

Karroo

The following is the information concerning this organic plant:

Appearance

Short curls of brown-black hair that shoots up from a lighter-brown colored base. Many of these grow, forming a blanket of fungi that spreads across the surfaces of NEVER LIGHTED rock.

% chance to locate per 24 hours: 5%

of checks per 24 hours: 1

Classification: Fungus.

Color: Brown-black.

Location: Surface (never lighted).

Maturity: 90 days. If more than 90% of the surface of Karroc Fungi is taken, it will not grow back in that area unless a 96+ is rolled. If it does grow back, after 90% or more has been taken, it will take 360 days (one year) to come to maturity.

Regional habitation: Volcanic.

Smell: None until boiled. After being boiled Karroc Fungi smells like earthen dirt.

Uses found: 3-D6.

Value per use: 15 copper.

Taste: Old leaves. Note: Eating Karroc does nothing (the steam must be inhaled).

Texture: Stiff and crumbly.

Explanation

Karroc Fungi is an excellent natural resource for healers and shamans. It's proper use is used as a calming agent and sedative.

Area of influence: Steam which fills the area (not more than 10' (width) x 10' (length) x 8' (height)).

Damage: None.

Duration of effects: 6-D6 hours.

Effect time: 2-5 turns (roll 1 D-4+1).

Effects: Inhaled steam will cause fear and anxiety to subside 30-80% (roll 1 D-8+2 x10).

Healing: Lessens the effects of fear and anxiety.

Immunities: Mirellian Elves are immune to the effects of Karroc Fungi.

Maximum adjustments:

Overdose symptoms: For every three inhaleds of Kakkirin steam, above the first three, the following penalties will cumulate: Awareness rolls of all types: -5, Defence: -5, Movement: -1, Offense: -5

If Karroc steam is inhaled to the point of having a -50 penalty, sleep will overtake you for 1-D4 +1 hours.

While under the influence of sleep, a creature touched, moved, pick pocketed, screamed at, etc., must make a successful avoidance-roll vs. "Awareness" to awaken (all penalties will be in effect).

Overdose symptoms will be reduced at an hourly rate as follows: Awareness rolls of all types: +5, Defence: +5, Movement: +1, Offense: +5.

Range of influence: Steam can fill an area of 10' (width) x 10' (length) x 8' (height).

Resting time: None, unless inhaler overdoses (see: "Overdose symptoms:").

Side effects: A mild, soothing, drowsiness will gently wash over the one who inhales Karroc steam, causing a -5 penalty to all rolls vs. awareness.

Used for: Calming fear and anxiety.

Preparation

Karroc fungi is scraped from the surface, dried, and placed into boiling water. The steam that comes up from the water is then deeply inhaled three times.

See: “Side effects:”

If the steam is inhaled more than three times, see: “Overdose symptoms”.

Avoidance-roll: Yes: vs. “Mental-attack” (3 chances to succeed).

Measurement per use: 1 pinch.