

---

# **APPENDIX A: AD&D DRUGS**

## **FOR ADVANCED DUNGEONS & DRAGONS**

BY

**DESMOND REID**

---

**\*\*\* DISCLAIMER \*\*\***

All contents of this guide are presented for game purposes only. In no way is this guide intended to persuade people to take drugs of any kind. The author of the guide does not condone the illegal use of drugs. Hopefully, information presented in this appendix will educate on the dangers of drugs. In fact, the misuse of drugs in a fantasy setting will hopefully educate on the real-world dangers of drug abuse and drug addiction. Just say no. In no way will the author of this appendix or the contributors of this appendix be held responsible for other persons' actions.

---

@ COPYRIGHT 1993 by DESMOND REID

### **NOT FOR SALE**

The following appendix is the property of its author, who hereby states that he retains the copyright. You may distribute it at will, provided that nothing in the appendix, this notice, or any of the credits are altered in any way; and that you do not make a profit from it.

---

### **TABLE OF CONTENTS**

Introduction  
Effects of Drugs in AD&D  
Recovery from Drug Use  
Drug Use and Drug Abuse Equals Drug Addiction  
Availability  
Scientific Drug Naming System  
Psychedelic Warrior: Fighter Kit

---

### **INTRODUCTION**

The nervous system in the body has an inhibitory effect when the body is in a state of extreme emotion. It's part of the human body's ability to stay in a normal state: "homeostasis". This is what makes cliff-divers like cliff diving: the nervous system inhibits the abnormal state of fear, essentially by simulating the reaction opposite to fear: ecstasy. A classical example of this is a slightly depressed person who takes stimulant drugs. His nervous system increases his

depression to counteract the abnormal stimulation, so that he needs to take stimulants even to feel how people normally feel. Now, when he's off drugs, he will be very depressed.

This explains some withdrawal symptoms. Under the effect of any strong drug, the nervous system naturally tries to counter that effect. When the drug wears off, the "downer" that is experienced occurs because the nervous system is still producing that opposite emotion. If a human uses drugs too much, then his/her nervous system gets into the habit of countering that drug's effect, so he/she starts to need to take the drug all the time to avoid the awful downers. Eventually, drug addicts need more and more of their drug of choice in order to have the effect they had the first time they tried it.

---

## **EFFECTS OF DRUGS IN AD&D**

Although some drugs are very useful and safe, this appendix deals with those drugs that are dangerous and usually addictive. A thin line exists on which drug that is helpful and safe can become a drug that is dangerous and addictive. Typically, this line is caused by the dosage or amount of the drug that is taken. Also, prolonged use of a drug could cause it to enter the danger zone. It is left to the DM's discretion to make a decision on whether a drug could become dangerous and enter the ranks below. Of course, the DM no doubt has a notebook full of drugs discussed as fungi, sap, plants, and minerals that are nothing more than dangerous drugs.

There are nine classifications for stimulants and nine for depressants of dangerous drugs based on potency and level. In theory there can be an infinite amount of drugs all being different but for play ability there are nine classifications in the drug categories of stimulants and depressants.

DMs are free to make any variations they wish to individualize a particular drug. In fact, all classifications presented here which total 18 are merely foundations. The DM still must develop a drug to its full potential.

- A drug should have a specific purpose or outcome. For example, one moderate level 1 drug's specific purpose is to cause hallucinations which are seen when the drug is used. These hallucinations are in addition to all effects presented for a moderate level one drug.
- A drug needs to have a benefit or benefits that are real or perceived. People usually have some desired effect in mind when they start taking drugs and this should be specified. Usually benefits have something to do with the specific purpose or outcome.

After consuming a serving of a drug, a character must make a constitution check with the following penalties given on Table A.

**TABLE A: Constitution Check Penalties**

Potency	Level	Abbreviation	Penalty
Mild	1	Mild1	-1 after the first serving
Mild	2	Mild2	-2
Mild	3	Mild3	-3
Moderate	1	Mode1	-4
Moderate	2	Mode2	-5
Moderate	3	Mode3	-6
Strong	1	Strg1	-7
Strong	2	Stgr2	-8
Strong	3	Stgr3	-9

The penalties accumulate with each check for each serving. For example, after Rath eats his second "fun-fungi" mushroom which is a Mild drug of level 3, he makes his Constitution check at -6. Eventually, a character will fail a Constitution check if he/she continually takes the drug.

