

# The Force That Through The Green Fuse Drives The Flower

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The following is a sketch of an idea for adaptation and use as you see fit. The 'Big Green' refers to two things - the literal physical interconnected web of vegetable/plant life, and also the consciousness of that life. Entering the Big Green should be a rare and profoundly affecting experience, probably somewhat easier to take for a druid or ranger type than an avowedly urban soul. The Big Green is intrinsically neutral, but tends towards good, in that it embodies co-operation, co-existence and the very life force itself. A PCs experience might leave them feeling anything from huge terror to a sense of restoration or a peaceful and benign rest.

## What?

This is a power, spell, spell like ability, magic item or divinely ordained capacity that allows the caster/user to meld with the 'Big Green', the consciousness of the mass of vegetables, roots, fungi and flora covering the world - the Eros force of nature itself. In dissolving their animal form and melding into 'the Green' a PC (or other) undergoes a tremendous change of consciousness and form, and is potentially changed by it in the following ways:

### 1. *Reaction and Adverse Reaction table*

Roll 1d8

- 1 PC is nauseous and dizzy for 1d4 rounds then OK
- 2 PC becomes unable to speak for 1d8 rounds, but can 'hear' the perceptions of any plants in the area (from lichens to giant red woods)
- 3 once re-established in their original form the PC continues to encounter random spontaneous telepathy with larger plants (DMs discretion)
- 4 the PC becomes hugely upset when around the colour green and is similarly distressed for 1d6 weeks, suffering a breakdown in normal personality (depression, nightmares, panic attacks, periods of lucidity); after this time s/he heals emotionally and psychologically, but bark like protrusions appear along the spine
- 5 the PC is ecstatic and enters into a bliss-state lasting between 6 hours and 6 weeks (DMs discretion) - the 'big green' has radically shifted the PCs perceptions of the world, and they are marked by

- now feeling confident, profoundly safe, playful and aware that 'all is exactly as it should be' – a regeneration of sorts has occurred
- 6 PC suffers strains to eyesight, massive unpredictable and debilitating headaches, soreness in the joints and a general sense of unease. The symptoms are only alleviated by eating meat, perhaps a lot of meat. In addition, the PC has a plant empathy that grants a degree of foreknowledge of weather events
  - 7 PC has strange vegetable-like bulbs or tubers (the size of peas) growing out of their knuckles. These fall off in 1d6 hours leaving scars, but no other side effect. If a PC were to ingest these bulbs, or brew them into a drink, they prove to be strongly hallucinogenic and, depending upon the ingester and the context, either blissfully awakening or hellishly destructive (effects last 1d8 hours per bulb)
  - 8 the PC is fine in all regards, but feels a massive empathy for the plant world, leading to a new awareness of the suffering of that world, and new motivations to address this (eg they may feel drawn to protect a specific tree or a whole forest, or they may seek to punish those who wreak destruction upon the green things of the world)

## Why?

The power of the 'Big Green' may be bestowed as a blessing by elemental powers or extremely high level druids and shaman (as a spell or an object); it may be discovered accidentally in some lair or demesne (as an item, or piece of plant matter); it may come about through deeply traumatic experiences (such as being buried alive, or being confronted by an overwhelming power, a demon for example); it may be sought after and quested for, then offered as a reward. Up to you.

The practicalities involved are, that a PC's body dissolves and their consciousness is able to enter into the nearest green matter (plant material) – once there, there is a chance that the 'PC' can move through the interconnective plant tissues and roots at the speed of thought (so, they may suddenly be in a pot plant in the room of an evil sorcerer, and able to perceive impressions as a plant would; or they may arise randomly within a raft of seaweed in the deep ocean wilds). The following table may assist:

### *2. Potential Experience Table*

Roll 1d6

- 1 the PC is randomly subjected to plant experiences (roll on table 3)
- 2 the PC has a measure of 'control' over the experience and is able to 'direct' their awareness to a specific type of plant

- 3 the PC has a measure of 'control' over the experience and is able to 'direct' their awareness to a specific location (where there must be plants)
- 4 The PC is thrust into the will of the plant consciousness itself and is 'sent' to a place of conflict and suffering, shown how it feels from the plant's perspective (eg a forest being felled for naval timbers, a rare orchid being picked by a reckless alchemist, a cursed glade magically withered by a demon's breath etc)
- 5 The PC encounters a higher/deeper strand of consciousness within the Green, and from it receives a series of teachings (in the form of experiences, telepathic impressions, premonitions)
- 6 The PC has elevated free-will and is able to travel instantaneously wherever their imagination wishes (as long as plant life is present at the place)

