alchemical effect: Any creature that ingests a ryath root gains 2d4 temporary hit points. A creature that consumes more than one ryath root in a 24-hour period must succeed on a DC 13 Constitution saving throw or suffer the poisoned condition for 1 hour.
Price: 2g / bundle

Sea Grass

Environment: Aquatic – Ocean / Sea
Description: Looks like land grass but underwater.
Uses: Bitter food used as sea ration – very nutritious
Alchemical property: None
Price: 1c / bundle

Sea Lettuce

Environment: Aquatic – Ocean / Sea
Description: Looks like an underwater viscous bush of roman lettuce.
Uses: Cooking - Raw
Alchemical property: None
Price: 1s / lb.

Seaweed

Environment: Farms / Aquatic
Description: Green plant living under water.
Uses: Cooking – vegetable for sea dwellers / used in sushi.
Alchemical property: Immunity
Alchemical part: Flesh
Alchemical effect: None
Price: 2s / lb.

⁹ Christopher Perkins, Will Doyle, Steve Winter (September 1, 2017). Tomb of Annihilation. Edited by Jeremy Crawford. (Wizards of the Coast), p. 205. ISBN 978-0-7869-6610-3.

Skunk Cabbage

Environment: Coastal / Marshes

Description: This reddish, gnarly plant grows in very moist areas. It has a thick shell and you can feel heat coming off it. Though nutritious, it is very foul tasting.

Uses: Emergency food - Alchemy

Alchemical property: Heat / Fire

Alchemical part: Flesh

Alchemical effect: None

Price: 1s / lb.

Sinda¹⁰

Environment: Jungle (Chult)

Description: A bush with many dark brown, bitter tasting berries.

Uses: Cooking (dulls bitterness of a drink)

Alchemical property: Resistance to poison / disease

Alchemical part: Fruit

Alchemical effect: Gives advantage during saving throws against poison / disease for 24 hours.

Price: 2s / bundle

Snowberries

Environment: Tundra

Description: Birds also love Snowberry shrubs. While these shrubs are known for their white bulbs and berries, they also come in different colors, like pink and red. The berries grow in autumn and last into the winter.

Uses: Cooking – light tart flavor

Alchemical property: Cold Resistance

Alchemical part: Juice

Alchemical effect: None

Price: 5c / handful OR 2s / lb

Strawberry

Environment: Farms / Woodlands / Fields / Mountains / Temperate

Description: Red berry growing on a leafy bush. This berry looks like a seedy heart. Sweet to the taste.

Uses: Cooking – popular in baking and jellies.

Alchemical property: Reagent in common healing potions. Often used in perfumes.

Alchemical part: Juice

Alchemical effect: None

Price: 3s / lb.

Sumac

Environment: Temperate Plains, Hills and Fields

Description: Flowering plant in warm colors, growing in a cone-like shape. Found mostly in the shade.

Uses: Leaves are used in the flame blade spell

Alchemical property: None

Price: 1c / bundle

Sweetsop

Environment: Temperate Plains, Woodlands and Fields

Description: Light green kidney shaped fruit that grows on a short leafy tree.

Uses: Cooking / Baking

Alchemical property: None

Price: 5c / lb.

Timmask

Environment: Underdark

Description: 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.¹¹

Uses: Scent enhancer

Alchemical property: Poison

Alchemical part: Spore powder

Alchemical effect: See above

Price: 1s / g. of spore powder

Torchstalk

Environment: Underdark

Description: 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.¹²

Uses: Explosive

Alchemical property: None

Price: None

¹⁰ Christopher Perkins, Will Doyle, Steve Winter (September 1, 2017). Tomb of Annihilation. Edited by Jeremy Crawford. (Wizards of the Coast), p. 205. ISBN 978-0-7869-6610-3.

¹¹ Christopher Perkins, Adam Lee, Richard Whitters (September 1, 2015). Out of the Abyss. Edited by Jeremy Crawford. (Wizards of the Coast), p. 22. ISBN 978-0-7869-6581-6.

¹² Christopher Perkins, Adam Lee, Richard Whitters (September 1, 2015). Out of the Abyss. Edited by Jeremy Crawford. (Wizards of the Coast), p. 22. ISBN 978-0-7869-6581-6.

Trillimac

Environment: Underdark

Description: 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..¹³

Uses: Edible / Water

Alchemical property: None

Price: 1s / lb.

Water Fern

Environment: Aquatic – Fresh Water

Description: Large grass blades in bundles.

Uses: Alchemy

Alchemical property: Healing

Alchemical part: Flesh

Alchemical effect: None

Price: 2s / lb.

Water lily

Environment: Farms / Aquatic

Description: White flower growing on water surfaces.

Uses: Cooking – vegetable for sea dwellers.

Alchemical property: Healing

Alchemical part: Nectar

Alchemical effect: If consumed as is, roll 1D20. If the player gets between 18-20, they regain 1 HP. Can only be used once a day.

Price: 2s / lb.

Waterorb

Environment: Underdark

Description: 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..¹⁴

Uses: Edible / Water

Alchemical property: None

Price: 1s / lb.

Wasabi

Environment: Farms / Coastal / Marsh

Description: Bush of long stems topped with a large waxy leaf.

Uses: Cooking – spice paste.

Alchemical property: Fire / Heat

Alchemical part: Root

Alchemical effect: DC5 CON save (optional) if consumed normally, else it burns the tongue and is too spicy for the player (RP effect only). If consumed in large amount, a gob / handful etc., roll a CON save with a DC 15, else suffer severe indigestion (1 exhaustion point).

Price: 1c / g.

White Sage

Environment: Farms / Coastal / Marsh

Description: Cluster of leafy stems of a whitish-green color.

Uses: Cooking – spice. Used in cleansing rituals and protection spells of areas, such as homes.

Alchemical property: Repelling evil / protection

Alchemical part: Dry flesh

Alchemical effect: None

Price: 5s / Bundle

Winterberries

Environment: Tundra

Description: Cluster of red berries with a thick skin and resistant to cold. Grows on evergreen trees.

Uses: Cooking / Baking

Alchemical property: None

Price: 1s / lb

Wildroot¹⁵

Environment: Jungle (Chult)

Description: Creeping vine with juicy roots over or near the soil's surface.

Uses: Antidote

Alchemical property: Antidote

Alchemical part: Root

Alchemical effect: Cures the poisoned status.

Price: 1g / bundle

Wire Reed

Environment: Aquatic – Ocean / Sea

Description: Thin stalk with a mix of small green and red leaves, very spaced.

¹³ Christopher Perkins, Adam Lee, Richard Whitters (September 1, 2015). Out of the Abyss. Edited by Jeremy Crawford. (Wizards of the Coast), p. 22. ISBN 978-0-7869-6581-6.

¹⁴ Christopher Perkins, Adam Lee, Richard Whitters (September 1, 2015). Out of the Abyss. Edited by Jeremy Crawford. (Wizards of the Coast), p. 22. ISBN 978-0-7869-6581-6.

¹⁵ Christopher Perkins, Will Doyle, Steve Winter (September 1, 2017). Tomb of Annihilation. Edited by Jeremy Crawford. (Wizards of the Coast), p. 205. ISBN 978-0-7869-6610-3.

Uses: Alchemy
Alchemical property: Water breathing
Alchemical part: Flesh
Alchemical effect: None
Price: 2s / Bundle

Witches' Butter

Environment: Underdark
Description: Parasitic mushroom that grows onto other fungi. Its undulations resembles that of a yellow brain, earning it its nickname. As food, the extremities can be heated up and melt into a butter-like substance that is bittersweet.
Uses: Cooking
Alchemical property: None
Price: 1s / lb.

Wolffia Druvia

Environment: Underdark
Description: These tiny red plants, which fully grow is the size of a small seed, tends to float on still water.
Uses: Alchemy
Alchemical property: Acid
Alchemical part: Flesh
Alchemical effect: If the plant is intact, the stomach acids can handle it. However, chewing it will cause the mouth to burn and cause 1hp acid damage. It does the same to the skin if crushed in bare hands.
Price: 1c / g.

Zabou Mushroom¹⁶

Environment: Jungle (Chult)
Description: Zabou mushrooms feed on offal and the rotting wood of dead trees. If handled carefully, a zabou can be picked or uprooted without causing it to release its spores. If crushed or struck, a zabou releases its spores in a 10-foot-radius sphere. A zabou can also be hurled up to 30 feet away or dropped like a grenade, releasing its cloud of spores on impact.
Uses: Sometimes used as an improvised poison grenade.
Alchemical property: Poison
Alchemical part: Spores (seed)
Alchemical effect: Any creature in that area must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. The poisoned creature's skin itches for the duration. The creature can repeat the

saving throw at the end of each of its turns, ending the effect on itself on a success.
Price: 2s / bundle

Notable Trees

Most trees are not used in anything special, other than to identify a region, provide oxygen-rich air and add a touch of green to a yard.

However, a few hold components that have proven to be useful.

***Note:** Fruits from fruit trees are listed in the regular plants section.

Cinnamon trees

Environment: Jungle
Description: Large trees with waxy oval leaves and a spotted trunk.
Fruit: None
Uses: The grounded bark is used as a spice, often in baking.
Alchemical property: Fire / Heat
Alchemical part: Dry flesh (bark)
Alchemical effect: None
Price: 1c / 5g. of bark

Mistletoe trees

Environment: Temperate Mountains
Description: Leaf tree with its leaves and flowers (small round white or red berries) growing in small bushes to the tip of its branches.
Fruit: Mistletoe berries – non-edible
Uses: The bush is used to cast Goodberry and Pass without a trace. Also used decoratively during various holidays.
Alchemical property: None
Price: 5c / bundle

Oak trees

Environment: Temperate Plains, Hills, Woodlands and Mountains
Description: Large trees with green spirally leaves. They have variations based on their locations (sub-species), with some having some serration on the leaves.
Fruit: Acorns
Uses: Acorn can be used in some cooking but are tougher nuts to use, so are seldom demanded. The shells however serve as a component for some spells

¹⁶ Christopher Perkins, Will Doyle, Steve Winter (September 1, 2017). Tomb of Annihilation. Edited by Jeremy Crawford. (Wizards of the Coast), p. 205. ISBN 978-0-7869-6610-3.

using nuts as a general items. The bark is also of use for casting skin toughening spells.

Alchemical property: Skin hardening

Alchemical part: Dry flesh (bark)

Alchemical effect: None

Price: 1c. / 5g. of bark

Pine trees

Environment: Temperate Plains, Hills, Woodlands and Mountains

Description: conifer tree with long needles and pleasant fragrance.

Fruit: Pinecone

Uses: Pine tar is used for casting skin toughening spells.

Alchemical property: None

Price: 5c / lb. of tar

Wukka tree¹⁷

Environment: Jungle (Chult)

Description: A wukka nut rattles when shaken, causing its shell to shed bright light in a 10-foot radius and dim light for an additional 10 feet. This magical light fades after 1 minute, but shaking the nut again causes the light to reappear. If the shell of the nut is cracked open, it loses its magic.

Uses: Nuts emit light – makeshift lantern

Alchemical property: None.

Price: 1c Each (Nut)

Wychwood

Environment: Temperate Mountains

Description: Twisting tree with vibrant green serrated leaves and undulating branches. It has smooth pale bark covering it.

Fruit: None

Uses: A branch is used to cast Dancing Light.

Alchemical property: None

Price: 1c. per small branch. Dead Wychwood is also popular for fabricating wands, so piles of deadwood branches sell for as much as 2g. per branch. Must be found on a tree that died naturally or was hit by lightning. A DC 15 deception check could trick a merchant on that respect.

Yew trees

Environment: Jungle

Description: Thick layered trunk, usually dark in color with soft needle-like leaves and red olive-looking fruits. These can have incredibly old lives.

Fruit: Aril berry

Uses: Leaves are used to cast Detect poison & disease.

Alchemical property: Temporal / Alteration – Poison

Alchemical part: Dry flesh (bark); Fruit

Alchemical effect: Consumed as is, each berry causes 2d4 poison damage per hour for 1d10 hours, inflicting the poisoned effect

Price: Leaves are not sold / bought as they are needed fresh or else they won't work. The bark sells for 5s / lb. and seeds sell for 1g. per handful, but only to magical tree nurseries.

Uncommon Plants

These plants are found with a bit of searching. You can select the plants found when the player character rolls, or use the tables in Appendix B, based on where the players are located.

Alinaes

Environment: Aquatic – Sea / Ocean

Description: This long solitary tendril is bioluminescent and looks like it comes from another world. It is found in the very deep areas of the Ocean, where light is rare.

Uses: Alchemy

Alchemical property: Blindness

Alchemical part: Flesh

Alchemical effect: None

Price: 2s / plant

Allspice (Tree)

Environment: Woodland / Farm

Description: These grow like little bunches of round nuts ranging from deep red to dark purple in bright leafy trees. They are dried and ground into a spice.

Uses: Cooking / Brewing

Alchemical property: None

Price: 1c / g.

Apple (Tree)

Environment: Woodland / Farm

Description: These are commonly eaten fruit. They are common in towns as many orchards grow them, but in the wild, they are harder to find in forests. They are tart in the summer, sweet in the fall.

Uses: Cooking / Baking / Raw

Alchemical property: None

Price: 1c / each

¹⁷ Christopher Perkins, Will Doyle, Steve Winter (September 1, 2017). Tomb of Annihilation. Edited by Jeremy Crawford. (Wizards of the Coast), p. 205. ISBN 978-0-7869-6610-3.

Arrow Root

Environment: Temperate

Description: These thick tubal roots are starchy and savory tasting. They are popular in sweets.

Uses: Cooking / Baking

Alchemical property: None

Price: 1c / g.

Arrowhead Balsamroot

Environment: Temperate

Description: These grow in green patches, similar to clover. The leafy part looks like jagged arrowheads and the patches often give off a faint spiced scent.

