

ALCOHOL & DRUGS

LAWS OF CHAOS



ALCOHOL & DRUGS



*Drink to a god,
And I'll drink to me!
Hold your breath!
And we shall see,
What's the point in
... Divinity!*

- Tyber Nexus

AUTHOR NOTE'S

I have created balanced rules for the intoxicated condition that can result from both alcohol and drug use. This work does not glorify the use of either. Sometimes the hero gets intoxicated, sleeps through the afternoon, and does not set after the dragon until nightfall. Sometimes a player wants to play a character with a substance abuse problem. Your next villain may use drugs to keep hostages subdued and easy to move around.

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CHAPTER 1: INTOXICATION

Intoxicated is a new condition for Dungeons and Dragons, very similar in use to the conditions in Appendix A of the Players Handbook.

INTOXICATED

An intoxicated creature has begun to lose control over their ability to handle mental and social tasks and fight in battle. An intoxicated creature has penalties per level of intoxication, be it intoxication from drugs or alcohol. Intoxication is measured in 10 levels and each level includes previous penalties.

Level Effect

- | | |
|----|--|
| 1 | Cha skills are harder to use |
| 2 | Int and Wis skills are harder to use |
| 3 | -5 feet to speed and Cha disadvantage |
| 4 | Int and Wis disadvantage |
| 5 | Str, Dex, and Con skills are harder to use |
| 6 | Hit Point maximum -1/level or hit dice |
| 7 | Str, Dex, Con disadvantage, +1 exhaustion |
| 8 | Lose all proficiency bonuses |
| 9 | Hard to stand, +1 exhaustion |
| 10 | Unconsciousness |

Skills that are harder to use. Skills have lost their proficiency bonus. The level 8 rogue that is attempting to hide with 5 levels of intoxication must make an ability check without a proficiency bonus.

Lose all proficiency bonuses. Every proficiency bonus becomes 0, to include attacks and spellcasting. Fighting with 8 levels of intoxication is difficult.

Hard to stand. Any sudden movements or changes in direction, to include each round in combat, results in gaining the prone condition unless a DC 10 Dexterity saving throw is successful.

Unconsciousness. Character is now unconscious without a saving throw to resist.

Intoxication saving throw. An intoxication saving throw is a Constitution saving throw, modified by the rules found in this work. A creature that takes a drink of alcohol or a dose of a drug needs to make an intoxication saving throw or gain a level of intoxicated. Creatures lose one level of intoxication per hour. Any magic, ability, or spell that counters poison also eliminates intoxication, but not addiction, exhaustion, or side effects caused by substance abuse. Exhaustion cannot be recovered until a character is no longer intoxicated.

Poison resistance. Humanoid bodies react to alcohol and drugs the same as they react to poisons and toxins. Poison resistance also grants advantage on intoxication saving throws. Poison immunity grants immunity against the intoxicated condition with any exemptions being up to the DM.



ADVENTURING AND INTOXICATION.

Drinking one drink an hour does not require a saving throw against intoxication, doing so will interrupt rollplay and bog down your game with minutiae.

Eventually someone in the party gets into a drinking contest, or the DM wants to know how the players fare defending themselves when they have 6 levels of intoxication. In these situations alcohol intoxication rules can be very helpful. The doses are not specified but a glass of beer is one dose, and a mug of grain alcohol is many doses. When in doubt, the DM decides what a dose is.

Drug use is usually much more rare with characters, but many campaigns could easily have NPCs that make, sell, or use drugs. Certain villains can also use drugs against a character's will for a wide variety of purposes.



CHAPTER 2: ALCOHOL



he heavy wisdom that sorrow teaches is lightened by the pint, and lost by the gallon.

- Elminster

ALCOHOL INTOXICATION SAVE DC BY TYPE

Type	Difficulty Class
Ale, weak	8
Ale, common	9
Ale, stout	10
Ale, supernatural (dwarven)	12
Cider	11
Liquor, weak	10
Liquor	11
Liquor, strong	12
Liquor, grain alcohol	14
Wine, watered	9
Wine, common	10
Wine, champagne	11
Wine, fortified	12

General information. Most adventurers consume their alcohol by the mug or pint (16 ounces), and the prices they pay at their favorite tavern will vary wildly. The prices listed later reflect wholesale prices. An innkeeper or barkeep will charge well above the wholesale price. Containers up to the tun are also included for those uncommon adventurers who manage a tavern. The wholesale prices do not list the mug (16 ounces) size because some of the alcohol would be less than 1 copper per mug. When in doubt, the barkeep will charge the drinker half of the Jug wholesale price when selling a mug. Bitter Black, per mug would then sell for 12 cp, on average.

Alcohol can be purchased in a variety of sizes, based upon whatever container it is stored in. Some of these containers will be rather difficult to move without some sort of heavy equipment. Shipping sizes are in gallons. Serving sizes are usually in ounces. There are 128 ounces per gallon. [English to metric conversions](#) are listed on the reference page.

FILLED LIQUID CONTAINER WEIGHTS

Use this note if the actual weight of a filled container is important. Weight shown on the next page is the container weight. Add 8 pounds per gallon of beer, urine, water, wine, etc. stored in a container if you are looking for realism. As an example, a hand keg of wine would weigh 26 pounds if full (16 pounds for 2 gallons added to 10 pounds container weight).

Jug



Mug or Pint



Mug: a cup or other cheap container that stores 16 ounces of liquid. This is the average "serving size."

Half Jug: exactly half of a jug (half a gallon or 64 ounces). This is the smallest liquid volume sold wholesale.

Jug: jugs are made out of almost any imaginable material that can hold a gallon of liquid. The most common containers are clay. A clay jug weighs roughly 6 pounds. Metal jugs will weigh less, and glass jugs will weigh even less than that. Glass is usually a luxury.

Hand Keg: wooden container that is usually 12 inches long and 8 inches in diameter. Holds 2 gallons. Weighs 10 pounds.

Cask: wooden container that is usually 24 inches long and 18 inches in diameter. Holds 12 gallons. Weighs 45 pounds.

Barrel: wooden reinforced container that is usually 36 inches long and 35 inches in diameter. Holds 32 gallons. Weighs 90 pounds.

Butt: wooden reinforced container that is usually 60 inches long and 46 inches in diameter. Holds 105 gallons. Weighs 200 pounds. This is the normal size for shipping by land or water.

Tun: wooden reinforced container, usually built to order and not moved; it is designed to be refilled, and comes with its own tap. These containers are 80 inches long and 72 inches in diameter. Holds 250 gallons. Weighs roughly 600 pounds.

ALCOHOL PRICES

These wholesale prices are for the liquid price only and do not cover the cost of the container. A suggested retail price is three times the wholesale price. A bartender would then sell a half jug of Bitter Black for 3 or 4 silver pieces on average and would not sell it for the 13 copper pieces wholesale price.

BEER

Bitter Black. This is a very dark stout served at room temperature.

Bleak Stout. This dark brown stout has almost double the normal alcohol level and its taste is very bitter with a strong chocolate aftertaste. *Intoxication DC 11.*

Dragon's Breath. This is a bitter dark beer known for its foul smell.

Goblin Boblin. Goblins call this terrible liquid boblin, while other humanoids call it, "goblin piss." This substance is only non-poisonous because of the amount of water in it. *Intoxication DC 7.*

Golden Sands. Golden sands ale comes in basic, gold, and orange flavors. The prices are the same for this ale.

Halfling's Best. This beer is as black as ink but sweet and fruity. *Intoxication DC 11.*

North Brew. This dark amber beer is one of the cheapest beers that won't poison you.

Old One Eye. This lager has a red color and it is rumored to be brewed with hot peppers.

