

Ahkra

The following is the information concerning this organic plant:

Appearance

The leaves shoot up from the ground, similar to the appearance of a common grass-weed. The shoots are dark-green, lightening up towards the center of the plant. The slightly jagged edges are royal blue. Each length is 4" to 5".



% chance to locate per 24 hours: 14%

of checks per 24 hours: 1

Classification: Herb.

Color: Green.

Location: Surface (upon the soil, as a weed grows).

Maturity: 90 days.

Regional habitation: Forests and Grasslands.

Smell: Acrid.

Uses found: 1-D6 plants. Leaves on each Ahkra plant: 2-D10 +2

Value per use: 4 white-gold.

Taste: Semi-sweet, deluded, honey.

Texture: Smooth.

Explanation

Ahkra is an uncommon medicine that cures the disease of the Lycanthrope virus. The one draw back is that it is highly addictive. Usually one usage will cause a substance dependency (with every usage, a successful avoidance-roll vs. "Constitution" must be made, or addiction will occur). If the addiction to Ahkra is overcome, he or she will always crave the herb. Every time he or she sees it, an avoidance-roll vs. "Mental-attack" must be successful (3 chances to succeed), or the consumer will become unstable, acting irrational . . . sometimes violent.

Area of influence: Consumer only.

Damage: For every year that a person is addicted to Ahkra, his or her Constitution will lower 1 point, unless a successful avoidance-roll vs. "Constitution" is made. If constitution recedes below 5, death will occur.

Duration of effects: 8 hours.

Effect time: 360 turns (½ hour).

Effects: Euphoria: Consumer must make a successful avoidance-roll vs. "Mental Attack", or become susceptible to hallucinations (G.M. discretion). The ingesting of this herb actually causes a quite pleasant feeling.

Healing: One usage of this herb will kill the contracted virus of the Lykkinnin (werewolf, werecat, etc.).

Immunities: Animated, Death and Undead creatures or not effected by this organic material.

Maximum adjustments: Not applicable.

Overdose symptoms: If too much of this herb is taken strong headaches will occur, increasing to the point of causing 1-D6 points of permanent damage to the head and 1 point of permanent damage to Mental-Strength (with every overdose). While in an overdose state, the consumer will have a 30% chance that a vision will open up to him or her. This vision has a 90% chance of being real (Discretion of the G.M.).

Range of influence: Consumer only.

Resting time: 72 hours. During the "Resting time" there will be the following adjustments: -50 Offense, ½ Movement (rounded down). This penalty will not subside unless complete rest is had, along with good foods and liquids.

Side effects: Addiction: This herb is a strong narcotic which causes strong euphoria, sometimes hallucinations (25% chance). The G.M. will determine all euphoric and hallucinogenic conditions while under the influence of Ahkra. If a person becomes addicted to Ahkra, he or she must eat 1 usage of it approximately every 3rd day, or suffer convulsions and stomach cramps. When this occurs, a successful avoidance-roll vs. "Pain" must be rolled 1-D4 times per day, or unconsciousness will occur for 1-D100 turns. If unconsciousness occurs, a successful avoidance-roll vs. "Death" must be rolled or death will occur. If one can survive for 6 full days without eating more Ahkra, the addiction will cease, and that creature will be freed of its addictive influence.

Used for: Curing Lycanthrope disease, and as a strong narcotic painkiller.

Preparation

Merely eat 1 freshly picked leaf, or 4 dried leaves.

Avoidance-roll: Yes: vs. “Constitution” (2 chances to succeed), or consumer will become addicted to this herb (no luck can be used to succeed at this avoidance-roll).

Measurement per use: 1 freshly picked leaf, or 4 dried leaves.