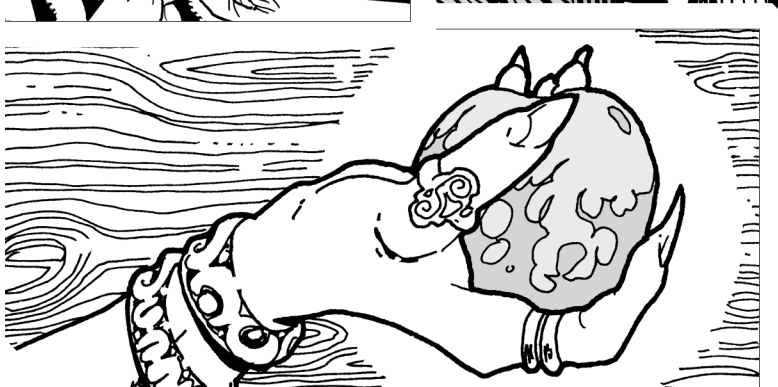


GURPS

Fourth Edition

MAGIC™

PLANT SPELLS™



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An e23 Sourcebook for GURPS®

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*But the job is to seek mystery, evoke
mystery, plant a garden in which strange
plants grow and mysteries bloom.*

– Ken Kesey

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INTRODUCTION

The earliest magical practices were rituals that connected humans with the greater natural world. Cunning folk discovered recipes using uncommon herbs, formulae that could be used to induce healing and prophetic visions. They developed their increasingly complex rituals into spells – codified packets of knowledge that could be collected, taught, and mastered.

In a fantasy world, plant-based spells are the tools of rangers, country witches, and woodland elves. They are the arsenal of “druids” – nature-worshipping priests who combine adventuring with their veneration of trees and green fields. In the horror genre, the spells are used by Gaia-attuned spiritualists, a variety of authentic druids, and glowering gardeners who tend to their unpleasant plots.

They say a German once wrote a book about a lemon skin; I could have written one about every grass in the meadows, every moss in the woods, every lichen covering the rocks. I do not want to leave even one blade of grass or atom of vegetation without a full and detailed description.

– Jean-Jacques Rousseau

This supplement adds 38 new spells to the Plant college, and adapts several more. Key information about plants of all kinds and options pertinent to mages are also included.



ABOUT THE AUTHOR

Scott Maykrantz lives and works in Greenwood, Indiana. He is the author of several **GURPS** books. Scott spends his free time playing the tambourine, contemplating the mysteries of the universe, and teaching blind people how to fish. He dedicates this book to the memory of Alec Holland.

About **GURPS**

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

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Bibliographies. Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the resources that interest you! Go to each book’s web page and look for the “Bibliography” link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

CHAPTER ONE

PLANT LIFE

Modern science defines plants as multicellular organisms with rigid cell walls and limited movement compared to animals; they are usually photosynthetic. *GURPS* deviates from the scientific definition by including plantlike life forms: algae and lichen. Lists of representative plants are presented with the plant types below. Bushes and shrubs are considered trees.

The definition does not include sponges, coral, or single-celled microorganisms. Fungi are special. Although they are technically not plants, they form a special subcollege within the Plant college. Many Plant spells have fungal equivalents with the same costs and parallel prerequisites; see p. 17.

PLANT TYPES

Plants can be divided into four broad categories, plus fungi (see above). Mages can specialize in one of these, or be generalists. Spells listed here are found on pp. 10-21 or in *GURPS Magic*.

ANCESTRAL PLANTS

Examples: Algae, club moss, ferns, kelp, kudzu, lichen, moss, pond scum, seaweed.

The earliest forms of vegetation have been around for millions of years – 540 million for terrestrial algae, 430 million for moss, and 400 million for ferns. They can still be found today in almost any climate. Algae, lichen, and pond scum are not true plants, but they are categorized as such in low-tech worlds where Plant spells are used. A mage specializing in ancestral plants is a denizen of damp caves, shadowed jungles, and seaweed-strewn coastlines. His spell list includes Body of Slime, Capturing Vines, Green Death, Gather Moss, and Slimy Skin.

*Nature, to be commanded,
must be obeyed.*

– *Sir Francis Bacon*

CROPS

Examples: Bamboo, banana, barley, beans, blueberry, cabbage, cannabis, coca, cocoa, cotton, grass, oats, onion, peas, pineapple, potato, rice, rye, tea, tobacco, tomato, wheat.

Crops are varieties of vegetation converted to commodities, making them fundamental components of the local diet and economy. They feed the population, make some people rich,

and can trigger starvation when a harvest is lost. The typical “farm wizard” is resourceful and unpretentious. He understands the relationship of seeds and soil. Appropriate spells include Bless Plants, Blossom, Harvest, Heal Plant, Plant Growth, Rejuvenate Plant, and See Plant Health.

FLOWERS/AROMATICS

Examples: Black pepper, daisy, dandelion, hallucinogenic plants, lotus, opium poppy, orchid, rose, star anise, stink-bush, sunflower, tulip, water lily, water-shield.

The “aromatic” group covers plants with a distinct and strong odor, typically combined with visual beauty. It includes spices, essential-oil-producing plants, and toxic vegetation that contain hallucinogenic chemicals. They are often removed from their habitat and cultivated in gardens. Some mages who specialize in aromatic plants appreciate their beauty and share it. Others use the plants for further ends, processing them chemically to create potent drugs and toxins; it is no surprise when a mage of this kind endeavors to keep his activities hidden. He knows Blossom, Process Plant, Spying Blossom, and Toxic Plant.

TREES

Examples: Alder, ash, beech, birch, cedar, cypress, dogwood, fir, juniper, larch, maple, oak, palm, pine, poison ivy, poison oak, redwood, spruce, willow, yew.

Trees occupy a special place in human folklore. Unlike a flower or bushel of wheat, conscious, thinking trees seem plausible. Perhaps this is because they stand upright and have limbs just like people do. What’s more, they have a distinct lifespan that mimics a person’s – from the small, vulnerable sapling to the old maple that sags as it nears the end of its life. Arboreal mages are the most common subtype. They are stoic, uncomfortable with rapid change, and carry themselves with dignity. Their grimoires include Arboreal Immurement, Forest Defense, Grasping Branch, Plant Form, Run Across Treetops, Treetop Blink, and Walk Through Wood.

BASIC CHARACTERISTICS

Plants are organisms with the potential for intelligence. All living plants have an IQ score that is stuck at 0 unless something supernatural occurs. Traits and spells that affect the mind are useless, including Mind Control, Mind Probe, Mind Reading, and Mindlink. Telepathy will connect, but there are no thoughts for the telepath to hear. See *GURPS Thaumatology* (p. 116) for a thorough description of IQ levels 1 through 5.

The range of basic characteristics among plants – HP, DR, weight, etc. – is as varied as the number of species. Use these guidelines for combat, attempts to damage trees, clearing underbrush, movement in a forest, and setting fires. As a starting point, select the generic plant in the table below that most closely resembles the actual vegetation.

HP: At 0 HP, a plant is clearly damaged but could recover if tended to with adequate soil, water, and sunlight. When it dies as the result of a failed HT roll at or below -HP, or at -5×HP regardless, it becomes an object, losing any IQ above 0 it may have had for whatever reason. Rejuvenate Plant instantly brings a plant with negative HP up to 1 HP.

HT: Default HT for all plants is 11. Plant *creatures* may have a different level.

DR: Plant DR is ablative to burning, corrosion, crushing, cutting, and huge piercing attacks to the same spot. DR is

semi-ablative to multiple impaling, piercing, and large piercing attacks to the same spot. See pp. B47 and B559.

SM: Trees of SM +1 or more have roots that cover a circle with a diameter equal to the SM in yards. The trunk sits at the center and takes up space above ground equal to one-sixth of the diameter (don't round).

Examples: Trees with SM +1 are 7' to 9' tall, with a root-base diameter of one yard and a trunk six inches thick. Trees with SM +5 are 31' to 45' tall, with a five-yard-diameter root base and a trunk 2.5 feet thick. Trees with SM +9 are 151' to 210' tall, with a nine-yard-diameter root base and a trunk 4.5 feet thick.

To measure the length of the branches, assume they mirror the roots. These measurements are minimums for trees with a typical silhouette. For stout species (such as palms), increase the root and trunk diameters by up to ×2.

Weight: Listed weight is above ground and “green” – the weight of a plant that contains its natural amount of water. To include the roots, add 20%.

Flam.: Short for “flammability.” HPs of heat/fire damage required to ignite (p. B433).

Dep.: Its light, soil, and water requirement, expressed using the Dependency disadvantage: D = Daily, W = Weekly, M = Monthly, and S = Seasonally. See *Disadvantages* (p. 9).

Plant Physical Characteristics Table

Type	HP	DR	SM	Weight	Flam.	Dep.	Notes
Bamboo (6' length)	11	1	0	4 lbs.	10	W	[1]
Bush, average (5')	39	1	+0	115 lbs.	30	W	[2, 3, 4]
Bush, full grown (100')	780	8	+8	923,000 lbs.	30	M	[2, 3]
Coconut, single	10	4	-6	2 lbs.	30	S	[2, 5]
Flower bush	8-23	0	0	1-25 lbs.	30	D	[4]
Flower, single	1	0	-7	neg.	30	D	
Fruit/vegetable, hard	1-12	1	-2	5-60 lbs.	30	D	[5, 6]
Fruit/vegetable, soft	1	0	-6	8 oz.	30	D	[5]
Grass/grains, tall (1 hex)	6	0	0	1 lb.	10	W	[4, 7]
Ivy (1 hex)	6	0	0	10 lbs.	10	M	[4, 8]
Log (18" length)	17-22	3	-4	10-20 lbs.	10	-	[2, 5]
Moss (1 hex)	10	0	0	2 lbs.	-	S	[4, 9]
Palm tree (20' tall)	157	20	+3	7,200 lbs.	30	M	[2, 3]
Seaweed (1 hex)	33	0	0	70 lbs.	-	M	[4, 9]
Tree, dead (30' tall)	75	12	+4	2,000 lbs.	3	-	[2, 3]
Tree, living (20' tall)	145	18	+3	6,000 lbs.	30	M	[2, 3]
Tree, living (50' tall)	752	30	+5	820,000 lbs.	30	M	[2, 3]

Notes

[1] If removed from the rest of the plant with a successful Gardening roll, can be used as a staff of *cheap* quality.

[2] DR cannot be reduced below 1.

[3] Provides cover DR equal to SM×4.5, round down; minimum 1.

