

# Gans Crimp

The following is the information concerning this organic plant:

# Appearance

This shoots of 3" to 5" clear white crystal-like growths. The color is actually murky, yet clear enough to see light through.

% chance to locate per 24 hours: 2%

# of checks per 24 hours: 2

Classification: Fungi.

Color: Clear-white (as an agate).

Location: In the Crevice's of stone and rock.

Maturity: 10 years.

Regional habitation: UnderWorld.

Smell: Slightly sulfuric and musty.

Uses found: 3-D4

Value per use: 1 black-gold

Taste: Sulfur-soil mix.

Texture: As raw uncut crystal.

# Explanation

Gans Crimp aids in the potency of casting spells that cause sickness and disease.

See: "Effects".

**Area of influence:** As spell dictates.

**Damage:** Increased spell-power for sickness spells cast.

**Duration of effects:** As spell dictates.

**Effect time:** As spell dictates.

**Effects:** As spell dictates. +10-60% increase in spell-potency (roll 1 D-6 x10).

**Healing:** None.

**Immunities:** None.

**Maximum adjustments:**

**Overdose symptoms:** None.

**Range of influence:** As spell dictates.

**Resting time:** None.

**Side effects:** None.

**Used for:** Aiding casters in the power and potency of sickness and disease spells.

# Preparation

None. Caster merely holds Gans Crimp in hand as a spell is cast.

Avoidance-roll: None.

Measurement per use: One 3"-5" growth.