

# Stilth

The following is the information concerning this organic plant:

# Appearance

6' to 8' slender shoots of sharply pointed shoots. These grow in a cluster and make excellent javelins, spears and daggers (but they are fairly crude weapons unless a master weapons crafter has made them).

% chance to locate per 24 hours: 5%

# of checks per 24 hours: 1

Classification: Plant.

Color: Black with a blood-red tip.

Location: Surface.

Maturity: 1 year.

Regional habitation: UnderWorld.

Smell: Slight blood-scent mixed with a poignant mold-like odor.

Uses found: 1-D8 +4

Value per use: 7 white-gold

Taste: Moldy wood.

Texture: Smooth and sharply pointed at the tip.

# Explanation

The Stilth Plant is an excellent weapons source if no other is available. It's surface, an excellent source for medical splints and poles for carrying the wounded, and a great source for building minor shelters. It is also used by Vahkrin as deadly spikes for their traps as well.

**Area of influence:** As weapon fashioned (Discretion of the G.M.).

**Damage:** Discretion of the G.M. It depends on how this Stilth Plant is prepared and by whom. If a weapons crafter creates this weapon, it will be a more pristine weapon than if just picked and used, or picked, dried, sharpened and used.

**Duration of effects:** Permanent.

**Effect time:** Not applicable.

**Effects:** Stilth Plant can be dried and used as a weapon if needed.

**Healing:** None.

**Immunities:** None.

**Maximum adjustments:**

**Overdose symptoms:** Not applicable.

**Range of influence:** As weapon fashioned (Discretion of the G.M.).

**Resting time:** None.

**Side effects:** Not applicable.

**Used for:** This plant can be used as a crude weapon.

# Preparation

Cut Stilth shoot at desired length.

Avoidance-roll: None.

Measurement per use: 1 shoot.