

# TWO DOZEN DISCOVERIES: PLANTS



Fantasy worlds are filled with horrors beyond reality and imagination, but not every mystery an adventurer encounters is a dangerous one. In a world where magic exists and permeates the ecosystem, even the ordinary life of the world can do amazing things. Savvy rangers and druids have always known that eating certain plants, at certain times is every bit as effective as any man-made potion. The world's most prosperous mages and hedge wizards make a good living selling the strange fruit of their even stranger gardens. Below are two dozen new plants, from the common to the legendary, for inclusion into your Pathfinder Roleplaying Game.

The entries are organized as follows.

**Survival Check DC:** The difficulty of the Survival check necessary to find a sample of the plants growing wild.

**Preparation DC:** The check DC and associated skill (usually Craft: alchemy) for refining a magical plant into a usable substance. If the plant can be eaten or used raw, this entry is blank.

**Size and Weight:** The size and weight of a single dose of the refined substance.

**Cost:** The cost associated with a single dose of the refined substance.

Unless otherwise noted, consuming a dose of one of these substances is a standard action, like drinking a potion. A character can benefit from a dose of one of these substances only once per day, per substance. Additional doses are treated as a mild poison of the game master's choice, usually a non lethal one that inflicts moderate STR or DEX damage only.

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Name	Survival Check DC	Preparation DC	Size and Weight	Cost
Ambrosia	DC 38	None	Tiny, 1 lb	11,000 gp or more
Alsone Milk	DC 12	Profession (cook) DC 16	Tiny, 1 lb	60 gp
Belly Balm	DC 18	Craft (alchemy) DC 22	Fine, ½ lb	86 gp
Cavestar	DC 14	Craft (alchemy) DC 15	Fine, negligible	43 gp
Cylyx	DC 12	Profession (baker) DC 12	Tiny, 1 lb	17 gp
Dalytyl Grass	DC 16	Craft (alchemy) DC 16 or Profession (farmer) DC 20	Fine, ½ lb	40 gp
Dancer's Leaf	DC 14	Craft (alchemy) DC 19	Small, 1 lb	58 gp
Elemental Dandelion	DC 12	None	Fine, negligible	29 gp
Fanjah	DC 24	Craft (alchemy) DC 24	Fine, negligible	350 gp
Feywort	DC 18	None	Fine, negligible	35 gp
Fyur Vine	DC 14	Craft (alchemy) DC 18	Tiny, ½ lb	55 gp
Giant's Red Cap	DC 12	Craft (alchemy) DC 22	Tiny, ½ lb	80 gp
Gisson	DC 18	Craft (alchemy) DC 12	Fine, negligible	60 gp
Glynkowe	DC 20	Craft (alchemy) DC 21	Tiny, ½ lb	75 gp
Harlequin Butter	DC 18	Craft (alchemy) DC 21	Tiny, 1 lb	70 gp
Kelmass	DC 15	None	Tiny, negligible	35 gp
Kraysas	DC 22	Craft (alchemy) DC 22	Tiny, ½ lb	155 gp
Lysean	DC 23	None	Tiny, ½ lb	117 gp
Pessma Berries	DC 14	None	Tiny, ½ lb	90 gp
Rednahr	DC 16	None	Fine, ½ lb	1-2 gp
Rielch	DC 17	None	Fine, negligible	84 gp
Sea Moss	DC 15	None	Small, 1 lb	18 gp
Tulsum	DC 20	Survival DC 22	Fine, negligible	121 gp
Velas	DC 11	Craft (alchemy) DC 14	Fine, ½ lb	22 gp

## AMBROSIA

This legendary fruit resembles a pure white pear that seems to sweat a silvery liquid. A garden will only produce a single Ambrosia pear a year, and that is only if conditions are exactly right. Supposedly the first Ambrosia plants were planted by demi-gods and exiled angels wishing to grow the crops of Heaven on the mortal plane, and the sweet pear was as close as they could come.

