

Simnar

Used for countering the poison of the **Nashuri Dog**, which dwells within jungles.
Only an Alchemist can successfully obtain and mix this root/leaf concoction.

Modification-point cost: 5

Training Time: 2 weeks (14 days).

Training note: This is an averaged time to complete the full training for the extraction and application of leaf and root from the Ulimarr Tree. However, the training time can vary according to the student's intelligence as follows:

For every point of Intelligence above 30, the training time will be reduced by one day (minimum 3 days to train).

For every point of Intelligence below 20, the training time will be increased by one day.

Training Cost: 100 white-gold per day of training.

Area of effect: One creature. If a creature has been poisoned 1 time, one application must be used. If poisoned 5 times, 5 applications must be used, or the healing process will be less (Discretion of the G.M.).

Attempts to locate per 24 hours: 6

Chance to obtain reagent successfully: Automatic success if the Ulimarr Tree is located.

Chance to locate: A successful avoidance-roll vs. "Awareness" (no luck can be used).

Classification: Tree (leaves and root is used).

Cross-Mixing Warnings: None known at this time.

Description of Reagent: Watery green paste. The paste has long thin strands of fibers that run through it).

Effect time: 1-D4 +1 turns.

Reagent Location: Jungle. The Ulimarr is a tree.

Related Alchemy: None known at this time.

Master Alchemist notes: Studies using a variety of poisons derived from creatures and organic plant life (especially from the jungle region) have been simulated. In conclusion, it is been noted that Simnar has no positive healing qualities with other poisons.

Measurement: Enough volume to fill a chicken egg.

Preparation / Effects: Cut a finger-sized section of the very end of an Ulimarr Tree Root. The root must remain moist. Note that it will bleed a clear, watery, liquid that will be combined with the green pulp of a crushed leaf section of the same tree. This is called Simnar. It must be eaten.
Simnar permanently decreases the poison effects of the Nashuri Jungle Dog by 20-70% (roll 1-D6 +1 x 10).

Uses found: 1 mature Ulimarr Tree can be harvested for an average of 3,000 uses. But if the leaf and root dry out, the healing effect is negated. If Simnar is created and sealed in a non-corruptible container (like glass or crystal), it's potency will remain indefinitely.

Value: 15 white-gold per use. This is for Simnar. Any added mixtures can create a more valued result.