

# Crimzen

The following is the information concerning this organic plant:

# Appearance

This is a very thin and fragile looking herb. The stem shoots straight up out of the ground, growing to an average size of 3' tall. The branches hold hundreds and hundreds of finger-length, narrow leaves that are prepared. The edges of these leaves have a soft, almost fungi feel to them and will leave a green residue on your hand if rubbed.

% chance to locate per 24 hours: 20%

# of checks per 24 hours: 3

Classification: Herb.

Color: Orange-red.

Location: Surface.

Maturity: 75 days.

Regional habitation: Volcanic.

Smell: Fresh, like roses.

Uses found: Up to 900, yet no less than 300.

Value per use: 2 electrum.

Taste: Horribly bitter.

Texture: Delicate and thin leaf, smooth to the touch.

# Explanation

Aeromath knelt in between two great boulders, scanning the immediate area for what he knew could possibly save his companion's life, for Bailor's wound was deep, and his personal attention, and the compressions he'd attempted had failed miserably. What he sought, he knew could aid Bailor and do what needed to be done. They had such a long way to go, and he needed Bailor's brawn, his talent as a Warrior, and especial his companionship. Aeromath, the Forest-Knight, knelt and scanned the surface, knowing what he looked for. There! Between the rocks was Bailor's salvation: Crimzen! Quickly, almost recklessly, Aeromath stripped leaves from the bush and leapt upon the boulder by which it grew, knowing the sunlight and the heat of the rock would dry the leaves out quickly. Without hesitation he sprinkles the leaves out upon its surface and returned to tend to Bailor to slow the bleeding of the chest-wound that was still oozing blood with every beat of his heart. Comforting Bailor and slowing the blood-flow as much as he possibly could with his skills, Aeromath waited for the Crimzen to dry completely.

Within an hour it was dry. Aeromath quickly collected the delicate leaves and crushed them to powder within his drinking cup he'd removed from his supply pack. After it was pulverized into a powder, he poured a small amount of water into it and mixed it into a soft clay-like application. After doing this he quickly, and none too gently pressed it into Bailor's open, bleeding, wound.

Before his very eyes, Bailor's bleeding clotted and stopped altogether. It was done! Bailor would not bleed to death. Aeromath had been through many situations with his Warrior comrade. To lose him now would be a grievous blow to his heart. The danger was passed and within 3 days time, Bailor regained enough strength to continue on in this most perilous journey.

**Area of influence:** One or more areas which are bleeding.

**Damage:** None.

**Duration of effects:** Permanent unless wound is aggravated to the point of bleeding again.

**Effect time:**

**Effects:** When application of Crimzen is applied to bleeding wound, bleeding will cease.

**Healing:** Bleeding will stop.

**Immunities:** None.

**Maximum adjustments:**

**Overdose symptoms:** None.

**Range of influence:** Touch.

**Resting time:** None.

**Side effects:** None.

**Used for:** Stopping blood loss.

# Preparation

Dry and crush Crimzen into powder, apply water until mixed into a soft clay-like application, and press into open, bleeding, wound.

Avoidance-roll: None.

Measurement per use: One handful of leaves (approximately 50 leaves).