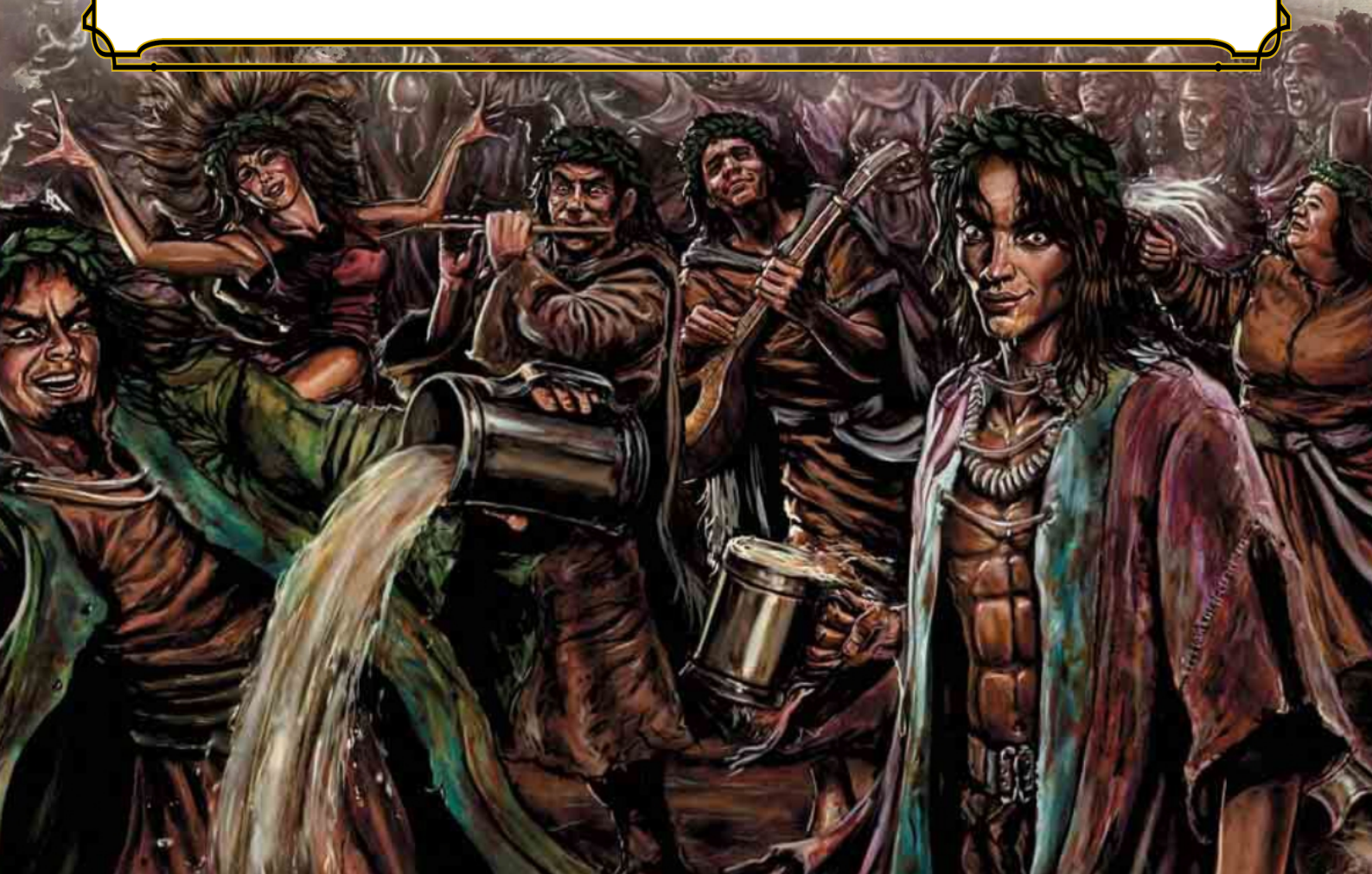
Purple Noble. This ale is crystal clear and filled with hidden flavors that are changed annually. The wealthy brag about being able to discern the year based on what tastes are included. This ale is mostly a status symbol. The ale has no purple coloration and the origin of its name is included in at least forty different and contradictory ballads.

Shadowdark Ale. This ale is frothy and brown.

Wizard's Choice. This is a yeasty red beer. *Intoxication DC 11.*

BEER

Name	Tun	Butt	Barrel	Cask	H Keg	Jug	H jug
Bitter Black	30gp	15gp	5gp	25sp	4sp	24cp	15cp
Bleak Stout	40gp	20gp	66sp	33sp	5sp	3sp	18cp
Dragon's Breath	10gp	5gp	16sp	8sp	12cp	7cp	4cp
Goblin Boblin	8gp	4gp	14sp	7sp	11cp	6cp	3cp
Golden Sands	16gp	8gp	26sp	13sp	2sp	12cp	7cp
Halfling's Best	30gp	15gp	5gp	25sp	4sp	24cp	15cp
North Brew	8gp	4gp	14sp	7sp	11cp	6cp	3cp
Old One Eye	15gp	75sp	25sp	13sp	2sp	12cp	7cp
Purple Noble	50gp	25gp	82sp	41sp	7sp	4sp	24cp
Shadowdark Ale	18gp	9gp	3gp	15sp	24cp	14cp	9cp
Wizard's Choice	15gp	75sp	25sp	13sp	2sp	12cp	7cp



CIDER

Hill Cider.

This cider is fermented with a secret mix of fruits and apples and has a dark orange color. This cider is as alcoholic as a strong wine. *Intoxication DC 12*

Knee Cracker Cider.

This is the most readily available cider. It is cheap, gritty, and inconsistent in flavor.

Troll Pear.

This pear cider is as exclusive as it is flavorful. What a pear has to do with a troll is not explained but the marketing has caught on. For those who can afford it, this is the finest cider to be found.

Vilhoun Cider.

This cider is known for its strong cherry flavor and its smoothness. It is usually served piping hot.

CIDER

Name	Tun	Butt	Barrel	Cask	H Keg	Jug	H jug
Hill Cider	30gp	15gp	5gp	25sp	4sp	24cp	15cp
Knee Cracker Cider	8gp	4gp	14sp	7sp	9cp	5cp	3cp
Troll Pear	60gp	30gp	10gp	5gp	8sp	5sp	3sp
Vilhoun Cider	40gp	20gp	66sp	33sp	5sp	3sp	18cp

WINE

Abbey Red.

This red wine comes from a variety of abbeys and monasteries that produce wine to help support their way of life. Each of these wines is slightly different and most consumers have a particular abbey they prefer.

Bloodwine (Raisin).

This very hearty wine is deep red in color and is said to be made from grapes grown over battlefields. This is hopefully not true.

Clarry.

This is a generic table wine, often water down, then sweetened with honey.

Evermead.

This elven mead is always brewed exactly the same and in secret. Every cup of this golden shimmering liquid tastes exactly the same; it is the perfect mix of sweetness, spice, and smoke. Rumor states that the mead is aged for one hundred years before ready for drinking. It is also rumored that elves on every Plane of Existence brew evermead exactly the same. *Intoxication DC 15*

Far Ridge Red.

This is a sweet dessert wine that is more rose than red colored. This wine claims to use a secret mix of grapes from all over the world. Those with a refined palate say the peculiar taste is just sugar covering up the water.

Fire Wine.

This extremely strong and spicy wine is reputed to have medicinal qualities. *Intoxication DC 12*

Glowfire.

This is a pale chartreuse wine with very faint luminescence in darkness. This wine has a strong pear taste.

Highdusk Dark.

This sweet spicy wine is almost black in color and has a very high alcohol content. *Intoxication DC 12*

Mead.

Mead is only made with honey and it is easily fouled and

hard to make. The price reflects the difficulty making it and it is definitely an acquired taste. *Intoxication DC 9*

Redwood Dry.

Very dry red fortified wine with a strong wood and berry taste.

Special Vat.

This pale fortified red wine causes the lips and tongue to go slightly numb and tingly. It tastes like grapes, strawberries, and raspberries.

Table Wine.

The only thing fouler than generic watered down table wine, purchased in bulk, are cooking wines. But for those looking for intoxication over cost or taste, table wine will work just fine. *Intoxication DC 7*

Temple-Under-Rock.

This is a very rare fortified wine on the surface and it is imported from a variety of underdark sources. It is always kept in opaque ceramic vessels as it quickly loses taste and its signature green glow if exposed to any light. This wine is rumored to be made of mushrooms that have never seen daylight.

Topaz.

This is a yellow to amber colored wine, slightly dry and balanced, with a nutty flavor.

Spiced Wine.

This is a catch-all label for a wide variety of spiced or mulled wine made by different regions and city-states. The price listed is the average price.

Westgate Ruby.

This is a bold crimson wine with a slightly bitter taste and is one of the most commonly found wines considered acceptable to serve to one's guests.

Winter Wine.

This fortified wine is usually only available in the summer when the passes to the frigid polar regions are open for trade. This pale purple-blue wine is very strong and very sweet.

WINE

Name	Tun	Butt	Barrel	Cask	H Keg	Jug	H jug
Abbey Red	-	-	12gp	6gp	1gp	6sp	36cp
Bloodwine (Raisin)	70gp	35gp	12gp	6gp	1gp	6sp	36cp
Clarry	35gp	175sp	58sp	29sp	5sp	3sp	18cp
Evermead	-	-	-	-	50gp	30gp	18cp
Far Ridge Red	42gp	21gp	7gp	35sp	6sp	36cp	2sp
Fire Wine	38gp	19gp	63sp	32sp	5sp	3sp	18cp
Glowfire	54gp	27gp	9gp	45sp	7sp	42cp	25cp
Highdusk Dark	-	-	60gp	30gp	5gp	3gp	18sp
Mead	48gp	24gp	8gp	4gp	6sp	36cp	2sp
Redwood Dry	48gp	24gp	8gp	4gp	6sp	36cp	2sp
Special Vat	56gp	28gp	93sp	47sp	75cp	45cp	27cp
Table Wine	20gp	10gp	33sp	17sp	27cp	16cp	10cp
Temple-Under-Rock	-	-	-	10gp	16sp	10sp	6sp
Topaz	42gp	21gp	7gp	35sp	6sp	36cp	2sp
Spiced Wine	-	-	6gp	3gp	5sp	3sp	18cp
Westgate Ruby	30gp	15gp	5gp	25sp	4sp	24cp	15cp
Winter Wine	65gp	33gp	11gp	55sp	9sp	54cp	33cp

CHAMPAGNE

Gladfeet Woods Champagne.