Uses: Feed – Animals get more out of these than regular grass, and they prefer it, usually. Cooking – The green isn't very nutritious for humanoid, however, renown foraging cook Germaine Laddlefoot has discovered that the oily roots can be squeezed to produce a rich flavored oil (Balsamic) or fermented into a delicious variant of vinegar.

Alchemical property: None

Price: 5s / lb (root) OR 5c / vial of oil

Artichoke

Environment: Coastal / Marsh / Farm

Description: These deep green vegetables look like small, spiky trees with a stumpy stalk. Their hearts are popular in fancier cuisine.

Uses: Cooking

Alchemical property: None

Price: 5s / lb

Asparagus

Environment: Woodland / Farm

Description: These grow in bundles of deep green stalks with a tiny floret at the tip. They have a savory taste and smell to them and known to be quite nutritious.

Uses: Cooking

Alchemical property: None

Price: 1s / lb.

Avernus Stirge Trap

Environment: Temperate / Mountains / Woodland

Description: This large plant varies in base color, from brown, to beige and olive, with red dots over it. Most times it looks bulbous, with large jagged green leaves around it. When opened, the three main parts split the bulbous area, exposing a moist, pink interior covered in sticky red liquid. White thorns adorn the edges of the three petals. At the center of the opened plant, are short translucent tendrils. Tiny little buds cover the

petals, serving as sensor. It smells metallic and a bit of rot, attracting its favorite prey: the stirge. When a creature touches the opened plant, it snaps closed, sinking its thorns into any part that is too large to fit it, grappling the creature (no save), causing 1d4 acid damage at the end of the creature's turn. A STR Save of DC 10 frees the creature (as long as it isn't fully engulfed).

Uses: Alchemy

Alchemical property: Acidic

Alchemical part: Nectar (Red stick liquid)

Alchemical effect: None

Price: 2s / vial

Basil

Environment: Temperate Fields

Description: These flat jagged savory leaves grow in thick low bushes where they get a lot of sun.

Uses: Cooking

Alchemical property: None

Price: 2c / plant

Bear's Head Tooth Mushroom

Environment: Temperate / Mountains

Description: This fungus looks like white limp tendrils, similar to the leaves of a willow tree. It needs little to no heat to grow. It has a bitter taste but is quite nutritious.

Uses: Alchemy / Cooking

Alchemical property: Anti-parasitic

Alchemical part: Flesh

Alchemical effect: None

Price: 2s / lb.

Beet

Environment: Temperate Fields

Description: These starchy, earthy purple vegetables with staining juices.

Uses: Cooking

Alchemical property: None

Price: 1s / lb

Biggy Blights

Environment: Temperate Fields

Description: These dark grey branches look like dead bushes, growing on patches of cracked dirt, where no other plants grow within a foot radius. These branches have gel-like black pustules all over.

Uses: Alchemy / Cleaning (kept in glass or metal containers, the gel is used to resolve mildew and floods, or mold)

Alchemical property: Necrotic / Water absorption

Alchemical part: Rare

Alchemical effect: Dryness, CON Save DC 10 or take 1d4 points of necrotic damage as the contact area loses moisture

Price: 2s / vial

Bitter Pads

Environment: Aquatic – Fresh Water

Description: These orange leafy pads are found on still water. They are often used by bugs and amphibians as a perch. It is softer than the green version and the middle is a bitter paste, making it chewable and surprisingly rich in protein.

Uses: Cooking

Alchemical property: None

Price: 1c / plant (Most shops don't buy them unless very far from points of civilization)

Black Blood

Environment: Underdark

Description: This moss is often mistaken for mold, due to its brown, bloated appearance and stench similar to mildew. It pulses and oozes black, thick tar-like liquid, that the locals often dilute in a bit of water to create ink. In cooking, this bitter liquid adds a boost of vitamins and nutrients, and is often consumed in small parts so it can be swallowed whole to avoid the taste.

Uses: Alchemy / Ink / Cooking

Alchemical property: Dye

Alchemical part: Oil

Alchemical effect: None

Price: 1s / vial

Bottom Snag

Environment: Aquatic – Fresh Water

Description: This plant grows in tendril bushes, with 5-6 long whip-like deep green tendrils with jagged edges. When a creature swims too close, it wraps around it to grapple it (Dex Save DC 15 to avoid – 1 piercing damage / STR Save DC 5 or be grappled). The Bottom Snag then absorbs the blood of the creature when its thorns pierce the skin. Some will cultivate the whole plant to use as a trap in shallow channels.

Uses: Alchemy / Trap

Alchemical property: Strength Enhancement

Alchemical part: Oil

Alchemical effect: None

Price: 1g / vial

Broccoli

Environment: Woodland / Farm

Description: These grow on thick stalks with large green grainy flowers on top, growing under a foot in height. They do look like tiny green trees.

Uses: Cooking

Alchemical property: None

Price: 1s / lb.

Brown Water Grass

Environment: Aquatic – Fresh Water

Description: This is like giant grass with brown blades, looking similar to partially rotten grass, which grows at the bottom of deep freshwater bodies. It is viscous to the touch and serves as a hiding spot for many a creature.

Uses: Alchemy

Alchemical property: Dye

Alchemical part: Oil

Alchemical effect: None

Price: 1s / vial

Cacti of the North

Environment: Woodland

Description: This golden flower has a rich red center, with small prickly thorns around its seed and nectar pod.

Uses: Decoration / Alchemy

Alchemical property: Healing

Alchemical part: Nectar

Alchemical effect: 1hp if a person pricks themselves on the thorns (crit fail on harvesting)

Price: 2c. / plant or 1s vial of nectar

Cape SwordCoast

Environment: Temperate / Woodlands

Description: This flower is a carnivorous plant, with long curved green tendrils, each filled with spike-like tiny sap covered arms. It slowly grasps insects landing on its surface and injects it with digestive juices.

Uses: Alchemy / Pest Control

Alchemical property: Poison / Stuns

Alchemical part: Juice / Flesh

Alchemical effect: If consumed, the sap of the plant will slow a person's movement down to 5 speed for 1d4 hours. Speaking and thinking will be difficult during that time.

Price: 2s / plant

Cardamom

Environment: Woodland / Farm

Description: Grows in leafy bushes. These bushes grow seed pods that are very washed out green with ridges,

with dark seeds in them. These are dried and used in cooking.

Uses: Cooking / Alchemy

Alchemical property: Reagent

Alchemical part: Oil

Alchemical effect: None

Price: 2c / g. or 1s / vial of oil

Carmelian Bush

Environment: Coastal / Marsh

Description: These bushes have few yellow leaves and swollen branches. The sap of the branches is very sweet and have a taste and stickiness that is reminiscent of honey.

Uses: Cooking / Baking / Brewing / Raw

Alchemical property: None

Price: 1s / jar

Cat Tail

Environment: Coastal / Marshes

Description: This plant is a long stalk, semi-rigid with what looks like a velvet brown sausage at the end (the tail). When this part is broken, it has white fluff inside kind of like loose cotton, or piles of furr.

Uses: Alchemy / Stuffing (Some crafters use this to stuff certain items, from furniture to stuffed toys)

Alchemical property: Poison (Itch)

Alchemical part: Seed (Spores)

Alchemical effect: When the cat tail is broken, some of the spores release in the air. Anyone within 5 ft must do a DC 5 CON save or sneeze and feels their sinuses itch and congest for the next hour.

Price: 1c / plant

Cayenne Pepper

Environment: Jungle

Description: These thin red and orange peppers are rather juicy and extremely spicy. Their seeds extremely so. The seeds are often used as a spice, and so is the dried and ground flesh. The pepper themselves are popular in fiery cooking.

Uses: Alchemy / Cooking

Alchemical property: Fire / Heat

Alchemical part: Oil / Juice

Alchemical effect: Eye contact causes blindness for 1d4 minutes or until flushed with water.

Price: 2s / lb OR 2c / g.

Cilantro / Coriander

Environment: Jungle

Description: These small herbs or green bushy plants grow bundles of light beige seeds. The plant is used as cilantro in cooking, while the seeds is referred to as coriander.

Uses: Cooking

Alchemical property: None

Price: 2c / g.

Common Camas

Environment: Mountains

Description: These long stalks grow a bunch of small white flowers at the tip. They give off a faint sweet scent.

Uses: Cooking (Light sweet flavor, most often just eaten raw)

Alchemical property: None

Price: 1c / lb

Coral Mousse

Environment: Aquatic – Sea / Ocean

Description: This coral is rather soft and comes in multiple colors. It has a near juicy center and flows with the current. It is bitter in taste but is packed with vitamins. Aquatic races often adds this in their rations.

Uses: Cooking

Alchemical property: None

Price: 5c / lb

Corpse Flower

Environment: Temperate / Fields & Hills

Description: This flower smells like a corpse and looks like a wooden stake is poking out a large purple-top flower.

Uses: Alchemy

Alchemical property: Stench / Poison

Alchemical part: Oil / Flesh

Alchemical effect: If consumed, the person must do a DC10 CON save or become unconscious (faint) for 1d10 minutes.

Price: 1s / bundle

Crabapple (Tree)

Environment: Mountains / Farm

Description: These are like their apple cousins, but smaller. Their taste is also a bit bitter or very tart when fully mature.

Uses: Cooking / Baking / Raw – 1 bushel makes about 2 pies

Alchemical property: None

Price: 1c / bushel (approx. 10 crabapple)

Cumin

Environment: Desert / Farm

Description: Cumin is created from the seeds of a spindly and bush-like white flower that grows in the desert. The seeds are dried then ground.

Uses: Cooking

Alchemical property: None

Price: 2c / g.

Darkness Breakers

Environment: Aquatic – Sea / Ocean

Description: This tri-leaf plant grows in dark corners of the sea / ocean and glows bright white through bioluminescence.

Uses: Alchemy

Alchemical property: Light

Alchemical part: Flesh

Alchemical effect: None

Price: 1s / lb

Death Camas

Environment: Mountains

Description: These long stalks grow a bunch of small white flowers at the tip. They give off a faint sweet scent. It is nearly indistinguishable from its edible cousin, except that the bulb of the flower has prickly yellow thorns.

Uses: Alchemy

Alchemical property: Poison

Alchemical part: Oil / Flesh

Alchemical effect: If consumed, the person must do a DC15 CON save or take 5d6 poison damage and is poisoned for 1 hour.

Price: 5s / bundle (must prove they are poisonous, so keep the root system) – sells only in underbellies

Deep Sea Pods

Environment: Aquatic – Sea / Ocean

Description: This plant looks like a plantation of small pearl-like pods sticking to hard surfaces, like coral and rock. Merfolk use it as jewelry.

Uses: Alchemy / Jewelry

Alchemical property: Reagent

Alchemical part: Oil

Alchemical effect: None

Price: 1g / handful

Delects

Environment: Farms / Temperate

Description: Looks like regular hops but with a much thicker, yellowed stalk. The flesh is much tougher but also seeps a clear bitter juice.

Uses: Brewing. Halfling are the only experts in processing this tougher plant. However, the ale brewed with Delect is far more flavorful (and stronger) than that brewed with standard hops.

Alchemical property: None

Price: 3s / lb. – only processed first. Non processed, only bought by halfling brewers at 2c / lb.

Devil Tails

Environment: Field

Description: These bushes of flexible black stalks end with a pointy triangle (not sturdy enough to cause harm). They are very light and sway in the wind like tentacles.

Uses: Alchemy

Alchemical property: Flight

Alchemical part: Dry flesh

Alchemical effect: None

Price: 2g / g.

Dragon's Gold

Environment: Underdark

Description: Also known as Luminescent moss, this underground moss grows near moisture and produces light when in the dark. It's golden glow earns it its name.

Uses: Alchemy / Light

Alchemical property: Light

Alchemical part: Flesh

Alchemical effect: If kept alive, it produces low light for easy makeshift torches.

Price: 2s / lb.

Echinacea

Environment: Field

Description: These purple flowers have a thick, fuzzy maroon center.

Uses: Alchemy

Alchemical property: Healing

Alchemical part: Wet Flesh

Alchemical effect: None

Price: 1s / plant

Eelgrass

Environment: Aquatic – Ocean / Sea

Description: Looks like thick grass with wide blades and a pasty taste. It can be dried and used as flour, on the surface, often used to bake cake.

Uses: Cooking

Alchemical property: None

Price: 5c / lb.

False Anemone

Environment: Farms / Aquatic

Description: Looks like an anemone with tubal tendrils, but with bright orange flowers at the end. This plant is carnivorous and has concealed spines into each flower, that stabs and injects numbing venom in any creature touching its petals. An unaware adventurer that toys with this plant will need to roll a DC15 DEX save or take 1 point of piercing damage and be injected by the venom (see below).

Uses: Cooking – Merfolk delicacy.

Alchemical property: Numbing / Muscle relaxant

Alchemical part: Venom

Alchemical effect: If stung by the plant, or the venom ingested, roll a CON save with a DC 10 or be paralyzed for 1d4 hours.

Price: 2s / lb.

False Sea Foam

Environment: Aquatic – Sea / Ocean

Description: This plant looks like teal moss floating on the surface of various seas and ocean. It has white lines tigering it, looking like foam at a distance.

Uses: Alchemy

Alchemical property: Buoyancy / Floating

Alchemical part: Flesh

Alchemical effect: None

Price: 5s / lb

Fire Lichen

Environment: Underdark

Description: Recognizable by its stalks of pale orange-white. When ground to powder and fermented, it formed a paste that was very spicy but edible, added to soups and stews or spread on sporebread for flavor.

Uses: Cooking – Brewing – Duergar specialty (hot alcoholic beverage)¹⁸.

Alchemical property: None

Price: 2s / lb.

Firethorn Berries (Bush)

Environment: Tundra

Description: Firethorn shrubs add color to the landscape year-round. These shrubs flower from spring to mid-

summer. And then, in autumn and winter, they grow red, orange, or yellow berries.

