

Listing of plants

the following is a listing of some real some made up for finable plants, herbs, spices, useful material plants, poison plants, and drug plants.

D - Drug, Medical
 P - Poisonous
 M - Material
 E - Edible
 S - Spice
 W - Wood Producer
 G - Garden plant

Terrains

1 - Winter /Tundra
 2 - Dessert
 3 - Tropic
 4 - Swamp
 5 - Mountainous
 6 - Forrest
 7 - Rain forest
 8 - Grassland / Temperate
 9 - Garden

Note I am only listing a collection of plants that I feel is a good selection of ones to be found, Basic Fruits and Veggies are listed as well.

Gardening Plants - In Green Lightning it is not unheard of to have a garden/greenhouse. Unless a watering system is made or climate is controlled these plants can die out of their terrain so keep that in mind if the players are growing anything. It is a simple daily task that they can claim to do or set a NPC crew member on. After a given time of weeks in proper climate their garden can produce at a rate of 1d4 unit's a plant a week.

The Plants are Listed as follows with the [] indicating the DC Knowledge Nature to identify what you know about said plant () gives a basic look/ description then what uses it has . Only one roll is given per plant but once rolled it determines how much they know or can find out about said plant , Lastly there is the Sell Prices of the plants / Material first you have a basic sell price then you have a good sell price. Determine ahead of time based on the islands Terrain on if there is a call for plants from a different Terrain which may raise the price by a multiplier or if its not wanted lower. This allows the player to sell unneeded supplies for money to get need .

Plant Name [DC for name] Uses listing
 Description
 Plants Basic Uses [DC for uses]
 Secondary Uses [DC for secondary uses]
 Plant Warning /Hazards [DC for warning]
 Plant BRP / Crafted ITEM BRP

Making Rolls

There are two ways a player can make rolls in search of plants, If they know what they are looking for they can make a simple Search roll Which DC is based on how easy it is to find by their description of what they are looking for. I.e. one player says he is looking for wood while another player is looking for a certain plant for medical use. Player 1 has a DC of 10 to their search as many people can find trees that can be used for wood easily, while player two has a much higher DC 25 as they need to find a certain plant within a massive land mass.

Once found the plant can only be described to the player until they make a Knowledge Nature roll to identify the plant and possible uses and useable parts, as well as any warnings for the plant like if its poisonous or not. A survival Roll can also be used to determine if a plant is safe or not to eat, while it wont tell you what parts or what uses the plant is it can tell you if its poisonous or safe to eat The DC is the Caution DC.

To Collect supplies from it the GM will make two rolls the first to see how much of the plant is in supply in the area. This is done a 1d6. The other roll is the amount of units they can gather form the plant.

- 1 There is only the one plant =1 unit of the plant materials
- 2-3 A few plants = 1d8 units of the plant materials
- 4-5 Small Garden = 1d20 units of the plant materials
- 6 Thriving garden = 1d100 units of the plant materials

Plants Listing and die result, Sections are based off of Terrain Climate of the island they are on

Skills listed N/A means any one can collect it no skill is needed otherwise only certain skills can produce or collect certain items.

<u>Winter /Tundra</u>			
01	Arctic willow	25	Plantain
02	Bearberry	26	Purslane
03	Blackberry, raspberry, and dewberry	27	Reed
04	Burdock	28	Reindeer moss
05	Cattail	29	Sassafras
06	Chinaberry	30	Sheep sorrel
07	Cranberry	31	Spatterdock or yellow water lily
08	Crowberry	32-34	Strawberry
09	Dandelion	35	Water hemlock or spotted cowbane
10	death lily	36-38	Water lettuce
11	Elderberry	39-41	Wild dock and wild sorrel
12-13	Fireweed	42-44	Wild gourd or luffa sponge
14	Hemlock, fool's parsley	45-48	Wild onion and garlic
15	Iceland moss	49	Wild rose
16	Indian potato or Eskimo potato		
17	Poison ivy and poison oak		
18	Marsh marigold		
19	Oak		
20	Peppermint		
21	Persimmon		
22-24	Pine		

Dessert

01-03	Aloe vera	39	Purslane
04	Abal	40-42	Reed
05-08	Acacia	43	Saxaul
09	Agave	44	Tamarind
10	Baobab	45	Wild caper
11	Boo phone	46	Wild desert gourd or colocynth
12-14	Cattail	47	Wild onion and garlic
15-19	Cereus cactus	48	Wild pistachio
20	Chufa	49	Yam bean
21-24	Common jujube	50-75	Junk Item
25	Date palm	75-99	Material chart item
26-33	Pincushion cactus	00	Random Item on other chart
34-38	Prickly pear cactus		

Rain forest

01-02	Bamboo	44-47	Reed
03	Banana and plantain	48-50	Renghas tree
04	Batoko plum	51	Rose apple
05	Bignay	52	Rosary pea or crab's eyes
06	Castor bean	53-56	Sago palm
07-09	Cattail	57-61	Screw pine
10	Chinaberry	62-65	Sorghum
11	Chestnut	65-68	Strychnine tree
12-13	Cuipo tree	69	Taro
14	Daylily	70	Water chestnut
15-17	Fishtail palm	71	Water lettuce
18	Foxtail grass	72	Water lily
19	Horseradish tree	73	Water plantain
20	Poison ivy and poison oak	74	Wild dock and wild sorrel
21	Mango	75	Wild fig
22-25	Nettle	76	Wild grape vine
26-28	Nipa palm	77-83	Wild onion and garlic
29-31	Palmetto palm	84-88	Wild rice
32	Pangi	89	Yam bean
33	Papaya or pawpaw	90-93	Junk Item
34-37	Pine	94-99	Materials Chart
38	Purslane	00	Item On Another Chart
39-43	Rattan palm		

Tropic

01	Acacia	41	Oleander
02	Almond	42	Orach
03	Arrowroot	43	Palmetto palm
04	Bael fruit	44	Physic nut
05	Bamboo	45	Purslane
06	Banana and plantain	46	Rattan palm
07	Baobab	47	Reed
08	Batoko plum	48	Renghas tree
09	Bignay	49	Rose apple
10	Breadfruit	50	Rosary pea or crab's eyes
11	Burl Palm	51	Sago palm
12	Canna lily	52	Sorghum
13	Cashew nut	53	Sterculia
14	Castor bean	54	Strychnine tree
15	Cattail	55	Sugarcane
16	Chinaberry	56	Sugar palm
17	Cereus cactus	57	Sugar wrack
18	Chestnut	58	Sweetsop
19	Coconut	59	Tamarind
20	Cowhage	60	Taro
21	Cuipo tree	61	Ti
22	Dandelion	62	Tree fern
23	Date palm	63	Tropical almond
24	Daylily	64	Water chestnut
25	Fishtail palm	65	Water lettuce
26	Goa bean	66	Water lily
27	Green seaweed	67	Water plantain
28	Horseradish tree	68	Wild crab apple or wild apple
29	Irish moss	69	Wild desert gourd or colocynth
30	Poison ivy and poison oak	70	Wild dock and wild sorrel
31	Juniper	71	Wild fig
32	Kelp	72	Wild grape vine
33	Lantana	73	Wild onion and garlic
34	Laver	74	Wild pistachio
35	Manchineel	75	Yam
36	Mango	76	Yam bean
37	Manioc	77-80	Driftwood
38	Mulberry	81-85	Junk Item
39	Nettle	86-99	Random Material
40	Nipa palm	00	Random Item from other chart

Swamp and Moor

01 - 02	Angel Wings	48	Plantain
03	Amaranth	49	Psilocybin
04	Arrowroot	50-52	Puffball
05 - 10	Bamboo	53	Purslane
11 - 13	Cattail	54-57	Reed
14	Chanterelles	58	Reishi
15	Cranberry	59	Sassafras
16-18	Dandelion	60	Sea orach
19	Death Cap	61	Sorghum
20	Death lily	62	Spatterdock or yellow water lily
21	Elderberry	63 - 66	Poison sumac
22	False Morels	67	Tree fern
23	Fishtail palm	68	Truffle
24	Foxtail grass	69 - 72	Trumpet vine or trumpet creeper
25	Hackberry	73	Water chestnut
26	Hazelnut	74	Water hemlock or spotted cowbane
27	Hemlock, fool's parsley	75	Water lily
28	Horseradish tree	76	Wild caper
29 - 31	Poison ivy and poison oak	77	Wild dock and wild sorrel
32	Jack-O-Lantern	78	Wild fig
33	Lotus	79	Wild gourd or luffa sponge
34	Marsh marigold	80	Wild grape vine
35-37	Morels	81 - 83	Wild onion and garlic
38	Mushtake	84 - 86	Wild rice
39	Nettle	87	Yam bean
40	Nipa palm	88 - 94	Junk Item
41-43	Oak	95 - 99	Materials Chart
44	Oleander	00	Other Chart
45-47	Pine		

Mountainous

01	Angel Wings	52-54	Pine
02	Amaranth	55	Plantain
03 - 06	Arctic willow	56 - 57	Poppy
07	Blackberry, raspberry, and dewberry	58	Psilocybin
08	Blueberry and huckleberry	59 - 60	Puffball
09	Burdock	61	Purslane
10 - 12	Cattail	62 - 63	Reed
13	Chanterelles	64 - 65	Reindeer moss
14	Chinaberry	66	Reishi
15 - 20	Clove	67 - 68	Rock tripe
21	Cuipo tree	69	Sassafras
22 - 25	Dandelion	70 - 72	Shiitake mushrooms
26	Death Cap	73	Strawberry
27	Death lily	74	Truffle
28 - 30	False Morels	75	Walnut
31	Hackberry	76	Water chestnut
32	Hazelnut	77	Water lettuce
33	Hemlock, fool's parsley	78	Wild crab apple or wild apple
34 - 36	Hops	79	Wild dock and wild sorrel
37	Indian potato or Eskimo potato	80	Wild gourd or luffa sponge
38 - 39	Poison ivy and poison oak	81	Wild grape vine
40	Jack-O-Lantern	82 - 84	Wild onion and garlic
41 - 45	Morels	85 - 87	Wild rose
46	Mushtake	88	Yam
47 - 49	Oak	89 - 94	Junk Item
50	Peppermint	95 - 99	Materials Chart
51	Persimmon	00	Other chart

Forrest

01	Angle Wings	50	Plantain
02	Arctic willow	51	Psilocybin
03 - 04	Bamboo	52	Puffball
04	Banana and plantain	53	Purslane
05 - 07	Beech	54	Reed
08	Blackberry, raspberry, and dewberry	55	Reindeer moss
09	Breadfruit	56	Renghas tree
10	Burdock	57	Reishi
11	Carob tree	58	Rosary pea or crab's eyes
12 - 13	Cattail	59	Sago palm
14	Chanterelles	60	Sassafras
15	Chestnut	61	Screw pine
16	Clove	62 - 63	Shiitake mushrooms
17	Common jujube	64	Sorghum
18 - 19	Dandelion	65	St. John's wort
20	Daylily	66	Sterculia
21	Death Cap	67	Strawberry
22	Duchesnea or Indian strawberry	68	Strychnine tree
23	Elderberry	69	Sugar palm
24	False Morels	70	Thistle
25	Fenugreek	71	Ti
26	Hackberry	72	Truffle
27	Hazelnut	73 - 75	Trumpet vine or trumpet creeper
28	Hemlock, fool's parsley	76	Vanilla
29	Horseradish tree	77	Walnut
30 - 32	Poison ivy and poison oak	78	Water chestnut
33	Jack-O-Lantern	79	Water lettuce
34	Juniper	80	Water lily
35	Lotus	81	Wild crab apple or wild apple
36	Marsh marigold	82	Wild dock and wild sorrel
37	Morels	83	Wild fig
38	Mushtake	84	Wild gourd or luffa sponge
39	Nettle	85	Wild grape vine
40 - 42	Oak	86	Wild onion and garlic
43	Pangi	87	Wild rice
44	Papaya or pawpaw	88	Wood sorrel
45	Peppermint	89	Yam
46	Persimmon	90 - 94	Junk Item
47 - 49	Pine	95 - 99	Materials Chart
		00	Item on an Other Chart

Grassland / Temperate

01	Amaranth	52	Peppermint
02	Bamboo	53	Persimmon
03	Barley	54	Pine
04	Basil	55	Pokeweed
05	Bayleaf	56	Poppy
06	Beech	57	Purslane
07	Blueberry and huckleberry	58	Reed
08	Burdock	59	Reindeer moss
09	Cannabis	60	Rosemary
10	Castor bean	61	Saffron
11	Catnip	62	Sage
12	Cattail	63	Sassafras
13	Cayenne pepper	64	Sesame seed
14	Chamomile	65	Sheep sorrel
15	Chicory	66	Sorghum
16	Chili pepper	67	Spatterdock or yellow water lily
17	Chufa	68	Spearmint
18	Clove	69	St. John's wort
19	Cranberry	70	Sterculia
20-21	Dandelion	71	Strawberry
22	Daylily	72	Sweet sagewort
23	Dill seed	73	Sweetsop
24	Duchesnea or Indian strawberry	74	Tamarind
25	Elderberry	75	Taro
26	Foxtail grass	76	Tarragon
27	Fenugreek	77	Tea
28	Ginger	78	Thistle
29	Ginseng	79	Thyme
30	Hackberry	80	Trumpet vine or trumpet creeper
31	Hazelnut	81	Vanilla
32	Hemlock, fool's parsley	82	Walnut
33	Hops	83	Wasabi
34	Indian potato or Eskimo potato	84	Water chestnut
35	Indonesian Cinnamon	85	Water hemlock or spotted cowbane
36	Poison ivy and poison oak	86	Water lily
37	Jasmine	87	Wheat
38	Juniper	88	Wild crab apple or wild apple
39	Lavender	89	Wild dock and wild sorrel
40	Lemongrass	90	Wild gourd or luffa sponge
41	Licorice	91	Wild grape vine
42	Lotus	92	Wild onion and garlic
43	Lantana	93	Wild rice
44	Manchineel	94	Wild rose
45	Mulberry	95	Wood sorrel
46	Mustard	96	Yam
47	Nutmeg	97	Yarrow
48	Oak	98	Junk Item
49	Oleander	99	Materials Chart
50	Oregano	00	Item on another chart
51	Parsley		

Control / Garden

01 - 03	Apple	40	Licorice
04	Asparagus	52	Lime
05	Avocado	53	Mustard
06	Banana	54 - 57	Oats
07 - 09	Barley	58	Olive
10	Basil	59	Onion
11	Blackberry, raspberry, and dewberry	60 - 63	Orange
12	Blueberry and huckleberry	64	Oregano
13	Broccoli	65	Parsley
14	Cabbage	66	Pea
15	Cannabis	67	Peach
16	Carrot	68	Peanut
17	Catnip	69	Pear
18	Celery	70	Peppermint
19 - 22	Cherry, Plum, Apricot	71	Pineapple
23	Chili Pepper	72	Potato
24	Clove	73	Pumpkin
25	Cocoa Bean	74	Radish
26	Coffee Bean	75	Red Pepper
27	Corn	76 - 78	Rice
28	Cotton	79	Soy
29	Cucumber	80	Spinach
30	Dill Seed	81	Squash
31	Funugreek	82	Sunflower
32	Garlic	83	Tangerine
33	Ginger	84	Tea
34	Ginseng	85	Tobacco
35	Grape	86	Tomato
36	Grapefruit	87	Turnip
37	Green Bean	88	Watermelon
38	Green Pepper	89 - 91	Wheat
39 - 40	Hops	92 - 94	Weed
41 - 45	Kale, Collards, Spring Mix	95	Yam
46	Lavender	96 - 97	Junk Item
47	Lettuce	98 - 99	Material Chart
48 - 50	Lemon	00	Item from other chart
51	Lemongrass		

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Name		Identify DC	Uses
Abal		20	E, M
Description:			
The abal is one of the few shrubby plants that exists in the shady deserts. This plant grows to about 1.2 meters, and its branches look like wisps from a broom. The stiff, green branches produce an abundance of flowers in the early spring months (March, April).			
Edible Parts			
This plant's general appearance would not indicate its usefulness to the survivor, but while this plant is flowering in the spring, its fresh flowers can be eaten. This plant is common in the areas where it is found. An analysis of the food value of this plant has shown it to be high in sugar and nitrogenous components.			
Products	Product Value	Skill to Harvest/Craft	DC
Flowers	50	N/A	N/A
Reeds	50	N/A	N/A
Sugar	100	Cooking	20
Nitrogen Fertilizer	300	Chemical	40

Name		Identify DC	Uses
Acacia		20	E, M
Description			
Acacia is a spreading, usually short tree with spines and alternate compound leaves. Its individual leaflets are small. Its flowers are ball-shaped, bright yellow, and very fragrant. Its bark is a whitish-gray color. Its fruits are dark brown and pod like.			
Edible Parts			
Its young leaves, flowers, and pods are edible raw or cooked.			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Spines of the tree can be craft to use as arrow/dart tips			
Products	Product Value	Skill to Harvest/Craft	DC
Leaves	20	N/A	N/A
Flowers	50	N/A	N/A
Pods	50	N/A	N/A
Spines	10	Weapon	20

Name		Identify DC	Uses
Agave		25	E, M
Description			
These plants have large clusters of thick, fleshy leaves borne close to the ground and surrounding a central stalk. The plants flower only once, and then die. They produce a massive flower stalk.			
Edible Parts			
Its flowers and flower buds are edible. Boil them before eating.			
Other Uses		Other Use DC	
Cut the huge flower stalk and collect the juice for drinking. Some species have very fibrous leaves. Pound the leaves and remove the fibers for weaving and making ropes. Most species have thick, sharp needles at the tips of the leaves. Use them for sewing or making hacks. The sap of some species contains a chemical that makes the sap suitable for use as soap.			
Products	Product Value	Skill to Harvest/Craft	DC
Flowers	50	Cooking	10
Twine	50	Craft Item	10
Soap	100	Craft Item	20
Juice	100	Survival	20

Name		Identify DC	Uses
Almond		20	W,E
Description			
The almond tree, which sometimes grows to 12.2 meters, looks like a peach tree. The fresh almond fruit resembles a gnarled, unripe peach and grows in clusters. The stone (the almond itself) is covered with a thick, dry, woolly skin.			
Edible Parts			
The mature almond fruit splits open lengthwise down the side, exposing the ripe almond nut. You can easily get the dry kernel by simply cracking open the stone. Almond meats are rich in food value, like all nuts. Gather them in large quantities and shell them for further use as survival food. You could live solely on almonds for rather long periods. When you boil them, the kernel's outer covering comes off and only the white meat remains.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof Lumberjack/ Survival	10
Almond	100	Prof Farmer/ Survival	20

Name		Identify DC	Uses
Aloe vera		20	D
Description			
A small bush like plant with long thick sword like leaves growing from the root.			
Other Uses		Other Use DC	20
The plant has a natural Lotion about it that has healing ability; Further processed it can be used to heal wounds.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	100	Prof. Farming / Survival	20
Lotion	200	Prof. Herbalist / Survival	20
Potion	N/A	Chemical (See Items Rules)	N/A

