

FAJOUR'S

FIELD GUIDE TO PLANTS

OF THE NECROMANTIC ARTS



BENDJINN GAMES

APPENDIX TO THE DANGEROUS ARTS



CREDITS

Necromancy Guide to Undeath:

Appendix P - Fajour's Field Guide to Plants of the Necromantic Arts

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Influences & References

The following works most influenced this guide:

- *Dungeonscape*
- *Heroes of Horror*
- *Lords of darkness*
- *Dragon Magazine 357*
- *Elminster's Ecologies*
- *Dragon 125*
- *Ed Greenwood Presents Elminster's Forgotten Realms*
- *The Jungles of Chult*
- *Power of Faerun*
- *Dungeon 126*

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Greetings, a thousand greetings.

I welcome you to a field I have come to refer to as Necromantic Botany. Through countless exhaustive inquiries, I have had the good fortune to interview and study under oft-times dubious mentors, but I assure you the results have proven phenomenal. While this guide may be a more narrow treatise than my last, I feel the potency of its pages are leagues beyond my prior work and so I bid you, welcome!

Your Botanical Chronicler, Fajour Vrintelbe!

APPENDIX P: FAJOURT'S FIELD GUIDE TO PLANTS OF THE NECROMANTIC ARTS



RACITATIONERS OF THE DANGEROUS Arts nurture a plethora of skills and obsessions devoted to cultivating their craft. While alchemists and botanists have long known the various benefits of an array of plants, bushes, flowers and trees, necromancers and those who study the three spheres of necromancy have uncovered their own uses for various flora of the realms that they have put to distinctly darker purposes.

This guide compiles a host of these various plants and fungi that players can encounter throughout the fantastic realms of Dungeons and Dragons. While other volumes may present flora that are used by shamans, druids and other practitioners with a more herbalistic bent, the focus of this compendium is on resources that can aid characters pursuing a distinctly necromantic feel. Either in their raw form or ground up into a powder, paste or mixed into a potent elixir or even crafted into unique objects, the various plants presented offer options to enhance spells, present hazards to players or even serve as useful and specific rewards for campaign quests.

How This Works

Each plant presented in this guide has its own particular characteristics. Some may offer only a slight hazard to adventurers while others can be harvested for a variety of means and still others allow players to craft unique or distinctive items or tonics. Some may serve entirely decorative purposes alone, but all are favorites of your average and not so average necromantic savant.

Each entry of this guide starts with a plant's **Name** and any associated **Nicknames** (in parenthesis), followed by its **Geography** which represents the most common regions where the plant might be found in the wild. Of course, cities and townships often have gardens, healers or herbalists who have access to certain plants and therefore some species may be found far from their natural environments. The overall likelihood or frequency of encountering a particular plant, either in the wilderness or in more urban settings, is given by a plant's **Rarity**. So for example, even if a plant or flower may be common in specific city, if its entry states that it is *rare*, then it may be pricey enough such that only the wealthy of a given metropolis have the means and access to acquire a specific genus.

A plant's rarity may consist of not only the likelihood of coming across a particular species but also the likelihood of encountering certain derivatives of a plant. This means that entries in this guide may indicate a plant is used as the basis for a particular *item* or *poison*, as a component which enhances spells (*enhancement*) or presents a *hazard* to players. Each of these various iterations of a plant has its own rarity with items and enhancements indicating the likelihood of creatures not only encountering a particular plant, but also being aware of the alternative uses of a particular plant. For example, a plant itself may be fairly *common* in a forest, but its use as a reagent for a particular spell may be less well known, making its enhancement knowledge *uncommon*.

In general, the rarity of a plant can be used to determine its particular market value. The **Plant/Item Price Rarity** chart is a useful guide for providing prices for a plant (per 1 pound) or a specific item derived from a plant's base form. It is possible for the raw form of a plant to be worth one amount, and a product derived from its base form to be worth a different price.



PLANT/ITEM PRICE RARITY

Rarity	Value
Common	1 - 5 gp
Uncommon	6 - 10 gp
Rare	11 - 150 gp
Very Rare	151 - 500 gp
Legendary	501+ gp

Each plant also includes a **Nature/Survival DC** which is used the first time players encounter an usual plant or fungus listed in this guide. To identify the dangers or potential uses associated with a particular species, a character observing a plant must succeed on an Intelligence (Nature) or Wisdom (Survival) skill check, with the Difficulty determined by the entry for a plant. Conversely, if a player is about to come in contact with a particularly harmful plant, the Dungeon Master might allow them to make one of these checks to realize the hazard beforehand.

A successful roll reveals all the information about the plant in question except for certain knowledge which may be less well known. If a plant includes a section or sections with separate Nature/Survival DC checks, then only players who roll above those separate DCs succeed in learning the information for those individual sections.

Because of their familiarity with nature, rangers and druids may be more versed in the knowledge of certain plants. As an option, Dungeon Master's may allow such characters Advantage on Nature and Survival checks to identify plants native to their home regions or Favored Terrain.

Certain plants in this guide contain references to items or spells that are located in other resources. Spells will be noted by *italics* while items will be noted in **bold**. Both spells and items may be followed by an asterisk mark (*) which indicates the spell or item comes from [Necromancy Guide to Undeath](#): available on the *DMSGuild*.

PLANT ADVENTURE HOOKS

The Plant Adventure Hooks table offers ideas on how to include the entries of this guide into adventures.