Uses: Cooking – Spicy-Bitter

Alchemical property: Cold Resistance

Alchemical part: Juice

Alchemical effect: None

Price: 1s / lb

Hemp

Environment: Farm – Any/All

Description: This green plant with edgy leaves has a very fibrous stalk that can be used in crafting fabrics and sturdy ropes.

Uses: Textile / Rope

Alchemical property: None

Price: 5c / lb.

Honeysuckle

Environment: Field

Description: These tiny golden blooms grow on tall leafy stalks. They give off a pleasant, sweet scent similar to honey.

Uses: Decoration / Alchemy

Alchemical property: Calming

Alchemical part: Nectar

Alchemical effect: None

Price: 2c / plant or 1s / vial of oil

Hyssop

Environment: Temperate Fields / Tundra

Description: Violet, bundled flower. This herb can withstand the coldest winter months.

Uses: Cooking – Brewing – Flavor for tea and soups

Alchemical property: Healing

Alchemical part: Flesh

Alchemical effect: It helps clear bronchitis and mucus.

Price: 1s / bundle

Illusory Oyster

Environment: Aquatic – Sea / Ocean

Description: This plant looks just like an Oyster, attached to deep rocks, but is a rough moss like plant.

Uses: Alchemy

Alchemical property: Illusion

Alchemical part: Flesh

Alchemical effect: None

Price: 1s / plant

Lily-of-the-valley

Environment: Temperate fields / Tundra

¹⁸ Christopher Perkins, Adam Lee, Richard Whitters (September 1, 2015). Out of the Abyss. Edited by Jeremy Crawford. (Wizards of the Coast), p. 22. ISBN 978-0-7869-6581-6.

Description: Small and white bell-like flower, bundled. This frost-resistant flower thrives in shady gardens and most soils and climates since it is hardy. It can invade a garden.

Uses: Gardening / Decorations / Alchemy

Alchemical property: Expansion

Alchemical part: Wet root

Alchemical effect: None

Price: 1s Each / 1g for pouch of seeds

Mandrake Root

Environment: Jungle

Description: Small green bushy plant with bright purple flowers and large roots often shaped like a small humanoid.

Uses: Used in the creation of Homunculus.

Alchemical property: Control / Psychic

Alchemical part: Root

Alchemical effect: If consumed as is, the consumer becomes dazed for 1d4 hours, having disadvantage on all WIS/INT checks.

Price: 1s Each

Marrimo Moss Ball

Environment: Aquatic – Fresh Water

Description: Small green ball of moss, in a near perfect orb shape.

Uses: Cooking – Those juicy balls are eaten raw as a bitter snack.

Alchemical property: None

Price: 1s Each

Milkweed

Environment: Woodland

Description: This violet plant has small white blooms and thick bulbous stalks, excreting white liquid if broken or cut.

Uses: Gardening (Attracts butterflies) / Alchemy

Alchemical property: Psychic / Disease

Alchemical part: Rare / Special (Milk)

Alchemical effect: Undistilled, eating the plant can cause a bad belly ache as it is not easily digestible. CON save DC10 or be diseased for 1d4 hours (disadvantage on all CON based rolls)

Price: 2c. / plant or 1s vial of nectar

Moon Froth

Environment: Aquatic / Fresh Water

Description: This moss like plant floats to water surfaces where the water is still, often at the end of a body of rough water. It is near translucent and nearly

impossible to see, but on a full moon, it is bioluminescent (bright green).

Uses: Alchemy

Alchemical property: Invisibility

Alchemical part: Flesh

Alchemical effect: None

Price: 1g / g.

Nuphar Lutea

Environment: Coastal / Marsh

Description: This rich yellow flower looks like a golden daisy protected by a barrier of petals, curled around its center.

Uses: Dye / Gardening / Alchemy

Alchemical property: Dye (Overwrites any liquid's color and turns it bright golden)

Alchemical part: Oil

Alchemical effect: Stains

Price: 1c per plant

Nutmeg

Environment: Woodland / Farm

Description: Nutmeg grows in a short tree, fruiting into hard nuts. The flesh is then dried and ground for a rich flavor, popular in baking.

Uses: Cooking / Baking

Alchemical property: None

Price: 2c / g.

Oregano

Environment: Temperate Fields / Farm

Description: These rich crisp savory leaves grow in thick low bushes where they get a lot of sun.

Uses: Cooking

Alchemical property: None

Price: 2c / plant

Paprika

Environment: Desert / Farm

Description: Paprika is a rich red pepper growing on low plants. It is a sweet pepper that can be eaten raw, but most often is dried and ground into a spice.

Uses: Cooking

Alchemical property: None

Price: 2c / g.

Parsley

Environment: Temperate Fields / Farm

Description: These thick but short bushes have plants with moss-curved & flat leaves. They have little scent

and taste, but they do have an absorbent property and rich green color.

Uses: Cooking

Alchemical property: None

Price: 1c / plant

Passion Vine

Environment: Coastal - Marshes

Description: This dark green vine grows bright purple flowers with large yellow seeds at the center. It has vibrant violet tendrils around the center.

Uses: Alchemy

Alchemical property: Charm

Alchemical part: Oil

Alchemical effect: None

Price: 1s / vial of nectar

Pomegranate

Environment: Farms / Temperate

Description: Red fruit growing in a tree, with a coarse peel and grainy flesh. Sweet to the taste.

Uses: Cooking – popular in baking and juices.

Alchemical property: Base in potent healing potions.

Alchemical part: Juice

Alchemical effect: None

Price: 1c Each

Red Dogwood

Environment: Mountains / Tundra

Description: Bushes with little leaves, with vibrant red, flexible branching. Adds nice coloring to local gardens.

Uses: Dye / Gardening

Alchemical property: Dye (Overwrites any liquid's color and turns it bright red)

Alchemical part: Oil

Alchemical effect: Stains

Price: 1c per branch

Red Onions

Environment: Temperate Fields / Farm

Description: These bulbous vegetables grow underground and have a rich, purple-red skin. Their flavor is sharp and rich.

Uses: Cooking

Alchemical property: None

Price: 5c / lb

Rice

Environment: Coastal / Marsh / Farm

Description: These starchy seeds grow in bundles on long skinny stalks growing in very damp (or slightly

flooded) fields. They are easy and fast to grow. The seeds (white - Farm or brown - Wild) are dried and then re-hydrated during cooking.

Uses: Cooking

Alchemical property: None

Price: 1s / Bag

Saffron / Safran

Environment: Jungle dry patch

Description: Red plant with thin leaves, fragrant.

Uses: Sought after cooking spice. Also commonly used in eye ointments.

Alchemical property: Healing

Alchemical part: Leaves

Alchemical effect: None

Price: 2s / bundle

Sagittaria Lattifolia

Environment: Coastal / Marsh

Description: This grass like plant grows in tall blades of 2-4' tall, with a arrowhead like spear.

Uses: Alchemy

Alchemical property: Sharpness

Alchemical part: Oil

Alchemical effect: None

Price: 5s / vial of oil or 2s / lb

Salted Onions

Environment: Coastal / Marsh / Farms

Description: These small water onions grow in wet soil in patches. They are 1-2 inches in diameter at most and have a naturally salty flavor.

Uses: Cooking

Alchemical property: None

Price: 2c / lb

Scale Flower

Environment: Jungle

Description: These flowers come in all colors of the rainbow. Their petals look like little scales and are rather sturdy.

Uses: Gardening / Alchemy

Alchemical property: Illusion

Alchemical part: Nectar

Alchemical effect: None

Price: 2s / plant

Sickle leaved cymodocea

Environment: Aquatic – Ocean / Sea

Description: Long blades of thick grass, in a deep green. It has a thin coat of gel to the center of each blade

Uses: Alchemy
Alchemical property: Protection
Alchemical part: Flesh
Alchemical effect: Will sprout patches of scales 3 shades deeper than the creature's natural skin tone for 1d10 days.
Price: 1s / bundle

Silver Torch Cactus

Environment: Desert
Description: This tall, lanky cactus has deep pink growth on its sides resembling crystals. The flowers can be grinded into a sugar that isn't as heavy when baking or cooking. It also contains water, like most cactus.
Alchemical property: Oil / Coating (Oil of Sharpness)
Alchemical part: Flesh
Alchemical effect: None
Price: 1g / lb.

Spider's Fang

Environment: Underdark
Description: This plant grows as a set of two curved thorns that pierces rock. Their wood-like flesh makes them sturdy, with spindly roots creeping under the surface. The protrusion can grow up to 6" in length. When the tip is pressed, it leaks a white liquid that burns to the touch.
Uses: Alchemy
Alchemical property: Poison
Alchemical part: Venom
Alchemical effect: Poison
Price: 1s / Set

Star Anise

Environment: Jungle
Description: The star anise grows like light nuts on small leafy bushes. The shell looks like a many pointed star, hence the name. The seeds inside are edible and have a scent and flavor similar to licorice.
Uses: Alchemy / Cooking / Baking
Alchemical property: Amplifier
Alchemical part: Seed / Oil
Alchemical effect: None
Price: 1s / g.

Sugar Reeds

Environment: Coastal / Marsh / Farm
Description: This thick, light green stalk grows in marsh or in shallow shores. They adapt to both salt and fresh water. Their flesh is grainy and when dried, is turned into sugar.

Uses: Cooking / Brewing
Alchemical property: None
Price: 5s Bushel (of sugar) / 1c / pack of 10 stalks

Sunflower

Environment: Mountain / Fields
Description: This very large flower is yellow or orange at the petals, with tall green stalks. It reminds most people of how children draw a sun. When ready to wither, the soft center turns into a collection of hard shelled seeds.
Uses: Alchemy / Cooking (seeds/oil) / Gardening
Alchemical property: Sunlight
Alchemical part: Oil
Alchemical effect: None
Price: Only the seeds have value. 1c / pouch

Sweet Moss

Environment: Underdark
Description: This rare bright yellow moss looks poisonous but is not and is actually very sweet when dried and ground. It is used as a spice and highly sought after as a rare, sweet growth in underground lands.
Uses: Cooking
Alchemical property: None
Price: 1g / pouch

Sylvan Poppies

Environment: Field
Description: These short blooms have a silvery blue color. Under direct moonlight, they give a beautiful glow of the same color. Their spores are released at night, glowing as well.
Uses: Alchemy / Decoration / Gardening
Alchemical property: Animal Influence
Alchemical part: Wet Flesh
Alchemical effect: None
Price: 5s / plant

Taro Root

Environment: Coastal / Marsh
Description: These large green leaves grow in thick stalk bushes. The root is a large savory tubular similar to a potato but less starchy.
Uses: Cooking / Brewing
Alchemical property: None
Price: 2c / root

Tart Weed

Environment: Aquatic – Sea / Ocean
Description: This seaweed is a bright orange with a yellow line in the center. It attracts small fishes and

turtles for the scent it spreads in the water. These then spread the weed's seed far and wide. It is eaten raw and has a potent tart flavor.

Uses: Cooking

Alchemical property: None

Price: 5c / lb

Thyme

Environment: Temperate Fields / Woodland

Description: These small perfumed bushes have thick needle-like leaves that smell and taste delicious.

Uses: Cooking

Alchemical property: None

Price: 2c / plant

Tongue of Madness

Environment: Farms / Underdark

Description: Mushroom looking like a human tongue in shape. When eaten raw, can cause a person to speak all their thoughts aloud. DC 12 Constitution save.

Uses: Alchemy

Alchemical property: Impact on impulse systems

Alchemical part: Oil

Alchemical effect: When consumed, any creature with the power of speech who did not have sufficient constitution to resist the mind-altering effects was compelled to speak his or her every thought for the next hour. This compulsion could be cured by a lesser restoration or similar spell.¹⁹

Price: No price / Bartering required

Trout Clings

Environment: Aquatic / Fresh Water

Description: These tiny barnacles cling to the skin of freshwater fish, most commonly, the trout. It feeds off the fish oil. They spread like a parasite and if too many invade a fish, this one dies.

Uses: Alchemy

Alchemical property: Stickiness

Alchemical part: Oil

Alchemical effect: None

Price: 1s / g

Tumeric

Environment: Desert / Farm

Description: Tumeric is a prickly flower plant with a violet tip. The roots look like little hands... they are dried and ground, while the flower is usually not edible.

Uses: Cooking / Dye / Alchemy

Alchemical property: Purification / Light healing

Alchemical part: Root (Dried)

Alchemical effect: Dye (stains orange or yellow)

Price: 5c / g.

Two Moons

Environment: Field

Description: These flowers grow on a teal stalk that branch into a Y, with each of the two tips ended with a round fuzzy bloom that is white with blue highlights.

Uses: Alchemy

Alchemical property: Invisibility

Alchemical part: Dry Flesh

Alchemical effect: None

Price: 1g / plant

Vanilla (Bean)

Environment: Jungle

Description: Vanilla beans are grown on tall plants, along off-white flowers.

Uses: Cooking

Alchemical property: None

Price: 5c / g.

Welwitschia

Environment: Desert

Description: This plant resembles a large dead fern with only two leaves. It is oddly moist for a plant living in such dry conditions.

Uses: Alchemy

Alchemical property: Divination

Alchemical part: Leaves

Alchemical effect: None

Price: 2s / leaf

Wildberries

Environment: Temperate Fields

Description: These dark berries grow on deep green bushes, usually in midsummer. The small berries look like little juicy clumps.

Uses: Cooking / Baking

Alchemical property: None

Price: 1s / lb

Yellow Onions

Environment: Temperate Fields / Woodlands

¹⁹ ↑ Christopher Perkins, Adam Lee, Richard Whitters (September 1, 2015). Out of the Abyss. Edited by Jeremy Crawford. (Wizards of the Coast), p. 23. ISBN 978-0-7869-6581-6.

Description: These bulbous vegetables grow underground and have a golden skin and white flesh. Their flavor is sharp and sweet.

Uses: Cooking

Alchemical property: None

Price: 5c / lb

Yellow Peppercorn

Environment: Jungle / Farm

Description: These small little yellow round seeds grow in bundles on tall vines.

