

# PERSEUS'S GUIDE TO VILE SUBSTANCES

Once in a sickly bluish moon, when one's wending travels have taken them down the wrong cracked lane under the forboding dead trees leaning down as if to ward you off, one will come across **substances** of a distinctly **vile** and **dark** nature. I do not herein detail these things that you might seek them out, nor grow fond of them, but to teach you plainly the folly of overindulgence—for the finest things in life cannot be enjoyed if one has devolved into a hopelessly fiendish lotus-eater.

Of course, Perseus loathes the moralizer, so don't expect any further admonishments beyond this point: if you take the risks knowingly, the land of the die is the concern of you alone—be it fortune or folly.

## SUBSTANCE STATISTICS

The following two pages detail substances and the ramifications of their (mis)use.

The entries for individual substances are formatted based on the following categories:

- **Name(s)** lists the "proper name," followed by other terms for the substance.
- **Primary Effect** shows what the substance's main result is upon the user.
- **Terminal Effects** covers the rest.
- **Market Price** describes the cost of a substance assuming it can be found regionally and is not outlawed.
- **Addiction Check Rate** describes the likelihood that any given usage of a substance will elicit an addiction check. It denotes a range on a d6. Each time a substance is used, a d6 should be rolled and if the result is within the range a check is elicited.
- **Location(s) Found** briefly describes how/where one finds the substance.
- **Addiction DC** describes the necessary Saving Throw should a substance elicit an Addiction Check.

Tables are provided on the following pages with statistics for the substances.



## DOSAGE

While substances and the abuse thereof can prove an imprecise science, there are a few general rules one can rely upon. Every dose is assumed to be a 10th of a pound unless otherwise stated. Hence, to obtain the value of a pound of a substance, simply refer to the Substances table and multiply the Market Price there by 10.

*Almost anything found in this particular tome is near certain to be outlawed; consider these prices to be found in a bazaar of Illithid and Drow ilk, far below what the substances could hope to fetch in a common city of mortals.*

## ADDICTION LEVEL

Every time a saving throw is called for to resist becoming addicted and said saving throw is failed, the user's addiction progresses another addiction level. Addiction level progresses through three stages: "Casual," "Moderate," and "Severe."

**Casual** addicts suffer from withdrawal symptoms but can stop using relatively easily. *May be healed by Lesser Restoration, Heal, or Mass Heal* **Moderate** Addiction Level general increases the withdrawal symptoms and augments the negative effects of the substance, although it can sometimes aid the positive ones as well. It takes longer to get out of this stage than casual. *May be healed by Lesser Restoration, Heal, or Mass Heal* **Severe** Addiction Level is very hard to break out from, is generally destructive to the character, and should be avoided. *May be reduced to Moderate by Heal|Mass Heal*

## ADDICITON CHECKS

Anytime a creature consumes a substance a d6 is rolled. If that d6 roll falls within the ACR range for a substance, a Saving Throw is made of the type and DC described under Addiction DC on the **Substances Primary Table**. If that Saving Throw is a success, continue as normal. If it is not, the creature in question advances one additional Addiction Level. Refer to the **Addiction Table** to see the effects, which are applied in addition to the substance's normal effects. **Overkill** denotes failed Addiction Checks at the level of Severe Addiction where one may no longer progress in ADL.

## WITHDRAWAL

After 1 week of abstinence, a **Casual** (ADL 1) addict is cured of their addiction.

After a week of not partaking of a substance, a **Moderate** (ADL 2) addict suffers from the substance's terminal effects as if though they had consumed it. They suffer from this at the end of a 24 hour period of after a long rest, whichever comes first, constantly for 2 weeks. If at the end of those two weeks they have fully abstained from consumption they are reduced to ADL 1.

After 48 hours of not partaking of a substance, a **Severe** (ADL 3) addict suffers from a substance's terminal effects at the end of a 24 hour period of after a long rest, whichever comes first, constantly for a month. If at the end of the month they have fully abstained.