### *3. Random Plant Experiences*

Roll 1d20

- 1 cacti in drought conditions
- 2 cacti in a rainstorm
- 3 field crops approaching harvest
- 4 seeds in a barren field in late winter
- 5 mosses and lichens
- 6 a mighty and singular named tree (eg an oak, a pine, a sequoia)
- 7 seaweed on a tidal estuary
- 8 anemones and seaweeds on a deep ocean reef
- 9 a cultured rose within a shaded bower
- 10 a grape vine tied to a stake on a vineyard
- 11 wild grasses in a high wind
- 12 fragrant herbs by a roadside hedgerow
- 13 a palm tree in a tropical flat land
- 14 ancient ferns in the deepest gorge
- 15 a lotus rising from the mud to bloom with a thousand petals
- 16 an evergreen forest in the depths of winter's snow and ice
- 17 phytoplankton blooming in an ocean current
- 18 nuts and acorns rolling along the ground in autumn
- 19 rice plants poking up from a flooded field terrace
- 20 tubers swelling in the rich loamy soil

### *Some Forms of the Big Green power*

Roll 1d12

- 1 a staff of Green (regular staff with green lichen patterns on its bark) - #2 charges
- 2 a potion of Green (similar to juiced wheatgrass) - #2 draughts max
- 3 a scroll of Green (will be written in the Ogham language and require decoding or translating before it can be phonetically reconstructed and spoken aloud) #single use
- 4 a Big Green spell cast by a powerful Druid #single use
- 5 a Green arrow (a hit on a natural 19 or 20 produces the full Green effect on the target) – the arrow has been coated with a dose from a potion of Green - #up to 5 arrows
- 6 a Ring of Green - #2 charges
- 7 Green lenses – shaped lenses covered in a film of Green, that allow the wearer to perceive ‘through’ plant senses – non-magical, can be made by a suitably skilled druid, will last 1d10 days maximum (only the sight organs are affected, the body remains unchanged)
- 8 a green moppet lollipop (a frozen Green potion on a stick!) # single use
- 9 Green sauce (an essence of Green distilled and added into a pickle or relish) - # single dose
- 10 Green Man Ale – very rare – only ever found in bottles, every sixth bottle contains a single dose of Big Green essence; Green man ale is mainly brewed by dwarves and drunk by humans – it certainly reaches the parts other ales cannot!
- 11 Vest of green – a sleeveless undergarment impregnated with Green essence – after 1d6 hours the essence may enter through the pores of the wearers skin - #single use
- 12 Green vellum – calf-skin parchment, often prepared for use in making scrolls, upon which a thin film of Green essence has been plied; contact with the skin will allow a 30% chance (per contact) of the single dose entering the handler’s bloodstream

## How?

Easy! In whatever form the PC encounters the power (be it spell, effect, curse, blessing, magic item or any other) the process is identical. As the spell hits or the essence is ingested, the PC’s body first begins to writhe and sway, then to take on a tendril or vine-like appearance, followed by a sudden shrinking and dissolution. The ‘body’ disappears downwards into the ground, and any observers are left staring at empty space (save for, perhaps a few ripped clothes or remnant tatters or other belongings (weapons, money, books) which won’t transform, and will be left behind). The PC however will experience a sensation of rushing motion (which they may or may not be able to ride or even control) – surrender is the best option (obviously, knowingly taking a potion is a better preparation for this experience than simply being

plunged into it after eating a dodgy cabbage). The Big Green itself is spacious and rhythmic, pulsing with life, manifest through every green thing there is, from the tiniest filament of a root to the top of the mightiest tree. The PC may direct the experience somewhat, by intention and imagination; or the big Green may direct the PC's consciousness to a specific place or event. The DM can create the specifics as they see fit for their own campaign needs.

Upon emerging from the Big Green, the PC may return to the spot they left (50% chance) or may reappear in (potentially) any location where green plant life exists (DMs choice). Depending upon their experience, they may travel somewhere intentionally, or they may be washed up in a random place. Either way, they will emerge disoriented for a while, completely naked and marked with green and brown streaks.

Enjoy!

KH

28<sup>th</sup> May 2009

*For further ideas, see the Swamp Thing stories (DC Comics), especially those of the Alan Moore period (mid 1980s) and/or read Aldo Leopold or Arne Naess on Deep Ecology.*