

# TWO DOZEN DANGEROUS DRUGS



From wealthy merchants and kings to lowly street urchins, people from all walks of life have become addicted to drugs both potent and mild. In some cities, entire gangs and even guilds are devoted to the creation and distribution of certain drugs, becoming ever more powerful as the masses become addicted. Other drugs are so rare or difficult to craft that those with sufficient wealth hire adventuring parties to seek out their ingredients. Some drugs give their users a mild euphoria, while other more powerful drugs have significant and even magical effects.

Whether you wish to play a drug-addicted character or introduce drugs into your campaign to give it some added grit, you will get much use out of the 24 new drugs presented in this product, as well as the drug mechanics outlined below.

Each drug in this product is presented in the following format:

**Drug Name (other names)**

**Description:** The drug's description, including its ingredients and how it is used.

**Drug DC:** The DC of the Fortitude save to resist the drug's effects, to resist becoming addicted, and also the Craft DC to create the drug.

**Primary Effect:** The drug's primary effect occurs each time a dose of the drug is taken. There is no saving throw against the drug's primary effect. The duration of the effect is also listed here.

**Secondary Effect(s):** Some drugs have secondary, or side-effects, which may occur each time a dose of the drug is taken. These effects can usually be resisted

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with a Fortitude save. The secondary effects may last for a different length of time than the primary effects.

**Addiction:** At the end of each day that a creature has used a drug, it must make a Fortitude save against the drug's DC. Each consecutive day that the creature uses the drug, increase the DC by 1. If the creature takes more than one dose in a day, increase the DC for that day by 1 per dose beyond the first. Success on this saving throw means the creature is not addicted. Failure indicates that the creature is addicted- the effects of the addiction are described for each drug. The primary and/or secondary effects of the drug may be reduced for an addicted creature, and there may be other (usually negative) effects. Additionally, the creature no longer needs to make saving throws against addiction, but if it does not take at least 1 dose of the drug each day, it suffers from the effects of withdrawal until it is cured or takes another dose of the drug.

**Withdrawal:** The effects of withdrawal from the drug are described here. Withdrawal is usually quite unpleasant, but it is often one of the only means of becoming cured from addiction.

**Cure:** Listed here are the various methods of curing an addiction to the drug. Usually a number of consecutive days of withdrawal will cure an addiction, but some potent drugs require very powerful or magical cures. To be cured of an addiction by withdrawal, a creature must succeed at a Will save against the drug's DC at the end of the withdrawal period. Failure indicates the creature is still addicted and must repeat the withdrawal period. After each consecutive period, the Will save DC decreases by 1.

**Price:** The price per dose of the drug is listed here.

**Crafting drugs:** Drugs can be made using Craft (alchemy). The DC to make a drug is equal to its normal Fortitude save DC. As with poisons, rolling a natural 1 on a Craft skill check while making a drug exposes the crafter to the drug. You may wish to introduce a new skill to your campaign, such as Craft (drugs), if you want them to be more distinct from other forms of alchemy in your setting.

**Drugs and magic:** For purposes of how drugs interact with magic, you may wish to consider some or all drugs as "poisons" and thus able to be affected by spells such as neutralize poison. In this case I recommend that the neutralize poison spell ends the effects of a single dose but also immediately causes withdrawal in an addicted creature. I recommend that the "magical" drugs in this product not be treated as poisons in this manner.

**Optional Overdose Rule:** When a creature fails three Fortitude saves against any drugs within a 1-day period, it

must succeed at an additional Fortitude save (DC equal to the highest of the drugs' DC's) or die.

## TWO DOZEN DRUGS

### BERSERKER'S BLOOD (RAGE/FURY)

**Description:** This drug is a dark-red, ichorous liquid that comes in small vials. It is usually taken by smearing it on the hands or face of the user.

**Drug DC:** 15

**Primary Effect:** The user enters into a rage similar to that of a barbarian: it gains a +4 bonus to Strength and a +2 bonus to Will saving throws for 1 minute.

**Secondary Effect:** Unless it succeeds at a Fortitude save against the drug's DC after the rage ends, the user becomes exhausted for 1 minute, then fatigued for 5 minutes.

