

Ulmarr

The following is the information concerning this organic plant:

Appearance

At maturity, the Ulmarr Tree stands from 25'-28' tall. It has branches that reach upward toward the canopy of leaves above it, as if in a graceful effort to bask in the sun. It's the bright-green leaves are very wide and as long as the average height of the Amalagon Elf.

% chance to locate per 24 hours: 5%

of checks per 24 hours: 1

Classification: Plant.

Color: The bark is a rich dark-tan with dark-green patterns weaving throughout the surface.

Location: Surface.

Maturity: 30 years.

Regional habitation: Jungle.

Smell: Wood.

Uses found: Not applicable. See: "Explanation of Organic Type"

Value per use: Not applicable. See: "Explanation of Organic Type"

Taste: Bitter.

Texture: Course.

Explanation

See: "Dog, Nashuri" in the D section of the Creatures Book for more details and descriptions on how this tree is used by the Nashuri Dogs to enable their poison spitting abilities.

IMPORTANT: Alchemists also use this tree to extract a chemical called "Simnar" to mix with the tender-most crushed green of the leaf of the same tree. This creates a thick clay-like paste that can be applied to a poison-infected area; an area infected by Nashuri Dog poison. This alchemy is only effective for this specific type of poison.

Preparations: 1. Cut a finger-sized section of the very end of the Ulmarr tree root. The root cannot dry out, or another will have to be gotten. Note that it will bleed a clear, watery, liquid that if combined with the green pulp of a crushed section of leaf of the same tree. It has been noted that the roots of this tree range from an average of 20'-25' into the ground. The part of the root that is used for alchemy is usually at 25'.

This will not counteract the poison effects of the poison-spit of the Nashuri, but it will lessen the effect by 20-70% (roll 1-D6 +1 x 10).

Area of influence: Not applicable.

Damage: None. See: "Overdose symptoms"

Duration of effects: Not applicable.

Effect time: Not applicable.

Effects: Not applicable.

Healing: None.

Immunities: There are certain creatures than can feast on the leaves of this tree without becoming sick (such as caterpillars and other insects).

Maximum adjustments:

Overdose symptoms: If the leaves of this tree are eaten, it will cause a level #1 sickness, accompanied with consistent bowel movements for Roll 1-D6: 1-2 = 1, 3-4 = 2, 5-6 = 3 days.

Range of influence: Not applicable.

Resting time: Not applicable.

Side effects: Not applicable.

Used for: Aiding the Nashuri breed of Dog in the instinctive creation their poison ability.

Preparation

A mature Ulmarr Tree will be used by the females of a pack of Nashuri Dogs, in that they will bury the bones of their fallen prey at the base of the Ulmarr Tree. The Ulmarr Tree slowly excretes a certain chemical into the ground called "Simnar", which slowly saturates the bones over a period of time.

Avoidance-roll: None.

Measurement per use: Not applicable. See: "Explanation of Organic Type"