

# Sandspore

The following is the information concerning this organic plant:

# Appearance

Oval-shaped and flat. 10% the size of a common granule of desert sand.

% chance to locate per 24 hours: 5%

# of checks per 24 hours: 1

Classification: Plant.

Color: Auburn-red.

Location: Surface (spores adhere to granules of sand).

Maturity: 1 D-8+1 days.

Regional habitation: Desert.

Smell: None.

Uses found: 1-D12 x3.

Value per use: 5 copper.

Taste: None.

Texture: Fine, powder-like, granules.

# Explanation

This is a rare form of organic plant life (and well that it is) and is deadly to contract (contract, as in contracting poison oak). It's value is in the way it feeds, for it will consume dead, dying, and then living flesh material, whether it be plant or the flesh of a beast.

**Area of influence:** Plant or creature touched.

**Damage:** 3-D6 in each area of the body per 12 hours after 3-D6 days.

**Duration of effects:** 1-D12 x3 days.

**Effect time:** 3-D6 days.

**Effects:** Hair-like spores (very tiny) with develop upon the surface as each spore's root will delve into the plant or creature. In the end a 100 LB. creature can be consumed in 6-36 days (roll 3 D-6).

**Healing:** None (but Sandspore will eat away dead and dying flesh in a controlled manner if tended by a Healer of significant power).

**Immunities:** Animated, Dead, and Enchanted creatures.

**Maximum adjustments:**

**Overdose symptoms:** None.

**Range of influence:** Touch.

**Resting time:** None.

**Side effects:** See: "Description of effects".

**Used for:** Not usable (dangerous) without Healer's assistance. This Plant eats away flesh in the following order: Dead, dying, living.

# Preparation

Place Sandspore upon or into flesh. The spores will grow when in contact with moisture. the Sandspore will feed upon dead flesh, whether in be plant or animal, then upon dying, and then living flesh.

Avoidance-roll: None.

Measurement per use: 1 Sandspore.