PLANT ADVENTURE HOOKS

d10	Adventure Hook
1	A local funeral procession ends in a graveyard where the master of ceremonies, a pale figure in a robe, refers to the powers over the dead gifted by the trees



MANDRAKE ROOT

	all around them, including <i>birch</i> , <i>cedar</i> and <i>willow</i> .
2	A small village is plagued by a creature of the night and a local shaman known for necromantic powers, recommends hunting for a fabled root to combat the evil (<i>bloodroot</i>), first suggesting that the adventurers harvest some <i>witchweed</i> before they do.
3	While on a battlefield, a mysterious healer dressed in black robes administers strange looking plants to the injured, including <i>bloodstach</i> , <i>fey lavender</i> and <i>feather skin</i> .
4	A lone figure sits hunched over a strange bottle in the rear of a tavern, the barkeep explains that the brew is something they brought with them (<i>elderrot</i> or <i>sorrow rose</i>).
5	An abandoned keep on the outskirts of a small village is rumored to have an elaborate garden in a surprisingly well preserved state, containing all manner of flowers (<i>creeper rose</i> , <i>lichbriar</i> , <i>undead rose</i>)
6	A sick child emerged from a recent foray

into a series of underground tunnels and has been affected by some type of malady (*bone fungus, graveyard mold*).

7 Rumors have recently surfaced of a nearby island where a dark figure has raised strange undead creatures with unusual abilities gifted through unnaturally powerful magic (*corpse crabgrass, devil's claw, covadish*).

8 A hag has taken up residence in a nearby swamp and strange and unusual plant life has taken root (*fleshwort, mug wort, phantom rose*).

9 A traveling merchant has arrived in town, selling unusual wares but is only willing to exchange them to worthy buyers (*mandrake, powderpuff, shadowtop*).

10 A local caravan was recently assaulted by a gang of rogues accompanied by a wizard who seemed to hide in the shadows while casting her spells (*myrrh*).

PLANTS

The following is a list of plants presented in alphabetical order.

BIRCH

Geography: Forest, Mountain, Plains

Nature/Survival DC: 10

Rarity: *plant* (common), *enhancement* (uncommon)

This common, thin-leaved species of tree is found in most temperate climates. Various parts of the plant are used for everything from leather oil to housing material. For some, birch also serves as a conduit to the dead, with petitioners writing blessings on bark and burning the scripts over the graves of their loved ones in hopes of their messages being received in the afterlife.



Enhancement (Nature/Survival DC: 12). For necromancers and other practitioners of the Dangerous Arts, birch has the ability to enhance their magics through appeals to various deities of the dead. When you cast a spell from the school of necromancy that has a duration which can be maintained through concentration, as part of the casting of that spell you may use your reaction to tear a strip of birch bark in half. If you do, you may continue concentrating to extend the duration of that spell for an additional number of rounds beyond its normal duration up to your level.



BLOODROOT

Geography: Jungle

Nature/Survival DC: 18

Rarity: *plant* (legendary), *poison* (legendary), *bloodroot item* (legendary)

Found only in the soil of exceptionally humid jungles, bloodroot is a plant that appears to be an unremarkable if beautiful rose above ground. Below the surface however, its true nature is revealed in a gangly, bright red root structure that lends the plant its name.

I began this guide expecting only the truly exotic specimen would find a home upon these pages. My first respondent proved that like the Dangerous Art itself, the power to manipulate animus could lie in even the most obvious and unassuming of materials.

Fajour

Bloodroot (item). Known to be mildly disorienting when consumed, any creature that ingests a bit of bloodroot must succeed on a DC 17 Constitution saving throw or be poisoned for 1d4 rounds. Once the initial effect of the root wears off, its potency remains in the imbibers bloodstream for quite some time but is only hazardous to vampires. For the next 1d6 hours, any creature that is considered a vampire or vampire spawn that ingests the blood of a creature poisoned by a bit of bloodroot must succeed on a DC 17 Constitution saving throw. On a failure, the vampire loses any benefits to its Armor Class that are given to it by its Dexterity modifier. For instance, a vampire whose AC is 16 due to a Dexterity modifier of 4 and a natural armor bonus of 2 has its AC become 12. This effect lasts for 1d4 hours. At the end of each of its turns, a vampire can attempt a new save, ending the effects of the bloodroot on a success, however each of these subsequent rolls are made with a penalty equal to the vampires Charisma modifier.



BLOODSTAUNCH

BLOODSTAUNCH

Geography: Desert, Forest, Mountain

Nature/Survival DC: 12

Rarity: *plant (uncommon), bloodstaunch item (uncommon)*

Typically found in arid, temperate regions, bloodstaunch is a small plant that grows in dimly lit areas. It has dark green stalks with pale red flowers that bloom a few times a year. Animals that live in close proximity of the shrub are usually aware of the flowers healing properties and tracks can often be found leading directly to the herb. When applied directly to open wounds, the flower induces blood to thicken almost immediately, causing bleeding to slow or stop completely. To those who traffic in the necromantic arts, bloodstaunch makes an excellent addition to their tool kit.

Bloodstaunch (item). When you use an action to administer first

VARIANT OPTION: RANDOM PHYSICAL EFFECTS

Certain plants employed for necromantic purposes impart a bit of a lasting mark on their users. Whenever a plant in this guide is used as *enhancement* to a spell, the Dungeon Master has the option to make the player roll a d12 and become affected by one of the following side-effects in connection to the plant's use.

