

Table of Contents

Table of Contents	2
Natural Wonder Entries:	4
Arrow Grass	6
Black Willow.....	9
Bonewood.....	14
Dragon Tree.....	24
Druid Mint.....	29
Gnaggah Tree	34
Goldbark.....	39
Gorgon Moss.....	43
Needle Vine	48
Razor Grass	52
Ruby Azalea.....	56
Silverbough.....	59
Silvermoon Mushroom	64
Soldier's Root	68
Wizard Brush	73
Item Tables	76
Table 1: Natural Wonder Items.....	76
Table 2: Natural Wonder Raw Material Prices	77
Table 3: Natural Wonder Weapons	78
Table 4: Natural Wonder Armor	78
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Arrow Grass

Tiny Plant



Range:	Grass Desert/Harash Plain
Habitat:	Open grasslands
Occurrence:	Uncommon
Hardness:	4
Hit Points:	2
Special Quality:	Natural weapon



As stiff plants, members of the bamboo family, Arrow Grass makes for hazardous foliage both in and out of the ground. The plant grows in loose clumps of around 20 to 50 individual plants. This 'grass' is from 18 to 24 inches long and is topped by a barbed seed head. Animals that pass through arrow grass patches are often impaled by the barbs, which break off, allowing the seeds to travel and new plants to grow. The native tribes of the Grass Desert have cultivated arrow grass for centuries.

Anyone passing through a patch of Arrow Grass, or falling into a patch, is pierced by a number of plants. Some tribes purposely cultivate arrow grass at the base of cliffs and then drive prey (or enemies) off of the cliffs and onto the deadly barbs of the Arrow Grass below.

The unique aspect of Arrow Grass - why the nomads that live in and around the Grass Desert prize the plant - is its' roots. Each individual plant has a short root system where, just beneath the surface, the main root grows from the grass stem in three symmetrically-oriented fins surrounding a natural notch at the end of the stem. Longer tendrils of roots grow off of these fins, which help to anchor the Arrow Grass to the soil. When carefully harvested, the tendrils are trimmed and the Arrow Grass can be used as an arrow, complete with barbed tip and natural fletching. The fletching provided by the root gives the Arrow Grass a natural stability in flight, improving the accuracy. The only disadvantage is that the natural barbed tip is not quite as hard as a normal arrowhead.

Applicable Skills:

Identification: Knowledge (botany) DC 15 or Knowledge (nature) DC 15

Location: Survival DC 25

Harvest (one stalk): Profession (farmer) DC 20

Lore: Knowledge (botany) or Knowledge (nature)

DC	Result
14	This plant has sharp, barb-tipped seed heads and is a member of the bamboo family.
19	The roots naturally form fins that allow the plant to be used as an arrow when properly harvested.
24	Cultivated plots of arrow grass can be made into traps for unsuspecting prey.

Raw Material Prices:

Arrow grass stalk: 1 sp per stalk.

Special Items:

Arrow Grass Arrow: When fired from a small-sized or medium-sized bow, an Arrow Grass arrow provides a +1 natural attack bonus, but it only deals 1d6-1 points of damage no matter what type of bow it was fired from. (Strength bonus damage still applies for damage from composite bows). Arrow Grass arrows cannot be fired from a bow of a size smaller than small-sized or larger than medium-sized. Only Arrow Grass that still has its barbed seed head attached can be used as a weapon. Attempting to put a metal or other manufactured tip on Arrow Grass spoils its flight and makes it useless as a weapon. The natural attack bonus provided by an Arrow Grass arrow stacks with magical enhancement spells, such as *magic weapon*. Since Arrow Grass is a naturally occurring weapon, its properties can be improved by spells that improve natural attacks, such as *magic fang*. The natural attack bonus also stacks with the enhancement bonus provided by masterwork bows.

1 arrow – Weight 1/10 lb. Price: 1 gp. Craft (weaponsmithing) DC 15.

Arrow Grass Spade: This spade, typically made from wood, is specially designed to dig out arrow grass plants without damaging the delicate roots. Using an arrow grass spade provides a +2 equipment bonus to skill checks made to harvest arrow grass.

Craft (carving) DC 15. Weight --. Price: 1 sp.



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Arrow Grass Spade

Cultivated Arrow Grass Trap

CR 1; mechanical; location trigger (targets anyone passing through 5-ft. patch of arrow grass); automatic reset; Atk: +6 melee (1d6 arrow grass spikes for 1d6-1 each); Search DC 15; Disable Device DC 20. Market Value: 100gp. Craft (trapmaking) DC 25.

Arrow Grass Pit Trap (20 Ft. Deep)

CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6 fall); multiple targets (first target in each of two adjacent 5-ft. squares); arrow grass pit spikes (Atk +11 melee, 1d6 arrow grass spikes per target for 1d6-1 each); Search DC 18; Disable Device DC 15. Market Value: 800gp. Craft (trapmaking) DC 20.

Arrow Grass Cliff Trap (40 Ft. Deep)

CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. tall cliff (4d6 fall); multiple targets (first target in each of two adjacent 5-ft. squares); arrow grass spikes (Atk +11 melee, 1d6 arrow grass spikes per target for 1d6-1 each); Search DC 18; Disable Device DC 25. Market Value: 3,800gp. Craft (trapmaking) DC 20.

Adventure hook:

Janus Wrenn, a follower of Urlak, is a collector of rare weapons. Janus has heard of a tribe of Gnolls in the Grass Desert that has cultivated a rare variety of Arrow Grass with red fletching. Janus must have a sample of this rare Arrow Grass plant for his collection and is willing to hire the party and pay them the sum of 1,000gp for them to retrieve one arrow. Unknown to Janus, the tribe of Gnolls consider this variety of Arrow Grass sacred and will not willingly give one up. Can the party barter with the tribe and convince them to part with just one plant, or will it come down to a fight? (EL 2)

Janus Wrenn, CR 4

Male Human Expert 5

CG Medium humanoid

Init +3 **Senses** Listen +1, Spot +1

Languages Common, Gnoll, Infernal.

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 18 (5 HD)

Fort +1, **Ref** +4, **Will** +5

Speed 30 ft. (6 squares)

Melee dagger +2 (1d4-1/19-20 x2)

Ranged MW shortbow +7 (1d6/ x3)

Base Atk +3; **Grp** +2

Atk Options Far Shot, Point Blank Shot

Abilities Str 8, Dex 16, Con 11, Int 14, Wis 12, Cha 10.

Feats Far Shot, Martial Weapon Proficiency (shortbow), Point Blank Shot.

Skills Bluff +1, Craft (bowmaking) +6, Disguise +8, Escape Artist +9, Handle Animal +8, Heal +8, Hide +3, Intimidate +6, Knowledge (history) +4, Knowledge (rare weapons) +6, Listen +1, Move Silently +3, Open Lock +3, Perform (string instruments) +2, Sense Motive +8, Sleight of Hand +11, Spot +1, Swim +4;

Possessions Merchant clothing, dagger, MW shortbow, 20 arrows, silver ring (45 gp), belt pouch with 34 sp and 13 gp.

Description Janus Wrenn is a slightly overweight, middle-aged human with thinning brown hair, a full mustache, and tanned skin. He has light green eyes that look out from deep eye sockets. His clothing is well made, though nothing special, and is blue with a green trim. He wears tall brown leather riding boots that are scuffed and dulled from wear. He wears a ring on his left hand.