

Magical Plants

In general terms, for citizens that aren’t alchemists or botanists, magical “plants” actually describes entire families of magical plants and their relation to gardens, alchemy, and function. Each plant family technically includes many different species with unique and individual properties, but they are batched into similar groups for the purpose of simplifying them for the population.

Each magical plant family is represented by a “tier” of difficulty. Tiers indicate how difficult a full patch of that plant family is to tend to. Higher tiers require more upkeep, more energy, have more complicated reproduction, require more specific conditions, and otherwise require greater complexity to properly maintain. A “full patch” may differ between plant families; it could be as few as five plants or as many as fifty, depending on their nature.

Planting a magical plant requires talented alchemists with the appropriate botany skills.

Magical Projects	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Base Hours: Garden Upkeep	100	200	400	800	1500
Tier 1 Equivalent	x1	x2	x4	x8	x16

Sensory Plants

Sensory plants are capable of sensing different aspects of their environment and relaying that information to the rest of the garden. Without these sensors in place, botanists face an extremely difficult (to nearly impossible) task of trying to maintain higher tier magical plants. As such, most botanists dedicate at least 10% of their garden to sensory plants. If they are able to acquire and tend to Heirloom and Ascension, this percentage typically grows to at least 20% due to the significantly increased potential.

Plant Family	Description
Bios <i>Tier 1</i>	These plants understand the required conditions of neighboring vegetation. They relay their understanding throughout the garden.
Anima <i>Tier 2</i>	These plant species each sense an archetype of magical energies, allowing them to detect and identify spells and enchantments of their given archetype. They relay their perceptions to the rest of the garden.
Heirloom <i>Tier 3</i>	These plants retain memories. They understand patterns and relay them to the rest of the garden. With sensory support they can identify known allies, strangers, the botanists that tend to them, etc.
Pillar <i>Tier 3</i>	These plants accurately sense their physical surroundings (people, animals, bugs, etc) through vibrations in sound, wind, and earth. They relay an understanding of their perceptions to the rest of the garden.
Ascension <i>Tier 4</i>	This family, considered one of the most important, contains species that allow the entire garden to be trained by an attuned botanist. With sufficient training, each plant can be taught to react within its capacity.
Lumina <i>Tier 4</i>	These plants can attune with magic users and share information about the garden through intuitive channels. This allows talented botanists to intuitively receive information the garden knows.
Luna <i>Tier 4</i>	These plants sense mental and emotional energies, and relay an intuitive understanding of those energies to the rest of the garden. They can recognize and distinguish moods, general intent, focus, and mental noise.
Neocrux <i>Tier 5</i>	These plants can possess advanced senses, including hearing, thermal awareness, and very limited forms of vision. They relay an understanding of their perceptions to the rest of the garden.

Behavioral Plants

Behavioral plants are generally only effective when combined with sensory plants, as their awareness is otherwise too stunted to have meaningful reactions to the outside environment. Botanists often dedicate 5% or more of their garden to behavioral plants as a means to stay connected with the garden’s needs.

Plant Family	Description
Lusteros <i>Tier 1</i>	This family can change behaviors at will: their color, facing direction, bloom, dropping seeds or pollen, etc. This allows them to express behaviors to nearby observers.
Halo <i>Tier 2</i>	This family can produce light emotional energies that reflect their circumstances. Those familiar with the effect can interpret the moods and intents of the garden.
Melody <i>Tier 3</i>	This family can create sounds. Some species are quiet or melodic in nature, others provide ambient noise, while a few have more piercing sounds that can penetrate walls. Many combinations are possible.

Synthesis Plants

Synthesis plants contain families of plants that can greatly assist the garden by tending to it directly. These plants are generally only effective if there are sensory plants that are sufficiently enabling their perceptions. Botanists typically dedicate 15-30% of their garden to synthesis plants, with very precise and carefully constructed layouts. This helps maintain a constant upkeep of essential energies that will be critical to the survival of the garden.

Plant Family	Description
Descent <i>Tier 2</i>	This family’s species has roots that can infect and decay intrusive, detrimental, or unwanted vegetation. Some can also utilize subtle energies that can suppress similar intrusions, effectively weeding a garden.
Radiatus <i>Tier 2</i>	This family’s species has alluring scents and energies to attract helpful bugs and insects to the garden, as well as oppositional energy or subtle odors that repel any unwanted pests from the area.
Dream Fusion <i>Tier 3</i>	These species assist by spreading needed energies through the most appropriate channels. It greatly assists botanists with the spells and enchantments they cast on the garden.
Symbiota <i>Tier 4</i>	This family’s species directly modify the nutrients in the soil as best they can, trying to accommodate the needs of the garden. They are heavily overworked without help from the botanists, but are extremely beneficial.