RANDOM PHYSICAL EFFECTS TABLE

D12	PHYSICAL EFFECT
1	Handling this plant stains your skin a dark black color for 1d4 hours.
2	Handling this plant leaves your skin with a pungent musk of decay for 1d4 hours.
3	Handling this plant leaves your skin with itchy boils that persist for 1d4 hours.
4	Handling this plant causes all of your hair to fall out, which refuses to regrow for 1d3 days.
5	Make a DC 12 Constitution save; after handling this plant you are poisoned for 1d4 rounds.
6	Make a DC 12 Constitution save; after handling this plant you are resistant to necrotic damage for 1d4 rounds.
7	Make a DC 12 Constitution save; after handling this plant you shake uncontrollably, preventing you from adding your Dexterity modifier to your Armor class for 1d4 rounds.
8	Make a DC 12 Constitution save; after handling this plant you have mild hallucinations giving you disadvantage on Intelligence and Wisdom saving throws for 1d4 rounds.
9	For the next 1d3 hours you suffer disadvantage on poison saving throws.
10 - 12	Handling this plant has no effect.

aid to an unconscious creature and attempt to stabilize it, if you use a pinch of bloodstaunch during that action, you have advantage on the Wisdom roll when making that check.



BONE FUNGUS

BONE FUNGUS (WITHER MOLD)

Geography: Forest, Plains, Swamp, Underground

Nature/Survival DC: 16

Rarity: *plant (very rare), hazard (very rare), skeletonbane item (very rare)*

This bulbous, ivory-colored fungus grows in dark and dimly light areas. It feeds on decaying organic matter and is easily identifiable by its bulb-like appearance. Duergar, svirfneblin and other underdark denizens know to avoid the fungus for its debilitating effects although drow are fond of cultivating it at the perimeters of their settlements as a defensive measure. It can grow over huge areas even though it is quite brittle and crumbles easily.

Hazard. Bone fungus releases a cloud of spores when disturbed that spreads outwards in a 10 foot cube. This cloud remains in place for 1d6 minutes. A creature inside this area and subjected to these spores must succeed on a DC 14 Constitution saving throw or they inhale the spores and their bones become weakened. Creatures whose bones are weakened gain vulnerability to bludgeoning and force damage. A creature can repeat the saving throw at the end of each of its turns, ending these effects on a success.

Skeletonbane (item). As an action, you may mix a bit of harvested bone fungus into a pint of **holy water** to create a flask of **skeletonbane**. Any undead skeleton creature struck by such a mixture must succeed on a DC 12 Constitution saving throw or take 4d6 bludgeoning damage.

CEDAR

Geography: Forest, Plains, Mountains

Nature/Survival DC: 10

Rarity: *plant (common), enhancement (uncommon)*

Druids view cedar trees as ancient symbols of life, sometimes refer-



CEDAR

ring to the oldest among their protectorate as 'Grandmother Cedar'. Elves also find cedar trees just as majestic, holding sacred ceremonies and celebrations in the shadows of enormous specimen. To the practitioners of the Dangerous Arts, cedar can strengthen their unliving creations with the potency of the trees' animating life force.

Enhancement (Nature/Survival DC: 12). The needles from cedar trees can be dried and then smouldered into a fine powder mixed with at least 1 pound of ground up bone from a corpse to act as a minor necromantic enhancing agent. As an action, you may attempt to create an elaborate and delicate necromantic marking with a pinch of this cedar mixture on an undead creature's forehead as long as it is currently under your control. Make an Arcana check against a DC 13 as part of this action. On a success, you grant that creature a number of temporary hit points equal to your Dexterity modifier. These hit points, along with the cedar marking, fade away after 1 hour has passed.

CORPSE CRABGRASS



CORPSE CRABGRASS

Geography: Any

Nature/Survival DC: 16

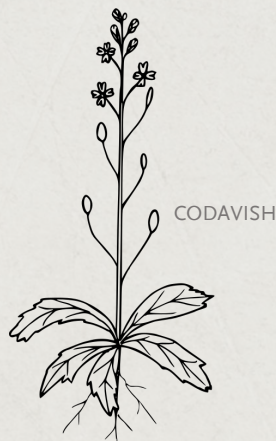
Rarity: *plant (very rare), hazard (very rare), enhancement (legendary)*

Plant zombies? Aye, kilt those before.
Zorander

When portals to the Shadowfell open onto the material plane this debilitating weed often gets carried on clothing or gear by planar travelers. On the material plane, this small, clumpy grass grows in small patches and has a dark silver appearance. Its roots can grow outward in all directions in a wide radius.

Hazard. Natural healing is impossible within 50 feet of any visible portion of this crabgrass, and magical healing only heals back half the normal number of hit points. These effects persist even if the crabgrass is pulled up, as it magically regrows within 1d4 days if any portion of its root system remains intact. Only a *blight* spell or similar effect, or digging up the entire root system can completely destroy a patch of this vile weed.

Enhancement (Nature/Survival DC: 18). For practitioners of undead arts corpse crabgrass offers the possibility of a truly unique modification to their creations. When you cast the *animate dead*, *animate lesser undead** or *create undead* spell, you may imbue a number of pounds of the harvested roots of this plant into the torso of the creature you target with the spell. If you do so, when that creature is animated, it immediately has its maximum hit points reduced by half and is considered a plant creature in addition to an undead creature for purposes of spells and abilities that can target and affect plant creatures. Thereafter, at the start of each of its turns, the creature gains a number of temporary hit points equal to the number of pounds of corpse crabgrass implanted into the creature when the spell to animate or create it is cast (maximum 5 for small and tiny creatures, maximum 10 for medium-sized or larger creatures). If the creature takes fire damage, this effect does not function until the start of the creature's next turn.



CODAVISH

Geography: Coastal

Nature/Survival DC: 18

Rarity: *plant* (legendary), *enhancement* (legendary)

You wouldn't always think it but even the rarified old ones have a trick or two up their tunics when it comes to the Dangerous Art.

Zorander

On certain remote islands, where elves retreated centuries ago when the other races began to dominate the world, batches of these muddy brown flowering plants were cultivated by the ancient race.