Drugs come in two forms, stimulants and depressants and effect a character differently. A stimulant is an agent temporarily excites or accelerates the function of the body or one of its systems or parts. A depressant is an agent that temporarily slows vital body processes.

When a character fails a Constitution check, he/she is physically and mentally effected depending on the potency and level of the drug. Table B lists the effects to a character when a stimulant is used.

Table C lists the effects to a character when a depressant is used.

**TABLE B: Effects from a Stimulant**

Effect on	Mild1	Mild2	Mild3	Model	Mode2	Mode3	Strg1	Stgr2	Stgr3
Morale	+1	+2	+3	+5	+6	+7	+10	+11	+12
Strength	+1	+2	+3	+6	+7	+8	+12	+13	+14
Intelligence	+1	+2	+3	+5	+6	+7	+10	+11	+12
Wisdom	+1	+2	+3	+5	+6	+7	+10	+11	+12
Dexterity	+1	+2	+3	+5	+6	+7	+10	+11	+12
Charisma	0	+1	+2	+4	+5	+6	+9	+10	+11
Attack Dice	0	0	+1	+3	+4	+5	+8	+9	+10
Hit Points	0	0	+1	+3	+4	+5	+8	+9	+10
% of Spell Fail	20	30	40	60	70	80	100	100	100

**TABLE C: Effects from a Depressant**

Effect on	Mild1	Mild2	Mild3	Model	Mode2	Mode3	Strg1	Stgr2	Stgr3
Morale	-1	-2	-3	-5	-6	-7	-10	-11	-12
Strength	-1	-2	-3	-6	-7	-8	-12	-13	-14
Intelligence	-1	-2	-3	-5	-6	-7	-10	-11	-12
Wisdom	-1	-2	-3	-5	-6	-7	-10	-11	-12
Dexterity	0	-1	-2	-4	-5	-6	-9	-10	-11
Charisma	0	-1	-2	-4	-5	-6	-9	-10	-11
Attack Dice	0	0	-1	-3	-4	-5	-8	-9	-10
Hit Points	0	0	-1	-3	-4	-5	-8	-9	-10
% of Spell Fail	20	30	40	60	70	80	100	100	100

**NOTES ON DRUG TABLES**

Any abilities that reach 0 remain there and cannot drop below 0.  
 Any abilities that reach 18 remain there and cannot go above 18.

Morale pertains only to non-player characters.

Intelligence, Wisdom, Dexterity, and Charisma indicate the number of points the various characteristics are lowered temporarily due to the drug. Remember to check the PHB to see the effects of attribute lose.

Attack dice refers to adjustments to THAC0 and saving throws. An opponents saving throws vs. magical attacks made by a drugged character is raised by the same number.

Hit points are increased due to the effects of the drug on the drugged person. He/she can physically withstand more punishment.  
 OPTIONAL RULE: Make the hit point adjustments a percentage of total hit points rather than a few hit points. For example +1 would become 10%, +2 would become 20%, and +3 would become 30%.

% of Spell Failure refers to the chance that a spell that is cast will fail. A mage or cleric has difficulty with somatic and verbal components due to his/her condition.

## THE HIGH

Being drugged is dangerous although some may argue otherwise. For every failed Constitution drug check, the player rolls on Table D to get additional effects. All effects are cumulative (i.e. after two failed checks the character will receive two drug effects from Table D). Effects last for the duration of the "high". High is the drugged state of intoxication and euphoria.

TABLE D: Drug Effects (1d20)

- 01 Aura Hallucination
- 02 Blindness
- 03 Blurry Vision
- 04 Courage
- 05 Deafness
- 06 Fumble
- 07 Friendship
- 08 Happiness
- 09 Hate
- 10 Hopelessness
- 11 Hypnotic Hallucination
- 12 Magical Ability
- 13 Monster Hallucination
- 14 Psionic Wild Talent
- 15 Scare
- 16 Self Hallucination
- 17 Sound Sensitivity
- 18 Total Confusion
- 19+ REROLL

**AURA HALLUCINATION:** The character hallucinates and sees colorful auras around living beings. Actually, the auras are hallucinations but the character may believe the auras to be life forces, infravision, ultravision, magic fields, alignment fields, etc.

**BLINDNESS:** The character is temporarily blinded.

**BLURRY VISION:** The character's vision becomes very blurred. The distortion causes a -4 penalty on a first attempt and a -2 on all successive attacks of missile and melee combat.

