

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.