



# BESTIARUM VOCABULUM

# MONSTROUS PLANTS

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# BESTIARIA VOCABULARIA

Despite the abundance of plants near and far, the green, growing world hasn't inspired many menaces for Labyrinth Lord. But this is a world ripe with potential for the truly terrifying. Monstrous vegetation might sprout from many places and causes: manipulation by spells or curses, contamination by alchemical pollution, meddling by the divine, or even unholy hybrids. The first three possibilities are likely obvious, but the last involves plants or spores transplanted from other planes via plane shift or gate spells, which then cross-pollinate with local flora. Although fungi are different from plants, they are included here because they fill the same game niche — mobile character-eating background scenery.

Below are a few examples of plant and fungus monsters, presented in two sections. The first contains 'monstrous plants', those able to attack by some sort of self-propelled motion. The second part contains plants interesting for a variety of other reasons, e.g., medicinal, cursed, effective against certain creatures, or imbued with some mystical power. These might also be hazardous, but only if touched or by the pollen they release; they aren't monstrous, simply dangerous.



## BIRTHING GRASS

<b>No. Enc.:</b>	1 patch per egg
<b>Alignment:</b>	Neutral
<b>Movement:</b>	0'
<b>Armor Class:</b>	9
<b>Hit Dice:</b>	1
<b>Attacks:</b>	1 (slam)
<b>Damage:</b>	1d4
<b>Save:</b>	F0
<b>Morale:</b>	12
<b>Hoard Class:</b>	None

This species of grass is only 4 to 6 inches tall and appears quite normal. It can survive being planted in soil, but does poorly under these conditions and can't execute its slashing attack. However, if the seeds are placed on an egg of any sort, of any species, the grass not only grows strong and lush, it becomes the egg's protector: the plant envelopes the egg within its roots, hiding it and pumping oxygen to it. This treatment conceals the egg and provides the emerging creature with an additional four hit points — even if this is higher than its hit dice would normally allow. The grass also actively defends its egg, curling and releasing its blades like tiny whips. Because the blade tips are weighted, filled with heavy metals (such as lead) leached from the soil beneath the egg, this attack does more damage than the plant's size would seem to allow. Having executed its mission, the grass dies a few days after the egg hatches. Its origins are unknown but scholars suspect the plant was created by dragons.

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## BONE VINE

<b>No. Enc.:</b>	1
<b>Alignment:</b>	Neutral
<b>Movement:</b>	0'
<b>Armor Class:</b>	6
<b>Hit Dice:</b>	12
<b>Attacks:</b>	1 (flame)
<b>Damage:</b>	3d6
<b>Save:</b>	F6
<b>Morale:</b>	12
<b>Hoard Class:</b>	XII

Found in the deepest deserts, this alien plant has blue-green spade-shaped leaves and no discernible flowers. Bone vine can't survive being exposed to large amounts of water, and water-based attacks will kill it outright. In an effort to keep dry, the plant employs several strategies, even using magical fire to torch creatures that come too close (which is how the bone vine gets its name — from all the skeletons surrounding it). The vine also grows on small cliffs exposed to the early sun, to burn off any morning dew. To avoid ground water, the plant's main roots are found high on the cliff while the vine grows down toward lower ground, attaching itself to the soil or rock face with small roots used as tendrils.

It is the upper part, the rootball, that is most dangerous. Whenever a living creature, one that needs water to survive (i.e., not undead, golems, etc.), comes within 50 feet of the plant, the rootball releases the previously mentioned aura of fire. This inflicts 3d6 points of damage per round, but a save versus death will reduce this damage by half. The aura is yellow, but those who burn have green flames coming off their bodies. If struck with a fire-based attack, the vine grows and adds half the damage it should have taken to its own hit points; the remaining damage simply dissipates. Because

of the water aversion and fire affinity/attack, scholars believe the plant might have come from the plane of fire, or a star.

