



# Vegetable

This subschool of transmutation deals with change in vegetable matter: altering plants, affecting their growth, turning them into hairy, fanged, man-eating monstrosities, etc. This type of wizards has a sort of undeserved reputation for docility, as the sort of wizard perhaps most likely to run around in public with flowers in his or her hair. Actually, vegetable transmutationists are not at all common, nor necessarily tame. Many prefer forest and seclusion to civilization, where they are comparatively less potent (although they can devastate wooden buildings). This is one of the least flashy classes of magic, but a subtly effective one.

Total Spells:	149
Spell Breakdown:	
1–5 points:	93
6–10 points:	18
11–15 points:	5
16–24 points:	8
25–34 points:	9
35–44 points:	4
45+ points:	12

The diamonds after each spell's cost indicate the number of times a wizard gets points for casting that spell.




The default ranges given for each spell can be adjusted downward at the same spell cost, though doing so will make casting take a little longer. In other words, a spell that costs 2/hour could be cast for 8 hours (for 16 points), for 1 hour (for 2 points) or for ½ hour (also for 2 points, as the caster chooses). And a spell with a 100-yard radius could be scaled down to cover a single house for the same cost.



Spells marked with  are available to minstrel mages; spells marked with  can be used by witches.







**absorb magic 10/point**  similar to store magic, except that this



spell absorbs spell points cast at it rather than storing them to be re-used. Used in conjunction with ensorcel and permanency to make spell-absorbing magic items. for example, a sword with 8 points of absorption (ensorcel + absorb magic x 8 + permanency = 180 points total cost) could absorb any spell of 8 points or less cast at its wielder. Once a spell is absorbed, a vent magic spell must be used to empty the points before another spell can be absorbed.



**age plant 10**  causes a plant of any sort to progress to the next stage of life (i.e. from shoot to sapling to young tree to mature tree to old tree to dying tree, etc.). Does not cause actual growth, but can make a young apple tree mature enough to bear fruit, for instance. This spell is especially helpful in conjunction with *plant growth*.  




**animate plant 8**  allows a wizard to control a plant and cause it to move and function as he or she chooses. This can be used on dead as well as living vegetation—though not vegetation which has been cut into lumber. The wizard retains control of the plant as long as he or she concentrates solely on controlling it and is not disturbed in that concentration. 




**antidote 18/dose**  transforms a dose of any vegetable-based poison into an antidote to that poison.  




**arrows 1/3 arrows**  creates arrows or crossbow bolts from branches or sticks.




**attract plagues 70/year**  renders an area's crops particularly attractive to plagues of locusts, plant diseases and other sorts of farmer's nightmares. 

**bloom 1**  causes buds on a plant to flower.  

**bud 1**  causes buds to appear in a flowering plant.  




**cause plant disease 2/plant**  causes a healthy plant to become diseased.  

**change flavor 1/cubic foot**  changes a vegetable-based food's flavor.  

**change plant 8**  changes a living plant into another sort of plant.  

**change plant color *variable*** alters the coloring of fruits, vegetables, plants, flowers, poisonous mushrooms, etc.

**change plant color I**  1/cubic foot/day  




**change plant color II**  5/cubic foot (permanent)  

**change plant color III**  5/plant/day  




**change plant color IV**  25/plant (permanent)  

**change plant taste *variable*** alters the flavor of fruits, vegetables, plants, flowers, poisonous mushrooms, etc.

**change plant taste I**  1/cubic foot/day  



**change plant taste II**  5/cubic foot (permanent)  

**change plant taste III**  5/plant/day  



**change plant taste IV**  25/plant (permanent)  

**change wood type 1/cubic foot**  want to change those pine planks to mahogany?  



**clear water *variable*** removes some or all plant growth from a body of water. The spell can be used to clear a lake's surface covering of algae where mosquitoes breed, for instance.



**clear water**  19 (enough for a well or watering hole) 



**clear water II**  27 (enough for a pond) 


**clear water III**  37 (enough for a lake, or a portion of a larger body of water) 

**color *variable*** allows a wizard to color a plant-based surface, such as the leaves on a tree or the clapboards on a house.