[4] Treat as Diffuse to impaling and piercing attacks.

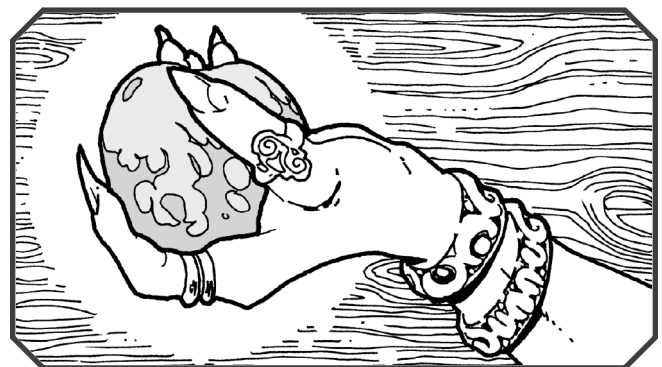
[5] See *Throwing* (p. B355) for use as a weapon.

[6] For example, a pumpkin or squash.

[7] Corn stalks and other tough crops get +2 HP.

[8] If cleared with bladed melee weapons, the items can get stuck as per *Picks* (p. B405).

[9] When dry, halve weight, and *Flam.* becomes 30.



Green Mind Meta-Trait

If you have a “Green Mind,” you think like a plant. It’s naturally common among sapient trees. For other creatures and characters, it could be the result of a peculiar curse or disease, a critically failed spell roll, or an affliction. The GM determines the exact level based on the cause (such as the Acquire Green Mind limitation, p. 7). Effects are cumulative; that is, at level three, you have one advantage, three disadvantages, and three quirks. Some of the modifiers used below appear in **GURPS Powers**.

Level One: You think about plants a lot. You want to know everything about them. You always find a way to squeeze the topic into your conversations. *Traits:* Curious (6) (Limited to plants, -60%) [-4]; Quirk (Ends every conversation with a plant metaphor) [-1]. *Cost:* -5 points.

Level Two: You’ve acquired an affinity for gardening, foraging for herbs, and farming. You feel protective of the woodlands and fields. You envy them for their stoic quiet. *Traits:* Add Green Thumb 1 [5] and Sense of Duty (To forests, jungles, and other areas covered with plants) [-10]. *Cumulative cost:* -10 points.

Level Three: You still talk about plants and you love the forests and farms, but you’ve become boring. You want to stay put, you aren’t creative, and you have trouble understanding jokes. *Traits:* Reduce Curious to (12) [-2]. Add

Hidebound [-5], Weak sense of humor [-1], and Quirk (Dislikes going anywhere) [-1]. *Cumulative cost:* -15 points.

Level Four: You feel like a plant. If you looked in the mirror, you’d be shocked if you didn’t see a tree “staring” back. *Traits:* Drop Curious. Add Chauvinistic [-1], Extra Sleep 3 (Only in winter; -80%) [-1], and Pyrophobia (12) [-5]. *Cumulative cost:* -20 points.

Level Five: You have the mind of a sapient tree. You’ve lost interest in the flesh-and-blood world, if you had any. Your empathy for vegetation is deeper than ever. *Traits:* Add Plant Empathy (Cosmic, No die roll required, +100%) [10] and Killjoy [-15]. *Cumulative cost:* -25 points.

Level Six: Overload. Your mind is too green. Even sapient Redwoods aren’t this bad. Your thoughts are languid and your metabolism can slow down to a virtual standstill. You can enter total communion with the surrounding plant life if you are in dense vegetation; you establish deep empathic connections with the flora around you – even giving you access to memories from plants that once grew in that spot! *Traits:* Change Plant Empathy to Plant Empathy (Cosmic, No die roll required, +100%; Remote, +50%; Sapience, +40%) [15]. Add Extended Lifespan 3 [6], Metabolism Control 8 [40], Racial Memory (Active; Environmental, Dense vegetation, -40%; Immersive, +50%) [44], and Decreased Time Rate [-100]. *Cumulative cost:* -30 points.

OPTIONAL RULE: DENSITY OF VEGETATION

When anyone moves through an area thick with plants, there are a number of effects. The GM can designate a particular area as Sparse, Normal, Dense, or Impenetrable. The effects of each density described below are for a normal human on foot.

Sparse: Long-distance, straight-line movement is possible only at this density level. Equivalent to Average ground travel terrain (p. B351). If you are using the Environmental limitation (**GURPS Powers**, p. 110), this level is -20% (outdoors/wilderness).

Normal: While running, roll every 100 yards against the better of DX or DX-based Running to avoid an ordinary mishap (e.g., trip and fall down). For purposes of clearing or burning, each hex has 25 HP. Equivalent to Bad ground travel terrain. If you are using the Environmental limitation, this level is -30% (ordinary vegetation).

Dense: All ranged attacks modified by -2 due to automatic cover for targets. While walking, roll against DX every 50 yards, suffering a minor mishap only on a critical failure. If you are running, use the same rule for Normal density, above, and penalize the roll by -2. Additionally, certain characteristics are modified: +3 to Stealth, +2 to Camouflage, -2 to Move, and -2 to Vision rolls. Each hex has 40 HP. Equivalent to Very Bad ground travel terrain. If you are using the Environmental limitation, this level is -40% (dense vegetation).

Impenetrable: A SM 0 or larger creature *cannot* pass through the undergrowth! It gives -6 to Vision rolls. Creatures small

enough to enter (see below), get +4 to Stealth and Camouflage. Each hex has 65 HP. Furthermore, the vegetation acts as a barrier, and it may function as cover from ranged attacks.

Creatures at SM -1 or SM -2 pass through vegetation at one step lower; e.g., a halfling moves through Impenetrable as if it was Dense. At SM -3 or smaller, move down two steps. This applies only to movement through the hex, not skill modifiers or cover. Creatures of SM +1 or greater treat Dense as Impenetrable and Normal as Dense.

Unless otherwise noted, assume jungle, swampland, and woodlands are Normal and plains are Sparse. In a cinematic campaign, jungle is often Dense. These rules are used with the following spells: Breakfall Plants (p. 13), Fast Plant Growth (pp. 12-13), Forest Defense (p. 13), Razor Grass (pp. 16-17), and Run Across Treetops (pp. 17-18).

*The green plant
ingests three elements –
earth, fire, and water –
to produce the fourth.*

– Anonymous

CHAPTER TWO

PLANT MAGES

A *plant mage* is anyone who knows more Plant spells than spells of any other college, with a minimum of five Plant spells. Plant mages often have Plant Empathy, Speak with Plants, and

a disadvantage worth -10 points from the *Those Who Revere the Forest* list (p. 9).

ADVANTAGES

If magic is the only source for personal supernatural abilities in the campaign, consider adding the Magical power modifier (-10%) to Plant Empathy, Psychometry, and Speak With Plants.

Magery

see p. B66

In a setting where major vegetation is extraordinarily prevalent, the GM may wish to change the value of One College Only (Plant) from -40% to -20%. This is a major change from the standard rules, but it makes sense for campaigns set in a deep jungle, an enchanted forest, and the like. If the reverse is true – useful plant life is rare – the GM may change the One College Only value to -60%. Use -60% if running a *GURPS Dungeon Fantasy* campaign that never reaches the surface, confined to cut-stone tunnels.

Plant Empathy

see p. B75

This advantage has five benefits. The first two are sensory, activated by IQ rolls (to sense health and to detect supernatural qualities). The remaining three (based on Empathy) are only useful when dealing with a sentient plant: an IQ roll to get a “feeling” about it, the ability to affect it with Influence skills, and a +3 bonus when using Detect Lies, Fortune-Telling, or Psychology on it. This trait is indispensable for plant mages . . . and cheap!

Special Enhancements

If you use *Based on (Different Attribute)*, this applies to the roll to sense magic plants and the roll used to “get a feel” for sentient plants. Reasonable alternatives to IQ include

Will, Per, and 10+Magery. The Remote enhancement (*Powers*, p. 48) is also particularly applicable to plant mages.

Special Limitations

If physical contact is required, add Melee Attack, Reach C (-30%). If you have to make contact with your bare skin, also add Contact Agent (-30%). If local sentient plants become aware of your presence when you use this advantage, add Nuisance Effect (-5%) or Visible (-10%). The Environmental limitation cannot be combined with this trait.

Rarity of Plant Types

Traits such as Control, Damage Resistance, Detect, Weakness, and Vulnerability require you to choose the rarity of the substance or condition affected. The following list is a compilation of published examples that are relevant to this book – and a few more that might come up. If you are using Accessibility, apply the value at the end of each paragraph. The four plant types (p. 4) are in bold.

Rare: Algae, burning wood, cacti, dense vegetation, grape vines, hallucinogenic plants, hemp, moss, plant creatures (nonspirit), plant mages, plant spirits, redwoods, sick plants. Accessibility -40%.

Occasional: Airborne pollen, **ancestral plants**, apple trees, conifers, corn stalks, dead trees, toxic plants, medicinal plants, seeds. Accessibility -20%.

Common: **Crops, flowers**, herbs, leaves, **trees**, weeds, wood. Accessibility -10%.

Very Common: Grass, living plants. Accessibility -0%.

To modify the Specialized limitation, use the Accessibility modifier listed above, increased by -40%.

Special Option for the Environmental Limitation

The Environmental limitation (*GURPS Powers*, p. 110) sets *wilderness/outdoors* at -20% and *dense vegetation* at -40%. You may choose a category in between, at -30%. This category is not dense, but it's not as scattered as outdoors or wilderness. The category includes sculpted gardens, planted fields, orchards, and wooded parks – grounds that have been mowed, landscaped, weeded, trimmed, harvested, tended, watered, fertilized, or plowed. Call it *normal vegetation* (-30%). See *Optional Rule: Density of Vegetation* (p. 6) for more.

New Perks

Those who match the definition of a plant mage (p. 7) may take any of these perks. If the Unusual Background (Trained by an Archdruid) advantage (p. 9) is part of the campaign, a person may have them all. Otherwise, use the table at the bottom of p. 12 of *GURPS Thaumatology: Magical Styles*, replacing “style” with “Plant college.”

Perks marked with a “†” require specialization; that is, a parenthetical note of the specific species, spell, terrain type, etc. that the perk affects. Those marked with a “‡” are leveled, exactly like an advantage that comes in levels.

Detect Plant Sapience: With a touch and an IQ+4 roll, you can determine if a plant is sapient. This includes any tree that is currently the subject of Arboreal Immurement.

