

# Kakrin

The following is the information concerning this organic plant:

# Appearance

The Kakkrin Root comes from a tree that grows no larger than a large rose bush. Its roots are black, smooth, and long, sinking 30' into the ground.

% chance to locate per 24 hours: 5%

# of checks per 24 hours: 1

Classification: Root.

Color: The Kakkrin Tree's bark is black; its leaves are forest-green. The root is black-brown inside, with a black skin.

Location: Surface (upon the ground as a normal tree grows).

Maturity: This tree becomes mature at 30 years, though the root can be used at any stage in the tree's lifetime.

Regional habitation: Forests.

Smell: As a normal tree. The root has a similar smell, yet when it is crushed, it lets off a very bitter smell. After it is boiled, Kakkrin Root smells slightly bitter still.

Uses found: 1-D10 x3

Value per use: 5 Silver.

Taste: Very bitter. This tea does not taste good.

Texture: Smooth.

# Explanation

The Kakkrin Tree is a soft wood, not good for building sturdy structures. The only use deemed worthy of it is its shade and its root.

**Area of influence:** Drinker only.

**Damage:** None.

**Duration of effects:** Permanent (until physical exertion fatigues the drinker once again).

**Effect time:** 60 turns (5 minutes).

**Effects:** After one half-hour 50% of all physical exhaustion will be negated. Drinking two cups of Kakkrin Tea will not change the effects (the avoidance-roll vs. "Constitution" must be rolled for again).

**Healing:** Only that 10-100% (roll 10-D10) of physical exhaustion will be negated.

**Immunities:** Animated, Dead, Intangible, and Organic creatures are not effected.

**Maximum adjustments:** Not applicable.

**Overdose symptoms:** None.

**Range of influence:** Drinker only.

**Resting time:** For the first 1/2 hour the imbiber will be tired (coordination will be effected slightly (Game Master's discretion)).

**Side effects:** None.

**Used for:** Stamina.

# Preparation

The root of this tree is cut, crushed, and boiled in water for 1/2 hour.

**Avoidance-roll:** Initially the tea will make the drinker sleepy. Avoid vs. "Constitution" (best of two rolls) or fall into a light slumber for 1/2 hour. After 1/2 hour the imbiber will be rested, 10-100% (roll 10-D10) of physical exhaustion will be washed away.

**Measurement per use:** One finger-sized piece of root.