## THE CHIMERA'S OAK

<b>No. Enc.:</b>	3d4
<b>Alignment:</b>	Neutral
<b>Movement:</b>	0'
<b>Armor Class:</b>	4
<b>Hit Dice:</b>	25
<b>Attacks:</b>	4 (rays of light)
<b>Damage:</b>	3d4 each
<b>Save:</b>	F15
<b>Morale:</b>	10
<b>Hoard Class:</b>	VII

This supernatural variety of white oak was accidentally created by an astrologer trying to use star magic. Inanimate most of the year, the trees awaken once a specific constellation, The Chimera, appears in the night sky. On clear nights, the oaks begin collecting starlight, concentrating the energy in their roots. The tree can use this energy to generate a light beam and incinerate anyone within 30 feet who tries to harm it. Because of its nature and origins, the ray does double damage to fungi and triple damage to undead. As a side effect of the astrological magic that created it, the plant is nocturnal and can't defend itself during the day or even most of the year. But it is prolific and its acorns are bitter even to squirrels, so most have an opportunity to germinate. Given its numbers, these trees might seem a good logging prospect, but there have been reports of some who planted Chimera oaks for future lumber and didn't surviving to regret it.

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## FIRE STOKER

<b>No. Enc.:</b>	1d4
<b>Alignment:</b>	Neutral
<b>Movement:</b>	0'
<b>Armor Class:</b>	2
<b>Hit Dice:</b>	3
<b>Attacks:</b>	Contact
<b>Damage:</b>	1d12
<b>Save:</b>	F1
<b>Morale:</b>	12
<b>Hoard Class:</b>	None

A rare, tough herb, fire stokers are found floating on the magma and lava that nourish it. The plants grow to between four and six feet tall, are covered in blue flames, and topped by a crown of six orange flowers. How they reproduce is a mystery, because only adults are ever found. Alchemists will pay up to 5000 gold pieces for a living stoker — which might be a bargain, considering how difficult they are to harvest and transport: the plant is always on fire and keeping it alive requires maintaining temperatures of 1200 degrees. Still, with the plants, alchemists can produce many fire- and heat-related potions and oils, making back their investment several times over.



## FLAMING FOUNTAIN

<b>No. Enc.:</b>	1d10
<b>Alignment:</b>	Neutral
<b>Movement:</b>	10' (3')
<b>Armor Class:</b>	7
<b>Hit Dice:</b>	6
<b>Attacks:</b>	Special
<b>Damage:</b>	See text
<b>Save:</b>	F3
<b>Morale:</b>	9
<b>Hoard Class:</b>	None

These woody shrubs incinerate everything around them, but in a way that makes the cause difficult to detect. Flaming fountains look harmless, with brown bark, green lancet leaves, and stumpy twigs sticking out here and there. But those twigs are reservoirs, holding a liquid fire.

The plants use a variation of major creation to create flammable oil, 50 gallons at a time, three times per day. This appears on creatures or objects within 30 feet of the plant. (As a rough guide, it takes about one gallon to cover a human-sized target.) Two rounds after the oil is created, it ignites and causes 2d12 points of damage per gallon per round. A save versus breath weapons will reduce this to half damage, but a save must be made every round. Because it's magical oil, water and other traditional methods of putting out the fire will not work. The oil vanishes after burning for five rounds, leaving no trace other than ash from the fire.

Flaming fountains would be bad enough stationary, but they can creep along, leaving scorched landscape in their wake. Many forest fires are started by plants migrating from their grassland homes during extreme droughts. But, ironically, the plants can't tolerate a

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great deal of water, which kills fountains by drowning their roots. They are never found near rivers and take triple damage from water-based attacks.