The Gladfeet vineyard produces a variety of halfling champagnes, but their “woods” bottles are the most expensive and the most exclusive; only a bottle of Ice Ten being is harder to find. Gladfeet Woods is the champagne of choice for most nobles. These bottles always come with a one-inch cube of wood inside. How the halflings manage to put a cube of wood, larger than the mouth of their glass bottles, into their champagne is still a mystery.

Ice Ten Champagne.

This pale blue champagne is considered the very best and comes from the Vonnegut vineyards. The halflings that run the vineyard claim that their grapes were brought here from “elsewhere,” refusing to explain what that means. What is certain, is that no known grape produces light blue champagne of such perfect fizz and taste.

Lilly and Boar Champagne.

Lilly and Boar is the largest halfling vineyard making true halfling crafted champagne. There are a few other halfling vineyards that make true champagne, but they are less known with similar prices.

Tall Champagne “Crock”.

Tall champagne is any champagne not made by halflings. The color quality, bubbles, and taste are always slightly off. This is called “crock” by halflings or “shelf champagne” by commoners and is the easiest sparkling wine to find. To counteract the taste, makers of Tall Champagne increase the alcohol content. *Intoxication DC 12*

Zyggies Bubbly.

Zyggies’ vineyard is run by gnomes, who claim to have discovered how to make champagne without grapes. This champagne is barely better than crock, made by gnomes, and smells slightly like flammable oil.



CHAMPAGNE

Name	Tun	Butt	Barrel	Cask	H Keg	Jug	H jug
Gladfeet Woods Champagne	60gp	30gp	10gp	5gp	8sp	5sp	3sp
Ice Ten Champagne	-	-	-	50gp	83sp	5gp	3gp
Lilly and Boar Champagne	42gp	21gp	7gp	35sp	6sp	36cp	2sp
Tall Champagne "Crock"	30gp	15gp	5gp	25sp	4sp	24cp	15cp
Zyggies Bubbly	-	-	63sp	32sp	5sp	3sp	18cp

LIQUOR

Absinthe.

This licorice flavored drink follows drug intoxication rules.

Cherry Fire.

This cherry liquor has a strong spice kick.

Death Wish.

This liquor is pale yellow and is always served with a mouse skull. It smells of sunflower oil.

Elquestria.

This is the generic name given to elven liquors that are made for export by non-elven distributors. These weak liquors vary per region but most are gins that smell like a forest after a heavy rain.

Elverquisst.

This rare and expensive liquor is said to be distilled from sunlight and rare berries. This drink is often used sparingly in various elven rituals and is rarely exported. It is always stored in glass. *Intoxication DC 13.*

Fireball.

This is a cinnamon schnapps that is hard to get used to. It was originally marketed for spellcasters to drink but it never really caught on. Its sits on most bar shelves as a gimmick more than anything else.

Flindmaker.

This clear liquor smells vaguely of rotten eggs and was originally made by gnolls. Certain barbarian tribes and hill giant clans began to drink it as a right of passage. It has gained prominence as the drink to start a celebration, "because everything else will taste better."

Hog Piss.

This eloquently named swill is one of the cheapest liquors known. It tastes terrible, causes horrendous hangovers, and is very widely distributed or made "out back."

Kumiss.

This is fermented horse milk. It isn't terribly rare but is not purchased very often outside of certain regions. The taste of this weak liquor is very "acquired."

Seawine.

This potent grain alcohol is not wine and not made from grapes. It is similar to a very potent grain alcohol distilled from starches found in saltwater swamps and coastal regions. The taste is said to be rather terrible but seawine is not drunk for its taste; it is drunk for its incredible potency. This stuff is very flammable.

Shasta.

This is a cheap sake that is not distilled but brewed. Grain alcohol and other extracts have been added to it to the point where it is barely sake anymore. This is what a merchant might drink when pretending to have taste. If nothing else, shasta is very potent. *Intoxication DC 13.*

Vodka.

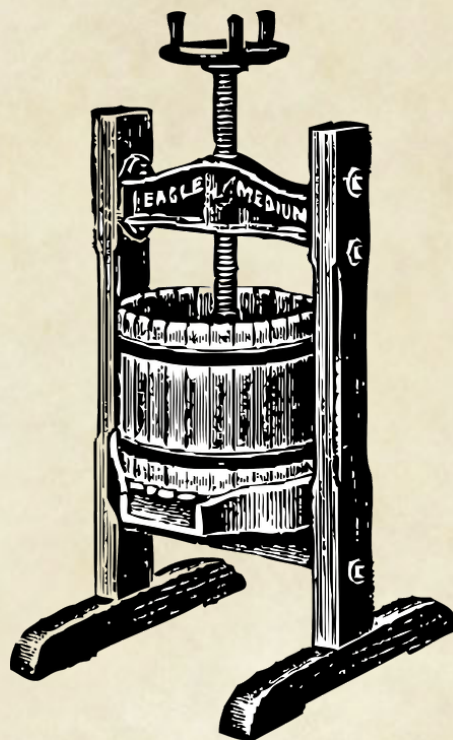
This liquor runs the gamut from very good to very poor and is usually made from potatoes, rye, or root starches. The price listed is for medium quality vodka. The very best vodka will run roughly 20 times as much.

White Eye Whiskey.

This whiskey has recently hit the market and is stamped with a large blind eye. The literature says it's brewed by the famous pirate, White Eye, who no one has ever heard of. But one thing is for certain; this perfectly aged and smokey whiskey is one of the best whiskeys being made now: at this price it should be.

Zzar.

This is technically a heavily fortified sherry wine. It is said to taste better in salty air and has become the liquor of choice amongst sea pirates and merchants. *Intoxication DC 12.*



LIQUOR

Name	Tun	Butt	Barrel	Cask	H Keg	Jug	H jug
Absinthe	-	-	-	-	9sp	54sp	33sp
Cherry Fire	-	-	-	42sp	7sp	42cp	25cp
Death Wish	-	-	-	30gp	5gp	3gp	18sp
Elquesstria	-	-	-	-	-	76sp	50sp
Elverquist	-	-	-	-	-	-	10pp
Fireball	-	-	-	30gp	5gp	3gp	18sp
Flindmaker	-	-	-	30gp	5gp	3gp	18sp
Hog Piss	-	-	-	-	10sp	66cp	44cp
Kumiss	-	-	-	-	-	-	65cp
Seawine	-	-	-	50gp	8gp	53sp	35sp
Shasta	-	-	-	40gp	64sp	43sp	28sp
Vodka	-	-	-	48gp	8gp	53sp	35sp
White Eye Whiskey	-	-	-	75gp	12gp	8gp	48sp
Zzar	-	-	-	42gp	67sp	40sp	24sp

MAGICAL ALCOHOL

ALCOHOLIC POTIONS

Potion (alcohol), any

Potions as alcohol. Dwarven and gnomish spellcasters, brewers, and alchemists will sometimes create potions that are also alcoholic. If magical alcohol exists in a campaign then the easiest way to implement it is to give an existing potion an intoxication saving throw DC.

As an example, the dwarven deity Hanseath has dwarven clerics that are also brewers. One enchanted brew that they are known to make is *hanseath rock stout* (*potion of stone giant strength* with a DC 12 intoxication saving throw).

Garl Glittergold's clerics are known to make *glitter mead* (*potion of greater healing* with a DC 11 intoxication saving throw).

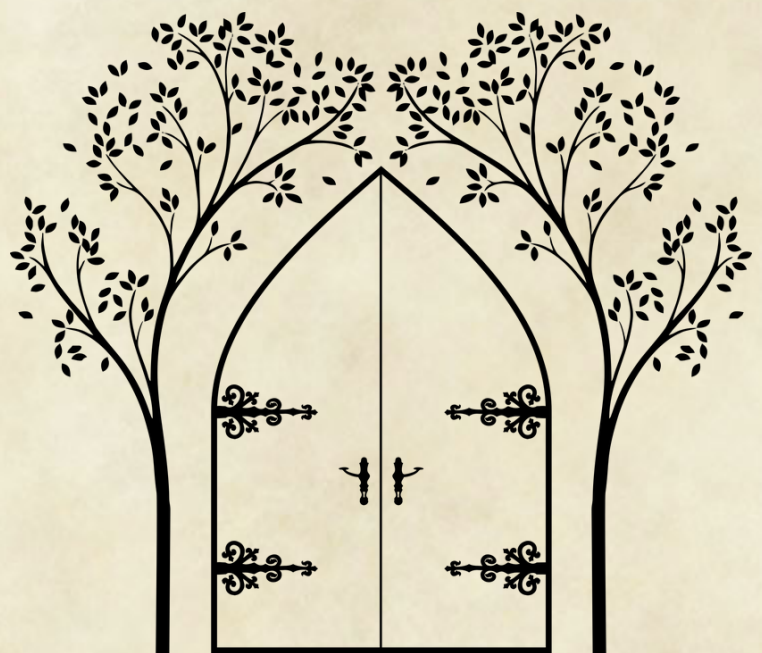
A DM could easily make more or include a small chance that every found magic potion is also an alcohol. Beyond alcoholic potions, there are specific magical alcohols which are more involved than adding an intoxication DC to an existing potion. More will be added to this list as they are discovered.

