

# Lurbeed

The following is the information concerning this organic plant:

# Appearance

Oval-shaped, flat, bead of fungi that forms upon grass. It is uncommon to find yet helps in flushing out the Manitis.

% chance to locate per 24 hours: 5%

# of checks per 24 hours: 1

Classification: Fungus.

Color: Green (as the exact color of the grass Lurbeed is found upon).

Location: Attached to blades of grass (similar to the way a leech attaches itself to the skin).

Maturity: 1 fortnight (14 days).

Regional habitation: Grasslands.

Smell: Unknown. The Manitis, and rarely the Preying Mantis, are the only creatures known to detect this scent.

Uses found: 1 Lurbeed found per stalk of grass.

Value per use: 3 white-gold.

Taste: None.

Texture: Soft, clay-like.

# Explanation

This fungi is highly sought after by adventurers. Not only can it bring the Manitis, and a good battle to them, but it also can flush out the area that may be infested with manitis.

Note: There are two problems with flushing the Manitis out in this fashion. 1. Multiples usually respond. 2. Only the males will follow the scent to the source, leaving the area of effect within the region with the females.

1-3 (roll 1 D-6: 1-2=1, 3-4=2, 5-6=3) hours after creating the scent roll for 1-D20 encounters. If any of the encounters are Manitis keep that encounter and roll it up (along with any other rolls that are Manitis; combine the rolls into one great Manitis encounter). Note: 10% of all Manitis present will be: %Roll: 01-60: Giant Preying Mantis, 61-00: Gargantuan Preying Mantis.

**Area of influence:** Manitis (95% of the time). There is a 10% chance of luring the female species of Preying Mantis, but only the giant and gargantuan sized breeds.

**Damage:** None.

**Duration of effects:** 24 hours.

**Effect time:** The scent will travel at 10 spaces (50') per 3 turns (15 seconds) on a windless day. If there are winds, it will be left to the discretion of the Game Master as to what rate the scent will travel.

**Effects:** When Lurbeed is heated it will release a scent similar to the scent a Manitis releases to another of the same species during mating season.

**Healing:** None.

**Immunities:** Most other creatures cannot detect the scent Lurbeed gives off. See: "Area of Influence".

**Maximum adjustments:** Not applicable.

**Overdose symptoms:** None.

**Range of influence:** 13 leagues.

**Resting time:** None.

**Side effects:** None.

**Used for:** Luring the Manitis insect. See: "Manitis" in the I Section of the Creatures Book.

# Preparation

Strip a Lurbeed from grass and heat it up within boiling water. The Lurbeed cannot touch flame, or it will be ruined. The scent will eventually lure the Manitis into the area.

Avoidance-roll: None. See: "Explanation" for details.

Measurement per use: 1 Lurbeed fungi.