## GEAR DAISY

<b>No. Enc.:</b>	5d10
<b>Alignment:</b>	Neutral
<b>Movement:</b>	30' (10')
<b>Armor Class:</b>	1
<b>Hit Dice:</b>	4
<b>Attacks:</b>	2 or 1 or 1 (leaves or thorn or root)
<b>Damage:</b>	1d6/1d6 or 1d4+1 or special
<b>Save:</b>	F2
<b>Morale:</b>	12
<b>Hoard Class:</b>	Special

A strange clockwork plant, gear daisies resemble pipes with gear-shaped leaves and foil-based flowers. They can grow above or below ground because the plants don't need sunlight — or water, for that matter. Gnomes created the daisies to draw rare minerals from the soil, and designed them to store the materials in their flowers. These are collected and smelted for the metals.

Because the plants cost so much to construct and the flowers are so valuable (generating up to 1,000 gp per month in precious metals), the gnomes gave gear daisies several defenses. Unless a password is given, the plant slashes at anyone trying to pick a flower, using its leaves as blades. It also sounds an alarm with a small horn, alerting nearby daisies to fire their thorn "cannons" at targets within 50 feet. These fire with a soft pop, so this attack can ambush the unwary.

Should burrowing monsters attack the plant from below, they will receive a rude surprise:

in their search for valuable minerals, gear daisies churn the soil with roots that resemble metal whips and can break stones. Anything underground approaching within 10 feet of the plant takes 2d4 points of damage per round, but a save versus breath weapons will reduce this to half damage. Smaller roots can be up to 200 feet long, but they aren't strong enough to harm human-sized creatures. Despite all the subterranean activity, gear daisies don't create sinkholes; instead, they are almost like rototillers, aerating and loosening the soil.

## GRAVE ROSE

<b>No. Enc.:</b>	1d6
<b>Alignment:</b>	Variable
<b>Movement:</b>	0'
<b>Armor Class:</b>	6
<b>Hit Dice:</b>	2
<b>Attacks:</b>	Special
<b>Damage:</b>	Special
<b>Save:</b>	M2
<b>Morale:</b>	12
<b>Hoard Class:</b>	Incidental

This supernatural version of the wild rose can grow into shrubs 10 feet tall and 30 feet in diameter. The flowers are simple compared with domesticated varieties, almost resembling daisies, and there are white and black specks on the undersides of the leaves. Although the stems have prickles, these do little more than give slight scratches.

Grave roses only grow where someone was buried, and they can speak with the voice(s) of those their roots touch. The dead need not be recently buried; so long as there is a body, this ability will work. Over time, the dead influence the plant's alignment. Normally this is a single voice from a single body, but if the

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rose blooms over a battlefield or mass grave, the dead with the strongest alignments will hold sway, be they paladin or demon. Should the plant turn evil, it will likely twist the words of the dead and try persuading the living to do wicked things.

Some people plant grave roses so they can talk to their deceased kin; others see the plant as an abomination that doesn't allow the dead to rest. Occasionally, those with the latter view try destroying the plants. The roses react, howling with the voices of the dead. All intelligent creatures within 200 feet must save versus spells to stand their ground. Those who fail are so terrified they flee for 3d6 minutes. Grazing animals, including insects, are unaffected; this resistance makes them the grave rose's worst enemies.



## HANGMAN'S IVY

<b>No. Enc.:</b>	1
<b>Alignment:</b>	Neutral
<b>Movement:</b>	0'
<b>Armor Class:</b>	4
<b>Hit Dice:</b>	5
<b>Attacks:</b>	1 (strangle)
<b>Damage:</b>	1d8
<b>Save:</b>	F3
<b>Morale:</b>	12
<b>Hoard Class:</b>	None

A favored assassin tool, hangman's ivy can alter its appearance to blend in with either the surrounding vegetation or, if there is none, its background (i.e., rock, wood paneling, etc). Usually, the ivy is planted near the intended victim's home or place of business. It takes a month for the plant to mature from a seed, which must be smeared with a drop of the target's blood. This attunes the growing plant to its victim, ensuring the correct person is attacked. When fully-grown, an ivy can reach up to 20 feet away and has a Strength of 14+1d4. If it hits with a natural 20, the plant does triple damage as it wraps around the target's neck and constricts. Should this attack be successful, the ivy automatically inflicts the strangulation damage every round until the plant or the victim is killed. Once its target dies, by any cause, the hangman's ivy also perishes.