AMBROSIA

Wondrous alcohol, rare

This is a mysterious substance from the Plane of Celestia and is quite literally distilled joy. Evil creatures that drink this take 13 (2d12) acid damage or half damage if they make a DC 16 Constitution saving throw. Ambrosia will not intoxicate an evil creature; it will burn one. An evil creature that survives drinking ambrosia usually describes its taste as, "sorrow mixed with regret." Neutral creatures that drink ambrosia speak of it as a fine grain alcohol (DC 15 intoxication saving throw) but they experience no other effects.

A good aligned creature that drinks a dose of ambrosia will gain advantage on their next Charisma saving throw if it is needed in the next 10 minutes. Good spellcasters will also gain a +1 to their next spell DC as long as they cast a spell in the next 10 minutes. Good creatures get intoxicated on ambrosia and they must make a DC 15 intoxication saving throw or gain one level of intoxication.





BLOOD IS VICTORY

Wondrous alcohol, uncommon

This magical brew is created by the gith and is often given away or sold for next to nothing if brave creatures intend to fight against the gith's most hated enemy: illithids. Most consumers are told that this magical liquid will help protect them from the mind flayer's feared ability to extract and eat one's brain. This is mostly true.

The drinker of blood is victory faces a DC 12 intoxication saving throw, or they gain one level of intoxication. They feel no other ill effects until later.

Any creature, not immune to acid, will take 13 (2d6 + 6) acid damage if they taste the blood of a creature that has drunk blood is victory in the last 8 hours. The drinker must also make a DC 14 Charisma saving throw or be stunned until the end of their next round.

Illithids that consume a brain laced with blood is victory are not stunned but must make a DC 17 Constitution saving throw or be incapacitated for 2d3 rounds as they vomit and shake uncontrollably. If they succeed on their saving throw then they suffer the effects of 4 levels of intoxication for 2d3 rounds. Mind flayers that are intoxicated due to blood is victory are unable to use any psionic powers or attacks.

If a creature drinks blood is victory and is still alive 8 hours later, then they must make a DC 14 Constitution saving throw or be poisoned until they take a long rest.



enough to drink it. This wine has no effect on creatures with the fey creature type or elves, gnomes, or half-elves. Other creatures drinking fey wine face two separate problems. They must make a DC 15 intoxication saving throw or gain two levels of intoxication. Any creature intoxicated by fey wine has disadvantage when trying to resist any enchantments, charms, mind and emotional control magic, or other controlling abilities used by fey creatures. This wine is always used as a way to entrap mortals or pass unconscious trespassers through the closest exit portal. Fey wine loses its magic after a full day outside of the Fey Realm.

FUTUREEN

Wondrous alcohol, rare

This enchanted wine is only made by cloud or storm giants. It is sold occasionally to the "tiny ones." Each dose of futureen is roughly a gallon of liquid stored in a glass jug.



FEY WINE

Wondrous alcohol, very rare

Fey wine is any wine made in the Fey Realm with the sole purpose of enthralling or confusing any non-fey foolish



When used properly, this drink will grant the drinker premonitions for a very short time. If used outside of battle, and if the drinker is attempting a skill that only takes an action, then they gain advantage on that one ability check.

The entire liquid must be consumed within twelve seconds for the magical effect to take hold. First, the drinker must make a DC 12 intoxication saving throw or gain 3 levels of intoxication and become unconscious for 1d10 rounds. If they succeed then the user only gains 1 level of intoxication and is granted advantage on any melee, ranged, or spell attacks for 1d4 rounds due to the limited precognition granted by this magical wine. After this time elapses the user must make a DC 14 Constitution saving throw or gain the poisoned condition for one hour.

A giant drinking this drink faces a DC 11 intoxication saving throw with disadvantage. If they fail they gain one level of intoxication. This drink has no other effect on giants.

ICE EIGHT CHAMPAGNE

Wondrous alcohol, very rare

The mad halfling Vonnegut is said to have destroyed an entire world with Ice Nine after he “accidentally” froze all the liquid water: all of it. His family escaped the frozen world, bringing along their unique version of champagne. Of the magical champagne experiments, only ice eight and ice ten can still be made by the Vonnegut halflings. Some of the bottles of ice eight are unaccounted for after a recent break-in of the Vonnegut vineyard.

Ice nine champagne bottles are made with coal black glass and glass stoppers. If the liquid is carefully poured into a glass it glows with a red, almost pink light. Each bottle has three doses that can be used separately or the entire bottle can be thrown and or smashed.

Anyone drinking a dose of ice eight must make a DC 14 intoxication saving throw or gain one level of intoxication and be slowed, per slow spell for 3d12 minutes, with success still causing intoxication but not a slow effect. For the next hour after drinking ice eight, the drinker can, as an action, freeze three cubic feet of water every round by touching water (and other liquids that can freeze) that are not flowing. If they continue to use this ability for multiple rounds then the water freezes outwards at a rate of one extra cubic foot of ice per round. Any creature in the water when it freezes takes 13 (2d12) cold damage each round for as long as they remain in the ice.

The drinking of a dose of ice eight also causes 13 (2d12) cold damage to anything in contact with the drinker’s skin, to include equipment and clothing. The drinker also inflicts 2d12 cold damage to a creature or object that is struck or held with their hands.

Ice eight will explode with cold energy if it is broken or poured quickly. This energy causes 39 (4d12 + 12) cold damage to everything within a thirty-foot-sphere radius. Targets affected by this damage take half damage if they succeed on a DC 14 Constitution saving throw.



STILL STORM

Wondrous alcohol, very rare

A milky rain falls upon the Upper Planes whenever there is a death of a powerful champion of good. This liquid can be bottled, distilled, and enchanted to create a very powerful antidote to all emotional trauma or control. Any creature that drinks still storm is cured of all negative emotions such as despair or fear. The user is also released from any form of magical control that was not entered into willingly. The user has all forms of horror or insanity cured.

The drinker is immune to all spells or effects that affect the mind, emotions, or exert control on the drinker for an hour. This magical alcohol has a DC 13 intoxication saving throw.

WINE OF ETERNITY

Wondrous alcohol, legendary

This enchanted wine can only be crafted in the underdark by the illithids. They charge a steep price if they can even be negotiated with at all. This wine is rumored to taste of fermented cherries with a hint of copper. The moment the wine is tasted or makes contact with the blood of a living creature (this wine has no effect on undead or constructs) the drinker must make a special saving throw.

This special saving throw is a combination of the victim’s Constitution and Wisdom bonuses added to their level or challenge rating (whichever is higher). The DM then rolls a d100. If the roll is at or less than the special saving throw then they are permanently immune to the wine of eternity. If they fail this special saving throw then they fall asleep and cannot be awoken, short of a *wish* spell. The only known living creatures immune to this wine are illithids.

While asleep the victim will not need to drink, eat, or excrete anything. Any poison or disease in the process of harming the victim will be paused while they sleep. New poisons and disease used after the victim is asleep will not function. But the victim can still be killed by exposure to the elements, damage, hungry wolves, etc. The victim is allowed another special saving throw each year that they are under the effects of wine of eternity. But each year reduces their special saving throw by - 1. Regardless of the special saving throw's eventual number, a roll of 1 on a d100 always indicates that the victim awakens. No living creature (other than illithids) are immune to this wine unless they have succeeded on the special saving throw before. Any creature that is immune or resistant to normal sleep or poison has advantage on their special saving throw.

As an example, Bobert the 8th level barbarian has a Constitution bonus of 4 and a Wisdom bonus of 0. On a dare he drinks from the wine of eternity because he may be dumb, but he is no coward! To resist the wine he must roll a $(4+0+8 = 12)$ or 12 or less on a d100. He rolls a 9 and his feat is immortalized in song ... or he rolls a 29 and he is just

another dumb barbarian who will get a chance to wake up next year if he isn't killed. But this second roll will have to be 11 or lower on a d100.

As another example, a level 15 dark elf priestess, who is normally very resistant to sleep and poisons, drinks of the wine of eternity during an attempted poisoning by her eldest daughter. Her Constitution bonus is +1, and her wisdom bonus is +5. She must roll a 21 or lower on a d100 to resist its effects. She rolls a 33, then with advantage, rolls again and gets a 15. She resists and is immune to the wine of eternity. She will soon enact a purge against her daughters.

Wine of eternity is sometimes drunk on purpose, by normally sane creatures, because it has a rarely known curative property. Any creature that wakes up due to a successful saving throw, having spent at least a year asleep, will be cured as if a *greater restoration*, *heal*, and *regeneration* spell were cast upon them. This curative effect takes effect the moment they wake up. There is no limit to how long a creature will sleep, assuming their body comes to no harm. At worst there is a 1% chance each year that they will wake up.



CHAPTER 3: DRUGS

Drugs function as poisons that allow the imbiber an initial and a secondary saving throws to resist their effects. Any spells or abilities meant to resist or change the behavior of poisons also works on drugs. A creature that willingly takes a drug automatically fails both saving throws. The saving throws are designed for those who take a drug unawares or are forced to take it. Drugs likely arise in any society of humanoids eventually. Depending on a particular society, it is either an open secret or very illegal and repressed violently. [Drug descriptions](#) are found on the following two tables.