**color**  1/100 square feet/week 

**color II**  2/100 square feet/year 

**color III**  4/100 square feet (permanent) 

**conceal trail 1/100 feet**  makes a creature's trail untrace-

able by normal means. 🗡️

**conditional delay 50** ◇◇◇◇ will permanently delay a spell until the conditions set on the spell have been reached. For example, a spell could be delayed indefinitely until a creature walked through a certain door. 🗡️ 🐉

**conditional ensorcel 50** ◇◇◇◇ enchants an item in the same manner as an *ensorcel* spell, but allows a condition to be imposed on the ensorcelled item. A sword that could only be used against blue creatures, for example, would use conditional ensorcel. As with *ensorcel*, a *permanency* spell must be cast on the enchanted object within a month or the magic will fade. 🗡️ 🐉

**conditional vegetable ensorcel 50** ◇◇◇◇ enchants a plant or other wooden object in the same manner as a *vegetable ensorcel* spell, but allows a condition to be imposed on the ensorcelled object. An enchantment which made a plant venomous to everyone except the spell caster, for example, would use *conditional vegetable ensorcel*. As with *vegetable ensorcel*, a *permanency* spell must be cast on the enchanted plant or object within a month or the magic will fade. 🗡️ 🐉

**contraction 1** ◇◇◇ causes natural fibers to contract. If cast on a rope, for example, the spell would cause it to become shorter and thicker. 🗡️ 🐉

**cook 1/5 lbs** ◇◇◇ cooks vegetables to the caster's preference. 🗡️ 🐉

**crop plague 55** ◇◇◇◇ causes a plague to descend upon a particular crop, farm or area. The precise nature of the plague is up to the wizard—blight, rust, etc. 🗡️ 🐉

**cure plant disease 1/plant** ◇◇◇ cures a diseased plant. 🗡️ 🐉

**defoliate 4/100 square feet** ◇◇◇ clears an area of vegetation, like Agent Orange. 🗡️

**delay variable** delays a spell until a certain vague condition is met. For example, a spell might be delayed until a creature passed through a door, etc.

**delay** ◇◇◇◇ 10/year 🗡️ 🐉

**extended delay** ◇◇◇◇ 30/10 years 🗡️ 🐉

**detect magic 3/hr** ◇◇◇ causes all enchanted objects within the caster's line of sight to become visible as such. The spell may be cast on non-wizards, but will take some practice to get used to. With frequent use, the spell can be used to differentiate between classes of magic, as well as just detecting magic (i.e., a magic ring created by a summoner will look different than one created by an emotionist). 🗡️ 🐉

**detect poison 1/hr** ◇◇◇ detects the presence of any sort of toxin or contamination within the caster's line of sight. 🗡️

**detect poisonous plant 2/hr** ◇◇◇ makes apparent any poisonous plants within the caster's line of sight. 🗡️

**detect transmutation 2/day** ◇◇◇ detects any magically transmuted object or creature within the spell caster's line of sight. 🗡️

**disensorcel 50** ◇◇◇◇ causes a magic item to lose its enchantment. Works on all but the most powerful magic items. 🗡️ 🐉

**dispel magic 8 + original spell cost** ◇◇◇◇ allows a wizard to negate another wizard's spell, regardless of the class or level of that wizard. 🗡️

**dispel transmutation spell cost + 4/level of caster over dispeller** ◇◇◇ allows a wizard to negate another transmutationist's spell. 🗡️

**distort doorway 6** ◇◇◇◇ buckles a wooden doorway, either closing it beyond opening, or causing it to no longer be able to be closed. 🗡️ 🐉

**door in wood 10** ◇◇◇◇ allows a creature to pass through a wooden surface. 🗡️

**dreamscent variable** when cast on a flowering plant, it gives the

pollen a narcoleptic quality: whoever stops to smell the flowers falls asleep.

**dreamscent** ◇◇◇◇ 12/day 🗡️ 🐉

**extended dreamscent** ◇◇◇◇ 26/month 🗡️ 🐉

**permanent dreamscent** ◇◇◇◇ 38 (permanent) 🗡️ 🐉

**dreamscent II variable** an area spell covering all flowering plants within a radius of the caster's INT (in feet). Anyone close by will be affected to some extent, depending on pollen count and wind conditions.

