

Anaria

The following is the information concerning this organic root:

Appearance

Anaria root is twice the length of an averaged sized human's forefinger, yet twice as thin. It spirals up from the ground, naturally braiding itself with the other shoots of the root. Even though this organic grows above the ground, it is considered a root.

% chance to locate per 24 hours: 5%

of checks per 24 hours: 4

Classification: Root.

Color: Sand-yellow.

Location: Underground.

Maturity: 3 years.

Regional habitation: Desert.

Smell: Slightly musty.

Uses found: 1-D4 +1 If 1 stem is picked, the entire root will not die and the stem picked will grow back in 1 moon (30 days). This root will not grow back if more than 1 stem-root is picked at a time.

Value per use: 1 white-gold.

Taste: Bland.

Texture: Course and stiff.

Explanation

When the Anaria Root is eaten raw it will give energy to the consumer. Many say that the desired effects outweigh the undesirable "Side effects" which always occur after the effects have worn off.

The redeeming quality of this root is that it will raise the constitution 10 points for the "Duration of effects".

Area of influence: Consumer only.

Damage: None.

Duration of effects: 1-D6 +1 hours.

Effect time: 6-D6 turns.

Effects: Temporarily raises the constitution 10 points.

Healing: None.

Immunities: Only living creatures can benefit from the effects of this root.

Maximum adjustments:

Overdose symptoms: "Side effects" will compound, cumulating for each dose eaten above the first "Measurement per use". Example: If you have an 18 constitution, you will suffer the side effects of -15 Defense and Offense, -6 Movement and -10 vs. "Mental-Attack" per stem above 1 that you eat. If you were to eat 3 stems to gain a +30 constitution, the side effects would then be tripled. If any side effect exceeds a 100 penalty, unconsciousness will occur with a 50% chance of a lengthy coma of 1-D6 +1 days occurring in which time a successful avoidance-roll vs. "Constitution" must be successful, or death will occur (no luck may be used for this avoidance-roll if this root was eaten voluntarily).

Range of influence: Consumer only.

Resting time: 1 hour (720 turns). See: "Side effects".

Side effects: After this root has been eaten, and the effects have worn off, there will be side effects based on your constitution (Constitution:) as follows:

Constitution: Side effects:

5-10: Migraine headache.	After effects wear off consumer will contract a severe enough headache to cause the following for 1 hour: ----- -20 Defense and Offense. -9 Movement. -15 vs. "Mental-Attack". -----
11-19: Severe headache.	After effects wear off consumer will contract a severe enough headache to cause the following for 1 hour: ----- -15 Defense and Offense. -6 Movement. -10 vs. "Mental-Attack". -----
20-29: Headache.	After effects wear off consumer will contract a severe enough headache to cause the following for 1 hour: ----- -10 Defense and Offense. -3 Movement. -5 vs. "Mental-Attack". -----
30+: None.	

Used for: Temporarily raising the constitution, thus giving endurance and stamina to a creature.

Preparation

Eat one stem-root raw, freshly picked from this organic root. Only fresh Anaria will work.

Avoidance-roll: None.

Measurement per use: One stem-root.