

Bakkurin

The following is the information concerning this organic plant:

Appearance

Small clusters of dark-green stems that grow in small clusters, each is a length of an average-sized thumbnail.

% chance to locate per 24 hours: 20%

of checks per 24 hours: 1

Classification: Herb.

Color: Green.

Location: Surface.

Maturity: 21 days.

Regional habitation: Mountains.

Smell: None.

Uses found: 1-D4 +1

Value per use: 5 yellow-gold.

Taste: Bitter (dries out the mouth).

Texture: Smooth.

Explanation

This incredible herb reduces, and sometimes cures, paralysis. It is dangerous to use, but for they who master herb lore, this herb can be very beneficial.

Area of influence: Consumer only.

Damage: None.

Duration of effects: Permanent.

Effect time: 1 hour (720 turns).

Effects: Chemical from the herb will seep into the mouth and absorb into the blood system of the paralyzed victim, thus reducing, and sometimes relieving, paralysis.

Healing: Relieves paralysis.

Immunities: None.

Maximum adjustments:

Overdose symptoms: If to many of these herbs are given to a victim of paralysis, dehydration of the body may accelerate to the point of quick death (if over x6 the normal amount of water is needed).

Range of influence: Consumer only.

Resting time: None.

Side effects: Thirst. For the next 3 days victim must drink x3 the normal amount of water.

Used for: Paralysis of the body.

Preparation

Place one raw sprout of Bakkurin Herb under the tongue of the victim of paralysis.

Avoidance-roll: Yes: vs. "Paralysis", two chances to succeed. If successful, paralysis will be decreased by 1-D10 x10 % (Discretion of the G.M.).

Measurement per use: 1 shoot or sprout of the Bakkurin Herb = 1 use.