

# GENERAL DRUG RULES

The general idea here is that you have an addiction counter for each drug, each time you fail an addiction save (from taking a dose) it goes up by one, making it harder to make the save in the future and also giving you more negative effects.

- Whenever you take a **long rest**, you **roll an addiction save** following the drug's dc
- On a Success: Remove **1** from the **addiction counter**

## Addiction Save

Whenever you take a dose, you must make an addiction save

- Make an **addiction saving throw** (Wisdom or Constitution Save depending on drug/dm) vs **Drug DC + Addiction Counter** for the specific drug

- **On A Success:**
  - The drugs **take effect as normal, unless** you are already **addicted** in which case it will be **as effective as your drug addiction level states**

- **On A Fail:**
  - Increase Addiction Counter by **1**
  - You are now **addicted** refer to the addiction effects **based on the Addiction Counter** that you are on, the drug's **Addiction Effects** happen **until clean of addiction** (Addiction Counter at 0).

## Withdrawal effects

Withdrawal effects happen whenever you are addicted and not currently on the drug

## On A Rest:

## ENIMAT

Powder of a common flower in grassland regions, sometimes compressed into pills. Powerful stimulant but incredibly addictive, usually highly illegal.

- Costs roughly 5sp - 3gp, Easily Acquired

### Effects:

- Duration: 2 hours
- +10 Speed
- Immune to effects of exhaustion

### Addiction Save

- Make a save of DC 10 + Addiction Counter

### Addiction Effects

- **Addiction Counter 0-3:**  
• Drug Effectiveness: Works as expected.

- Withdrawal Effects: +1 to exhaustion

- **Addiction Counter 4-6:**

- Drug Effectiveness: Less Effective, only +5 Speed (double dose for +10), still immune to exhaustion effects.

- Withdrawal Effects: -2 to Charisma checks, +2 to exhaustion

- **Addiction Counter 7-10:**

- Drug Effectiveness: Less Effective, only +0 Speed (double dose for +5, triple +10), still immune to exhaustion effects.

- **Withdrawal Effects:** -4 to Charisma Checks, +3 to exhaustion

## On A Rest:

- Roll an addiction save, DC based on above
- On a Success: Remove 1 from the addiction counter
- On A Failed Addiction Save: +1 Exhaustion

## PIPEWEED

A common plant which grows in temperate regions, dried and smoked in a pipe. A favourite of wizards for its calming effect, but popular among many classes and regions.

- Costs roughly 3sp - 5sp, Easily Acquired

### Effects:

- Duration: 4 hours
- Advantage on concentration saves
- Ritual spells take 5 extra minutes

### Addiction Save

- Make a save of DC 5 + Addiction Counter

### Addiction Effects

- **Addiction Counter 0-2:**

- Drug Effectiveness: Works as expected.

- **Withdrawal Effects:** Disadvantage on concentration saves and not able to cast rituals (Unless consumed in last 24 hours)

- **Addiction Counter 3-9:**

- Drug Effectiveness: Less Effective, effects only lasts 3 hours

## ELVEN PIPEWEED

A rare lichen which grows on the trees of some jungles and forests, dried and smoked in a pipe. Produces a numbing as well as a minor hallucinogenic effect, usually illegal.

- Costs roughly 1gp - 5gp, Only Acquired Around Elves

### Effects:

- Duration: 2 hours
- Resistance to bludgeoning, piercing, slashing, force and thunder damage
- -2 initiative, weakness to psychic damage

### Addiction Save

- Make a save of DC 8 + Addiction Counter

### Addiction

- **Addiction Counter 0-2:**  
• Drug Effectiveness: Works as expected.

- **Withdrawal Effects:** The -2 to initiative persists for 2 more hours after the effects of the drug have worn off

### Addiction Counter 3-7:

- Drug Effectiveness: Works as expected, but -4 initiative and disadvantage on dexterity saves

- **Withdrawal Effects:** The negatives in the above line persist for 2 more hours after the effects of the drug have worn off

### Addiction Counter 8-10:

- Drug Effectiveness: Works as expected, but -6 initiative, disadvantage on reflex saves, and slowed

- **Withdrawal Effects:** The negatives in the above line persist for 2 more hours after the effects of the drug have worn off

### On A Rest:

- Roll an addiction save, DC based on above
- **On a Success:** Remove 1 from the addiction counter
- **On A Fail:** -2 Initiative for the next day

## DRAKEROOT

A clear nectar distilled from the rare and usually poisonous drakeroot plant which screams when it is harvested. Intense sedative effect and powerfully addictive.