**dreamscent II** ◇◇◇◇ 24/day 🗡️

**extended dreamscent II** ◇◇◇◇ 54/month 🗡️

**permanent dreamscent II** ◇◇◇◇ 74 (permanent) 🗡️

**ensorcel variable** the preliminary spell used in creating a magic item.

This lays the initial enchantment on an inorganic object and lasts about a month; any subsequent enchantments must follow within that time period. Normal *extension* and *delay* spells will not work with *ensorcel*. Only one *ensorcel* can be cast on a single object. Objects to be enchanted should be as nearly flawless as possible, as defects in structure or workmanship can allow magic to leak away over time (or very suddenly, with explosive force). A single magic item cannot contain conflicting enchantments (such as *protection vs. heat* and *protection vs. cold* simultaneously) and should not be dangerously overloaded with too many unrelated spells. The best magic items are composed of spells so flawlessly integrated that they all seem to work together as a single power. A *permanency* spell must be used within a month of the initial *ensorcel*, or the enchantment on the item will dissipate.

**ensorcel** ◇◇◇◇ 50 🗡️ 🐉

**extended ensorcel** ◇◇◇◇ 75 (extends an ensorcel spell for a second month. An ensorcel can be extended only once.) 🗡️ 🐉

**erase 2/page** ◇◇◇ erases a document printed with vegetable-based ink. 🗡️ 🐉

**extension ½ original spell cost** ◇◇◇ extends the duration of a spell to double the normal length of time. Spells can be extended more than once, but the amount of time added by each additional extension remains constant (i.e. a one hour spell will be extended an additional hour for each extension cast).

**false trail 2/100 feet** ◇◇◇ creates a false trail which will hold up to the closest scrutiny. 🗡️

**ferment 1/gallon** ◇◇◇ causes a liquid to ferment. 🗡️ 🐉

**fiber contraction 2** ◇◇◇ causes natural fibers to contract. A rope, for example, would grow shorter and thicker. 🗡️ 🐉

**find plant 2/hr** ◇◇◇ allows a caster to detect a specific type of plant within a hundred yard radius, regardless of intervening obstructions. 🗡️ 🐉

**fireproof variable** prevents wood or other vegetable matter from burning.

**fireproof** ◇◇◇ 3/cubic foot/year 🗡️

**fireproof II** ◇◇◇◇30/year (cottage or small structure) 🗡️

**fireproof III** ◇◇◇◇ 41/year (large house) 🗡️

**flower 3** ◇◇◇ causes a plant to flower, whether it is budding or not. 🗡️ 🐉

**foxfire 1/night** ◇◇◇ causes a plant to glow faintly for an entire night. 🗡️ 🐉

**freshen food 1/10 lbs** ◇◇◇ repairs wilted lettuce or other vegetable-based foodstuffs similarly on their last legs. Cannot make spoiled or rotten food edible. 🗡️ 🐉