**Addiction:** An addicted creature can enter into a minor rage at will once per day. This rage provides a +2 bonus to Strength and +1 to Will saves and lasts for 5 rounds, and is not followed by a period of exhaustion. However, the creature also suffers a -1 penalty to its Dexterity as its movements become less refined.

**Withdrawal:** A creature suffering from withdrawal from berserker's blood is constantly fatigued.

**Cure:** Withdrawal for 5 days or abstinence from making any attack rolls for 3 days. (A Fortitude save is still required after this 3-day period.)

**Price:** 10 gp

### DARK-ELF DEW (BLACK WATER)

**Description:** This dark, opaque liquid smells and tests like plain water, but has strong skin-changing effects on its users.

**Drug DC:** 16

**Primary Effect:** The user's skin becomes purely black, like the skin of a dark-elf, for 1 hour. This grants the user a +4 bonus to Stealth checks in dimly-lit and darker areas. However, if this is not the normal skin color of the user's race, it suffers a -3 penalty to Charisma-based skill checks.

**Secondary Effect:** None.

**Addiction:** An addicted creature's skin is constantly slightly gray, giving it a +2 bonus to Stealth checks in dimly-lit and darker areas and a -1 penalty to Charisma-based skill checks. These bonuses stack with the drug's primary effect, as an addicted creature's skin blackens even more when it takes the drug.

**Withdrawal:** A creature suffering from withdrawal from dark-elf dew has extremely pale skin, giving it a -2 penalty to Stealth checks in dark areas and a -1 penalty to Charisma-based skill checks.

**Cure:** 4 days of withdrawal or 2 hours spent within the range of a daylight spell. (A Fortitude save is still required after this period.)

**Price:** 10 gp

### **DARKWOUND PASTE (BLACKWOUND PASTE, DARK HEALER)**

**Description:** This dangerous drug is a powerful healing salve, but it comes with a risk: death.

**Drug DC:** 18

**Primary Effect:** Applying this salve to a wound (a standard action) instantly cures the user of 5d8+5 Hit Points of damage and 2 points of damage to a single ability score.

**Secondary Effect:** A creature that fails its Fortitude save against darkwound paste instantly perishes.

**Addiction:** A creature addicted to darkwound paste suffers 1 additional point of damage each time it takes damage, but gains a +2 bonus to Fortitude saving throws.

**Withdrawal:** A creature suffering from withdrawal from darkwound paste suffers a -2 penalty to Fortitude saving throws.

**Cure:** 5 days of withdrawal. If the saving throw to cure the addiction fails, the creature dies.

**Price:** 30 gp

### **DRAGON'S DOWNFALL (GEM DUST, GOLD POWDER)**

**Description:** This strange drug was invented- or rather discovered- by a bored red wyrm that discovered the advantages of inhaling the powder of ground up gems mixed with gold and its own dragon breath.

**Drug DC:** 20

**Primary Effect:** After inhaling a dose of this powder, the user gains blindsense 30 ft. or its current blindsense increases by 30 ft. Additionally, it can sense the presence of gold and gems within 120 ft. These effects last for 10 minutes.

**Secondary Effect:** Unless the user is a true dragon, it must succeed at a Fortitude save against the drug's DC or take 2d10 fire damage due to the dragon's breath within the drug.

**Addiction:** An addicted creature finds that it cannot resist the temptation to constantly seek out treasure. Whenever it sees or hears of gold, gems, or magical items, it must

succeed at a Will save against the drug's DC or be compelled to seek out and take the treasure using whatever means it possesses.

**Withdrawal:** A creature suffering from withdrawal from dragon's downfall goes partially insane and, unless it succeeds on a Will save against the drug's DC each morning, must attempt to devour any treasure it sees for the remainder of the day.

**Cure:** 5 days of withdrawal, or fail a saving throw against a dragon's breath weapon, which scours away the remainder of the drug in the user's body.

**Price:** 80 gp

### **DUST OF SILENCE (ROGUE'S DUST)**

**Description:** This heavy, dark-colored dust comes in small 1-pound packages which must be ingested by the user.

**Drug DC:** 16

**Primary Effect:** The movements of the user become very faint and difficult to hear, granting the user a +2 bonus to Stealth checks for 30 minutes. The DC of Notice checks to overhear what is said by a user of dust of silence also increases by 2.

