

SUCCULENT SORCERERS

A TABLETOP RPG ABOUT PLANTS

1ST EDITION OF PLANTED TRPG



SUCCULENT SORCERERS IS A MINI-TRPG

A MINI TRPG IS...

AN EASY-TO-RUN, EASY-TO-LEARN TABLETOP ROLEPLAYING GAME THAT USUALLY RUNS FOR 2-3 HOURS. IT'S A GREAT TOOL TO INTRODUCE THE HOBBY TO FIRST-TIMERS.

THE SYSTEM IS RULES-LIGHT!

WHICH MEANS THAT THE STORY TAKES THE CROWN AND MECHANICS ARE MERELY A SUGGESTION. HAVE FUN!

YOU ARE SENTIENT SUCCULENT SORCERERS

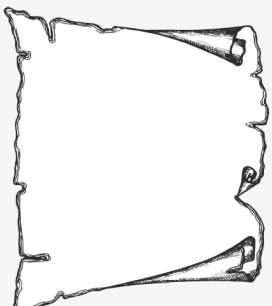
... AND YOU ARE TRYING TO SAVE YOUR YARD FROM IMMINENT DEATH! WELL, SORT OF.

A LONG TIME AGO, THE AWAKENING HAPPENED. A GREAT MAGE UNLEASHED A WAVE OF MAGIC THAT TURNED CERTAIN PLANTS SENTIENT. THEY BECAME THE GRAND FLORA AND GAINED MASTERY OVER CERTAIN ARTS. YOUR GRAND FLORA IS THE GREAT SUCCULENT, WITH MASTERY OVER A UNIQUE BRAND OF BACKYARDIC SORCERY.

HOWEVER, FROM BEYOND THE GARDEN WALL COME THE INSECTS FROM "THE UNKEPT", AN EMPTY, BUG-INFESTED LOT! AND THOSE BUGS ARE PLANT-EATING, RAVENOUS MONSTERS. THEY WANT TO EAT THE HEART OF THE GREAT SUCCULENT AND GAIN ITS POWER! IF THEY DO, THEN ALL OTHER SUCCULENT SORCERERS LOSE THEIR POWERS! IT IS UP TO YOU AND YOUR CREW TO SAVE ALL OF BACKYARDIC SORCERY!

MAKE YOUR SUCCULENT SORCERER!

SORCERER OF THE LOST



DRAW YOUR CHARACTER!

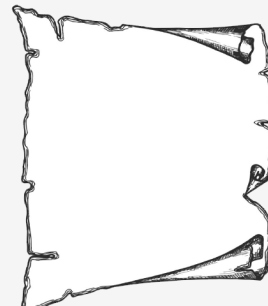
NAME:
HP: ○○○ ROT: ○○
RESIST: ●●○○○○○
RAW MAGIC: ●●●○○○

SPECIAL ABILITIES

SUMMON MEMORIES: ONCE PER SCENE, YOU CAN CHOOSE A LOST ITEM THAT YOU HAVE FOUND FROM THE YARD AND SUMMON ITS POWERS. EX: A LOST PIECE OF A DOG COLLAR COULD SUMMON A SPECTRAL DOG TO HELP. YOU CAN ROLL A NUMBER OF D6 EQUAL TO YOUR RAW MAGIC SCORE TO SEE HOW WELL YOUR SUMMONING GOES.

CONNECT MEMORIES: WHEN INVESTIGATING A PLACE, YOU MAY ROLL YOUR RAW MAGIC SCORE TO SEE IF YOU CAN TAP INTO AN AREA'S LATENT MEMORIES. ON A SUCCESS, YOU RECEIVE A VISION OF THE LAST 24HRS.

SORCERER OF STRANGE WATERS



DRAW YOUR CHARACTER!

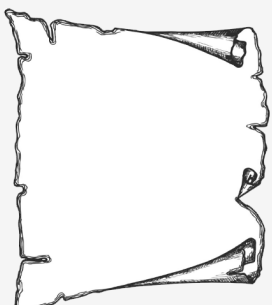
NAME:
HP: ○○○ ROT: ○○
RESIST: ●●●○○○○
RAW MAGIC: ●●○○○○○

SPECIAL ABILITIES

MODIFIER JUICE: ONCE PER SCENE, YOU CAN CHOOSE AN ALLY OR YOURSELF TO MODIFY BY HANDING THEM AN ALCHEMICAL POTION OF YOUR MAKING. YOUR POTION CAN MAKE THEM MORE RESILIENT OR MORE POWERFUL BY ONE SCORE. CHOOSE BETWEEN RAW MAGIC AND RESIST TO ENHANCE.

