

Craw

The following is the information concerning this organic plant:

Appearance

Each leaf is approximately 5' in length, and 12" wide, at full maturity. The wide leaf's stem directly up from ground level, with a arm-thick stem at its base. Upon one side of each leaf grow thousands and thousands of delicate hair-like fibers, which are the instinctive feelers of the Craw leaf.

See: "Explanation".

% chance to locate per 24 hours: 10%

of checks per 24 hours: 3

Classification: Plant.

Color: Dark-green.

Location: Surface.

Maturity: 45 days.

Regional habitation: Volcanic.

Smell: Like mushrooms, though the scent is only half as poignant.

Uses found: See: "Explanation".

Value per use: Each Craw plant sprout is worth 3 electrum. A mature plant is worth 3 gold.

Taste: Cross between grass and lettuce.

Texture: Smooth with fine hairs growing upon one side of its broad leafy surface.

Explanation

When one side of a Craw leaf makes contact with anything other than its own species, it will instantly react, wrapping itself about that which it has made contact with in an attempt to feed off of any possible salt, which is its main diet. Salt is the Craw Plant's main diet, and if none is detected, it will release what it has and return to its former shape, waiting for another chance to feed.

During the time it has secured what has come in contact with it, the delicate fibers of the Craw Leaf will collect what salt it can, and then release its target for the "Duration" (see: "Duration"). This is a quite harmless, with the exception of slugs, snails and worms (invertebrates (See: "Damage")).

Each leaf has 10 damage-points, and has a strength of 5. Each leaf which grips a target, will be added to the strength of others which also have successfully latched onto a target. Example: If 5 Craw Leafs successfully latch onto a person, its strength will be considered at 25). Even when severed, a Craw Leaf will yet latch onto what has touched for the "Duration" in an attempt to continue feeding (See: "Duration").

Also, see: "Effects".

Area of influence: The fibrous side of the leaf only. if the non-fibrous side of the Craw Leaf is made contact with, the leaf will not respond (nothing will happen).

Damage: Craw Leaf has a natural salt covering the fibrous side of each leaf, thus slugs, snail, invertebrate worms (and similar creatures) will sustain 1-D4 -1 damage per turn, per leaf it has made contact with.

Each leaf will cause damage to such creatures for 1-D4 -1 turns each (one can see that a patch of Craw can be dangerous, if not lethal, to creatures sensitive to salt).

Duration of effects: 1-D12 x2 turns per leaf. After the "Duration" has expired, the Craw Leaf will release. Each Craw Leaf will attempt to seize that which comes in contact with it, and can become a nuisance in that it will detain a creature for long periods at a time (until each leaf has released, or has been escaped from).

Effect time: Instant.

Effects: Craw leaf will firmly wrap about an object touched in an attempt to feed off of any possible salt its target may have on its physical body.

Healing: None.

Immunities: None, but a soaked wet creature will lessen the gripping strength of the plat by 2 (thus each leaf's Strength will be reduced to 3).

Maximum adjustments: Not applicable.

Overdose symptoms: None. Craw is edible, and has similar nutritious value as garden lettuce.

Range of influence: 1 space (5').

Resting time: Not applicable.

Side effects: Not applicable.

Used for: Defensive measure by mankind. Many farmers will plant and cultivate Craw about the edges of their properties and gardens to discourage unwanted pests from trespassing. Once can see that Craw, in large patches is an effective detraction against unwanted vermin and even trespassers.

Preparation

See: "Explanation".

Avoidance-roll: To avoid being seized upon by each and every leaf of the Crawl Plant, a creature must make a successful avoidance-roll vs. "Coordination" per leaf of each plant within 1 space (5').

Measurement per use: Not applicable.