Druid's Tight Grasp‡: For every level, you may increase the ST or Binding level by +1 for the following spells: Capturing Vines, Grasping Branch, and Undergrowth Ambush. Maximum level is 5.

Environment Awareness†: You experience a second of Danger Sense while surrounded by one of the following terrain types: jungle, plains, swampland, or woodlands. You must stop and concentrate first. You can detect only

nonmagical threats that inflict HP or FP damage (land mines, rattlesnakes, pit traps, etc.).

Fresh Cudgel: If you use a thick branch as a club, it transforms to weapon-grade durability until you let go. Use the stats for a small mace (swing+2 crushing).

Little Green Digit‡: Once per day, you can modify a skill roll as if you had Green Thumb (p. B90) at the same level as this perk. You cannot take this perk if you have Green Thumb.

Plant-Form Rest: Prerequisite: Recover Energy. While you're under the effects of Arboreal Immurement, Body of Leaves, Body of Slime, or Plant Form, increase your effective spell level with Recover Energy by +5.

Sympathetic Species‡†: This is similar to Super-Sympathy (*GURPS Thaumatology: Magical Styles*, p. 33). Choose a species, such as birch, corn, oak, poison ivy, tulip, or wheat. Any spells directed at this species adds your perk level to the effective spell level; maximum of 3.

Tree-Tickler: With a touch, you can shake a living tree no larger than your SM+2. Loose branches snap, plump fruit falls, squirrels scurry, etc. You do not inflict any damage to the tree.

Here are two new limitations:

Acquire Green Mind: After each use (or five minutes of continuous use), roll against Will. If you fail, your gray matter shifts to green, and you acquire one level of Green Mind (p. 6) for 2d hours. Multiple failures are cumulative, raising the level. This limitation can also be applied to Speak With Plants. -30%.

Specialized: You can only communicate with *certain* plants. “All terrestrial plants” (including all trees, bushes, and herbs) and “All aquatic plants” (including algae, kelp, and seaweed) are -40%; a large subset of either of the previous broader groups (e.g., “Trees” or “Herbs”), -50%; a smaller subset (e.g., “Evergreens” or “Medicinal Herbs”), -60%.

*He who plants trees loves
others beside himself.*

– English proverb

Psychometry

see p. B78

This advantage works with all plants, living or dead. If the plant is rooted to the ground (including moss and lichen affixed to a surface), your scan tells you about the plant and the area surrounding it. You can reach back in time to the moment when the plant was born or, if it has been relocated, the day it was planted. Some ancestral plants can reveal events that took place *thousands* of years ago. If it's not rooted, you learn the history of that particular plant only.

Keep in mind that this trait is useless unless the object/location is “emotionally charged” – and plants tend to lead boring lives. You can counteract this drawback with the Sensitive enhancement (*Powers*, p. 69).

By adding Accessibility, Only plants (-10%) and Active Only (-20%), Psychometry produces the same results as Speak With Plants (below) when used on IQ 0 subjects.

Speak With Plants

see p. B87

With IQ 0 subjects, this advantage is identical to Psychometry. At the GM's whim some trees have a higher IQ; use these suggestions, based on its age:

Up to six months: IQ 1. Up to a year: IQ 2. Up to 18 months: IQ 3. Up to three years: IQ 4. Up to six years: IQ 5. Up to 12 years: IQ 6. Up to 25 years: IQ 7. Up to 50 years: IQ 8.

Each doubling of the number of years adds an additional level of IQ. (One of the world's oldest trees, a bristlecone pine that's been alive for over 47 centuries, would have an IQ of 14.)

Note: In the description on p. B87, the word “empathic” should be replaced with “telepathic.” The advantage description suggests telepathy rather than empathy. Additionally, treat the trait as if it has a built-in Area Effect – you can converse with any plant in range of your normal speaking volume.

Special Limitations

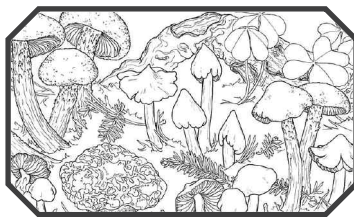
Normally, your communication is subvocal. If your voice is audible, use Nuisance Effect (-5%). If the tree's speech is also audible, raise the modifier to -10%. Additionally, it's possible to acquire a Green Mind, as with Plant Empathy (p. 7).

Unusual Background (Trained by an Archdruid)

5 points

Prerequisites: Hidden Lore (Druidic), and at least 5 points in Plant college spells. If archdruids in the campaign world are a political group that can affect the affairs of state or industry (including guilds), this trait doubles as a political contact trait. In this case, add Security Clearance [5] to the list of prerequisites.

You've learned from the magical equivalent of a martial arts master. He has passed some of his extraordinary wisdom on to you. This gives you the following four benefits:



- You can acquire Plant Empathy during play.
- You can acquire Speak With Plants during play.
- You can learn Invisibility Art, restricted to any terrain for which you have a Survival skill specialty.
- You may use the Training Sequence rules in *GURPS Martial Arts* (p. 147) to learn spells.

Consider adding a complimentary Secret or Reputation to reflect your special relationship. Decide if the master is human, a sapient plant, or something else! (No further details are required.) If the GM desires, this trait may be a prerequisite for plant-mage perks (p. 8).

DISADVANTAGES

The following disadvantages are unsuitable for plant mages – and appropriate for their enemies: Dread of vegetation, plant life, or trees; Lifebane; Pyromania; or Revulsion to grass or wood. The GM may rule that casting rolls are penalized by -1 for every full -5 points in the sum of these traits.

Code of Honor

see p. B127

Forest Protector: Defend all woodlands from those who attempt to harm or destroy it by setting forest fires*, logging, or other means. Keep its secrets. Use its resources in a respectful way. Show respect toward mages dedicated to the woodland. Oppose the idea of the forest as a possession, owned by any individual, country, or institution. -10 points.

* Any plant mage worthy of the name recognizes the value of a forest fire created by natural causes (e.g., lightning). However, he'll be skeptical of "controlled burns," even if the intent – and result – is beneficial.

Dependency

see p. B130

Unless otherwise noted, all plants require good soil, reasonably clean water, and adequate sunlight. Sentient plants take this as a Dependency on a Very Common substance. Furthermore, the guidelines below can be used to measure the rate of HP loss for *any* plant.

Flowers wilt after a day without water, sun, and nutrients. At the end of the period, subtract 1 HP every hour. *Daily*, -15 points.

Young trees or *crops* begin dying after a week, at a rate of 1 HP every six hours. *Weekly*, -10 points.

A *full-size, adult tree* loses HP after a month, at a rate of -1 per day. *Monthly*, -5 points.

Moss and *other ancestral plants* begin dying after a full season without

proper soil and moisture. Sunlight is not necessary. They lose 1 HP every three days. *Seasonally*, -1 point.

Additional examples of Dependency can be found in the *Plant Physical Characteristics Table* (p. 5).

Disciplines of Faith

see p. B132

Deep Ecologist: You patrol the forest, looking for anyone who might hurt it. You commune with the spirit of Nature at least once per day (dawn is best), meditating in an overgrown spot. -10 points.

Lifebane

see p. B142

If you need to measure the exact damage caused by this disadvantage, treat it as a kind of "supernatural radiation." Specifically, it's a 1 HP toxic attack with three cycles (of eight hours each) and a one-yard range. It radiates like an Innate Attack with Emanation. Applicable targets are limited to natural vegetation and natural animals weighing no more than a few ounces. Bless Plants, Heal Plant, Rejuvenate Plant, Purify Earth, or Remove Contagion can cancel the cycles.

Those Who Revere the Forest

If your regard for the forest is respectful – but no more than that – give yourself a quirk: "Cannot tolerate extensive damage of a forest."

Those with stronger feelings add a concern for the overuse of woodland resources. They keep a lookout for offenders, too. Instead of the quirk, use *one* of the following: Code of Honor (Forest Protector; see above) [-10], Sense of Duty (Forest) [-10], or Sense of Duty (Plants) [-10].

The next level is the tree worshipper. The forest is his temple. He has one of the disadvantages above and any *one* of the following: Disciplines of Faith (Deep Ecologist; see above) [-10]; Green Mind 1 [-5] (p. 6); Intolerance (Lumberjacks, at any TL) [-5]; Vow (Live in woodlands for at least six months a year) [-15]; Vow (Use plant material only if gathered without severe injury to the plant) [-5].

CHAPTER THREE

PLANT SPELLS

The spells in this book use all of the established rules in the *Basic Set* and *GURPS Magic*. Except as noted, spells are found in *GURPS Magic*. Additional guidelines follow.

Duration: A plant transformed by a spell with a limited duration will not return to its original form if it is ingested, dissolved, or burned before the spell ends.

Enchanted Items: An enchanted “staff” is any rod-shaped piece of organic material up to six feet long. Thus, a wand is a type of staff. For those spells that require a *wooden* staff, any type of wood will do.

Ingredients: The typical Plant spell needs *at least a fingernail-sized piece of plant life* to start from, even if it’s only a leaf or a piece of a pinecone. There are 12 exceptions: Body of Leaves (p. 11), Body of Slime, Body of Wood, Create Paper (p. 12), Create Plant, False Tracks, Gather Moss (pp. 13-14), Green Death (p. 14), Plant Form, Plant Form Other, Pollen Cloud, and Purify Earth. The exceptions could be cast on the moon, inside a walk-in freezer, in a featureless pocket dimension, etc. They can be used in a clever way to create useful campfire fuel as well.

Mage Sense: Unless otherwise noted, all plants created by magic are nonmagical when the spell is over, and they cannot be detected as being magical. (Of course, plants under the influence of an active spell are detected as magical.)

Resistance: Some Resisted spells list an IQ roll and a “(p).” These resistance rolls are only for *any living plant*. (Dead plants don’t get a resistance roll.) The spell is resisted by the plant’s IQ (if any). Sapient trees are thus harder to alter with magic than their ordinary, IQ 0 counterparts. This may be due to their inherent magical nature, a conscious will to resist . . . or any other rationalization that sounds good.

Example: Grasping Branch (p. 14) is resisted at IQ+5 (p). An ordinary plant (IQ 0) rolls against 5 in the Quick Contest, and almost surely loses. A sapient tree with IQ 10 resists with 15, and might well win.

Size Modifier: Use the standard rules to adjust energy cost by SM (p. B239), unless otherwise noted. Some spells have

special rules, such as Change Species (p. 12), Green Telurgy (p. 14), and Miniaturize Plants (p. 16).