## STATISTICAL LIMITATIONS

No statistic may be raised above 22 by Substances unless some other factor (such as the Barbarian Feat to allow 24 Str/Con, manuals upping their respective stat's max by 2, etc) has taken the creature's maximum in the given statistic above a 22. This is considered the new roof for what a Substance may provide.

## MIXING SUBSTANCES

As a general rule the Primary Effect of the first substance taken is the only one which applies. Having taken a second substance whilst under any effects of another substance.

**Alcohol** is a key exception to this rule, although consuming alcohol increases the difficulty of all subsequent Substance-elicited CON Saving Throws by 2 until the effects of alcohol are totally worn off.

## STACKING & RE-UPPING

Whilst the effects of substances cannot be stacked, to avoid the Terminal Effect one may "re-up." This has the result of re-rolling the Primary Effect, widening the addiction range by 1 (resulting in an Addiciton Check at Disadvantage if it becomes a 6\6 likelihood). This has the effect of doubling the Terminal Effects when they finally do occur—an event which is forced at the end of the next long rest if an individual makes it there whilst still under the effects of the substance.

The static detriments, die rolled for variable detriments, and amount of time\die rolled to determine amount of time are all incremented up. Essentially, roll for terminal effects for as many doses as the creature has consumed consecutively.

## SUBSTANCES PRIMARY TABLE

Name(s)	Primary Effect	Terminal Effect(s)	Market Price	Addiction Check Rate	Location(s) Found	Addiction DC
Agony	+1d4+1 Charisma for 1d6+6 Hours	-2 Con and Feelings of Euphoria incurring a -2 to all Perception checks\passive perception score for 1d12+2 Hours after Primary Effect wears off.	200gp/dose	1-4	The Living	WIS 20
Axelroot	+4 to Passive Perception and all Perception Checks for 1d4 Hours, +2 to initiative.	-1 Str/-1 Dex for 1d12+2 hours after PE wears off.	200gp/dose	5-6	Bayou	CON 15
Baccaran	+1d4+1 Wisdom for 1d6+6 Hours	-2 Str during Primary Effects, -4 on Saving Throws against Illusions and other visual tricks--mild hallucinations.	10gp/dose	5-6	Various	CON 12
Devilweed	+2 Str for 1d4 Hours	-2 on Int\Wis Saving Throws 4 hours after Primary Effect wears off.	6gp/dose	5-6	Swamp	CON 15
Luhix	+2 to All Ability Scores for 1d4 Hours	-1 to All Ability Scores from start of PE and for 24 hours afterwards.	2,000gp/dose	1~6	Abyss	CHA 22
Mordayn Vapor	Powerful, Beautiful Hallucinations for 1d20+10 Minutes	-1d4 Wis, -1d4 Con for 1d12+12 Hours.	200gp/dose	2-6	Woods	WIS 15
Blue Mushroom Powder	+2 Int+2 Charisma for 1 Hour	-1 Str for 24 Hours or until a Long Rest.	100gp/dose	5-6	Woods	CON 15
Redflower Leaves	As a Bonus Action, you may focus on a target and get +4 on your next attack roll against them for 10 minutes.	Brief upset stomach.	300gp/dose	6	Bog	CON 10
Sannish	Immunity to pain-based effects for 1d4 Hours--such as from Symbol of Pain, Moonbeam, and Contagion.	-1 Wisdom for 1d12+12 Hours after TE, -2 on Initiative Rolls due to euphoric feelings during PE.	15gp/dose	5-6	Desert	CON 15
Terran Brandy^	+2 Caster Level for 1d20+10 Minutes	-2 Con for 1d4+4 Days.	500gp/dose	6	Fey	WIS 12
Vodare	+2 to Intimidate Checks, Saving Throws against Fear\Intimidation for 1d4 Hours	-4 to Bluff\Diplomacy Checks for 2d4 Hours, starting when the PE does.	40gp/dose	3-6	Graveyards	Con 15

