

# Deadmarrow

The following is the information concerning this organic plant:

# Appearance

Deadmarrow appears and grows like a tiny, pebble-sized, mushroom upon the flesh of a corpse. If it is found there will always be a decomposing creature encountered as well, and it shall be a random creature from the region the Deadmarrow is found within.

% chance to locate per 24 hours: 10%

# of checks to find this vegetation upon a corpse per 24 hours: 1

Classification: Fungi.

Color: Black-brown.

Location: Surface of a corpse.

Maturity: 14 days.

Regional habitation: Mountains.

Smell: Rotten flesh.

Uses found: 1-D6 +1

Value per use: 8 yellow-gold

Taste: Rotten flesh.

Texture: As bone marrow.

# Explanation

Deadmarrow is as sickening as the decomposition of its host. Necromancers highly seek this fungus, often times paying x10 its value.

Deadmarrow is held in hand as necromancer creates an undead (Deadmarrow will vanish at the casting of the spell).

Area of influence: As spell "Area of Effect" for necromancer when creating an undead.

Damage: None.

Duration of effects: As spell "Duration" for necromancer when creating an undead.

Effect time: As spell "Effect time" for necromancer when creating an undead.

Effects: Deadmarrow is held in hand as necromancer creates an undead (Deadmarrow will vanish at the casting of the spell).

Healing: None.

Immunities: None.

Maximum adjustments:

Overdose symptoms: None.

Range of influence: As spell range for necromancer when creating an undead.

Resting time: None.

Side effects: As (if) explained in the necromancer spell.

Used for: Creating Undead.

# Preparation

Deadmarrow is taken from the surface of a corpse and placed in an air-tight container. this ensures the freshness of the fungi. Deadmarrow will last permanently in an air tight container if 5-6 drops of blood are added in also.

Avoidance-roll: None.

Measurement per use: 1 mushroom-fungus-like growth.