**COURAGE:** The character becomes berserk, fighting with a +1 bonus to the attack dice, causing +3 points of damage, and temporarily gaining 5 hit points. The character fights without shield, and regardless of life, never checking morale.

**DEAFNESS:** The character becomes temporarily deaf.

**FRIENDSHIP:** The character reacts more positively (e.g., tolerance becomes goodwill).

**FUMBLE:** The character becomes very clumsy and awkward. He/she falls and trips over everything, drops everything, and always moves in random directions when attempting to move in a specific direction.

**HAPPINESS:** The character becomes very joyful and gets a feeling of complacent well-being, adding +4 to all reaction rolls and making attack unlikely unless he/she is subject to extreme provocation.

**HATE:** The character reacts more negatively (e.g., tolerance becomes negative neutrality).

**HOPELESSNESS:** The character submits to demands of anybody otherwise the character is 25% likely to do absolutely nothing in a round.

**MAGICAL ABILITY:** The character believes he/she has the ability to cast spells as a mage and a priest. Of course the character has no such ability, but the character does “ cast ” spells and does believe they work as intended.

**HYPNOTIC HALLUCINATION:** The character hallucinates and sees a weaving, twisting pattern of subtle colors in the air. This pattern causes the character to become fascinated and he/she gazes at the display as if hypnotized.

**MONSTER HALLUCINATION:** The character hallucinates and sees a monster. Level 1 drugs cause the character to see nothing as the monster. Level 2 drugs cause the character to see an inanimate object as the monster. Level 3 drugs cause the character to see another person/creature as the monster. Roll on any encounter table no matter how bizarre to see what monster appears. Roll 1d10 on the following to see how the character reacts:

- 01-10 Cower and whimper
- 11-15 Stare in bewilderment
- 16-18 Flee shrieking in a random direction
- 19-20 Try to kill the “ monster ”

**PSIONIC WILD TALENT:** The character gains a wild talent that immediately goes into affect. Roll on Table 12 in The Complete Psionics Handbook, “ Wild Devotions ” to determine exactly what the power is.

**SCARE:** The character becomes extremely scare of everything. The character falls into a fits of trembling and shaking. He/she has a -2 reaction adjustment and will drop held items. If corned to fight, he/she fights with a -1 penalties to attack and damage rolls as well as saving throws.

**SELF HALLUCINATION:** The character hallucinates that he/she is something else. Level 1 drugs cause the character to believe he/she is a plant. Level 2 drugs cause the character to believe he/she is an inanimate object. Level 3 drugs cause the character to believe he/she is another person/creature/monster.

**SOUND SENSITIVITY:** The character becomes extremely sensitive to sound. Sounds are amplified 2 times the level of the drug. Thus a level 2 drug would cause all sounds heard by the character be amplified by 4 or 4 times as loud.

**TOTAL CONFUSION:** The character becomes really confused. Roll 1d10 on the following to see what the character will do:

- 1 Wander away (unless prevented)
- 2-6 Stand confused one round (roll again)
- 7-9 Attack nearest creature one round (roll again)
- 10 Act normally for one round (roll again)

## DURATION

The duration of the high and the effects that accompany it are as followed:

Potency Level	Duration Time
1	0-2 hours
2	1-8 hours
3	2-24 hours

---

## RECOVERY FROM DRUG USE

Time is the only cure for recovering from drug use. Recovery time is based on the Potency level of the drug:

Potency Level	Recovery Time
1	0-2 hours
2	1-8 hours
3	2-24 hours

Any ability that was increased by 3 or more during the high decreased by the same number during the recovery. This is do to the create strain put on the body and mind during the high.

As a person recovers, his/her statistics that are affected begin go back to normal half-way through the recovery time with body strain exception mentioned previously.

At the end of the recovery time, abilities return to normal.

Every hour of recovery, the character must make a successful saving throw vs. poison. Failing the save cause the character to suffer the dire consequences of withdrawal.

## TABLE E: Withdrawal Effects

- 01 Comatose
- 02 Itching
- 03 Rash
- 04+ REROLL

COMATOSE: The character falls comatose for the duration of the recovery.

ITCHING: The character suffers from an intense itch on a large portion of the body. The character must constantly scratch the irritated area. Failure cause causes the character to squirm and twist for three rounds which lessens Armor Class by 4 and attack rolls by 2 during this time.

RASH: A rash develops where the character's skin breaks out in red welts that itch. the character's charisma lowers by 1 point per hour as the rash worsens.

