

Red Parasentia

The following is the information concerning this organic plant:

Appearance

Its stems are red and finger thick. It has the growth of a three inch, red-orange, oval bulb at the top of a 12" dark-brown stem.

% chance to locate per 24 hours: 5%

of checks per 24 hours: 1

Classification: Fungi.

Color: In the fall and winter the Red Parasentia is more of an orange color.

Location: Surface.

Maturity: This plant becomes mature, able to drain the magical properties, at 40 days.

Regional habitation: Forests, Grasslands, and Mountains.

Smell: As common wild-grass.

Uses found: 1. There will be a 2% chance of finding a Red Parasentia patch with 1-12 x12 fungi stems.

Value per use: Negotiable. Discretion of the G.M.

Taste: Common wild-grass.

Texture: Smooth.

Explanation

This fungi is found within dry, yet fertile, areas. The three inch, red-orange oval bulb at the top of the twelve inch stem is used to absorb magics from victims (even Kithillian Elves and spell-casters can lose magic from its effects). If a spell-caster is drained, one spell per turn will be taken (roll it randomly from the character's sheet). The following will be the chance of permanent drain as follows:

Enchantments and Magics within:

- 4 spaces (20') will have a 20% chance (81+ roll) of being drained in one turn.
- 3 spaces (15') will have a 30% chance (71+ roll) of being drained in one turn.
- 2 spaces (10') will have a 40% chance (61+ roll) of being drained in one turn.
- 1 spaces (5') will have a 50% chance (51+ roll) of being drained in one turn.

If no drain occurs, this will mean that the fungi does not like the enchantments/magic. That item is safe from the danger of being absorbed of magic in the future (as well as all others like it). If this fungi is touched it will shrivel away and die within a few (up to 7) days unless a successful avoidance-roll vs. "Dexterity" is rolled.

Area of influence: ALL magically inclined items and/or persons within "Range of influence".

Damage: Enchantment and Magic drain only.

Duration of effects: Permanent.

Effect time: 12 turns (1 minute).

Effects: Enchantment and Magical drain.

Healing: None.

Immunities: None. Even powerful Oracles are susceptible to this plant.

Maximum adjustments: Not applicable.

Overdose symptoms: None. This fungi is neither nutritious or unhealthy.

Range of influence: 1 to 3 spaces (5'-15'), as explained in the "Explanation".

Resting time: Not applicable.

Side effects: None.

Used for: Magic draining.

Preparation

None.

Avoidance-roll: None.

Measurement per use: One single fungi.