

# Dimmur

The following is the information concerning this organic plant:

# Appearance

Long, slender, jagged leaves . . . thicker in the middle than toward either end.

% chance to locate per 24 hours: 5%

# of checks per 24 hours: 2

Classification: Plant.

Color: Auburn.

Location: Surface.

Maturity: 90 days.

Regional habitation: Volcanic.

Smell: Burnt, resinated, smell.

Uses found: 1-D20 +20

Value per use: 1 black-gold

Taste: Charcoal (if mixed in with food this taste is easily masked).

Texture: Course and stiff.

# Explanation

When Dimmur is cooked into food, or boiled into water, it's chemicals are released therein, thus benefitting any who consume it.

Dimmur can be chewed and swallowed, yet will cause vomiting unless a successful avoidance-roll vs. "Sickness" is rolled. If vomiting occurs, the 5 uses are wasted.

Area of influence: Imbiber.

Damage: None.

Duration of effects: Permanent.

Effect time: 8 days.

Effects: The effects of this desirable plant will raise lowered Awareness by 1-D8 points.

Healing: 1-D8 points of Awareness will be regained.

Immunities: None.

Maximum adjustments: +8 to Awareness.

Overdose symptoms: None.

Range of influence: Imbiber.

Resting time: None.

Side effects: None.

Used for: Stabilizing awareness.

# Preparation

Pluck 5 mature leafs from the plant and boil them in a pot of water. The water will then be used in preparation of food, or merely imbibed as a drink.

Avoidance-roll: Yes: vs. "Awareness" (two chances to succeed).

Measurement per use: 5 mature leaves.