

# Mushroom, Crimson

The following is the information concerning this organic fungi:

# Appearance

At full maturity, the Crimson Mushroom grows to 1½" tall, and are very fragile.

At night, for one hour after the setting of the sun, the Crimson Mushroom will illuminate with a faint crimson light.



% chance to locate per 24 hours:

Illuminated: 25%

Not illuminated: 5%

# of checks per 24 hours:

Illuminated: 3

Not illuminated: 1

Classification:

Fungi.

Color:

The stem is a dark-purple. The bulb-like cap is a dark-red.

Location:

Found in permanently shady areas. If placed in direct sunlight, this fungus will wither and die in 24 hours.

Maturity:

1 Fortnight (14 days).

Regional habitation:

Jungle.

Smell:

Blood and soil mix.

Uses found:

1 per mushroom found. 1-8 Crimson Mushrooms will be found in a cluster.

Value per use:

20 white-gold per Crimson Mushroom.

Taste:

Musky, earthen with a bitter after-taste.

Texture:

Spongy and moist.

# Explanation

When the entire Crimson Mushroom is eaten raw, the consumer will be able to see in the dark, as if it were dusk. See: "Effect time".

Area of influence:	Consumer only.
Damage:	Not applicable.
Duration of effects:	3 hours.
Effect time:	10 minutes (120 turns).
Effects:	Night-Vision (as the Psychic spell).
Healing:	None.
Immunities:	Animated. Dead. Fiend.           Special: Fiend-class creatures with blood-points can benefit from the Crimson Mushroom.  Gaseous. Mind. Organic.        Special: Organic-class creatures with blood-points can benefit from the Crimson Mushroom.  Undead.         Special: Undead-class creatures with blood-points can benefit from the Crimson Mushroom.
Maximum adjustments:	None. More than one Crimson Mushroom can be eaten at one time to increase the "Duration of effects".
Overdose symptoms:	None.
Range of influence:	Consumer only.
Resting time:	None.
Side effects:	None.
Used for:	Seeing in the dark.

# Preparation

None. Eating the Crimson Mushroom is all that needs to be done. It is eaten raw. If cooked, the effects will be lost.

Avoidance-roll:

None.

Measurement per use:

1 Crimson Mushroom.