**Secondary Effect:** None.

**Addiction:** An addicted creature gains a constant +2 bonus to Stealth checks which stacks with the primary effect of the drug.

**Withdrawal:** A creature suffering from withdrawal from dust of silence finds that the sounds it makes are amplified, giving it a -4 penalty to Stealth checks (but making it quite easier to shout great distances).

**Cure:** 4 days of withdrawal or 2 days spent without speaking a single word. (A Fortitude save is still required after this 2-day period.)

**Price:** 25 gp

### **DUST OF VISIONS (NIGHT TERROR, DREAM DUST)**

**Description:** This powerful powder-based drug, when inhaled or sprinkled into the eyes, allows its user to see through magical illusions, but has a dangerous side-effect.

**Drug DC:** 18

**Primary Effect:** The user comes under the effects of the arcane sight spell for 10 minutes.

**Secondary Effect:** Unless the user succeeds at a Fortitude save against the drug's DC, it comes under the effect of a nightmare spell the next time it attempts to rest, as the drug



opens its mind to the strange things that stalk the borders of reality.

**Addiction:** A creature addicted to dust of shadows can use detect magic at will.

**Withdrawal:** A creature suffering from withdrawal from dust of shadows suffers from the effects of a nightmare spell each time it attempts to rest (no saving throw allowed).

**Cure:** 4 days of withdrawal or 2 days without sleep. (A Fortitude save is still required after this 2-day period.)

**Price:** 40 gp

### **ELF-FIRE (FEY-FIRE, MOON-FIRE)**

**Description:** A dose of this drug is merely a specially-prepared torch which, when lit, emits a light of ever-changing colors for 30 minutes. Creatures within a 30-foot radius of the light, which must remain stationary, fall under the effects of the drug.

**Drug DC:** 16

**Primary Effect:** All creatures within the radius of the drug are filled with euphoria. They suffer a -4 penalty to Wisdom-based skill checks while within the radius of light and must succeed at a Will save against the drug's DC in order to leave the radius. However, any hostile action (even drawing a weapon) within 50 feet of the torch ends these effects.

**Secondary Effect:** Unless it succeeds at a Fortitude save against the drug's DC, a creature under the effects of elf-fire falls into a deep sleep for 1 hour after the primary effects wear off and has no memory of any events that took place while it was within the light's radius.

**Addiction:** A creature addicted to elf-fire suffers from a constant -2 penalty to its Wisdom score.

**Withdrawal:** A creature suffering from withdrawal from elf-fire suffers from a -4 penalty to its Wisdom and Charisma scores.

**Cure:** 3 days of withdrawal

**Price:** 20 gp

### **FEYDUST (PIXIE DUST, FAERIE DUST)**

**Description:** This fine powder, made from various flowers and fungi found in the deep wilderness, is a strong drug taken by sprinkling a dose into one's eyes.

**Drug DC:** 17

**Primary Effect:** The user gains low-light vision and dark-vision with a range of 60 feet. If the user already possesses

darkvision, the range of its darkvision extends by 60 feet. These effects last for 1 hour.

**Secondary Effect:** The user's skin begins to glow unless it succeeds at a Fortitude save against the drug's DC. This effect duplicates the effects of a faerie fire spell and lasts as long as the drug's primary effect (1 hour).

**Addiction:** A creature addicted to feydust finds that its skin constantly glows, giving it a -2 penalty to Stealth checks.

**Withdrawal:** A creature suffering from withdrawal from feydust gains light sensitivity, causing it to become dazzled in areas of bright sunlight or within the radius of the daylight spell.

**Cure:** 5 days of withdrawal or 3 days spent under the effects of a blindness spell. (A Fortitude save is still required after this 3-day period.)

**Price:** 20 gp

### **FEAST FUMES (FOOD FUMES)**

**Description:** This drug is an incense which can effect multiple creatures with a single dose. The creatures must be within 5 feet of the emanating fumes for 10 minutes, after which point the dose is consumed.