Name		Identify DC	Uses
Amaranth		20	E
Description			
These plants, which grow 90 centimeters to 150 centimeters tall, are abundant weeds in many parts of the world. All amaranth have alternate simple leaves. They may have some red color present on the stems. They bear minute, greenish flowers in dense clusters at the top of the plants. Their seeds may be brown or black in weedy species and light-colored in domestic species.			
Edible Parts			
All parts are edible, but some may have sharp spines you should remove before eating. The young plants or the growing tips of alder plants are an excellent vegetable. Simply boil the young plants or eat them raw. Their seeds are very nutritious. Shake the tops of alder plants to get the seeds. Eat the seeds raw, boiled, ground into flour, or popped like popcorn.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	10	Prof. Herbalist	20
Flour	50	Cooking	20
Popcorn	100	Cooking	15

Name		Identify DC	Uses
Angel Wings		25	P
Description			
A large White mushroom with a small ring on the stem.			
Caution		Threat ID DC	
The mushrooms are poisonous to eat and cause a good amount of damage in the raw doing 2d8 a round for 1d20 rounds DC 15 Resistance			
Other Uses		Other Use DC	45
Refined Poison 3d8 a round for 2d20 rounds DC 15 Resistance			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	100	N/A	N/A
Poison Refined	20,000	Chemistry	40

Name		Identify DC	Uses
Apple		25	E,P,W,G
Description			
Most wild apples look enough like domestic apples that the survivor can easily recognize them. Apple varieties are much smaller than cultivated kinds; the largest kinds usually do not exceed 5 to 7.5 centimeters in diameter, and most often less. They have small, alternate, simple leaves and often have thorns. Their flowers are white or pink and their fruits reddish or yellowish.			
Edible Parts			
Prepare Apple for eating in the same manner as cultivated kinds. Eat them fresh, when ripe, or cooked. Should you need to store food, cut the apples into thin slices and dry them. They are a good source of vitamins.			
Caution		Threat ID DC	25
Apple seeds contain cyanide compounds. Do not eat. If eaten they do 1d6 a round for 1d12 rounds DC 15 Fort			
Other Uses		Other Use DC	50
The Seeds can be used to create Cyanide (see Items: Poisons)			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof Farmer/ Survival	10
Wood	10	Prof lumberjack/ Survival	10
Poison Refined	250	Chemistry (Items poison rules)	N/A
Seed for growing	50	Prof Farmer	40

Name		Identify DC	Uses
Arctic willow		35	E, W, D
Description			
The arctic willow is a shrub that never exceeds more than 60 centimeters in height			
Edible Parts			
You can collect the succulent, tender young shoots of the arctic willow in early spring. Strip off the outer bark of the new shoots and eat the inner portion raw. You can also peel and eat raw the young underground shoots of any of the various kinds of arctic willow. Young willow leaves are one of the richest sources of vitamin C, containing 7 to 10 times more than an orange.			
Other Uses		Other Use DC	40
The Arctic Willow leaves can be crushed and used in medical potions as per rules in items section			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	10
Potion	N/A	Chemistry (See Items Rules)	N/A

Name		Identify DC	Uses
Arrowroot		25	E
Description			
The arrowroot is an aquatic plant with arrow-shaped leaves and potato like tubers in the mud.			
Edible Parts			
The rootstock is a rich source of high quality starch. Boil the rootstock and eat it as a vegetable.			
Products	Product Value	Skill to Harvest/Craft	DC
Root	5	Survival / Prof. Herbalist	30

Name		Identify DC	Uses
Asparagus		20	E, D
Description			
A Bushy green plant with a strong smell to the green stalks			
Edible Parts			
The green stems of the bush is edible.			
Other Uses		Other Use DC	25
The stalks are said to have a light healing property so its sought for making medicine. (see items potions crafting rules)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	150	Prof. Farming / Survival	20
Potion	N/A	Chemistry (See Items rules)	

Name		Identify DC	Uses
Avocado		20	W, E
Description			
A Small tree with oval dark green leaves and a dark green fruit			
Edible Parts			
The Fruit is edible once it has been peeled free from the leathery hide of the fruit.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Prof. Farming	30
Wood	10	Prof. Lumberjack/ Survival	20
Seed	50	Prof. Farming	50

Name		Identify DC	Uses
Bael fruit		25	W,E
Description			
This is a tree that grows from 2.4 to 4.6 meters tall, with a dense spiny growth. The fruit is 5 to 10 centimeters in diameter, gray or yellowish, and full of seeds.			
Edible Parts			
The fruit, which ripens in December, is at its best when just turning ripe. The juice of the ripe fruit, diluted with water and mixed with a small amount of tamarind and sugar or honey, is sour but refreshing. Like other citrus fruits, it is rich in vitamin C.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	20
Fruit	100	Prof. Farmer	20
Seeds	20	Prof. Farmer	30

Name		Identify DC	Uses
Bamboo		10	M,W,E
Description			
Bamboos are woody grasses that grow up to 15 meters tall. The leaves are grass like and the stems are the familiar bamboo used in furniture and fishing poles.			
Edible Parts			
The young shoots of almost all species are edible raw or cooked. Raw shoots have a slightly bitter taste that is removed by boiling. To prepare, remove the tough protective sheath that is coated with tawny or red hairs. The seed grain of the flowering bamboo is also edible. Boil the seeds like rice or pulverize them, mix with water, and make into cakes.			
Other Uses		Other Use DC	15
Use the mature bamboo to build structures or to make containers, ladles, spoons, and various other cooking utensils. Also use bamboo to make tools and weapons. You can make a strong bow by splitting the bamboo and putting several pieces together.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	10
Shoots	50	Cooking/ Prof Farming	10
Materials	10	Craft Items/Craft Weapon	N/A

Name		Identify DC	Uses
Banana and plantain		20	M,W,E,G
Description			
These are treelike plants with several large leaves at the top. Their flowers are borne in dense hanging clusters.			
Edible Parts			
Their fruits are edible raw or cooked. They may be boiled or baked. You can boil their flowers and eat them like a vegetable. You can cook and eat the rootstocks and leaf sheaths of many species. The center or "heart" or the plant is edible year-round, cooked or raw.			
Other Uses		Other Use DC	20
You can use the layers of the lower third of the plants to cover coals to roast food. You can also use their stumps to get water. You can use their leaves to wrap other foods for cooking or storage. Replanting trees are possible in garden.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	20
Fruit	100	Prof. Farmer/ Survival	30
Leaf	5	Prof. Lumberjack	30
Flower	200	Cooking	20
Plant Heart	100	Survival	50

Name	Identify DC	Uses	
Baobab	25	W, E, M, D	
Description			
The baobab tree may grow as high as 18 meters and may have a trunk 9 meters in diameter. The tree has short, stubby branches and a gray, thick bark. Its leaves are compound and their segments are arranged like the palm of a hand. Its flowers, which are white and several centimeters across, hang from the higher branches. Its fruit is shaped like a football, measures up to 45 centimeters long, and is covered with short dense hair.			
Edible Parts			
You can use the young leaves as a soup vegetable. The tender root of the young baobab tree is edible. The pulp and seeds of the fruit are also edible. Use one handful of pulp to about one cup of water for a refreshing drink. To obtain flour, roast the seeds, and then grind them.			
Other Uses		Other Use DC	
		40	
Drinking a mixture of pulp and water will help cure diarrhea. Often the hollow trunks are good sources of fresh water. The bark can be cut into strips and pounded to obtain a strong fiber for making rope.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	20
Fruit	150	Prof. Farmer / Survival	40
Potion	N/A	Chemical (See Items Rules)	N/A
Rope	100	Items	25
Fresh Water	200	Survival	40
Seeds	40	Prof. Farmer	30
Flour	50	Cooking	20

Name	Identify DC	Uses	
Barley	20	E,D	
Description			
Long reeds of grass with seeds on the cap, Its green when growing but turns brown when dried			
Edible Parts			
A form of Wheat that can be cooked as is and eaten, feed raw to animals for food or crushed into a fine flour. Key ingredient in some alcohol.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Farmer	10
Flour	100	Cooking	10
Alcohol	N/A	Chemistry / Cooking (Items Rules)	N/A

Name	Identify DC	Uses	
Basil	20	S	
Description			
Basil grows to between 30–130 cm tall, with opposite, light green, silky leaves 3–11 cm long and 1–6 cm broad. The flowers are small, white in color and arranged in a terminal spike.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	200	Prof. Herbalist / Prof. Farmer	10
Spice	50	Prof. Herbalist / Prof. Farmer	10

Name		Identify DC	Uses
Batoko plum		25	E
Description			
This shrub or small tree has dark green, alternate, simple leaves. Its fruits are bright red and contain six or more seeds.			
Edible Parts			
Eat the fruit raw or cooked.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Farmer / Survival	10
Seed	20	Prof. Farmer	20

Name		Identify DC	Uses
Bayleaf		20	S, M
Description			
Gardeners in frost-free or light frost areas will find that Bay Laurel seedlings planted in the ground willingly grow into large trees, 38 feet and taller; but when kept pruned the Bay Laurel tree can thrive as a small bush			
Other Uses		Other Use DC	25
Can be crushed to make a fine oil (baby Oil)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	100	Prof. Herbalist / Prof. Farmer	10
Spice	50	Prof. Herbalist	10
Oil	150	Chemistry	20

Name		Identify DC	Uses
Bearberry		25	E
Description			
This plant is a common evergreen shrub with reddish, scaly bark and thick, leathery leaves 4 centimeters long and 1 centimeter wide. It has white flowers and bright red fruits.			
Edible Parts			
Its berries are edible raw or cooked.			
Other Uses		Other Use DC	45
You can make a refreshing tea from its young leaves.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Prof. Farming / Survival	10
Tea	100	Cooking / Survival	10
Plant	200	Prof. Farming	30

Name		Identify DC	Uses
Beech		20	W,M,E
Description			
Beech trees are large (9 to 24 meters), symmetrical forest trees that have smooth, light-gray bark and dark green foliage. The character of its bark, plus its clusters of prickly seedpods, clearly distinguishes the beech tree in the field.			
Edible Parts			
The mature beechnuts readily fall out of the husk like seedpods. You can eat these dark brown triangular nuts by breaking the thin shell with your fingernail and removing the white, sweet kernel inside. Beechnuts are one of the most delicious of all wild nuts. They are a most useful survival food because of the kernel's high oil content. You can also use the beechnuts as a coffee substitute. Roast them so that the kernel becomes golden brown and quite hard. Then pulverize the kernel and, after boiling or steeping in hot water, you have a passable coffee substitute.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	20
Nuts	50	Prof. Farmer / Survivalist	20
Coffee	100	Cooking	30

Name		Identify DC	Uses
Bignay		25	E, P
Description			
Bignay is a shrub or small tree, 3 to 12 meters tall, with shiny, pointed leaves about 15 centimeters long. Its flowers are small, clustered, and green. It has fleshy, dark red or black fruit and a single seed. The fruit is about 1 centimeter in diameter.			
Edible Parts			
The fruit is edible raw			
Caution		Threat ID DC	40
Do not eat any other parts of the tree. In Africa, the roots are toxic. Other parts of the plant may be poisonous. Doing 1d6 an hour for 1d6 hours DC 10 Resistance			
Other Uses		Other Use DC	40
Refined Poison. Does DC 20 Resistance 2d6 an hour for 1d12 hours			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Prof. Farming / Survival	40
Refined Poison	200	Chemistry	40

Name		Identify DC	Uses
Blackberry, raspberry, and dewberry		15	E, D
Description			
These plants have prickly stems (canes) that grow upward, arching back toward the ground. They have alternate, usually compound leaves. Their fruits may be red, black, yellow, or orange.			
Edible Parts			
The fruits and peeled young shoots are edible. Flavor varies greatly.			
Other Uses		Other Use DC	35
The leaves of the bush are useable in chemical potions for healing ailments.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Herbalist / Survival /Farming	10
Plant	100	Prof. Farming / Prof. Herbalist	20
Potion	N/A	Chemistry (see Item rules)	N/A
Jam /Jelly	1000	Cooking	30

Name		Identify DC	Uses
Blueberry and huckleberry		20	E
Description			
These shrubs vary in size from 30 centimeters to 3.7 meters tall. All have alternate, simple leaves. Their fruits may be dark blue, black, or red and have many small seeds.			
Edible Parts			
Their fruits are edible raw or cooked into things, it also can be preserved in jams or jellies.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Farming/ Herbalist/ Survival	10
Seeds	50	Prof. Farming/Prof. Herbalist	20
Jam /Jelly	1000	Cooking	30

Name		Identify DC	Uses
Boo phone		20	D
Description			
A long flowerlike plant with tiny red long blooms			
Caution		Threat ID DC	
The plant creates a strong amount of Hallucinations in those that eat this plant. DC 15 Will vs illusions 1d4 hours			
Other Uses		Other Use DC	40
Processing the plant can create ether a strong Hallucinating drug Will save 20 vs. Illusions 1d8 hours, or a chemical for "Potions of Release".			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	100	Prof. Farming	20
Drug	20,000	Chemistry	40
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Breadfruit		20	W, E, M
Description			
This tree may grow up to 9 meters tall. It has dark green, deeply divided leaves that are 75 centimeters long and 30 centimeters wide. Its fruits are large, green, ball-like structures up to 30 centimeters across when mature.			
Edible Parts			
The fruit pulp is edible raw. The fruit can be sliced, dried, and ground into flour for later use. The seeds are edible cooked.			
Other Uses		Other Use DC	
The thick sap can serve as glue and caulking material. You can also use it as birdlime (to entrap small birds by smearing the sap on twigs where they usually perch).			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Fruit	150	Prof. Farmer / Survival	20
Seed	100	Prof. Farmer	30
Glue	200	Chemistry	20
Small Game Trap	1000	Survival	40
Flour	50	Cooking	10

Name		Identify DC	Uses
Broccoli			E, D
Description			
A small busy plant with tiny buds within its wrapped leaves			
Edible Parts			
The Full Stalk and leave are edible yet easiest to eat when steamed.			
Other Uses		Other Use DC	35
Chemists can extract the benefits from the plant and create potions. (See Item Rules)			
Products	Product Value	Skill to Harvest/Craft	DC
Stalk	150	Prof. Farming / Survival	20
Potion	N/A	Chemistry	N/A

Name		Identify DC	Uses
Burdock		20	W, M, E
Description			
This plant has wavy-edged, arrow-shaped leaves and flower heads in burr like clusters. It grows up to 2 meters tall, with purple or pink flowers and a large, fleshy root.			
Edible Parts			
Peel the tender leaf stalks and eat them raw or cook them like greens. The roots are also edible boiled or baked.			
Other Uses		Other Use DC	45
Use the fiber from the dried stalk to weave Rope.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	10
Leaves	20	Cooking / Survival	10
Rope	20	Craft Items	10

Name		Identify DC	Uses
Burl Palm		25	W, E, M
Description			
This tree may reach 18 meters in height. It has large, fan-shaped leaves up to 3 meters long and split into about 100 narrow segments. It bears flowers in huge dusters at the top of the tree. The tree dies after flowering.			
Edible Parts			
The trunk contains starch that is edible raw. The very tip of the trunk is also edible raw or cooked. You can get large quantities of liquid by bruising the flowering stalk. The kernels of the nuts are edible.			
Other Uses		Other Use DC	15
You can use the leaves as weaving material.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	30
Nuts	100	Prof. Farming/ Survival	30
Leaves	10	Craft Item	10

Name		Identify DC	Uses
Cabbage		20	E, D
Description			
A small Leafy plant rolled up in a ball shape			
Edible Parts			
The whole plant is edible yet best served cooked.			
Other Uses		Other Use DC	35
Chemists can extract the benefits from the plant and create a potions. (See Items rules)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	150	Prof. Farming / Survival	10
Potions	N/A	Chemistry (See items rules)	N/A

Name		Identify DC	Uses
Cannabis/Marijuana		15	M, D
Description			
a Small green tree like plant with five leaves.			
Caution		Threat ID DC	20
This plant when used as a drug it can carry addictive qualities (See Item Rules Drugs)			
Other Uses		Other Use DC	20
Plant can be dried and made into Hemp used to make rope. Pain relief, hunger stimulation, wasting caused by HIV/AIDS, Glaucoma, nausea.			
Products	Product Value	Skill to Harvest/Craft	DC
Hemp	10	Herbalist/ Farming / Survival	20
Rope	100	Craft Item	10
Drug	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Canna lily		25	E
Description			
The canna lily is a coarse perennial herb, 90 centimeters to 3 meters tall. The plant grows from a large, thick, underground rootstock that is edible. Its large leaves resemble those of the banana plant but are not so large. The flowers of wild canna lily are usually small, relatively inconspicuous, and brightly colored reds, oranges, or yellows.			
Edible Parts			
The large and much branched rootstocks are full of edible starch. The younger parts may be finely chopped and then boiled or pulverized into a meal. Mix in the young shoots of palm cabbage for flavoring.			
Products	Product Value	Skill to Harvest/Craft	DC
Flowers	100	Prof. Herbalist	10
Root	5	Prof. Herbalist	20

Name		Identify DC	Uses
Carob tree		25	W, E
Description			
This large tree has a spreading crown. Its leaves are compound and alternate. Its seedpods, also known as Saint John's bread, are up to 45 centimeters long and are filled with round, hard seeds and a thick pulp.			
Edible Parts			
The young tender pods are edible raw or boiled. You can pulverize the seeds in mature pods and cook as porridge.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Pods	50	Survival	40

Name		Identify DC	Uses
Carrot		20	E
Description			
A small White flower covered stalk with bushy leaves.			
Edible Parts			
The root of the carrot is one of the healthiest food that can be eaten raw or cooked			
Other Uses		Other Use DC	
Carrots are common ingredient in many potions. (See Item Rules			
Products	Product Value	Skill to Harvest/Craft	DC
Carrot	150	Prof. Farming / Survival	20
Potion	N/A	Chemistry (See Item Rules	N/A

Name		Identify DC	Uses
Cashew nut		20	E, P, W
Description			
The cashew is a spreading evergreen tree growing to a height of 12 meters, with leaves up to 20 centimeters long and 10 centimeters wide. Its flowers are yellowish-pink. Its fruit is very easy to recognize because of its peculiar structure. The fruit is thick and pear shaped, pulpy and red or yellow when ripe. This fruit bears a hard, green, kidney-shaped nut at its tip. This nut is smooth, shiny, and green or brown according to its maturity.			
Edible Parts			
The nut encloses one seed. The seed is edible when roasted. The pear-shaped fruit is juicy, sweet-acid, and astringent. It is quite safe and considered delicious by most people who eat it.			
Caution		Threat ID DC	40
The green hull surrounding the nut contains a resinous irritant poison that will blister the lips and tongue like poison ivy. Heat destroys this poison when roasting the nuts. It does DC 15 Will vs 1d4 damage for 1d4 hours.			
Other Uses		Other Use DC	
DC 20 Will save to make Itching Powder doing 2d4 damage, an hour for 1d8 hours.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	25
Nut	200	Prof. Farming	40
Itching Powder	150	Chemistry	40

