

FLORALIST

Choose one:

☐ Permanently increase your maximum Hit Points by 5.

☐ Permanently increase your maximum Mind Points by 5.

BATTLE GARDENING

After you **plant a magiseed** through the **Chloromancy** Skill (not when using **Graft**), you may choose one option:

- perform a **free attack** with an equipped weapon.
- perform the **Spell** action for free, casting a spell with a total Mind Point cost equal to or lower than **5 + (SL × 5)** (you must still pay its MP cost).

Treat the **High Roll (HR)** of your Accuracy Check or Magic Check as being equal to 0 when determining damage dealt by this attack or spell.

CHLOROMANCY

Each time you acquire this Skill, you discover a **new type of magiseed**. During a conflict, if there are **no magiseeds** in your **garden**, you may use an action and spend 20 Mind Points to **plant a magiseed** of a type you have discovered.

GRAFT

As long as there is a **magiseed** in your **garden** and **1 or more sections** of your **Growth Clock** are **filled**, you may use an action to **remove** that **magiseed** from your garden: if you do, **plant a different magiseed** among those you have discovered (keep the current filled sections of your Growth Clock unchanged).

TREE OF LIFE

When you **remove** a **magiseed** from your **garden**, you may choose one creature you can see: if that creature is in **Crisis**, they recover **5 + (SL × 5)** Hit Points.

VERDANT SWAY

You gain the ability to perform Rituals of the **Ritualism** discipline; **additionally**, you may use **Ritualism** to **create, animate, and/or control vegetation, pollen, spores, and toxins** (but you cannot create nor control **plant-Species** NPCs this way).

MAGISEEDS

When you plant a **magiseed**, it takes root in your **garden** until removed. Your **garden** can only contain **one magiseed at a time**, and any **magiseeds** in your **garden** are **automatically removed** at the end of each scene.

Magiseeds can have passive effects, or have effects that trigger at the **end** of your turn, **after** your Growth Clock has increased.

The effects of a **magiseed** apply only while it is present in your **garden**, and they vary depending on the current number of filled sections in your **Growth Clock**.

You **only** apply the effect corresponding to the **exact number** of currently filled sections in your **Growth Clock**, not any effect above or below it.

If a magiseed's effect deals damage, it deals 5 extra damage if you are **level 30 or higher**. If a magiseed's effect causes Hit Point and/or Mind Point loss and/or recovery, the amount increases by 10 if you are **level 30 or higher**.

THE GROWTH CLOCK

When you acquire the **Chloromancy** Skill, you also receive a **Growth Clock** which is present only during conflict scenes and represents the cycle of life in your **garden**.

Your Growth Clock has **4 sections**, and it begins each scene **empty**.

At the end of your turn, if a **magiseed** is present in your **garden**, **fill 1 section** of your Growth Clock; **then**, if there is still a **magiseed** in your **garden** and that **magiseed** has an “at the end of your turn” effect, apply that effect. When you fill the **fourth section** of your Growth Clock, **remove** the **magiseed** in your garden, then **erase all sections** of your Growth Clock.

Sections of your Growth Clock **may not be filled nor erased** in any way other than described above, through **Brambleheart** and **Green Thumb**, or through effects that **explicitly affect Growth Clocks**

For magiseed effects,
SL is your skill level in
Chloromancy.

GROWTH CLOCK

MAGISEEDS (1 OF 3)

CLOCK	EFFECT
<input type="radio"/>	<div>ARCTIC NARCISSUS</div> <div><div>0-1</div><div>You are Resistant to earth and ice damage.</div></div> <div><div>2-3</div><div>You and your allies present on the scene are Resistant to earth and ice damage.</div></div>

| ☐ | BLAZING CHRYSANTHEMUM 1-3 At the end of your turn, choose **earth** or **fire**. Until you use this effect again or this **magiseed** is no longer in your **garden**, all damage dealt by you and every ally present on the scene becomes the chosen type, its type cannot change, and it ignores Resistances. |

For magiseed effects, **SL** is your skill level in Chloromancy.