---

## DRUG USE AND DRUG ABUSE EQUALS DRUG ADDICTION

A person may enjoy taking a drug, but he/she may unfortunately become a victim of it. To represent the progression of drug addiction the character is assigned a drug addiction percentage (DAP). A character who has never taken a drug before has a DAP of 0.

Every time a character uses a drug, his/her DAP is increased by 1 if a mild drug, by 2 if a moderate drug, and by 3 if a strong drug. Thus, Rath who had a DAP of 0 takes a mild drug; his DAP goes to 1. Then, Rath takes a strong drug,; his DAP goes to 4. Note that it doesn't really matter if a character takes many different drugs or just one type of drug. They all will eventually lead to addiction. Yet another danger of drugs. This doesn't necessarily mean that the character is addicted to all drugs of a certain potency (although they may be substituted at times). Typically, one drug got the character addicted and this will be the drug he will continue to use to further his addiction.

· If a character's DAP reaches 100, he overdoses and dies. flat-line. \*

Every time a character's DAP score increases, he/she must roll percentile dice. Rolling the DAP or under indicates that the character is addicted to drugs.

How often an addicted person must have a drug is dependent on the potency of the drugs that led to the addiction. If the majority of drugs taken were strong in potency, then the character must take a strong drug at least every day. If the majority of drugs taken were moderate in potency, then the character must take a moderate drug at least every two days. If the majority of drugs taken were mild in potency, then the character must take a mild drug at least every three days.

Failure to meet this drug dependency results in physical and/or mental consequences. For every day beyond the required day to take the drug, a character must make a successful save vs. poison with a -1 penalty for every day after the required day. Failure results in dangerous physical and/or mental problems to the character. Roll on Table F to get the permanent damage done to the character.

## TABLE F: Permanent Damage (1d8)

- 01 Ability Loss

- 02 Alignment Change
- 03 Blindness
- 04 Deafness
- 05 Disease
- 06 Insanity
- 07+ REROLL

ABILITY LOSS: The character takes a loss of 1 in an ability score. Roll 1d20 on the following:

- 1-3 Constitution
- 4-5 Strength
- 6-7 Dexterity
- 8-9 Intelligence
- 10-11 Wisdom
- 12-13 Charisma
- 14-16 The highest ability score.
- 17-19 The main ability of the character's class.
- 20 The ability chosen by DM.

ALIGNMENT CHANGE: The character's becomes the complete opposite. Lawful becomes Chaotic. Chaotic becomes Lawful. Neutral becomes Lawful or Chaotic. Good becomes Evil. Evil becomes Good. Neutral becomes Good or Evil.

BLINDNESS: The character loses all sight.

DEAFNESS: The character loses all hearing.

DISEASE: The character contracts a disease because his immunity was lowered.

INSANITY: The character is struck with an insanity. Roll 1d10 on the following:

- 1-7 Roll on Types of Insanity Table on page 83 of the DMG, 1<sup>st</sup> edition.
- 8-9 Roll on Insanities Table 1 in the Sexual Insanity section of The Complete Guide to AD&D Sex.
- 10 The insanity is chosen by the DM.

A person can reduce his/her or her addiction in a number of ways. A Neutralize Poison spell lower a character's DAP to 0, but this won't necessarily keep the character from taking drugs again.

For every week a person is restrained from taking drugs (i.e. clinic, forceful friends, etc.), his/her DAP is reduced by 1. Some DMs may allow the character to make a Wisdom check once a week. Success indicates that the character has enough willpower to lower his DAP by 1. Unfortunately, the dangers of not receiving the drugs could be just as harmful as taking the drug.

---

## AVAILABILITY

Some DMs may want to know the availability of a type of drug. Availability is the likelihood of finding the drug which is given on the table below. However like monsters, specific drugs may have a greater likelihood of being found in climate or terrains where the source is located as well as having a lesser likelihood of being found where drugs must be imported from great distances.

DMs should be warned that total dependence on the availability table could lead to a world filled with drugs. Discretion is advised.

**TABLE: Availability**

Potency	Level	Availability	% Chance
Mild	1	Common	75
Mild	2	Uncommon	50
Mild	3	Infrequent	40
Moderate	1	Very Infrequent	30
Moderate	2	Sparse	25
Moderate	3	Scarce	12
Strong	1	Rare	8
Strong	2	Very Rare	4
Strong	3	Extremely Rare	1

---

## **SCIENTIFIC DRUG NAMING SYSTEM**

By

Dr. Brent Phantom

Dr. Reid Guide

Presented here is a system for giving a scientific name to a individual drug. The main purpose of the system is to give a drug a name that provides information about the drug that saves the DM from searching through all the drug rules to find out the information.