Name		Identify DC	Uses
Castor bean		35	D, P
Description			
The castor bean is a semi woody plant with large, alternate, star like leaves that grows as a tree in tropical regions and as an annual in temperate regions. Its flowers are very small and inconspicuous. Its fruits grow in clusters at the tops of the plants.			
Caution		Threat ID DC	
All parts of the plant are very poisonous to eat. The seeds are large and may be mistaken for a beanlike food. The plant in the raw does 1d6 an hour for 1d12 hours			
Other Uses		Other Use DC	
Castor Bean can be used to both create a refined poison and a fine oil. The refined poison does 2d6 an hour for 1d12 hours. The oil is used in potions for medical purposes. For that see the (Item Rules) for the potions and use DC)			
Products	Product Value	Skill to Harvest/Craft	DC
Bean	100	Prof. Herbalist	10
Refined Poison	500	Chemistry	40
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Catnip		25	D
Description			
Catnip is a 50–100 cm tall perennial herb resembling mint in appearance, with grayish-green leaves; the flowers are white, finely spotted with purple			
Catnip Soothes coughs, it is used in processing potions. (see item rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist	10
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Cattail		10	M, E
Description			
Cattails are glasslike plants with strap-shaped leaves 1 to 5 centimeters wide and growing up to 1.8 meters tall. The male flowers are borne in a dense mass above the female flowers. These last only a short time, leaving the female flowers that develop into the brown cattail. Pollen from the male flowers is often abundant and bright yellow.			
Edible Parts			
The young tender shoots are edible raw or cooked. The rhizome is often very tough but is a rich source of starch. Pound the rhizome to remove the starch and use as flour. The pollen is also an exceptional source of starch. When the cattail is immature and still green, you can boil the female portion and eat it like corn on the cob.			
Other Uses		Other Use DC	20
The dried leaves are an excellent source of weaving material you can use to make floats and rafts. The cottony seeds make good pillow stuffing and insulation. The fluff makes excellent tinder. Dried cattails are effective insect repellents when burned.			
Products	Product Value	Skill to Harvest/Craft	DC
Reed	10	Prof. Herbalist / Survival	10
Net	150	Craft Item	20
Raft	3000	Craft Vehicle	40
Stuffing	50	Craft Item	20

Name		Identify DC	Uses
Cayenne pepper		25	E,S,D
Description			
A small bush with little red fruit.			
Edible Parts			
The fruit is Edible but ill advised as its incredibly spicy			
Other Uses		Other Use DC	30
the juice can be used to create a form of mace to spray in the eyes. Also the plant can be dried and ground into a spice			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Farming / Prof. Herbalist	10
Fruit	150	Prof. Farming / Survivalist	20
Pepper	100	Cooking	20
Mace	2000	Chemistry	40
Seed	10	Prof. Farming	20

Name		Identify DC	Uses
Celery		20	E, D
Description			
Long stems collected at a based root with broad green leaves, the stems have a u shape to them			
Edible Parts			
The Stems are Edible and even used as a dull spice in cooking.			
Other Uses		Other Use DC	40
Celery has multiple uses in the form of including according to some one that is used in falling in love, thus celery has uses in potions. (See Items Rules) For uses.			
Products	Product Value	Skill to Harvest/Craft	DC
Stalks	150	Prof. Farming	20
Seeds	100	Chemistry / Prof. Farming	30
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Cereus cactus		20	E
Description			
These cacti are tall and narrow with angled stems and numerous spines.			
Edible Parts			
The fruits are edible, but some may have a laxative effect.			
Other Uses		Other Use DC	25
The pulp of the cactus is a good source of water. Break open the stem and scoop out the pulp.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Farmer / Survival	20
Fresh Water	50	Survival	30

Name		Identify DC	Uses
Chamomile		25	S,D
Description			
Daisy like flowering plants			
Edible Parts			
The key plant in making Tea from its leaves			
Other Uses		Other Use DC	40
Chamomile Relaxant/Calmative which is used in making potions. (See Item Rules) for uses.			
Products	Product Value	Skill to Harvest/Craft	DC
Flowers	50	Prof. Herbalist	20
Tea	100	Cooking	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Chanterelles		25	E
Description			
A shelf like Mushroom growing in clusters			
Edible Parts			
All parts are edible and often used to mix in with meat like chicken to add flavor to the meat or even added to scrambled eggs.			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	200	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Cherry, Plum, Apricot		20	W,E,P,M,D
Description			
A massive flowering tree that has pink/white/ Purple blossoms depending on the type of fruit it bears. These trees are said to be symbols of time and mystical in their properties. After the bloom falls it builds into a fruit some small red, others Yellow and some purple.			
Edible Parts			
The fruit of the tree is edible and sought as a delicious flavor. The flowers are also edible in moderation. They can also be used to process weak liquor (See wine in item rules for effect). The Wood is also said to burn the flowers sweet smell into food.			
Caution		Threat ID DC	20
A large dosage of the flower can cause illness DC 10 Fort vs. Sickness			
Other Uses		Other Use DC	35
The Flowers are widely sought for both their beauty and smell thus making a perfume or fine powder is often sought by those with great wealth. Also the Extract of the fruit is often used to make bitter medicine in the form of potions. (See Item Rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Fruit	150	Prof. Farming / Survival	30
Liquor	700	Cooking / Chemistry	30
Perfume	1000	Chemistry	40
Flower	500	Prof. Farming / Prof. Herbalist	10
Seed	50	Prof. Farming	40
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Chicory		25	E,M
Description			
This plant grows up to 1.8 meters tall. It has leaves clustered at the base of the stem and some leaves on the stem. The base leaves resemble those of the dandelion. The flowers are sky blue and stay open only on sunny days. Chicory has a milky juice.			
Edible Parts			
All parts are edible. Eat the young leaves as a salad or boil to eat as a vegetable. Cook the roots as a vegetable. For use as a coffee substitute, roast the roots until they are dark brown and then pulverize them.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	10	Prof. Herbalist / Prof. Farming	20
Coffee	100	Cooking	20

Name		Identify DC	Uses
Chestnut		20	E, W
Description			
The European chestnut is usually a large tree, up to 18 meters in height.			
Edible Parts			
Chestnuts are highly useful as survival food. Ripe nuts are usually picked in autumn, although unripe nuts picked while green may also be used for food. Perhaps the easiest way to prepare them is to roast the ripe nuts in embers. Cooked this way, they are quite tasty, and you can eat large quantities. Another way is to boil the kernels after removing the outer shell. After being boiled until fairly soft, you can mash the nuts like potatoes.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	30
Nuts	200	Prof. Farming / Survival	30

Name		Identify DC	Uses
Chili pepper		20	E,S,M
Description			
The fruit is eaten raw or cooked for its fiery hot flavor, concentrated along the top of the pod. The stem end of the pod has most of the glands that produce the capsaicin			
Edible Parts			
The Fruit can be eaten raw or cooked			
Other Uses	Other Use DC	25	
The capsaicin can be used as a medical to cure pain and also can be used to make a mace. (See Items Rules for uses in Potions)			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	50	Farming / Herbalist / Survival	10
Spice	100	Prof. Herbalist	20
Mace	2000	Chemistry	40
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Chufa		25	E, M
Description			
This very common plant has a triangular stem and glasslike leaves. It grows to a height of 20 to 60 centimeters. The mature plant has a soft fur like bloom that extends from a whorl of leaves. Tubers 1 to 2.5 centimeters in diameter grow at the ends of the roots.			
Edible Parts			
The tubers are edible raw, boiled, or baked. You can also grind them and use them as a coffee substitute.			
Products	Product Value	Skill to Harvest/Craft	DC
Reeds	50	Craft Item	10
Coffee	100	Cooking	20
Tuber	150	Survival	30

Name		Identify DC	Uses
Clove		15	S, M
Description			
The English name derives from Latin <i>calves</i> 'nail' as the buds vaguely resemble small irregular nails in shape.			
Other Uses		Other Use DC	30
Clove is used in place of tobacco for smoking			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist/ Survival	10
Tobacco	150	Craft Item	20
Four Leaf Clover	100	Prof. Herbalist / Search	50

Name		Identify DC	Uses
Cocoa Bean		25	E, W, D
Description			
A small tree with a Leathery Reddish yellow pod and broad dark green leaves.			
Edible Parts			
The plant is not edible but once the pods are fermented and cooked they become Cocoa powder which can be turned around and used to make Chocolate.			
Other Uses		Other Use DC	25
It is widely known that the chocolate has healing properties. The powder can be crafted into potions. (See Item Rules for Uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Bean	50	Prof. Farming	30
Cocoa Powder	100	Cooking	20
Chocolate	200	Cooking	40
Potion	N/A	Chemistry (See Item Rules)	N/A

Name	Identify DC	Uses	
Coconut	15	W, E, M, D	
Description			
This tree has a single, narrow, tall trunk with a cluster of very large leaves at the top. Each leaf may be over 6 meters long with over 100 pairs of leaflets.			
Edible Parts			
The nut is a valuable source of food. The milk of the young coconut is rich in sugar and vitamins and is an excellent source of liquid. The nut meat is also nutritious but is rich in oil. To preserve the meat, spread it in the sun until it is completely dry.			
Other Uses	Other Use DC	25	
Use coconut oil craft DC chemical to cook and to protect metal objects from corrosion. Also use the oil to treat saltwater sores, sunburn, and dry skin. Use the oil in improvised torches. Use the tree trunk as building material and the leaves as thatch. Hollow out the large stump for use as a food container. The coconut husks are good flotation devices and the husk's fibers are used to weave ropes and other items. Use the gauzelike fibers at the leaf bases as strainers or use them to weave a bug net or to make a pad to use on wounds. The husk makes a good abrasive. Dried husk fiber is an excellent tinder. A smoldering husk helps to repel mosquitoes. Smoke caused by dripping coconut oil in a fire also repels mosquitoes. To render coconut oil, put the coconut meat in the sun, heat it over a slow fire, or boil it in a pot of water. Coconuts washed out to sea are a good source of fresh liquid for the sea survivor. (For potion use see Item Rules)			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Coconut	100	Prof. Farming / Survival	30
Oil	50	Cooking	20
Potion	N/A	Chemistry (See Item Rules)	N/A
Fresh Water	50	Survival	30
Rope	100	Craft Items	20
Husk	5	Survival	10

Name	Identify DC	Uses	
Coffee Bean	25	W, E	
Description			
A Small Woody Tree with Pinkish to purple pods, and broad oval leaves.			
Edible Parts			
The pods are difficult and unadvised to eat until they are roasted to make a bean. The bean can then be grounded and processed into a cup of coffee			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	10
Coffee	100	Cooking	20
Bean	500	Prof. Farming	20

Name		Identify DC	Uses
Common jujube		20	E
Description			
The common jujube is either a deciduous tree growing to a height of 12 meters or a large shrub, depending upon where it grows and how much water is available for growth. Its branches are usually spiny. Its reddish-brown to yellowish-green fruit is oblong to ovoid, 3 centimeters or less in diameter, smooth, and sweet in flavor, but has rather dry pulp around a comparatively large stone. Its flowers are green.			
Edible Parts			
The pulp, crushed in water, makes a refreshing beverage. If time permits, you can dry the ripe fruit in the sun like dates. Its fruits are high in vitamins A and C.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Prof. Farming / Survival	20
Tea	100	Cooking	10

Name		Identify DC	Uses
Corn		15	E, M
Description			
A tall green stalk with large leafy pods holding a yellow seed covered cob.			
Edible Parts			
Eaten raw or cooked the Corn is a great source of many foods, It can be crushed into a powder Corn Meal, Or the seeds can be dried and rolled in oil to later be popped into popcorn.			
Other Uses		Other Use DC	25
The uses of the corn are practically endless but the main ones are it can be boiled down to a fuel source Ethanol and Also the seeds can be dried out then used as animal feed. The cob can also be used to craft items as well.			
Products	Product Value	Skill to Harvest/Craft	DC
Corn	150	Prof. Farming	20
Popcorn	200	Cooking	25
Meal	150	Cooking	30
Feed	100	Prof. Rancher / Prof. Farming	30
Ethanol	20,000	Chemistry	40
Materials	100	Craft Items	40

Name		Identify DC	Uses
Cotton		15	M
Description			
A small reedy plant that woody and bears a fine white material over hard pointy seeds.			
Other Uses		Other Use DC	20
The fine white material can be processed into yarn or string for sewing, The seed can be used as a sharp barb in sling shots or slings. Crushing the seeds produces a oil that can be used in cooking.			
Products	Product Value	Skill to Harvest/Craft	DC
Seeds	50	Prof. Farming	30
Cotton	50	Prof. Farming	30
Yarn	250	Craft Item	20
String	500	Craft Item	30
Oil	1000	Cooking	30

Name		Identify DC	Uses
Cowage		25	M, D, E, P
Description			
A vine like plant that grows about trees and other plants with pea like beans as its fruit.			
Edible Parts			
Boil and roast the peas to make a coffee like drink.			
Caution		Threat ID DC	40
Eating the beans raw are poisonous (DC 20 2d6 an hour for 1d12 hours)			
Other Uses		Other Use DC	40
As always the vine of the plant works as a rope replacement on its own but grinding the beans once roasted and boiled they can be made into a aphrodisiac or antidepressant. (See Item Rules for potion uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Bean	10	Prof. Farming / Survival	10
Coffee	100	Cooking	20
Potion	N/A	Chemistry (See Item Rules)	N/A
Vine	50	Craft Items	30

Name		Identify DC	Uses
Cranberry		20	D, E
Description			
This plant has tiny leaves arranged alternately. Its stem creeps along the ground. Its fruits are red berries.			
Edible Parts			
The berries are very tart when eaten raw. Cook in a small amount of water and add sugar, if available, to make a jelly /jam.			
Other Uses		Other Use DC	40
Cranberries may act as a diuretic. They are useful for treating urinary tract infections. Thus it is used in crafting potions, (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Prof. Farming / Survival	40
Jam/Jelly	100	Cooking	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Crowberry		25	E
Description			
This is a dwarf evergreen shrub with short needlelike leaves. It has small, shiny, black berries that remain on the bush throughout the winter.			
Edible Parts			
The fruits are edible fresh or can be dried for later use.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Farming/ Herbalist / Survival	25

Name		Identify DC	Uses
Cucumber		15	E
Description			
A Small Ground Vine with little yellow flowers and Small greenish gourds			
Edible Parts			
The gourds are eaten raw or pickled			
Other Uses		Other Use DC	30
Cucumbers are used in crafting of potions, (see Items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Prof. Farming / Survival	15
Pickles	200	Cooking	30
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Cuipo tree		20	W, M
Description			
This is a very dominant and easily detected tree because it extends above the other trees. Its height ranges from 45 to 60 meters. It has leaves only at the top and is bare 11 months out of the e clean end to your mouth or canteen and raise the other. The water from this tree tastes like potato water.			
Other Uses		Other Use DC	25
Use young saplings and the branches' inner bark to make rope.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	50
Rope	100	Craft Item	20

Name		Identify DC	Uses
Dandelion		10	M, E
Description			
Dandelion leaves have a jagged edge, grow close to the ground, and is seldom more than 20 centimeters long. Its flowers are bright yellow. There are several dandelion species			
Edible Parts			
All parts are edible. Eat the leaves raw or cooked. Boil the roots as a vegetable. Roots roasted and ground is a good coffee substitute. Dandelions are high in vitamins A and C and in calcium.			
Other Uses		Other Use DC	40
Use the white juice in the flower stems as glue.			
Products	Product Value	Skill to Harvest/Craft	DC
Flower	10	Prof. Herbalist / Survival	10
Glue	100	Chemistry	35

Name		Identify DC	Uses
Date palm		20	W, E, M
Description			
The date palm is a tall, un branched tree with a crown of huge, compound leaves. Its fruit is yellow when ripe.			
Edible Parts			
Its fruit is edible fresh but is very bitter if eaten before it is ripe. You can dry the fruits in the sun and preserve them for a long time.			
Other Uses		Other Use DC	20
The trunks provide valuable building material in desert regions where few other treelike plants are found. The leaves are durable and you can use them for thatching and as weaving material. The base of the leaves resembles coarse cloth that you can use for scrubbing and cleaning.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Fruit	150	Prof. Farmer / Survival	10
Leaves	10	Craft Item / Survival	20

Name		Identify DC	Uses
Daylily		20	E
Description			
This plant has unspotted, tawny blossoms that open for 1 day only. It has long, sword like, green basal leaves. Its root is a mass of swollen and elongated tubers.			
Edible Parts			
The young green leaves are edible raw or cooked. Tubers are also edible raw or cooked. You can eat its flowers raw, but they taste better cooked. You can also fry the flowers for storage.			
Products	Product Value	Skill to Harvest/Craft	DC
Tuber	150	Farming / Herbalist / Survival	20
Flower	50	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Death Cap		40	P
Description			
A large top with bright colors and a tall stalk			
Caution		Threat ID DC	40
Looking similar to many edible mushrooms it causes the liver to breakdown and be destroyed. It is one of the highly deadliest mushrooms in the world 3d8 a round for 2d20 rounds Resistance DC 25, Processing the poison has shown no real effect			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	100	Herbalist	40

Name		Identify DC	Uses
Death camas, death lily		25	P
Description			
This plant arises from a bulb and may be mistaken for an onion like plant. Its leaves are grass like. Its flowers are six-parted and the petals have a green, heart-shaped structure on them. The flowers grow on showy stalks above the leaves.			
Caution		Threat ID DC	35
The poison does 2d8 a round damage for 1d12 minutes Resistance DC 15, the poison in raw form does 1d8 damage a round for 1d6 minutes Resistance DC 15.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	10	Prof. Herbalist	20
Refined Poison	200	Chemistry	45

Name		Identify DC	Uses
Dill seed		25	E,S,D
Description			
It grows to 40–60 cm (16–24 in), with slender stems and alternate, finely divided, softly delicate leaves 10–20 cm (3.9–7.9 in) long			
Edible Parts			
The stems and leaves are edible raw or cooked.			
Other Uses		Other Use DC	40
Dill and Dill oil used to soothe the stomach after meals, so it's used in potion crafting (See Craft Items Rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Dill	50	Prof. Herbalist	15
Potion	N/A	Chemistry (See Item rules)	N/A

Name		Identify DC	Uses
Duchesnea or Indian strawberry		20	E
Description			
The duchesnea is a small plant that has runners and three-parted leaves. Its flowers are yellow and its fruit resembles a strawberry.			
Edible Parts			
Its fruit is edible. Eat it fresh.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Farmer /Herbalist /Survival	10

