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INTRODUCTION

The natural wild is known, yet it still holds many mysteries. In Dungeons and Dragons, these mysteries often go completely unexplored. Whether you're a player wishing to present this to your dungeon master to add a bit of spice to the game you've helped bring to life, or a dungeon master wishing to deliver something new and intriguing to your deeply invested players, this book seeks to be of assistance.

Now, you may be wondering, what exactly is the purpose of this book? Well, written in this book are the details of various plants, as well as plant themed races and monsters. Some of these plants are taken from the real world and have properties based on their real counterparts, while others are purely fictional.

Examples of real plants include the aloe vera, a plant already commonly used in many video games. Or perhaps if you don't wish to heal yourself, the belladonna plant might draw your attention? Or maybe, if you find real plants dull and boring, you desire the kaeldis stem, or perhaps the mycoshroom? Whatever you desire, you'll definitely, probably, maybe find it in this book.

In the right hands, this book can be used to create fascinating encounters, unique boosts to abilities, or deadly poison to murder your dungeon master's NPCs with if you're into that.

HOW TO USE THIS BOOK

When using this book, the focus is quite simple, creating medical and damaging items from plants. If you are using this as a dungeon master, you are given the opportunity to perhaps lay down a batch of lillies of the valley disguised as a much needed supply of food, or reward your players with a field of fuzzberries. The options are limitless.

As a player, you will also be presented with a variety of options. With the proper rolls to turn an herb into a remedy, you may gain paralysis inducing spores contained in a bottle, or a steaming cup of tea perfect for releasing stress and healing wounds. Provided you can find the proper ingredients, you can become known as the kind healer or sly poisoner you've always wanted to be.

Yet, this book provides use beyond plants and concoctions and such, in the form of races and monsters. If you've always wanted to scratch the itch of wanting to play as a plant, now you can do that. If you need more creatures to throw at your players as they make a long, arduous trek through a thick jungle, simply use one of the creatures provided here.

WHAT COUNTS AS A PLANT?

The dictionary definition of a plant is not used in this book. The definition will range from normal plants such as a flower, to fungi, and to certain creatures with plant-like features, allowing for more options to be placed in this book.

PLACING FLORA INTO YOUR WORLD AND CULTURES

Not all plants will reside in a single biome, and not all plants will be commonly used as herbs depending on culture. If you are a dungeon master, it's your job to decide where plants may be found growing.

If an example is needed, take a cactus. This plant will not often grow in a forest or jungle, rather, it grows in the harsh deserts of your world. Or, take a mycoshroom, a fictional fungus which cannot survive while exposed to sunlight.

Culture, too, can be important when taking herbal remedies into consideration. Some cities and villages will not know of the medical uses of the aloe vera, while another town will be widely known for their cultivation and medical talent when using the plant.

But perhaps you wish to not worry about such things, and would much rather simply place plants into your world. This, of course, is perfectly fine. As a dungeon master, you control your world, and some book can't tell you how your world functions.

IMPORTANT DETAILS

First of all, all plants and parts of plants have no weight, and all products of plants weigh 1 lb. Also, some plants will require Medicine checks, while others do not, and this is done intentionally to compensate for specific amounts of time taken to create a medicine. That's pretty much all for the important details, so please, continue reading on to the main section of the book, and enjoy.



CHAPTER 1, FLORA

ALOE VERA

The aloe vera, commonly referred to as the cure-all, is a useful item found in nature. Its leaves, when put to proper use, can assist greatly in healing, commonly shown by healers of human and elven communities, although it is used by other races as well.

When an aloe vera plant is found, roll a 1d4 to determine the amount of leaves it has. If the aloe vera is found in a group, the roll will apply to all aloe vera present. To make aloe vera leaves into a healing item, you must collect three aloe vera leaves, then use them in combination with an herbalism kit. Upon doing this, the 3 leaves are removed from your inventory, and on a DC 12 Medicine check, you obtain an aloe balm, and receive no items on a failed check. You may consume an aloe balm as a bonus action, and when consumed, an aloe balm heals 3d4 hit points.



PLANTAIN

The leaves of a plantain plant are useful, although can only be used well in non-combat situations. Its leaves, when wrapped around an injured area, can heal if provided enough pressure. Surprisingly, many races thought to be more civilized than others learned this technique from a clan of orcs rather than the discovery being their own.

When a plantain plant is found, roll a 1d12 to determine the amount of leaves it has. If the plantain is found in a group, the roll will apply to all plantain present. To use the healing factors of plantain, you may wrap 5 leaves around a wound. With a DC 10 Medicine check, and 1 minute of allowing the plantain leaves to apply pressure, 2d8 hit points are restored to your character. Plantain leaves used to heal yourself are removed from your inventory.