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## SHIVER OAK

<b>No. Enc.:</b>	1d6
<b>Alignment:</b>	Neutral
<b>Movement:</b>	0'
<b>Armor Class:</b>	5
<b>Hit Dice:</b>	18
<b>Attacks:</b>	1 (branch)
<b>Damage:</b>	1d10 and special
<b>Save:</b>	M14
<b>Morale:</b>	10
<b>Hoard Class:</b>	Incidental

Shiver oaks are nearly identical to scarlet oaks in size and appearance, differing only by being carnivores with the ability to trap prey in extra-dimensional storage spaces. Similar to the pocket formed by a rope trick spell, the plant creates a new opening when it attacks a target within 10 feet. Anyone who is hit and fails his save versus spells is knocked into a new, specially-created space. These pockets aren't part of the tree's digestive tract; instead, they hold prey until it dies. Then the tree consumes the rotting flesh. Those lucky enough to escape have an unusual side effect — they shiver constantly, as if chilled to the soul. Although the shivering doesn't invoke a game mechanic penalty, some people consider the victims cursed and avoid them. But this is a rare complication, for the only way to free a victim from a pocket is to kill the oak. However, once the tree is dead, all the spaces it created cease to exist and their contents drop around the oak's base. For older trees (those over 300 years), this can be quite a pile of treasure.

## SILVER FOIL

<b>No. Enc.:</b>	5d12
<b>Alignment:</b>	Neutral
<b>Movement:</b>	0'
<b>Armor Class:</b>	3
<b>Hit Dice:</b>	30
<b>Attacks:</b>	1 or 1 or 10 (leaves or ray or roots)
<b>Damage:</b>	Special or special or 1d8 each
<b>Save:</b>	F15
<b>Morale:</b>	12
<b>Hoard Class:</b>	Incidental

These trees are massive, often reaching 50 feet tall and 80 feet wide, and very beautiful, with silver, willow-like leaves that can be up to five feet long. Originally created by gnomes to mark their territory, over time the silver foils have become instruments of defense. They keep orcs, goblins, and other unwanted monsters out of gnome lands using three different methods.

The first and longest-ranged attack is their leaves. Sun- or moonlight reflected off the silver creates a shimmering, dazzling effect, forcing any intelligent creatures within 1000 feet, who can see the tree, to save versus stun or feel woozy. These victims suffer a two-point penalty to attack rolls and armor class, and their movement rate is reduced by 30' (10'). The discomfort lasts as long as the creatures look at the tree. Those who fail their first save can close their eyes for five rounds, before opening them to make a new save.

If creatures persevere and approach within 200 feet, the tree reflects concentrated light at one creature per round. The damage inflicted depends on the amount of illumination available: in bright sunlight, the ray causes 3d8 points of damage; on a cloudy day, 3d6

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damage; and in moonlight, 3d4 damage. In any dimmer light, the tree cannot use this attack. Targets may save versus breath weapons to reduce the damage by half.

Should this fail to deter an approaching force, the tree can use 10 of its largest roots to slash enemies to the bone. These roots can emerge from the soil up to 40 feet from the trunk.

Friendly creatures can pass unmolested through a silver foil line by uttering a proper password in gnomish.