Intoxication. A creature that is affected by a drug gains one level of intoxication if a “I” is listed in this column, or two levels of intoxication if a “II” is listed in this column. Fractional intoxication requires multiple doses to cause a level of intoxication. This can be found in the drug properties table.

Addiction. Drug addiction is rated according to their addictive potential, or risk (found on the Drug Properties Table). A person must make an addiction (Constitution) saving throw when using a drug to avoid becoming addicted. While addicted, a creature takes temporary ability damage unless they continue to take the drug regularly. The regularity with which they have to take the drug is satiation.



As an example, Bobert takes a dose of devil weed. Its addiction potential is Medium, which is a DC 11 addiction (Constitution) saving throw. Bobert fails his save and is now addicted to devil weed. If he does not take another dose in the next five days he will suffer ability score reductions, found on the Drug Addiction table.

An individual's long-term addiction increases the addiction rating for that individual. For each two months of using a drug, the addiction saving throw for that drug increases by one for that creature permanently. Specific addiction information is based on risk which is listed in the [drug addition](#) table.

DRUG CHARACTERISTICS

Drug characteristics are listed in the [drug properties](#) table. Drugs are further separated into natural intoxicants that can be found in nature (reality), and wondrous intoxicants that only exist in Dungeons and Dragons or other fantasy settings. Drugs have initial effects, secondary effects, side effects, overdoses, and intoxication levels. Being intoxicated while on a drug is usually only a minor effect compared to the drug's effects, side effects, or overdose potential. Drug intoxication and alcohol intoxication are the same for simplicity sake. An ogre with two levels of alcohol intoxication that then decides to take a dose of devilweed would have three [levels of intoxication](#).

Initial. The effect of the drug if the initial saving throw is failed. The result of one saving throw indicates whether all or none of these occur.

Secondary Effect. The effect of the drug if the secondary saving throw is failed.

Side Effect. Side effects, if any. These occur immediately upon taking the drug, usually. Overdose. What constitutes an overdose and the effects of an overdose on a creature.

Drug Addiction Examples. Bobert the Barbarian is addicted to fey food. The DM consults Drug Addiction and Properties Tables, and sees that fey food has a negligible addiction risk. Therefore Bobert needs to have one dose of fey food once a day to have his addiction satiated. After 24 hours of not having fey food Bobert rolls an addiction (Constitution) saving throw of DC 6 and saves. He is on his way to natural recovery but gains a -1 Dexterity penalty for as long as he is addicted and not taking fey food.

The next day Bobert succeeds on his addiction saving throw, and after two successes in a row, Bobert is not addicted to fey food and he will recover his Dexterity after a long rest. After conquering his addiction to fey food, Bobert becomes addicted to black eye. Bobert makes poor life choices.

The addiction risk for black eye is medium. After consulting the drug addiction table, the DM sees that medium risk has an addiction saving throw of 11 and a satiation of 5 days. Bobert goes 5 days without using black eye, succeeds at his addiction saving throw of DC 11, and has a reduction in 1d4 Dexterity and 1d4 Wisdom. Bobert finally succeeds on two addiction saving throws in a row, is cured of his addiction and his reduced abilities are cured after a long rest. Bobert is addicted again, has a greater restoration cast, and skips natural recovery.

DRUG ADDICTION TABLE

*Satiation is how long an addict can go without having to take another dose. Failure to take another dose causes ability score reductions in addicts that cannot then be recovered naturally until the addiction is cured or satiated.

**An ability score of 0 forces a permanent incapacitated condition unless the ability score is restored to at least 3 with magic, long rest, or the passage of time. Having a Constitution of less than 1 forces a variant death save every hour until stabilized with three successes (Constitution is now 3), or death after three failures. If the Constitution score becomes 3 or higher, for any reason, then the variant death saves do not occur.

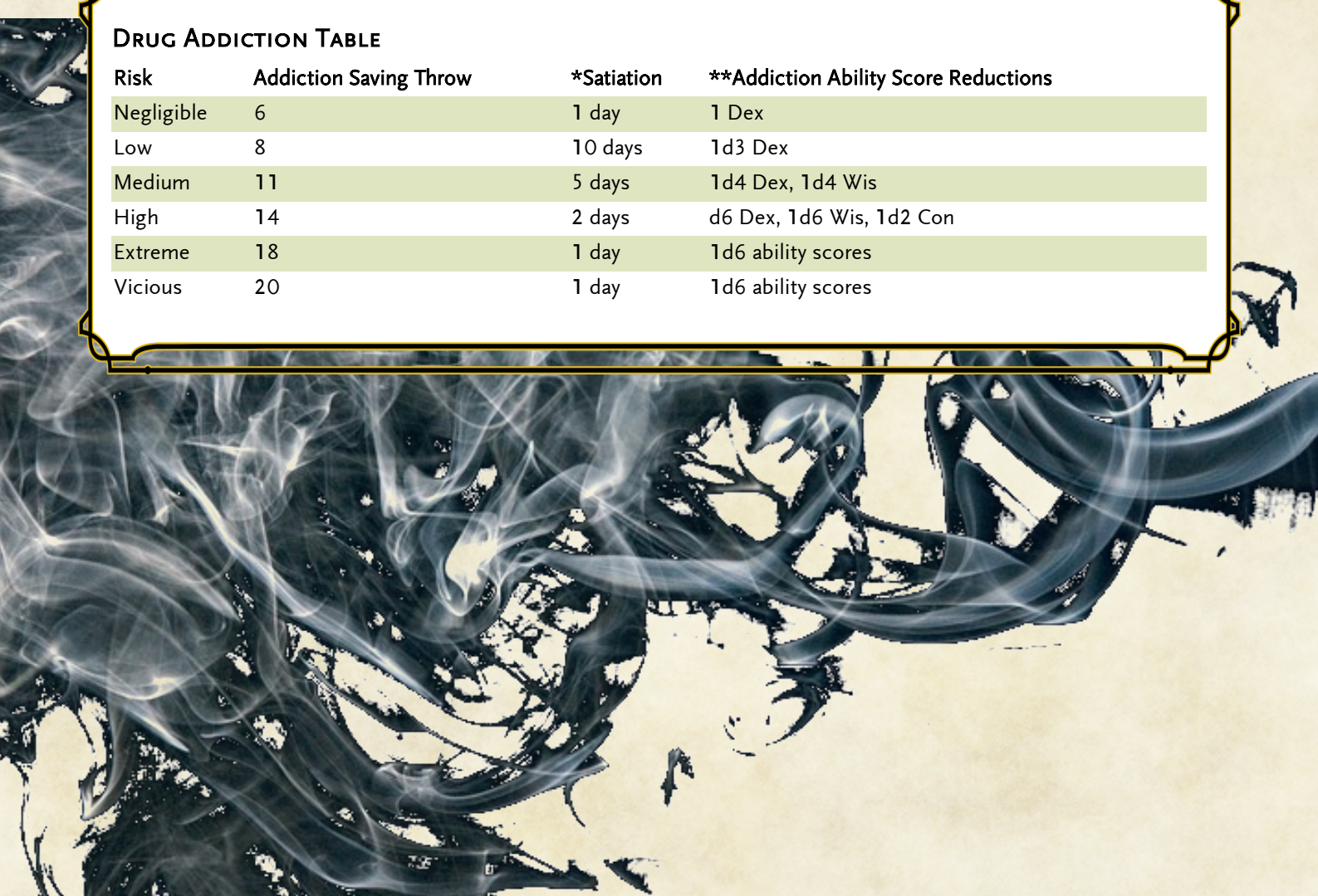
Addiction Recovery (Natural): Once addicted, any creature who succeeds on two addiction saving throws in a row is no longer addicted. The creature can still be addicted to the same drug later and any increases in the saving throw due to long term use will still apply.

Addiction Recovery (Magical): Lesser restoration and restoration will only cure ability damage due to drug use. Those spells will not cure an addiction, but they might make the saving throw easier. A greater restoration spell will cure a single drug addiction. Heal and wish will cure all addictions.



DRUG ADDICTION TABLE

Risk	Addiction Saving Throw	*Satiation	**Addiction Ability Score Reductions
Negligible	6	1 day	1 Dex
Low	8	10 days	1d3 Dex
Medium	11	5 days	1d4 Dex, 1d4 Wis
High	14	2 days	d6 Dex, 1d6 Wis, 1d2 Con
Extreme	18	1 day	1d6 ability scores
Vicious	20	1 day	1d6 ability scores



DRUG DESCRIPTIONS

ABSINTHE

Natural intoxicant, Uncommon

The bulk prices of absinthe are found [in the alcohol section](#). Absinthe is an anise or licorice flavored spirit made of a variety of botanicals that includes wormwood. Absinthe can be psychoactive, but most consumers would have a hard time differentiating between fake and real absinthe. Addicts of absinthe take 1 Charisma damage, not 1 Dexterity damage normally associated with a negligible drug [addiction risk](#).

Initial. User will have disadvantage on any Wisdom ability checks or saving throws for 2d6 minutes.