AGRIMONY

Agrimony is a healing item, just as most of the other plants in this book, although it is most useful when made into a tisane, or medical tea. While a simple, ground-up powder can heal a wound, it may also cause the consumer to become weary. This medicine was first utilized by a simple loxodon family, and was brought to other civilizations by tourists soon after the discovery was made.

Agrimony plants, when found, will have no dice rolled to determine the number of leaves found on it, and the entire plant must be collected instead. To make agrimony into a healing item, you can choose one of two methods. The first, using an herbalism kit, you may spend a short rest making it into a tea without any rolls necessary. Agrimony tea will restore 1d8 hit points when consumed as a bonus action. Using the second method, the process conducted as an action, you crush the plant into a powder, removing the plant from your inventory and adding agrimony powder, and apply it to a wound. This restores 2d6 hit points, and adds a level of exhaustion.



FOXGLOVE

Despite its name, no, foxglove cannot be worn on your hand. It can, however, be used to heal heart tissue, and with enough skill, could save you from certain death. The origins of its medical usage are unknown, but a popular theory is that gnomes and halflings first made the discovery.

Foxglove plants, when found, will have no dice rolled to determine the number of collectable items found on it, and the entire plant must be collected instead. To make a foxglove plant into a healing item, you must first combine 1 foxglove with an herbalism kit. Upon doing this, the foxglove is removed from your inventory, and on a DC 18 Medicine check, you gain a foxglove remedy. When a foxglove remedy is used on a creature with 0 HP, the creature immediately passes all death saving throws. If a foxglove plant is consumed as an action, the consumer will take 3d8 poison damage.

MARIGOLD

Marigold is as beautiful as the name implies. Its petals are stunningly bright and cheerful, and the spherical shapes give a unique attractiveness. However, its beauty is not its only attribute, as its medical factors are quite useful in medical practice. Its medical uses were first discovered by a village, the inhabitants a mix of common races.

When a marigold plant is found, roll a 1d3 to decide the amount of flowers it has. If the marigold is found in a group, the roll will apply to all marigold present. To use the healing benefits of marigold, you must first use 1 marigold flower with an herbalism kit. Upon doing this, the marigold flower is removed from your inventory, and on a DC 13 Medicine check, a marigold salve is added to your inventory. When consumed as a bonus action, a marigold salve will remove a poisoned condition if the consumer has the condition.



LAVENDER

Lavender, when used medically, is a prime way to relax oneself. It is popular among nobles when they wish to replicate therapy, often believing it to be more effective than actual therapists. This custom was adopted, of course, by humans, although the medicine was discovered by a dragonborn community when attempting to relax their warriors.

Lavender, when found, will have no dice rolled to determine the number of collectable items found on it, and the entire plant must be collected instead. To make lavender into a healing item, 1 lavender must be used in combination with an herbalism kit. Upon doing this, the lavender will be removed from your inventory, and on a DC 13 Medicine check, you will obtain a lavender brew. When a lavender brew is consumed as a bonus action, you become immune to the frightened condition for the next 1d3 hours.



ECHINACEA

Although less commonly used, echineacea is quite useful. Due to its ability to strengthen one's immune system, it is often utilized in places where disease is common and widespread. The origins of its first discovery is completely unknown.

An echinacea, when found, will have no dice rolled to determine the number of collectable items found on it, and the entire plant must be collected instead. To obtain the medical uses of echinacea, 1 echinacea must be used in combination with an herbalism kit. Upon doing this, the echinacea is removed from your inventory, and on a DC 13 Medicine check, you obtain an echinacea tea. When an echinacea tea is consumed as a bonus action, you gain temporary resistance to poison damage for 1d4 hours.

MINT

Mint is an herb used commonly to refresh oneself after any form of exhaustion. It is also sometimes used to freshen one's breath. The medical effects of mint were first discovered, unsurprisingly, by servants of human nobles, attempting to please their superiors.

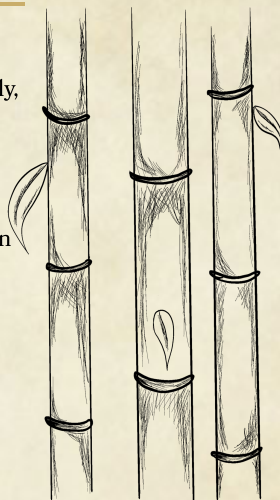
When a mint plant is found, roll a 1d3 to determine the number of leaves on the plant. If the mint plant is found in a group, the roll will apply to all mint plants present. To use the healing effects of a mint leaf, simply consume it as a bonus action, which will cure a single level of exhaustion.