Uses: Cooking

Alchemical property: None

Price: 2c / g.

Rare Plants

These plants are not frequently found in the world, in special niches suited to their growth. In markets, it is only found in very specialized shops or stalls. You can select the plants found when the player character rolls, or use the tables in Appendix B, based on where the players are located.

Angel Touch

Environment: Temperate - Woodlands

Description: These small flowers are white and on length, looking like fluffy feathers growing on thin stalks.

Uses: Alchemy / Decoration / Gardening

Alchemical property: Flight

Alchemical part: Wet Flesh

Alchemical effect: None

Price: 2s / plant

Arkas

Environment: Fields / Hills / Dambrath region only

Description: Hearty grass that could grow between 3 to 4 ft. (0.9 – 1.2 m) tall.²⁰

Uses: Animal Feed

Alchemical property: None

Price: 2s / Bunshel

Beholder's Eye

Environment: Mountains / Woodland

Description: This plant is seen as a flower by some schools of herbalism, and as a fruit by others. It is a long stalk, much like a flower, with large flowing leaves with a single yellow line to their center. At the top, is a single

edible orange bud with a black stripe to the center, resembling a monstrous eyes. The bud is soft and supple, and at the center is flavorful, sweet juice (or nectar). Having one in your garden is a sign of prestige.

Uses: Cooking / Gardening / Alchemy

Alchemical property: Psychic

Alchemical part: Nectar / Juice

Alchemical effect: None

Price: 10g per blossom or 100g per bulb

Bloodberry bush

Environment: Hills / Temperate

Description: Red berries and heart-shaped reddish-green leaves characterized this small bush.²¹

Uses: Poison

Alchemical property: Poison

Alchemical part: Fruit / Juice

Alchemical effect: Poisoned / Death

Price: 1g per berry

Bottom-moss

Environment: Aquatic – Fresh Water

Description: This brownish moss looks like mold and mildew littering the floor of still water rivers or lakes, especially where little light can reach. It's oil when pressed looks like black oil, but turns sticky like tar when exposed to air.

Uses: Alchemy / Lantern oil

Alchemical property: Oily substance

Alchemical part: Oil

Alchemical effect: Sticky and really hard to clean

Price: 1s / flask

Brusselberry Sprout

Environment: Temperate - Woodlands

Description: These sprouts mix deep greens and purple, with a sweet bitter taste. Each sprout is the size of the fist of a young halfling child.

Uses: Alchemy

Alchemical property: Potent amplifier

Alchemical part: Wet flesh

Alchemical effect: None

Price: 2g / lb

Camellia

Environment: Mountains / Tundra

²⁰ Tom Prusa (1993). The Shining South. (TSR, Inc), p. 23. ISBN 1-56076-595-X.

²¹ Donald J. Bingle (April 1995). "The Battle of Bones". In Elizabeth T. Danforth ed. Elminster's Ecologies Appendix I (TSR, Inc), p. 5. ISBN 0-7869-0115-2.

Description: A beautiful light-pink flower with delicate petals. This beauty is resistant to cold and frost, but grows in areas shielded from the wind.
Uses: Decoration / Gardening / Alchemy
Alchemical property: Pheromone
Alchemical part: Flesh
Alchemical effect: Perfume (Rubbing petals on a surface or skin creates a gentle and pleasant perfume)
Price: 1g per blossom or 10g per bulb

Cantaloup

Environment: Jungle
Description: This melon fruit grows high on trees, looking like rough, hairless coconuts with a juicy, light orange center that is very sweet to the taste.
Uses: Eaten Raw
Alchemical property: None
Price: 5c / Fruit

Coneflower

Environment: Tundra
Description: This pink flower grows on bright sunny grounds, but needs only a little light. It has a few petals and thick soft center of seeds.
Uses: Alchemy
Alchemical property: Healing
Alchemical part: Flesh
Alchemical effect: It is common to crush the flower and slather under the nostrils, or eat raw to aid with congestion issues.
Price: 1g / lb

Corantheh

Environment: Aquatic - Ocean
Description: This teal-colored plant looks like simple coral at first, but is spongy.
Uses: Alchemy
Alchemical property: Amplifier
Alchemical part: Oil
Alchemical effect: None
Price: 2s / plant

Courage

Environment: Coastal / Marsh
Description: These plants look like small pinecones with a small soft orange flower to the tip.
Uses: Alchemy
Alchemical property: Anti-fear
Alchemical part: Wet Flesh (flower)
Alchemical effect: None
Price: 5s / plant

Daze makers

Environment: Underdark
Description: These tiny pink mushrooms grow where plant matter is decomposing. They give a vinegar like smell.
Uses: Alchemy - Drug
Alchemical property: Illusion / Psychic
Alchemical part: Flesh
Alchemical effect: Stun – 10 min. (Con Sav DC 15)
Price: 2g / lb

Deepriver Sponge

Environment: Aquatic – Fresh Water
Description: This light green sponge is a plant that grows in the deeper areas of rivers, where a lot of algae lives. It is slimy and feeds off loose algae particles.
Uses: Alchemy
Alchemical property: Amplifier
Alchemical part: Oil
Alchemical effect: None
Price: 3s / lb

Doll's Eye

Environment: Temperate - Woodlands
Description: Very easy to spot, the White Baneberry as it is sometimes known, is about 1cm in diameter, is white and features a small black dot, making it look like a rather sinister doll's eye.
Uses: Alchemy / Medical Sedative
Alchemical property: Poison
Alchemical part: Juice
Alchemical effect: When ingested, DC 20 Con Save or take 10d10 poison damage
Price: 5g / g

Dragon Fruit

Environment: Jungle
Description: This fruit has a hard pink skin, with green spikes. Its flesh is juicy, white and seedy. It has a rather subtle sweetness to it.
Uses: Cooking / Alchemy
Alchemical property: Fire (Inner fire, the fruit is not flammable)
Alchemical part: Wet Flesh
Alchemical effect: None
Price: 1s / Fruit

Fae Truffles

Environment: Temperate – Woodlands / Fields
Description: This rare mushroom grows in patches touched by the fae, such as toadstool circles and the

likes. They are more colorful than regular truffles but still need to be dug out.

Uses: Cooking / Fae Truffle oil / Alchemy

Alchemical property: Planar shift

Alchemical part: Oil

Alchemical effect: A single truffle fill as much as a meal

Price: 5g / plant

False Mirage

Environment: Desert

Description: This bright orange bloom grows in the most arid places in the desert. It actually has thin yet very hard roots that reaches miles below the surface, needing very little moisture to survive, but LOTS of sunlight. It's shape is uneven, and in the heat, it looks like a mirage.

Uses: Alchemy

Alchemical property: Strength

Alchemical part: Root (Wet Flesh)

Alchemical effect: None

Price: 1g / each

Fennel

Environment: Mountains

Description: This light green stalk ends in needle-like bushy leaves with a rich licorice scent. It is popular in soups and stews.

Uses: Cooking

Alchemical property: None

Price: 5s / lb

Flash Bloom

Environment: Temperate - Fields

Description: On low branches, these yellow buds bloom a few seconds at a time, when light hits them directly. The yellow bloom always has exactly 6 petals.

Uses: Alchemy

Alchemical property: Speed

Alchemical part: Wet Flesh

Alchemical effect: None

Price: 5g / g

Frost Peach

Environment: Tundra

Description: This blue peach has a skin with a texture that is reminiscent of sandpaper, with soft teal, juicy flesh inside and peculiarly sweet. They grow on the rare blue pine tree.

Uses: Cooking

Alchemical property: None

Price: 1g / lb

Glow-Void Mushroom

Environment: Underdark

Description: The grey toadstool have bright yellow and orange dots over the top, and a deep black stalk. The yellow dots glow in the dark, along with the orange dots, but they alternatively go on and off.

Uses: Alchemy / Medicine – Dried and powdered, it is used by healers as only a pinch sprinkled on an opened wound makes for local anesthesia.

Alchemical property: Anesthetic

Alchemical part: Dry Flesh

Alchemical effect: Numbness – Eaten raw, this mushroom removes all pain and sense of touch for 1 hour.

Price: 1g / mushroom

Glow Fruit

Environment: Jungle

Description: This yellow fruit has a velvety, thin peel. At night, it glows from within, with right bioluminescence.

Uses: Alchemy

Alchemical property: Light (Flesh); Potent amplifier (Dry flesh – peel)

Alchemical part: Wet Flesh / Dry Flesh

Alchemical effect: None

Price: 5s / Fruit

Happy Berries

Environment: Jungle

Description: This bright set of rainbow-colored berries grow in bunches in blue leave bushes. They give a sweet, appealing scent.

Uses: Alchemy

Alchemical property: Illusion / Hallucinations

Alchemical part: Wet Flesh

Alchemical effect: CON Save DC 15 or be poisoned for 1d4 hours. The poison effects causes the person to feel elated and see everything tinted in their favorite colors. Occasionally, they will see things they see things they love and enjoy pass by and near them. While poisoned this way, they are unable of lying and will answer any answer, but they are also unable to go into deep ponder, so will only reply with things pertaining in front of them. It is said that the blind will hear music and voices instead of pleasant sights.

Price: 2s / lb

Hemlock

Environment: Temperate - Fields

Description: Very easy to spot, the White Baneberry as it is sometimes known, is about 1cm in diameter, is

white and features a small black dot, making it look like a rather sinister doll's eye.

Uses: Alchemy

Alchemical property: Poison / Paralysis

Alchemical part: Dry Flesh

Alchemical effect: When ingested, DC 20 Con Save or be paralyzed for 1d12 minutes

Price: 5s / plant

Icewind Dale Iris

Environment: Tundra

Description: First discovered in Icewind Dale, this beautiful purple flower grows in the fields of Northern territories all year around.

Uses: Decoration / Gardening / Alchemy

Alchemical property: Cold Damage

Alchemical part: Oil

Alchemical effect: Direct contact with the nectar can cause immediate Frostbite (CON Save, DC 14 – 2d4 cold damage)

Price: 1s per flower OR 10g for a bulb

Kara-Tur Savory

Environment: Temperate / Mountain

Description: This leafy herb adds rich savory flavor to any dish. It is recognizable by the long, smooth leaves.

Uses: Alchemy - Cooking

Alchemical property: Potent Amplifier

Alchemical part: Dry Flesh

Alchemical effect: None

Price: 1s / bundle

Last Hope

Environment: Desert

Description: This blue sturdy bloom that grows in creeping vines across the ground, can sustain itself for weeks with little water. It is found in the most deserted areas, and the roots swell with water it collected from the last rains.

Uses: Alchemy

Alchemical property: Conjuration

Alchemical part: Wet Flesh

Alchemical effect: None

Price: 50g / each

Marrow-Candy

Environment: Aquatic - Ocean

Description: These small pink blooms are little flower that grow on sandy bottoms in large patches. Marrow folk are very fond of these.

Uses: Alchemy

Alchemical property: Poison / Corrosive

Alchemical part: Oil

Alchemical effect: If ingested directly, the flavor is fishy yet sweet, however, soon it burns to the throat. DC 15 CON Save or take 1d6 poison damage.

Price: 1s / lb (More to Marrow-folk, who are immune to the damaging effects)

Metal Bud

Environment: Temperate - Fields

Description: Tiny branches seem to grow right from the ground, covered in what looks to be like shiny metal buds that never bloom.

Uses: Alchemy / Rust proofing grease

Alchemical property: Acid Resistance

Alchemical part: Dry Flesh

Alchemical effect: None

Price: 2s / g.

Mucal Bloom

Environment: Underdark

Description: These red flowers grow in various types of moss, favoring poisonous surfaces that it then consumes. If other mosses are near, this rare flower can crawl. It dangles and from its hanging mouth, it always has thick slimy brown dripping.

Uses: Alchemy

Alchemical property: Thick reagent

Alchemical part: Rare

Alchemical effect: None

Price: 1s / vial

Needle-in-a-stack

Environment: Aquatic – Fresh Water

Description: Certain areas where water reeds or plants are thick and tightly bundled, a plant with a short stalk and a single sharp needle that can reach up to 2' in length. It is a carnivorous plant that catches small fish accidentally impaling themselves on them. The venom excreted at the tip quickly kills the fish and then it absorbs the decomposition juices from the fish.

Uses: Alchemy

Alchemical property: Potent poison / Pain

Alchemical part: Special (Venom)

Alchemical effect: When swimming near, it needs a DC 25 Perception check to notice. If not seen and close, it pricks the person who immediately feels intense pain at the location of the prick. DC 20 CON save or the pain spreads all the way to the brain, incapacitating the person. If under water, they are no longer holding their breath.

Price: 20g / vial (raw) – 100g / vial (concentrated)

Peak Daisy

Environment: Temperate / Mountain

Description: This silver flower with a rich gold center is known for both its beauty and healing potential. Each flower has 1d12 petals.

Alchemical property: Potent Healing

Alchemical part: Flesh

Alchemical effect: Each petal consumed restores 1hp.

Price: 15g / plant

Plantain

Environment: Jungle

Description: This long fruit comes in a thick yellow peel, with a creamy white center. It grows atop short palm trees. It is very similar to the banana, but is a bit less sweet and firmer.

Uses: Cooking / Baking

Alchemical property: None

Price: 5s / lb (1 bundle)

Plush Vine

Environment: Coastal / Marsh

Description: This pink or purple hued vines grows on vertical surfaces starting in the water and sticking out. It has a skin like velvet, soft to the touch.

Uses: Alchemy

Alchemical property: Matter recompositing

Alchemical part: Dry Flesh

Alchemical effect: If consumed, DC Con Save 15 or take 2d6 damage as your skin or flesh splits where it takes effect.

Price: 2s / lb

Poissonidae Rae

Environment: Aquatic – Fresh Water

Description: This looks like little spiky leaves of a green-yellow color, no more than ¼ of an inch in size that attaches to fish and grows over the scales.