After the name of a drug, a series of letters and numbers are given that contain important information. An example will accompany the instructions for easier understanding.

### **EXAMPLE: Generic SH.O3492**

First, the popular or most common name of the drug is given. In the example, the drug's name is Generic.

The first character in the series is a letter of a S for a stimulant or a D for depressant since all drugs fall into one of these categories.

The second character, if any, is another letter that is more specific in the description of the drug's type. H for hallucinogen and N for narcotic. In the example the second character is an H because the drug is an hallucinogen.

The next character is a period to separate the descriptive part from the remainder of the series.

The first character after the period is a letter that gives the potency of the drug. M for mild, O for Moderate, and S for Strong. In the example, the drug is moderate in potency.

The second character after the period is a number from 1 to 3 that gives the level (or strength) of the drug. In the example, the level of the drug is 3.

The third character after the period is a number from 0 to 9 that is the estimate of the duration of the high. A 0 indicates that the duration is less than one hour. A 1 indicates that the duration is between one and two hours; 2-8 work the same. A 9 indicates that the duration is 9 hours or more. In the example, the drug's high will last between 4-5 hours.

The fourth character after the period is a number from 0 to 9 that is the estimate of the recovery time. A 0 indicates that the time is less than one hour. A 1 indicates that the time is between one and two hours; 2-8 work the same. A 9 indicates that the time is 9 hours or more. In the example, the drug's high will last beyond 9 hours.

The fourth character after the period is a number from 0 to 9 that gives the severity if long term use. Although a character would consider this number a theoretical estimate of severity, a player knows this number as the increase to DAP when the drug is used. Typically, this number is 1, 2, or 3 based on the rules presented. However, some DMs may develop a drug that is more addictive the use and thus would have a high number. On the same note, A DM may make a drug with a 0 severity and thus no chance of addiction. In any case, any severity number beyond 9 would be given as a

9 although there shouldn't be a number greater than 9. In the example, the drug is a moderate drug with a severity of 2 or a 2% increase to DAP when the drug is used.

In the example, the drug Generic is a stimulant hallucinogen of moderate potency level 3. The duration of the high is 3-4 hours. Recovery time is 9 or more hours. And there is a 2% increase to the drug addiction percentage when Generic is used.

---

## PSYCHEDELIC WARRIOR: FIGHTER KIT

Description: The Psychedelic Warrior is simply a warrior that has a fascination and addiction for fighting, for psychedelic drugs, and for the dangerous combination of the two.

The Psychedelic Warrior has a fascination for exotic experiences and will try almost anything once as long as it is supposed to be thrilling. On the same note, the Psychedelic Warrior loves exotic items and will try to become owner of oddities. The warrior's dwelling is an interesting place to visit.

The Psychedelic Warrior uses colorful paints to create strange designs and runes on his face. Face painting is a requirement if he plans on engaging in combat.

Role: The Psychedelic Warrior is loved by few. His mystical nature and bizarre beliefs frighten most people. His warrior skills also frighten most people and are one reason why few people voice their dislike to the Psychedelic Warrior.

Of course, the Psychedelic Warrior seems to find friends wherever he goes. People, especially the young, are curious and the Psychedelic Warrior is a curiosity.

Alignment: The Psychedelic Warrior should be chaotic and/or neutral in alignment, but it isn't a kit requirement.

Weapon Proficiencies: The Psychedelic Warrior must spend at least one proficiency slot on an exotic or odd weapon like the bolas, boomerang, net, pole-arm, rapier, etc..

Non-Weapon Proficiencies: Bonus: Artistic Ability, Fungi Identification

Required: Gaming Recommended: Astrology, Dancing, Musical Instrument, Singing

Equipment: The Psychedelic Warrior can buy any equipment he desires but keep in mind his love for oddities.

Special Benefits: The Psychedelic Warrior gets a +5% to any checks made for finding psionic wild talents.

To the Psychedelic Warrior the following is a benefit, to most a hindrance. When the Psychedelic Warrior enters a stressful situation like combat, he has a percent chance equal to his DAP of going into a unnatural psychedelic trip. The trip's effects have different manifestations upon the character and last for differing durations as shown on the table below. Roll 1d20 on the following table to get the effect.

