

FLORA OF THE NORTHERN PASSAGE

A COLLECTION OF MAGICAL AND MUNDANE FLORA FOR WILDERNESS ADVENTURES.



FLORA OF THE NORTHERN PASSAGE

This is a collection of plants for use in wilderness adventures. They would commonly be found in northern coastal regions. These plants can easily be used as an exploration option while traveling for players or as a down time activity. They also work well as set dressing for outside dungeons and towns.

Each plant has a listed skill and dc to identify what type of plant it is. If the check is failed you can provide the players with a description but not additional information on what the plant might be used for. Some plants are beneficial when used and others might introduce problems when used or collected without knowing what they do.

GATHERING FLORA

While traveling a creature can spend their time looking out for interesting flora to gather. If they do have them roll a wisdom check and they can add their proficiency bonus if they have a herbalism kit and are proficient with them. On a 10 or higher roll on the random flora table to determine what they find. You may roll an additional time for a second find if they scored a 15 or higher.

If a creature chooses to gather flora as a downtime activity, have them perform the same checks as they would while traveling for each day of downtime but double the quantity they find when they discover flora.

RANDOM FLORA TABLE

2d8	Flora	Page
2	False Hellebore	4
3	Whitish Gentian	2
4	Baneberry	5
5	Crow Berry	5
6	Marsh Felwort	3
7	Cotton Grass	6
8	Pasque Flower	2
9	Tundra Rose	3
10	Salmonberry	5
11	Forget-Me-Not	3
12	Fragrant Shield Fern	6
13	Juneberry	2
14	Musk Root	6
15	Fairy Slipper	4
16	Hellebore	4

QUANTITY GATHERED

When flora is discovered and is gathered there is enough for a single use of whatever effect is listed if it has a special effect.

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ART

All art was created via midjourney

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LEGAL

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CULTIVATED PLANTS



JUNEBERRY

Identification: DC 12 nature check

A bushy plant that grows to above the heads of most creatures. It sends out runners to propagate and forms small thickets on hillsides. Produces a dark red/purple berry that is highly versatile in cooking. When prepared as part of a meal the berries provide temporary hit points equal to the chefs proficiency bonus or if the meal would already provide temporary hit points it provides twice as many.

WHITISH GENTIAN

Identification: DC 14 nature check

A short plant that grows large cup shaped flowers. They often show up in alpine fields or moist tundras. Their flowers collect morning dew and are used as a source of water by pollinators and small creatures. They are often planted near homesteads as a way to gain favor and friendship with woodland spirits. There are many folk tales about lone woodsmen or hunters plucking the flowers by mistake and being tormented by sprites and fairies.



PASQUE FLOWER

Identification: DC 10 nature check

A perennial plant that is often seen as a marker alongside roads. Its thin hairy stem grows up to a foot tall before budding and revealing an elegant purple flower. The petals can be collected and turned into a deep purple ink that is prized as a dye for fabric. If collected and processed into a dye with an alchemy kit you get a single vial of dye worth 100gp.



COMMON FLOWERS



MARSH FELWORT

Identification: DC 12 nature check

A small slender flower with long droopy leaves. The small pale flowers the plant produces serve as a warning to cunning travelers of treacherous marshland ahead. It is said when traveling through a marsh if you follow the Felwort it will lead you along a safe path.

FORGET-ME-NOT

Identification: DC 8 nature check

A short matted plant with light brown leaves. They are famous for the small blue flowers they sprout, turning an ugly plant into a sea of beautiful flowers. These flowers are often brought to funerals and are thought to appease the restless dead and help them return peacefully to whatever afterlife awaits them.



TUNDRA ROSE

Identification: DC 14 nature check

A tiny flower that grows among the grasses providing little clumps of color in a sea of green. Sometimes confused with poisonous plants they are actually edible and can add bitter notes to a salad. When steeped in tea it provides a sharp flora note and heightens the drinker's perception giving them advantage on perception checks for 1 hour.

HEALING HERBS



FAIRY SLIPPER

Identification: DC 12 medicine check

A small colorful orchid that would be easily missed if not for its bright colors. The aroma of the flower is hotly debated but more often than not it smells like the smeller's favorite flower. When plucked and dried the petals can be ground down into a powder with multiple properties. When ingested in a tea it can restore 1d10 hitpoints. If the powder is thrown it has the effect of faerie fire in a 5ft radius of where the powder is released with a spell DC of 12.

FALSE HELLEBORE

Identification: DC 17 medicine check

A dark leafy green plant that grows to about knee height. It can be identified from normal Hellebore by its six yellow-green petals when it is flowering. The leaves are highly toxic and have killed many travelers who have mistaken it for true Hellebore. When ingested or exposed to a wound the exposed creature takes 4d12 poison damage or half on a successful dc 10 constitution save.



HELLEBORE

Identification: DC 16 medicine check

A dark leafy green plant that grows to about knee height. When it flowers it grows petals in the shape of a cup that hold a sweet nectar inside. The Hellebore isn't native to the area but seems to have been transplanted here. It has strong medicinal qualities and can be made into a poultice that when applied as an action cures poison and heals 2d8 hitpoints.



COMMON BERRIES



BANEBERRY

Identification: DC 15 nature check

Growing up to 3ft tall on thin woody stems these plants produce large clusters of red berries. The thin silver leaves that grow along the stem are said to resemble swords and serve as the first warning of their danger. If a creature ingests these berries they must make a dc 16 constitution check and on a failure they become poisoned for the next 24 hours.

CROW BERRY

Identification: DC 10 nature check

A low spreading shrub that forms large mats along forest floors. The berries are said to resemble the eyes of the crows who keep watch in forests. Superstitious travelers will leave a small shiny offering to the crows when they take berries. The berries are highly nourishing and a bushes worth can act as rations for 8 days for a weary traveler. There have been many incidents of swarms of crows attacking those who have taken from crow berry bushes even when it seemed like nowhere around to see the berries being taken.



SALMONBERRY

Identification: DC 12 nature check

A tall thorny bush that can grow up to twice the height of a fully grown man. Prized for their sweet tart berry, these bushes grow prolifically. It is said that the best way to make friends is to give the gift of a salmonberry pie and the best way to lose them is by asking for help picking the berries. Will possessing no magical properties giving these berries to other creatures often makes them easier to befriend or persuade.

INTERESTING FLORA



COTTON GRASS

Identification: DC 10 nature check

A short grass that grows in slumps near marshes. It is named for its flower which forms large pillowy white clumps. When a strong wind blows the clumps break apart and drift in the wind to spread its seeds. The cottony flowers are highly flammable and are frequently collected to make quick camp fire starters that work without fail even in wet and windy conditions.

MUSK ROOT

Identification: DC 18 nature check

A small leafy green plant that only grows a little above one's ankles. The plant is said to spread on the backs of the snails that are commonly found under its leaves. Prized for its root which is often dug up, dried out, and ground into a powder. The powder when ingested is said to cause even an elf to fall into a deep slumber.



FRAGRANT SHIELD FERN

Identification: DC 8 nature check

A leafy plant that grows in shady places and among rocks and boulders. It is said you always smell the fruity aroma of the fern before you see it. Many hungry travelers have been led astray by the scent hoping to find an easy meal. While it might not make for a good meal it is used by hunters to mask their scent while hunting. If rubbed on a creature's body they have advantage on stealth while traveling in forests for 1 day or until they bathe