Spell Class: Regular spells target a single plant of *any size*, while Area spells effect all plants in their area. If the area is large and inhabited by many types of plants, the GM can allow the mage to narrow the focus to one type of plant (“just the trees,” “all of the weeds,” etc.) before the roll.

Subjects: Any spell with the word “tree” in the name also works on bushes and shrubs. They are, generally speaking, short trees with branches close to the ground.

Specific Spells: The Resurrection spell works on any form of vegetation. It returns the plant to its IQ level at the moment it died. Rejuvenate Plant resurrects dead plants as well, bringing them back to 1 HP (and at a much cheaper cost). However, Rejuvenate doesn’t restore any unusual intelligence; the reborn plant has IQ 0. Strike Barren terminates a plant’s ability to reproduce, but does not kill it.

Plant Spells for Everyone

Any mage can learn Plant college spells if he has the listed prerequisites. Most spells have four or more, forcing the mage to make a nontrivial investment in the college. The spells below are exceptions; they are useful, with a low prerequisite count.

Basic Spells: See Plant Health (p. 19), Seek Plant.

Needs Seek Plant Only: Identify Plant.

Needs Only Seek Plant and Identify Plant: Buoyant Plant Life* (pp. 11-12), Harvest† (p. 14), Heal Plant, Improved Firewood (p. 15), and Shape Plant.

* Also requires Magery 1.

† Also requires two spells from another college.

NEW PLANT SPELLS

Blade of Grass

Regular

This spell transforms a single, long blade of grass into a knife or sword, complete with hilt. The weapon is well-crafted, with a blade that shines pale green in sunlight. It appears to be metallic, but it’s composed entirely of vegetable matter.

A piece of grass 6” to 11” creates a small knife. Between 12” and 17” makes a large knife. A length of 18” to 29” inches turns into a shortsword. Between 30” and 47” transforms into a broadsword. Any length of 48” to 53” creates a bastard sword. Any length of 54” or longer makes a greatsword. The item has all of the stats of its type (same weight, Reach, etc.) except cost.

A few Merchant or reaction rolls set the cost at the point of sale. However, when the spells ends, the buyer will be fuming . . .

This spell is useless if the piece of grass is shorter than 6" – a problem easily resolved with a successful casting of Plant Growth!

Duration: 1 minute.

Cost: 1 to cast for every 12" of length, or fraction thereof. Half that to maintain.

Prerequisite: Shape Plant.

Item

Gauntlet, glove, or ring. Maintained until one minute after the item loses contact with the weapon. *Energy cost to create:* 550.

Bloodsucking Branches

Area

Temporarily transforms all rooted, branching plants in the area into vampiric organisms. If the area doesn't have any plants of this kind, the spell is wasted.

Any living, DR 0 creature (ignoring any DR with the Tough Skin limitation) who stops or walks through an affected hex is "stung" – branches lash out, puncture the skin, and begin drawing blood. (The blood flows down to the roots, where it is expelled into the soil. This may be of interest for vampires or dark alchemists who need special ingredients.) At the moment the branches strike, the victim is mentally stunned. Until he makes a successful IQ roll to snap out of it, he loses 1 FP per second. Anyone traveling at Move 4 or greater is too fast to be stung.

If the victim collapses from FP loss, he has a 5-in-6 chance that the fall will break his contact with the plant (GM rolls one die). If the GM rolls a 6, the victim fell into or on top of the plant; the bloodsucking branches stay connected and he continues to lose FP. Note that, once he is at 0 FP, he loses HP, as well. This is a good time for adventurers to use traits such as Luck, Serendipity, or any form of divine intervention.

If using the *Density of Vegetation* rules (p. 6) alter the rate of FP loss as follows: Sparse (1 FP every five seconds), Normal (no change), Dense (2 FP per second), Impenetrable (3 FP per second). Impenetrable is possible only if the victim is trapped inside – or lying on top of – the plants.

A critical failure causes the plants to attack only the caster and his friends. If the caster rolls a critical success, the spell's effects can become permanent without paying the $\times 10$ cost.

Duration: 1 minute.

Base Cost: 2 to cast. Half to maintain.

Time to cast: 1 second \times radius.

Prerequisites: Magery 1, six Plant spells, and Weaken Blood.

Item

(a) Staff; usable only by a mage. *Energy cost to create:* 850. Reduce the cost to 650 if the staff is made of wormwood. (b) Any change can be made permanent for $\times 10$ cost (minimum of 30 energy).

Body of Leaves

Regular; Resisted by HT

The subject's body transmogrifies into a mound of leaves, roughly hemispheric with an 18" peak. He has the Body of Leaves meta-trait (below) for the duration of the spell. He is inconspicuous in most outdoor environments. Clothes and carried items, up to Medium encumbrance, are subsumed into the new form. To determine what gets left behind, begin with the heaviest items. Subsumed magic items are temporarily inoperable. The subject may cast any spells that have no ritual requirement.

A body of leaves is useful for sneaking, for hiding, and to survive a fall. The spell is not limited to the caster – it may be cast on someone else to terrify him, slow him down, or injure him using wind attacks and fire. (If this is his first transformation, roll a Fright Check at -6.) This spell is susceptible to Know True Shape, Remove Curse, and Suspend Curse. Likewise, the spell ends if the subject loses consciousness.

Duration: 1 hour.

Cost: 5 to cast. 2 to maintain.

Time to cast: 4 seconds.

Prerequisites: Body of Slime and Plant Form Other.

Item

(a) Wooden staff; usable only by a mage. *Energy cost to create:* 1,200. (b) Ring or necklace, usable by anyone. The wearer changes form and stays that way until saved by Remove Curse! *Energy cost to create:* 2,100.

Body of Leaves Meta-Trait

You are a sapient pile of leaves. You excel at hiding and sneaking, but you can be easily dispersed by wind or ignited by fire. You move with a slow slither, cannot speak, and have no obvious physical attacks. ST -10 [-100]; HP +10 [20]; Chameleon 6 (Limited to locations where a pile of leaves could be found, -60%) [12]; Doesn't Breathe [20]; Double-Jointed [15]; Fragile (Combustible) [-5]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100]; Mute [-25]; No Legs (Slithers) [0]; No Fine Manipulators [-30]; Numb [-20]; Reduced Move -4 [-20]; Silence 5 [25]; Vulnerable (Wind Attacks $\times 2$) [-20]. Affected by Plant spells [0]; Taboo Trait (Fixed ST) [0]. 2 points.

Buoyant Plant Life

Area

All vegetable material floating on water in the area of effect becomes supernaturally buoyant. The material cannot be permanently submerged. Choose one of three levels at the time of the spell's casting.

Can be temporarily held below the surface: For a base cost of 1/2, the plant life cannot stay submerged for more than 1d+9 seconds. Roll once, for all plants in the area.

Never fully under: For a base cost of 1, the plant life can be 90% submerged, but never fully.

Always on the surface: For a base cost of 2, the plant life floats, with no more than 10% of its mass under water, and cannot go deeper.

Note that the vegetation is not fixed to its current location, so anyone who wants to hop between lily pads or walk across floating logs risks falling down. Treat this as if the person was walking on objects laid over a greased surface (*GURPS Magic*, p. 142).

Duration: 1 minute.

Base Cost: See above. Half to maintain.

Time to cast: 30 seconds.

Prerequisites: Magery 1 and Identify Plant.

Item

Staff; usable only by a mage. *Energy cost to create:* 1,100.

Capturing Vines

Area

Animates a cluster of vines to stretch out and grab anyone nearby. Treat this as a binding attack with its Area Effect determined by the energy spent: Binding 15 (Environmental, -40%; Persistent, +40%). If the vines are reaching out laterally (from a wall or fence), targets may use active defenses. If the attack comes up from the ground, limit active defenses to parries with feet or a dodge at -3. This spell has no effect on sapient plants.

Duration: 1 minute.

Base Cost: 1 to cast. Half that to maintain.

Time to cast: 4 seconds.

Prerequisite: Grasping Branch (p 14).

Item

Any; usable only by a mage. *Energy cost to create:* 900.

Change Species (VH)

Regular; Resisted by IQ+5 (p)

Changes the species of a plant – sunflower to tulip, acorn to walnut, birch tree to grapevines, etc. The mass cannot be altered by more than $\pm 20\%$. Any *natural* species is possible, but greater changes cost more energy (see below).

Duration: 1 hour.

Cost: SM $\times 2$ for a plant of the same type as described on p. 4 (e.g., crop to a different crop); minimum 2. SM $\times 4$ for a species in a different group; minimum 4. Half to maintain.

Time to cast: 30 seconds.

Prerequisites: Magery 2 and Reverse Plant Growth (p. 17).

Item

(a) Jewelry or staff; usable only by a mage. *Energy cost to create:* 1,000. (b) Any change can be made permanent for 100 times the casting cost.

Create Paper

Regular

Creates a stack or a single sheet. No plant life is needed for the casting – the mage could create paper in an empty jail cell or at the North Pole. Choose hemp or wood pulp – and a color – before casting. One point of energy produces a stack of 25 sheets measuring one square foot each or a single sheet measuring 5' \times 5' (caster's choice). The mage can only create paper he is familiar with.

Example: With a personal TL of 7 or greater, a spellcaster can create sheets of bond paper. However, the same mage can't create papyrus scroll paper – unless he has a suitable skill such as History (Ancient Egypt).

Conventional papermaking uses Artist (Woodworking, Papermaking). Paper can be used to write a scroll, draw a map, get a fire started, feed into a typewriter, wipe up a mess, create a barrier, diaper an infant, build a kite, make a flag, create a mask, and so on.

Duration: Permanent.

Cost: See description.

Time to cast: 4 minutes.

Prerequisites: Magery 2 and Heal Plant.

Item

Ring or a simple container of some kind. *Energy cost to create:* 700. If the container was designed to hold paper, the cost is 550.

Druid's Panacea (VH)

Regular

This spell allows a subject – who must be resting at the foot of a large (SM +2 or more), living tree – to heal his body and mind. The subject must spend the entire casting time motionless, after which he heals HP equal to (tree's SM \times energy spent) and benefits from the effects of one of the following spells, chosen by the caster: Neutralize Poison, Relieve Addiction, Relieve Madness, or Restore Memory. The effects of Relieve Addition and Relieve Madness cannot be maintained; they last for one day or 10 minutes, respectively.

Duration: See above.

Cost: 1 to 3 to cast. One attempt per day.

Time to cast: 10 minutes.

Prerequisites: Magery 3, Body of Wood, and Plant Empathy (pp. 7-8 and p. B75).

Item

A simple silver ring; usable only by a mage. *Energy cost to create:* 3,500.

