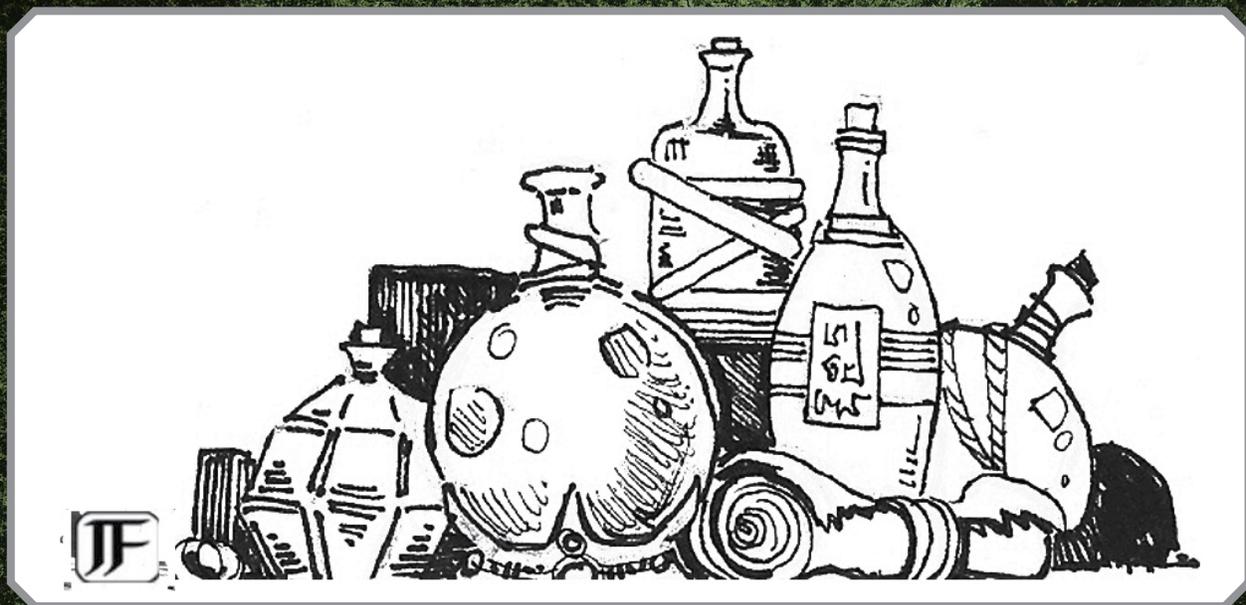


DEADLY GARDENS

EXTRA: NATURAL ITEMS SE



By Russ Brown, Ismael Alvarez



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INTRODUCTION

Welcome to *Deadly Gardens Extra: Natural Items 5E*. We are excited to bring this series to the 5th Edition Fantasy ruleset! *Deadly Gardens* is a series of short PDF documents that each feature a brand new plant monster to use in your 5th Edition Fantasy games. In addition to a new monster, each volume also features supplemental material that involves the theme of plants or nature.

As part of that supplemental material we have introduced the concept of natural items - objects that can be harvested from the strange plants and creatures that adventurers encounter on their journeys. Natural items will be included in multiple volumes over the course of the PDF series. Rather than reprinting the rules for natural items in all those volumes, and asking our customers to pay for the same content multiple times, we are placing the rules in this extra document. This document is available to download for free and will be bundled with all volumes of the *Deadly Gardens* series that feature natural items. Also just to provide an example of these rules in action we are including two new natural items; Cockatrice Tongue and Mimic Adhesive.

NATURAL ITEMS

Natural Items are rare and unusual objects that have been harvested from plants, beasts or other monsters. Typical natural items are portions of a plant's or creature's anatomy that give the creature its unusual powers or abilities, such as the glowing glands of a fire beetle.

Creature Type	Skill
Aberrations	Intelligence (Investigation)
Beasts	Intelligence (Nature)
Celestials	Intelligence (Religion)
Constructs	Intelligence (Arcana)
Dragons	Intelligence (Arcana)
Elementals	Intelligence (Arcana)
Fey	Intelligence (Nature)
Fiends	Intelligence (Religion)
Giants	Intelligence (History)
Humanoids	Intelligence (History)
Monstrosities	Intelligence (Arcana)
Oozes	Intelligence (Investigation)
Plants	Intelligence (Nature)
Undead	Intelligence (Religion)

HARVESTING NATURAL ITEMS

Harvesting a natural item from a creature requires an Intelligence or skill check. The skill used is based on the creature's type and is specified on the table provided. For example, Intelligence (Nature) is used for plants or Intelligence (Arcana) for monstrosities. The DC to successfully harvest a natural item is 8 + the challenge rating of the creature. The DC for creatures of a lower challenge rating than 1 are rounded down to 8.

USING NATURAL ITEMS

Unless otherwise specified, using a natural item takes up your action.



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ALCHEMICAL PRESERVATION

Many natural items are perishable and will quickly decay and become useless after a short period of time unless they are somehow preserved. Luckily, industrious alchemists have developed a process for preserving such items. Alchemically preserving a natural item costs 10 gp in reagents and requires a DC 15 Intelligence (Arcana) check. Alchemically preserved items will last indefinitely.

NATURAL ITEM DESCRIPTIONS

Each specific natural item has an entry with the following elements.

Source and Harvest The creature from which the item can be harvested and the skill and DC required.

Yield The number of items or doses that can be harvested from each source creature.

Price and Weight The price and weight of the item.

Description This is the description of the items unusual properties.

COCKATRICE TONGUE

Source Cockatrice; **Harvest** Intelligence (Arcana) DC 8

Yield 1 tongue; **Price** 40 gp; **Weight** 1 lbs.

Cockatrice tongue braised in garlic is considered a delicacy in some cultures. However, the cooking process destroys the unique properties of the meat. Eating a cockatrice tongue raw grants the consumer advantage

CREDITS

Authors - Russ Brown, Ismael Alvarez

Artist - Maciej Zagorski

Art Design - Russ Brown

Logo Design - Caio Schmidt

on saving throws against petrification and paralysis for 1 hour.

MIMIC ADHESIVE

Source Mimic; **Harvest** Intelligence (Arcana) DC 10

Yield 1 dose + 1 dose for every 4 that the harvest skill check exceeds the DC; **Price** 25 gp; **Weight** ½ lb.

Since mimic adhesive breaks down shortly after the creature dies, it must be quickly preserved with a Intelligence (Arcana) check or some other means such as a specimen jar. Mimic adhesive can be used as a glue setting up in 1 round. It has an AC of 13, 5 hit points and a damage threshold of 3. It will remain in place until destroyed or dissolved with strong alcohol.

Rusted Iron Games
17610 Ponderosa Ave
Parker, CO 80134
www.rustedirongames.com

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