

# Frokkmold

The following is the information concerning this organic plant:

# Appearance

Dark-green coating of gel-like slime covering wet, rotted, log.

% chance to locate per 24 hours: 5%

# of checks per 24 hours: 1

Classification: Fungi.

Color: Dark-green.

Location: Surface of rotten logs that set within any water source.

Maturity: 30 days.

Regional habitation: Forests (all).

Smell: Musty.

Uses found: 3-D10

Value per use: 8 yellow-gold

Taste: Frog skin.

Texture: Slimy.

# Explanation

Frokkmold is a semi-toxic slime that grows on wet, rotted, wood surfaces. It's usage can be beneficial, yet dangerous.

**Area of influence:** Consumer.

**Damage:** See: "Side effects" and "Overdose symptoms".

**Duration of effects:** 72 hours (3 days).

**Effect time:** 1-D4 +2 turns.

**Effects:** when this unstable fungi is eaten, it will cause numbness to physical, mental and spiritual pain.

**Healing:** None.

**Immunities:** None.

**Maximum adjustments:** See: "Used for".

**Overdose symptoms:** If more than one pinch is taken per 72 hours (3 days) an avoidance-roll vs. "Constitution" must be successful or consumer will die.

**Range of influence:** Consumer.

**Resting time:** None.

**Side effects:** There will be a chance that the effects of Frokkmold lowering Mental-strength by 1 points per usage as follows:

5-34 constitution = 5% chance

35-66 constitution = 4% chance

67-100 constitution = 3% chance

**Used for:** Deadening the senses to physical, mental and spiritual pain by 100%.

# Preparation

Merely eat on pinch of Frokkmold.

Avoidance-roll: None.

Measurement per use: Once pinch of Frokkmold between the forefinger and thumb.