A strange plant, native to the Feywild, when brought to the material plane the roots were found to only take hold in sandy soil where salt-water and rainwater intermixed. Elvish necromancers, after noticing how well preserved washed-ashore sea-life remained when in close proximity to the plants, experimented to find its leaves had a remarkable ability to empower necromantic energies. They learned how to harvest and utilize the leaves of their transplanted flora as spell components. After removing the leaves of the covadish plant and pulverizing them into a dark powder, they learned to add the powder as a component in certain spells to strengthen their potency.

Enhancement. When you cast a necromancy spell, you may expend your reaction as part of the casting and sprinkle a pinch of covadish powder for a chance to enhance the potency of that spell. If the spell belongs to the school of necromancy and has **At Higher Levels** effects in its description, you may roll a d20 as part of the casting of that spell.

On a roll of 15 or above, the spell is considered to have been cast using a spell slot 2 levels higher than the slot you originally cast it at.

If you roll below a 15, instead the spell is overcharged in a way that is beyond your control and its potency backfires. You immediately roll a number of d6s equal to the original spell slot of the spell you cast, immediately taking that amount of necrotic damage as part of the casting of that spell.

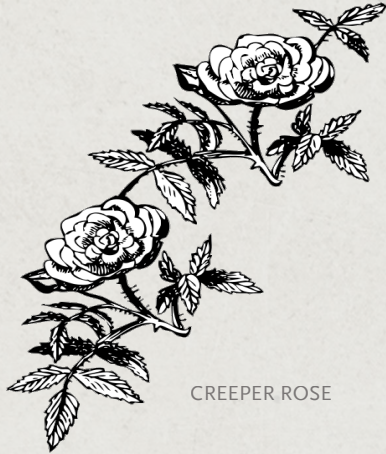
CREEPER ROSE

Geography: Forest, Plains

Nature/Survival DC: 14

Rarity: *plant* (rare)

A flowering plant with bright pink petals, creeper roses climb walls and any surface they can find purchase upon. They grow in areas that have trace amounts of bonemeal and plenty of sunlight. When picked, they do not last long unless kept in warm water and are occasionally dosed with pinches of sugar. When this sugary mixture is added to their stem the flowers give off a powerfully pleasant scent.



CREEPER ROSE

Necromancers are fond of growing these roses alongside undead bloodroses, sorrowroses and more common species, where the vines of the creepers wrap themselves around obstacles and hedges, especially any exposed bones and weaponry that grace the perimeter of their lairs as macabre warnings to would-be intruders.

DEVIL'S CLAW (GRAPPLE PLANT)

Geography: Desert, Oasis

Nature/Survival DC: 14

Rarity: *plant (rare), hazard (rare), enhancement (very rare)*

An herb that grows in arid climates, devil's claw gets its name from the peculiar appearance of its leaves which look like hooked fruit. The barbed plants grow in sandy soil above ground in creeping stems and their hooks attach to animals in order to spread its seeds. Their tuberous roots are often used by clerics and healers for pain relief and as flavorful ingredients to less appealing medicinal brews.

Hazard. Any creature moving through a patch of devil's claw must succeed on a DC 10 Dexterity saving throw or suffer 1 point of piercing damage.

Enhancement (Nature/Survival DC: 16). Through arduous study, and more than a few trials and plenty of errors, necromancer's have found ways to infuse their creations with a surprising trait of this plant. You may place a single one of these bulbous roots beneath your tongue as a free action whenever you cast a spell from the school of necromancy. Thereafter, whenever an undead creature under your control that you can see becomes the target of an attack, you may swallow the root as a reaction, taking 1d6 piercing damage in the process. If you do so, you can choose another creature within 5 feet of your undead creature to become the target of the attack instead. If there are no creatures, then the original creature remains the target. As long as you hold one of these bulbous roots beneath

The truly gifted are those able to squeeze every ounce of possibility out of even the most mundane of pawns.

For even a pawn, can topple a king.

Nifsara Shadowmend



DEVIL'S CLAW

your tongue, any time you cast a spell that does not belong to the school of necromancy you must first roll a d20. On a roll of 5 or below, you cast the spell but none of the spell effects occur. Any components to that spell are consumed and lost.

ELDERROT (BLACK GATE)

Geography: Forest, Plains

Nature/Survival DC: 10

Rarity: *plant (common), elder-shot item (uncommon), elderrot paste item (very rare)*

A common plant found in both wet and dry soils, primarily in sunny locations, elderrot is a tall, flowering plant often grown as an ornamental shrub or small tree. The flowers of the plant have a long tradition of medicinal and herbal use. The berries of the plant, known as black gates, have a dark black color and are considered sacred to many Gods and Goddesses who preside over the dead and

ELDERROT



the undead. They are often used in funeral rites and placed upon the recently deceased as offerings.

Elder-shot (item) (*Nature/Survival DC: 12*). When crushed and added to an alcoholic beverage and mixed with a pint of **unholy water*** the berries create a brew known as **elder-shot** that has a harsh and bitter taste. It causes the imbiber to have strange, horrific visions of events that occurred to their ancestors for the next 1d4 minutes. A creature that imbibes the brew must succeed on a DC 15 Constitution saving throw or suffer disadvantage on Wisdom, Intelligence and Charisma ability checks and saving throws as long as the visions continue.

Elderrot paste (item) (*Nature/Survival DC: 16*). The roots of the plant also confer powerful necrotic properties on magical items. You may mix the crushed roots of an elderrot plant along with a pint of vinegar and a pint of **ghoul blood*** or **ghast blood*** to create a single use of **elderrot paste**. You may coat a wand, staff, orb or similar arcane focus with this paste as an action.

Thereafter, if a spell you cast with that item slays a creature through an attack roll within the next 24 hours, the creature's soul is imprisoned inside the focus and that creature can be restored to life only by a *wish* spell. The focus can hold only hold a single soul.