**greenwood 3** ◇◇◇ unseasons wood. 🗡️ 🐉




**hardwood 2/cubic foot** ◇◇◇ makes any type of wood twice as strong. 🗡️ 🐉





**heal plant 8** ◇◇◇◇ heals a damaged plant. 🗡️ 🐉





**heal tree 12** ◇◇◇◇◇ heals a damaged tree. 🗡️ 🐉





- identify plant 1** ◇◇◇ allows accurate identification of a plant. 🗡️
- infinity 10 x original spell cost** ◇◇◇◇ causes an effect of a magical item to become permanent—i.e. without charge. Effective only in conjunction with ensorcel and permanency spells. For instance a sword could be made to give off light whenever it was held (*light + infinity*). *Infinity* only works on spells that have a definite duration; it can't be used on 1-shot spells like *fireball* or *shockthrow*. 🗡️
- light 1/hr** ◇◇◇ causes vegetable matter—a plant, or a piece of wood such as a torch—to glow at one end with a luminescent ball of light, giving off about the illumination of a 40-watt light bulb. 🗡️
- metalwood 5/lb** ◇◇◇ gives a wooden object the strength and other properties of steel while retaining the weight of wood. 🗡️
- mire 6** ◇◇◇◇ causes a boat or small object to become stuck in seaweed, plankton, or whatever plants are growing in a body of water. Will not work in water without a sufficient mass of plant life. The plants can be untangled or cut free with some effort, but will not otherwise come unstuck. 🗡️
- mire II 26** ◇◇◇◇◇ causes a ship or large object to become stuck in seaweed, plankton, or whatever plants are growing in a body of water. Will not work in water without a sufficient mass of plant life. The plants can be untangled or cut free with some effort, but will not otherwise come unstuck. 🗡️
- neutralize poison 2** ◇◇◇ renders harmless a dose of poison that has not yet been ingested. 🗡️
- paper 1/3 square feet** ◇◇◇ transforms wood or wood pulp into paper. 🗡️
- permanency 50** ◇◇◇◇◇ the final step in creating a magic item. This spell must be cast on an enchanted object within a month of its enchantment in order for it to permanently retain its magic. This is necessary for all magical items except potions. 🗡️
- pervert magic same as original spell cost** ◇◇◇ causes a spell to escape from its caster's control. 🗡️
- phosphorescence 3/hr** ◇◇◇ causes a sickly, dim light, which can be cast on animate or inanimate objects. 🗡️
- plantfood 2/cubic foot** ◇◇◇ turns any living vegetable matter into foodstuffs. 🗡️
- plant growth 1/foot** ◇◇◇ if proper nutrients are present, allows the spell caster to cause a plant to grow up to his or her INT (in feet) per day. 🗡️
- plantpass 4/hr** ◇◇◇ allows a creature to pass through dense foliage or jungle without obstruction. 🗡️
- pollen 2/hr** ◇◇◇ raises a cloud of pollen—nearly unnoticeable, unless one has allergies. 🗡️
- polytreewhip variable** causes a group of trees to whip a specified person or persons with their branches. The whipping continues until the victim moves out of reach. The trees must be within the caster's line of sight when the spell is cast. If not triggered immediately, the spell lasts for one month for every point of INT the caster has.
- polytreewhip** ◇◇◇ 3/50 foot radius (one time only) 🗡️
- polytreewhip II** ◇◇◇◇ 7/50 foot radius (whenever affected creatures approach, as long as the spell is in effect) 🗡️
- polytreewhip III** ◇◇◇◇◇ 23/500 foot radius (one time only) 🗡️
- polytreewhip IV** ◇◇◇◇◇ 47/500 foot radius (whenever affected creatures approach, as long as the spell is in effect) 🗡️
- preserve 2/page** ◇◇◇ keeps pulp or rag paper from deteriorating and plant-based ink from fading. 🗡️
- preserve food 1/10 lbs/week** ◇◇◇ prevents perishable foodstuffs from spoiling. 🗡️
- protection vs. dreamscent variable** protects against all narcoleptic plants, whether natural or magical.
- protection vs. dreamscent** ◇◇◇ 1/day 🗡️
- protection vs. dreamscent II** ◇◇◇◇ 8/year 🗡️
- protection vs. dreamscent III** ◇◇◇◇◇ 28 (permanent) 🗡️
- protection vs. magic detection 6/day** ◇◇◇◇ makes the recipient and all he or she is carrying immune to the effects of a detect magic spell. 🗡️
- protection vs. plagues 1/square mile/year** ◇◇◇ protects fields from destruction by plagues of insects. 🗡️
- protection vs. plants 2/day** ◇◇◇ protects against various hazardous forms of plant life, from giant man-eating plants to poison sumac. 🗡️
- protection vs. poison variable** protects against all forms of poisons, including contaminated food and rabid animal bites as well as more conventional toxins.
- protection vs. poison** ◇◇◇ 1/day 🗡️
- extended protection vs. poison** ◇◇◇◇◇ 16/year 🗡️
- protection vs. pollen 4/year** ◇◇◇ protects against allergies and other negative effects of pollen. 🗡️
- protection vs. transmutation variable** protects against any form of magical transmutation. This also prevents magical healing while the spell is in effect.
- protection vs. transmutation** ◇◇◇ 1/day 🗡️
- extended protection vs. transmutation** ◇◇◇◇◇ 12/year 🗡️
- permanent prot. vs. transmutation** ◇◇◇◇◇ 31 🗡️
- rapid growth 25/acre** ◇◇◇◇◇ Speeds the growth of seeds so that food can be harvested several days after the spell casting. When cast on fully grown plants, the new growth is fast and luxurious . . . almost jungle-like. 🗡️
- recharge 5 x original spell cost** ◇◇◇ allows an enchanted item to regenerate its powers after an effect is used. Points are calculated by the spell cost of an effect, with points being regained at a rate of 1/effect per day. In other words, a magical ring that has an effect equal to a three point spell could be used to perform that effect once every three days. This spell is only effective in conjunction with ensorcel and permanency spells.
- recovery 8/week** ◇◇◇◇ allows a spell caster to recover 3 expended spell points per day, regardless of how active he or she may be. 🗡️
- remove mildew 1/5 square feet** ◇◇◇ cleans moldy or mildewed surfaces. 🗡️
- remove stain 1** ◇◇◇ cleans a stain in a piece of fabric. 🗡️
- remove wizardmark 10/level of original caster** ◇◇◇◇ allows a wizard to erase another spellcaster's wizardmark or wizardscript. The cost varies depending on the level of the wizardmark's creator—it costs only 10 points to dispel a magic-0's wizardmark, but 60 points to remove the mark made by a magic-6. 🗡️
- repair paper 2/page** ◇◇◇ repairs damaged or decaying paper. This spell will make faded writing legible again if it has not been totally obliterated. 🗡️
- repair wood 2/20 lbs** ◇◇◇ will fix a wagon wheel or the like. Useful for merchants. 🗡️
- root 2** ◇◇◇ adds roots to a part of a plant that otherwise would have no hope of surviving on its own (i.e. a cut log). 🗡️
- rot wood 5/cubic foot** ◇◇◇ causes a wooden surface to rot. 🗡️
- sap 3** ◇◇◇ causes a tree to excrete sap so incredibly sticky that anything which touches it becomes stuck (trees covered with superglue). Lasts about a week. 🗡️
- scum 29** ◇◇◇◇◇ causes algae to cover a small body of water overnight, rendering it foul and nearly undrinkable. The spell will work on good-sized lakes as well, although the algae will take sev-