REJUVENATING JUICE: AT THE BEGINNING OF THE DAY, YOUR CHARACTER CAN CRAFT A NUMBER OF POTIONS EQUAL TO YOUR RAW MAGIC SCORE. FOR EVERY POTION USED, YOU CAN REGAIN ONE HEALTH POINT.

SORCERER OF THE SPIKEY ARTS



DRAW YOUR CHARACTER!

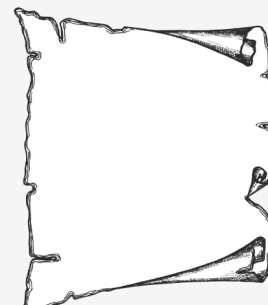
NAME:
HP: ○○○ ROT: ○○
RESIST: ●○○○○○
RAW MAGIC: ●●●●○○○

SPECIAL ABILITIES

SPREAD SPIKES: ONCE PER SCENE, YOU CAN CAUSE AN AREA TO IMMEDIATELY GROW HARD SPIKES AND THORNS. THE AREA CAN COVER AN AREA OF LAND THAT THREE INDIVIDUALS CAN FIT IN. THE AREAS MUST BE BESIDE EACH OTHER. IF AN INDIVIDUAL TRIES TO MOVE THROUGH, YOU CAN ROLL YOUR RAW MAGIC. ON A SUCCESS, THEY BECOME STUCK.

SPIKES COME ALIVE: ONCE PER SCENE, YOU CAN SUMMON ONE BIG SPIKE AT ANY UNOCCUPIED POINT YOU CAN SEE. WHEN ANY HOSTILE INDIVIDUAL TRIES TO ATTACK YOU OR AN ALLY BESIDE THE SPIKE, YOU CAN ROLL YOUR RAW MAGIC TO HAVE THE SPIKE PARRY THEIR ATTACK.

SORCERER OF SUCCULENT ESSENCE



DRAW YOUR CHARACTER!

NAME:
HP: ○○○ ROT: ○○
RESIST: ●●●●○○○
RAW MAGIC: ●○○○○○

SPECIAL ABILITIES

CONVERT ESSENCE: ONCE PER SCENE, YOU CAN CHOOSE TO INCREASE YOUR RESIST OR RAW MAGIC BY TAKING ONE POINT AND PUTTING IT IN THE OTHER. EX: YOU DECREASE YOUR RESIST BY ONE, INCREASE RAW MAGIC BY ONE.

MANIFEST ESSENCE: YOU MAY CAUSE ONE OF THE FOLLOWING EFFECTS ON SELF OR AN ALLY. SUCCESS DEPENDS ON THE EFFECT'S SOURCE. DECLARE YOUR CHOSEN EFFECT AT THE BEGINNING OF THE SCENE.

1) **TIDAL WAVE:** STUNS ENEMIES. 1 ROUND. SOURCE: RAW MAGIC
2) **FORTIFY:** NEGATES ONE INSTANCE OF DAMAGE. SOURCE: RESIST

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BY SINTA POSADAS



PLAYERS, LOOK AWAY!

THIS PAGE IS FOR GAME MASTERS ONLY

HELLO, GAME MASTER! OR SHOULD I SAY "GARDEN MASTER"? YEP, THAT'S WHAT WE CALL THE FACILITATOR OF THIS AWESOME PLANT-FILLED ADVENTURE. HERE IS A PAGE CONTAINING THE GENERAL MECHANICS, RULES, AND OTHER KNICK NACKS YOU MIGHT NEED TO RUN THIS MINI - RPG. HAVE FUN!

WHAT YOU'LL NEED

- 1.) 6-SIDED DICE
- 2.) PENCILS
- 3.) ERASERS
- 4.) CRAYONS (OPTIONAL)

HOW DO THE DICE WORK?

WHENEVER A CHARACTER MAKES AN ACTION THAT INVOLVES USING THEIR RESIST OR RAW MAGIC SCORES, THEY HAVE TO ROLL 1D6 AND DO THEIR BEST TO ROLL A SCORE LESS THAN THE NUMBER OF FILLED IN DOTS ON THE CORRESPONDING STAT.

WHAT DO THE STATS MEAN?

HP = HEALTH. THAT WAS EASY.

ROT = THIS IS OUR 'PUSH' MECHANIC.

WHENEVER A PLAYER DOESN'T SUCCEED AT SOMETHING THEY WANT TO DO, THEY CAN FILL IN ONE OF THE ROT COUNTERS TO AUTOMATICALLY SUCCEED.

