

**Addiction:** After taking a drug the player must make a save. A failed save means problems:

Take once	Habituated (require 1/day)
Take again while habituated	Addicted (require 3/day)
Take again while addicted	Overdose (save or Die)

**Withdrawal:** If a player can't take the needed number of doses while habituated/addicted they suffer a penalty to all die rolls equal to the drug's withdrawal number. Once in withdrawal save or attempt to take any doses around.

**Overdose:** Taking extra doses while still under the effect of the initial hit will lead to effects in the table below.

**Kicking the Habit:** Going without a hit for a month & making a save, or becoming habituated to a new drug will cure an addiction.

Roll	Drug	Local Name	Effect	Duration	2 Doses	3+ Doses	Withdrawal
1	Chill		+2 to saves vs fear/panic, last on initiative	1d6 hrs	Paranoia	Stunned	+1
2	Down		Sleep well regardless of conditions, difficult to wake	1d6 hrs	Coma	Death	+1
3	Fast		Always first, 2x attacks with one-handed weapons	1d6 hrs	Dizziness	Death	+3
4	Lewd		Attraction, save or proposition likely targets	1d6 hrs	Rash	Nausea	+2
5	Numb	Black Orchid	Ignore pain & damage	1d6 trns	Unconscious	Death	+4
6	Rage		Save or berserk during violence, no morale checks	1d6 hrs	Joint Aches	Death	+3
7	Sharp		Bonus to spot traps, secret doors, ambushes	1d6 hrs	Headache	Unconscious	+2
8	Strong		2 dice for damage take highest, +2 to open doors, etc	1d6 hrs	Nausea	Death	+3
9	Trip		Aggression down, visions may reveal future or answers	1d6 hrs	Fear	Madness	+1
10	Up		Function as normal though tired, hungry, or sleepless	1d6 hrs	Diarrhea	Death	+2

### Known Drugs

1	Kilhuactl, Orc Phallus	Rage, Strong, Trip	1d6 trns	All	Unconscious	+1
2	Deep Leaf	Down, Trip (visions while sleeping)	1d12hrs	Coma	Death	+1
3	Kings Eye, Dog	Lewd, Sharp	1d6 days	Rash	Dizziness	+3
4						
5						
6						
7						
8						

Campaign: \_\_\_\_\_  
 Culture: \_\_\_\_\_

