

Ganth Tree

The following is the information concerning this organic plant:

Appearance

The Ganth Tree appears leafless, but closer reveals the nature of this odd looking tree, who's bark is of the deepest green. It seems that the very bark itself is the receptacle of sunlight, feeding it what it needs from the rays of the sun.

% chance to locate per 24 hours: 40%

of checks per 24 hours: 3

Classification: Plant.

Color: Dark-green.

Location: Surface.

Maturity: 2nd year saplings produce Ganth Sap.

Regional habitation: Marshlands and Swamps.

Smell: None.

Uses found: See: "Preparation"

Value per use: 1 white-gold

Taste: Bitter.

Texture: Like very cold honey.

Explanation

The Ganth Tree is highly sought after by carpenters. Unlike the "Duration", if this sap is placed between two flat objects, it will permanently glue them together.

Area of influence: Not applicable.

Damage: If this sap is swallowed, it will choke a creature instantly (breathing will not be possible).

Duration of effects: Ganth Sap will dry according to the following settings after being applied:

Areas sap is applied to:

Between two flat, dry, surfaces: 4-D20 days.

Shaded dry area: 4-D20 days.

Shaded moist area: 8-D20 days.

Sunlit area: 2-D20 days.

Note:

Dry heat will cause this sap to dry 50% faster.

Effect time: Instant. Once something physical touches this sap, it will stick to it.

Effects: Ganth sap is an extremely sticky substance, causing anything physical that touches it to stick to it. It will eventually dry and become brittle, thus any person stuck to it will eventually be able to break its hold with a successful avoidance-roll vs. "Strength" (which can be attempted once per turn after the duration of the Ganth Sap has ended).

Healing: None.

Immunities: Only physical matter adheres to the sap of the Ganth Tree.

Maximum adjustments: See: "Duration of effects".

Overdose symptoms: Not applicable. See: "Damage".

Range of influence: Where the sap is applied.

Resting time: Not applicable.

Side effects: See: "Damage".

Used for: Carpenters use this sap as glue when building. It is also used for setting adhesion traps.

Preparation

None. The sap that will drain from the wound in a Ganth Tree will excrete 1 measurement per 10 turns (50 seconds) for 1-D6 +1 turns, after which the wound in the tree will solidify with the dried sap (the bleeding of the sap will stop).

Avoidance-roll: When this tree is injured, a clear sap will run from the wound like a thick honey. Any placing a hand on this sap, even for a moment, must make a successful avoidance-roll vs. "Paralysis" or remain stuck to the Ganth Glue until it weakens. See: "Duration".

Measurement per use: 1 measurement per space covered (5' area).