Fast Plant Growth

Area; Resisted by IQ+5 (p)

Every minute, the plants in the area stretch and monstrously sprout to fill an adjacent hex. With the *Density of Vegetation* rules (p. 6), the caster may raise the density level of a hex *instead of* adding a new one (except an Impenetrable hex, which will not change). A newly filled hex has the same density as the hex from which it spread.

Plants that pile up against a fixed object do (1d \times Magery) crushing damage per minute. Use the rules for structural damage on pp. B558-559. Movable objects are shoved as per *Lifting and Moving Things* (p. B353); BL is 15 \times Magery.

Any ambulatory being can evade the expanding plant life. Those who cannot – sessile, unconscious, etc. – are shoved as inanimate objects. If pushed against a solid barrier, the shoved individual suffers 1/10 of the crushing damage inflicted each turn.

Seven Embezzled Spells

Sometimes a spell is a variant of another, customized for a different college. For example, Animate Plant is a specialization of Animate, and Arboreal Immurement is based on Entombment. Except as noted, the spells below work as described in *GURPS Magic*.

Breakfall Plants. As Slow Fall (*Magic*, p. 144), but the speed of your fall is unaffected until the last tenth of a second before you land. You must drop onto some form of living plant material – e.g., a wooden table won't work, but a thin bed of moss will. If you're using the *Density of Vegetation* rules (p. 6), Sparse vegetation cuts your speed in half when you land, Normal works as described, and Dense or Impenetrable lowers the energy cost to 1 for every 100 lbs. *Prerequisites:* Magery 1, Apportation, Walk Through Plants.

Exploding Vegetable. As Explode (*Magic*, p. 118), but the spell is restricted to a tomato, ear of corn, head of lettuce, grapefruit, orange, or similar produce. The spell is cancelled if the produce is crushed, sliced, or bitten into before it bursts. (To have it detonate in a monster's

stomach, it has to swallow the vegetable whole.) *Prerequisite:* Shape Plant.

Fling Fruit. As Poltergeist (*Magic*, p. 144). Subjects are limited as for Exploding Vegetable (above). *Prerequisites:* Magery 1, Apportation, and Shape Plant.

Grant Plant Intelligence. As Wisdom (*Magic*, p. 135). Temporarily raises the IQ of any living plant. Cost is 3 energy per level of IQ, maximum IQ 15. One-third to maintain. *Prerequisites:* Magery 2 and Plant Speech.

Summon Dryad. As Summon Air Elemental (*Magic*, pp. 27-28). Calls any dryad within half a mile. Use the trait list from *GURPS Fantasy* (p. 213). Energy cost is 23. *Prerequisites:* Magery 1, Sense Spirit, and seven Plant spells.

Vine to Snake. As Create Animal (*Magic*, pp. 98-99). Use the stats for rattlesnake (p. B458). *Prerequisites:* Magery 2 and Create Plant.

Wood Golem. As Golem (*Magic*, p. 59). Use the clay golem traits, adding ST +2, HP +10, DR 4, and Fragile (Combustible). Energy cost is 360. *Prerequisites:* Animation, Enchant, and Shape Plant.

Example: A spellcaster with Magery 3 casts this in a room with wooden walls (DR 2 and 29 HP) and a moss floor, occupied by a large, 500-lb. table. The living moss pushes outward with effective BL 45, causing 3d damage. Shoving ST is 540 lbs.; the growing plants scoot the table across the floor. When they press against the wall, the GM rolls 3d, with a result of 10; this is greater than the wall's DR 2, so the plants reduce the wall's HP to 21. The table takes 1/10 of this roll, or 1 HP of damage.

The plants do not change when the spell ends; they remain indefinitely in their new form. To return the vegetation to its previous state, use Reverse Plant Growth (p. 17).

Duration: 1 minute.

Base Cost: 2 to cast. Half to maintain. If expanding the area, increase the maintenance cost by 1 for every added hex.

Time to Cast: 30 seconds.

Prerequisite: Magery 1 and Plant Growth.

Item

Wooden staff; usable only by a mage. *Energy cost to create:* 1,200.

Forest Defense

Blocking

This spell animates plants within two yards of the subject to place themselves in harm's way, blocking attacks. The plant life can briefly transform to accomplish this task, becoming slightly thicker or stretching to protect the subject.

Cost: 1 to 3 to cast (each point of energy provides DR 3). When using the *Density of Vegetation* rules (p. 6), each point of energy gives DR 2 (Sparse), DR 3 (Normal), DR 4 (Dense), or DR 5 (Impenetrable).

Prerequisite: Animate Plant.

Item

Any. *Energy cost to create:* 700.

Gather Moss (VH)

Regular; Resisted by HT

If the subject fails his resistance roll, patches of sticky moss grow out of his skin, beginning with his hands and feet. He gains Bad Grip 1. The size of the affected area expands quickly, spreading up the limbs and across the torso. When it reaches his neck, the victim begins to suffocate.

At each moment the caster pays the maintenance cost, the moss spreads to the following body parts, in this order:

- Lower arms and lower legs. All DX rolls are -2.
- Upper arms and upper legs. Reduce Move by 3.
- Torso. Worsen the DX roll penalty to -4 (as if grappled).
- Neck/throat. Victim begins choking (p. B428).
- Head. Blind, no sense of smell, cannot speak. Hearing rolls are -5.

As long as the spell is active, the subject suffers. A new "location" is covered every five seconds – even if, at that moment, all of the moss has been removed. If the body is fully covered, a new layer grows, in sequence. When the spell ends, the moss does not disappear; if it isn't removed, it falls off the skin after one hour.

The subject, and his friends, may attempt to scrape the moss off. Two Ready maneuvers are sufficient to remove moss from the first "location" (both hands and both feet). Use the same requirement to clear the rest of the body, with two Ready maneuvers per location in the list above. The GM may reduce the time required to clear a location by one or even two Ready maneuvers if a suitable tool (knife, shovel, etc.) can be found; skill or DX checks should be required to avoid inflicting 1 HP damage on the victim accidentally. Note that the two Ready maneuvers assume a pair of functional, human hands.

The GM may make adjustments (e.g., the scraper needs four Ready maneuvers if he's using one hand).

While scraping, the victim must make a Will roll, adjusted by Fearlessness, to avoid panic. Cowardice gives its usual penalty based on the self-control number. The GM should consider Fright Checks for witnesses.

Duration: 5 seconds.

Cost: 3 to cast. 2 to maintain.

Time to cast: 3 seconds.

Prerequisites: Fast Plant Growth (pp. 12-13) and Hair Growth.

Item

Jewelry. *Energy cost to create:* 1,200.

Grasping Branch

Regular; Resisted by IQ+5 (p)

This spell animates a branch on a tree or shrub, granting it IQ 5 and a basic ST score of SM+14. It can stretch up to 25% beyond its natural length, and obeys the caster as long as he can see it. If he can't, the branch has a "mind" of its own. Treat it as a dumb NPC whose body is in the form of a long, sessile finger with Curious (6), Impulsiveness (9), and Kleptomania (12). It's smart enough to *attempt* to keep its existence secret, moving only when no one is looking. In addition to stealing, it can tug at someone's clothing, knock off his hat, spear the food in his hand, dig in his ear, tickle his nose, poke his eye, unfasten a buckle, and so on. If the same caster creates more than one grasping branch, those that can touch each other work in concert whenever possible.

Duration: 10 minutes.

Cost: 2 to cast. 2 to maintain.

Time to cast: 3 seconds.

Prerequisites: Magery 2 and Animate Plant.

Item

Jewelry or staff; usable only by a mage. *Energy cost to create:* 1,200.

Green Death

Regular; Resisted by HT

Causes green, leafy plants to grow inside the subject's body, expanding until he dies. Treat this as a type of poison: 1d-1 toxic attack, five-minute cycle, and 13 cycles. The symptoms include unnatural feature (bloated with mottled skin) at 2/3 HP, agony (p. B428) at 1/2 HP, and choking (p. B428) at 1/3 HP. If the victim suffocates, the plants burst out of his orifices as he dies. The resistance roll is made *once*, at the onset of the attack.

If the spell is cancelled – using Remove Curse, Reverse Plant Growth, Strike Barren, or Wither Plant – the deadly flora shrinks and vanishes in 30 seconds. A surviving victim who has reached the agony stage may have suffered some form of permanent damage; the effects are up to the GM. (For ideas, see the *Vitals Wounds Table* on p. 139 of **GURPS Martial Arts**.) A similar, exterior version of this spell exists in the form of Gather Moss (pp. 13-14).

Duration: 1 hour.

Cost: 6 to cast. Cannot be maintained.

Time to cast: 30 seconds.

Prerequisites: Magery 2, Create Plant, and Sickness.

Item

Ring or glove; usable only by a mage. *Energy cost to create:* 1,000.

Green Telurgy

Regular

Turns a plant into a "magic phone line." Any two people who touch it can establish a telepathic connection through the plant. A third person cannot break in, but someone else may replace one of the two. A Will+3 roll is required to connect. Modify the roll with any of the following traits: Lifebane (-6), Plant Empathy (+4), and Speak With Plants (+3). This spell can be used to overcome language barriers, to communicate secretly to a scout in the trees, or as a method of transmitting messages along the ivy clinging to castle walls.

Duration: 5 minutes.

Cost: Equal to SM of the plant to cast; minimum 2. 1 to maintain.

Time to cast: 30 seconds.

Prerequisite: Plant Speech.

Item

Any. *Energy cost to create:* 650.

Harvest

Area

Crops in the area of effect harvest themselves: wheat shears just above the base, potatoes rise from the ground, apples detach from branches, etc. They drift in the air and pile themselves neatly at the center of the area. Before casting, the mage may pick another landing spot within the area, if desired. If the area contains a mixture of crops, pick one of the following: all crops growing out of the ground (wheat, corn); all crops under the ground (potatoes, peanuts); all crops hanging from vines and/or branches (apples, grapes). Failure leaves the crops right where they are. A critical failure ruins – but does not destroy – the crop and drains 1d+4 FP from the caster. If someone has sanctified the entire area with Bless Plants, treat a critical failure as an ordinary failure.

To harvest an acre – roughly the size of a U.S. football field without end zones – the spellcaster needs 10 energy and 13 minutes. That's a small cost for an entire acre, but large farms require far more time and energy. Multiple castings increase the chances of critical failure, so the best way to magically harvest multiple acres is to pump an enormous amount of energy into a single use of the spell.

Base Cost: 1/4 to cast. Cannot be maintained.