**Drug DC:** 15

**Primary Effect:** After breathing the smoke for 10 minutes, the users of this drug gain all of the sustenance (food and water) that they require for that day. Additionally, the following night they require only 2 hours of rest in order to become fully rested.

**Secondary Effect:** Creatures who fail a Fortitude save against the drug's DC become nauseated for 1 minute after breathing the smoke.

**Addiction:** 2 doses are required to duplicate the effects of a single dose for an addicted creature.

**Withdrawal:** A creature suffering from withdrawal from feast fumes goes mad with hunger and, unless it succeeds on a Will save against the drug's DC each morning, must attempt to devour any food it sees for the remainder of the day.

**Cure:** 5 days of withdrawal or 3 days without food. (A Fortitude save is still required after this period.)

**Price:** 5 gp

### **GHOST WATER (SPIRIT WATER, LIFE WATER)**

**Description:** This drug appears as clean, clear water which reflects light in a dazzling manner. It is a vile drug, each dose being made from the life essence of an elf or other

long-lived being, which wastes away during the process of creating the dose, usually becoming an undead creature. A user can extend their lifespan many years in a very short period with this drug, but it is easy to become addicted and withdrawal from the drug is a terrible thing.

**Drug DC:** 30

**Primary Effect:** A single dose of this drug extends the limit of each age category of the user by 1 year, as well as the user's maximum age. Also, the user will not physically age for 1 year after taking a dose.

**Secondary Effect:** None.

**Addiction:** 2 doses are required to duplicate the effects of a single dose for an addicted creature.

**Withdrawal:** A creature suffering from withdrawal from ghost water feels constantly haunted by the souls which were sacrificed in order to extend its life. Strange but minor (and usually disturbing) events constantly happen around such a creature- blood appears on things it touches, screams are heard as it smiles, and so on. The creature must pass a Will save against the drug's DC in order to gain a restful night's sleep. Finally, if a creature finally breaks its addiction to ghost water, the work of the drug is undone: overnight, the creature ages a number of years equal to those granted by all of the doses of the drug they have taken in their life, from this addiction and past addictions. The creature's lifespan remains extended, but this aging process brings it much closer to its death and can even kill a creature that has lived longer than its allotted time.

**Cure:** 1 year (365 days) of withdrawal

**Price:** 1,000 gp

### **GODSIGHT (VISION, PROPHECY)**

**Description:** This drug is a powder usually burned in small braziers. The smoke emitted from the drug is sufficient to cause a single user to come under its effects.

**Drug DC:** 20

**Primary Effect:** After breathing the smoke of this drug for 10 minutes, the user is able to ask any one question and receive an answer: this duplicates the effects of the divination spell. The base chance for a correct divination when using godsight is 80%. Godsight users are often paid to take the drug and answer a question for another person.

**Secondary Effect:** Users of godsight often become outsiders in their communities due to the drug's secondary effects. Unless it succeeds at a Fortitude save against the drug's DC, a godsight user continues to have strange and

meaningless visions for 10 minutes after giving their divination. They are considered helpless during this time and do not respond to outside stimuli.

**Addiction:** A creature addicted to godsight is able to duplicate the effects of an augury spell once per day without need for material components or a focus. However, it suffers a -2 penalty to all Charisma-based skill checks.

**Withdrawal:** A creature suffering from withdrawal from godsight suffers a -4 penalty to all Charisma-based skill checks and must succeed at a Will save against the drug's DC every hour that it spends awake or lapse into meaningless visions for 1 minute.

**Cure:** 10 days of withdrawal or 5 days without contact with other sentient beings. (A Fortitude save must still be made after this 5-day period.)

**Price:** 50 gp

### **GNOME'S DELIGHT (TRICKWEED, JOKEWEED, PRANKWEED)**

**Description:** A joint of gnome's delight appears to be a normal, casual smoking-drug. However, when smoked, it often has hilarious effects on its users.

**Drug DC:** 12

**Primary Effect:** Each time a user takes a dose of gnome's delight, they suffer from one of the following effects for 1 minute (roll 1d10 to determine the effect): unnaturally-colored skin (1) or hair (2); glowing eyes (3-4); scaly (5) or furry (6) skin; fits of giggles (7); a dramatically-changed voice (8); extreme facial hair growth (9); or the urge to kiss a gnome (10).

