

STYGGIAN LEPIDELLA

Drugs are not uncommon across the Sword Coast, but most are simple opiates with little effect other than to induce calm or serenity in the user. Alchemists tinker with the composition of the drugs to produce greater or lesser effects, but there is no black market for their sale. As such, their use is for the most part ignored by the rulers of the various fiefdoms. Styggian Lepidella mushroom is different. The mushroom is harvested, dried over a fire (or magically) and then ground into a fine powder before being either burned and the fumes inhaled, or snorted for a more immediate effect. It is highly addictive, and whilst the benefits can be a great boon to the user, the withdrawal symptoms can kill most creatures. Use with caution.

EFFECTS

+2 to Wisdom, advantage on all Wisdom-based checks, +2 perception. The effect lasts 6 hours.

PREPARATION

As part of a long rest in a woodland area, a character can search for mushrooms to harvest. The character finds d10 raw mushrooms, and must make a DC14 Medicine check to determine how many he or she is able to convert to the drug. On a success, all the mushrooms are converted, half on a failure.

ADDICTION

A character who is addicted to the drug must take at least one dose every 24 hours. A character who uses the drug whilst NOT addicted must pass a DC15 Constitution save or become addicted. Whilst addicted, if a dose of the drug is not consumed in a 24 hour period, the character must pass a DC13 Constitution check or suffer the effect shown on the addiction table below.

If a character makes it 10 days without using the drug, and does not die, he or she has beaten their addiction and no longer needs to use on a daily basis. However, if they use the drug just once more they are addicted again.

OVERDOSE

If a second dose of the drug is taken in a 24-hour period, the character runs the risk of overdosing. The character must pass a DC12 Constitution check or roll twice on the Side Effects table. Re-roll duplicates.

SIDE EFFECTS

d10...	Effect
1	Draught of Death. Make a DC 15 Constitution check. On a failure, The mushroom creates a soporific effect which puts the user into a deep sleep from which they cannot be awakened. Every hour, the character must roll a DC15 Constitution check to stay awake until the effect wears off
2	Bad Batch. 2d4 + WIS damage (inc bonus)
3	Magic mushrooms! You begin to hallucinate, and have disadvantage on all ability checks
4	The sweats. You have disadvantage on all charisma checks
5	Temporary amnesia. You retain your name, class and proficiencies, but don't recognise anyone around you
6	OCD. You feel compelled to continuously repeat a simple action, such as washing your hands
7	Stomach cramps. Your speed is halved
8	Arrogance. You are convinced that you are the best, strongest, most beautiful creature in the room
9	Paranoia. You feel that everyone is out to get you, including your allies
10	Amphetamines. +10 to speed

ADDICTION

Day...	Effect
1	One level of exhaustion
2	Slowed, -2 initiative, cannot concentrate for spellcasting
3	Disadvantage on all combat checks
4	Permanent -1 to WIS
5	Movement reduced to 0, character incapacitated
6	Grand mal seizure, death on d20(15+)
7	Death. No saving throws