Time to cast: 20 seconds per yard radius.

Prerequisites: Magery 1, Apportation, Identify Plant, and Measurement.

Item

(a) Jewelry or staff; usable only by a mage. *Energy cost to create:* 250. (b) Scythe or sickle. *Energy cost to create:* 400. Reduce by 50 if the item is of fine or very fine quality.



Hypnotic Leaves

Area; Resisted by IQ

This spell animates all leaves (or flower petals, moss beards, etc.) in its area of effect such that any sentient creature that sees them must resist with IQ or become hypnotized. Those who lose are motionless and unaware of the passage of time; even Danger Sense is at -5. The condition ends if the subject's sight of the leaves is blocked (even for a second), the leaves are destroyed, or he's attacked. It stops for everyone when the spell ends, of course. Successful resistance gives the subject immunity to the spell's effects for 30 seconds. After that, if he's still in the area and can see the leaves, he must make a new resistance roll.

The GM can penalize any resistance roll if the leaves are unusually plentiful (-1), very colorful (-2), or falling (-3). These three penalties are not cumulative. Add -3 for anyone with Peripheral Vision that's at least two yards inside the area. Use darkness penalties as a *bonus* to the roll – in dim light, the leaves are difficult to see, so they're less likely to hypnotize. (The bonus is ignored if the subject has traits that allow him to see in the dark!) When using the *Density of Vegetation* rules (p. 6), alter the roll by +2 if the subject is in a Sparse hex when he rolls. Adjust by -4 if the hex is Dense or Impenetrable.

The magic does not affect anyone who is outside the area looking into it. Witnesses might see a number of victims standing around in the thicket or garden, staring at the pretty leaves (GM's decision if any current victims are in view). If the witness is a plant mage, he can roll IQ+5 to correctly guess what's going on.

Duration: 1 minute.

Base Cost: 2 to cast. Half to maintain.

Time to Cast: 4 seconds.

Prerequisites: Magery 1, Daze, and Plant Sense.

Item

Jewelry or staff; usable only by a mage. *Energy cost to create:* 900.

Improved Firewood

Regular

This spell can be cast on any piece of dead wood, dry, damp, or even freshly removed from a tree. Its flammability (p. B433) rises to Highly Flammable when the spellcaster deliberately tries to ignite the wood. Once lit, it burns three times longer than it normally would (like Essential Wood) and emits no noise or smoke! If anyone but the caster tries to set it on fire – or the caster exposes it to flame accidentally – treat the wood as it was before the spell was cast. If it catches fire in this way, the spell ends. Improved firewood is very useful in enclosed settings such as tombs and deep caves.

The wood remains under the effect of the spell until it becomes ash (if it was lit properly). It can be detected as magical, and Dispel Magic ends the effects at any time.

Duration: Permanent.

Cost: 1 per lb.

Time to cast: 10 seconds per 5 lbs., round up.

Prerequisite: Identify Plant.

Item

Jewelry or staff. *Energy cost to create:* 100.

Invoke Fence

Regular

This spell creates a low (3' tall) barrier comprised of sticks, brushwood, and larger pieces of fallen trees. The spell assembles existing material rather than conjuring plant life, magically gathering the components from the surrounding area. Up to a half-mile away, branches and chunks of bark disappear and then reappear, piece by piece, to create the fence. Its length is based on the amount of energy spent (see below). The barrier has no supernatural qualities; it functions like any other fence, marking a boundary or corralling cattle.

The mage can create a similar barrier using Plant Growth and Shape Plant, but it will look unnatural, with a shape that suggests supernatural power was used to create it. The fence, meanwhile, shows no signs of supernatural creation and will not provoke suspicion among ordinary people.

Cost: 3 for every 10 yards to cast.

Time to cast: 2 minutes.

Prerequisites: Magery 2 and Heal Plant.

Item

Staff. The mage traces a line on the ground before activating the spell, marking where the fence will appear. *Energy cost to create:* 200.

Useful New Spells for the Dungeon

In a fight, use Blade of Grass (pp. 10-11), Green Death (p. 14), Shuriken Leaf (p. 19), Slimy Skin (p. 19), and Wooden Arm (p. 21). Construct traps and improvised tools by applying Join Plants (pp. 15-16) and Plant to Object (p. 16) on branches or leaves. Bend thick wooden doors with Shape Plant. Create Paper (p. 12), Improved Firewood (p. 15), and Trapped Light (p. 20) will come in handy as well.

Join Plants

Regular; Resisted by IQ+5 (p)

This spell fuses plants together. They must be of the same type (see p. 4), but the mage may combine living and dead. The caster can bind them extensively (turn a braid of ivy into a solid ivy rope) or partially (connect the tips of two leaves or link two flowers by their stems). A fusion of living plants can continue to grow. This spell complements Shape Plant. Both render wood and vegetation in the caster's grip into a soft, claylike material.

A few of the tricks that can be performed with this spell: Reattach picked fruit, connect a dozen wide leaves into a blanket, or build a knobby pole by fusing thick branches end-to-end. To determine the success in building complex items (such as a cage made from branches), use Artist (Sculpture), Camouflage, or Traps.

Duration: Permanent.

Cost: 3, or 4 for unliving material, to cast.

Time to cast: 10 seconds.

Prerequisite: Shape Plant.

Item

Clothing or jewelry (a pair of gloves or bracelets). *Energy cost to create:* 500.

Miniaturize Plant (VH)

Regular; Resisted by SM+IQ (p)

This spell causes a plant to shrink to a height of exactly six inches. It can be easily carried or destroyed – or swallowed by a large animal! When the spell ends, the plant doubles its height every second until it reaches its original size.

Duration: 1 minute.

Cost: 1 to cast for per level of SM higher than -10. (Thus, a SM -7 plant requires 3 energy, and a SM +7 plant requires 17 energy.) 1 per minute to maintain, regardless of original size.

Time to cast: 30 seconds.

Prerequisites: Magery 2 and Reverse Plant Growth (p. 17).

Item

Staff; usable only by a mage. Must touch the plant. *Energy cost to create:* 1,000.

Plant to Object

Regular; Resisted by IQ+6 (p)

This spell transforms a single, living plant into a simple object composed of the same material. The object can be a geometric shape (a plank, a box, a column, a cone, a board) or a primitive weapon (blowpipe, club, staff, or a stake suitable for killing vampires). The mass cannot change more than $\pm 20\%$. If the plant is not wooden, the object isn't; that is, you can't create a club from leaves. A gadgeteer or someone with Gizmos can expand the range of objects to include, for example, a flute, a bow (without the string), a bucket, or a hemp rope.

If the spell fails or is resisted, repeated attempts are at a cumulative -3 until one hour has passed. A critical failure destroys the raw material and inflicts 1d+1 FP to the caster. A critical success grants twice the natural HP to the object.

Duration: Permanent.

Cost: 2 to cast for every 5 lbs.

Time to cast: Equal to cost, in seconds.

Prerequisites: Magery 1 and Shape Plants.

Item

Staff or glove; usable only by a mage. *Energy cost to create:* 350.

Process Plant/TL (VH)

Regular; Resisted by IQ+7 (p)

Cast on a small amount of plant material, the material is transformed into a derivative chemical, as if it went to a laboratory for a split second and then returned. A handful of tea leaves, for example, can be turned into a pinch of caffeine powder. Larger quantities of material require multiple castings; a mage could turn a warehouse of tea leaves into a barrel of pure caffeine, but it would take a while! The following transformations are allowed; the GM may add more.

- An opium poppy can be turned into one dose of heroin (p. B441).
- Cinchona bark produces quinine (TL5). (See *GURPS Bio-Tech*, p. 153.)
- Wood can be transmuted into dimethyl sulfoxide (TL7). (See *GURPS Bio-Tech*, pp. 157 and *GURPS High-Tech*, p. 227.)

• *Strychnos toxifera* vine produces curare (TL5). (See *GURPS High-Tech*, p. 227.)

• Castor beans become ricin (TL6). (See *GURPS High-Tech*, p. 227.)

A successful casting produces a number of doses equal to the spell's margin of success, minimum of one. One dose is enough for a single, normal-sized person. If the plant can generate more than one product, the caster chooses before the spell roll.

Knowledge of this spell at a given TL allows the caster to distill chemicals understood at that TL. Use *Tech-Level Modifiers* (p. B168) for other substances.

Example: Dimethyl sulfoxide (DMSO) was discovered at TL7. A mage with Process Plant/TL5 would be at -10 to obtain this chemical from wood. A spellcaster with Process Plant/TL11, in a society where DMSO was only used up until TL9 (after which it was rendered obsolete by other chemicals) would be at -3.

The mage must be familiar with the end product and have some idea of the process, even if this is no more than 1 point in low-tech Expert Skill (Natural Philosophy). Other appropriate skills: Alchemy, Biology (Botany), Chemistry, and Pharmacy. Without this minimal amount of skill, a critical success on the spell roll (the equivalent of a magical miracle) is required to produce the drug.

Duration: Permanent.

Cost: 3 to cast.

Time to cast: 30 seconds.

Prerequisites: Magery 2, Distill, and Heal Plant.

Item

(a) Jewelry or staff; usable only by a mage. *Energy cost to create:* 850. (b) Rigid container that can be sealed, such as a bottle or urn; the material to be transformed is placed inside it. *Energy cost to create:* 650.

Razor Grass

Area

All blades of grass in the area become extremely sharp. The rigidity of the blades does not change, however – they won't stab through the soles of shoes or impale a horse's hoof. The grass inflicts 1d-3 cutting damage every second of movement through it (minimum 0). In Dense vegetation (p. 6), the damage is 1d-1, minimum of 1 per second. The damage may continue if using the optional rules for bleeding (p. B420). Those with DR who pass through the area might not notice the grass has been altered! Anyone who stands still in the area is unharmed by the grass. After the first point of injury, a surprised victim must make a Will roll to avoid crying out in shock and pain.

The areas of the body that can be injured depend on the height of the grass. Thus, if it's up to the knees, victims take damage to their legs and feet. Up to the armpits, victims take damage everywhere below the neck – discounting the arms if raised. Roll hit location randomly, rerolling any invalid results. Damage thresholds are significant: Someone with HP 10 cannot suffer more than 4 HP to a foot, 4 HP to a hand, or 6 HP to an arm or leg.

Duration: 10 minutes.

Base Cost: 1 to cast. Same cost to maintain. Double energy cost to add an Armor Divisor of (2) or increase damage by +2. Triple for both.

Time to cast: 10 seconds.