MAGISEEDS (2 OF 3)	
CLOCK	EFFECT
<input type="radio"/> HOOKLEAF NIGHTSHADE	
0-1	All damage you deal becomes poison , its type cannot change, and it ignores Immunities and Resistances.
2-3	All damage you deal becomes poison , its type cannot change, and it ignores Immunities and Resistances. Additionally, when you deal poison damage for the first time during your turn, you deal extra damage equal to SL and each creature that lost Hit Points this way suffers poisoned .
<input type="radio"/> HORNED HAWTHORN	
0-1	You are Resistant to dark and poison damage.
2-3	You and your allies present on the scene are Resistant to dark and poison damage.
<input type="radio"/> LUNAR MAGNOLIA	
1-3	At the end of your turn, choose ice or light . Until you use this effect again or this magiseed is no longer in your garden , all damage dealt by you and every ally present on the scene becomes the chosen type, its type cannot change, and it ignores Resistances.
<input type="radio"/> OCEAN LOTUS	
0-1	You are immune to dazed and slow .
2	You treat your Dexterity and Insight as being one die size higher (up to a maximum of d12).
3	You and every ally you can see treat your Dexterity and Insight as being one die size higher (max of d12).
<input type="radio"/> PILGRIM GAZALIA	
1	At the end of your turn, choose yourself or another Player Character you can see. The chosen character regains 2 Inventory Point.
2-3	At the end of your turn, you and every other Player Character you can see regain 1 Inventory Point.
<input type="radio"/> PRANCING DANDELION	
1-3	At the end of your turn, choose air or bolt . Until you use this effect again or this magiseed is no longer in your garden , all damage dealt by you and every ally present on the scene becomes the chosen type, its type cannot change, and it ignores Resistances.
<input type="radio"/> REGAL PROTEA	
0-1	You are immune to shaken and weak .
2	You treat your Might and Willpower as being one die size higher (up to a maximum of d12).
3	You and every ally you can see treat your Might and Willpower as being one die size higher (up to a maximum of d12).
<input type="radio"/> REMEDY LILY	
1	At the end of your turn, you and every ally you can see recover from poisoned , slow , and weak .
2-3	At the end of your turn, you and every ally you can see recover an amount of Hit Points equal to 15 + SL .

MAGISEEDS (3 OF 3)	
CLOCK	EFFECT
<input type="radio"/> SERRATED ROSE	
1	At the end of your turn, you may choose an enemy you can see. If you do, that enemy suffers slow .
2	At the end of your turn, every enemy you can see suffers slow .
3	At the end of your turn, you deal an amount of physical damage equal to 15 + SL to each enemy you can see who is suffering from slow .
<input type="radio"/> SILVER STRELITZIA	
0-1	You are Resistant to bolt and light damage.
2-3	You and your allies present on the scene are Resistant to bolt and light damage.
<input type="radio"/> STAR PEONY	
1	At the end of your turn, you may choose an enemy you can see. If you do, that enemy suffers dazed .
2	At the end of your turn, every enemy you can see suffers dazed .
3	At the end of your turn, you deal an amount of light damage equal to 15 + SL to each enemy you can see who is suffering from dazed .
<input type="radio"/> STRIPED ORCHID	
1	At the end of your turn, you may choose an enemy you can see. If you do, that enemy suffers weak .
2	At the end of your turn, every enemy you can see suffers weak .
3	At the end of your turn, you deal an amount of poison damage equal to 15 + SL to each enemy you can see who is suffering from weak .
<input type="radio"/> WARDWATTLE	
0-1	You are Resistant to physical damage.
2	You are Resistant to physical damage. Additionally, after a creature hits you with a melee attack, you deal an amount of physical damage to that creature equal to 5 + SL (after their attack was resolved).
3	You are Resistant to physical damage. Additionally, after a creature hits you with a melee attack, you deal an amount of physical damage to that creature equal to 5 + SL , and then deal an amount of poison damage to that creature equal to 5 + SL (both these damage instances happen after that creature's attack was resolved).
<input type="radio"/> WRATHFUL CARNATION	
1-4	When this magiseed leaves your garden , choose up to one enemy you can see. Until the end of your next turn, when the chosen enemy performs an attack or casts an offensive spell, they must include you among the targets of that attack of spell (if able). At the end of your turn, you may remove this magiseed from your garden ; if you do, erase all sections of your Growth Clock.