SUGARCANE

Sugarcane, by itself, is quite dull. However, when its juices are extracted and turned into a powder, it becomes a tasty delight that fuels a rush of energy, excitement, and eventually, an energetic downfall. It's quite popular among children.

Sugarcane, when found, will have no dice rolled to determine the number of collectable items found on it, and the entire plant must be collected instead. To gain benefits from a sugarcane, 1 sugarcane must be used in combination with an herbalism kit. Upon doing this, the sugarcane is removed from your inventory, and on a DC 12 Medicine check, a sugar clump is added to your inventory. When a sugar clump is consumed as a bonus action, you gain a +30 bonus to your walking speed for 1d4 hours. After the appropriate number of hours pass, you gain 1 level of exhaustion.



KAELDIS STEM

The kaeldis stem is rather useful in both everyday and combat situations. Many elderly will use it to assist them in sleep, while some will utilize it in more devious circumstances, such as rendering a noble unconscious to quickly pick-pocket them. The practice was first used by a human researcher, whose name is unknown.

An echinacea, when found, will have no dice rolled to determine the number of collectable items found on it, and the entire plant must be collected instead. When a creature consumes a kaeldis stem as a bonus action, it must succeed on a DC 15 Constitution saving throw or become unconscious for 1d6 hours, or until it is in some way disturbed.

MYCOSHROOM

Mycoshrooms are dangerous by nature, and should be avoided at all costs. They are closely related to myconids, although they do not have a trace of intelligence. Its poison is lethal to all who inhale it.

A mycoshroom, when found, will have no dice rolled to determine the number of collectable items found on it, and the entire plant must be collected instead. Whenever a creature is within 15ft of a mycoshroom, it must make a DC 14 Constitution saving throw. On a fail, the creature is paralyzed for 1d4 minutes, or until the creature drinks one cup of water. Additionally, a creature within 15ft of a mycoshroom must repeat the saving throw at the beginning of every turn until the creature leaves the radius.



FUZZBERRY

Fuzzberries are, quite possibly, the most simple herb found in the wild. Its utility is widely known, and it provides no interesting effects other than mild healing factors.

When a fuzzberry bush is found, roll a 1d12 to determine the number of berries on the bush. If the fuzzberry bush is found in a group, the roll will apply to all fuzzberry bushes present. When a fuzzberry is eaten as a bonus action, it will heal 1 hit point.



FEVERFEW

Feverfew is quite useful in terms of mental health, often said to increase brain functionality. It's the absolute bane of psionic damage as well, and is often used to numb the effects of magic affecting the mind.

A feverfew, when found, will have no dice rolled to determine the number of collectable items found on it, and the entire plant must be collected instead. To obtain the effects of a feverfew, it must be used in combination with an herbalism kit. When this is done, the feverfew is removed from your inventory, and on a DC 13 Medicine check you obtain a feverfew tea. When a feverfew tea is consumed as a bonus action, you gain resistance to psychic damage for 1d4 hours.

LILY OF THE VALLEY

Do not be deceived by the beauty of this flower, for it is incredibly lethal. If eaten, the flower will destroy a person to the fullest extent it is capable of. Hags specialize in using this plant, often claiming it to grant wishes.

When a lily of the valley is found, roll a 1d6 to determine the number of flowers on the plant. If the lily of the valley is found in a group, the roll will apply to all lillies present. When a flower is eaten as a bonus action, the creature eating the flower must make a DC 14 Constitution saving throw. On a fail, it will take 3d6 poison damage, and a level of exhaustion will be added.



BELLADONNA

The belladonna is something feared by many. Mothers tell their children of the dangers of eating such a plant, and many have witnessed the deaths of friends caused by it. It's a powerful poison indeed.

A belladonna, when found, will have no dice rolled to determine the number of collectable items found on it, and the entire plant must be collected instead. When a creature eats a belladonna, it must make a DC 18 Constitution saving throw, or take 6d8 poison damage, be inflicted with the poison condition for 1d8 hours, and gain 1 level of exhaustion. On a success, half as much damage is taken, and no conditions are applied.



CHAPTER 2, RACES

SAPLENT

The shorter descendants of treants, saplents do their best to live up to the strength of their ancestors. They are close to the forests, and protect them with the same might as their treant parents. Their stout devotion to nature, and their love for even the most insignificant forms of life have brought them a reputation within the wild.

