Oerth - general

- Sorcerer's Rhubarb

Sorcerer's Rhubarb

A common sight in areas with high concentrations of natural magic, Sorcerer's Rhubarb uses its shielding leaves as protection against wild magic effects, granting the plant itself SR 5 and anyone standing in a square populated with Sorcerer's Rhubarb who recognizes it (which requires a DC 12 Knowledge (nature) check) +2 to Reflex saves vs. spells. If eaten, the distinctive whitish leaves disrupt an arcane spell-user's magic for 24 hours: the spellcaster in question must make a DC 8+spell level Fortitude save or lose any spell they try to cast. The arils hidden beneath the leaves in autumn, on the other hand, are a boon to such casters: a handful of the fruit, taken fresh from the plant and eaten while preparing spells (or meditating for the day, in the case of a spontaneous caster) allows them to prepare 1d6 of those spells (or 1d6 spell slots of specific levels) at +1 caster level.

(Plant-cast Noble Rhubarb)