^PE Negated by Anti-Magic Fields

## ADDICTION TABLE

Name(s)	Addiction Level 1 (Casual)	Addiction Level 2 (Moderate)	Addiction Level 3 (Severe)	Overkill
Agony	-1 Con for duration of TE, generally skittish.	-1 Con for duration of TE, +1 hour required for short and long rests. Becomes erogenously sensitive to touch.	+1 Charisma, -1 Wisdom constantly. Withdrawal elicits 1 level of exhaustion for the duration. -1 Con for duration of TE, +1 hour required for short and long rests. Becomes erogenously sensitive to touch.	-1 Con, Permanent
Axelroot	-1 Str for duration of TE, generally skittish.	-2 Str, -2 Dex for duration of TE. Golden bags appear under eyes.	-2 Str, -2 Dex for duration of TE. Whites of eyes tainted gold. Advantage on all sight based perception checks made during PE period that are in well-lit areas..	-1 Dex, Permanent
Baccaran	-1 Str for duration of PE.	-1 Str for duration of PE, hallucinations extend 1d4 hours after PE.	Muscles and flesh generally grow saggier and tighter upon the bone as physical strength is sapped from the addict. -2 Str for duration of PE, hallucinations bad enough to reduce passive perception by 2 and impose a -2 on perception rolls in addition to adding a total of -6 circumstantial to illusion-related saved.	Hallucinations Persist 1d4 Days
Devilweed	-1 Int for duration of TE	+1 Charisma Constantly, -1 Int for duration of TE	+2 Charisma, -1 Intelligence constantly, -2 Int for duration of TE; disadvantage on Deceive checks. Use of "advanced" vocabulary and comprehension of complex sentence structure requires an Int Saving Throw, DC8-16 (DM's Discretion).	-1 Int, Permanent
Luhix	-1 to all Ability Scores after PE until end of TE	-1 to all Ability Scores after PE until end of TE; dreams/trances filled with visions of the Abyss.	-2 to all Ability Scores after PE until end of TE (which is extended by 1 hour); obsession with the Abyss, finding a way to go there, communing with its demons, Wis saving throws to avoid committing chaotic/evil acts that readily present themselves, occasionally muttering to self in demonic tongues.	Cha 30 Saving Throw to avoid Demonic Possession
Mordayn Vapor	-1 Con/-1 Wis from start of PE through end of TE	WIS Saving Throw DC 12 to resist chance to take. WIS Saving Throw DC 20 to avoid seeking out more 1d4 Hours after PE fades. -1 Con/-1 Wis from start of PE through end of TE	+1 Charisma, -1 Wisdom constantly. Withdrawal elicits 1 level of exhaustion for the duration. -1 Con for duration of TE, +1 hour required for short and long rests.	-1 Con, Permanent
Blue Mushroom Powder	-1 Con/-1 Str/-1 Wis during TE	-2 Con/-2 Str/-2 Wis during TE, mild hallucinations reduce Passive Perception by 1.	-1 Con/Str constantly. -2 Con/-2 Str/-3 Wis during TE, mild hallucinations reduce Passive Perception by 2.	2d8 Damage, Paralyzed for 2d4 Hours
Redflower Leaves	Mild upset stomach during PE.	Consuming food within an hour of taking Redflower leaves elicits a CON Save DC 10 to avoid vomiting it back up.	Nautious for 1d20+20 minutes after consuming Redflower Leaves, conferring 1 level of exhaustion for the duration.	Spend Next 10 Minutes Puking
Sannish	Sannic euphoria now reduces initiative rolls by 4.	-1 Wisdom during TE, reduces initiative rolls by 6.	-2 Wisdom during TE, reduces initiative rolls by 6.	Stupor for 2d4 Hours, Can only take bonus and movement actions--all movement speeds halved.
Terran Brandy	-1 Con during TE.	-2 Con during TE.	-3 Con during TE, technically counts as Fey/Fey Ancestry for weapons and spells that deal damage to such creatures.	4d4 Displacer Beasts Appear, Hunting User.
Vodare	-1 Wis during TE, decidedly cocksure.	-2 Wis during TE, disadvantage to conduct diplomacy.	-1 Int, -3 Wis during TE, disadvantage to conduct diplomacy.	Catatonic Until Healed.

# VILE SUBSTANCES & WHERE TO FIND THEM

## AGONY

Liquid pain, this thick red liquid oozes with something eery belying its nature—Agony is truly the distilled pain of the living, alchemically or otherwise obtained. A heady brew that knocks the user stiff a moment after the hit, it's not to be toyed with lightly.