## SPATTER VINE

<b>No. Enc.:</b>	2d6
<b>Alignment:</b>	Neutral
<b>Movement:</b>	0'
<b>Armor Class:</b>	8
<b>Hit Dice:</b>	2
<b>Attacks:</b>	1 (whip) + special
<b>Damage:</b>	1d6 and special
<b>Save:</b>	F1
<b>Morale:</b>	12
<b>Hoard Class:</b>	Incidental

In some worlds the blood of flesh golems contains small amounts of magic. When the constructs are cut deeply enough to spray blood, the droplets may (25% chance) spontaneously generate spatter vines, five- to ten-foot long plants that look like writhing intestines with red leaves. The vines sprout from any surface that isn't the golem: armor, other flesh, stone, trees, etc. They form in one turn, but may be easily slain during the 2d4 rounds they need to become full-sized. Normally, the vines flail about whipping at any target within strike range, but they are also bloodsuckers. If a vine hits with a natural 20, it locks onto the victim with previously hidden fangs and drains an

additional 1d4 points of damage per round. Once the fangs hit, they don't release until either the vine dies or it drains ten hit points worth of blood from a victim. So, although the victim doesn't have to worry about further whip damage, the blood drain damage is now automatic. Because of their strong, incessant thirst, the plants usually starve to death unless prey is unusually plentiful.

## NON-MONSTROUS SUPERNATURAL PLANTS

Many of these plants are cultivated in the botanical gardens of those who prefer their vegetation a little less ornamental, and a little more dangerous.

### Black Aster

This bright blue flower is named for people's opinion of it, not its appearance. A weed like few others, even one can spell disaster for a farmer. The aster initially appears very beneficial, enriching the surrounding soil and doubling the growth rate of plants within 10 feet. However, this comes at a price: the seeds of those other plants are transformed into black aster seeds. Other than a few noxious beetles, most creatures consider the aster and its seeds inedible. Even if the weed is discovered and killed or removed, the enriched soil will continue altering seeds for the rest of the growing season: an unwelcome surprise for the following spring.

### Cess Weed

The result of alchemical pollution mixing with biological waste, this nasty creation appears to be a shrub between two and five feet tall, covered with awful smelling brownish-yellow leaves. But this is almost



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an illusion; cress weed is actually a brown liquid bound into a plant shape and the leaves are really contained mist. Any touch breaks the plant's fragile skin and sprays the unfortunate victim with noxious juices. This acts as a stinking cloud spell that lasts 2d4 hours, or until the victim spends 30 minutes bathing with lye. Some people purposefully grow the plants around their property to mark intruders, allowing hounds and guards to find them easily.

## Chaos Aloe

Although it does have medicinal properties, few healing shops stock this succulent because of its side effects. When applied to an acid burn, the aloe cures 2d4 points of damage. If a victim suffered multiple burns, each may be treated — but only one treatment per wound. Unfortunately, those healed (or even those simply touching the plant) are cursed for 2d4 weeks. Unless the curse is ended, any time victims are exposed to a curative spell, their wounds heal with an odd appearance. This could be scales for a human and human skin for a troglodyte, or anything the Labyrinth Lord can envision. Remove curse ends the hex prematurely, but neither the spell nor the curse's natural end removes or restores the strangely-healed skin; that requires a heal spell.

## Darkshade

This small species of nightshade is popular in some circles, because eating the purplish-blue berries allows a person to speak with the dead. There are some restrictions, however: the speaker must remain within five feet of the burial site and a conversation can last no more than an hour. Despite the latter constraint, the speaker can ask as many questions as she wants.

Although very beneficial, the berries must be used sparingly and infrequently. They are relatively toxic, inflicting 2d6 points of damage (save versus poison for half), but, worse, overuse can be deadly. A single spirit may be woken once per season without danger — if allowed sufficient rest. Waking it more often, or speaking to it for more than an hour... annoys... a spirit. Its features darken and the surrounding air crackles as the spirit transforms into a wraith. This takes one round, after which the undead tries to kill its persecutor before stalking other living creatures.

Those with dark intent can purposely raise wraiths this way, but this is a truly evil act, as the wraith can never turn back into a peaceful spirit. Given the newly-changed wraith's desire to target its antagonist, the malicious might send dupes to trigger the transformation. In this way, the berries' effect can also be used as a tool for indirect murder: the wraith hunts the person manipulated into waking it until the intended victim is dead or on another plane.