eral days to spread outward over the entire surface of the water.  





**season wood 1/10 square feet**   ages cut or dead green wood, so that it is ready for use. 




**speak with tree 6/hr**    allows a wizard to question a tree or plant. The tree may or may not have anything interesting to say. 




**spoil food 1/5 lbs**   effective only on perishable food. The caster must be within 10 feet of the food to be spoiled.  





**sprout 1/10 lbs**   causes dead wood to sprout.  



**stain 1**  stains a piece of plant-based fabric (like linen or cotton, but not silk or wool). 





**stonewood 2/cubic foot**   hardens wood. Stonewood will not burn or float, and it is as heavy as stone.  



**store magic 10/point**    creates a spell storing item. Usable only in conjunction with *ensorcel* and *permanency* spells.




**straighten wood 1/cubic foot**   unwarps wood.  

**strengthen plant 4**   strengthens the limbs and trunk of any plant—tree, vine, seaweed, etc. Helpful in trying to climb a sapling.  







**tailor 2**   mends a damaged fabric. 







**thorns 1/3 cubic feet**   causes enormous thorns and brambles to grow from normal foliage.  





**toast 1**  toasts bread. 





**track 2/day old trail is/hr**   allows a trail to be followed regardless of age or obscurity. 





**tree curse variable** transforms a table I creature into a tree of a type chosen by the caster.






**tree curse**     20/week  

**tree curse II**     40 (permanent)  




**tree eye 1/week**   allows a wizard to see through a specific tree, as if he or she had eyes in that tree. The wizard can look from the tree at any time during the spell's duration.  






