

# Chathe

The following is the information concerning this organic plant:

# Appearance

Spindly root, black in appearance (white pulp within). Looks like dark, twisted, twigs. Even though it grows underground, it is an herb.

% chance to locate per 24 hours: 30%

# of checks per 24 hours: 2

Classification: Herb.

Color: Light brown skin with a white pulp-like stem within.

Location: Underground only.

Maturity: This herb becomes mature at 30 days.

Regional habitation: Forests.

Smell: Strong green smell (similar to the scent of pine).

Uses found: 4-D4

Value per use: 4 electrum

Taste: Grape seeds (bitter).

Texture: Root.

# Explanation

This root is used for the numbing and healing of burns. It will also help in minimizing the effects of scarring 10-100% (roll 1-D10 x 10).

Area of influence: Burn only.

Damage: None.

Duration of effects: 2-D12 hours, depending upon the quality of the dressing placed over it (G.M. discretion).

Effect time: 120 (each turn is 5 seconds).

Effects: Burn will intensify for the “Effect time (turns)”, and then become numbed.

Healing: An application of Chathe will cause burns to heal at x3 the normal rate.

Immunities: Animated, death, organic, and Undead creatures or not effected by this organic material.

Maximum adjustments:

Overdose symptoms: None.

Range of influence: Burn only.

Resting time: None.

Side effects: None.

Used for: Healing Burns.

# Preparation

This herb can be crushed easily by placing it in two hands and squeezing and rolling it together. Once in pulp-like form, it is pasted onto a burn and bandaged over (covered).

Avoidance-roll: None.

Measurement per use: One fully developed root-like stem per palm-sized area of a burn.