## Desert Spike

This plant is made of sand compacted into the form of a barrel cactus. It doesn't have spines like normal cacti, but a spike emerges from its top. Other than its appearance, the desert spike is remarkable only when the wind speed reaches more than 30 miles per hour. Then the plant breaks up and blows away as a tiny, 10-foot diameter sand storm. Though it might seem cute or ineffectual, the storm does 1d8 points of damage to everything in its path. When the wind calms, the plant reforms over a few hours. Because of its behavior, scholars think the desert spike is a transplant from the plane of earth.

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## **Doll Plants**

These plants are really a category, varied as real vegetation, ranging from fist-sized to dragon-sized, and may be monstrous or not, depending on the particular type. Doll plants are magical constructs made from things like cloth and stuffing, and look however the creator desires. Many can move and some have some sort of smothering attack. Most are created to watch over children or to fill gardens where normal plants have little chance of survival.

## **Fading Willow**

Although they are willows, these shrubs are very unlike the weeping trees of poetry. They reach no more than 10 feet tall, but can be 20 feet in diameter. Fading willows grow upward in a dense thicket, with clumps of small, thin twigs sprouting from thicker branches. The twigs are what make these plants (in)famous in their own right. They can be boiled into a tea that eases all pain and cures 4d6 points of damage. Unfortunately, this narcotic is extremely addictive: after just a single drink, the character must save versus poison or be forever drawn to the tea. To get another dose, addicts will do literally anything: lie, steal, kill, make pacts with outsiders. Consequently, their alignment turns to Chaotic Evil. Addicts who can't get any more will go insane, losing all rational thought until they receive a heal spell. Fading willows are rare because some people burn them on sight; others consume all the twigs, which also kills the plant.

## **Feather Moss**

What appear to be collections of brightly-colored feathers hanging from the branches of large trees are really carnivorous plants

that eat insects and other small animals. The seeds of these strange plants are equally odd: they're tiny birds that often look like sparrows or hummingbirds, though their specific appearance depends on the moss species. Shamans collect the feathers and use them to placate insect spirits.

## **False Shrub and Trees**

Like the doll plants, false shrubs and trees are a vast category of different constructs, not a specific species. These plants can also be monstrous or not, depending on the whim and creativity of the Labyrinth Lord. But unlike the dolls, these creations are Frankenstein-ian, made up of parts of other plants, not cloth and stuffing. They are built and animated by termite spirits, nature spirits that have gone mad and are slowly killing off the forests they call home. False shrubs and plants are dangerous for two reasons: the spirits animating them and the properties of the constructs' plant parts, which often include special attacks or abilities (envisioned or decided by the Labyrinth Lord). Although the constructs are vulnerable to mundane weapons, fire, and spells that affect wood, destroying the plants does not harm the spirits within.

## **Fishing Cattail**

Found in temperate and tropical waters, fishing cattails do just as their name indicates: they feed on fish as well as soil. The plants oxygenate the surrounding water even when it's very warm, which draws many kinds of fish, from carp to knifefish. Creatures swimming within five feet of a cattail stand are exposed to a sleep aura. Those failing to save versus spells fall asleep. Smaller creatures sink to the bottom, where

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they are quickly slain and buried by roots. Larger, wading creatures, such as humans and water buffalo, must also save, but if they fall asleep they take 3d6 points of damage per round from the roots. As the sleep aura only affects creatures in the water, people will often cultivate the cattails despite the danger, planting them at water's edge or in drained patties where fish can be netted. The fish are still drawn to the oxygen-rich water in good numbers, but the fisherfolk are safe, provided they keep their wits about them and don't get too close to the plants.

