

# Sillsbar

The following is the information concerning this organic plant:

# Appearance

3" length, oval blades that grow from a white root which appears to be in the shape of a fist-sized turnip (the root grows halfway out of the soil. The root has no sedative, medicinal, or food value at all).

% chance to locate per 24 hours: 5%

# of checks per 24 hours: 1

Classification: Herb.

Color: Gray.

Location: Surface.

Maturity: 3 fortnights (42 days).

Regional habitation: Forest.

Smell: Sweet, almost like sugar.

Uses found: 3-D6

Value per use: 8 white-gold

Taste: Bitter. If eaten, Sillsbar will cause one to vomit within 3-D6 turns.

Texture: Smooth.

# Explanation

Healers especially seek this herb, for its effects also aid in healing.

Sillsbar is highly sought after by spell casters, for when it is used it will endow a caster with increased spell-point regeneration.

**Area of influence:** Any creature within 1 space (5').

**Damage:** None.

**Duration of effects:** 1 D-4 +3 hours.

**Effect time:** 1-D10 x2 turns.

**Effects:** Creatures inhaling the smoke from burning Sillsbar will fee slightly light headed and relaxed.

**Healing:**

1. Wounds will heal at a x5 the normal rate of healing.
2. Spell-points will regenerate at a x2 rate per hour under the influence of Sillsbar.

**Immunities:** None.

**Maximum adjustments:**

**Overdose symptoms:** None. Too much Sillsbar will only cause sleeper to continue peacefully sleeping.

**Range of influence:** 1 space (5').

**Resting time:** None. Once awake, sleeper will feel refreshed.

**Side effects:** When awakened, sleeper will feel relaxed and rested (as if a full 8 hours sleep has been had).

**Used for:** This is a strong sedative that will cause wounds to heal more quickly, and spell-points to regenerate faster, and the body to be rested more fully by less amount of sleep.

# Preparation

Dry Sillsbar in the sun, crush lightly and add it to a flame, pipe, etc.

Avoidance-roll: Yes: vs. "Consciousness".

Measurement per use: 3 leaves.