- Costs roughly 1sp - 5sp, Easily Acquired

### Effects:

- Duration: 6 hours
- User falls asleep, cannot be woken
- Counts as a long rest and recovers all hit dice

### Addiction Save

- Make a save of DC 10 + Addiction Counter

### Addiction Effects

#### Addiction Counter 0-2:

- Drug Effectiveness: Works as expected

- **Withdrawal Effects:** Long rests recover no hit dice, unless Drakeroot was used

#### Addiction Counter 3-6:

- Drug Effectiveness: Duration lasts 7 hours

## ROGUE DUST

An uncommon powder that when inhaled causes the user to become more dexterous at the cost of your constitution. Illegal to consume, not own.

- Costs roughly 2sp.

### Effects:

- Duration: 1 hour
- Gain 1d4 Dexterity Temporarily
- Lose 2d2 Constitution Temporarily

### Addiction Save

- Make a save of DC 10 + Addiction Counter

### Addiction Effects

- **Addiction Counter 0-2:**  
• Drug Effectiveness: Works as expected

- Withdrawal Effects: -1 Constitution

- **Addiction Counter 3-6:**  
• Drug Effectiveness: Dexterity gain is now 1d4-1

- Withdrawal Effects: -1 Constitution

- **Addiction Counter 7-10:**  
• Drug Effectiveness: Dexterity gain is now 1d4-1,  
Duration lasts half an hour

- Withdrawal Effects: -1 Constitution

### On A Rest:

- Roll an addiction save, DC based on above
- **On a Success:** Remove 1 from the addiction counter
- **On A Fail:** No penalty

## CURSED DEMON BLOOD

Magically fouled blood that when ingested causes the user to become magically imbued with the power of a demon at a cost.

- Costs roughly 5gp a dose, found in dodgy back alleys

### Effects:

- Duration: 1 hour
- Gain 1d4 Strength Temporarily, affected by the spell bane (at 1st level)
- You gain resistance to fire damage

### Addiction Save

- Make a save of DC 10 + Addiction Counter

### Addiction Effects

- **Addiction Counter 0-3:**  
• Drug Effectiveness: Works as expected

- Withdrawal Effects: -1 Wisdom

- **Addiction Counter 4-9:**  
• Drug Effectiveness: Bane lasts for an extra hour after the drugs have worn off

- Withdrawal Effects: -1 Wisdom

## LUHIX

Made from the powdered stalks of luhix plants, which only grow in the Plane of Eternal Dark. It is normally sprinkled onto bleeding wounds, which are then sealed with bandages or magical healing.

- Costs roughly 4gp, buy from beings of the hell planes

### Effects:

- Duration: 8 hours
- For the first  $1d6 \times 10$  minutes you have -1 to all attributes and are immobile
- Afterwards you have +2 to all attributes

### Addiction Save

- Make a save of DC 15 + Addiction Counter

### Addiction Effects

- **Addiction Counter 0-2:**  
• Drug Effectiveness: Works as expected

- Withdrawal Effects: -1 All ability scores

- **Addiction Counter 3-6:**  
• Drug Effectiveness: Duration halved to 4 hours

- Withdrawal Effects: -1 All ability scores, +1 Exhaustion

- **Addiction Counter 7-10:**  
• Drug Effectiveness: Duration halved to 4 hours

- Withdrawal Effects: -2 All ability scores, +1 Exhaustion

## On A Rest:

- Roll an addiction save, DC based on above
- **On a Success:** Remove 1 from the addiction counter
- **On A Fail:** No penalty

## MOON SUGAR (SKOOMA)

Skooma is an illegal crystalline solid produced from Moon Sugar. It is highly addictive and its imbibers pass through bouts of euphoria followed by protracted lethargy. It is smoked in a special pipe, the crystals are placed in a small dish and heated. The gas produced is bubbled through water in the pipe to cool it as it is inhaled.

- Costs roughly 5gp, buy from moon elves

### Effects:

- Duration: 1 hour
- Increase speed by 10
- Increase Strength by 1
- Reduce Intelligence by 1
- Reduce Dexterity by 1

### Addiction Save

- Make a save of DC 15 + Addiction Counter

### Addiction Effects

- **Addiction Counter 0-2:**  
• Drug Effectiveness: Works as expected

- Withdrawal Effects: -1 Intelligence, -1 Dexterity

- **Addiction Counter 3-6:**  
• Drug Effectiveness: Strength no longer increased