

Maruka RedGrass

The following is the information concerning this organic plant:

Appearance

As normal grassland turf.

% chance to locate per 24 hours: 5%

of checks per 24 hours: 1

Classification: Plant.

Color: Blood-red.

Location: Surface.

Maturity: This plant becomes mature at 14 days.

Regional habitation: Grasslands.

Smell: As normal wild-grass.

Uses found: 1-D12 x3

Value per use: One feeding of this plant is valued at 1 white-gold.

Taste: Normal wild-grass.

Texture: As normal wild-grass.

Explanation

This vegetation is highly valued and sought after, though rare to find. Herbalists, Druids, those who work with horses will usually pay handsomely for it.

Ingestive effects:

When a horse eats Maruka-Red-Grass, the effects will cause its wounds to heal at x10 the normal rate. It will also lower sickness by 1 level.

Area of influence: Horse only.

Damage: None.

Duration of effects: The healing qualities of Maruka-Red-Grass will stay in effect for 1-D12 x2 days.

Effect time: 24 hours after one feeding, this plant will lower contracted sickness by 1 level.

Effects: Healing.

Healing: If eaten, Maruka Grass will cause a horses wounds to heal at x10 the normal rate (as well as lower 1 level of sickness in only one feeding). If dried and used for later purposes, 2 feedings will be necessary to gain the same benefits of eating it fresh.

Immunities: Only the species of HORSE can benefit from Maruka-Red-Grass.

Maximum adjustments:

Overdose symptoms: None.

Range of influence: Horse that eats this plant.

Resting time: None.

Side effects: None.

Used for: Healing horses of sickness and/or physical damage.

Preparation

Horse must eat Maruka-Red-Grass.

Avoidance-roll: None.

Measurement per use: 3 Lbs., wet or dry.