

Drugs

Version 1.00 (September 2022)

Heavily Inspired:

<https://www.deviantart.com/level9drow/art/Normal-Cannabis-Rules-for-DnD-5th-Ed-893107286>

https://www.reddit.com/r/DnD/comments/4jngdx/homebrew_drugs_advice_needed/

[https://www.dandwiki.com/wiki/Drugs_and_Medicines_\(5e_Variant_Rule\)](https://www.dandwiki.com/wiki/Drugs_and_Medicines_(5e_Variant_Rule))

This is the way I am dealing with drugs in my Minaria Campaign, these are the names and effects of the drugs I have added into my game.

The effects of these last for one hour and the negative effects last until the creature takes a short or long rest.

Name	Legal?	Cost	Effects				
Greenleaf	True	1gp	<table><tr><th>Positive Effects</th></tr><tr><td><ul style="list-style-type: none">Any emotions of the taker are heightened+2 to Intelligence Score</td></tr><tr><th>Negative Effects</th></tr><tr><td><ul style="list-style-type: none">-3 to Wisdom Score</td></tr></table>	Positive Effects	<ul style="list-style-type: none">Any emotions of the taker are heightened+2 to Intelligence Score	Negative Effects	<ul style="list-style-type: none">-3 to Wisdom Score
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Sageleaf	True	5gp	<table><tr><th>Positive Effects</th></tr><tr><td><ul style="list-style-type: none">Performance checks are at advantageSaving Throws are at an advantage when attempting to induce negative emotions+2 to Wisdom Score</td></tr><tr><th>Negative Effects</th></tr><tr><td><ul style="list-style-type: none">-1 to Strength Score-1 to Dexterity Score</td></tr></table>	Positive Effects	<ul style="list-style-type: none">Performance checks are at advantageSaving Throws are at an advantage when attempting to induce negative emotions+2 to Wisdom Score	Negative Effects	<ul style="list-style-type: none">-1 to Strength Score-1 to Dexterity Score
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Etheralshrooms	True	1gp	<div>Positive Effects</div> <ul style="list-style-type: none"> • Gain Truesight • +1 to Intelligence Score • +1 to Wisdom Score <div>Negative Effects</div> <ul style="list-style-type: none"> • Disadvantage to any Frientend checks • -2 to Dexterity Score
Superbroid	False	25gp	<div>Positive Effects</div> <ul style="list-style-type: none"> • +3 to Strength Score • +1 to Constitution Score <div>Negative Effects</div> <ul style="list-style-type: none"> • Disadvantage to any Charisma Checks • Blindness to reason • Once the hour is done give the user a level of exhaustion
Clear Tears	False	???	
Planar Dust	False	???	
Bonecrack	False	???	
Night Cap	True	???	