Name		Identify DC	Uses
Elderberry		20	E
Description			
Elderberry is a many-stemmed shrub with opposite, compound leaves. It grows to a height of 6 meters. Its flowers are fragrant, white, and borne in large flat-topped clusters up to 30 centimeters across. Its berrylike fruits are dark blue or black when ripe.			
Edible Parts			
The flowers and fruits are edible. You can make a drink by soaking the flower heads for 8 hours, discarding the flowers, and drinking the liquid.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	50	Prof. Farming / Survival	10
Wine	3000	Cooking (effects match Item Wine)	40
Jam/ Jelly	1000	Cooking	30

Name		Identify DC	Uses
False Morels		25	M,P
Description			
A large solitary mushroom with sponge like head.			
Caution		Threat ID DC	25
Eating the mushrooms raw can cause one to get sick doing 1d8 damage a round for 1d20 rounds. DC 15 Resistance			
Other Uses		Other Use DC	40
Processing the poison from the mushrooms creates a powerful Rocket fuel source.			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	100	Herbalist	20
Rocket Fuel	30,000	Chemistry	75

Name		Identify DC	Uses
Fireweed		20	E
Description			
This plant grows up to 1.8 meters tall. It has large, showy, pink flowers and lance shaped leaves. Its relative, the dwarf fireweed (<i>Epilobium latifolium</i>), grows 30 to 60 centimeters tall.			
Edible Parts			
The leaves, stems, and flowers are edible in the spring but become tough in summer. You can split open the stems of old plants and eat the pith raw.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	10	Survival / Prof. Herbalist	30

Name		Identify DC	Uses
Fishtail palm		20	W, E
Description			
Fishtail palms are large trees, at least 18 meters tall. Their leaves are unlike those of any other palm; the leaflets are irregular and toothed on the upper margins. All other palms have either fan-shaped or featherlike leaves. Its massive flowering shoot is borne at the top of the tree and hangs downward.			
Edible Parts			
The chief food in this palm is the starch stored in large quantities in its trunk. The juice from the fishtail palm is very nourishing and you have to drink it shortly after getting it from the palm flower shoot. Boil the juice down to get a rich sugar syrup. Use the same method as for the sugar palm to get the juice. The palm cabbage may be eaten raw or cooked.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	10
Sugar	200	Cooking	25
Juice	10	Cooking / Survival	10

Name		Identify DC	Uses
Foxtail grass		25	E
Description			
This weedy grass is readily recognized by the narrow, cylindrical head containing long hairs. Its grains are small, less than 6 millimeters long. The dense heads of grain often droop when ripe.			
Edible Parts			
The grains are edible raw but are very hard and sometimes bitter. Boiling removes some of the bitterness and makes them easier to eat.			
Products	Product Value	Skill to Harvest/Craft	DC
Grain	10	Prof. Farming /Cooking	20

Name		Identify DC	Uses
Fenugreek		25	D, S
Description			
A seedy clover like plant. Used both as a herb and a Spice (makes curry)			
Other Uses		Other Use DC	40
Can be to promote milk production in women and crafted into a natural hormone it also can be used to make a low cost maple syrup. The medical properties have this used in potion crafting (See item rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist / Survival	10
Syrup	150	Cooking	30
Potion	N/A	Chemistry (see item rules)	N/A

Name		Identify DC	Uses
Garlic		20	E, G, M, D
Description			
<i>Allium cernuum</i> is an example of the many species of garlic.			
Edible Parts			
The bulbs and young leaves are edible raw or cooked. Use in soup or to flavor meat.			
Other Uses		Other Use DC	25
Garlic juice works as an antibiotic on wounds. Due to this it's used in potions (see item rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Garlic	50	Farming/ Herbalist / Survival	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Goa bean		25	E
Description			
The Goa bean is a climbing plant that may cover small shrubs and trees. Its bean pods are 22 centimeters long, its leaves 15 centimeters long, and its flowers are bright blue. The mature pods are 4-angled, with jagged wings on the pods.			
Edible Parts			
You can eat the young pods like string beans. The mature seeds are a valuable source of protein after parching or roasting them over hot coals. You can germinate the seeds (as you can many kinds of beans) in damp moss and eat the resultant sprouts. The thickened roots are edible raw. They are slightly sweet, with the firmness of an apple. You can also eat the young leaves as a vegetable, raw or steamed.			
Products	Product Value	Skill to Harvest/Craft	DC
Beans	150	Herbalist / Farmer / Survival	20
Leaves	5	Prof. Herbalist / Survival	10

Name		Identify DC	Uses
Ginger		20	E,D
Description			
Ginger produces clusters of white and pink flower buds that bloom into yellow flowers			
Edible Parts			
The root is edible yet bitter in taste.			
Other Uses		Other Use DC	40
Ginger can help ease nausea from chemotherapy. Due to its medical use its used for crafting potions. (see item rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Potion	N/A	Chemistry (See Item Rules)	N/A
Root	200	Herbalist / Farmer / Survival	30

Name		Identify DC	Uses
Ginseng		25	D
Description			
also known as Ginnsuu in some regions of Asia, mainly China, is any one of eleven distinct species of slow-growing perennial plants with fleshy roots			
Other Uses		Other Use DC	45
Aids digestion, cures hepatitis C, lowers blood pressure, increases stamina. Due to its medical use its used to craft potions (see item rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Root	100	Herbalist / Farming / Survival	20
Potion	N/A	Chemistry (See item rules)	N/A

Name		Identify DC	Uses
Grape vine		20	E,M
Description			
The grape vine climbs with the aid of tendrils. Most grape vines produce deeply lobed leaves similar to the cultivated grape. Grapes grow in pyramidal; hangings bunch and are black-blue to amber, or white when ripe.			
Edible Parts			
The ripe grape is the portion eaten. Grapes are rich in natural sugars and, for this reason, are much sought after as a source of energy-giving wild food. None are poisonous.			
Other Uses		Other Use DC	40
You can obtain water from severed grape vine stems. Cut off the vine at the bottom and place the cut end in a container. Make a slant-wise cut into the vine about 1.8 meters upon the hanging part. This cut will allow water to flow from the bottom end. As water diminishes in volume, make additional cuts further down the vine. For wine see (Item Rules for the effects)			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Farming / Survival	30
Fresh Water	50	Survival	20
Wine	3000	Cooking / Chemistry (See items)	N/A

Name		Identify DC	Uses
Grapefruit		20	E,D,W
Description			
These evergreen trees are usually found at around 5–6 meters (16–20 ft) tall, although they can reach 13–15 meters (43–49 ft). The leaves are dark green, long (up to 150 mm, or 6 inches) and thin. It produces 5 cm (2 in) white four-petal flowers. The fruit is yellow-orange skinned and largely an sphere shaped fruit; it ranges in diameter from 10–15 cm. The flesh is segmented and acidic, varying in color depending on the cultivars, which include white, pink and red pulps of varying sweetness.			
Edible Parts			
The fruit is edible			
Other Uses		Other Use DC	20
The high content of Vitamin C in this fruit makes it a great source to be used in creating a vitamin to help fight off diseases. This sets this as an ingredient for potions for uses (See Item rules)			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	200	Prof. Farming / Survival	20
Wood	10	Prof. Lumberjack / Survival	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Green Bean		15	E
Description			
Short plants, growing to approximately two feet in height, without requiring supports. They generally reach maturity and produce all of their fruit in a relatively short period of time, then cease to produce. Gardeners may grow more than one crop of bush beans in a season.			
Edible Parts			
The Beans pods of the plant are edible cooked or even eaten raw			
Products	Product Value	Skill to Harvest/Craft	DC
Bean Pod	100	Prof. Farming / Survival	10
Seed	50	Prof. Farming	10

Name		Identify DC	Uses
Green Pepper		10	E
Description			
A small Vine-like plant with Large green fruit in the form of a bell			
Edible Parts			
The fruit is edible and often when its green its considered to be best eaten raw but can be cooked as well			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Farming / Survival	10
Seed	20	Prof. Farming	20

Name		Identify DC	Uses
Green seaweed		10	E,D
Description			
Most common type of seaweed in the world, often found washing ashore but can be found in tidal pools and calmer ocean waters. It contains high amounts of Iodine, Calcium, and Magnesium.			
Edible Parts			
The whole plant is edible as long as its boiled and/or baked.			
Other Uses		Other Use DC	35
Boiling the plant produces Iodine which can be used to clean and treat injuries, burning it to a powder creates a calcium powder also good for medical treatments of bone fractures. Due to its medical use it can be used to craft potions to see uses (See Item Rules) to get use listings.			
Products	Product Value	Skill to Harvest/Craft	DC
Seaweed	50	Fisherman / Survival /Farmer	30
Iodine	1500	Chemistry	20
Potion	500	Chemistry (See item rules)	N/A

Name		Identify DC	Uses
Hackberry		25	W,E
Description			
Hackberry trees have smooth, gray bark that often has corky warts or ridges. The tree may reach 39 meters in height. Hackberry trees have long-pointed leaves that grow in two rows. This tree bears small, round berries that can be eaten when they are ripe and fall from the tree. The wood of the hackberry is yellowish.			
Edible Parts			
Its berries are edible when they are ripe and fall from the tree.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	30
Fruit	150	Prof. Farmer / Survival	40

Name		Identify DC	Uses
Hazelnut or wild filbert		20	W,E
Description			
Hazelnuts grow on bushes 1.8 to 3.6 meters high. One species in Turkey and another in China are large trees. The nut itself grows in a very bristly husk that conspicuously contracts above the nut into a long neck. The different species vary in this respect as to size and shape.			
Edible Parts			
Hazelnuts ripen in the autumn when you can crack them open and eat the kernel. The dried nut is extremely delicious. The nut's high oil content makes it a good survival food. In the unripe stage, you can crack them open and eat the fresh kernel.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	150	Prof. Lumberjack/ Survival	10
Nuts	10	Prof. Farmer / Survival	20

Name		Identify DC	Uses
Hemlock, fool's parsley		40	P
Description			
This biennial herb may grow to 2.5 meters high. The smooth, hollow stem may or may not be purple or red striped or mottled. Its white flowers are small and grow in small groups that tend to form flat umbels. Its long, turnip like taproot is solid.			
Caution		Threat ID DC	40
This plant is very poisonous and even a very small amount may cause death. This plant is easy to confuse with wild carrot or Queen Anne's lace, especially in its first stage of growth. Wild carrot or Queen Anne's lace has hairy leaves and stems and smells like carrot. Poison hemlock does not. The poison in its raw form does 1d4 END damage for 1d6 minutes Resist DC 20. Refined the poison will do 1d6 END for 1d12 minutes Resistance DC 25.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	10	Prof. Herbalist / Survival	15
Refined Poison	200	Chemistry	40

Name		Identify DC	Uses
Hops		25	E,M
Description			
The female flowers (often called "cones") of <i>H. lupulus</i> are known as hops, and are used as a culinary flavoring and stabilizer, especially in the brewing of beer			
Edible Parts			
The hops can be ground up and becomes flour, or boiled to make Ale, Also can be used to make a sleep aid. For Ale and Beer (See Item Rules) for its effect and its use in potions.			
Products	Product Value	Skill to Harvest/Craft	DC
Grain	50	Prof. Farming / Cooking	10
Ale/Beer	300	Cooking / Chemistry (Item Rules)	N/A
Potion	N/A	Chemistry (See Items Rules)	

Name		Identify DC	Uses
Horseradish tree		20	W, E, S
Description			
This tree grows from 4.5 to 14 meters tall. Its leaves have a fernlike appearance. Its flowers and long, pendulous fruits grow on the ends of the branches. Its fruit (pod) looks like a giant bean. Its 25-to 60-centimeter-long pods are triangular in cross section, with strong ribs. Its roots have a pungent odor.			
Edible Parts			
The leaves are edible raw or cooked, depending on their hardness. Cut the young seedpods into short lengths and cook them like string beans or fry them. You can get oil for frying by boiling the young fruits of palms and skimming the oil off the surface of the water. You can eat the flowers as part of a salad. You can chew fresh, young seedpods to eat the pulpy and soft seeds. The roots may be ground as a substitute for seasoning similar to horseradish.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	15
Leaves	5	Survival	20
Pods	50	Prof. Herbalist / Survival	20
Horseradish	200	Cooking	30
Root	100	Prof. Herbalist / Survival	30
Flower	100	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Iceland moss		25	E, D
Description			
All parts of the Iceland moss are edible. During the winter or dry season, it is dry and crunchy but softens when soaked. Boil the moss to remove the bitterness. After boiling, eat by itself or add to milk or grains as a thickening agent, This moss grows only a few inches high. Its color may be gray, white, or even reddish.			
Edible Parts			
Dried plants store well.			
Other Uses		Other Use DC	40
The moss has a great resistance to cold temps making it good for potion use, (See item rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	10	Survival	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Indian potato or Eskimo potato		25	E
Description			
All Claytonia species are somewhat fleshy plants only a few centimeters tall, with showy flowers about 2.5 centimeters across.			
Edible Parts			
The tubers are edible but you should boil them before eating.			
Products	Product Value	Skill to Harvest/Craft	DC
Potato	150	Farming / Herbalist / Survival	25

Name		Identify DC	Uses
Indonesian Cinnamon		25	S, W
Description			
Is a small evergreen tree belonging to the family, the spice obtained from the tree's bark			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	10
Cinnamon	100	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Irish moss		15	E,D
Description			
A greenish, yellow and purple seaweed found through the tidal pools and calmer waters of the ocean, the plant carries strong amounts of Iodine and sulfur within its steams.			
Edible Parts			
The whole plant is edible once boiled or baked.			
Other Uses		Other Use DC	25
Boiling the plant can produce Iodine which can be used to clean and treat wounds. Burning it to ash can create a sulfur powder that can be used to create a chemical stink bomb or flash powder. Stink bomb does DC 15 Resistance vs sickness. Flash powder DC 15 Resistance vs Blindness.			
Products	Product Value	Skill to Harvest/Craft	DC
Seaweed	50	Survival / Fishing / Farming	20
Iodine	1500	Chemistry	40
Stink bomb	200	Chemistry	25
Flash Powder	500	Chemistry	35

Name		Identify DC	Uses
Ivy, Poison / Poison ivy and poison oak		25	P, D
Description			
These two plants are quite similar in appearance and will often crossbreed to make a hybrid. Both have alternate, compound leaves with three leaflets. The leaves of poison ivy are smooth or serrated. Poison oak's leaves are lobed and resemble oak leaves. Poison ivy grows as a vine along the ground or climbs by red feeder roots. Poison oak grows like a bush. The greenish white flowers are small and inconspicuous and are followed by waxy green berries that turn waxy white or yellow, then gray.			
Caution		Threat ID DC	25
All parts, at all times of the year, can cause serious contact dermatitis. Causes rash that does 1d4 damage a day for 1d6 days DC 20 Resistance. Itching Powder 1d12 damage for 1d12 hours DC 20 Resistance.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	10	Survival / Prof. Herbalist	30
Itching Powder	1000	Chemistry	45

Name		Identify DC	Uses
Jack-O-Lantern		25	P,D
Description			
A shelf like Mushroom found in clumps on trees. Bright Orange in color.			
Edible Parts			
Caution		Threat ID DC	25
While Not deadly the mushroom causes great pain and sickness. DC 20 Resistance vs. Illness			
Other Uses		Other Use DC	45
A very skilled Chemist can make a Strong Healing effect but it's very difficult to weed out the poison. Due to this the mushroom can be used in potions, (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	50	Prof. Herbalist	50
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Jasmine		20	S,M,E
Description			
Small shrubs or vines that grow olive like flowers			
Edible Parts			
The leaves are edible and used in spices.			
Other Uses		Other Use DC	20
Jasmine can be made in to a fine perfume that is well loved			
Products	Product Value	Skill to Harvest/Craft	DC
Spice	200	Prof. Herbalist / Pro. Farmer	10
Perfume	5000	Chemistry	40
Flower	50	Prof. Herbalist	20

Name		Identify DC	Uses
Juniper		25	W,E,M
Description			
Junipers, sometimes called cedars, are trees or shrubs with very small, scale like leaves densely crowded around the branches. Each leaf is less than 1.2 centimeters long. All species have a distinct aroma resembling the well-known cedar. The berrylike cones are usually blue and covered with a whitish wax.			
Edible Parts			
The berries and twigs are edible. Eat the berries raw or roast the seeds to use as a coffee substitute. Use dried and crushed berries as a seasoning for meat. Gather young twigs to make a tea.			
Other Uses		Other Use DC	20
Sap can be used as a Resin or glue			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	15
Fruit	150	Farmer / Herbalist / Survival	20
Tea	100	Cooking	10
Coffee	100	Cooking	25
Glue/Resin	100	Chemistry	20

Name		Identify DC	Uses
Kale, Spring Lettuce, Collards		20	E,D
Description			
Green or purple, in which the central leaves do not form a head. It is considered to be closer to wild cabbage than most domesticated forms			
Edible Parts			
The entire leaf is edible raw or cooked it is mainly eaten cooked			
Other Uses		Other Use DC	40
The vitamins in this plant while not useful on its own can be used to help potions out, (See Items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	100	Prof. Farming / Survival	20
Potion	N/A	Chemistry (see item rules)	N/A

Name		Identify DC	Uses
Kelp		15	E,D
Description			
A large seaweed found in vast areas of ocean.			
Edible Parts			
The whole plant is edible once boiled			
Other Uses		Other Use DC	25
Once the plant is burned to ash the ash is the chemical Sodium Carbonate Which has many medical uses, (see item rules for uses in potions)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Fishing / Survival / Farming	30
Potion	N/A	Chemistry	N/A

Name		Identify DC	Uses
Lavender		20	S,E,M,D
Description			
are a genus of 39 species of flowering plants in the mint family known for their purple flowers			
Edible Parts			
The plant is edible but is more used for a spice for flavoring			
Other Uses		Other Use DC	25
Lavender is used for its smell as a perfume, but also is used as a drug for medical use, for that reason it can be used in potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Flower	50	Herbalist /Farmer/ Survival	10
Perfume	5000	Chemistry	40
Potion	N/A	Chemistry (see item rules)	N/A

Name		Identify DC	Uses
Lemon		20	E,W,D,M
Description			
a small evergreen tree native to Asia, and the tree's oval yellow fruit.			
Edible Parts			
The fruit of the plant is edible all be it very bitter. It can be made into candy served to flavor foods even made into fruit juice.			
Other Uses		Other Use DC	20
Healing properties of the lemon juice can cure sores and wounds The Strong vitamin content can be used to make Vitamins. The Juice can be made into a simple weak acid spray that deters bugs that does 2d10 to Insects of END per use. Lastly the Juice holds strong germ cleansing properties Granting a +30 profession maid skill. For the healing properties (see item rules) for uses.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	10
Fruit	150	Prof. Farmer / Survival	15
Potion	N/A	Chemistry (See Item Rules)	N/A
Insecticide	500	Chemistry	25
Cleaning Solution	300	Chemistry / Prof. Maid	20
Seeds	50	Prof. Farming	30

