

Silvesh

The following is the information concerning this organic plant:

Appearance

Spider-web-like lengths of silvery hairs, reaching upwards from the depths of water. The number of silky strands that will be found = 5-30 (roll 5-D6). Each are about 24" in length.

% chance to locate per 24 hours: 5%

of checks per 24 hours: 1

Classification: Plant.

Color: Silver (glows faintly in the moonlight).

Location: Underwater.

Maturity: This plant becomes mature at 30 days.

Regional habitation: All (non-freezing) water sources.

Smell: None.

Uses found: Roll on the following chart to know how many plants will be present:

%Roll: # of Silvesh plants present:

01-73: 1

74-80: 1-D4 +1

81-86: 1-D6 +2

87-91: 1-D8 +3

92-95: 1-D10 +4

96-98: 1-D12 +5

99-00: Silvesh Grove: This will be a full bed of 1-D12 +6 x 1-D4 +1 Silvesh plants.

Value per use: Negotiable. Discretion of the G.M.

Taste: Acidic. This plant will make a person violently ill (vomiting) for up to 14 days if eaten.

Texture: Silky.

Explanation

This plant grows within a clear, still, water source, that has been touched (or influenced) by magic, or enchantments. If a magical item is nearby, or if there are any special magical influences close at hand, this plant will illuminate while under the eye of a full moon. It will glow ever so faintly, so as to just be able to perceive it if one is staring directly at it.

This delicate plant will always be found beneath the water, always at the bed of a clear, non-polluted water source against the first slopes of the incline or embankment (it does not grow within murky waters).

It is so fragile that if one touches it, he or she must have an 18 dexterity or higher lest the silver strands of hair-substance crumble, the illumination diminishing. In any case, a Dexterity check must be made if it is touched.

This plant cannot survive any degree of freezing climates and water sources. It grows within any region, completely submersed within a pure, still, water source. If this plant is present, the G.M. will roll up one random treasure item with magical or enchanted properties and place that item within about 3 feet of the plant. This plant thrives from the field of magic that treasure items radiate (this is why one will always find a treasure item near Silvesh).

Area of influence: Not applicable.

Damage: Not applicable.

Duration of effects: Not applicable.

Effect time: Not applicable.

Effects: Not applicable.

Healing: Not applicable.

Immunities: Ability-resistant items have a chance to repel the effects of this organic.

Maximum adjustments:

Overdose symptoms: Not applicable.

Range of influence: Not applicable.

Resting time: Not applicable.

Side effects: Not applicable.

Used for: If this organic life is found, there will be something magical within arms reach of it, whether it be underground, on the ground, in the water, etc.

Preparation

Not applicable.

Avoidance-roll: Not applicable.

Measurement per use: 1 plant.