Prerequisites: Magery 1, Essential Wood, and Plant Growth.

Item

Ring or staff; usable only by a mage. *Energy cost to create:* 700.

Resilient Vegetation

Area

This spell protects all plants of a certain kind within its borders. The caster may choose up to three species from the lists on p. 4. For example, the mage could decide to protect all beech, cedar, and grass in the area of effect.

Attempts to harm the plants are warded off as if by invisible defenders, giving the attackers -3 to hit and the plants DR 5.

Duration: 1 minute.

Base Cost: 1 to cast. Same cost to maintain. By doubling the cost, the mage can protect an entire category (p. 4) of plants.

Time to cast: 1 minute.

Prerequisite: Magery 1 and Shape Plant.

Item

(a) Wooden staff; usable only by a mage. *Energy cost to create:* 600. (b) Piece of petrified wood. Cast the spell by tossing or dropping it in the center of the area. *Energy cost to create:* 500.

Reverse Plant Growth

Regular; Resisted by IQ (p)

The plant rapidly ages backward, becoming younger and (presumably) smaller. The plant does not pass through former events; e.g., if it was damaged in a fire months ago, it does not repeat that moment. It simply grows naturally – but backward. It becomes a seed after one minute *plus* one minute for every +1 SM. Thus, a SM +7 oak tree shrinks down to an acorn in eight minutes.

The time required is 10 times as long with ancestral plants, which produces a fingernail-size plant, not a seed. It works twice as fast with flowers. A critical success gives the mage an option to make the change permanent by immediately paying 10 energy.

Duration: 30 seconds.

Cost: 2 to cast. 2 to maintain.

Prerequisite: Magery 1 and Plant Growth.

Item

Wooden staff. *Energy cost to create:* 400.

Run Across Treetops

Regular; Resisted by HT

The subject can jog or run across the canopy of trees. He can see the illusion of a translucent surface laid over the

Fungus Spells

In most fantasy worlds, Fungus spells form a subcollege of the Plant college. In settings with more sophisticated science, they might even constitute a college in their own right, as different from Plant spells as Animal spells are – fungi aren't plants or animals! Either way, magic concerning fungi calls for specific Fungus spells, with their own prerequisite structure.

Spell	Prerequisites
Animate Fungus*	Fungus Control
Bless Fungus*	Heal Fungus
Blight	Fungus Growth
Body of Fungus*	Magery 2 and Fungus Form
Body of Slime	Magery 2 and Fungus Form
Choke	Magery 1 and Spore Cloud
Create Fungus*	Magery 1 and Fungus Growth
Cure Disease†	Magery 3 and Identify Fungus
Decay	Fungus Growth
Foul Water	Decay
Fungus Control*	Six Fungus spells
Fungus Form*	Magery 1 and six Fungus spells
Fungus Form Other (VH)*	Magery 2 and Fungus Form
Fungus Growth*	Heal Fungus
Fungus Speech*	Identify Fungus
Heal Fungus*	Identify Fungus
Identify Fungus*	Seek Fungus
Instant Neutralize	
Poison (VH)†	Neutralize Poison
Itch	Fungus Growth
Mature	Decay
Neutralize Poison†	Magery 3 and Identify Fungus
Pestilence†	Magery 1 and Sickness
Poison Food	Decay
Rotting Death (VH)	Magery 2 and Pestilence
Ruin†	Magery 1 and Decay
Seek Fungus*	–
Shape Fungus*	Identify Fungus
Sickness	Itch
Spore Cloud*	Fungus Growth
Wither Plant	Blight

* Functions identically to a Plant spell, but affects fungi. Animate Fungus corresponds to Animate Plant; Bless Fungus, to Bless Plants; Body of Fungus, to Body of Wood; Create Fungus, to Create Plant; Fungus Control, to Plant Control; Fungus Form, to Plant Form; Fungus Form Other, to Plant Form Other; Fungus Growth, to Plant Growth; Fungus Speech, to Plant Speech; Heal Fungus, to Heal Plant; Identify Fungus, to Identify Plant; Seek Fungus, to Seek Plant; Shape Fungus, to Shape Plant; and Spore Cloud, to Pollen Cloud.

† As Fungus spells, Cure Disease can cure fungal infections only; Neutralize Poison and Instant Neutralize Poison can only negate fungal poisons; Pestilence can only cause horrible fungus infections; and Ruin only affects organic targets.

trees. The contours are evident as he runs, but they are not so deep that he risks tripping. A gap in the imaginary tarp appears in spaces between trees 10 feet or more apart. Deal with this using the rules for jumping during combat (p. B352).

The runner makes contact at the summit of each tented peak, and that's when he could take damage if the trees can inflict injury by touch. Fire affects him with heat and smoke.

He cannot move slower than paced running (p. B354). Slower movement cancels the spell!

This spell can be used on someone other than the caster, including animals. This is also a Movement spell.

Duration: 1 minute.

Cost: 2 to cast 2 to maintain.

Prerequisites: Breakfall Plants (p. 13) and Levitation.

Item

(a) Jewelry or footwear; usable only by a mage. *Energy cost to create:* 300. (b) Boots; always on. Usable by anyone. *Energy cost to create:* 850.



Searching Roots

Information

The roots of a plant burrow underground, using vibration and physical contact to find oil, coal, water, buried treasure, coffins, corpses, artifacts, tunnels, tombs, etc. The caster must concentrate. The roots spread down and outward at a rate of one foot per second. The ultimate length of the roots is limited only by the duration of the spell and the density of the earth (they cannot pass through solid stone). The margin of success indicates the amount of accurate detail the GM will divulge.

Example: The roots of a tree burrow through the earth, passing within 10 yards of a buried dinosaur skeleton. If the margin of success was low (1 or 2), the GM comes up with: "Something dense is within 50 feet." If the margin was high (3 or 4), he says, "There's a skeleton north of you, approximately 40 feet away." A margin of 5 or more, he'll say something like: "The skeleton of a giant saurapod – a dinosaur? a dragon? – is 41 feet away, due north."

Spell Techniques

Several spells have a special option or two – unconventional but legal uses. The options are available as techniques.

Branch Fingers

Hard

Default: Wooden Arm-2.

Prerequisite: Wooden Arm (p. 21); cannot exceed prerequisite skill.

Your fingers extend in twisted, thin branches. This increases your effective SM by 1 for the purpose of calculating Reach (p. B402), but the DR granted by the spell is halved (to DR 2) and your hand and arm can be crippled with the normal amount of injury. As a side effect, your punch is more of a "poke," doing piercing damage instead of crushing. This adds 2 energy to the casting cost.

Have more fun with plants!

Contagious Creeping Moss

Hard

Default: Gather Moss-4.

Prerequisites: Gather Moss (pp. 13-14) and Pestilence; cannot exceed prerequisite skill.

Anyone who touches the subject of your Gather Moss spell must make a HT roll. If he fails, he is infected by the spell and suffers right along with the subject. If his roll succeeds, he is immune for five seconds. This adds 4 energy to the casting cost.

Create Book

Hard

Default: Create Paper-4.

Prerequisite: Create Paper (p. 12); cannot exceed prerequisite skill.

You can bind the created paper into a book. The binding is no different from any typical book at the caster's TL. This adds 2 energy to the casting cost for a cheap, flimsy binding and cover; 4 energy for a soft-but-sturdy binding and cover; or 6 energy for a high-quality binding and hardcover.

Seaweed Clutch

Hard

Default: Capturing Vines-4.

Prerequisite: Capturing Vines (p. 12); cannot exceed prerequisite skill.

Animates a mass of seaweed instead of normal vines. You'll need a minimum of one hex of seaweed per victim. It has no DR. Victims in water risk drowning. This adds 4 energy to the casting cost.

Targeted Creeping Moss

Hard

Default: Gather Moss-4.

Prerequisite: Gather Moss (pp. 13-14); cannot exceed prerequisite skill.

Using this technique, you can begin the spread of the moss at any location you touch. If, for example, you touch the subject's neck when you make the spell roll, moss appears on his neck first. It then spreads to the other locations, in the established order. This adds 4 energy to the casting cost.

If using Archaeology, Engineer (Mining), Geology, Metallurgy, Professional Skill (Grave-Digger), or Prospecting as part of a subterranean investigation, modify the skill roll by the spell's margin of success.

Duration: 10 seconds.

Cost: 2 to cast. 1 to maintain, regardless of area size or spell level.

Time to Cast: 5 minutes.

Prerequisites: Magery 2 and Animate Plant.

Item

Staff of wood; usable only by a mage. *Energy cost to create:* 850.

See Plant Health

Area; Information

Any ill or injured plants in the area stand out in the caster's vision. If the margin of success is 5 or more, the viewer knows the primary cause of the damage – e.g., disease, trampling, weapons, farming equipment, fire, intense heat, or lack of water. Any margin over 5 is used as a bonus to Tracking rolls in the area; e.g., a margin of 7 adds +2. This spell cannot be resisted.

Duration: 30 seconds.

Base Cost: 1 to cast. Same to maintain.

Item

Eyepiece, jewelry or wooden staff. The jewelry or eyepiece must be worth at least \$1,000. *Energy cost to create:* 100.

Shuriken Leaf

Regular

Causes a single leaf to fire itself at a target as if it were a shuriken. The use of this spell is similar to Winged Knife, but instead of having to hold the leaf, the caster may cause it to leap off the branch at the target. Calculate the range for the spell using the distance from the caster to the leaf (0 if he is holding it), but calculate the range for the attack using the distance from the leaf to the target. Use Innate Attack (Projectile) to hit. A Shuriken Leaf has 1/2D 20, Max 40, Acc 1, and deals 1d cutting damage or 1d-1 impaling damage depending on the leaf's shape (GM's judgment).

Cost: 1 to cast. Raise the damage to 1d+2/1d+1 by spending 3 energy.

Prerequisites: Magery 1 and Blade of Grass (pp. 10-11).

Item

None known, though legends tell of an elven ring enchanted with this spell . . .

Slimy Skin

Regular; Resisted by Will

The subject's skin is covered with a thin layer of pond scum that drips from his chin and limbs like maple syrup. He is too slippery to hold; add +6 to Escape rolls. He is unable to climb anything. Holding a weapon is difficult; after any swing or thrust that hits, roll DX-4. Failure means the weapon slips out

of your hand. The slime doesn't cover the soles of the feet, so the subject can walk normally. Throughout the duration, he looks bizarre and messy (Unusual Features 5)! When the spell ends, the scum vanishes, leaving no stains or residue.

Duration: 1 minute. Can be cancelled with Remove Curse or Suspend Curse.