**Addiction:** Gnomes enjoy pranks, but they don't often let things go too far. A creature addicted to gnome's delight simply sees something funny in just about everything. It suffers a -1 penalty to Charisma-based skill checks as it is forced to stifle its giggles.

**Withdrawal:** A creature suffering from withdrawal from gnome's delight becomes dour and surly and often detests gnomes, but suffers no other ill effects.

**Cure:** 1 day of withdrawal

**Price:** 2 gp

### **LIQUID COURAGE (FEAR-KILLER, PAIN-KILLER)**

**Description:** This drug comes in small single-ounce flasks, and when taken helps its users to overcome pain and fear.

**Drug DC:** 15

**Primary Effect:** The user gains a +4 bonus to Will saves against fear as well as 10 temporary hit points for 10 minutes.

**Secondary Effect:** Unless the user succeeds at a Fortitude save against the drug's DC, they gain an additional 10 temporary hit points but also become shaken for 30 minutes after the drug wears off.

**Addiction:** A creature addicted to liquid courage has a constant +2 bonus to Will saves against fear which stacks with the drug's primary effect.

**Withdrawal:** A creature suffering from withdrawal from liquid courage is continuously shaken.

**Cure:** 3 days of withdrawal

**Price:** 5 gp

### **MAGE CRYSTALS (SWEETSPELL)**

**Description:** These fine crystals, made from the same materials that wizards use to craft magical writing in their spellbooks, are sought out by spellcasters of all kinds who wish to increase their power. Addiction to the drug is highly beneficial and often spellcasters will take multiple doses in an attempt to reach addiction, but withdrawal from the drug can be devastating. The crystals must be eaten by the spellcaster at the time that it prepares spells, or after resting and regaining spell slots.

**Drug DC:** 17

**Primary Effect:** When a spellcaster that prepares spells takes this drug during spell-preparation, they may apply a metamagic feat to any spell they can cast using a spell-slot of a level 1 lower than the metamagic feat would otherwise require. A spontaneous caster that takes this drug after resting is able to spontaneously apply this benefit to a spell once that day.

**Secondary Effect:** Unless it succeeds at a Fortitude save against the drug's DC, the spellcaster becomes fatigued for 1 hour after taking the drug.

**Addiction:** A spellcaster addicted to mage crystals is able to choose one metamagic feat each day during spell preparation or after regaining spell slots: it may apply this metamagic feat to any spell using a spell-slot of a level 1 lower than the feat would otherwise require.

**Withdrawal:** A spellcaster suffering from withdrawal from mage crystals is utterly unable to apply metamagic feats to its spells and becomes fatigued for 1 minute every time it casts a spell, or exhausted if it casts two spells in consecutive rounds.

**Cure:** 5 days of withdrawal.

**Price:** 20 gp

### **PAINTER'S INCENSE (PRISM STICKS)**

**Description:** This normal-looking stick of incense, when burned, emits a colorful smoke. It burns for only 1 minute, but if a creature remains near the incense and inhales the smoke for the entire minute, it comes under the effects of the drug. Each dose is only enough to effect one creature.

**Drug DC:** 15

**Primary Effect:** Users of this drug find that their creative abilities are dramatically increased while they are under its effects: they receive a +3 bonus to Craft checks for 2 hours per dose.

**Secondary Effect:** After the 2 hours have passed, unless another dose is taken, the user must succeed at a Fortitude save against the drug's DC or become exhausted until they receive a full rest.

**Addiction:** An addicted creature only benefits from the drug's effects for 1 hour per dose, but the bonus to Craft checks increases to +4.

**Withdrawal:** A creature suffering from withdrawal from painter's incense finds that its creative abilities have been extremely hampered: it suffers a continuous -3 penalty to Craft checks.

**Cure:** 7 days of withdrawal.

**Price:** 5 gp

### **PARANOIA POWDER (COWARD'S CURE, CROOK'S CURE)**

**Description:** This red powder must be inhaled by its user and is often taken by those who wish to raise their senses at any cost.

