

Wyrmdrol

The following is the information concerning this organic plant:

Appearance

This is the saliva that drips constantly from a Pyrran Wyrms' jaws.

% chance to locate per 24 hours: 5%

of checks per 24 hours: 1

Classification: Fungi.

Color: Clear-red.

Location: Wyrms' nests (in the creatures book see: "Wyrms, Pyrran").

Maturity: 90 days.

Regional habitation: Volcanic.

Smell: Molten-rock, bile mix.

Uses found: 2-D4

Value per use: 5 black-gold.

Taste: Burning, slimy, bile.

Texture: Slimy-moss.

Explanation

Wyrmdrol is a spell component for all casters that can cast heat and fire-based spells. Even though Wyrmdrol is the saliva from a Pyrran Wurm, there is a Fungi that sprouts and flourishes within it. When Wyrmdrol is discovered, this will mean that the fungus has spawned within the saliva. If a Pyrran Wurm is tracked there will only be a 1% chance per nest of finding the Wyrmdrol with this fungus flourishing within it. The fungi is not detectable to the naked eye. Wyrmdrol can be collected and stored, even incubated in a heated area (at about desert heated temperature). There will be a 01% chance per 90 days of incubation that the fungi forming within Wyrmdrol. Incubated Wyrmdrol will last for 5, 90day incubation periods before it dries out.

Area of influence: As spell cast.

Damage: Increases heat and fire-based spells by 100% (x2 damage).

Duration of effects: As spell cast.

Effect time: As spell cast.

Effects: Increases the heat of fire or heat spells.

Healing: None.

Immunities: Pyrran Elves are immune to the damage Wyrmdrol causes (see: ""Overdose symptoms").

Maximum adjustments:

Overdose symptoms: None. If swallowed, Wyrmdrol will permanently damage the abdomen for 1-D6 points of damage. If the full 6 points are taken, avoidance-roll vs. "Death" must be successful or imbiber will die within 3-D6 hours.

Range of influence: As spell cast.

Resting time: None.

Side effects: None.

Used for: Increasing the heat/damage of fire-based spells.

Preparation

Wyrmrol is placed into a small vial (about half the size of an average sized pinky). Vile must be upon caster's person (not necessarily touching his or her skin) before any type of hear or fire-based magic is cast.

Avoidance-roll: None.

Measurement per use: See: "Preparation:" One vile is one use.