Secondary Effect. User will feel very creative and outgoing with a +1 modifier to Wisdom (50% chance) or Charisma (50% chance) ability checks for 30 minutes.

Side Effect. This side effect occurs an hour after taking the last shot of absinthe. User must succeed on a DC 12 Charisma saving throw or lose 1d4 Dexterity until a short rest is completed.

Overdose. If more than six doses are taken in a 12 hour period, the the user must make a DC 10 Constitution saving throw or be incapacitated for 1d6 hours. For each dose beyond six doses in a 12 hour period, add 2 to the saving throw DC.



DRUG PROPERTIES

Name	Saving Throw	Price/dose	Difficulty to Craft	Addiction	Intoxication
Absinthe	Wis DC 10	Alcohol	Medium	Negligible	I
Agony	Con DC 16	200 gp/dose	Very Hard	Extreme	II
Ayahuasca	Str DC 14	7 gp/dose	Hard	Low	I
Baccaran	Wis DC 12	18 gp/dose	Hard	Low	I
Bee Gee	Str DC 11	10 gp/dose	Hard	Low	I
Black Eye	Str DC 13	3 gp/dose	Medium	Medium	I
Cannabis	Wis DC 8	5 cp/dose	Very Easy	Negligible	½ I
Coca Leaf	Con DC 7	5 sp/dose	Easy	Low	½ I
Devilweed	Chr DC 12	6 sp/dose	Medium	Low	I
Dream Herb	Int DC 13	9 sp/dose	Medium	Medium	I
Fey Food	Dex DC 18	Free	Impossible	Negligible	II
Inebriating Mint	Dex DC 13	3 sp/dose	Easy	Low	I
Ink	Int DC18	50 gp/dose	Impossible	High	II
Luhix	Con DC 18	40 gp/dose	Impossible	Vicious	II
Mandrake Root	Chr DC 16	45 gp/dose	Very Hard	High	II
Mordayn vapor	Int DC 10	20 gp/dose	Hard	High	I
Mushroom powd	Con DC 12	10 gp/dose	Very Hard	Medium	I
Poppy	Chr DC 15	5 gp/dose	Hard	Very High	II
Psilocybe	Str DC 12	3 sp/dose	Easy	Medium	I
Redflower leaf	Int DC 8	2 sp/dose	Very Hard	Low	I
Slannish	Con DC 8	3 gp/dose	Medium	Medium	II
Terran Brandy	Chr DC 17	100 gp/dose	Impossible	Low	II
Tobacco	Con DC 7	1 sp/dose	Easy	Low	½ I
Vodare	Str DC 12	9 gp/dose	Easy	High	I
White Magnolia	Con DC 11	7 gp/dose	Medium	High	I

AGONY (LIQUID PAIN)

Wondrous intoxicant, Legendary

This thick, reddish liquid is the distilled essence of pain, captured by fiends, or the use of special spells or items. It is highly sought after by natives of the Outer Planes and certain cults.

Initial. User is stunned for 1d4 + 1 rounds. User is under a slow effect, as spell, for 1d6 minutes after.

Secondary Effect. 1d4 + 1 bonus to Charisma for 1d10 + 50 minutes.

Side Effect. Feelings of intense pleasure last for 1d4 hours.

Overdose. If more than one dose is taken in a 24 hour period, then user must make a DC 14 Constitution saving throw or become incapacitated for 1d4 hours.

AYAHUASCA

Natural intoxicant, Uncommon

Ayahuasca is a tropical vine used by shamans and hedge witches to achieve spiritual reawakening and revelations. It is usually mixed with a variety of other plants into a thick drink, also called ayahuasca, that is as bitter as it is salty. This drink is very dangerous if made incorrectly or if more than one dose is used in a week.

Initial. User makes a DC 8 Strength saving throw or becomes incapacitated for 2d3 hours.

Secondary Effect. After thirty minutes the user gains one level of intoxication and must make a DC 10 Strength saving throw to perform any action other than sitting, laying down, or walking slowly. A failure results in the user being prone. User will begin to have wild visions and daydreams. This lasts for another thirty minutes.

Side Effect. At the end of the secondary effect the drinker must make a DC 12 Constitution saving throw or gain the poisoned condition for an hour.

Overdose. Anyone foolish enough to drink this more than once in a week must make a DC 14 Constitution saving throw or take 21 (6d6) poison damage, success resulting in half damage.



BACCARAN

Wondrous intoxicant, Rare

This pasty substance is dried and kept as a powder or sometimes left as a paste. The ingredients are numerous and hard to obtain. Baccaran is usually ingested.

Initial. Strength is reduced by 1d4.

Secondary Effect. User gains 1d4 + 1 bonus to Wisdom for 1d10 + 15 minutes.

Side Effect. Those under the effects of baccaran make saving throws against illusion spells or effects with disadvantage.

Overdose. If more than two doses are taken in a 24 hour period, then the user immediately takes 13 (2d12) poison damage and the user has disadvantage on all Intelligence, Wisdom, or Charisma saving throws for 2d6 hours.

BEE GEE

Wondrous intoxicant, Rare

This is finely crushed and chemically processed rust-colored rock mineral only found in the underdark. The exact mineral used and the chemical process is a secret of the svirfneblin. The dust is applied to the inside of a user's gums. If the dust is snorted or ingested then an overdose occurs. Effects occur 1d3 minutes after applying.

Initial. All Wisdom (Perception) checks involving sight are at an advantage for 1d3 hours.

Secondary Effect. Wisdom is decreased by 1d4 for 1d3 hours.

Side Effect. Metals and minerals have a noticeable smell, each associated with a different type of flower. But which mineral smells like which flower is not universal. Some merchants dealing in bulk expensive metals or minerals will use bee gee as a means to avoid being swindled. Anything other than metals or minerals has no odor while a user is on bee gee. This effect wears off in 2d3 hours. Habitual users of bee gee tend to have bleeding gums, which is how it got the name "BG" in the first place.

Overdose. Anyone taking more than 2 doses in 24 hours will have to make a DC10 Charisma saving throw or lose one point of Charisma permanently. Anyone taking more than 3 doses in a 24 hour period will automatically fail their Charisma saving throws associated with this overdose.

Habitual users have continually bleeding gums and those who have taken permanent Charisma damage smell like rotting vegetation and are losing or have lost their teeth.



BLACK EYE

Wondrous intoxicant, Uncommon

This drug is a specially mixed combination of lichen, fungus, and dark mud found in some hills or river basins. How the orcs discovered its effects are not clear, but the making of the drug is now generally understood by most humanoids, especially in regions bordered by orcs.

Initial. User has their darkvision range doubled. If user did not have darkvision, then user gains darkvision 30 ft. This effect lasts for three hours.

User gains disadvantage on Intelligence ability checks and saving throws while under this effect due to difficulty concentrating on mental tasks.

Secondary Effect. User gains 1d12 +10 temporary hit points an hour after taking black eye. These temporary hit points only lasts for 1d10 + 10 minutes. Orcs on black eye will attempt to time an assault or raid based on when this effect kicks in. Orcs have learned to leave at least one responsible orc, not on black eye, in order to keep track of time.

Side Effect. User suffers from strange blurring and bright spots in their vision if they move their head quickly or are engaged in combat. This causes disadvantage while rolling for initiative in combat. User will also have difficulty using ranged weapons and all ranged attacks are effectively long range (at a disadvantage) while the user is on black eye.

Overdose. This drug only overdoses rarely which has caused misinformation and a few ruined raiding parties. If a second dose of black eye is used within twelve hours of using the first dose then there is a 3% chance of an overdose. A creature taking multiple doses of black eye in the same twelve hours has the same chances of an overdose, regardless of the number of doses.

Those that overdose are affected by a rage effect, as the barbarian class feature found in the *Player's Handbook*, but they are unable to tell friend from foe and will attack whatever is nearest to them. This rage lasts for 10 minutes. At the end of this rage the user is reduced to 0 hit points and collapses. Death saving throws are resolved as normal.

CANNABIS

Natural intoxicant, Common

Cannabis is the most wide-spread plant with psychoactive properties. It is so widespread and easy to cultivate that the raw plant form has almost no value. Fey and elves are immune to cannabis. For some this is a blessing; for some it is a curse.

Initial. User has disadvantage on any Intelligence ability checks or saving throws for 2d12 minutes.

Secondary. User feels sluggish and happy, suffering a -1 to their initiative rolls for 30 minutes.

Side Effect. User have disadvantage when trying to make saving throws against the frightened condition or to resist sleep.

Overdose. If more than six doses are taken in a six hour period, then the user must make a DC 8 Constitution saving throw or be incapacitated for 1d4 hours.



COCA LEAF

Natural intoxicant, Uncommon

Coca leaf is found in tropical and subtropical areas and is chewed by locals to reduce the effects of exhaustion or malnutrition. The leaves are generally cheap and are chewed on for a few minutes until the effects are felt. It is rumored that gnomes have discovered a way to purify and condense these leaves into a powder.

Initial. User can ignore the negative effects of one level of exhaustion. User will have advantage on ability checks or saving throws to ignore pain, fatigue, or exhaustion. This lasts for 2d20 + 10 minutes.