Name		Identify DC	Uses
Lemongrass		25	S,E,D
Description			
A bushy patch of citrus flavored grass			
Edible Parts			
The whole plant is edible.			
Other Uses		Other Use DC	25
Lemongrass has strong healing properties and can be used as Medicine, its used in potions (see item rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Grass	50	Prof. Herbalist / Survival	50
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Lettuce		20	E
Description			
a temperate annual or biennial plant of the daisy family. It is most often grown as a leaf vegetable.			
Edible Parts			
The plant is fully edible raw and is often eaten that way.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	100	Prof. Farmer	10

Name		Identify DC	Uses
Licorice, Liquorice		25	S,E,D
Description			
A small fern like plant with pods			
Edible Parts			
The pods are edible			
Other Uses		Other Use DC	25
As well as a spice, Licorice has been use through out time as a healing plant for coughs and soars, due to this they are a useful ingredient in potions, (See Item Rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Pods	50	Farming / Herbalist/ Survivor	10
Plant	100	Prof. Farming /Prof. Herbalist	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Lime		20	W,E,M
Description			
a small evergreen tree native to Asia, and the tree's oval green fruit.			
Edible Parts			
The fruit is edible raw and can be made into candy, flavoring or even a fruity drink			
Other Uses		Other Use DC	20
Unlike its cousin Lemons Limes only have one extra use and that's the juice makes a fine perfume			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	10
Fruit	150	Prof. Farming / Survival	20
Perfume	2000	Chemistry	35

Name		Identify DC	Uses
Lotus		20	E, M
Description			
There are two species of lotus: one has yellow flowers and the other pink flowers. The flowers are large and showy. The leaves, which may float on or rise above the surface of the water, often reach 1.5 meters in radius. The fruit has a distinctive flattened shape and contains up to 20 hard seeds.			
Edible Parts			
All parts of the plant are edible raw or cooked. The underwater parts contain large quantities of starch. Dig the fleshy portions from the mud and bake or boil them. Boil the young leaves and eat them as a vegetable. The seeds have a pleasant flavor and are nutritious. Eat them raw, or parch and grind them into flour.			
Other Uses		Other Use DC	20
Lotus can be used to make perfume.			
Products	Product Value	Skill to Harvest/Craft	DC
Flower	50	Prof. Herbalist / Survivor	20
Rare Color	+250	N/A	N/A
Flour	100	Cooking	25
Perfume	5000	Chemistry	40

Name		Identify DC	Uses
Lantana		25	P
Description			
Lantana is a shrub-like plant that may grow up to 45 centimeters high. It has opposite, round leaves and flowers borne in flat-topped clusters. The flower color (which varies in different areas) may be white, yellow, orange, pink, or red. It has a dark blue or black berrylike fruit. A distinctive feature of all parts of this plant is its strong scent.			
Edible Parts			
Caution		Threat ID DC	40
All parts of this plant are poisonous if eaten and can be fatal. This plant causes dermatitis in some individuals. Raw Poison does 1d6 END damage a round for 1d4 rounds Resistance DC 15, Refined the poison does 1d12 End damage a round for 1d6 rounds Resistance DC 20			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	5	Prof. Herbalist	10
Refined Poison	200	Chemistry	40

Name		Identify DC	Uses
Laver		20	E, D
Description			
A seaweed that has great values in the form of Iodine and Iron. Most commonly known as Japanese Nori. It's a great source of vitamins needed and lays easily in tidal pools and calm ocean watery areas.			
Edible Parts			
The whole plant is edible once it has been boiled or baked.			
Other Uses		Other Use DC	20
Boiling the plant can produce a medically used version of Iodine that can be used to clean wounds and treat infection. The product can be used in crafting potions. (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Seaweed	10	Fishing / Farming / Survival	30
Iodine	30	Chemistry	40
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Manchineel		40	P,W
Description			
Manchineel is a tree reaching up to 15 meters high with alternate, shiny green leaves and spikes of small greenish flowers. Its fruits are green or greenish-yellow when ripe.			
Caution		Threat ID DC	45
This tree is extremely toxic. It causes severe dermatitis in most individuals after only .5 hour. Even water dripping from the leaves may cause dermatitis. The smoke from burning it irritates the eyes. No part of this plant should be considered a food. Poison Liquid Resistance Dc 20 and does 2d8 damage a minute for 1d20 minutes, Poison Gas grants Blindness and does 3d8 damage a round for 1d12 rounds DC 20 Resistance			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack	50
Poison Gas	2000	Chemistry	60
Poison Liquid	1000	Chemistry	40

Name		Identify DC	Uses
Mango		20	W, E
Description			
This tree may reach 30 meters in height. It has alternate, simple, shiny, dark green leaves. Its flowers are small and inconspicuous. Its fruits have a large single seed. There are many cultivated varieties of mango. Some have red flesh, others yellow or orange, often with many fibers and a kerosene taste.			
Edible Parts			
The fruits area nutritious food source. The unripe fruit can be peeled and its flesh eaten by shredding it and eating it like a salad. The ripe fruit can be peeled and eaten raw. Roasted seed kernels are edible.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	30
Fruit	100	Prof. Farming / Survival	30

Name		Identify DC	Uses
Manioc		20	E, M
Description			
Manioc is a perennial shrubby plant, 1 to 3 meters tall, with jointed stems and deep green, fingerlike leaves. It has large, fleshy rootstocks.			
Edible Parts			
The rootstocks are full of starch and high in food value. Two kinds of manioc are known: bitter and sweet. Both are edible. The bitter type contains poisonous hydrocyanic acid. To prepare manioc, first grind the fresh manioc root into a pulp, then cook it for at least 1 hour to remove the bitter poison from the roots. Then flatten the pulp into cakes and bake as bread. Manioc cakes or flour will keep almost indefinitely if protected against insects and dampness. Wrap them in banana leaves for protection.			
Products	Product Value	Skill to Harvest/Craft	DC
Root	50	Prof. Herbalist / Survival	40
Flour	100	Cooking	25

Name		Identify DC	Uses
Marsh marigold		20	E
Description			
This plant has rounded, dark green leaves arising from a short stem. It has bright yellow flowers.			
Edible Parts			
All parts are edible if boiled.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	10	Prof. Herbalist / Survival	10
Flower	50	Prof. Herbalist / Survival	10

Name		Identify DC	Uses
Morels		20	E,M
Description			
A large solitary mushroom with sponge like head.			
Edible Parts			
The whole plant is edible but must be cooked			
Caution	Threat ID DC	25	
Eating the mushrooms raw can cause one to get sick doing 1d8 damage a round for 1d20 rounds. Cooking the mushroom destroys the poison DC 15 Resistance to avoid effects.			
Other Uses	Other Use DC	40	
Processing the poison from the mushrooms creates a powerful Rocket fuel source.			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	100	Prof. Herbalist / Survival	10
Rocket Fuel	30,000	Chemistry	75

Name		Identify DC	Uses
Mulberry		20	E,M,P,D
Description			
This tree has alternate, simple, often lobed leaves with rough surfaces. Its fruits are blue or black and many seeded.			
Edible Parts			
The fruit is edible raw or cooked. It can be dried for eating later.			
Caution	Threat ID DC	40	
When eaten in quantity, mulberry fruit acts as a laxative. Green, unripe fruit can be hallucinogenic and cause extreme nausea and cramps. DC 15 Will vs. Illusions for 1d6 hours The properties can be refined to make a poison that does DC20 Will vs Illusions for 1d10 hours.			
Other Uses	Other Use DC	25	
You can shred the inner bark of the tree and use it to make twine or cord.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Herbalist / Farmer/ Survival	20
Twine	100	Craft Item	20
Illusion Poison	2000	Chemistry	40

Name		Identify DC	Uses
Mushtake		40	E
Description			
A long stemmed Mushroom with a tall brown cap			
Edible Parts			
This highly prized mushroom is a rare treat to many and can rarely be found through out the world. It has the taste of the highest quality truffles.			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	50,000	Herbalist / Farming / Survival	30

Name		Identify DC	Uses
Mustard		25	E,M,S
Description			
A tall yellow flowering plant with many flowers on a stem			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	25
On top of making Mustard spice, it also can be used to make Mustard Gas a deadly Chemical Gas (See Item Rules for effect and use)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	100	Herbalist/ Farmer / Survival	20
Mustard	150	Cooking (crit. failure makes gas)	40
Mustard Gas	2500	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Nettle		20	E, M
Description			
These plants grow several feet high. They have small, inconspicuous flowers. Fine, hairline bristles cover the stems, leafstalks, and undersides of leaves. The bristles cause a stinging sensation when they touch the skin.			
Edible Parts			
Young shoots and leaves are edible. Boiling the plant for 10 to 15 minutes destroys the stinging element of the bristles. This plant is very nutritious.			
Other Uses		Other Use DC	20
Mature stems have a fibrous layer that you can divide into individual fibers and use to weave string or twine.			
Products	Product Value	Skill to Harvest/Craft	DC
Shoots	50	Prof. Herbalist / Survival	30
Twine	100	Craft Item	20

Name		Identify DC	Uses
Nipa palm		20	E, M
Description			
This palm has a short, mainly underground trunk and very large, erect leaves up to 6 meters tall. The leaves are divided into leaflets. A flowering head forms on a short erect stem that rises among the palm leaves. The fruiting (seed) head is dark brown and may be 30 centimeters in diameter.			
Edible Parts			
The young flower stalk and the seeds provide a good source of water and food. Cut the flower stalk and collect the juice. The juice is rich in sugar. The seeds are hard but edible.			
Other Uses		Other Use DC	20
The leaves are excellent as thatch and coarse weaving material.			
Products	Product Value	Skill to Harvest/Craft	DC
Leaves	10	Craft Items	10
Seed	50	Herbalist / Farming / Survival	20
Juice	100	Survival	30

Name		Identify DC	Uses
Nutmeg		25	E,S,D,W
Description			
A small tree with a egg like nut and small white flowers			
Edible Parts			
The nut is edible but commonly used as a spice.			
Other Uses		Other Use DC	25
On top as a Spice Nutmeg can be made into a drug that causes dizziness, and nausea. DC 15 Resistance DC, causes Dazed effect for 1d8 rounds			
Products	Product Value	Skill to Harvest/Craft	DC
Nut	150	Prof. Herbalist/ Survival	15
Wood	10	Prof. Lumberjack / Survival	10
Drug	1500	Chemistry	40

Name		Identify DC	Uses
Oak		15	W, E, M
Description			
Oak trees have alternate leaves and acorn fruits. There are two main groups of oaks: red and white. The red oak group has leaves with bristles and smooth bark in the upper part of the tree. Red oak acorns take 2 years to mature. The white oak group has leaves without bristles and a rough bark in the upper portion of the tree. White oak acorns mature in 1 year.			
Edible Parts			
All parts are edible, but often contain large quantities of bitter substances. White oak acorns usually have a better flavor than red oak acorns. Gather and shell the acorns. Soak red oak acorns in water for 1 to 2 days to remove the bitter substance. You can speed up this process by putting wood ashes in the water in which you soak the acorns. Boil the acorns or grind them into flour and use the flour for baking. You can use acorns that you baked until very dark as a coffee substitute			
Other Uses		Other Use DC	40
Oak bark soaked in water produces a tanning solution used to preserve leather.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	30
Nut	100	Prof Herbalist / Survival	20
Persevere	500	Craft Item	30
Coffee	100	Cooking	30

Name		Identify DC	Uses
Oats		15	E,M
Description			
A simple long grass with individual seeds held together by a thin strand.			
Edible Parts			
The seeds are edible raw but can be processed into flour, brand, even cooked in to a fine mush.			
Other Uses		Other Use DC	15
The plant in all make a good animal feed			
Products	Product Value	Skill to Harvest/Craft	DC
Grain	50	Prof. Farming / Survival	10
Flour	100	Cooking	15
Seed	50	Prof. Farming	15
Feed	100	Prof. Farming / Prof. Rancher	20

Name		Identify DC	Uses
Oleander		25	W,P
Description			
This shrub or small tree grows to about 9 meters, with alternate, very straight, dark green leaves. Its flowers may be white, yellow, red, pink, or intermediate colors. Its fruit is a brown, pod like structure with many small seeds.			
Edible Parts			
Caution		Threat ID DC	40
All parts of the plant are very poisonous. Do not use the wood for cooking; it gives off poisonous fumes that can poison food. Eating does 1d3 END damage a round for 1d4 rounds, Burning wood 1d4 END damage a round for 1d8 rounds DC resistance 15 on both. Refining the poison gains access to poison Gas, 1d8 END damage a round for 1d12 rounds Resistance DC 25, Or liquid does 1d6 End a round in damage for 1d8 rounds, Resistance Dc 20			
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC
Leaves	50	Prof. Herbalist	20
Wood	10	Prof. Lumberjack / Survival	10
Liquid Poison	1500	Chemistry	35
Poison Gas	2000	Chemistry	45

Name		Identify DC	Uses
Olive		20	W,E,D,M
Description			
A small bushy tree with small long almost grass like leaves and little green fruits.			
Edible Parts			
While the Leaves and Oil form the tree are edible and can be used in cooking the fruits are the most edible parts. They are eaten raw or fermented to flavor.			
Other Uses		Other Use DC	20
The leaves hold some healing properties when boiled into a tea, due to its healing properties, it is used to form potions (see item rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Farmer/ Survival	20
Pit	50	Prof. Farmer	30
Oil	1000	Cooking	30
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Onion		20	E, G, M, D
Description			
<i>Allium cernuum</i> is an example of the many species of onions			
Edible Parts			
The bulbs and young leaves are edible raw or cooked. Use in soup or to flavor meat.			
Other Uses		Other Use DC	25
Eating large quantities of onions will give your body an odor that will help to repel insects. Insecticide does 2d6 End Damage per use on insects.			
Products	Product Value	Skill to Harvest/Craft	DC
Onion	50	Farming / Herbalist / Survival	15
Bulb	50	Prof. Farming	10
Insecticide	100	Chemistry	30

Name		Identify DC	Uses
Orach			E
Description			
This plant is vine like in growth and has arrowhead-shaped, alternate leaves up to 5 centimeters long. Young leaves maybe silver-colored. Its flowers and fruits are small and inconspicuous.			
Edible Parts			
The entire plant is edible raw or boiled.			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Orange		15	E,W,D,M
Description			
An evergreen flowering tree generally growing to 9–10 m in height (although very old specimens have reached 15 m). The leaves are arranged alternately, are ovate in shape with crenulated margins and are 4–10 cm long. It bears a orange colored fruit, a type of berry.			
Edible Parts			
The fruit is edible and can be use in a massive amount of ways from raw to seasoning, to making sweets and juice.			
Other Uses		Other Use DC	20
The Flower can be used to make Perfume, the Peel A fine Wax, The juice can be made into a Cleaning Solution which grants +30 to Profession Maid skill. Also a powerful Vitamin to fight off disease and other chemicals for health that is used in potions. (See Items Rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumber / Survival	10
Fruit	150	Prof. Farming / Survival	15
Juice	200	Cooking	10
Perfume	2000	Chemistry	35
Marmalade / Jelly	1000	Cooking	25
Wax	1000	Craft Item	35
Cleaning Solution	500	Chemistry / Pro. Maid	30
Flower	500	Prof. Herbalist	10
Potion	N/A	Chemistry (see item rules)	N/A

Name		Identify DC	Uses
Oregano		20	S
Description			
A small Clover like flowering plant			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist / Prof. Farmer	10

Name		Identify DC	Uses
Palmetto palm		20	W, E, M
Description			
The palmetto palm is a tall, un branched tree with persistent leaf bases on most of the trunk. The leaves are large, simple, and palmate lobed. Its fruits are dark blue or black with a hard seed.			
Edible Parts			
The fruits are edible raw. The hard seeds may be ground into flour. The heart of the palm is a nutritious food source at any time. Cut off the top of the tree to obtain the palm heart.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Fruit	150	Prof. Farming / Survival	20
Seeds	5	Prof. Farming	30
Flour	100	Cooking	20

Name		Identify DC	Uses
Pangi		25	W,P
Description			
This tree, with heart-shaped leaves in spirals, reaches a height of 18 meters. Its flowers grow in spikes and are green in color. Its large, brownish, pear-shaped fruits grow in clusters.			
Edible Parts			
Caution		Threat ID DC	25
All parts are poisonous, especially the fruit. In the Raw Poison Does DC 15 Resistance 1d8 END a minute for 1d20 Minutes. Processed it does DC 20 Resistance 1d10 END a minute for 1d12 Minutes.			
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumber / Survival	30
Fruit	10	Prof. Herbalist	20
Refined Poison	500	Chemistry	35

Name		Identify DC	Uses
Papaya or pawpaw		20	E,M
Description			
The papaya is a small tree 1.8 to 6 meters tall, with a soft, hollow trunk. When cut, the entire plant exudes a milky juice. The trunk is rough and the leaves are crowded at the trunk's apex. The fruit grows directly from the trunk, among and below the leaves. The fruit is green before ripening. When ripe, it turns yellow or remains greenish with a squash like appearance.			
Edible Parts			
The ripe fruit is high in vitamin C. Eat it raw or cook it like squash. Place green fruit in the sun to make it ripen quickly. Cook the young papaya leaves, flowers, and stems carefully, changing the water as for taro.			
Caution		Threat ID DC	35
Be careful not to get the milky sap from the unripe fruit into your eyes. It will cause intense pain and temporary--sometimes even permanent--blindness. Spray does DC 20 Resistance vs Blindness for 1d12 hours, results of a 1 on the save could have blindness become more permanent.			
Other Uses		Other Use DC	40
Use the milky juice of the unripe fruit to tenderize tough meat. Rub the juice on the meat.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Prof. Farmer/ Survival	10
Juice	100	Cooking	30
Blinding Spray	500	Chemistry	40

Name		Identify DC	Uses
Parsley		20	S
Description			
a stalky leafy green plant			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Pea		20	E,M
Description			
A small Vine like plant that is all green with broad leaves and a pod like bean for fruit.			
Edible Parts			
While the shoots can be eaten the seeds inside are the main dish of this plant eaten dried, or cooked it's a handy plant for adding flavor to meals.			
Other Uses		Other Use DC	40
A skilled Craftsman can process the pods chemical makeup into a new and durable material similar to glass yet less likely to shatter.			
Products	Product Value	Skill to Harvest/Craft	DC
Pod	100	Prof. Farming / Survival	10
Plant	50	Prof. Framing	10
Plastic	5,000,000	Chemistry	65

Name		Identify DC	Uses
Peach		20	E,W,M
Description			
A large tree The leaves are lanceolate, 7–16 cm (2.8–6.3 in) long, 2–3 cm (0.79–1.2 in) broad, pinnately veined. The flowers are produced in early spring before the leaves; they are solitary or paired, 2.5–3 cm diameter, pink, with five petals. The fruit has yellow or whitish flesh, a delicate aroma, and a skin that is either velvety or smooth			
Edible Parts			
The fruit of the tree is edible and can be used to season other foods or make a fruit juice with it.			
Other Uses		Other Use DC	25
The Flower of the tree can be used to make a fine perfume			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Fruit	150	Prof. Farming / Survival	20
Pit	50	Prof. Farming	30
Perfume	2000	Chemistry	35