Once 24 hours have passed since the paste is applied, it fades away from the focus causing any soul trapped within to be immediately released. As a bonus action, you can release any soul trapped within the focus before this time and regain one expended spell slot or expended spell. To determine the level of the spell or spell slot you regain, roll a d8 and regain either that level spell slot or spell of that level, or any spell or slot below that level. Once a focus releases a soul, it may not be coated again with elderrot paste for 24 hours.

FEATHER SKIN

Geography: Jungle

For all my respondents, the one item they always had on their person, in the field or in the lab, were petals from this pale flower. It is strangely reassuring to know that, even for those strong in such an art, a simple cold is still a common occurrence.

Fajour

FEATHER SKIN



Nature/Survival DC: 16

Rarity: *plant (very rare), feather skin petal (very rare)*

A rare species of flower native to tropical jungles, feather skin has petals of pale blue blossoming from dark green stalks. It only grows in humid areas when exposed to plenty of sunlight and is especially susceptible to eradication from common insects like bees and ants who find the petals' sugary taste highly addictive. The plant is cultivated in great abundance by natives of tropical environments for its medicinal properties and carefully watched for signs of insect infestation.

Feather skin petal (item). When the petals of the plant are placed on the tongue, they dissolve quickly, curing the individual of any diseases afflicting them. To necromancers, whose work lends itself to the constant danger of poison and disease, feather skin is an invaluable aid.

FHEY LAVENDER

Geography: Forest

Nature/Survival DC: 16

Rarity: *plant (very rare), fey oil item (very rare)*

Native to the Feywild, these flowering plants resemble their common cousins found in the prime material plane but over centuries



FEY LAVENDER

of elven cultivation have produced a stunningly bright and enchanting variety of their mundane ancestors. The flowers of these plants are borne in whorls, held in spikes rising above the foliage and the spikes are oftentimes branched. They bloom in vivid violet or lilac coloration that glow in direct sunlight and exude a strong, pleasant aroma. Their use as ornamental decorations is favored by elves for ceremonial functions, including marriages and other familial celebrations.

Fey oil (item). When you crush the seedling sacks of this flower and mix them with a pint of **holy water** and honey, the resulting oil known as **fey oil** may be smeared about the corpse of a recently deceased creature. Thereafter, as long as the oil remains on the creature, if it subsequently becomes the target of a **raise dead** spell, the penalty to attack rolls, saving throws and ability checks is negated.

I suppose we could have saved Saladin at that point, but I think we were all tired of carrying our own bedrolls. And a bottle of fey oil fetches such a nice price.

Zorander

FLESHWORT

Geography: Forest, Swamp

Nature/Survival DC: 14

Rarity: *plant (rare), enhancement (rare)*

A small shrub found only in areas where decaying organic material is found, particularly on the sites of bloody battlefields, fleshwort consists of dark grey stalks that resemble celery. They grow to only



FLESHWORT

a few feet high and produce large, inedible seedlings. Shaman and other healers have found that the seedlings, when ground to a fine powder and placed in open wounds aid in the healing of injuries.

Enhancement. Necromancers have also found that when the seed bulbs are mixed with **holy water** and used as component in certain spells, the effects of the plant are even more pronounced. When you cast a spell from the school of necromancy that grants hit points to its target, you may use your reaction to smash a vial of this fleshwort mixture to increase the healing effects of the spell. The target or targets of the spell regain an additional 1d6 hit points from the healing effects of that spell. If the spell can heal multiple times, each time the target or targets gain hit points, they gain an additional 1d6 hit points from this enhancement effect.

GRAVEYARD MOLD

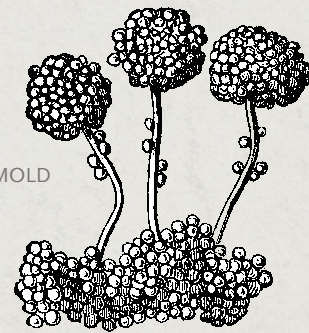
Geography: Forest, Swamp, Underground

Nature/Survival DC: 14

Rarity: *plant (rare), hazard (rare), grave gum item (very rare)*

Growing amongst the graves of the dead, graveyard mold takes root only in soil where decaying organic material is found. It has a dark grey color and a soft, almost velvet-like texture to its bulbous heads.

Hazard. Graveyard mold is nearly odorless unless disturbed, at which point tiny spores are released in a 5-foot radius in all



GRAVEYARD MOLD

directions. The spores smell like rotten meat and have an odorous stench. Living creatures within the area who breathe in the spores must succeed on a DC 13 Constitution saving throw or fall into a fit of uncontrollable coughing for 1d6 rounds. While coughing, a creature suffers disadvantage on attack rolls and must succeed on a DC 13 Constitution saving throw at the beginning of each of their turns to maintain a spell they are concentrating on or the spell is lost. A creature can repeat the saving throw at the end of each of its turns, ending these effects on a success.

Grave gum (item) (Nature/Survival DC: 16). Graveyard mold that is harvested and mixed with a pinch of wormroot, saffron and a pint of blood from a creature buried in the same soil where the graveyard mold is harvested from creates a distasteful chewable stick of **grave gum**. When you cast a spell from the school of necromancy that is not a cantrip, you may expend your reaction as part of that spell to consume a piece of this gum. If you do so, you immediately suffer 1d6 points of necrotic damage and roll on the Touch of the Grave table and apply that effect to the target or targets of the spell. The effects occur immediately after the spell's duration has ended.