Uses: Alchemy

Alchemical property: Energy absorption

Alchemical part: Wet Flesh

Alchemical effect: Swimmers with bad hygiene can be diseased when crossing these in the waters. It takes a few hours for it to attach and multiply to the skin, causing a light itch (though hard to feel while in the water). Every space of 4 square inches will them drain 1hp of current and max hp per day. It's very hard to keep alive.

Price: 5s / lb (rumors have it that underbellies will pay handsomely for amounts of this delivered alive in a sustainable medium).

Portobello Mushrooms

Environment: Woodlands / Farm

Description: These large mushrooms are flat, with a velvety and striated deep brown underbelly. Their taste is prominent and highly sought after.

Alchemical property: None

Price: 5s / lb

Silver Yarrow

Environment: Coastal / Marsh

Description: This plant is a dark root with a silvery skin and silvery hanging leaf often floating on a surface. It is easily missed during the day, looking like the sun reflecting over the water.

Uses: Alchemy

Alchemical property: Float / Magical buoyancy

Alchemical part: Dry Flesh (root)

Alchemical effect: None

Price: 2s / plant

Song-of-the-deep

Environment: Aquatic - Ocean

Description: This shimmering green weed grows in a spiral formation. It looks as though it vibrates, and within 30 ft. emits a faint little call, mixing 2 notes. It is alluring and pleasant to the ear.

There is a symbiotic relationship between it and the small crabs burrowing near, who bury their leftover in the sand and nourishes the roots, while the call attracts small sea life for the crabs to catch and eat.

Uses: Alchemy

Alchemical property: Psychic

Alchemical part: Wet Flesh

Alchemical effect: If eaten raw, the person (with no save), has their eyes glaze over and they are stunned for 1d4 minutes, as the call plays loudly in their mind. A CON save of DC 15 is done, or their INT (1) or CHA (1) – roll 1d2 to choose - is permanently reduced by 1. Only a wish spell or equivalent magic can resolve this loss.

Price: 5s / each

Speed Quill

Environment: Underdark

Description: These quills looking deep dark green plants grow in bunches of 5-6 that can get to 2' tall. They are rigid and very sharp at the tip.

Uses: Weapon / Alchemy

Alchemical property: Adrenal
Alchemical part: Venom
Alchemical effect: Hasted – 10 min.
Price: 5s / each

Star Fruit

Environment: Jungle
Description: This melon like fruit has a star like shell when looked from above. It has a sweet yellow flesh.
Uses: Cooking / Alchemy
Alchemical property: Interplanar connections
Alchemical part: Nectar / Juice
Alchemical effect: None
Price: 2s / Fruit

Summer's Ice

Environment: Temperate - Fields
Description: These cone-shaped light blue blooms are cold to the touch and very beautiful.
Uses: Alchemy / Decoration
Alchemical property: Cold resistance
Alchemical part: Nectar
Alchemical effect: None
Price: 2s / plant

Sunchoke

Environment: Temperate - Fields
Description: These tubals grow under green spiky plants. They are bumpy, and the flesh is very like potato but sharper in taste.
Uses: Alchemy
Alchemical property: Darkness
Alchemical part: Dry Flesh
Alchemical effect: None
Price: 1s / lb

Tarragon

Environment: Temperate / Fields
Description: This light green leafy herb is popular in bread or flavoring pasta.
Uses: Cooking
Alchemical property: None
Price: 2c / plant

Teal Catmint

Environment: Tundra
Description: This blue flower grows in thick bushes looking like frost covered sticks reaching up.
Uses: Alchemy
Alchemical property: Endurance
Alchemical part: Flesh

Alchemical effect: None
Price: 1g / stalk

Thayan Bloom

Environment: Desert
Description: This bright red bloom is most found around cities of Thay, but reaches out to any desert. Finding one indicates water near by (or underneath) as it needs it to survive.
Uses: Alchemy
Alchemical property: Anti-magic / weave absorbion
Alchemical part: Nectar
Alchemical effect: Creates an anti-magic field 10ft around it.
Price: 5g / each

Toril Forbidden Fruit

Environment: Temperate / Mountain
Description: This tree fruit is found in areas where oxygen, and is a rich and juice blue and purple fruit, perfectly balancing sweet and tart.
Uses: Cooking
Alchemical property: None
Price: 5s / lb

Trickster's Gift

Environment: Desert
Description: This small bulbous cactus is vibrant in color and changes based on light levels and humidity. During the driest, most arid sun, it is a bright yellow with a smooth edge. At night, it turns light violet, with long spikes poking out. In the torrential rains, the spikes changes to an odd blue furr.
Uses: Alchemy
Alchemical property: Shape shift / Elemental Shift / Lightning / Frost / Fire
Alchemical part: Wet Flesh / Special (Water)
Alchemical effect: If the water within is drunk, it provides 1 hours of resistance based on the cactus's color: Blue (Cold); Yellow (Fire); Violet (Lightning)
Price: 150g / each

Truffles

Environment: Temperate - Woodlands
Description: This rare mushroom grows at the base of tree, but is usually covered, requiring to be dug out. It is bumpy but also very delicious.
Uses: Cooking / Truffle oil
Alchemical property: None
Price: 1g / plant

Tubals

Environment: Aquatic - Ocean

Description: These look like tubes, or thick cones as those used to serve ice cream, except cream-white and they grow only in the deep, deep ocean where there is no light. They grow near volcanic steam vents and eat the bacteria coming from them.

Uses: Alchemy

Alchemical property: Heat / Fire resistance

Alchemical part: Dry Flesh

Alchemical effect: None

Price: 5s / each

Tundra Potato

Environment: Tundra

Description: Very similar to farmed potato, they have more of a sweet potato shape and deep yellow flesh. Rare find in the wild, common in farming (but the farmed version looks mildly different).

Uses: Cooking / Potato Flour

Alchemical property: None

Price: 1s / lb

Void Berries

Environment: Coastal / Marsh

Description: These dark blue berries look like small rounded caltrops. They are just a bit bigger than a fully grown raspberry.

Uses: Alchemy

Alchemical property: Psychic

Alchemical part: Juice

Alchemical effect: DC Con Save of 20 or gain 1 level of Madness. Roll on the DM Guide madness table, or chosen by your DM. Consuming large amounts will unbalance all of the fluids and signals in the brain, causing permanent insanity, cured only by a Greater Restoration or higher.

Price: 2g / lb

Wild Delights

Environment: Temperate - Fields

Description: This wild vegetables grow in wild in patches. They look like a mix between broccoli and cauliflower, with flesh mixing blue, green and violet colors. This nutritious plant is very healthy, but impossible to grow in gardens or farms, to the mystery of many. In addition to its high nutritious value, it has a very rich, savory taste that activates the pleasure center, without overwhelming anything like some chemical components do. It may very well be the most sought-after plant by high nobility, for the few that know of it.

Uses: Cooking

Alchemical property: None

Price: 25g / plant

Special Plants

These plants are so rare that some are considered myth. All special plant has a special magical property (or many) and grows only in extremely specific conditions or regions. For this reason, these have no rolling table and will only be found based on the area you are in.

Caelesti Lumine Flos

Environment: Rich Divine Ground – This flower must soak in very potent divine magic from seed to flower

Description: This beautiful white flower has three large petals and glowing blue seed stems at the center. The stem and leaves are also teal and silky soft.

This flower is mostly found in the most sacred corners of the celestial realms. Though in forgotten history, it has happened that a god of nature would gift the flower at the center of a powerful sacred ground. As of now, in the general populace, it is more a legend than a living plant.

Uses: This plant can replace ANY component in a healing spell and even a resurrection. It can reduce the cost of diamond components in a true resurrection spell by half.

Alchemical property: Healing / life

Alchemical part: Flesh / Juice

Alchemical effect: When consumed, the nectar and flesh of the plant (either part has the same effect), the target is healed for 6d6 hp. Any and all poison and disease is also cured.

Price: 5000gp for a picked plant. No price for a live specimen, but most would fight to have it.

Diabolus est Spinam

Environment: Cursed or Desecrated Grounds

Description: This plant is but a deep red thorny vine. If you look to it long enough, you realize that it has a pulse to it. When cut, it bleeds a blood red thick liquid that tastes metallic.

Uses: This plant can be consumed by vampires instead of blood. It is also very useful in the creation of powerful curses.

Alchemical property: Curse

Alchemical part: Juice

Alchemical effect: Consuming this plant will not only leave a foul taste in the mouth, it will also cause the

consumer to feel diseased for 1d4 hours (exception: vampires).

Price: 200gp / lbs. or 20gp per liquid vial (sells only on the black market, as curses are not legal in most places).

Thousand Needles Flower

Environment: High Mountain Peak

Description: This flower is a bright flower in various rainbow tones. The petals often look reflective. The stem is thick, and so are its leaves. A few spines on the stem protect the flower and will inject any who touches with sap. DC10 on handling to pick or take 1hp piercing and be subjected to the alchemical effects below.

The plant only survives in extremely high altitudes. If brought down, the rich oxygen causes the sap to crystalize and the flower hardens, eventually corrodes. Basically, it turns into a metal/crystal statue of a flower. It may be possible to collect a live specimen if you can control the air around it at ALL TIMES.

Uses: Lethal poison, negligible source of crafting iron.

Alchemical property: Poison

Alchemical part: Juice (must be kept hot or air sealed)

Alchemical effect: When injected, the sap crystalizes into tiny needles travelling the blood stream, causing micro scratches from within.

Price: 5000gp for a picked plant. No price for a live specimen, but most would fight to have it.

Tymora's Luck

Environment: Anywhere

Description: This golden flower grows on a thick green bush. The buds resemble bells hanging on the bush and are edible, and even produce a low chime-like sound when blown by the breeze. A bush has 1d10 flowers at any time.

Uses: Alchemy only, though many would love a dried flower to keep as a good luck charm (faith).

Alchemical property: Luck

Alchemical part: Dried flesh

Alchemical effect: The dried and powdered plant does boost a person's luck. It must first be processed into a liquid, with pure water as the reagent, giving a golden liquid (liquid luck) as the result. Any who consume the concoction will never suffer bad luck (reroll all nat 1) and find good luck each day (once a day, the player can ask for a reroll of any roll – ability checks / attack / saves / damage).

This effect last for life, unless the person becomes cursed by ignoring a warning, or offends Lady Tymora, who gifted the plant to the world, in any way.

Price: A dried flower sells for 500gp each.

Appendix A – Farming plants

These are plants used by farmers for crops and feed. Most have a culinary purpose. A DM can use the following list for trading purposes, markets, downtime or even to purchase or sell some ingredients and components found on farms.

Below gives a table of farmed plants per region. The “Wild” column is for whether or not these can be found in the wilderness. The “Season” column is for indicating when the plant can reach maturity. Use your judgement to decide if special conditions (simple greenhouse) are needed for plants available year-round. Please note that these don’t match exactly our standards (real life) and are adapted and simplified.

Also not every food plant in existence is part of that list, feel free to make up and add your own if, as the DM, you wish it or if your player asks (often occurs when having a cooking / brewing / baking player-character). The use “Cooking” may imply regular cooking, grilling, smoking or baking.

Plant name (Common)	Wild	Season	Unit Measure	Price	Used in
Region: All land (might need green house / extra irrigation)					
Barley	No	Summer	Bushel (10 lbs)	2s	Cooking
Button Mushrooms (Requires shade / damp)	Yes	All	1 lb	2s	Cooking
Cabbages	No	Fall	1 lb	1s	Cooking / Medicine / Spell Component
Carrots	No	All	1 lb	1s	Cooking / Spell Component
Corn	No	Fall	1 lb	5c	Cooking
Flax	Yes	Summer	1 lb	3s	Brewing / Cooking
Hay	No	Summer / Fall	Bail	2c	Animal Feed / Bedding
Hemp	Yes	All	1 lb	5c	Crafting (Rope, clothes, etc.)
Hops	Yes	Summer	Bushel (10 lbs)	5s	Brewing / Cooking / Alchemy
Oats	No	Summer	Bushel (10 lbs)	2s	Cooking / Alchemy (Base)
Other Squash	No	Fall	1 lb	3s	Cooking
Potatoes	No	All	1 lb	1s	Cooking
Pumpkin	No	Fall	Each	2c	Cooking / Alchemy
Roses	Yes	Summer	Each	3c	Decoration / Gift / Alchemy / Spell Component
Simple flowers	Yes	Varies	Each	3/1c	Decoration / Gift
Straw	No	All hot	Bail	2c	Animal Feed / Bedding / Spell Component (1c per handfull)
Sweet potatoes	No	All	1 lb	2s	Cooking
Wheat	No	Summer	Bushel (10 lbs)	1s	Cooking (cereal)
Region: Coastal or Marshes					
Artichoke	No	Summer	1 lb	5s	Cooking
Green Sage	Yes	Fall	Plant	3s	Cooking
Lavender	Yes	All	1 lb	2s	Cooking / Alchemy
Oyster Mushrooms	Yes	All	1 lb	3s	Cooking
Rice	No	Fall	Bag	1s	Cooking