## AXELROOT [[NEW]]

Deceptive thin red reeds that contain a bright golden ichor when cracked open, properly distilled this deep-tunneling water weed's bounty can be either flicked gently into the eyes with a brush or injected most brutally into one's own tear ducts by way of some foul implement. It's better known to consumers by its *nom de guerre*, Golden Eye, for the effect it has upon repeat users. Stimulating the sense directly through the eyes, it leaves one alert and more likely to spot and react.

## BACCARAN

This pasty dried powder is something to sniff at, to be sure. Requiring the dust of a pearl, an ounce of wyvern claw shavings, the litre of juice drained from a Nothic's eye, and a bushel of Arugula (personal touch). All in all it adds up to too much effort for what it's worth, but the compound is well-given to many kinds of arcane duplication and transference. Sadly this renders it something of an alchemist's racket, and the less professional drop-outs will usually turn to this if honest work as a scribe never quite pans out for them. Ironically those under the effects of Baccaran are usually wise enough to seek out another racket, but I suppose those responsible for its persistence in the underworld follow the golden rule of all back-alley potionry: never sample the supply.

## DEVILWEED

The dried and rolled leaves of the wyssin plant can be smoked like tobacco, though the deliterous effects on the psyche of the user are far more profound. Those who become too fond of the stuff become known for honesty, simplicity, and likability—if something of a village idiot. Nothing to be trifled with, I've personally seen promising wizards turned catatonic in the fruitless pursuit of personability. Ultimately, in the grand scheme of adventure, one can only truly rely on two things: strength of personality and dashing good looks.

## LUHIX

Abyssal powdered stalks not meant for those of this plane, those who would make themselves fiend to fiends sprinkle the substance into self-inflicted wounds. Once the bleeding is attended, one gets straight to the pay-off: Luhix is stolen grandeur. One moves faster, thinks better, strikes harder, leaps farther, and makes better decisions. Don't let this one fool you, though—every dash carves another bit of you out for a little demon to take roost in one day. Those not so inclined as to play the generous host would be well advised to steer clear.

## MORDAYN VAPOR

"Dreammist," as it's most popularly known, is a concoction made of ground leaves from herbs that grow in the bowels of the elder forests. Mordayn is a finkey concoction, consumed by roundabout way of soaking it in boiling water like tea and then wafting in the vapours. The raw stuff and ensuing kettle of tea are more deadly than an equivalent helping of arsenic. Popular amongst the rabble with more moss than sense in their skull and who'd rather gird their loin in lichen than proper pantaloons, Mordayn Vapor is a fool's game where one chases pretty pictures ever on the brink of a sudden violent death for the quest's sake.

## BLUE MUSHROOM POWDER

Rare blue mushrooms that prove a consistent issue for the arcane academies, the temptation of a boost to brain power and fortitude of the self can be hard to pass up for those straining under the weight of becoming a full-fledged spell caster. You want my take? Why, there's nothing better learned than by experienced—and a whiff of this is sure to help take it all in.

## REDFLOWER LEAVES

Crushed leaves of a tiny red bog flower, a few puffs and you'll put a quarrel through a target nine in ten times where 'afore you'd scored one in nine.

## SANNISH

A murky blue drink distilled from wolves' milk and a powdered desert plant, know the addicts by their blue lips.

## TERRAN BRANDY

A stuff drink for the fey-hater. This green liquid is distilled from the essence of dying fey, and is a sure way to win the ire of more than you can handle. Steer clear, dear student.

## VODARE

A bitter brown powder, mix with a glass of Jerez Dulce to help it go—and stay—down.

## **CREDIT**

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This is an update of the drugs found in the D&D 3.5 Book of Vile Darkness, per the terms of the DM's Guild Agreement updating it is permissible—that being said, it's still a D&D classic any player would be well advised to check out for themselves. The section on drugs starts on page 41.

Image on the first page is YUGOLOTH - PISCOLOTH.tif from the DM's Guild Content Creator Pack "Fiends."