TOUCH OF THE GRAVE

d8	EFFECT
1	Target gains vulnerability to necrotic damage for 1d4 rounds.
2	Target is blinded for 1 round.
3	Target gains vulnerability to fire damage for 1d4 rounds.
4	Target suffers disadvantage on Wisdom saving throws for 1d4 rounds.
5	Target is poisoned for 1 round.
6	Target suffers disadvantage on Constitution saving throws for 1d4 rounds.
7	Target gains 1d6 temporary hit points.
8	Target gains resistance to bludgeoning, piercing and slashing damage for 1 round.

Variety is the spice of life. With a touch of the Art, that axiom can be improved upon by a dose of mold.

Alistair Lurcock

LICHBRIAR

Geography: Forest, Plains or Swamp
Nature/Survival DC: 14



LIARBRIAR

Rarity: *plant (rare), hazard (rare), enhancement (rare)*

This flowering vine clings to surfaces and can grow up to 50 feet. Dark green leaves are interspersed with blood-red thorns and slate grey bulbous seeds. Highly sensitive tendrils are attracted to living creatures and sense them through hormones secreted by its leaves. The plant is a favored guardian of necromancers who typically grow the vine around their lairs where it hinders intruders with its poisonous thorns.

Hazard. Creatures that come in contact with the thorns of a lichbriar must succeed on a DC 14 Constitution saving throw or take 1 point of piercing damage and become poisoned for 1d4 minutes. Additionally, while poisoned by this plant, creatures gain vulnerability to necrotic damage.

Enhancement. Aside from its use as protective barrier, necromancers have learned the plant has an odd effect when used in conjunction with a very common illusory spell. When you cast the *disguise self* spell, you may expend your reaction as part of the spell to entwine a bit of lichbriar around you index finger to allow you to alter your appearance to adopt features that make you resemble an undead version of your original self. If you do so, aside from the original effects of the spell, creatures perceive you as a zombie and undead creatures must succeed on an Intelligence (Investigation) check equal to the original spell DC to see through the illusion and realize you are a living creature.

MANDRAKE

Geography: Forest, Plains, Swamp
Nature/Survival DC: 12

Rarity: *plant (uncommon), enhancement (uncommon)*

A common ingredient for many a shaman, druid or witch doctor, the mandrake plant has the power to influence the souls of one's enemies to great effect. The plant contains mild hallucinogenic properties and its roots often resemble human figures, leading to a

A proper Practitioner always keeps a garden stocked with mandrake.

One never knows when they will be forced to entertain a hag or one of her loathsome messengers.

Nifsara Shadowmend



MANDRAKE

variety of folklore and superstitions throughout the realms. Certain patches are even rumored to scream out in pain if the roots are pulled from the earth by the hands of the living. Usually found in various habitats, mandrake grows in areas such as light woodlands and secluded forest glades, including darklit groves, fallow land, abandoned trails and overgrown ruins.

Enhancement. Mandrake is very useful to practitioners of the Dangerous Arts even without being mixed with other reagents. Witches and hags especially are known to keep gardens of the plant for use in all manner of concoctions and rituals. As a bonus action, on your turn, you may crush a bit of mandrake root and make an Arcane check against a DC 12. On a success, you may remove a *hex* spell you cast that is currently affecting one creature you can see and place it on a new creature within range. If you do so, the new creature targeted suffers all the original effects of the spell except it does not suffer disadvantage on any of its ability scores due to the spell's effects. This change does not alter the duration of the *hex* spell from the time it was originally cast.

MUGWORT

Geography: Forest, Mountains, Plains, Swamp

Nature/Survival DC: 12

Rarity: *plant* (uncommon), *enhancement* (rare)



MUGWORT

Used by many herbalists and alchemists as protective reagents, mugwort has more practical means as an insect repellent and a remedy against fatigue. It is a tall plant, potentially growing several feet high and has a woody root. Its leaves are long, dark green and it flowers in dense white filaments.

Enhancement (Nature/Survival DC: 14). When you crush the spindly leaves of mugwort into a fine powder as a bonus action and sprinkle it over the burning incense used in the *Speak with Dead* spell, you can make a Persuasion check against a DC 11. On a success, the creature animated by the spell perceives you as if you were a trusted friend in life and will generally answer your questions in as truthful and helpful a manner as they are able to.

MYRRH

Geography: Forest, Mountains, Plains

Nature/Survival DC: 14

Rarity: *plant* (rare), *dark berries item* (very rare)

These small shrub-like flowering plants take root in various climates and come in an astounding variety of subspecies. Their vine thin wooden stalks grow clumped together and are used for timber and ornate building design. A number of edible berries grow upon certain different species, among some of them are small purple berries known as dark berries. Those myrrh bushes that grow these fruits ripen each year and contain shadowstuff within their skins.

Dark Berries (item). If broken or crushed, a handful of dark berries is enough to create a 5 foot diameter of 'blackness', impenetrable by ordinary light sources. Larger amounts are rumored to create

When our lost brothers and sisters return they grant us access to memories with an eager disposition. For those who have fallen by our hands, we are forced to find ways to induce similar candor. Sometimes, even our spells need assistance.

Idowu Azikiwe



MYRRH

ever larger circular diameters of this blackness, with myths about medium-sized amounts being crushed beneath the feet of elephants to produce a 10 foot diameter of this light defying haze.

Enhancement (Nature/Survival DC: 16). Necromancers have found that the dark berries of certain myrrh are very useful when casting spells. When you cast a spell from the school of necromancy, as part of the casting of that spell, you may include a handful of dark berries as a component to that spell while in an area of dim light or darkness. If you do so, you may immediately use your reaction to take a 5 foot step and make a Stealth check to hide after you finish casting that spell.