Name		Identify DC	Uses
Peanut		20	E,M
Description			
A small green like plant low to the ground with yellow flowers a four broad leaves to a stem reaching into the ground.			
Edible Parts			
The roots are a bean grown underground sought for its high protean. The seeds in the pod are the only truly edible parts that can be eaten raw, Salted or flavored, Boiled or even processed into other means The Nuts produce a small amount of oil that can be extracted and used as a fuel source.			
Products	Product Value	Skill to Harvest/Craft	DC
Nuts	100	Herbalist / Farming / Survival	20
Plant	50	Prof. Farming	10
Peanut Butter	500	Cooking	25
Flour	250	Cooking	20
Oil	1000	Cooking	40

Name		Identify DC	Uses
Pear		20	E,W,M
Description			
They are medium sized trees, reaching 10–17 m tall, often with a tall, narrow crown; a few species are shrubby. The leaves are alternately arranged, simple, 2–12 cm long, glossy green on some species, densely silvery-hairy in some others; leaf shape varies from broad oval to narrow lanceolate. The wood from this tree is highly sought in crafting musical instruments increasing its value.			
Edible Parts			
The Fruit is edible raw and can be used to season other foods or be made into a juice.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	200	Prof. Lumberjack	50
Fruit	150	Prof. Farming / Survival	20
Seeds	50	Prof. Farming	30

Name		Identify DC	Uses
Peppermint		25	E, S, D
Description			
A small Green jagged edged leafed plant			
Edible Parts			
The whole plant is edible			
Other Uses		Other Use DC	30
This plant has medical properties and is used in the crafting of potions. (See Item Rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist / Survival	15
Spice	100	Prof. Herbalist / Cooking	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Persimmon		20	E, W, M, P
Description			
These trees have alternate, dark green, elliptic leaves with entire margins. The flowers are inconspicuous. The fruits are orange, have a sticky consistency, and have several seeds.			
Edible Parts			
The leaves are a good source of vitamin C. The fruits are edible raw or baked. To make tea, dry the leaves and soak them in hot water. You can eat the roasted seeds.			
Caution		Threat ID DC	40
Be careful not to get the milky sap from the unripe fruit into your eyes. It will cause intense pain and temporary--sometimes even permanent—blindness DC 15 Resistance Blindness, Refined poison does DC 20 Resistance vs Blindness (the result of a critical failure it can become permanent)			
Products	Product Value	Skill to Harvest/Craft	DC
Leaves	50	Prof. Herbalist / Survival	10
Tea	100	Cooking	20
Refined Poison	1500	Chemistry	35
Sap	50	Survival	40
Wood	10	Prof. Lumberjack/ Survival	20

Name		Identify DC	Uses
Physic nut		25	P
Description			
This shrub or small tree has large, 3- to 5-parted alternate leaves. It has small, greenish-yellow flowers and its yellow, apple-sized fruits contain three large seeds.			
Caution		Threat ID DC	25
The seeds taste sweet but their oil is violently purgative. All parts of the physic nut are poisonous. In the Raw does 1d4 END per hour for 1d6 hours DC 15 Resistance, processed does 1d8 END an hour for 1d12 hours DC 20 Resistance			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	50	Survival	20
Processed poison	200	Chemistry	40

Name		Identify DC	Uses
Pincushion cactus		20	E
Description			
Members of this cactus group are round, short, barrel-shaped, and without leaves. Sharp spines cover the entire plant.			
Edible Parts			
They are a good source of water in the desert.			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC
Fresh Water	50	Survival	30

Name		Identify DC	Uses
Pine		20	E, W, M
Description			
Pine trees are easily recognized by their needlelike leaves grouped in bundles. Each bundle may contain one to five needles, the number varying among species. The tree's odor and sticky sap provide a simple way to distinguish pines from similar looking trees with needlelike leaves.			
Edible Parts			
The seeds of all species are edible. You can collect the young male cones, which grow only in the spring, as a survival food. Boil or bake the young cones. The bark of young twigs is edible. Peel off the bark of thin twigs. You can chew the juicy inner bark; it is rich in sugar and vitamins. Eat the seeds raw or cooked. Green pine needle tea is high in vitamin C.			
Other Uses		Other Use DC	40
Use the resin to waterproof articles. Also use it as glue. Collect the resin from the tree. If there is not enough resin on the tree, cut a notch in the bark so more sap will seep out. Put the resin in a container and heat it. The hot resin is your glue. Use it as is or add a small amount of ash dust to strengthen it. Use it immediately. You can use hardened pine resin as an emergency dental filling.			
Products	Product Value	Skill to Harvest/Craft	DC
Needles	10	Prof. Herbalist/ Survival	30
Cones	30	Survival	10
Wood	10	Prof. Lumberjack / Survival	30
Resin	1500	Craft Item	40

Name		Identify DC	Uses
Pineapple		20	E,D
Description			
a herbaceous short-lived perennial plant which grows to 1.0 to 1.5 meters (3.3 to 4.9 ft) tall. After the first fruit is produced, side shoots are produced in the leaf axils of the main stem. These may be removed for propagation, or left to produce additional fruits on the original plant.			
Edible Parts			
The woody stalk part of the plant is edible once cut into the sweet inside is revealed. It can be eaten raw used as seasoning in cooking, cooked or even made in a juice drink.			
Other Uses		Other Use DC	40
The root and fruit can be ground into a simple healing solution, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	200	Prof. Farming / Survival	40
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Plantain, broad and narrow leaf		20	E, D
Description			
The broad leaf plantain has leaves over 2.5 centimeters across that grow close to the ground. The flowers are on a spike that rises from the middle of the cluster of leaves. The narrow leaf plantain has leaves up to 12 centimeters long and 2.5 centimeters wide, covered with hairs. The leaves form a rosette. The flowers are small and inconspicuous.			
Edible Parts			
The young tender leaves are edible raw. Older leaves should be cooked. Seeds are edible raw or roasted.			
Caution		Threat ID DC	
Other Uses		Other Use DC	40
To relieve pain from wounds and sores, wash and soak the entire plant for a short time and apply it to the injured area. To treat diarrhea, drink tea made from 28 grams (1 ounce) of the plant leaves boiled in 0.5 liter of water. The seeds and seed husks act as laxatives, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Leaves	10	Prof. Farming / Survival	30
Potion	N/A	Chemistry (see item rules)	N/A

Name		Identify DC	Uses
Pokeweed		25	E,D,M,P
Description			
This plant may grow as high as 3 meters. Its leaves are elliptic and up to 1 meter in length. It produces many large clusters of purple fruits in late spring.			
Edible Parts			
The young leaves and stems are edible cooked. Boil them twice, discarding the water from the first boiling. The fruits are edible if cooked.			
Caution		Threat ID DC	45
All parts of this plant are poisonous if eaten raw. Never eat the underground portions of the plant as these contain the highest concentrations of the poisons. Do not eat any plant over 25 centimeters tall or when red is showing in the plant. In the raw the poison does 1d4 END a round for 1d6 rounds DC 10 Resistance, Refined Poison does 1d6 END a round for 1d8 rounds DC 15 Resistance.			
Other Uses		Other Use DC	45
The juice of the berries is used in dye and also used in some medicine, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	50	Prof. Herbalist / Survival	50
Dye	100	Craft Item	100
Potion	N/A	Chemistry	N/A
Poison	1500	Chemistry	1500

Name		Identify DC	Uses
Poppy		25	E, D
Description			
A large red to white tulip like flower			
Edible Parts			
Seeds are edible			
Other Uses		Other Use DC	25
Opium and Morphine are made from the refined and modified sap is used for pain control in terminal patients. Dried sap was used as a traditional medicine until the 19th century. Poppy seeds Helps sleeping/relieves pain (see Item Rules for effects)			
Products	Product Value	Skill to Harvest/Craft	DC
Flower	50	Farmer/ Herbalist / Survival	10
Seeds	50	Prof. Farmer	10
Morphine	50,000	Chemistry (see item rules)	N/A
Opium	10,000	Chemistry (see item rules)	N/A

Name		Identify DC	Uses
Potato		20	E
Description			
A small Bushy plant with several flowers in colors of white, yellow, pink and so on. The root is wide and sticks slightly out of the ground.			
Edible Parts			
The potato is only edible cooked, in the raw it is toxic (Fort Save 15 DC vs. Sickness) it can cooked a variety of ways and also be used to produce a strong alcoholic beverage Vodka (see item rules for effect and crafting of Vodka)			
Products	Product Value	Skill to Harvest/Craft	DC
Potato	150	Prof. Farmer / Survival	20
Vodka	2000	Cooking / Chemistry (See Items)	N/A

Name		Identify DC	Uses
Prickly pear cactus		20	E, D
Description			
This cactus has flat, pad-like stems that are green. Many round, furry dots that contain sharp-pointed hairs cover these stems.			
Edible Parts			
All parts of the plant are edible. Peel the fruits and eat them fresh or crush them to prepare a refreshing drink. Avoid the tiny, pointed hairs. Roast the seeds and grind them to a flour.			
Caution		Threat ID DC	
Other Uses		Other Use DC	25
The pad is a good source of water. Peel it carefully to remove all sharp hairs before putting it in your mouth. You can also use the pads to promote healing. Split them and apply the pulp to wounds. Pads do 1d8 healing.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Herbalist / Survival	
Pads	1000	Survival / Medical	

Name		Identify DC	Uses
Psilocybin		25	D, P
Description			
A Small and thin stemmed brown mushroom			
Caution	Threat ID DC	40	
this mushroom causes hallucinations DC 15 Will vs. Illusions for 1d4 hours			
Other Uses	Other Use DC	40	
Used by some to create powerful Hallucinate drugs (see item rules for effect and crafting). It also has been used in Medicine to heal deadly injuries. due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	100	Prof. Herbalist / Survival	20
Drug	5000	Chemistry (See Item Rules)	N/A
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Puffball		20	E
Description			
A round topped to puff shaped Mushroom type in a variety of colors and shapes.			
Edible Parts			
All parts are edible.			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	100	Farming / Herbalist / Survival	20

Name		Identify DC	Uses
Pumpkin		15	E, M
Description			
A large ground vine with yellow flowers and broad five prong leaves, and large green to orange colored fruit.			
Edible Parts			
All parts of the pumpkin is edible given its prepared correctly. Seeds and the rind need to be cooked while the shell can be eaten raw or cooked. The pumpkin is high in vitamins and can even be made into a juice.			
Other Uses	Other Use DC	20	
While decorating fresh pumpkin shells into lanterns are a cheap way to make a hooded lantern or jack o lantern the whole un used pumpkin is also looked at in times as a alternate source of ammo for catapults. The plants vine is also useful as a rope.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	200	Prof. Farming / Survival	20
Lantern	50	Craft Item	15
Rope	100	Craft Item	20
Seeds	50	Cooking / Prof. Farming	20

Name		Identify DC	Uses
Purslane		25	E, M
Description			
This plant grows close to the ground. It is seldom more than a few centimeters tall. Its stems and leaves are fleshy and often tinged with red. It has paddle shaped leaves, 2.5 centimeter or less long, clustered at the tips of the stems. Its flowers are yellow or pink. Its seeds are tiny and black.			
Edible Parts			
All parts are edible. Wash and boil the plants for a tasty vegetable or eat them raw. Use the seeds as a flour substitute or eat them raw.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist / Survival	20
Flower	100	Prof. Herbalist	10

Name		Identify DC	Uses
Radish		20	E
Description			
A small Stalk plant with a small red bulb or large white stalk at the root.			
Edible Parts			
The whole plant is edible yet the root has the most nutrition, it can be eaten raw or cooked.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	100	Farming / Herbalist / Survival	10

Name		Identify DC	Uses
Rattan palm		20	W, E, M
Description			
The rattan palm is a stout, robust climber. It has hooks on the midrib of its leaves that it uses to remain attached to trees on which it grows. Sometimes, mature stems grow to 90 meters. It has alternate, compound leaves and a whitish flower.			
Edible Parts			
Rattan palms hold a considerable amount of starch in their young stem tips. You can eat them roasted or raw. In other kinds, a gelatinous pulp, either sweet or sour, surrounds the seeds. You can suck out this pulp. The palm heart is also edible raw or cooked.			
Other Uses		Other Use DC	20
You can obtain large amounts of potable water by cutting the ends of the long stems. The stems can be used to make baskets and fish traps.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	30
Materials	10	Craft Items	20
Pulp	50	Cooking	30

Name		Identify DC	Uses
Red Pepper		15	E
Description			
A small Vine-like plant with Large red fruit in the form of a bell			
Edible Parts			
The fruit is edible and often when its green its considered to be best eaten raw but can be cooked as well			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Farming / Survival	
Seeds	50	Prof. Farming	

Name		Identify DC	Uses
Reed		15	E, M
Description			
This tall, coarse grass grows to 3.5 meters tall and has gray-green leaves about 4 centimeters wide. It has large masses of brown flower branches in early summer. These rarely produce grain and become fluffy, gray masses late in the season.			
Edible Parts			
All parts of the plant are edible raw or cooked in any season. Harvest the stems as they emerge from the soil and boil them. You can also harvest them just before they produce flowers, then dry and beat them into flour. You can also dig up and boil the underground stems, but they are often tough. Seeds are edible raw or boiled, but they are rarely found.			
Products	Product Value	Skill to Harvest/Craft	DC
Reed	10	Prof. Herbalist / Survival	20
Flour	100	Cooking	30

Name		Identify DC	Uses
Reindeer moss		25	E
Description			
Reindeer moss is a low-growing plant only a few centimeters tall. It does not flower but does produce bright red reproductive structures.			
Edible Parts			
Edible Parts: [25] The entire plant is edible but has a crunchy, brittle texture. Soak the plant in water with some wood ashes to remove the bitterness, then dry, crush, and add it to milk or to other food.			
Products	Product Value	Skill to Harvest/Craft	DC
Moss	10	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Renghas tree, Marking nut		20	P, D
Description			
A small tree that produces a small nut similar to a cashew in nature. Within its broad oar like leaves.			
Caution		Threat ID DC	40
The nut is toxic in nature unprocessed does 1d3 END an hour for 1d6 hours Resistance DC 15			
Other Uses		Other Use DC	45
The nut can be boiled then roasted and ground into a fine powder that has great healing properties. Also the nut in its raw can be used as form of marking device with its black mark it leaves behind. due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Marker Nut	50	Prof. Herbalist	20
Potion	N/A	Chemistry (See Item rules)	N/A

Name		Identify DC	Uses
Reishi		25	D
Description			
A large and flat shelf like mushroom with a chocolate brown color			
Other Uses		Other Use DC	25
A strongly and widely sought mushroom for medical purposes. It can be used to make a strong Healing potion. due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	100	Herbalism / Farming / Survival	20
Potion	N/A	Chemistry (See item rules)	N/A

Name		Identify DC	Uses
Rice		25	E
Description			
Rice is a tall grass that averages 1 to 1.5 meters in height, but may reach 4.5 meters. Its grain grows in very loose heads at the top of the plant and is dark brown or blackish when ripe.			
Edible Parts			
During the spring and summer, the central portion of the lower stems and root shoots are edible. Remove the tough covering before eating. During the late summer and fall, collect the straw-covered husks. Dry and parch the husks, break them, and remove the rice. Boil or roast the rice and then beat it into flour.			
Products	Product Value	Skill to Harvest/Craft	DC
Rice	100	Prof. Farming	20
Plant	50	Prof. Farming	10
Flour	200	Cooking	20

Name		Identify DC	Uses
Rock tripe		25	E
Description			
This plant forms large patches with curling edges. The top of the plant is usually black. The underside is lighter in color.			
Edible Parts			
The entire plant is edible. Scrape it off the rock and wash it to remove grit. The plant may be dry and crunchy; soak it in water until it becomes soft. Rock tripe's may contain large quantities of bitter substances; soaking or boiling them in several changes of water will remove the bitterness.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Rose apple		20	E, W
Description			
This tree grows 3 to 9 meters high. It has opposite, simple, dark green, shiny leaves. When fresh, it has fluffy, yellowish-green flowers and red to purple egg-shaped fruit.			
Edible Parts			
The entire fruit is edible raw or cooked.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Farmer / Survival	20
Wood	10	Prof. Lumberjack / Survival	20

Name		Identify DC	Uses
Rosary pea or crab's eyes		25	P
Description			
This plant is a vine with alternate compound leaves, light purple flowers, and beautiful seeds that are red and black.			
Caution		Threat ID DC	40
This plant is one of the most dangerous plants. One seed may contain enough poison to kill an adult. In the Raw DC 25 Resistance vs. 1d6 END a minute for 1d4 minutes, Processed the poison does 1d8 END for 1d6 minutes DC 25 Resistance.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	30,000	Prof. Herbalist / Survival	40
Refined Poison	100,000	Chemist	60

Name		Identify DC	Uses
Rosemary		25	S,M
Description			
A small evergreen woody like flowering plant with a mustard like smell.			
Other Uses		Other Use DC	25
Believed to hold some healing properties, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	100	Prof. Herbalist / Prof. Farmer	20
Spice	50	Cooking	20
Potion	N/A	Chemistry (See item rules)	N/A

Name		Identify DC	Uses
Saffron		25	S
Description			
A grassy Purple flower			
Products	Product Value	Skill to Harvest/Craft	DC
Flower	50	Prof. Herbalist	20

Name		Identify DC	Uses
Sage		25	S,M
Description			
A small evergreen brush with bluish to purplish flowers			
Other Uses		Other Use DC	25
Believed to hold some healing properties, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Spice	50	Cooking	15
Flower	50	Prof. Herbalist / Prof. Farmer	20
Potion	N/A	Chemistry	N/A

Name		Identify DC	Uses
Sago palm		20	W, E, M
Description			
These palms are low trees, rarely over 9 meters tall, with a stout, spiny trunk. The outer rind is about 5 centimeters thick and hard as bamboo. The rind encloses spongy inner pith containing a high proportion of starch. It has typical palm like leaves clustered at the tip.			
Edible Parts			
These palms, when available, are of great use to the survivor. One trunk, cut just before it flowers, will yield enough sago to feed a person for 1 year. Obtain sago starch from Non-flowering palms. To extract the edible sage, cut away the bark lengthwise from one half of the trunk, and pound the soft, whitish inner part (pith) as fine as possible. Knead the pith in water and strain it through a coarse cloth into a container. The fine, white sago will settle in the container. Once the sago settles, it is ready for use. Squeeze off the excess water and let it dry. Cook it as pancakes or oatmeal. Two kilograms of sago is the nutritional equivalent of 1.5 kilograms of rice. The upper part of the trunk's core does not yield sage, but you can roast it in lumps over a fire. You can also eat the young sago nuts and the growing shoots or palm cabbage.			
Other Uses		Other Use DC	20
Use the stems of tall sorghums as thatching materials.			
Products	Product Value	Skill to Harvest/Craft	DC
Pith	100	Survival	30
Nut	50	Prof. Farming / Survival	20
Stems	50	Craft Items	20
Wood	10	Prof. Lumberjack / Survival	10

