

Kalanthis

The following is the information concerning this organic plant:

Appearance

Finger-thick strands of orange tentacles that grow up out of the ground. Average height/length is 6" to 8".

% chance to locate per 24 hours: 5%

of checks per 24 hours: 1

Classification: Plant.

Color: Bright orange.

Location: Surface.

Maturity: 6" to 8" takes about 1 year for maturity, and is worthless until that time.

Regional habitation: UnderWorld.

Smell: As the smell of a sweet potato.

Uses found: 1 D-6+1

Value per use: 3 white-gold.

Taste: Bitter.

Texture: Like the texture of a carrot.

Explanation

This plant is difficult to find, yet valuable. Vahkrin Shamans use this plant in their pool of healing remedies. It is not found on the earthen plane, so it is quite difficult to find thereon. It is also rare within the Underworld, but dangerous to find therein.

Area of influence: Bruised or sprained area.

Damage: None.

Duration of effects: 24 hours.

Effect time: 3-D6 turns.

Effects: Area applied to will become warm with a slightly vapor-like fume coming from it.

Healing: Bruise and/or sprain will heal 30-100% faster (roll 1 D-8 +2 x10).

Immunities: None.

Maximum adjustments: Not applicable.

Overdose symptoms: None.

Range of influence: Touch.

Resting time: None.

Side effects: Area applied to will become slightly reddened and warm to the touch.

Used for: Healing bruises and sprains.

Preparation

Crush plant to a pulp, then apply it to the bruised or sprained area.

Avoidance-roll: None.

Measurement per use: 1 tentacle, 6" to 8" in length.