IF A CHARACTER FILLS UP THEIR ROT, THEY IMMEDIATELY TAKE ONE DAMAGE, BUT TO REWARD FOOLHARDY BRAVERY, THEY GET TO ADD A DOT TO EITHER RESIST OR RAW MAGIC, AS IF THEY WERE GETTING STRONGER OR BETTER AT THEIR MAGIC.

RESIST = WHENEVER A CHARACTER MIGHT GET HURT, WHETHER BY AN ATTACK FROM A BUG OR FALLING FROM A HEIGHT, THEY USE RESIST. ON A SUCCESSFUL ROLL, THEY DON'T TAKE DAMAGE.

RAW MAGIC = WHENEVER A CHARACTER WANTS TO USE AN ABILITY OR WANTS TO DO SOMETHING DIFFICULT (LIFT SOMETHING HEAVY), THEY USE RAW MAGIC.

HOW DOES COMBAT WORK?

COMBAT BEGINS WITH A GAME OF ROCK, PAPER, & SCISSORS BETWEEN THE GARDEN MASTER AND ONE OF THE PLAYERS.

WHOEVER WINS GETS TO DECIDE WHO GOES FIRST BETWEEN THE PLAYERS AND THE OPPOSITION. THE PLAYERS THEN DECIDE AMONG THEMSELVES WHO GOES FIRST IN THEIR GROUP.

WHEN ATTACKING, PLAYERS ROLL THEIR RAW MAGIC. WHEN BEING ATTACKED, PLAYERS ROLL RESIST.

ABOUT BUGS: BUGS ARE THE "MONSTERS OF THIS WORLD. THERE ARE MANY TYPES OF BUGS THAT EAT CACTI. SUCH AS: MEALYBUGS, SCALE INSECTS, CACTUS BEETLES... BUT YOU CAN MAKE UP YOUR OWN. THERE ARE NO "STATS" FOR A BUG. WHETHER THEY GET HURT OR NOT IS UP TO THE PLAYER'S ROLLS AND YOUR IMAGINATION!

ABOUT THE PLAYERS' BACKGROUNDS: BEFORE THE GAME BEGINS, LET THE PLAYERS TALK ABOUT WHAT KIND OF OWNERS THEY HAVE, WHAT KIND OF GARDEN THEY HAVE AND WHAT SORT OF PLACE THE CHARACTERS LIVE IN. ARE THEY IN A SMALL BUNGALOW WITH A GARDEN? ARE THEY INDOOR PLANTS IN A FLAT? ARE THEY OWNED BY AN OFFICE LADY OR ARE THEY OWNED BY SOME KIDS WHO ARE LEARNING RESPONSIBILITY THROUGH THEM? FROM THERE, YOU CAN BUILD A SCENARIO

SEE THE NEXT PAGE FOR SOME SAMPLE SCENARIOS!

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NEED SOME QUICK SCENARIOS? GRAB THAT D6 AND START ROLLING!

THE CHARACTERS ALL LIVE IN A...

- 1: GREENHOUSE, OUT IN THE COUNTRYSIDE
- 2: TINY 24SQM APARTMENT, IN THE CITY
- 3: ON A PORCH, OF A TWO-STOREY HOME
- 4: IN AN OFFICE, WHERE IT IS ALWAYS COLD
- 5: IN A GARDEN, OUT IN THE BRIGHT SUN
- 6: IN A PARK, ON A LANDSCAPED DISPLAY

BUT WHAT'S THE CONFLICT?

- 1: THE OWNERS HAVE ALL LEFT FOR A VACATION AND FORGOT TO WATER YOU BEFORE LEAVING. THE MOTHER SUCCULENT IS IN PARTICULAR NEED OF WATERING!
- 2: THE BUGS HAVE FOUND A CHEMICAL THAT IS DANGEROUS TO PLANTS!
- 3: THE BUGS ARE STARVED. THEY COME AT MIDNIGHT TO FEAST ON EVERYONE!
- 4: THE BUGS HAVE HURT THE MOTHER! TIME FOR REVENGE!
- 5: SOME PLANTS HAVE BEEN DISAPPEARING ONE BY ONE. TIME TO INVESTIGATE!

... AND THAT'S IT!
THAT'S ALL YOU NEED TO PLAY SUCCULENT SORCERERS.

NOW GO AND PLAY! I HOPE YOU ENJOY BEING PLANTS FOR A FEW HOURS. THANKS FOR YOUR SUPPORT!

IF YOU HAVE ANY QUESTIONS, YOU CAN SEND ME AN EMAIL AT SINPOSADAS@GMAIL.COM

MORE PLANT-BASED RPGS COMING SOON!