Name		Identify DC	Uses
Sassafras		25	E, M,W
Description			
This shrub or small tree bears different leaves on the same plant. Some leaves will have one lobe, some two lobes, and some no lobes. The flowers, which appear in early spring, are small and yellow. The fruits are dark blue. The plant parts have a characteristics root beer smell.			
Edible Parts			
The young twigs and leaves are edible fresh or dried. You can add dried young twigs and leaves to soups. Dig the underground portion, peel off the bark, and let it dry. Then boil it in water to prepare sassafras tea.			
Other Uses		Other Use DC	40
Shred the tender twigs for use as a toothbrush.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Tea	100	Cooking	20
Cola	1000	Cooking	40
Toothbrush	500	Craft Item	25

Name		Identify DC	Uses
Saxual		25	W, E
Description			
The saxual is found either as a small tree or as a large shrub with heavy, coarse wood and spongy, water-soaked bark. The branches of the young trees are vivid green and pendulous.			
Edible Parts			
The thick bark acts as a water storage organ. You can get drinking water by pressing quantities of the bark. This plant is an important source of water in the arid regions in which it grows.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	20
Fresh Water	50	Survival	40

Name		Identify DC	Uses
Screw pine		20	W, E
Description			
The screw pine is a strange plant on stilts, or prop roots, that support the plant above-ground so that it appears more or less suspended in midair. These plants are either shrubby or treelike, 3 to 9 meters tall, with stiff leaves having saw like edges. The fruits are large, roughened balls resembling pineapples, but without the tuft of leaves at the end.			
Edible Parts			
Knock the ripe fruit to the ground to separate the fruit segments from the hard outer covering. Chew the inner fleshy part. Cook fruit that is not fully ripe in an earth oven. Before cooking, wrap the whole fruit in banana leaves, breadfruit leaves, or any other suitable thick, leathery leaves. After cooking for about 2 hours, you can chew fruit segments like ripe fruit. Green fruit is inedible.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Fruit	100	Survival	50

Name		Identify DC	Uses
Sea orach		25	E
Description			
The sea orach is a sparingly branched herbaceous plant with small, gray-colored leaves up to 2.5 centimeters long. Sea orach resembles lamb's quarter, a common weed in most gardens in the United States. It produces its flowers in narrow, densely compacted spikes at the tips of its branches.			
Edible Parts			
Its leaves are edible. In the areas where it grows, it has the healthy reputation of being one of the few native plants that can sustain man in times of want.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalism / Survival	20

Name		Identify DC	Uses
Sesame seed		20	E
Description			
a pea pod like plant with fat white flowers			
Edible Parts			
pea pods and the flowers are edible			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC
Pod	50	Prof. Herbalist / Prof. Farmer	20

Name		Identify DC	Uses
Sheep sorrel		20	E, M
Description			
These plants are seldom more than 30 centimeters tall. They have alternate leaves, often with arrow like bases, very small flowers, and frequently reddish stems.			
Edible Parts			
The leaves are edible when cooked.			
Caution		Threat ID DC	40
These plants contain oxalic acid that can be damaging if too many plants are eaten raw. Cooking seems to destroy the chemical.			
Other Uses		Other Use DC	40
Refining the acid does 1d6 damage a round for 1d6 rounds			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	10	Prof. Herbalist / Survival	20
Acid	1000	Chemistry	30

Name		Identify DC	Uses
Shiitake mushrooms		20	E
Description			
A large white and brown umbrella like mushroom.			
Edible Parts			
One of the Highest in Nutrition mushrooms and a great meat replacement.			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	500	Herbalist/ Farmer / Survival	15

Name		Identify DC	Uses
Sorghum		25	M,E
Description			
There are many different kinds of sorghum, all of which bear grains in heads at the top of the plants. The grains are brown, white, red, or black. Sorghum is the main food crop in many parts of the world.			
Edible Parts			
The grains are edible at any stage of development. When young, the grains are milky and edible raw. Boil the older grains. Sorghum is a nutritious food.			
Caution		Threat ID DC	40
These plants contain oxalic acid that can be damaging if too many plants are eaten raw. Cooking seems to destroy the chemical. Refined the acid does 1d6 for 1d6 rounds.			
Other Uses		Other Use DC	25
Use the stems of tall sorghum as building materials.			
Products	Product Value	Skill to Harvest/Craft	DC
Grain	50	Cooking	40
Stems	50	Craft Items	20
Refined Acid	1000	Chemistry	30

Name		Identify DC	Uses
Soy		20	E, M
Description			
A large bean stalk with small v shaped bean pods.			
Edible Parts			
The beans are edible eaten raw or cooked. The beans liquid can be used as a milk substitute, it also can form a gelatinous curd or be crafted into a fine powder for a flour replacement.			
Caution		Threat ID DC	
Other Uses			
Other Use DC		25	
On top of being used as a food source for people it also can be used as animal feed and processed it creates a oil for fuel use.			
Products	Product Value	Skill to Harvest/Craft	DC
Beans	100	Prof. Farming / Survival	20
Soy Milk	300	Cooking	20
Tofu	500	Cooking	20
Flour	250	Cooking	15
Feed	100	Prof. Farmer / Prof. Rancher	20
Oil	2000	Chemistry	40

Name		Identify DC	Uses
Spatterdock or yellow water lily		25	E
Description			
This plant has leaves up to 60 centimeters long with a triangular notch at the base. The shape of the leaves is somewhat variable. The plant's yellow flowers are 2.5 centimeter across and develop into bottle-shaped fruits. The fruits are green when ripe.			
Edible Parts			
All parts of the plant are edible. The fruits contain several dark brown seeds you can parch or roast and then grind into flour. The large rootstock contains starch. Dig it out of the mud, peel off the outside, and boil the flesh. Sometimes the rootstock contains large quantities of a very bitter compound. Boiling in several changes of water may remove the bitterness.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Herbalist / Survival	100
Flour	50	Cooking	50

Name		Identify DC	Uses
Spearmint		25	E,S,D
Description			
A small Jagged edge leafed plant smells of mint			
Edible Parts			
The plant in a whole is edible.			
Other Uses		Other Use DC	40
A natural anti Testosterone plant that can be used to calm down individuals. Due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Leaves	500	Prof. Herbalist / Survival	15
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Spinach		20	E
Description			
An edible flowering plant. It is an annual plant, which grows to a height of up to 30 cm.			
Edible Parts			
The whole plant is edible raw or cooked. And is a high source of vitamins			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	150	Herbalist / Farming/ Survival	20

Name		Identify DC	Uses
Squash		20	E
Description			
A Ground Vine with yellow flowers and produce Long green, yellow, or orange fruit.			
Edible Parts			
The plants fruit is edible raw or cooked and is a high source of vitamins.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Prof. Farmer / Survival	15

Name		Identify DC	Uses
St. John's Wort		25	D,E
Description			
a tall multi yellow lily like plant			
Edible Parts			
The plant in whole is edible			
Other Uses		Other Use DC	25
St. John's is commonly used in medicine, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist / Survival	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Sterculia			W,E,M
Description			
Sterculias are tall trees, rising in some instances to 30 meters. Their leaves are either undivided or palmately lobed. Their flowers are red or purple. The fruit of all sterculias is similar in aspect, with a red, segmented seedpod containing many edible black seeds.			
Edible Parts			
The large, red pods produce a number of edible seeds. The seeds of all sterculias are edible and have a pleasant taste similar to cocoa. You can eat them like nuts, either raw or roasted.			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	50	Survival	40
Seeds	50	Survival	50
Wood	10	Prof. Lumberjack / Survival	30

Name		Identify DC	Uses
Strawberry		20	E, G
Description			
Strawberry is a small plant with a three-leaved growth pattern. It has small, white flowers usually produced during the spring. Its fruit is red and fleshy.			
Edible Parts			
The fruit is edible fresh, cooked, or dried. Strawberries are a good source of vitamin C. You can also eat the plant's leaves or dry them and make a tea with them.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	50	Prof. Farming / Survival	20
Seeds	50	Prof. Farming	30

Name		Identify DC	Uses
Strychnine tree		25	P, W
Description			
The strychnine tree is a medium-sized evergreen, reaching a height of about 12 meters, with a thick, frequently crooked trunk. Its deeply veined oval leaves grow in alternate pairs. Small, loose clusters of greenish flowers appear at the ends of branches and are followed by fleshy, orange-red berries about 4 centimeters in diameter.			
Caution		Threat ID DC	
The berries contain the dislike seeds that yield the poisonous substance strychnine. All parts of the plant are poisonous. In the Raw DC 20 Resistance 1d4 END a hour for 1d4 hours, Processed Poison DC 30 Resistance vs. 1d8 an hour for 1d6 hours			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Berries	50	Prof. Herbalist / Survival	20
Refined Poison	500	Chemistry	50

Name		Identify DC	Uses
Sugarcane		20	E
Description			
This plant grows up to 4.5 meters tall. It is a grass and has grass like leaves. Its green or reddish stems are swollen where the leaves grow. Cultivated sugarcane seldom flowers.			
Edible Parts			
The stem is an excellent source of sugar and is very nutritious. Peel the outer portion off with your teeth and eat the sugarcane raw. You can also squeeze juice out of the sugarcane.			
Products	Product Value	Skill to Harvest/Craft	DC
Cane	10	Prof. Farming / Survival	20
Sugar	100	Cooking	20

Name		Identify DC	Uses
Sugar palm		20	E, M, W
Description			
This tree grows about 15 meters high and has huge leaves up to 6 meters long. Needlelike structures stick out of the bases of the leaves. Flowers grow below the leaves and form large conspicuous dusters from which the fruits grow.			
Edible Parts			
The chief use of this palm is for sugar. However, its seeds and the tip of its stems are a survival food. Bruise a young flower stalk with a stone or similar object and collect the juice as it comes out. It is an excellent source of sugar. Boil the seeds. Use the tip of the stems as a vegetable.			
Other Uses		Other Use DC	25
The shaggy material at the base of the leaves makes an excellent rope as it is strong and resists decay.			
Products	Product Value	Skill to Harvest/Craft	DC
Stems	50	Craft Item	15
Seeds	50	Prof. Herbalist / Survival	30
Sugar	100	Cooking	20
Rope	100	Craft Item	20
Wood	10	Prof. Lumberjack / Survival	30

Name		Identify DC	Uses
Sugar wrack		15	E, D
Description			
A large seaweed found in vast areas of ocean.			
Edible Parts			
The whole plant is edible once boiled			
Caution		Threat ID DC	
Other Uses			
		Other Use DC	25
Once the plant is burned to ash the ash is the chemical Sodium Carbonate Which has many medical uses, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Seaweed	10	Fisherman / Herbalist / Survival	15
Potion	N/A	Chemist	N/A

Name		Identify DC	Uses
Poison sumac		25	P
Description			
Poison sumac is a shrub that grows to 8.5 meters tall. It has alternate, pinnately compound leafstalks with 7 to 13 leaflets. Flowers are greenish-yellow and inconspicuous and are followed by white or pale yellow berries.			
Caution		Threat ID DC	25
All parts, at all times of the year, can cause serious contact dermatitis. Causes rash that does 1d4 damage a day for 1d6 days DC 20 Resistance, it can be refined to Itching Powder 1d12 damage for 1d12 hours DC 20 Fort			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	10	Prof. Herbalist / Survival	40
Itching Powder	1000	Chemistry	40

Name		Identify DC	Uses
Sweet sagewort		25	D,E
Description			
Fern like plant with yellow flowers			
Edible Parts			
The plant is edible in whole.			
Other Uses		Other Use DC	40
Help to prevent the development of parasite resistance, it also has anti-malarial properties, and has anti-cancer properties, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist / Survival	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Sweetsop		25	W,E,M
Description			
This tree is small, seldom more than 6 meters tall, and multi-branched. It has alternate, simple, elongate, dark green leaves. Its fruit is green when ripe, round in shape, and covered with protruding bumps on its surface. The fruit's flesh is white and creamy.			
Edible Parts			
The fruit flesh is edible raw.			
Caution		Threat ID DC	40
The ground seeds are extremely dangerous to the eyes. DC 20 Resistance vs. Blind			
Other Uses		Other Use DC	40
You can use the finely ground seeds as an insecticide. Does 2d6 End to Insects per use.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Prof. Farming / Survival	20
Wood	10	Prof. Lumberjack / Survival	20
Insecticide	2000	Chemistry	40
Blinding Powder	1000	Chemistry	45

Name		Identify DC	Uses
Sugar palm		20	E, M
Description			
This tree grows about 15 meters high and has huge leaves up to 6 meters long. Needlelike structures stick out of the bases of the leaves. Flowers grow below the leaves and form large conspicuous dusters from which the fruits grow.			
Edible Parts			
The chief use of this palm is for sugar. However, its seeds and the tip of its stems are a survival food. Bruise a young flower stalk with a stone or similar object and collect the juice as it comes out. It is an excellent source of sugar. Boil the seeds. Use the tip of the stems as a vegetable.			
Caution		Threat ID DC	
Other Uses		Other Use DC	
The shaggy material at the base of the leaves makes an excellent rope as it is strong and resists decay.			
Products	Product Value	Skill to Harvest/Craft	DC
Stems	10	Survival	30
Seeds	50	Survival	40
Sugar	100	Cooking	20
Rope	100	Craft Item	20
Wood	10	Prof. Lumberjack / Survival	30

Name		Identify DC	Uses
Sunflower		10	E
Description			
A Large 3ft tall flower with bright yellow petals and a massive orange interior full of seeds.			
Edible Parts			
The Seeds and flower petals are Edible. The seeds can be crushed and release a fine oil that can be used as a cooking aid (not strong enough as a fuel source)			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC
Seeds	50	Prof. Farming / Survival	20
Flower	200	Prof. Herbalist	10
Oil	200	Cooking	40

Name		Identify DC	Uses
Tamarind		25	W,E
Description			
The tamarind is a large, densely branched tree, up to 25 meters tall. It has pinnate leaves (divided like a feather) with 10 to 15 pairs of leaflets.			
Edible Parts			
The pulp surrounding the seeds is rich in vitamin C and is an important survival food. You can make a pleasantly acid drink by mixing the pulp with water and sugar or honey and letting the mixture mature for several days. Suck the pulp to relieve thirst. Cook the young, unripe fruits or seedpods with meat. Use the young leaves in soup. You must cook the seeds. Roast them above a fire or in ashes. Another way is to remove the seed coat and soak the seeds in salted water and grated coconut for 24 hours, then cook them. You can peel the tamarind bark and chew it.			
Products	Product Value	Skill to Harvest/Craft	DC
Seeds	100	Prof. Herbalist, Survival	30
Wood	10	Prof. Lumberjack, Survival	40

150 Fruit 10 Wood

Name		Identify DC	Uses
Tangerine		20	W, E
Description			
A Bushy tree with long slender leaves and Small orange fruit.			
Edible Parts			
The fruit is highly filled with vitamins mostly Vitamin C and is edible raw or cooked into food.			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	10	Prof. Farming / Survival	15
Wood	150	Prof. Lumberjack / Survival	15

Name		Identify DC	Uses
Tobacco		20	M
Description			
Large fuzzy ground leaves. With small yellowish green flowers blooming from the stalk.			
Edible Parts			
Tobacco can be cured into a dry leaf that can be used in smoking or chewing. Its high quality use is why it is cigarette or cigar. Tobacco has nicotine (for its effect see item rules)			
Other Uses		Other Use DC	20
Despite its use for luxury, tobacco is also a key ingredient in medicine, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Leaf	250	Farming / Herbalist / Survival	20
Seed	50	Prof. Farming / Prof. Herbalist	15
Snuff	350	Craft Item	10
Cigarette	500	Craft Item	15
Cigar	1000	Craft Item	25
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Tomato		20	E
Description			
A Small bushy or vine like plant, with small yellow flowers and produce red to orange-red fruit.			
Edible Parts			
The fruit is not only edible but is highly sought in many cooking recipes. It can also be eaten raw.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Prof. Farming / Survival	15
Seed	50	Prof. Farming	15

Name		Identify DC	Uses
Taro		25	E,P
Description			
All plants in these groups have large leaves, sometimes up to 1.8 meters tall, that grow from a very short stem. The rootstock is thick and fleshy and filled with starch.			
Edible Parts			
All parts of the plant are edible when boiled or roasted. When boiling, change the water once to get rid of any poison.			
Caution		Threat ID DC	40
If eaten raw, these plants will cause a serious inflammation of the mouth and throat. Raw Poison does 1d4 an hour for 1d6 hours poison is not effective enough to be enhanced through chemical means DC 10 Resistance Save			
Products	Product Value	Skill to Harvest/Craft	DC
Tuber	150	Farming / Herbalist / Survival	30

Name		Identify DC	Uses
Tarragon		25	S
Description			
a tall slender plant with broad leaves and small greenish yellow flowers			
Edible Parts			
The flower is edible			
Products	Product Value	Skill to Harvest/Craft	DC
Flower	50	Farming / Herbalist / Survival	20
Plant	50	Prof. Farming / Prof. Herbalist	30

Name		Identify DC	Uses
Thistle		25	E,M,P
Description			
This plant may grow as high as 1.5 meters. Its leaves are long-pointed, deeply lobed, and prickly.			
Edible Parts			
Peel the stalks, cut them into short sections, and boil them before eating. The roots are edible raw or cooked.			
Caution	Threat ID DC	40	
Some thistle species are poisonous. 50% chance of plant being poisonous, in its raw form it does 1d2 END a round for 1d6 rounds DC 10 Resistance. The poison can be refined to do does 1d4 END a round for 1d6 rounds DC 10 Resistance			
Other Uses	Other Use DC	40	
Twist the tough fibers of the stems to make a strong twine.			
Products	Product Value	Skill to Harvest/Craft	DC
Stalks	10	Prof. Herbalist / Survival	20
Poison	1000	Chemistry	40
Twine	50	Craft Item	20

Name		Identify DC	Uses
Thyme		25	S,D
Description			
A clover like plant that sprouts multiple stems			
Other Uses	Other Use DC	40	
Other than a spice it can be used to make a healing medicine, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Clover	50	Prof. Herbalist / Survival	15
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Ti		20	E, M
Description			
The ti has un branched stems with strap like leaves often clustered at the tip of the stem. The leaves vary in color and may be green or reddish. The flowers grow at the plant's top in large, plume like clusters. The ti may grow up to 4.5 meters tall.			
Edible Parts			
The roots and very tender young leaves are good survival food. Boil or bake the short, stout roots found at the base of the plant. They are a valuable source of starch. Boil the very young leaves to eat. You can use the leaves to wrap other food to cook over coals or to steam.			
Other Uses		Other Use DC	20
Use the leaves to cover shelters or to make a rain cloak. Cut the leaves into liners for shoes; this works especially well if you have a blister. Fashion temporary sandals from the ti leaves. The terminal leaf, if not completely unfurled, can be used as a sterile bandage. Cut the leaves into strips, and then braid the strips into rope.			
Products	Product Value	Skill to Harvest/Craft	DC
Leaves	10	Prof. Herbalist / Survival	20
Rope	100	Craft Item	20
Bandage	100	Craft Item	30