**Drug DC:** 15

**Primary Effect:** The user gains a +5 bonus to Notice and Sense Motive skill checks but suffers a -5 penalty to Charisma-based skill checks for 1 hour. This drug grants heightened perception but causes the user to become extremely jittery.

**Secondary Effect:** None.

**Addiction:** 2 doses are required to duplicate the effects of a single dose for an addicted creature.

**Withdrawal:** A creature suffering from withdrawal from paranoia powder suffers from a constant -3 penalty to Charisma-based skill checks.

**Cure:** 3 days of withdrawal.

**Price:** 5 gp

### **PRINCEWEED (PRINCE'S POWDER, PRINCE'S SNUFF)**

**Description:** This drug, produced from different parts of the same plant that produces street snuff, is commonly smoked in pipes by merchants and other wealthy city-dwellers.

**Drug DC:** 12

**Primary Effect:** +2 to Wisdom-based skill checks and -2 to Dexterity-based skill checks. Princeweed gives its users a quick wit, but also slows their reflexes.

**Secondary Effect:** None.

**Addiction:** A creature addicted to princeweed gains a +1 bonus to Will saves but suffers a -1 penalty to Reflex saves.

**Withdrawal:** A creature suffering from withdrawal from princeweed suffers a -1 penalty to all saving throws (and does not have the benefits of addiction).

**Cure:** 5 days of withdrawal

**Price:** 1 gp

### **SPELLSOAK POWDER (DEADSPELL)**

**Description:** This gray powder, when inhaled, grants its user resistance to magic, but often causes overwhelming feelings of nausea.

**Drug DC:** 14

**Primary Effect:** The user gains Spell Resistance 18 for 10 minutes.

**Secondary Effect:** When the drug's primary effect wears off, the user must make a Fortitude save against the DC of the drug plus the number of spells resisted using spell resistance over the last 10 minutes. If the saving throw fails, the user becomes nauseated for 1 minute.

**Addiction:** An addicted creature has Spell Resistance 15.

**Withdrawal:** A creature suffering from withdrawal loses any Spell Resistance it possesses and suffers a -2 penalty to saving throws against spells and spell-like effects. In addition, whenever it fails a saving throw against a spell, it becomes nauseated for 1 round.

**Cure:** 3 days of withdrawal

**Price:** 15 gp

### **STONESKIN SALVE (ROCKSKIN, DRAGONSKIN)**

**Description:** This salve comes in small flasks, and when rubbed onto the skin of its user, causes its skin to harden.

**Drug DC:** 16

**Primary Effect:** The user gains a +2 bonus to its natural armor for 1 hour.

**Secondary Effect:** Unless the user succeeds at a Fortitude save against the drug's DC, it suffers a -2 penalty to its Dexterity score for 1 hour.

**Addiction:** An addicted creature gains a constant +1 bonus to natural armor which stacks with the drug's primary effect.

**Withdrawal:** A creature suffering from withdrawal from stoneskin salve is turned to stone (petrified) until it becomes cured or a dose of the drug is rubbed on it by someone else.

**Cure:** 2 days of withdrawal

**Price:** 15 gp

### **STREET SNUFF (BEGGAR'S POWDER, POOR-MAN'S SNUFF)**

**Description:** This tobacco-based drug is a small powder taken by inhaling a dose directly into the nostrils. It is quite inexpensive and so commonly used in the poorer districts of towns and cities.

**Drug DC:** 10

**Primary Effect:** -1 to Wisdom-based skill checks and +1 to Charisma-based skill checks for 10 minutes. Street snuff makes its users relaxed and comfortable.

**Secondary Effect:** None.

**Addiction:** 2 doses are required to duplicate the effects of a single dose for an addicted creature.

**Withdrawal:** -1 to Charisma-based skill checks due to feeling slightly tense.

**Cure:** 5 days of withdrawal.

**Price:** 3 cp

### **STRONGMAN SNUFF (MUSCLE SNUFF, SINEW SNUFF)**

**Description:** This rust-colored powder, when inhaled, increases the strength of its user, but also raises its temper.

**Drug DC:** 15

**Primary Effect:** The user gains a +2 bonus to its Strength score for 10 minutes.

**Secondary Effect:** Unless it succeeds at a Fortitude save against the drug's DC, the user becomes filled with rage after the drug's primary effect wears off. It attacks the nearest creature for 5 rounds, or, if no creatures are nearby, attacks the nearest object that it is reasonably able to damage with the weapons at hand.