## Food Moss

Created to feed everyone, this plant is a disaster on a scale rarely seen throughout the planes. The moss can grow almost everywhere: underwater, on ice, in the driest deserts, on mountain tops, on clothing being worn by vampires. Only magical wastelands, specially-treated surfaces, and lava kill the spores on contact. While the moss might seem a cure for famine (as it can be consumed by anything that eats solids, from normal beetles to rust monsters to ghouls), it can smother the landscape. It also allows animal, monster, and humanoid populations to explode; and, because of their much slower reproductive rates, intelligent beings are often



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pushed to extinction. Worlds found with food moss are usually interdicted by common agreement, as planar and interplanetary travelers have no desire to bring this plant home.

## **Gut Vine**

This small plant has a two-part lifecycle: inside and outside. The former begins after the seeds are ingested, when the plant starts growing in the creature's gut, acting like a tapeworm and slowly starving its host. No actual damage is done, the host just feels very strange. After two months the plant expels itself. This causes some minor damage (1d6 points), and a lot of embarrassment for intelligent creatures. While inside, the plant adapts to the host's chemistry: thereafter it's noxious to the species and gains immunity to any special attacks the species might have. For example, if a cow hosted the plant, the bovine would not approach (much less eat) any vine that grew inside its gut. If hosted by a dragon, the plant would be immune to the beast's breath weapon and all similar attacks. The larger the host and the more food consumed, the larger the resulting plant will be; this could be anywhere from a few feet long, to more than 20 yards in the case of older dragons. After a few years living outside a host, the vines produce yellow flowers and set fruit that smells irresistible to all creatures — except the previous host species. Any creature venturing within 100 feet must save versus poison or be compelled to consume one, and only one, piece of fruit.

## **Hippo's Footprint**

Although aquatic, this non-corrosive blue slime gets its name and foul reputation from its time on land. The slime sticks to surfaces

when under pressure, so after hippos and other heavy, water-loving creatures step on it, they carry it ashore at feeding time and leave it behind in their footprints. This is how the slime's one truly noxious trait becomes apparent: it dies after 1d8 hours out of water and decomposes, releasing a stench more powerful than anything natural. Any creature venturing within 25 feet of a pile one pound or larger must save versus poison or pass out for 1d4 hours. Even those that save are weakened while they remain in the scent cloud and for 2d4 rounds after they leave. This weakness cuts the victim's movement rate in half and inflicts a -4 penalty to attack rolls. Hippos and other slime carriers are immune to the stench. Those with the will and desire can also acclimate themselves to the smell, but only after a year's worth of exposure.

## **Horse Apple**

One of the most popular druidic creations, these trees produce apples that are very beneficial to horses and other equines. Eating one cures 1d8 points of damage and hastes the horse for an hour without any negative side effects. The healing properties function for every apple eaten, but the haste will only work every six hours, no matter how many apples the horse eats. Should something other than a horse eat an apple, it receives the same healing and hasted effects — but it also turns into a horse for 3d4 days per apple consumed (e.g., two apples means spending 6d4 days as a horse). There is no save against this transformation, and the only way to break the curse is with a wish spell.

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## Iron Violet

Created to remediate alchemically-polluted soil, these rapidly-blooming plants eventually escaped into the wild, where they are now a serious hazard to people and wildlife across huge swaths of land. Though lovely, the violets are sharp as blades: stepping on one inflicts 1d6 points of damage, while falling on a patch does 3d4 damage to the unlucky or clumsy.

Their name indicates the plants might be tough as iron, but they aren't actually ferrous and can't be 'mined'. The violets can also be very delicate: if cut, they die and rot within an hour. Successful harvesting requires digging them up, roots and all. But, even if the planter has a truly black thumb, new plants will mature from seeds in just a few weeks. Some growers use the plants as aesthetically-pleasing protection against monsters and bandits, while others sow them in enemy pastures. Though, the latter tactic can be a self-defeating act, for within a few years wind-blown seeds will often bloom in the perpetrators' own fields.

If the violets are used as designed, planted in soil contaminated with alchemical reagents, they usually convert the toxins into a harmless gas. However, if the reagents were powerful enough, the gas produced might cause sleep or act as a poison. As this process may take months or even decades to complete (depending on the amount of pollution in the soil), the immediate surroundings and those areas downwind could be hazardous for some time.