Name		Identify DC	Uses
Tree fern		20	E
Description			
Tree ferns are tall trees with long, slender trunks that often have a very rough, Bark like covering. Large, lacy leaves uncoil from the top of the trunk.			
Edible Parts			
The young leaves and the soft inner portion of the trunk are edible. Boil the young leaves and eat as greens. Eat the inner portion of the trunk raw or bake it.			
Products	Product Value	Skill to Harvest/Craft	DC
Leaves	5	Prof. Herbalist / Survival	15
Fern	50	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Tropical almond		20	E, W
Description			
This tree grows up to 9 meters tall. Its leaves are evergreen, leathery, 45 centimeters long, 15 centimeters wide, and very shiny. It has small, yellowish-green flowers. Its fruit is flat, 10 centimeters long, and not quite as wide. The fruit is green when ripe.			
Edible Parts			
The seed is a good source of food. Remove the fleshy, green covering and eat the seed raw or cooked.			
Products	Product Value	Skill to Harvest/Craft	DC
Nuts	150	Prof. Farming / Survival	20
Wood	10	Prof. Lumberjack / Survival	20

Name		Identify DC	Uses
Truffle		50	E
Description			
A small black to brown patch of fungus collected within the dirt. Requires a high search to find.			
Edible Parts			
A highly sought mushroom used in cooking or crafting fine deserts			
Other Uses		Other Use DC	40
Processing the Truffle creates a fine cooking oil or It can be used to make a fine and rare alcohol. Vodka (See item rules for effect)			
Products	Product Value	Skill to Harvest/Craft	DC
Truffle	500	Prof. Herbalist / Survival	30
Oil	500	Cooking	20
Vodka	5000	Cooking / Chemistry	20

Name		Identify DC	Uses
Trumpet vine or trumpet creeper		20	P,M
Description			
This woody vine may climb to 15 meters high. It has pea like fruit capsules. The leaves are pinnately compound, 7 to 11 toothed leaves per leaf stock. The trumpet-shaped flowers are orange to scarlet in color.			
Caution		Threat ID DC	40
This plant causes contact dermatitis. In the raw the poison does 1d2 END a minute for 1d4 minutes DC 10 Resistance. Refined the poison does 1d4 END a minute for 1d12 minutes DC 10 Resistance.			
Other Uses		Other Use DC	20
The vine can be used to craft a rope.			
Products	Product Value	Skill to Harvest/Craft	DC
Vine	50	Prof. Herbalist / Survival	30
Rope	100	Craft Item	20
Refined Poison	200	Chemistry	40

Name		Identify DC	Uses
Turnip		20	E
Description			
A large stalk with a yellow flower and a large red -purple to white bulb.			
Edible Parts			
The whole plant is edible. The leaves actually hold more vitamins then the bulb.			
Products	Product Value	Skill to Harvest/Craft	DC
Blub	100	Prof. Farming / Prof. Herbalist	10
Leaves	200	Farming / Herbalist / Survival	20

Name		Identify DC	Uses
Vanilla		25	S,D
Description			
A vine like plant with long bean like pods			
Other Uses		Other Use DC	40
not only is it used as a spice but it also holds described as an aphrodisiac and a remedy for fevers, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Vanilla Bean	100	Herbalist / Farming / Survival	20
Plant	50	Prof. Farming / Prof. Herbalist	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Walnut		25	W,E,M
Description			
Walnuts grow on very large trees, often reaching 18 meters tall. The divided leaves characterize all walnut spades. The walnut itself has a thick outer husk that must be removed to reach the hard inner shell of the nut.			
Edible Parts			
The nut kernel ripens in the autumn. You get the walnut meat by cracking the shell. Walnut meats are highly nutritious because of their protein and oil content.			
Other Uses		Other Use DC	25
You can boil walnuts and use the juice as an antifungal agent. The husks of "green" walnuts produce a dark brown dye for clothing or camouflage. Crush the husks of "green" black walnuts and sprinkle them into sluggish water or ponds for use as fish poison. The poison does 1d4 End a minute for 1d6 minutes, DC 10 Resistance.			
Products	Product Value	Skill to Harvest/Craft	DC
Nut	150	Farming / Herbalist / Survival	20
Wood	10	Prof. Lumberjack / Survival	30
Dye	100	Craft Item	20
Poison	100	Chemistry	40

Name		Identify DC	Uses
Wasabi		25	E,S,D
Description			
Small stem like plants with beads.			
Edible Parts			
The beads are edible but pack a powerful spice. DC 20 Resistance vs coughing fit and losing a turn.			
Other Uses		Other Use DC	40
Other than as a spice the plant can be used to make smelling salts to wake drowsy individuals, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Bead	150	Herbalist / Farming / Survival	25
Plant	100	Prof. Herbalist / Prof. Farming	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Water chestnut		25	E
Description			
The water chestnut is an aquatic plant that roots in the mud and has finely divided leaves that grow underwater. Its floating leaves are much larger and coarsely toothed. The fruits, borne underwater, have four sharp spines on them.			
Edible Parts			
The fruits are edible raw and cooked. The seeds are also a source of food.			
Products	Product Value	Skill to Harvest/Craft	DC
Chestnut	150	Prof. Herbalist / Survival	25

Name		Identify DC	Uses
Water hemlock or spotted cowbane		25	M, P
Description			
This perennial herb may grow to 1.8 meters high. The stem is hollow and sectioned off like bamboo. It may or may not be purple or red striped or mottled. Its flowers are small, white, and grow in groups that tend to form flat umbels. Its roots may have hollow air chambers and, when cut, may produce drops of yellow oil.			
Caution		Threat ID DC	30
This plant is very poisonous and even a very small amount of this plant may cause death. Roots have been mistaken for parsnips. Poison in Raw does 1d4 END a round for 1d4 rounds. DC 20 Resistance Save. Refining the poison creates a poison that does 1d6 END for 1d4 rounds, DC 20 Resistance Save.			
Products	Product Value	Skill to Harvest/Craft	DC
Reed	10	Craft Item	10
Root	50	Prof. Herbalist/ Survival	20
Poison	1000	Chemistry	40

Name		Identify DC	Uses
Water lettuce		20	E
Description			
The leaves of water lettuce are much like lettuce and are very tender and succulent. One of the easiest ways of distinguishing water lettuce is by the little plantlets that grow from the margins of the leaves. These little plantlets grow in the shape of a rosette. Water lettuce plants often cover large areas in the regions where they are found.			
Edible Parts			
Eat the fresh leaves like lettuce. Be careful not to dip the leaves in the contaminated water in which they are growing. Eat only the leaves that are well out of the water.			
Products	Product Value	Skill to Harvest/Craft	DC
Lettuce	50	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Water lily		20	E,D
Description			
These plants have large, triangular leaves that float on the water's surface, large, fragrant flowers that are usually white, or red, and thick, fleshy rhizomes that grow in the mud.			
Edible Parts			
The flowers, seeds, and rhizomes are edible raw or cooked. To prepare rhizomes for eating, peel off the corky rind. Eat raw, or slice thinly, allow to dry, and then grind into flour. Dry, parch, and grind the seeds into flour.			
Other Uses		Other Use DC	40
Use the liquid resulting from boiling the thickened root in water as a medicine for diarrhea and as a gargle for sore throats. due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Flower	50	Prof. Herbalist / Survival	20
Plant	500	Prof. Herbalist	30
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Watermelon		10	E, M
Description			
A large ground Vine with Large Oak like leaves and yellow flowers, It produces a massive green fruit with darker green strips.			
Edible Parts			
The fruit is edible. Minus the seeds and out shell.			
Other Uses		Other Use DC	20
Carving the fruit fresh can craft the fruit into a lamp or carrying device, for as long as it stays fresh. It also can be used in full as replacement ammo for catapults. And lastly the vines of the plant can be made into a rope.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	250	Prof. Farming / Survival	15
Rope	100	Craft Item	20
Lantern	200	Craft Item	15
Seed	50	Prof. Farming	15

Name		Identify DC	Uses
Water plantain		20	E
Description			
This plant has small, white flowers and heart-shaped leaves with pointed tips. The leaves are clustered at the base of the plant.			
Edible Parts			
The rootstocks are a good source of starch. Boil or soak them in water to remove the bitter taste.			
Products	Product Value	Skill to Harvest/Craft	DC
Root	150	Prof. Herbalist / Survival	30

Name		Identify DC	Uses
Wheat		15	E
Description			
A long to the point where the plant bends over with its tip covered in seeds in a row.			
Edible Parts			
The seeds are edible and can be crushed to make into flour or cooked or eaten raw. The whole plant can be dried and turned into straw which can be used as both a material to cushion items or feed animals.			
Products	Product Value	Skill to Harvest/Craft	DC
Flour	200	Cooking	20
Grain	100	Farmer / Herbalist / Survival	15
Hay	50	Prof. Rancher / Prof. Farmer	10
Bread	500	Cooking	20
Seeds	20	Prof. Farmer	20

Name		Identify DC	Uses
Wild caper		20	E
Description			
This is a thorny shrub that loses its leaves during the dry season. Its stems are gray green and its flowers pink.			
Edible Parts			
The fruit and the buds of young shoots are edible raw.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Wild crab apple or wild apple		25	E,P,W,G
Description			
Most wild apples look enough like domestic apples that the survivor can easily recognize them. Wild apple varieties are much smaller than cultivated kinds; the largest kinds usually do not exceed 5 to 7.5 centimeters in diameter, and most often less. They have small, alternate, simple leaves and often have thorns. Their flowers are white or pink and their fruits reddish or yellowish.			
Edible Parts			
Prepare wild apples for eating in the same manner as cultivated kinds. Eat them fresh, when ripe, or cooked. Should you need to store food, cut the apples into thin slices and dry them. They are a good source of vitamins.			
Caution		Threat ID DC	35
Apple seeds contain cyanide compounds. Do not eat. For Cyanide effects see Item Rules			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Farming / Survival	15
Wood	10	Prof. Lumberjack / Survival	15
Cyanide	250	Chemistry (see item rules)	N/A
Seeds	50	Prof. Farming	

Name		Identify DC	Uses
Wild desert gourd or colocynth		20	E
Description			
The wild desert gourd, a member of the watermelon family, produces an 2.4- to 3- meter-long ground-trailing vine. The perfectly round gourds are as large as an orange. They are yellow when ripe.			
Edible Parts			
The seeds inside the ripe gourd are edible after they are completely separated from the very bitter pulp. Roast or boil the seeds--their kernels are rich in oil. The flowers are edible. The succulent stem tips can be chewed to obtain water.			
Other Uses		Other Use DC	20
The gourd can be crafted into a container vessel for water or other liquids.			
Products	Product Value	Skill to Harvest/Craft	DC
Flowers	100	Herbalist / Farming / Survival	20
Oil	100	Cooking	30
Water storage	300	Craft Item	40

Name		Identify DC	Uses
Wild dock and wild sorrel		25	E
Description			
Wild dock is a stout plant with most of its leaves at the base of its stem that is commonly 15 to 30 centimeters brig. The plants usually develop from a strong, fleshy, carrot-like taproot. Its flowers are usually very small, growing in green to purplish plume-like clusters. Wild sorrel similar to the wild dock but smaller. Many of the basal leaves are arrow-shaped but smaller than those of the dock and contain a sour juice.			
Edible Parts			
Because of tender nature of the foliage, the sorrel and the dock are useful plants, especially in desert areas. You can eat their succulent leaves fresh or slightly cooked. To take away the strong taste, change the water once or twice during cooking. This latter tip is a useful hint in preparing many kinds of wild greens.			
Products	Product Value	Skill to Harvest/Craft	DC
Greens	150	Herbalist / Farming / Survival	20

Name		Identify DC	Uses
Wild fig		20	E, W
Description			
These trees have alternate, simple leaves with entire margins. Often, the leaves are dark green and shiny. All figs have a milky, sticky juice. The fruits vary in size depending on the species, but are usually yellow-brown when ripe.			
Edible Parts			
The fruits are edible raw or cooked. Some figs have little flavor.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Farming / Survival	20
Wood	10	Prof. Lumberjack / Survival	15

Name		Identify DC	Uses
Wild gourd or luffa sponge		25	E, G
Description			
The luffa sponge is widely distributed and fairly typical of a wild squash. There are several dozen kinds of wild squashes in tropical regions. Like most squashes, the luffa is a vine with leaves 7.5 to 20 centimeters across having 3 lobes. Some squashes have leaves twice this size. Luffa fruits are oblong or cylindrical, smooth, and many-seeded. Luffa flowers are bright yellow. The luffa fruit, when mature, is brown and resembles the cucumber.			
Edible Parts			
You can boil the young green (half-ripe) fruit and eat them as a vegetable. Adding coconut milk will improve the flavor. After ripening, the luffa sponge develops an inedible sponge like texture in the interior of the fruit. You can also eat the tender shoots, flowers, and young leaves after cooking them. Roast the mature seeds a little and eat them like peanuts.			
Products	Product Value	Skill to Harvest/Craft	DC
Gourd / Luffa	100	Herbalist / Farming / Survival	20
Seeds	50	Prof. Farming	30
Luffa Sponge	100	Craft Item	20

Name		Identify DC	Uses
Wild grape vine		20	E, M
Description			
The wild grape vine climbs with the aid of tendrils. Most grape vines produce deeply lobed leaves similar to the cultivated grape. Wild grapes grow in pyramidal, hanging bunches and are black-blue to amber, or white when ripe.			
Edible Parts			
The ripe grape is the portion eaten. Grapes are rich in natural sugars and, for this reason, are much sought after as a source of energy-giving wild food. None are poisonous.			
Other Uses	Other Use DC	40	
You can obtain water from severed grape vine stems. Cut off the vine at the bottom and place the cut end in a container. Make a slant-wise cut into the vine about 1.8 meters upon the hanging part. This cut will allow water to flow from the bottom end. As water diminishes in volume, make additional cuts further down the vine. For wine see Item rules for effect.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Herbalist / Farming / Survival	20
Seeds	20	Prof. Farming	20
Wine	3000	Cooking / Chemistry (Item Rules)	N/A
Fresh Water	50	Survival	15

Name		Identify DC	Uses
Wild onion and garlic		20	E, G, M, D
Description			
<i>Allium cernuum</i> is an example of the many species of wild onions and garlic's, all			
Edible Parts			
The bulbs and young leaves are edible raw or cooked. Use in soup or to flavor meat.			
Other Uses	Other Use DC	25	
Eating large quantities of onions will give your body an odor that will help to repel insects. Garlic juice works as an antibiotic on wounds, due to this its useable for crafting potions (see items rules for uses) Insecticide does 2d6 END to insects DC 20 Resistance.			
Products	Product Value	Skill to Harvest/Craft	DC
Blub	50	Farming / Herbalist / Survival	20
Plant	50	Prof. Farming / Prof. Herbalist	20
Insecticide	100	Chemistry	20
Potion	N/A	Chemistry (See item rules)	N/A

Name		Identify DC	Uses
Wild pistachio		20	E, W
Description			
Some kinds of pistachio trees are evergreen, while others lose their leaves during the dry season. The leaves alternate on the stem and have either three large leaves or a number of leaflets. The fruits or nuts are usually hard and dry at maturity.			
Edible Parts			
You can eat the oil nut kernels after parching them over coals.			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Nuts	100	Farming / Herbalist / Survival	20

Name		Identify DC	Uses
Wild rice		25	E
Description			
Wild rice is a tall grass that averages 1 to 1.5 meters in height, but may reach 4.5 meters. Its grain grows in very loose heads at the top of the plant and is dark brown or blackish when ripe.			
Edible Parts			
During the spring and summer, the central portion of the lower stems and root shoots are edible. Remove the tough covering before eating. During the late summer and fall, collect the straw-covered husks. Dry and parch the husks, break them, and remove the rice. Boil or roast the rice and then beat it into flour.			
Products	Product Value	Skill to Harvest/Craft	DC
Rice	100	Farming / Herbalist / Survival	20
Plant	50	Prof. Farming / Prof. Herbalist	30
Flour	200	Cooking	20

Name		Identify DC	Uses
Wild rose		15	E, G, M
Description			
This shrub grows 60 centimeters to 2.5 meters high. It has alternate leaves and sharp prickles. Its flowers may be red, pink, or yellow. Its fruit, called rose hip, stays on the shrub year-round.			
Edible Parts			
The flowers and buds are edible raw or boiled. In an emergency, you can peel and eat the young shoots. You can boil fresh, young leaves in water to make a tea. After the flower petals fall, eat the rose hips; the pulp is highly nutritious and an excellent source of vitamin C. Crush or grind dried rose hips to make flour.			
Products	Product Value	Skill to Harvest/Craft	DC
Flower	100	Prof. Herbalist / Survival	20
Tea	50	Cooking	20
Flour	50	Cooking	20
Seed	50	Prof. Herbalist / Prof. Farming	15
Perfume	1000	Chemistry	40

Name		Identify DC	Uses
Wood sorrel		25	E
Description			
Wood sorrel resembles shamrock or four-leaf clover, with a bell-shaped pink, yellow, or white flower.			
Edible Parts			
Cook the entire plant.			
Products	Product Value	Skill to Harvest/Craft	DC
Clover	50	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Yam		25	E
Description			
These plants are vines that creep along the ground. They have alternate, heart-or arrow-shaped leaves. Their rootstock may be very large and weigh many kilograms.			
Edible Parts			
Boil the rootstock and eat it as a vegetable.			
Products	Product Value	Skill to Harvest/Craft	DC
Tuber	100	Prof. Farming / Survival	30

Name		Identify DC	Uses
Yam bean		20	E, P, M
Description			
The yam bean is a climbing plant of the bean family, with alternate, three-parted leaves and a turnip-like root. The bluish or purplish flowers are pea-like in shape. The plants are often so rampant that they cover the vegetation upon which they are growing.			
Edible Parts			
The tubers are about the size of a turnip and they are crisp, sweet, and juicy and have a nutty flavor. They are nourishing and at the same time quench the thirst. Eat them raw or boiled. To make flour, slice the raw tubers, let them dry in the sun, and grind into flour that is high in starch and may be used to thicken soup.			
Caution		Threat ID DC	25
The raw seeds are poisonous. In the raw does DC 15 Resistance vs. 1d3 END an hour for 1d10 hours, Refining the poison make it DC 20 Resistance vs. 1d4 END an hour for 1d12 hours			
Products	Product Value	Skill to Harvest/Craft	DC
Tuber	100	Prof. Herbalist / Survival	30
Seeds	50	Prof. Herbalist	30
Refined Poison	100	Chemistry	20
Flour	100	Cooking	15

Name		Identify DC	Uses
Yarrow		25	D
Description			
A woody like stem with tiny white flowers and fern like leaves.			
Edible Parts			
Eaten to counter poisoning, but must be eaten quickly			
Other Uses		Other Use DC	40
The plant has a powerful medical use, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	500	Herbalist / Farming / Survival	20
Potion	N/A	Chemistry (See Item Rules)	N/A