Alchemy Plants

Alchemy plants produce materials and components that form the primary ingredients of magical potions and alchemical goods.

Ingredients	Description
Morsels <i>Tier 1</i>	These ingredients provide taste and sustenance, and are commonly used in nearly every assortment of alchemical and magical meal. They are very common, and generally easier to tend to than other plants.
Alchemy Additives <i>Tier 2</i>	These ingredients store magical energies that can be extracted in useful combinations. They form the primary foundation of most potions.
Chemis Shrooms <i>Tier 2</i>	These mushroom species store highly concentrated energies, but typically in unrefined and chaotic forms that trigger unwieldy chakra surges and awakening. They are used frequently in magical training and potions.
Components <i>Tier 3</i>	These ingredients store energy that can be rapidly dispersed when triggered, typically with a spell that saps the energy from it. The component will instantly burn, shrivel, or otherwise dissipate on use.
Ritual Components <i>Tier 3</i>	These ingredients store energy that are dispersed slowly when triggered, useful for rituals and enchantments that require lengthy casting periods. The component will slowly burn, decay, or otherwise dissipate on use.
Paragon <i>Tier 4</i>	These ingredients assist with safely interweaving with genetics and biology, making them critical for potions that have permanent effects, physically-altering effects, medicinal or curative effects, recovery effects, etc.

Meddling Plants

Meddling plants influence creatures through subtle magical energies.

Plant Family	Description
Nectari <i>Tier 3</i>	Species in this family attract attention from different creatures, spirits, people, etc. Different species target different characteristics or use different methods: mood, beauty, psychic will and dominate, etc.
Netherpush <i>Tier 3</i>	This family is known for repelling attention through mental energy, causing others to avoid the area. Different species target different characteristics or use different methods: fear, distrust, psychic will, ugliness, etc.

Flux Plants

Flux Plants are families that are constantly shaping, filtering, channeling, generating, absorbing, strengthening, weakening, or otherwise interacting with energies. Their impact on the spells, enchantments, and other environmental effects can be significant.

Plant Family	Description
Phoenix <i>Tier 2</i>	This family changes or regulates the surrounding temperature, or helps channel it efficiently. Each species may be suited for different climates and affect temperatures in different ways: cooling, heating, filtering, etc.
Geo-Loom <i>Tier 3</i>	This family channels latent magical energies and distributes them through the ground. Different species channel different energies. May occur slowly, in bursts, etc. This can strongly affect garden enchantments.
Hush <i>Tier 3</i>	This family absorbs and dampens different physical energies including light, sound, vibrations, etc. Each species targets different forms.
Aura-Loom <i>Tier 4</i>	This family funnels magical energies into airborne patterns. Different species affect different archetypes; may filter or channel slowly, in sudden bursts, etc. This can strongly affect casting in the area.
Veil <i>Tier 4</i>	This family absorbs magical energies, weakening spells and enchantments of that type; possibly negating them entirely with enough plants. Different species target different archetypes of energy.
Prana <i>Tier 5</i>	This family funnels magical energies from the astral and distributes them through the garden. Different species generate different energies; may channel slowly, in bursts, etc. This can affect most magical arts.

Terraforming Plants

This archetype terraforms the surrounding terrain based on the plant species, garden layout, facing directions of individual plants, etc. Large scale combinations could theoretically allow full reformation of the landscape over an extended duration: flattening terrain, growing hills, creating trenches, pooling water, building a quarry, etc.

Plant Family	Description
Vitae <i>Tier 2</i>	This family influences non-magical vegetation and organic material. Species can: break down organic matter into soil, kill off vegetation, germinate seeds, enhance pollen production, cause nearby plants to bloom, etc.
Gaianos <i>Tier 3</i>	This family influences ground soil. Species can: remove toxins from ground soil, add toxins, filter and distribute nutrients, attract fertile soils, push soil in a given direction, transmute ash to soil, etc.
Teardrop <i>Tier 3</i>	This family influences water. Species can: remove salt, purify contaminants, add coloration, attract it closer, pool it in specific channels, swirl it or keep it in motion, distribute it evenly in the area, etc.
Cobblestorm <i>Tier 4</i>	This family influences rocks; typically slowly. Species can: push rocks to the surface or in a given direction, slowly break rocks into sand, pool rocks into a given channel, attract rocks to surround them, etc.