Cost: 5 to cast. 4 to maintain.

Time to cast: 3 seconds.

Prerequisites: Shape Water and Wooden Arm (p. 21).

Item

Ring. Affects anyone who wears it (for good or ill). *Energy cost to create:* 650.

Spying Blossom

Regular

A flower becomes a surveillance "bug," sending information to the caster at any distance. Once the spell is cast, the blossom transmits visual, audio, and olfactory information with complete accuracy to the caster's mind. The connection is unaffected by the movement of the caster or the blossom. To hear soft voices, see small items, or detect dissipating vapor, use a Sense roll.

If the flower has not been picked, the spell costs less energy to maintain – a plant still rooted to the ground requires less mana to produce its effects. If the flower is damaged in any significant way, the spell ends – plucking a petal is okay, but stepping on it is not.

Duration: 5 minutes.

Cost: 3 to cast. 1 to maintain if it is still rooted, or 2 if it has been picked (e.g., a boutonniere).

Time to cast: 10 seconds.

Prerequisites: Plant Sense.

Toxic Plant

Regular

This spell enchants a non-sentient plant with rudimentary intelligence (IQ 3) and a toxic attack. When anyone comes too close, it emits an incapacitating vapor, the effect of which is resisted with a HT roll. Pick one of the following effects before the spell roll: Coughing; Daze; Ecstasy; Itching (-2 to DX unless the victim spends a full second scratching); Sneezing; Paralysis; or Retching. Treat this as an Affliction with Reach C, Low Signature, and Respiratory Agent. See pp. B428-429 for the effects of these afflictions.

The vapor can be seen as a mist that lasts a fraction of a second before it dissipates. Roll Vision-4 to notice (or unmodified for someone actively looking for it). In an exterior setting with a breeze, the vapor may affect only someone whose face is no more than three inches from the plant. It is best to choose a plant that people like to get close to, such as flowers.

Duration: 2 minutes.

Cost: 1 to cast for Coughing, Itching, or Sneezing; 3 for Daze or Retching; 5 for Ecstasy; 8 for Paralysis. Half that to maintain.

Time to cast: 1 minute.

Prerequisites: Magery 1, Plant Growth, and Sickness.

Plant Spells in Dungeon Fantasy

These new spells are perfect for druids in *Dungeon Fantasy*. Use the following guidelines to determine the level of Power Investiture needed to cast each one. Also see *Useful New Spells for the Dungeon* (p. 15).

PI 1: Blade of Grass, Buoyant Plant Life, Fling Fruit, Improved Firewood, Join Plants, See Plant Health, Spying Blossom.

PI 2: Change Species, Exploding Vegetable, Fast Plant Growth, Grasping Branch, Green Telurgy, Hypnotic Leaves, Invoke Fence, Plant to Object, Process Plant,

Razor Grass, Resilient Vegetation, Reverse Plant Growth, Trapped Light, Wooden Arm.

PI 3: Breakfall Plants, Harvest, Miniaturize Plant, Shuriken Leaf, Searching Roots, Slimy Skin.

PI 4: Body of Leaves, Capturing Vines, Create Paper, Run Across Treetops, Toxic Plant, Tree Bark Armor, Undergrowth Ambush, Vine to Snake, Woodfall.

PI 5: Bloodsucking Branches, Druid's Panacea, Forest Defense, Grant Plant Intelligence, Treetop Blink.

PI 6: Gather Moss, Green Death, Summon Dryad, Wood Golem.

Item

Staff; usable only by a mage. *Energy cost to create:* 1,300.

Trapped Light

Regular

This spell creates intense bright light *inside* a piece of wood, a branch, or a large seed (such as an acorn). When it is cracked (at least 1 HP of damage), the light pours out. Any person or creature that looks directly at it rolls against HT to avoid temporary blindness. Add +1 for every yard of distance. The blindness lasts one second, after which it turns to distracting phosphenes for a period of seconds equal to the margin of failure. The victim suffers -1 to IQ and DX rolls during this period.

If the object is not obstructed by anything large and opaque, it illuminates a circular area extending 10 yards. If it is blocked, the front hex is fully illuminated, and the light extends 10 yards (in a 90° wedge). This light cancels up to -5 in darkness penalties.

The light is cancelled when the spell ends or the projecting object is destroyed. The object does not have to be cracked by the caster – it could be snapped by a confederate, accidentally crushed by a wheel, incorporated into a trap, broken in the hands of an unsuspecting person, etc.

This is also a Light and Darkness spell.

Duration: 10 minutes.

Cost: 3 to cast. 1 to maintain.

Time to cast: 5 seconds.

Prerequisites: Flash and Plant Growth.

Item

Jewelry or staff; usable only by a mage. *Energy cost to create:* 200.

Tree Bark Armor

Regular

The subject of this spell must be standing with his back against a tree that is at least one SM larger than he is. Success causes a sizeable expanse of bark to peel off and wrap around the subject, armoring him! The process takes one minute. The tree replaces its missing bark one minute later – and can be used again.

Gauntlets are created but the feet are not protected below the ankle. The helmet covers the skull but not the face.

The suit provides DR 5 to all locations except the face and feet; it weighs 25 lbs. This assumes a SM 0 subject; multiply weight by ×2 for SM +1, ×5 for SM +2, ×10 for SM +3, ×20 for SM +4, ×50 for SM +5, and so on. If the subject removes any part of the armor, the spell ends and all of it vanishes.

Duration: 10 minutes.

Cost: 4 to cast. 3 to maintain.

Time to cast: 4 seconds.

Prerequisites: Magery 1, Essential Wood, and Shape Plant.

*Entering the earth,
I support all beings with
My energy; becoming the
sap-giving moon, I nourish
all the plants.*

– Bhagavad Gita

Item

Ring worth at least \$500; usable only by a mage. *Energy cost to create:* 850.

Treetop Blink

Blocking

This spell instantly teleports the subject to the top of the tallest tree within 20 yards. It must be thick enough to support his weight. If it isn't, the spell is wasted. For simplicity, assume a typical tree has at least one limb that can support 50 lbs. per point of SM.

Example: Two trees are within 20 yards. One is SM +1; the other is SM +3. The first has at least one limb that can hold 50 lbs.; the second can hold 150 lbs. If your weight is 145 lbs., the spell takes you to a limb in the SM +3 tree.

The person appears on a limb that is attached 3/4 of the way up the trunk. Assume the tree's height is the maximum for that SM. That's 21' in the example, so the limb is approximately 16' above the ground.

When the person appears, he must make a DX or Body Sense+5 roll to keep his balance and avoid falling. Those with Perfect Balance need not roll.

Cost: 3. Cannot be maintained.

Prerequisites: Magery 2, Forest Defense (p. 13), and Run Across Treetops (pp. 17-18).

Item

Jewelry; usable only by a mage. *Energy cost to create:* 900.

Undergrowth Ambush

Regular

The roots of a tall tree (SM +1 or larger) rise up and grab anyone within reach. They coil like tentacles, pulling their victims down into the earth. The area of effect is a circle with the tree at its center.

A tree's roots extend to a radius of half its SM in yards (see p. 5) and up to SMx2 of them can attack simultaneously. Each root has Injury Tolerance (Homogenous), DX 13, HT 12, and IQ 3. ST and HP are equal to 4 x the tree's SM, minimum 10 each. Every turn someone is in the area, a root attacks him – unless the roots are all currently occupied or hacked apart. This is a grapple (p. B370), with the following special additions/exceptions:

- One root per victim. No one is grappled by two or more roots at a time.
- Disregard requirements for the tree's posture.
- If the victim is SM +1 or larger, the root targets a leg.
- Each root follows a successful grapple on a standing victim with a takedown attempt.
- Any successful takedown is followed by an attempt to pin.

When the spells ends, all roots immediately release any victims in their clutches and slither back down under the ground. One retaliatory strike at a retreated root is allowed if the victim acts immediately after his release.

Duration: 15 seconds.

Cost: 3 to cast. Half that to maintain.

Time to cast: 6 seconds.

Prerequisites: Searching Roots (pp. 18-19).

Item

Wooden staff; usable only by a mage. *Energy cost to create:* 700. If the enchantment can only effect one kind of tree (e.g., maple), the cost is 300.

Wooden Arm

Regular; Resisted by HT

The subject's arm (up to the top of the biceps) turns to hard wood. It looks *almost* normal, able to flex and grip as if it were unaltered. It has DR 4 and requires twice the usual injury to cripple. Its punches add +1 damage per die. It is homogenous and has no blood. Add +5 to resistance rolls against Itch, Lengthen Limb, Paralyze Limb, Spasm, and Wither Limb

when those spells target the arm. The arm is flammable, ignited by 10 points of burning damage.

If cast on a bleeding arm, the bleeding stops. The flow does *not* resume when the spell returns to its normal state – this spell effectively stanches an open wound and can be cast solely for that purpose. However, if the arm is crippled before the spell ends, the flesh-and-blood arm is crippled, as well. If not, any injuries inflicted to the arm are instantly healed when the spell ends.

The spell could be cast on someone else as a curse. He may feel a need to hide his deformity until the spell ends.

Duration: 5 minutes.

Cost: 3 to cast for one arm, 4 for both. 2 to maintain.

Prerequisites: Magery 1 and six Plant spells.

Item

Ring; usable only by a mage. *Energy cost to create:* 400.



Woodfall

Regular

This spell detaches a piece of a plant directly over the subject and propels it downward so that it bonks him on the top of the skull. This can be cast on any branch, piece of fruit, pinecone, nut, etc. that weighs from 1-5 lbs. It may be cast as soon as a target is directly underneath the object, or it can be cast in advance and maintained until a victim is in position. The caster must roll against Dropping or Innate Attack (Projectile) to hit, applying range penalties from him to the target (not the object) but *not* hit location penalties – the objects *always* homes in on the victim's skull.

To see the attack coming, the target must be looking up, have Danger Sense, or make a successful Vision-2 roll; if not, he gets no defense. The attack does 1d-3 crushing damage, +2 damage per pound of the object's weight (e.g., a 2-lb. object does 1d+1 damage). Knockdown rolls (p. B420) are at -5 for a normal wound (not cumulative with the -10 for a major wound).

Duration: 10 seconds.

Cost: 2 to cast per pound; maximum of 10 for a 5-lb. object. Same to maintain.

Prerequisite: Rain of Nuts.

Item

Any. *Energy cost to create:* 400.

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*The temple bell stops but I still hear the sound
coming out of the flowers.*

– Matsuo Basho

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