Secondary Effect. User gains 2d4 temporary hit points after the initial effect wears off. The chewer of a coca leaf will also have advantage on any saving throws to avoid sleep or to resist sleep spells and effects for the next 5d12 minutes.

Side Effect. User loses their temporary hit points and then takes 1d3 points of damage that cannot be resisted or prevented as they crash. They will have a -1 modifier to all saving throws for an hour at the end of the secondary effects.

Overdose. Anyone who takes more than six doses of coca leaf in a 12 hour period must make a DC 12 Constitution saving throw or gain the poisoned condition for 2d4 hours. They must also make a DC 12 Wisdom saving throw or be unable to gain any benefits from a short or long rest for the next 12 hours.



DEVIL WEED

Wondrous intoxicant, Common

Leaves from the wyssin plant are dried and rolled into a tobacco-like substance and smoked.

Initial. Wisdom is reduced by 1. User gets a DC 11 Wisdom saving throw after each long rest to regain this lost ability point.

Secondary Effect. + 1d3 bonus to Strength for 1d4 hours.

Side Effect. User suffers from the frightened condition if combat begins. User can make a DC 11 Wisdom saving throw to remove the frightened condition at the end of their turn. These side effects last until the secondary effects expire.

Overdose. Creatures have been known to become sterile with prolonged use. DM can determine or assign a 3% chance per use. This sterility is permanent, unless a wish is used on the sterile creature.

DREAM HERB

Natural intoxicant, Uncommon

There are a variety of plants all called dream herb by various cultures. These plants can be found in almost any environment to include the tundra. They are favored by shamans and hedge witches to enhance dreams and or used by alchemists to treat stomach and indigestion problems.

Initial. DC 12 Wisdom saving throw or fall asleep thirty minutes after taking dream herb.

Secondary Effect. User has vivid and powerful dreams. If they are allowed to take a long rest while under dream herb effects, then they will wake up with advantage on all Wisdom saving throws and ability checks for 3d4 hours after awakening.

Side Effect. User takes a -2 penalty to their Constitution ability score until the secondary effects are over.

Overdose. These plants are notoriously hard to dose and each dose has a 10% chance of causing an overdose. Otherwise a user of dream herb who takes two doses in a 24 hour period of time has overdosed. Those that overdose must make a DC 12 Constitution saving throw or gain a -2 penalty to their Constitution ability score for 24 hours. An overdose also forces a DC 11 Intelligence saving throw or the user gains a random long-term madness that lasts 2d6 days.



Fey Food

Wondrous intoxicant, Common

The dangers of fey food are mentioned in almost every tale about the fey folk and the Fey Realm. The message is always the same. Don't eat the food in the Fey Realm. Those who are tricked into or willingly eat fey food are at greater risk of becoming quickly intoxicated, with addiction usually the least of one's problems with this dangerous drug.

Fey food can only be made in the Fey Realm and has no properties if brought out of the Fey Realm. It can look like any food imaginable, from small sugar candies to a whole roast ox.

Initial. User makes a DC 14 Dexterity saving throw when attempting to move or all terrain is considered difficult terrain as walking becomes difficult for 3d10 minutes.

Users are often invited to sit down and eat more.

Secondary Effect. User has disadvantage on saving throws against charms or suggestions. User gains advantage on all Charisma ability checks with members of a gender and or race they are attracted to.

Side Effect. User will suffer no ill effects from their levels of intoxication or exhaustion until they are unconscious or die from fatigue (level 10 intoxicated or level 6 exhaustion).

Overdose. If a creature can survive the equivalent of eight doses of fey food in an hour then they become immune to fey food for a year and a day. Once this is noticed the "stubbornly sober mortal" is usually pushed through the nearest portal.

INEBRIATING MINT

Natural intoxicant, Common

This is a variant of mint that is chewed to cause an effect very similar to alcohol intoxication.

Initial. User loses 2 Dexterity that is recovered after 2d10 minutes.

Secondary Effect. After the initial effect wears off, user has disadvantage on initiative rolls for 2d20 minutes.

Side Effect. User will have a very hard time communicating verbally as they slur their speech. They will lose all proficiency bonuses to their Charisma ability skills until the secondary effect wears off.

Overdose. Anyone that takes more than 4 doses in an 8 hour period of time has overdosed and must make a DC 12 Constitution saving throw or have their Dexterity score set to 3 for the next 2d3 hours. If another dose is taken before the Dexterity recovers then the user gains a level of exhaustion for each additional dose taken while overdosing.

INK

Wondrous intoxicant, Very Rare

This blue-black fluid resembles quill ink but smells like cooked pork. Those selling it never seem to know where it comes from. This potent drug is not for the faint of heart, for a drop must be placed on the eye to be used. Ten uses of this drug are found in a very small glass stoppered vial. Those who use this drug claim that all colors drain from reality except for shades of green. This drug is known to cause madness rarely.

Initial. User makes a DC 18 Intelligence saving throw or is stunned for 1d6 rounds.

Secondary Effect. User's Constitution ability score is increased by 4 points, to a maximum of 26. This effect stacks with everything except other Constitution increases caused by drugs.

Side Effect. User's pupils dilate fully for 10d10 minutes. User gains sunlight sensitivity (while in bright light, user has disadvantage on attack rolls and Wisdom checks that rely on sight). User gains darkvision 90 feet. User is proficient with Constitution saving throws if not already.

In some cases (5% chance) this drug causes indefinite madness as the user accidentally glances into something that should not be seen. This will also cause horror in campaigns with horror effects and conditions.

Overdose. Anyone taking more than 2 doses in 24 hours will have to make a DC 22 Charisma saving throw or go permanently blind after their eyes dissolve into grey sludge and run down their face. This also causes 26 (4d12) psychic damage with no saving throw.

LUHIX

Wondrous intoxicant, Rare

This drug is always a light or dark pink powder, closer in consistency to sugar than talc. Luhix is powdered and refined stalks of plants that grow only in the Abyss. Luhix is normally sprinkled onto bleeding, self-inflicted wounds. The wound is then either sealed by magic or bandages.

Initial. All statistics are reduced by 1 until the next long rest.

Secondary Effect. 1d12 rounds after the initial effect occurs, all ability scores are increased by 2. This increase

also increases the normal ability maximum for a creature by +2 for the duration of this drug. This normal maximum is usually 20 or 22 depending on the DM. This increase lasts for (3d4x10) minutes.

Side Effect. After the secondary effects end, the user must make a DC 15 Constitution saving throw or be stunned by an intense agonizing pain. The user can re-attempt a saving throw at the beginning of each round to remove the stunned condition. Upon a successful saving throw against this stun, the user is immune to pain and any effects based on pain for 2d3 hours. The user still takes damage normally.

Overdose. Any user who takes two doses of luhix in a 24 hour period must make a DC 20 Constitution saving throw or die in intense agony. These deaths are usually gruesome as the body snaps tendons, tears muscles, and the heart bursts. Watching a Luhix overdose may cause horror depending on the nature of the campaign.



MANDRAKE

Natural intoxicant, Very Rare

Mandrake root is very poisonous and is only considered a drug if it has been treated by a skilled alchemist or herbalist. Even then, using this drug can kill you. Anyone eating this raw has overdosed.

Initial. User experiences hallucinations for 2d12 minutes that are so vivid they have trouble deciding what is real. This effectively means all saving throws and ability checks are at a disadvantage but the user is completely immune to all forms of illusions or spells. Someone using mandrake can see invisible creatures and objects, but they are required to make a DC 14 Charisma saving throw to realize that they are not hallucinating the seen invisible creature or object.

Secondary Effect. User has a +2 modifier to their Charisma score for two hours after taking mandrake.

Side Effect. After the secondary effect expires, user will lose 4 Constitution until they take a long rest unless they make a DC 16 Constitution saving throw.

Overdose. Anyone eating mandrake raw or untreated has overdosed. Anyone taking more than one dose in a 24 hour period has overdosed. Mandrake overdose causes 26 (4d12) poison damage, or half damage upon a successful DC 14 Constitution saving throw DC 14. User is also paralyzed for 2d4 rounds after an overdose regardless of their saving throw.



MORDAYN VAPOR (DREAMMIST)

Wondrous intoxicant, Rare

This drug looks like dried brown leaf fragments very similar to crushed bay leaf. The only safe way to take this drug is to seep a small amount and inhale the vapors. Those ingesting or snorting mordayn directly, or those drinking the left-over seep water have overdosed. Dreammist is renowned for the beautiful visions it induces

and the deadly peril of its sinister embrace.

Initial. Erotic visions of incredible beauty enthrall the user for the next 1d20 + 10 minutes. User is 50% likely to lose any action per round as they are easily distracted by visions.

Secondary Effect. Constitution and Wisdom damaged by 1d4-1 each. Stats slowly improve after a long rest if no drugs were used in the last 24 hours, with each long rest recovering one Constitution and one Wisdom.

Side Effect. The visions of dreammist are so poignant and compelling that any user that has a dose wear off must immediately make a DC 10 Wisdom saving throw or be compelled as per suggestion spell to acquire more dreammist using any means necessary (usually in line with their alignment). This compulsion lasts 3d20 minutes.