Salted onions	No	Spring	(5lbs) 1 lb	2c	Cooking
Sugar Reeds	No	Summer	Bushel (10 lbs)	5s	Cooking / Brewing
Wasabi	No	All	1g	1c	Cooking / Alchemy
White Sage	Yes	Fall	Plant	5s	Cooking / Alchemy / Spell component
Region: Land- Temperate (might need green house)					
Asparagus	No	Summer	1 lb	1s	Cooking
Basil	No	Summer	Plant	2c	Cooking
Beans	Yes	Summer	1 lb	1s	Cooking
Beets	No	Summer	1 lb	1s	Cooking
Blueberries / Blackberries	Yes	Summer	1 lb	2s	Cooking / Brewing
Broccoli	No	Summer	1 lb	1s	Cooking
Cucumbers	Yes	Summer	1 lb	1s	Cooking
Eggplants / Zucchini	No	Fall	1 lb	2s	Cooking
Garlic	Yes	All	5 bulbs	1c	Cooking / Alchemy
Grapes	No	All	1 lb	2s	Cooking / Brewing
Lettuce (all types) / spinach	No	Summer	1 lb	1s	Cooking
Mint (all types)	Yes	Spring / Summer	Plant	5c	Cooking / Alchemy
Onions (all types)	No	All	1 lb	5c	Cooking
Oregano	No	Summer	Plant	2c	Cooking
Parsley	No	Summer	Plant	1c	Cooking
Peas	Yes	Fall	1 lb	2s	Cooking
Peppers (mild/sweet)	No	Summer	1 lb	1s	Cooking
Portobello Mushrooms	No	All	1 lb	5s	Cooking
Red berries (Strawberries, raspberries, gooseberries, cranberries)	Yes	Summer	1 lb	3s	Cooking / Brewing / Alchemy
Rhubarb	Yes	All warm	1 lb	2c	Cooking / Spell Component
Rosemary	Yes	Summer	Plant	2c	Cooking
Thyme	No	Summer	Plant	2c	Cooking
Tomatoes	No	Summer	1 lb	1s	Cooking
Region: Desert (might need extra irrigation)					
Bananas	Yes	All	1 lb	2s	Cooking
Cactus Flesh	Yes	All	1 lb	1s	Cooking / Alchemy
Cactus Fruit	Yes	All	1 lb	5s	Cooking
Hot peppers	Yes	All	1 lb	5s	Cooking / Spell Component
Melons	No	All	1 lb	2s	Cooking
Oranges	Yes	All	1 lb	2s	Cooking
Palm	Yes	All	1 lb	1s	Cooking
Region: Jungle / Tropical					
Cinnamon	Yes	All	5g	1c	Cooking / Alchemy
Cocoa Bean	Yes	All	1 lb	4s	Cooking
Cotton	No	Summer	1 lb	2s	Crafting (Clothes, etc.)
Lemon	No	All	1 lb	1s	Cooking / Brewing
Lime	No	All	1 lb	1s	Cooking / Spell Component
Mangos	Yes	All	1 lb	2s	Cooking
Passion Fruit	Yes	All	1 lb	2s	Cooking
Silk	Yes	All	1 lb	1g	Crafting (Rope, clothes, etc.)
Various nuts (trees)	Yes	All	1 lb	3s	Cooking / Spell component
Region: Underdark / Caves					

Bluecap mushroom	Yes	All	1 lb	1s	Cooking
Glow moss	Yes	All	1 lb	5s	Alchemy / Spell Component
Ripplebark	Yes	All	1 lb	1s	Cooking
Sweet moss	No	All	1 lb	1s	Cooking
Zurkwood mushroom	Yes	All	1 lb	1s	Cooking / Crafting (wood like)
Region: Aquatic					
Kelp	Yes	All	1 lb	2s	Cooking / Alchemy
Sea Kale	No	All	1 lb	2s	Cooking
Seaweed (Salt Water)	Yes	All	1 lb	2s	Cooking / Alchemy
Water lilies	Yes	All	1 lb	2s	Cooking / Alchemy

Your DM can decide if a plant is available in a locale / marketplace outside where the plant is grown. Because this means the plant is there imported, the price and value are doubled for that locale.

EXCEPTION: Aquatic plant sells at regional pricing in markets in or near a city or town that has a port equipped for trade.

Plant name (Uncommon)	Wild	Season	Unit Measure	Price	Used in
Region: All land					
All spices (Cumin, Turmeric. Etc.)	No	Varies	1g.	1c	Cooking
Region: Land- Temperate					
Delects (halfling coarse hops)	No	Summer	1 lb	3s	Cooking / Brewing
Pomegranate	No	Summer	Each	1c	Cooking / Alchemy
Region: Underdark					
Fire Lichen (duergar)	Yes	All	1 lb	2s	Cooking / Brewing
Tongue of Madness (Myconid grove)	Yes	All	Each	None*	Alchemy
Region: Aquatic					
False anemone (merfolk)	No	All	1 lb	2s	Cooking / Alchemy
Sea Cucumber (merfolk / sea elves)	Yes	All	1 lb	2s	Cooking

Uncommon plant are only regularly sold in niche places as they need very specific conditions to grow. They are more difficult to obtain in regular markets. A luck roll (plain D20, no bonus) is required to see if found. Above 10 is a success.

Price in non-regional markets is multiplied by 5.

*Myconids do not sell the Tongue of Madness, but visitors can barter for some. Gatherer can find some in the wilderness as well. Price varies greatly.

Appendix B – Rolling Tables for Plants

You will find below multiple rolling tables to help you select the plants your players are finding while foraging certain areas. Note that these are limited to the wilderness. For the markets, assume that regional farming and cooking plants are available. For loot, such as in a dungeon chest or NPC's pockets, see appendix C.

**Special plants are very limited in their existence and variety. Select a special plant that would fit the player's location should their luck have them find one.

You can select when your group is identifying a plant. If you want to add flavor, when players mis-identify an edible plant, roll on the alchemical plant table, to select what they have found, then select a plant from the cooking / edible table that you think could pass instead.

For special purpose without plant knowledge by the characters (i.e. "I want to find healing herbs"), use the alchemical tables. Luck will dictate if they find herbs useful in healing.

- [Temperate Regions](#)
- [Coastal / Marshes Regions](#)
- [Desert Regions](#)
- [Aquatic Regions](#)
- [Jungle Regions](#)
- [Underdark Regions](#)
- [Special Plants](#)

TEMPERATE REGIONS

COMMON

Field (includes yards, flat roadsides, hills) – Cooking / Edible	
Roll D20	Plant name
1	Button Mushroom
2	Flax
3	Roses
4	Hops
5	Gooseberry
6	Mint
7	Raspberry
8	Rhubarb
9	Strawberry
10	Yellow Beans
11	Green Beans
12	Blueberry
13	Cucumbers
14	Green Peas
15	Rosemary
16	Elderberries
17	Huckleberry (Sour blueberry)
18	Sweetsop
19	Chokecherry
20	Mulberries

Woodlands – Cooking / Edible	
Roll D12	Plant name
1	Button Mushroom
2	Acorn
3	Roses
4	Garlic
5	Gooseberry
6	Cranberry
7	Raspberry
8	Rhubarb
9	Strawberry
10	Blueberry
11	Kidney Beans
12	Sweetsop

Mountains – Cooking / Edible	
Roll D6	Plant name
1	Button Mushroom
2	Flax
3	Cranberry
4	Strawberry
5	Black-eyed Peas
6	White Beans

Field (includes yards, flat roadsides, hills) – Alchemical	
Roll D10	Plant name
1	Hops
2	Roses
3	Mint
4	Raspberry
5	Strawberry
6	Sumac flower
7	Elderberries
8	Chokecherry
9	Mulberries
10	Creeper Berries

Woodlands – Alchemical	
Roll D6	Plant name
1	Roses
2	Garlic
3	Gooseberry
4	Cranberry
5	Raspberry
6	Strawberry

Mountains – Alchemical	
Roll D4	Plant name
1	Cranberry
2	Strawberry
3	Deadly Nightshade
4	Creeper Berries

Field (includes yards, flat roadsides, hills) – General	
Roll D20+D4	Plant name
1	Button Mushroom
2	Flax
3	Roses
4	Hops
5	Gooseberry
6	Mint
7	Raspberry
8	Rhubarb
9	Strawberry
10	Hemp
11	Daisy (simple flower)
12	Yellow Beans
13	Green Beans
14	Blueberry
15	Cucumbers
16	Green Peas

17	Rosemary
18	Sumac flower
19	Elderberries
20	Huckleberry (Sour blueberry)
21	Sweetsop
22	Chokecherry
23	Mulberries
24	Creeper Berries

Woodlands – General	
Roll D12	Plant name
1	Button Mushroom
2	Acorn
3	Roses
4	Garlic
5	Gooseberry
6	Cranberry
7	Raspberry
8	Rhubarb
9	Strawberry
10	Primrose (simple flower)
11	Blueberry
12	Kidney Beans

Mountains – General	
Roll D12	Plant name
1	Button Mushroom
2	Flax
3	Cranberry
4	Strawberry
5	Arctic Lupine (simple flower)
6	Black-eyed Peas
7	White Beans
8	Holly Berry
9	Mistletoe
10	Deadly Nightshade
11	Catnip (Pet Treat)
12	Creeper Berries

UNCOMMON

Field (includes yards, flat roadsides, hills) – Cooking / Edible	
Roll D12	Plant name
1	Hyssop
2	Arrowhead Balsamroot
3	Sunflower
4	Arrow Root
5	Wildberries
6	Parsley
7	Oregano

8	Basil
9	Thyme
10	Yellow Onions
11	Red Onions
12	Beets

Woodlands – Cooking / Edible	
Roll D10	Plant name
1	Arrowhead Balsamroot
2	Apples
3	Yellow Onions
4	Thyme
5	Allspice
6	Nutmeg
7	Cardamom
8	Wild Corn
9	Asparagus
10	Broccoli

Mountains – Cooking / Edible	
Roll D6	Plant name
1	Bear's Head Tooth Mushroom
2	Arrowhead Balsamroot
3	Sunflower
4	Common Camas
5	Crabapples
6	Arrow Root

Field (includes yards, flat roadsides, hills) – Alchemical	
Roll D10	Plant name
1	Corpse Flower
2	Hyssop
3	Lily-of-the-valley
4	Sunflower
5	Biggy Blights
6	Honeysuckle
7	Devil Tails
8	Sylvan Poppies
9	Echinacea
10	Two Moons

Woodlands – Alchemical	
Roll D6	Plant name
1	Cape SwordCoast
2	Red Dogwood
3	Avernus Stirge Trap
4	Cacti of the North
5	Cardamom
6	Milkweed

Mountains – Alchemical	
Roll D4	Plant name
1	Bear's Head Tooth Mushroom
2	Sunflower
3	Death Camas
4	Avernus Stirge Trap

Field (includes yards, flat roadsides, hills) – General	
Roll D20	Plant name
1	Corpse Flower
2	Hyssop
3	Lily-of-the-valley
4	Arrowhead Balsamroot
5	Sunflower
6	Biggy Blights
7	Arrow Root
8	Wildberries
9	Parsley
10	Oregano
11	Basil
12	Thyme
13	Yellow Onions
14	Red Onions
15	Beets
16	Honeysuckle
17	Devil Tails
18	Sylvan Poppies
19	Echinacea
20	Two Moons

Woodlands – General	
Roll D12	Plant name
1	Cape SwordCoast
2	Arrowhead Balsamroot
3	Apples
4	Yellow Onions
5	Thyme
6	Arrow Root
7	Avernus Stirge Trap
8	Allspice
9	Nutmeg
10	Cardamom
11	Cacti of the North
12	Milkweed

Mountains – General	
Roll D8	Plant name

1	Bear's Head Tooth Mushroom
2	Arrowhead Balsamroot
3	Sunflower
4	Death Camas
5	Common Camas
6	Crabapples
7	Arrow Root
8	Avernus Stirge Trap

RARE

Field (includes yards, flat roadsides, hills) - Cooking / Edible

Roll D20	Plant name
1	Wild Delights
2	Fae Truffles
3	Tarragon
4	Sunchoke

Woodlands - Cooking / Edible

Roll D4	Plant name
1	Portobello Mushrooms
2	Truffles
3	Fae Truffles
4	Brusselberry Sprout

Mountains - Cooking / Edible

Roll D4	Plant name
1	Fennel
2	Beholder's Eye
3	Toril Forbidden Fruit
4	Kara-Tur Savory

Field (includes yards, flat roadsides, hills) - Alchemical

Roll D10	Plant name
1	Fae Truffles
2	Sunchoke
3	Hemlock
4	
5	
6	

Woodlands - Alchemical

Roll D4	Plant name
1	Fae Truffles
2	Brusselberry Sprout
3	Doll's Eye
4	Angel Touch

Mountains - Alchemical

Roll D4	Plant name
1	Camellia
2	Beholder's Eye
3	Kara-Tur Savory
4	Peak Daisy

Field (includes yards, flat roadsides, hills) - General

Roll D8	Plant name
1	Wild Delights
2	Fae Truffles
3	Tarragon
4	Sunchoke
5	Hemlock
6	Summer's Ice
7	Metal Bud
8	Flash Bloom

Woodlands - General

Roll D6	Plant name
1	Portobello Mushrooms
2	Truffles
3	Fae Truffles
4	Brusselberry Sprout
5	Doll's Eye
6	Angel Touch

Mountains - General

Roll D6	Plant name
1	Camellia
2	Fennel
3	Beholder's Eye
4	Toril Forbidden Fruit
5	Kara-Tur Savory
6	Peak Daisy

COASTAL / MARSHES REGIONS
COMMON

Cooking / Edible	
Roll D10	Plant name
1	Button Mushroom
2	Flax
3	Roses
4	Hops
5	Lavender
6	Oyster Mushroom
7	Green Sage
8	White Sage
9	Licorice
10	Skunk Cabbage

Alchemical	
Roll D6	Plant name
1	Hops
2	Roses
3	Lavender
4	White Sage
5	Licorice
6	Slunk Cabbage

General	
Roll D10	Plant name
1	Button Mushroom
2	Flax
3	Roses
4	Hops
5	Lavender
6	Oyster Mushroom
7	Green Sage
8	White Sage
9	Licorice
10	Skunk Cabbage

UNCOMMON

Cooking / Edible	
Roll D6	Plant name
1	Carmelian Bush
2	Artichoke
3	Rice
4	Salted Onions
5	Sugar Reeds
6	Taro Root

Alchemical	
Roll D4	Plant name
1	Passion Vine
2	Cat Tail
3	Sagittaria Latifolia
4	Nuphar Lutea

General	
Roll D10	Plant name
1	Passion Vine
2	Carmelian Bush
3	Cat Tail
4	Artichoke
5	Rice
6	Salted Onions
7	Sugar Reeds
8	Taro Root
9	Sagittaria Latifolia
10	Nuphar Lutea