**Addiction:** A creature addicted to strongman snuff doubles the bonus granted from a single dose of the drug but also doubles the duration of time that it remains angry after taking the drug.

**Withdrawal:** A creature suffering from withdrawal from strongman snuff is in a constant state of anger, suffering a -4 penalty to Charisma-based skill checks and savagely attacking any creature that attacks it until either the user or its victim is incapacitated.

**Cure:** 4 days of withdrawal or 2 days without contact with other creatures. (A Fortitude save is still required after this period.)

**Price:** 25 gp

### **SWEETSMOKE (SWEET SECRET)**

**Description:** This drug is easily disguised as a normal tobacco-based smoking drug, but it has the effect of making it difficult to keep secrets while smoking it. It is a favorite amongst scheming nobles who wish to learn the latest gossip from their guests, and many others have discovered other clever and devious uses for it.

**Drug DC:** 15

**Primary Effect:** Users of sweetsmoke find it very difficult to tell lies: they suffer a -3 penalty to Bluff checks for 10 minutes after smoking the drug. Creatures within 5 feet of a creature using sweetsmoke also suffer a -1 penalty to Bluff checks.

**Addiction:** A creature addicted to sweetsmoke suffers a constant -1 penalty to Bluff checks. This penalty stacks with the drug's primary effect.

**Withdrawal:** A creature suffering from withdrawal from sweetsmoke becomes withdrawn and unsociable. It suffers a -2 penalty to all Charisma-based skill checks.

**Cure:** 3 days of withdrawal

**Price:** 3 gp

### **TROLL-BLOOD OIL (BLOODROT, BLEEDER)**

**Description:** This drug is an oily, greenish liquid that comes in small vials. It is taken by smearing it onto the skin of the user.

**Drug DC:** 18

**Primary Effect:** The user gains regeneration 5, which can be bypassed only by acid or fire, for 10 minutes.

**Secondary Effect:** Unless the user succeeds at a Fortitude save against the drug's DC, it gains the bleed condition

after the drug's primary effect wears off, taking 3 damage each round.

**Addiction:** A creature addicted to troll-blood oil gains slightly distorted, troll-like features, and suffers a -2 penalty to Charisma and Dexterity-based skill checks, but gains regeneration 7 when it takes a dose of troll-blood oil rather than regeneration 5.

**Withdrawal:** A creature suffering from withdrawal from troll-blood oil suffers from a -2 penalty to its Constitution score.

**Cure:** 4 days of withdrawal, or eat the raw heart of a troll. (A Fortitude save is still required after this type of cure.)

**Price:** 20 gp

### **WRAITHSMOKE (LICH-FOG, NECROMANCER'S MIST)**

**Description:** A single dose of this drug comes in a small jar; when opened, the jar emits a light fog which fills a 20-by-20-foot room. Any creature that breathes the fog comes under its effects. This drug is commonly used by cult leaders to keep control over their followers.

**Drug DC:** 16

**Primary Effect:** Those who inhale wraithsmoke become more susceptible to the words and commands of others. They suffer a -5 penalty to Sense Motive checks, and the DC of Intimidate checks made against them is also reduced by 5. These effects last for 1 hour.

**Secondary Effect:** Each creature that inhale's wraithsmoke must pass a Fortitude save or suffer a -2 penalty to Will saves against enchantment spells and effects for 1 hour.

**Addiction:** An addicted creature constantly suffers a -1 penalty to Will saves. This penalty stacks with the drug's secondary effect.

**Withdrawal:** A creature suffering from withdrawal from wraithsmoke finds its health slowly deteriorating. Each day the creature suffers from withdrawal, it gains a cumulative -1 penalty to Fortitude saves.

**Cure:** 6 days of withdrawal or a break enchantment spell, which is only successful if the creature succeeds at a Fortitude save against the drug's DC.

**Price:** 80 gp

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