NATURE'S KNIGHTS

Many saplents have been referred to as nature's knights in folklore and old books. Rather than a magic connection to the woods, as one might expect, they simply feel as though they owe it to nature to return the life it had given them. They are willing to wage war for their territory, and do not hesitate to protect those who respect nature as they do.



LUMBERING LOGS

The appearance of a saplent is akin to vines or logs mashed together, and given a light coating of flowers. Their fingers stretch far longer than the entirety of their bodies, allowing for interesting uses. While not as large as treants, they still stand tall, about 7' on average compared to the shorter races which inhabit most worlds.

SAPLENT CULTURE

Although they live in the wilderness in small communities, saplents often are able to create decently sized villages. Their homes are most often made of dirt, mud, and crops which they farm, although a hut of stone is usually built for the village herbalist.

Saplents do not follow a strict government structure, each village having a different form. For example, one village may rely on a single village leader to make their decisions, while another may allow for a vote, and yet others allow pure chance to decide course of actions by picking straws.

SAPLENT NAMES

Saplents follow a specific naming structure, beginning with a first name unique to them, an apostrophe, then a mix of the first names of their parents.

Male names: Gorf'Haia, Jaul'Toli, Ilis'Marp, Brus'Bruain

Female Names: Jaiala'Gerll, Meill'Ilei, Urara'Uraul, Kleia'Gorai

SAPLENT TRAITS

The saplents have a relation to trees that gives them unique features.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Age. Saplents mature at the age of 12 and live to about 70.

Alignment. Saplents tend more towards neutrality, believing life to not have either good nor evil.

Size. Saplents stand between 7 and 9 feet tall. Your size is medium.

Speed. Your base walking speed is 30 feet.

Vines. Your long fingers function identically to 20 feet of rope, although are under your total control.

Tree-Like Stature. Your appearance is similar to that of a tree. You have advantage on Deception checks to fool a creature into believing that you are a tree.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

CHAPTER 3, MONSTERS

GLIYF TENDRIL

The gliyf is wild, violent, and often kills all it can out of pure instinct and thirst for sustenance. They have no significant origin, and are similar to any other murderous plant.

Appearance. Gliyf are essentially just a single vine, with a long tube on its front. While the vine slithers about, the tube is able to launch a liquid which can decompose nearly anything it touches. It then absorbs the corpse left behind through its skin.

Relations. Oddly enough, despite their violent tendencies, a gliyf tendrill can make a good friend if tamed. In folk tales, it's said that thugs and thieves could command a gliyf specifically with a whistle, and allowed them to feed on their foes. In reality, to train a gliyf is simply to gain its trust, providing it with food. Of course, though, training such a creature is an arduous task.

GLIYF TENDRIL

Medium plant, neutral

Armor Class 12
Hit Points 22(5d8)
Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	3 (-4)	18 (+4)	6 (-2)

Damage Vulnerabilities fire
Senses passive Perception 14
Languages None
Challenge 1/2 (450 XP)

Actions

Tackle. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage

Decompose (1/day). The gliyf tendrill launches a spray of decomposing acid at 1 targeted creature within 60ft. of it. The creature must make a DC 14 Wisdom saving throw. On a failed save, if the creature is wearing armor, the armor's armor class is lowered by 2 for 1d4 hours. On a successful save, nothing happens.

PARASITE TREANT

The parasite treant is not a treant alone, it is a treant controlled by thousands of bits of magical energy, forcing its every movement, rotting away at its soul. The treant suffers, and death is but a sweet relief.

The parasites. The parasites within a parasite treant are not living creatures, but rather, they are the remains of long gone necrotic energy.

PARASITE TREANT

Huge undead, neutral evil

Armor Class 15
Hit Points 187(34d12 - 34)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	9 (-1)	10 (0)	15 (+2)	7 (-2)

Damage Vulnerabilities fire
Damage Resistances Bludgeoning, slashing, piercing, necrotic
Senses passive Perception 12
Languages Abyssal
Challenge 12 (1059 XP)

Necrotic Soul. Whenever necrotic damage is dealt to the parasite treant, it will have an added +2 to AC until the start of its next turn.

Actions

Multiattack. The parasite treant makes two attacks with its punch.

Punch. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit* 22 (4d10 + 4) bludgeoning damage

Necrotic Roots (1/day). The parasite treant corrupts the surrounding nature. All creatures within a 30ft. radius of the parasite treant must make a DC 17 Wisdom saving throw. On a fail, a creature will become poisoned for 1d4 hours and be knocked prone. On a success, nothing happens.

CREDITS

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