RARE

Alchemical / General	
Roll D4	Plant name
1	Void Berries
2	Plush Vines
3	Courage
4	Silver Yarrow

DESERT REGIONS

COMMON

Cooking / Edible	
Roll D10	Plant name
1	Button Mushroom
2	Flax
3	Roses
4	Hops
5	Cactus (Flesh / Fruit)
6	Banana
7	Oranges
8	Hot peppers
9	Coconut
10	Ab'i

Alchemical	
Roll D4	Plant name
1	Hops
2	Roses
3	Cactus (Flesh / Fruit)
4	Aloe Vera

General	
Roll D12	Plant name
1	Button Mushroom
2	Flax
3	Roses
4	Hops
5	Cactus (Flesh / Fruit)
6	Banana
7	Oranges
8	Hot peppers
9	Coconut
10	Ab'i
11	Aloe Vera
12	Dry Grass (Animal Feed)

UNCOMMON

Cooking / Edible	
Roll D4	Plant name
1	Silver Torch Cactus
2	Paprika
3	Cumin
4	Tumeric

Alchemical	
Roll D4	Plant name
1	Welwitschia
2	Silver Torch Cactus

3	Tumeric
4	Desert Bloom

General	
Roll D6	Plant name
1	Silver Torch Cactus
2	Welwitschia
3	Paprika
4	Cumin
5	Tumeric
6	Desert Bloom

RARE

Alchemical / General	
Roll D4	Plant name
1	Thayan Bloom
2	False Mirage
3	Last hope
4	Trickster's Gift

AQUATIC REGIONS

COMMON

Fresh Water – Cooking / Edible	
Roll D4	Plant name
1	Water Lilies
2	Dwarf Baby Tears
3	Blyxa Grass
4	Beucephalandra

Sea / Ocean – Cooking / Edible	
Roll D4	Plant name
1	Kelp
2	Seaweed
3	Sea Grass
4	Sea Lettuce

Fresh Water – Alchemical	
Roll D6	Plant name
1	Water Lilies
2	Water Fern
3	Java Moss
4	Dwarf Baby Tears
5	Frogbit
6	Beucephalandra

Sea / Ocean - Alchemical	
Roll D4	Plant name
1	Kelp
2	Seaweed
3	Algae
4	Wire Weed

Fresh Water – General	
Roll D10	Plant name
1	Water Lilies
2	Water Fern
3	Java Moss
4	Dwarf Baby Tears
5	Anubias Barteri (Decorative)
6	Blyxa Grass
7	Beucephalandra
8	Frogbit

Sea / Ocean – General	
Roll D6	Plant name
1	Kelp
2	Seaweed

3	Sea Grass
4	Algae
5	Sea Lettuce
6	Wire Weed

UNCOMMON

Fresh Water – Cooking / Edible	
Roll D2	Plant name
1	Marrimo Moss Ball
2	Bitter Pads

Sea / Ocean – Cooking / Edible	
Roll D4	Plant name
1	Sea Cucumber
2	Eelgrass
3	Coral Mousse
4	Tart Weed

Fresh Water – Alchemical	
Roll D4	Plant name
1	Bottom Snag
2	Brown Water Grass
3	Trout Clings
4	Moon Froth

Sea / Ocean - Alchemical	
Roll D6	Plant name
1	Sickle leaved cymodocea
2	False Sea Foam
3	Illusory Oyster
4	Deep Sea Pods
5	Darkness Breakers
6	Alinaes

Fresh Water – General	
Roll D6	Plant name
1	Marrimo Moss Ball
2	Bottom Snag
3	Bitter Pads
4	Brown Water Grass
5	Trout Clings
6	Moon Froth

Sea / Ocean – General	
Roll D10	Plant name
1	Sea Cucumber
2	Eelgrass
3	Sickle leaved cymodocea

4	False Sea Foam
5	Illusory Oyster
6	Coral Mousse
7	Tart Weed
8	Deep Sea Pods
9	Darkness Breakers
10	Alinaes

RARE

Fresh Water – Alchemical / General	
Roll D4	Plant name
1	Deepriver Sponge
2	Bottom-moss
3	Poissonidae Rae
4	Needle-in-a-stack

Sea / Ocean – Alchemical / General	
Roll D4	Plant name
1	Corantheh
2	Merrow-candy
3	Song-of-the-deep
4	Tubals

JUNGLE REGIONS

COMMON

Cooking / Edible	
Roll D12	Plant name
1	Button Mushroom
2	Flax
3	Roses
4	Hops
5	Cocoa Bean
6	Mangos
7	Passion Fruits
8	Peanuts
9	Walnuts
10	Dancing Monkey Fruit
11	Sinda Berries
12	Bamboo

Alchemical	
Roll D10	Plant name
1	Hops
2	Roses
3	Cinnamon (Bark)
4	Aril Berry (Yew)
5	Dancing Monkey Fruit
6	Menga leaves
7	Sinda Berries
8	Ryath Root
9	Wildroot
10	Zabou Mushroom
11	Poison Ivy
12	Bamboo

General	
Roll D20	Plant name
1	Button Mushroom
2	Flax
3	Roses
4	Hops
5	Cocoa Bean
6	Mangos
7	Passion Fruits
8	Various Nuts
9	Silk Plant
10	Yew Tree / Aril berries
11	Dancing Monkey Fruit
12	Menga leaves
13	Sinda Berries
14	Ryath Root
15	Wukka Nuts
16	Wildroot
17	Zabou Mushroom

18	Poison Ivy
19	Vines (Rope crafting)
20	Bamboo

UNCOMMON

Cooking / Edible	
Roll D6	Plant name
1	Saffron
2	Cayenne Pepper
3	Vanilla (Bean)
4	Star Anise
5	Coriander / Cilantro
6	Yellow Peppercorn

Alchemical	
Roll D4	Plant name
1	Mandrake
2	Star Anise
3	Cayenne Pepper
4	Scale Flower

General	
Roll D8	Plant name
1	Mandrake
2	Saffron
3	Cayenne Papper
4	Vanilla (Bean)
5	Star Anise
6	Coriander / Cilantro
7	Yellow Peppercorn
8	Scale Flower

RARE

Cooking / Edible	
Roll D6	Plant name
1	Cantaloup
2	Dragon Fruit
3	Star Fruit
4	Plantain

Alchemical	
Roll D4	Plant name
1	Dragon Fruit
2	Star Fruit
3	Glow Fruit
4	Happy Berries

General	
Roll D6	Plant name
1	Cantaloup
2	Dragon Fruit
3	Star Fruit
4	Plantain
5	Glow Fruit
6	Happy Berries

UNDERDARK REGIONS

COMMON

Cooking / Edible	
Roll D10	Plant name
1	Button Mushroom
2	Bluecap Mushroom
3	Ripplebark
4	Zurkwood
5	Barrelstalk
6	Trilimac
7	Waterorb
8	Cave Pulp
9	Witches Butter
10	Lithop

Alchemical	
Roll D4	Plant name
1	Glow moss
2	Rot Moss
3	Mother-in-law's Tongue (Snake Plant)
4	Wolffia Druvia

General	
Roll D20	Plant name
1	Button Mushroom
2	Bluecap Mushroom
3	Ripplebark
4	Zurkwood
5	Barrelstalk
6	Trilimac
7	Waterorb
8	Nightlight
9	Nilhogg's Nose
10	Ormu
11	Timmask
12	Torchstalk
13	Glow Moss
14	Rot Moss
15	Mother-in-law's Tongue (Snake Plant)
16	Devil's Ivy
17	Cave Pulp
18	Witches Butter
19	Wolffia Druvia
20	Lithop

UNCOMMON

Cooking / Edible	
Roll D4	Plant name
1	Fire Lichen
2	Tongue of Madness
3	Sweet Moss
4	Black Blood

Alchemical	
Roll D4	Plant name
1	Tongue of Madness
2	Dragon's Gold
3	Spider's Fang
4	Black Blood

General	
Roll D6	Plant name
1	Fire Lichen
2	Tongue of Madness
3	Dragon's Gold
4	Spider's Fang
5	Sweet Moss
6	Black Blood

RARE

Alchemical / General	
Roll D4	Plant name
1	Mucal Bloom
2	Speed Quills
3	Daze makers
4	Glow-void Mushrooms

TUNDRA REGIONS

COMMON

Cooking / Edible	
Roll D6	Plant name
1	Button Mushroom
2	Winterberries
3	Mint
4	Acorn
5	Snowberries
6	Collards

Alchemical	
Roll D2	Plant name
1	Snowberries
2	Mint

General	
Roll D8	Plant name
1	Button Mushroom
2	Winterberries
3	Mint
4	Acorn
5	Snowberries
6	Arctic Lupine
7	Snow Flower
8	Collards

UNCOMMON

Cooking / Edible	
Roll D2	Plant name
1	Hyssop
2	Firethorn Berries

Alchemical	
Roll D4	Plant name
1	Red Dogwood
2	Hyssop
3	Lily-of-the-valley
4	Firethorn Berries

General	
Roll D4	Plant name
1	Red Dogwood

2	Hyssop
3	Lily-of-the-valley
4	Firethorn Berries

RARE

Cooking / Edible	
Roll D2	Plant name
1	Tundra Potatoes
2	Frost Peach

Alchemical	
Roll D4	Plant name
1	Camellia
2	Icewind Dale Iris
3	Coneflower
4	Teal Catmint

General	
Roll D6	Plant name
1	Camellia
2	Tundra Potato
3	Icewind Dale Iris
4	Frost Peach
5	Coneflower
6	Teal Catmint

SPECIAL PLANTS

For special plants, notes that you may have to create the suitable environment for the plant. Or have it be partially wilted for being in the wrong place, and found just before the plant had died.

All Special Plants	
Roll D4	Plant name
1	Caelesti Lumine Flos
2	Diabolus est Spinam
3	Thousand Needles Flower
4	Tymora's Tears

**If you have herbalists in your party when visiting a library or other lore-rich location, you can also roll on the special plants table to have them find a legend about that plant. See Appendix D for said legends.

Appendix C – Plant loot table

When creating treasure for your adventure, you may want to add some plants in your list of goodies. You can use the below tables.

Kitchen / Pantries

Roll D20	Plant name	Amount
1	All spices (Cumin, Turmeric. Etc.)	1d4 g.
2	Button Mushrooms	1d4 plant
3	Carrots	1d4 lbs.
4	Bluecap Mushroom	1d4 plant
5	Hops	1d4 bundles
6	Varied Nuts	1d4 g.
7	Varied Red Berries	1d4 lbs.
8	White Sage	1d4 bundles
9	Garlic	1d4 bulbs
10	Cactus Fruits	1d4 fruits
11	Licorice	1d4 g.
12	Wildroot	1d4 pieces
13	Oats	1d4 lbs.
14	Potatoes	1d4 lbs.
15	Corn	3d4 Cobs
16	Dancing Monkey Fruits	1d4 fruits
17	Mangoes	1d4 lbs.
18	Mint	1d4 bundles
19	Cinnamon Powder	1d4 g. in a vial
20	Green Beans	1d4 lbs.

Treasure chest

Roll D20	Plant name	Amount
1	Saffron	1d4 g.
2	Mandrake	1d4 roots
3	Icewind Dale Iris	1d4 flowers
4	Biggy Blights	1d4 bundle
5	Peak Daisy	1d4 plant
6	Delects	1d4 bundles
7	Tumeric	1d4 g.
8	Lily-of-the-valley roots	1d4 roots
9	False Sea Foam	1d4 lbs
10	Star Anise	1d4 g.
11	Box with Rot moss	1d4 lbs.
12	Beholder's eye (with bulb)	1d4 plant
13	Kara-Tur Savory	1d4 plant
14	Ormu (Glowing)	1d4 lbs.
15	Moon Froth	1d4 g.
16	Two Moons	1d4 plants
17	Sagittaria Latifolia	1d4 lbs
18		
19		
20	Caelesti Lumine Flos Nectar	1 Vial (200g up to 2000g to an alchemist)

On NPC

Roll D20	Plant name	Amount
1	All spices (Cumin, Turmeric. Etc.)	1d4 g.
2	Saffron	1d4 g.
3	Pouch of Timmask spore powder	1d4 g.
4	Handful of peanuts	1d4 g.
5	Deadly Nightshade	1d4 bundle
6	Bundles of White sage	1d4
7	Water lily nectar	1d4 vials
8	Bluecap powder in pouches	1d4 portions
9	Wolffia Druvia in a pouch	1d4g.
10	Licorice in a pouch	1d4g.
11	Lithop	1d4
12	Acorn	1d4
13	Dried Hyssop Bundles	1d4
14	Arrow Root	1d4g.
15	Oregano	1d4g.
16	Basil	1d4g.
17	Carmelian Bush Sap	1d4 jar
18	Trout Cling Oil	1d4g.
19	Cat Tail	1d4
20	Kara-Tur Savory	1d4 bundle

Appendix D – Special Plant Legends

Use the following box texts for legends about each special plant, found in history books, folk tales or journals.

Caelesti Lumine Flos

Flowers and Ascension

It is said, that when a hero or powerful being ascends to godhood, they are given a home welcoming gift. Though sounding mundane, they receive a rare Caelesti Lumine Flos, a plant that grow only in the most holy fields in the celestial planes.

Diabolus est Spinam

And the Fields Bled

Beware. If you cross the lines of nature's order, beware. If perversion of purity, you seek, beware. There is a tale, from a people long ago who dealt far too openly with the forces of life, death and darkness. In their hubris they aimed to sway and play with both Hells and Abyss and mock the very fibers of morality.

They would carve dark symbols in the earth, steal the purest of nectars and chant to the open sky. Their altar they used for sacrifice, rituals and summons.