**tree speak 7**    allows a wizard to speak through a tree, as if it had a mouth. 






**treeclimb 2/hr**   allows a person to climb any tree.  

**treehorse 16**     makes a horse of wood from a tree (that moves as a medium warhorse and is Table II). In a hurry? 





**treescension variable** makes a specific tree instantly climbable; the spell seems to provide extra hand and foot holds.







**treescension**   4/day 

**treescension**     24 (permanent) 




**treeshift 8/day**    turns an unresisting table I creature into a tree of a type chosen by the caster.  




**treeslick variable** makes a tree ten times more difficult to climb; the spell seems to move all hand and foot holds away, and the bark feels slippery.





**treeslick**   1/day  





**treeslick**     11 (permanent)  





**treewhip variable** causes a tree to whip a specified person or persons with its branches. The whipping continues until the victim moves out of reach. The tree must be within the caster's line of sight when the spell is cast. If not triggered immediately, the spell lasts for one month for every point of INT the caster has.





**treewhip**   2 (one time only) 



**treewhip II**   5 (whenever affected creatures approach, as long as the spell is in effect) 







**unbalance weapon 3**   unbalances a wooden or partly wooden weapon.  



**unstick 3**   makes stuck things come unstuck.  





**untune 1**   untunes an instrument with wooden components.  



**vegetable ensorcel 50**     allows a wizard to turn a plant or

other wooden object into a living (or once-living) magic item. This lays the initial enchantment and lasts about a month; any subsequent enchantments must follow within that time period. Normal *extension* and *delay* spells will not work with *vegetable ensorcel*. Only one *vegetable ensorcel* can be cast on a single plant or object. If cast on a living plant, the magic releases upon that plant's death (sometimes with explosive force—avoid casting it on flowers which die at the end of the season). Other vegetable matter to be ensorcelled should be as nearly flawless as possible and should be kept in excellent repair to avoid the same fate. A *permanency* spell must be used within a month of the initial *vegetable ensorcel*, or the enchantment on the item will dissipate.  

**vegetize 44**     turns any object—animal, vegetable or mineral—into an equivalent mass of vegetable matter. The particular sort of vegetable matter is up to the caster. Allows wizards to give in to the urge to transform traveling salesmen into rose bushes.  




**vent magic 1/2 original spell cost**   harmlessly triggers a spell, potion, or rune by bleeding away its potency. A *delayed* fire spell, for example, could be triggered without cooking the spell caster. It costs only half the base spell cost, not the cost of making the rune or potion, or the cost of delaying a spell.






**warp wood 2/cubic foot**   warps a wooden surface.  






**water to ink 3/pint transmutes water to ink in a color chosen by the caster.**  





**weave fibers 1/2 square feet**   weaves fibers into fabric. 

**weatherproof variable** protects wood or other vegetable matter from rotting or other decay.




**weatherproof**   2/cubic foot/year 




**weatherproof II**     20/year (cottage or small structure) 

**weatherproof III**     31/year (large house) 







**wilt 2/10 square feet**   causes vegetation to wilt and decay.  

**wither crops 20/acre**     causes crops to wither on the vine. 





**wizardmark 3**    creates a permanent mark on an inanimate object that is unique and visible only to its caster. A *wizardmark* becomes visible if a *detect magic* is cast., but it cannot be removed with a *dispel magic* spell.





**wizardscript 5/hr**    creates permanent writing on an inanimate object that is visible only to the caster. *Wizardscript* becomes visible if a *detect magic* is cast, but it cannot be removed with a *dispel magic* spell.

**woodblade 1 sharpens a wooden blade as if it were metal.**  

**woodclimb 4/hr**     allows a person to climb any tree or entirely wooden surface.  

**woodshift 1/lb**   turns an inorganic object to wood.  

**work wood 3/10 cubic feet**    allows a wizard to shape wood into any form desired. 

**youthen plant 12**     causes a plant of any sort to regress from one stage of life to the previous one (i.e. from dying tree to old tree to mature tree to young tree to sapling to shoot, etc.). Does not cause actual loss of growth. 