PHANTOM ROSE

Geography: Forest, Swamp

Nature/Survival DC: 16

Rarity: *plant (very rare), enhancement (very rare)*

This flowering plant has pale blue petals that give off a slight radiance in the moonlight. Native to the Feywild, elves and other fey creatures are very fond of this rose and harvesting it as a gift to a treasured loved one is a sign of great commitment on the part of the bearer. This is because the rose has a peculiar effect to. The roots of the plant are very sensitive to the slightest vibration. Whenever its roots sense movement within a ten foot radius with a pressure above the paws of a typical mouse, the rose is able to emit a fine mist that causes up to a dozen mirror images of itself to be projected in a 30 foot radius centered on its blooming stalk. A patch of these roses can literally project hundreds of replicas of itself in a wide area making it a difficult task to find and harvest the original plant itself. Once found however, the plant is exceptionally useful when casting spells that give off illusory effects.

Enhancement. When you cast a spell from the school of illusion, as part of that spell you may expend your reaction and crush a stalk of a phantom rose. If you do so, the DC to resist the effects of any illusions created by that spell is increased by 1.



PHANTOM ROSE

Ah, the phantom rose, quite a nice little fun harvesting assignment for the newest of neonates. Frustration, and a bit of arduous work, always builds character.

Alistair Lurcock

POWDERPUFF

Geography: Artic

Nature/Survival DC: 16

Rarity: *plant (very rare), hazard (very rare), powderpuff item (very rare)*

A small, white flower with bluish leaves that grows in particularly harsh arctic regions, powderpuff is a triple-stemmed plant. It blooms at the height of a regions warmest periods and is generally avoided by animals and other inhabitants of a given area.

Hazard. The flowers of the plant are highly poisonous and any creature that comes in contact with its leaves must succeed on a DC 15 Constitution save or be poisoned for 1d6 hours.

Powderpuff (item). Necromancers have found that when ground to a fine powder and mixed with other poisons, the flowers of this plant increase the potency of the poisonous brew. Any poison that must be ingested that has been mixed with the ground up leaves of powderpuff has its DC to resist its effects increased by 2.

POWDERPUFF





SHADOWTOP

SHADOWTOP

Geography: Forest, Mountains, Plains, Swamp

Nature/Survival DC: 10

Rarity: *plant (common), shadowtop torch item (uncommon), shadow talisman item (rare)*

A common type of tree, shadowtops can grow well beyond 90 feet tall and grow at a rough rate of 2 feet per year. Irregular, feathered leaves with a copper hue to their underside and dark green tops sprout at the very apex of the trees. These unusual leaves are quite prone to fire. Shadowtop is a very fibrous wood, making it undesirable for building material but good for ropemaking. When used in cookfires it burns hot and slow, without giving off much smoke.

Shadowtop torches (item)(Nature/Survival DC: 12). Shadowtop torches burn longer (2 hours) than regular torches, with much less smoke.

Shadow talisman (item) (Nature/Survival DC: 14). Any staff or rod crafted from shadow top wood is especially useful for necromancers and any such item that grants a spell from the school of necromancy regains an additional 2 charges whenever it normally regains its charges. Practitioners can attempt to gain these benefits by crafting an item known as a *shadow talisman*. Over the course of a long rest, you may attempt to craft such a talisman as long as you have at least 1 pound of rope made from shadowtop wood, 1 pound of mistletoe and 1 pound of shadowtop leaves. At the end of that rest you can make a DC 13 Arcana check. If you succeed, you create a 1/2 pound shadow talisman. As long as you wear this talisman, at the end of any long rest you take, you may select a single magical rod, staff or wand you are attuned to that grants you the ability to cast a spell from the school of necromancy. That item immediately regains 2 charges.



SORROWROSE

SORROW ROSE

Geography: Forest, Mountains, Plains

Nature/Survival DC: 14

Rarity: *plant (rare), hazard (rare), sorrowwine item (very rare)*

Despite its namesake this beautiful flowering plant grows in sunny areas where its yellow, orange and red petals blossom from dark thorny stems. The flower grows in close clumps, often sharing soil with similar species of roses making it somewhat difficult to identify on sight.

Hazard. Sorrow roses' jagged thorns are dangerous enough to cut exposed flesh quite easily and creatures that move through a patch of this plant must succeed on a DC 11 Constitution saving throw or take 2 points of slashing damage.

Sorrowwine (item)(Nature/Survival DC: 16). When boiled and fermented over several days and mixed with ammonia, honey and thyme, sorrow rose creates a potent and debilitating wine known as *sorrowwine*. A creature that drinks this brew must succeed on a DC 15 Constitution saving throw or suffer disadvantage on Charisma saving throws for 1d4 hours. While under this effect, creatures also gain vulnerability to necrotic damage. At the end of every hour a creature can attempt a new save, ending all of these effects on itself on a success. A *calm emotions* spell cast on a creature affected by sorrowwine immediately ends all the effects of this brew.

Sometimes, losing a bit of one's autonomy is the only way to feel free. Or so I've heard.

Zorander



UNDEAD BLOODROSE

UNDEAD BLOODROSE

Geography: Plains

Nature/Survival DC: 18

Rarity: *plant* (legendary), *undead bloodrose item* (legendary)

Borne upon the battlefields where the crushed bones of large numbers of the dead intermingle with the soil, undead bloodroses are rare flowers whose petals are the color of fresh blood and darken when deprived of their sustenance. Bloodroses naturally occur only in soil where bonemeal can be found.

Undead bloodrose (item). If cut and removed from their foundation, as long as the flower is pinned or laped to an item of clothing worn by a living creature, the plant itself remains fresh, so long as the host remains alive. Once pinned, an undead bloodrose magically attunes itself to the wearer, even if the creature would normally be unable to become attuned to the flower. Only a *remove curse* spell may remove such a flower once attached. Over time, the undead bloodrose slowly consumes its host's lifeforce. At the end of each long rest that a creature takes while a bloodrose is attuned to them, their maximum hit points are reduced by an amount equal to a new d4 roll. If the bearer manages to remove an undead bloodrose their hit point maximum returns to normal following a long rest. The rose itself turns jet black when removed from such a host and if a new host is not found within 3 days, it explodes in a harmless cloud of greenish black dust.