A non-good character who eats ambrosia ceases to suffer ability score penalties for aging, though the character still dies when his or her time is up. Good characters who eat ambrosia cease aging entirely and have no maximum age but can still die from accident, disease or violence.

## ALSONE MILK

The coconut-like alsone plant can be cracked open and its foul milk boiled and mixed with sugar and salt until it is palatable. The pinkish milk grants its consumer great strength and reckless courage in battle.

For 1d4 hours after drinking Alsone Milk, the character gains a +2 bonus on all STR-based skill checks, but his foolhardy confidence imposes a -2 penalty on WILL Saves made to penetrate illusions during this time.

## BELLY BALM

Belly Balm is a herbal concoction brewed from milk and the sap of two different evergreen trees, the petals of a night blooming flower and chicken dung (an ingredient most hedge wizards never tell their customers about, for obvious reasons). The odd tasting mixture helps with diarrhea and nausea, and is often prescribed to the sick, pregnant women... and adventurers facing nauseating threats like otyugh and ghouls.

For 2d4 hours after drinking Belly Balm, the character is immune to *nausea* and the *sickened* condition.

## CAVESTAR

This grey-green lichen is drab and unpleasant to human eyes, but fluoresces as brightly as oil on water to those perceiving it via Darkvision. The plant is one of the few substances that retain color when viewed by a creature using Darkvision, and as such it is a popular ingredient in paints and tattoo inks used by the Dwarves and other subterranean cultures. Cavestar can also be brewed into a thin liquid that increases the range of Darkvision when splashed in a creature's eyes.

For 2d6 hours after taking a dose of Cavestar, the character's existing Darkvision range is increased by +30 ft. This drug has no effect on creatures lacking Darkvision.

## CYLYX

Cylyx is a kind of wheat native to warm tropical regions, hearty, nutritious and suited to many climates. Cylyx bread is a common ration to most of the world's armies, it keeps well and helps troops fight off disease.

For 3+1d8 hours after eating Cylyx bread, the character receives a +2 bonus on FORT Saves made to resist or overcome disease.

## DALATYLGRASS

This long, fragrant grass is common to most temperate plains and is often dried and used as hay for horses and other draft animals. When the roots of the plant are boiled into a tea, they allow a character to communicate with the hoofed creatures that normally consume the plant. A favorite prank among farmers is to slip this substance into the food of a new farm hand on slaughtering day.

For 1d3 hours after drinking Dalatyl tea, the character gains the ability to communicate with horses, cattle, sheep and other ruminants as if by the spell *Speak With Animals*.

## DANCER'S LEAF

The enormous, heart shaped fronds of a specific breed of palm tree can be chopped and charred into a useful paste. Those eating the greenish paste feel a warm tingling in their muscles, which only intensifies to a pleasant burning sensation as they move.

For 1d4+1 hours after eating Dancer's Leaf paste, a character's jumping distance is not limited by their height, and the character receives a +1 bonus on Acrobatics and Perform (dance) dance checks.

## ELEMENTAL DANDELION

These enormous sunflowers grow in places where the planar boundaries and the heat and endless energy of the Elemental Plane of Fire encroaches on reality. They are

often found in the wake of grass fires. The plants resemble an extremely large sunflower wreathed in faint blue flames.

For 1d4 hours after eating the seeds of this strange flower, the character becomes immune to Fire damage, and adds 1d4 points of fire damage to melee and unarmed attacks. The seeds' magic ends abruptly, in a sudden flash of fire, if the character falls victim to a successful melee touch attack from any creature.

## FANJAH

Only the stem and seeds of the Fanjah flower are edible, the rest of the plant is foul and mildly toxic and tastes of rotting carrion. By contrast, the seeds and stem are sweet as honey. Those who hunt the dead chew a gum or candy made from Fanjah, and claim it protects them during their work.