Overdose. If two doses of mordayn vapor are taken in a 24 hour time period then the user overdoses. If the water from the steeped leaves or if dreammist is ingested or snorted then the user overdoses. An overdose requires the user to make a DC 16 Constitution saving throw or take 29 (5d12) poison damage and the user gains the poisoned condition for 1d3 days.



MUSHROOM POWDER

Wondrous intoxicant, Rare

This powder is derived from a rare vibrant blue mushroom that grows in caves, the underdark, or any other suitable area that is never touched by sunlight.

Initial. User's Intelligence and Wisdom are increased by +2 for 1 hour. This increase also increases the normal maximum for a creature for the drug's duration. This normal maximum is usually 20 or 22 depending on the DM.

Secondary Effect. After the initial effects wear off, the user's Strength is reduced by 2. This loss can be recovered by a DC 10 Strength saving throw after a long rest.

Side Effect. Mild hallucinations will bother the user for 1d4 hours after the initial effect wears off. The user's Wisdom and Charisma are reduced by 2 for 1d4 hours.

Overdose. Anyone taking a second mushroom powder dose in 12 hours takes 2d10 poison damage. Anyone taking a third dose in 12 hours takes 4d10 poison damage and must make a DC 12 Strength saving throw or have their hit points reduced to zero. This results in the normal death saving throw process.

REDFLOWER LEAF

Wondrous intoxicant, Uncommon

These are dried and crushed flowers that only grow in saltwater swamps. They are supposed to increase hand-to-eye coordination. This drug is simply eaten and can be baked in foods or distilled in alcohol without losing potency. The secondary effect of this drugs occurs 1d3 rounds after ingesting.

Initial. None.

Secondary Effect. As an action, gain advantage on attacks, saving throws, contests against one opponent you can see within 90 feet. You gain disadvantage against other foes if something other than your target attacks you or if you must save against an effect caused by something other than your target.

Side Effect. Creatures who are pregnant can lose their child with redflower leaf. A DM can decide what this means or they can assign a 33% chance of miscarriage per use of redflower leaf.

Overdose. Taking another dose while still under the effects of redflower leaf will cause the incapacitated condition for 1d4 rounds as the creature violently vomits. This can be resisted by a DC 18 Dexterity saving throw.

POPPY

Natural intoxicant, Uncommon

These are beautiful flowers that can be cut to extract a white latex material. This latex or milk is either distilled in a liquid or refined into a powder that can be smoked. This is one of the most addictive naturally occurring substances to be found.

Initial. User will have their sense of pain drastically reduced. If they are suffering negative effects from pain then the effects will subside for 2d6 minutes.

Secondary Effect. User will be immune to horror or its effects for 2d6 minutes.

Side Effect. User will have disadvantage when rolling initiative as they are slow to act in combat. User must succeed on a DC 10 Constitution saving throw or be incapacitated for 2d12 minutes after the end of secondary effects.

Overdose. If more than two doses are taken in a six hour period then the user immediately gains one level of exhaustion. A creature that takes seven doses of poppy in a six hour period will have six levels of exhaustion and therefore die from exhaustion.

PSILOCYBE

Natural intoxicant, Uncommon

Psilocybes are a type of mushroom with psychedelic compounds in it. The mushrooms are easy to find but some care must be used when harvesting to ensure that toxic mushrooms are not mixed in with the psilocybes. These can be eaten raw or cooked.

Initial. User will feel euphoric and happy, and will be easy to manipulate for 10 minutes.



Secondary Effect. User will see things that are not there or otherwise have issues dealing with reality and will be at a disadvantage on all Dexterity ability checks or saving throws for 2d20 minutes.

Side Effect. After completion of the secondary effects, the user must make a DC 8 Constitution saving throw or fall asleep for 2d4 hours. They can be awakened normally.

Overdose. If more than four doses are taken in twelve hours, then the user must make a DC 12 Constitution saving throw or be poisoned for 2d4 hours and take 6 (2d6 - 1) poison damage.

SLANNISH

Wondrous intoxicant, Uncommon

This drug is a bluish liquid distilled from wolf milk and desert plants. Addicts are easily noticed by the permanent blue stains on their lips.

Initial. User loses 1 Wisdom. This reduced ability point can be recovered by a DC 10 Wisdom saving throw after a long rest.

Secondary Effect. User gains 1d10 temporary hit points and is immune to pain for 1d4 hours.

Side Effect. User is slightly distracted by euphoria as long as the secondary effect is active. They suffer disadvantage on all initiative rolls while distracted.

Overdose. Taking a second dose of slannish before the secondary effect has worn off forces the user to make a DC 13 Wisdom saving throw or be stunned and prone for 2d4 rounds as their nerves fire randomly, leaving them jerking and unable to act or stand.

TERRAN BRANDY

Wondrous intoxicant, Legendary

This magical drink is made from the blood of fey creatures that are tortured for hours. This brandy is always bright green and slightly more viscous than a normal brandy.

Initial. User gains a +1 to their Spell DC and +1 to their Spell Attacks for 1d20 + 20 minutes. A user without spellcasting ability must make a DC 10 Charisma save against or act confused, per spell confusion, for 2d4 rounds.

Secondary Effect. User has their Constitution reduced by 1 point.

After the d20 + 20 minutes the user must succeed at a DC 10 Charisma saving throw or the lost Constitution is permanent.

Otherwise it is restored after a short rest.

Side Effect. Drinking terran brandy is an evil act if the user understands that they are drinking blood extracted by torture.

Overdose. If more than one dose is taken between long rests then the user loses a point of Constitution permanently.



TOBACCO

Natural intoxicant, Common

Tobacco is a broad green leaf that is dried and then rolled as a leaf cigar or broken down to be used as pipesmoke. Raw tobacco is poisonous to most humanoids and those eating it raw must succeed on a DC 8 Constitution saving throw or they gain the poisoned condition for 2d4 hours. When smoked it acts as an intoxicant. Tobacco has a low addiction chance and is a very weak intoxicant. A humanoid would have to have six doses in an hour to gain one intoxicated condition level.

Initial. User will feel more alert and focused, resulting in a +1 to their initiative rolls for 1d6 minutes.

Secondary Effect. User will have disadvantage on Constitution saving throws unless they make a DC 7 Constitution save. This will last for 10 minutes.

Side Effect. An hour after the last dose of tobacco, the user will have a -1 modifier to their initiative rolls for 1 hour.

Overdose. It is difficult to overdose on tobacco but those who succeed at overdosing on tobacco risk death. If a creature uses 12 doses of tobacco in one hour they must make a DC 10 Constitution saving throw or be reduced to 0 hit points. Conduct death saving throws as normal. Those that succeed at this saving throw are poisoned for 2d3 hours.



VODARE

Wondrous intoxicant, Rare

This drug is an extremely bitter brown powder that is usually ingested with sweet wines or juices to hide the bitter taste. This drug is made from flowers that grow over graves or areas frequented by the undead.

Initial. The user is filled with a feeling, often called, "terrible purpose." The skin on their face becomes very tight and they tend to grin while showing all their teeth.

This gives advantage on any attempt to intimidate someone that can see the user. This feeling also gives advantage on saving throws to prevent fright and fear. This lasts for 1d4 hours.

Secondary Effect. The user has disadvantage on any attempt at diplomacy or other attempts to change another's mood using anything other than threat of violence or fear. Any games of chance or attempts to bluff are also at a disadvantage as it is very hard for a user to hide their feelings while using vodare.

Side Effect. The user will tend to make foolhardy decisions and ridiculous boasts of power. Any attempt to encourage the user to commit acts of violence or danger will be hard to resist by the user.

Overdose. Anyone using more than one dose in a 24 hour period must make a DC 14 Wisdom save or be incapacitated for 2d10 minutes while they weep uncontrollably.

WHITE MAGNOLIA

Natural intoxicant, Rare

This is often touted as a sleep aid but it is very addictive. The tree bark and leaves are steeped to make tea that causes a very deep sleep and strange hallucinations. Humanoids in some cultures will intentionally overdose themselves when they become very ill or infirm due to old age or chronic illness.

Initial. Drinker falls asleep and will be difficult to waken. If they are awakened before 8 hours have elapsed they will have disadvantage on any actions they perform until they go back to sleep.

Secondary Effect. When they awake 8 hours later they will have advantage on Charisma saving throws and ability checks for 2d4 hours.

Side Effect. When the user awakens they must make a DC 13 Wisdom saving throw or lose 2 points of Intelligence, Wisdom, and Charisma for 2d4 hours due to continuing hallucinations that occur after waking up. Ability penalties recover after the next long rest.

Overdose. If anyone takes more than 2 doses in a 24 hour time, then after they fall asleep, they must make a DC 10 Constitution saving throw or be reduced to 0 hit points. They will make death saving throws as normal. Those that die this way are said to die with a smile on their face.

REFERENCES

LAWS OF CHAOS

<https://linktr.ee/lawssofchaos>



ARTIST: XZARAMON

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ENGLISH TO METRIC CONVERSIONS

1 gallon = 3.78541 liters

1 pound = 0.453592 kilograms