## Orc Pipe

The shape of these small, translucent red plants — with a straight, upright stalk and downward curving bell — resembles a clay pipe with an ornately carved bowl, its

mouthpiece set into the earth. Reportedly discovered near orcish encampments during the Second Goblin Wars, the plants are only found where a creature was recently buried. A picked plant can be smoked like a real pipe, and, for 24 hours after, the user gains one of the dead creature's racial traits (e.g., the elven ability to spot secret doors). If the deceased had no racial traits, then the smoker receives an important memory from the dead, the particulars decided by the Labyrinth Lord. This effect only works once per pipe, which must be smoked within a week of harvesting or it will wilt and become useless.

## Phantom Ashberry

This small shrub is transparent except for its roots and branch tips, which are a translucent green. It has no leaves for photosynthesis, so it must feed once per week on a creature rabbit-sized or larger. The ashberry isn't particular and will eat anything that touches it. Striking or brushing against the plant activates glands in the branches, which release an acid that inflicts 4d4 points of damage per round. The plant produces the eponymous berries during the early fall. When ripe, the fruit self-ignites, with the resulting ash carrying seeds away on the wind.

## Ripple Rose

Like the legendary (infamous) ring of mood revelation, the flowers of this plant shift through hues and variegated patterns of red, yellow, and orange in response to emotions. However, unlike the ring, which only responds to one person, this plant can sense the emotions of everyone within 60 feet. Ripple roses, like normal roses, have thorns, but these are envenomed with a variable potency toxin. The poison's effectiveness is also dependent on the surrounding mood(s),

# BESTIARIA VOCABULUM

and opposite what one might expect: it is most lethal around love and more benign when exposed to melancholy. In fact, the roses cannot kill those suffering the deepest depressions. It's thought a trickster god created the plant as a punishment for those who take the symbolism of roses too far.

## **Shadow Fingers**

Innocuous little plants that look like small clubs or stubby fingers with four leaves, these natives from the plane of shadow can increase or decrease illumination levels until they are optimum for producing shadows. The plants can dim bright light until small creatures and fungi normally only found underground can survive on surface meadows. In complete darkness, shadow fingers produce illumination equivalent to flickering candlelight. Both effects have a 5-foot radius.

## **Speckled Club**

This heavy mushroom is three to five feet tall, weights between four and ten pounds, and grows in dark forests, often near goblin encampments. When left to itself, the mushroom's spores are few and don't bother anything. But goblins are fond of using the fungus as clubs, because hitting something dramatically increases the number of spores released. The spore cloud is so dense that, in addition to taking normal club damage, those struck must also save versus poison or be confused (as per the spell) for 1d4 rounds. Even though they are immune to the 'amusing' side effect, goblins of all ages still enjoy whacking one another with the mushrooms. Rumor has it the fungus was originally developed by an alchemist of mixed goblin and human heritage, to provide

his goblin slave soldiers with a weapon others couldn't easily use against him. But, it has since spread into the wild.

## **Star of Order**

Arrivals from the Lawful planes, these flowers look like daisies made of crystal. They emit a 10-foot diameter aura that keeps chaos at bay and enforces order. This works as a protection from evil spell affecting only Chaotic creatures, not evil ones. Neutral creatures feel uneasy within the aura, suffering a -4 penalty to hit and any other actions. The aura makes Lawful creatures feel at peace, granting them a +2 bonus to hit and other actions.

## **Torch Lily**

Like the candle that burns brightly and briefly, these lovely plants glow with the brightness of a torch, and bloom for but a single week in early spring. They are found in light woodlands, grown by elves to feed spring moths, which act as messengers for their creators. The lilies can be transplanted safely, which is fortunate for hunters and collectors: the flower's rarity and beauty commands about 50 gold pieces each when sold to wealthy land owners and urban nobility.

# MONSTROUS PLANTS

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