One night, as they slept in their silken bedrolls embroidered with runes and wards, the very ground took revenge. They did not hear the plants grow, from the rotted blood of their victims buried below, that had soaked the roots and seeds of the land they claimed. Their wards, targeting creatures of will were of no use against this, as the vines grew and crept, squishing and pulsing with the blood of the fallen. They awoke, wet and surrounded.

Still, these deformed souls took delight in the grisly sight and started to celebrate what they assumed to be their creation. They cut through the flesh and thorns and watched the vines bleed, covering the soil again in red. But the more they cut, the worse it got. They began to see their brothers and sisters turn on them. Eyes in the shadows mocking them, but never able to find them. People with blank expressions, staring at them, refusing to scream, die or even twitch as they cut through them. Ever staring. Why... why!!!!??? No answer.

Cursed into madness, they fell to one another, as darkness remained and preyed over this tainted land.

If you ever cross a place so desecrated that you see pulsing vines. Run, and don't look back. Diabolus est Spinam... Vines of the devil, are protecting the desecration. You will be cursed. You will.....

Thousand Needles Flower

This book looks like a children's tale

The Flower and the Dragon that got too Greedy

Once upon a time there was an old, very old dragon, named Krashtahat. His black scales had gone grey and his hoard was the largest ever seen. Bored with pillaging the little coins and small items to add to his now mountain-sized treasure, he turned his greed and envy to his brethren. All those dragons admired for their shiny, colorful scales made him angry. He was stuck, a mucky grey pile upon a shiny throne, how unbecoming of a dragon-king. Or maybe even... a dragon-god.

He pillaged and stole and even dispatched of the pretty green dragons, of the bright young blue ones and the striking red lizards, adding their hoard... and their scales to his own. He enslaved whole villages and made them glue and sow every scale over his own, but the result... was ridiculous. Every time he was dissatisfied, he would eat all the villagers and try with a new one.

But in Torks, a village deep in the Snow Peak Mountains, an old gnome with a keen ear for news and stories prepared. When the dragon arrived and place orders to fix his scales and make him a colorful dragon, the old gnome visited the dragon's head.

"You dare present yourself to me, morsel." The dragon grumbled.

"Apologies, my liege." The gnome started, politely. "I have information that I believed you simply must have. I have learned of a way you can fill your scale with the very colors of the rainbow. Enough to become the envy of every color of dragon out there."

Krashtahat pondered the offer. "Alright. Speak."

"There is this flower, that glimmers with all the colors of the rainbow and... oh... I forgot. I apologize, you probably couldn't pick it, given all the thorns."

The dragon growled and scoffed. "Do you not see me puny fleshling! I am greatness made material! A few flower thorns wouldn't even make my toes itch. Fetch me this flower, immediately!"

"But my liege, I am but a small gnome, and this flower only grows to the summit of the tallest of mountains! I would perish before reaching the top, and you wouldn't get any of its magic!"

Grumbling and stomping, Krashtahat resolved to going there himself. As it was, he wouldn't trust others with the task either way. He took flight and threatened any who would dare touch his treasure in his absence. As it happens, there is a tall mountain in this chain, one that stretches far above the cloud.

The gnome began to loot and pillage the moment the dragon's wings were out of earshot, while others looked in fear, no one daring to join in.

Krashtahat flew and just as the legend had it, there, at the very peak, was a beautiful flower, with petals gleaming in all the colors of the rainbow. Excited, the dragon pluck the flower, thorns and all, and swallowed it whole. His scales glimmered and reflected all the colors, as the flower's magic went in his system. Overjoyed, Krashtahat looked, his vision taking in all the colors... blurring them together... until there was nothing but a flash of colors... and then, he fell. As the needles of the Thousand needles flower pierced his belly, filling his veins with the world's most potent poison, the dragon's threat ceased to be.

Below the mountain, a happy gnome walked on the path, whistling and smiling as a loud thud shook the earth in the distant mountains. He was going to live a long, rich life, as were all the people of this valley, now freed of Krashtahat's Tyranny, undone by his own greed and carelessness.

Tymora's Tears

The Tale of Marey and Unfortunate Tears

Once upon a happenstance, a young and curious halfling by the name of Marey Armsgood crossed a most gorgeous valley. The young halfling had shown but disregard to the townsfolk guidance about avoid Rockpath road outside their village and fell in a landslide. Trying to get back uphill, he had to trudge through a vast thicket and lost his way, never having spent a moment's attention during his survival class as a lad.

Lost and hungry, he wandered for hours, following the prettiest sight rather than logical landmarks or cardinal direction. Spotting a ray of golden sunlight piercing through brush in a most perfect way, he nudged forward to investigate. There, bathed in the glimmering light chimed a bush of tiny gold bells. And chime it truly did, for the musical flora was a sound most pleasant to the halfling's jovial ears. He danced and sung to the natural tune, then basked into the sun rays until they had passed. But then the music was buried by a rumble, that came from deep and low in his belly. Lunch and dinner had both passed, with not even a berry for a snack. He tried a taste of the petal but found nothing pleasant or satisfying to them. Still, he loved their look and their sound. Listening to instinct, he snatched up a bundle and went on his way. A mere hour walking in no particular direction, he found himself standing just outside of town! "What luck!" he sang and skipped back home, pouring himself copious amounts of mead and indulging in the finest cuts of meat and juiciest fruits.

He never parted from that luck charm after that, but soon it dried and hung sadly to his vest. He visited the local temple of Lady Luck to get advice from the priest there, a friend of his from his childhood. "A tear of Lady Luck herself you have found my friend! A gift so rare to those who place their fate in the Lady's hands. Grind it up and heat it in a tea, then drink to keep her with you always." Marey hesitated not and that night, made himself a warm honeyed lucky tea, which he drank lazily watching the sunset on his porch swing. From then on the halfling found nothing but good fortune: wealth abound, good food and good company never were in shortage.

However there came a day, in his elder years, where on the way to see his friend at Tymora's temple, he saw a cane carved in yew and masterly crafted and painted with silver and gold. He yearned for the stick but had not taken coin on him. So he waited and talked to the merchant, but the cane was not gifted. "Perhaps later" he said to himself, but he did not feel patient that day. During the mass at the Temple, a basket for coin and charity was passed and placed on a table.... Right next to where he sat. Deciding luck would not get him caught, he took the coin and went on to purchase the cane he so yearned for. Some say that Tymora's statue frowned that day during mass, and it marked the end of the poor halfling's luck. By year's end, he had not a coin to his name, his home burned by a terrible cooking accident. All the things he had saved from the fire, burgled the following night. Marey died a few months later, alone on the cold hard pavement of a dirty backroad, his remains eaten by rats.

His friend the priest buried him in the town cemetery, with a statue of Tymora for his tombstone. The plaque still reads today: "Enjoy the gifts of Tymora should she grant them, but learn from Marey Armsgood buried here, that one should always show gratefulness to Lady Luck and never abuse her, lest they wish a life devoid of any fortunate moment.". The tomb still stands to this day, next to the little halfling town or Greenhovel.

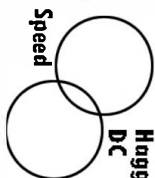
NPC Sheet

Herbalist Edition



Speed

Haggling
DC



Name

Race

Shop Name

Main Language

Location

STR

DEX

CON

INT

WIS

CHA

Max HP

Current HP

D

Hit Die

Coinage



GP



EP



SP



CP



Languages

Skills

NPC Description & Details

Shop Inventory

NPC Personal Inventory

Notes

Alchemist's solution

Potion Recipe

Difficulty: Easy

Ingredients:

Water, 2 pinches of salt, pinch of pure crystal powder (1c for a pouch - easily found or ground of any crystal or gem).

Instructions:

Mix and Shake well (block the opening to avoid spillage).
Cast any arcane spell on the tube that will not damage the tube, such as prestidigitation to imbue the liquid.
It should glow blue for a second before returning to clear.

Chances of success: 100%

***Do not add salt if using Sea / Ocean water*

FLOWERS & ASCENSION

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or powerful being
ascends to godhood, they are given
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Though sounding mundane,
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THE TALE OF MAREY AND UNFORTUNATE TEARS

ONCE UPON A HAPPENSTANCE, A YOUNG AND CURIOUS HALFLING BY THE NAME OF MAREY ARMSGOOD CROSSED A MOST GORGEOUS VALLEY. THE YOUNG HALFLING HAD SHOWN BUT DISREGARD TO THE TOWNSFOLK GUIDANCE ABOUT AVOID ROCKPATH ROAD OUTSIDE THEIR VILLAGE AND FELL IN A LANDSLIDE. TRYING TO GET BACK UPHILL, HE HAD TO TRUDGE THROUGH A VAST THICKET AND LOST HIS WAY, NEVER HAVING SPENT A MOMENT'S ATTENTION DURING HIS SURVIVAL CLASS AS A LAD.

LOST AND HUNGRY, HE WANDERED FOR HOURS, FOLLOWING THE PRETTIEST SIGHT RATHER THAN LOGICAL LANDMARKS OR CARDINAL DIRECTION. SPOTTING A RAY OF GOLDEN SUNLIGHT PIERCING THROUGH BRUSH IN A MOST PERFECT WAY, HE NUDGED FORWARD TO INVESTIGATE. THERE, BATHED IN THE GLIMMERING LIGHT CHIMED A BUSH OF TINY GOLD BELLS. AND CHIME IT TRULY DID, FOR THE MUSICAL FLORA WAS A SOUND MOST PLEASANT TO THE HALFLING'S JOVIAL EARS. HE DANCED AND SUNG TO THE NATURAL TUNE, THEN BASKED INTO THE SUN RAYS UNTIL THEY HAD PASSED. BUT THEN THE MUSIC WAS BURIED BY A RUMBLE, THAT CAME FROM DEEP AND LOW IN HIS BELLY. LUNCH AND DINNER HAD BOTH

PASSED, WITH NOT EVEN A BERRY FOR A SNACK. HE TRIED A TASTE OF THE PETAL BUT FOUND NOTHING PLEASANT OR SATISFYING TO THEM. STILL, HE LOVED THEIR LOOK AND THEIR SOUND. LISTENING TO INSTINCT, HE SNATCHED UP A BUNDLE AND WENT ON HIS WAY. A MERE HOUR WALKING IN NO PARTICULAR DIRECTION, HE FOUND HIMSELF STANDING JUST OUTSIDE OF TOWN! "WHAT LUCK!" HE SANG AND SKIPPED BACK HOME, POURING HIMSELF COPIOUS AMOUNTS OF MEAD AND INDULGING IN THE FINEST CUTS OF MEAT AND JUICIEST FRUITS.

HE NEVER PARTED FROM THAT LUCK CHARM AFTER THAT, BUT SOON IT DRIED AND HUNG SADLY TO HIS VEST. HE VISITED THE LOCAL TEMPLE OF LADY LUCK TO GET ADVICE FROM THE PRIEST THERE, A FRIEND OF HIS FROM HIS CHILDHOOD. "A TEAR OF LADY LUCK HERSELF YOU HAVE FOUND MY FRIEND! A GIFT SO RARE TO THOSE WHO PLACE THEIR FATE IN THE LADY'S HANDS. GROUND IT UP AND HEAT IT IN A TEA, THEN DRINK TO KEEP HER WITH YOU ALWAYS." MAREY HESITATED NOT AND THAT NIGHT, MADE HIMSELF A WARM HONEYED LUCKY TEA, WHICH HE DRANK LAZILY WATCHING THE SUNSET ON HIS PORCH SWING. FROM THEN ON THE HALFLING FOUND NOTHING BUT GOOD FORTUNE: WEALTH ABOUND, GOOD FOOD AND GOOD COMPANY NEVER WERE IN SHORTAGE.

HOWEVER THERE CAME A DAY, IN HIS ELDER YEARS, WHERE ON THE WAY TO SEE HIS FRIEND AT TYMORA'S TEMPLE, HE SAW A CANE CARVED IN YEW AND MASTERLY CRAFTED AND

PAINTED WITH SILVER AND GOLD. HE YEARNED FOR THE STICK BUT HAD NOT TAKEN COIN ON HIM. SO HE WAITED AND TALKED TO THE MERCHANT, BUT THE CANE WAS NOT GIFTED. "PERHAPS LATER" HE SAID TO HIMSELF, BUT HE DID NOT FEEL PATIENT THAT DAY. DURING THE MASS AT THE TEMPLE, A BASKET FOR COIN AND CHARITY WAS PASSED AND PLACED ON A TABLE.... RIGHT NEXT TO WHERE HE SAT. DECIDING LUCK WOULD NOT GET HIM CAUGHT, HE TOOK THE COIN AND WENT ON TO PURCHASE THE CANE HE SO YEARNED FOR. SOME SAY THAT TYMORA'S STATUE FROWNED THAT DAY DURING MASS, AND IT MARKED THE END OF THE POOR HALFLING'S LUCK. BY YEAR'S END, HE HAD NOT A COIN TO HIS NAME, HIS HOME BURNED BY A TERRIBLE COOKING ACCIDENT. ALL THE THINGS HE HAD SAVED FROM THE FIRE, BURGLIED THE FOLLOWING NIGHT. MAREY DIED A FEW MONTHS LATER, ALONE ON THE COLD HARD PAVEMENT OF A DIRTY BACKROAD, HIS REMAINS EATEN BY RATS.

HIS FRIEND THE PRIEST BURIED HIM IN THE TOWN CEMETERY, WITH A STATUE OF TYMORA FOR HIS TOMBSTONE. THE PLAQUE STILL READS TODAY: "ENJOY THE GIFTS OF TYMORA SHOULD SHE GRANT THEM, BUT LEARN FROM MAREY ARMSGOOD BURIED HERE, THAT ONE SHOULD ALWAYS SHOW GRATEFULNESS TO LADY LUCK AND NEVER ABUSE HER, LEST THEY WISH A LIFE DEVOID OF ANY FORTUNATE MOMENT.". THE TOMB STILL STANDS TO THIS DAY, NEXT TO THE LITTLE HALFLING TOWN OR GREENHOVEL.