



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: _____



The Drug is Actually . . .



Tired of drugs being parts of plants that are smoked or chewed? Roll here:

- 1 the bite of a live ant, tiny farms must be carried around
- 2 a mantra from a forgotten language chanted several times
- 3 tiny human-like creatures that are gazed at in wonder
- 4 a lamprey the size of a mouse, attached to the body under clothes
- 5 feathers burnt
- 6 tiny pastries made exquisitely with rare spices
- 7 the exudations off the back of a giant toad
- 8 ashes of ancient heroes snorted
- 9 paste made for the fat of the executed
- 10 entrancing figure made with string as in cat's cradle
- 11 the rarest drug, only the blood of someone previously intoxicated
- 12 reptile scales held under the tongue
- 13 animal spines used to pierce the flesh
- 14 clothes woven from the hair of an anti-saint
- 15 dust taken from the footprint of witches/giants/demons
- 16 nymph tears
- 17 centaur milk
- 18 a Feng shui-like arrangement of furniture, candles, and flowers
- 19 a temporary tattoo from plant sap
- 20 an arcane pattern painted across the face
- 21 plant pollen of low efficacy so that the user must be covered with it
- 22 breath of a dying mage
- 23 heavy water
- 24 distillation from the scraps of an ordination feast
- 25 Yogic-like poses performed in a particular sequence
- 26 pink crystals from deep in the earth
- 27 palm-sized clay coin, broken for effect
- 28 Ent water
- 29 Tomb salt, scraped from the mineral buildup on tombs
- 30 Temple tar, scraped from the smoky residue in the dark corners of busy temples