Particularly devious necromancers are fond of growing undead bloodroses intermixed with patches of lichbriar ensuring that determined intruders carry away a lingering reminder of their attempts to invade their home.

Days of note sharing had me believing a bond had formed between myself and Sir Borlock over all things floral. Several weeks later I was shocked when an old companion of mine tore the farewell rose the knight had gifted me from my lapel. Thereafter, I was quickly schooled about the true nature of the Red Knights.

Fajour



WILLOW

WILLOW

Geography: Artic, Coastal, Desert Forest, Jungle, Mountains, Plains, Swamp

Nature/Survival DC: 10

Rarity: *plant* (common), *enhancement* (uncommon)

One of the most common types of trees found throughout an array of natural habitats, from tropical jungles to arctic tundra, willows are cultivated for everything including nectar, common fuel to all manner of tools and furniture. The numerous species of this tree manifest as droopy branched residents that grow in forests and mountain ranges to the iconic weeping willows found in swampy regions the world over. Willow trees themselves are historically associated with undead myths and practitioners use bark to make ritual incense and as construction material in fetishes, amulets and talismans dedicated to the dead.

Enhancement (Nature/Survival DC: 12). As a reaction, you may crush the burnt and powdered remains of bark from any variety of this tree and smear a portion upon your face in a tattoo-like marking to create a variant form of one of your magical spells. After performing this act, if you cast the *eyebite* spell before the end of your next turn, as long as this marking remains, you may choose to have that creature be affected by the following effect in addition to the normal ones granted by that spell.

Willow Rigor. The target is restrained in place. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends. A creature makes this saving throw with disadvantage if they are in contact with any type of living plant.

On the rare occasions I have need to employ a sanguisuge when my less skilled abettors aren't suitable to a task, I always bring a stash of lovely witchhaze to the gathering.

I find the slight tinge of fear it induces in the bloodbound to be quite amusing and of course, very reassuring.

Nifsara Shadowmend



WITCHWEED

WITCHWEED

Geography: Forest, Plains

Nature/Survival DC: 10

Rarity: *plant* (common), *witchhaze* (very rare)

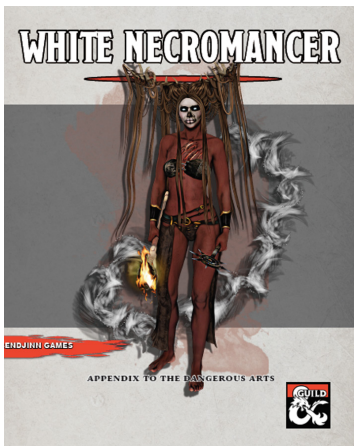
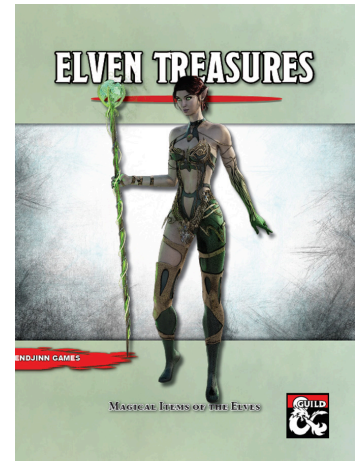
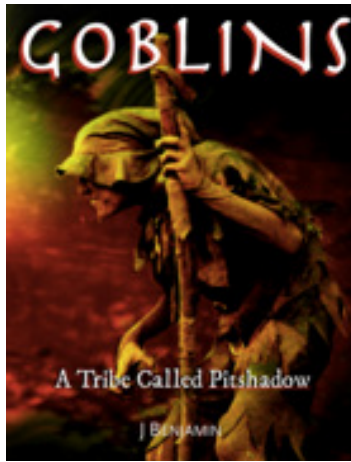
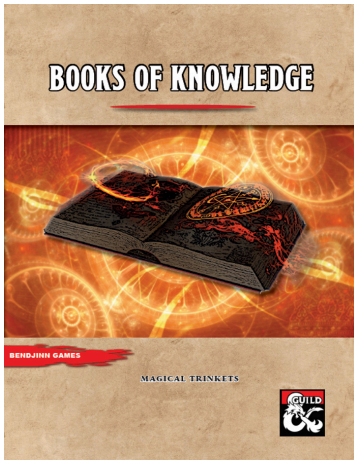
A parasitic plant that grows among other plants and crops, to the dismay of farmers and landowners, witchweed is characterized by bright-green stems and leaves that make it look like attractive flowers. The plant has no use in traditional herbal medicines or the healing magics but practitioners of the Dangerous Arts have learned how to alter it towards necromantic purposes.

Witchhaze (item)(*Nature/Survival DC: 16*). The stalks of witchweed may be ground and boiled with **unholy water*** over several hours, refining it into a paste known as **witchhaze**. This paste can

be rolled into a smokestick of sorts that as an action can be lit, producing a 15 ft cube of smoke that remains centered around the smokestick as long as it remains alight. Witchhaze can remain burning for up to 1 minute or extinguished early as a bonus action. The smoke offers no concealment or cover but has debilitating effects on the unliving. Undead creatures such as vampires are unable to Regenerate hit points naturally as long as they start their turn in the smoke of any area lit by witchhaze.

MORE UNDEATH

For more Undead and Necromantic player options, check out [Necromancy Guide to Undeath](#) on the DMSGuild.



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