For 1d4+1 hours after eating a Fanjah candy, the character gains a +2 bonus on saves made to resist energy drain, ability score drain and level loss. A character killed by undead during this time will not rise as spawn.

## FEYWORT

This plant is a night blooming creeper with flowers that slowly change color as you watch, and poof away in a storm of petals and pollen come the dawn. Those who have to deal with Fey creatures make use of Feywort but are wary of it.

Those drinking Feywort nectar receive a +1d4 morale bonus on all CHA-based skill checks made against creatures of the Fey type.

Each time you use Feywort, there is a cumulative 1% chance that you fall unconscious into a strange, dreamless sleep for 6d6 days. Only a *Remove Curse* spell can break this effect. Once a character succumbs to the effect, the percentage chance is reset to 0%.

## FYUR VINE

This cloying red and orange vine clings to stonework of all kinds in cool, wet climates. Once a Fyur Vine infestation begins it is all but impossible to be rid of, and in most cases the vines outlast the stones themselves. The vine's triangular leaves can be ground into a thick paste that gives its user some of the vines' legendary tenacity.

For 2d6 hours after eating Fyur Vine paste, the character receives a +4 bonus to Combat Maneuver Defense; once the character plants her feet, it's nearly impossible to move her. The one drawback to the drug is that during this time, the suddenly stubborn character suffers a -2 penalty to Initiative checks.





### **GIANTS RED CAP**

This fat, meaty red and white mushroom is known to give those who eat it great strength and a giant's vigor. Found in dank caverns, old dungeon ruins and beneath river crossings, the mushrooms themselves are a common part of local color. Preparing them is the difficulty.

For 1 hour after eating a giant's red cap, the character is affected as if by an Enlarge Person spell. The effect ends abruptly if the victim suffers a critical hit- the character shrinks suddenly as mushy white fluid pours out of the wound along with blood.

### **GISSON**

The oil of the gisson leaf plant is a mild acid, and the plant survives the hazards of its rainforest environment thanks to the potency of this chemical. Canny bare-knuckler fighters and gladiators know this plant very, very well.

By rubbing the oil of the gisson plant on their knuckles or hand wraps, a fighter gains an often illegal edge. Anyone struck by an unarmed attack must succeed at a FORT Save (DC 8 + the damage inflicted) or be *blinded* for one round as the stinging chemical enters their eyes. Once applied, gisson oil only remains potent and usable for 2d6 rounds. A character can use any number of doses of gisson oil per day, without risk.

### **GLYNKOWE**

This rubbery, yellow sap from a jungle vine is renowned for giving its users amazing physical properties. Athletes, rogues and carnival freaks sip a bitter tea brewed from the sap each day to keep their muscles limber.

For 2d4 hours after ingesting the tea, a character becomes incredibly flexible, able to contort their bodies in seemingly inhuman ways. The character can, as a full round action squeeze through any opening large enough to admit their skull by flexing their now-rubbery body. The character receives a +2 bonus on Athletics and Escape Artist checks.

### **HARLEQUIN BUTTER**

The seed pods of the colorful, checked green and white leafed Harlequin plant can be canned and made into a tasty butter. Actors and spies enjoy the spicy butter before performances: it burns the mouth and makes the face and vocal cords more malleable.

For 1d6 hours after eating Harlequin Butter, the character receives a +3 bonus on Disguise checks.

### **KELMASS**

Kelmass is a gold and white mushroom that only grows in the lee of temples and churches, sheltered in the rich damp earth along the foundation stones. Many churches gather these mushrooms for preservation and sale to the community.

Anyone eating the stem of a Kelmass mushroom has their minds sharpened, and political and religious facts they never realized they learned come spilling out of their mouths. For 1d6 hours after eating Kelmass mushrooms, the character receives a +2 bonus on Knowledge (history, religion and nobility) checks.

### **KRAYSAS**

Kraysas is a type of leathery, black mushroom which can be boiled down to a thick, tar like substance. Choking it

down is a chore, but the results are worth it, and Kraysas has foiled more assassination attempts than an entire platoon of guards.

For 2d4 hours after drinking Kraysas, the character is immune to Ingested poisons. However, since the foul concoction coats the stomach, during this time, the character cannot benefit from any kind of magic potion nor from other semi-magical drugs.

### **LYSEAN**

Lysean is a type of nut common to temperate forests, which grows only on a unique type of tree with icy blue leaves. Forest folk carry handfuls of lysean nuts as a ward against cold and the monsters of winter.

For 1d12+1 hours after eating a handful of lysean nuts, the character gains Cold Resistance 5, and receives a +1 dodge bonus to Armor Class against attacks made by creatures with the Cold subtype.

### **PESSMA BERRIES**

These purple berries hang in huge bunches like grapes, and seem to hum with stored power when the wind whistles through the vines. Strong breezes cause several of the berries to explode in a shower of purplish sparkles. These strange fruit only grow in sunny regions, where the Positive Energy Plane approaches reality and the walls between dimensions are thin.

Eaten fresh from the vine, Pessma Berries provide an invigorating rush of energy. For 1 hour after eating a handful, the character receives a +2 bonus on Initiative checks and the character's base land speed is increased by 5 ft.

### **REDNAHR**

This tundra flower is a pale, washed out blue with a blood red center. The first sign of spring in the dark north is when the rednahr bloom, and cover the ice with what looks like a million drops of blood.

Hunters and arctic animals alike dig up rednahr blooms and eat the roots. A single rednahr root provides enough nutrients to sustain a Medium sized creature for one day.

**Rielch** Rielch is a thorny, black and grey weed that grows best in dry scrubland, but can survive and thrive virtually anywhere. The tenacious plant can choke the life out of competing plant and poisons the soil.

Anyone chewing Rielch leaves becomes as murderous and angry as the plant itself is claimed to be. For 1d6 hours after eating the leaves, the character receives a +1 morale bonus on melee attack rolls and their Combat Maneuver

Bonus. Unfortunately during this time, the character suffers a -2 penalty on all CHA-based skills.

### **SEA MOSS**

These white strands of kelp look almost like strands of spaghetti, albeit a meal for a giant, as most strands are several yards long. Forests of sea moss sway rhythmically along warm coastlines, and allow surface dwellers to trade with sea elf villages on the ocean bottom.

By wrapping a strand of sea moss around your mouth and nose like a scarf, you gain the ability to breathe water. An individual strand of sea moss lasts only 1d6 hours before its oxygen giving properties are depleted, but unlike most magical plants a character can use as many 'doses' of this plant as necessary without limit. The only drawback to sea moss is the plant's strange buoyancy imposes a -2 penalty on Swim checks.

### **TULSUM**

This tiny white mushroom is recognized by the symbiotic yellow moss that grows along its shaft and underside. The moss can be scrapped away and boiled down into a non-magical but extremely useful poultice. Rangers and druids keep a good stock of tulsum paste on hand when heading into dangerous regions.

Anyone treated with an application of Tulsum recovers from ability score damage at double the natural rate for 48 hours. If a Tulsum poultice is applied to the wound within a minute of a character suffering an effect that would normally cause permanent ability score drain, the injury is treated as temporary ability score damage instead.

**Velas** Velas is a potato-like root vegetable that can be made into a variety of useful staples, from stew to bread to rotgut booze. Mixed with a few sprinkles of holy water (or urine from a priest, if real holy water is unavailable) Velas turns into a potent defense against demons and devils. The poor swear by velas water, as it's a cheaper option than holy water, but in its own way, just as effective.

A vial of Velas water splashed on any undead or non-good outsider functions as holy water but only inflicts 1 point of damage. A person who drinks Velas water receives a +1 holy bonus on WILL Saves made to resist mind-influencing effects caused by undead or non-good outsiders for 1d4+1 hours after the drink.

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