Roll    Effect Name

- 1    Brain Rush
- 2    Comatose
- 3    Hallucination
- 4    Interplanar Contact
- 5    Irresistible Song and Dance
- 6    Major Craving
- 7    Minor Craving
- 8    Paranoia
- 9    Psionic Wild Talent
- 10    Silent Lucidity

BRAIN RUSH: The character gains an additional 1d4 points of intelligence for 1d4+8 hours.

**HALLUCINATION:** As the name implies, the character sees a hallucination. The character sees a weaving, twisting pattern of subtle colors in the air. Through the bizarre patterns, the character sees a monster. Roll on any encounter table no matter how bizarre to see what monster appears. The monster attacks the character as if real. Although the monster is an illusion, all damage to the character caused by the monster is real. The hallucination is over in 1d10 turns or when the creature is “killed” in the combat with the character.

**COMATOSE:** The character goes completely comatose and is not revivable by less than a Limited Wish or equivalent, not even healing spells will help. The character is comatose for 4d6 hours.

**INTERPLANAR CONTACT:** The character actually has a dual consciousness. The consciousness the character contacts is with a creature on another plane determined at random. Roll 1d10 on the following:

1-6 Prime Material Plane.

7 Astral Plane.

8 Ethereal Plane.

9 Elemental Plane. Roll 1d12.

1-2	Air	9	Ice
3-4	Earth	10	Dust
5-6	Fire	11	Heat
7-8	Water	12	Vapor

10 Outer Plane. Roll 1d20.

1	Seven Heavens	10	Twin Paradises
2	Elysium	11	Happy Hunting Grounds
3	Olympus	12	Gladsheim
4	Limbo	13	Pandemonium
5	Abyss	14	Tarterus
6	Hades	15	Gehenna
7	Nine Hells	16	Acheron
8	Nirvana	17	Arcadia

9 Concordant Opp. 18-20 Roll Again

Roll on a random encounter table for the appropriate plane to get the creature contacted. The character is aware of his own conscious and his contacted one at all times. He may “control” the contacted creature if desired but relinquishes control of his own consciousness when doing so. Contact lasts 1d6 hours.

**IRRESISTIBLE SONG AND DANCE:** The character’s mind is suddenly filled with the sounds of hypnotic music. In response, the character slowly turns in circles while he gives his body up to the rhythm. The effect lasts 1d4 hours.

**MAJOR CRAVING:** The character needs a fix and needs it NOW! He will stop at nothing to get it, and will kill anything or anyone who gets in his way. This effect lasts until the character gets the fix he so desperately needs.

**MINOR CRAVING:** The character gets a craving for the next fix. Only a serious situation like a battle will keep him from getting the next “hit”. Effect lasts until the next “hit” is taken.

**PARANOIA:** The character believes every entity in the vicinity to be a hostile, attacking enemy, and will attack the closest creature to him or her until “held”, unconscious, dead, or otherwise subdued. The paranoia lasts 1d4 turns.

**PSIONIC WILD TALENT:** The character gains a wild talent that immediately goes into affect. Roll on Table 12 in The Complete Psionics Handbook, “Wild Devotions” to determine exactly what the power is.

**SILENT LUCIDITY:** The character has complete and total knowledge of the way the universe works, and is completely at peace with all Creation. During this time of “reverie”, any enemies will be dealt with severe messages about peace and harmony. The duration is 1d6 turns, unless attacked (first attack is an automatic hit; thereafter AC 10) then the duration is another 1d4 rounds.

**Special Hindrances:** Three consecutive rolls of Comatose means the character has died due to the long-term effects of drugs on his body.

The Psychedelic Warrior receives a -3 reaction adjustment hindrance to respectable people such as nobles, wives, elderly, etc..

**Wealth Options:** The Psychedelic Warrior gets the starting gold for a warrior, 5d4x10 gold pieces.

Races: The Psychedelic Warrior can be of any race, class, sex, religious persuasion, or sexual orientation.

---

## THE DRUG LIST

The following is a list of drugs that a DM may throw into a campaign to spruce it up a bit. Drugs should be considered evil and DMs should devise adventures to stop the transportation, selling, and taking of drugs. There are many real world examples for DMs to feed off of.

In any case, these drugs are listed with game effects that aren't related to the rules above. The DM may wish to assign a drug classification from the rules to the below drugs to make it work better with this entire appendix.

A frequency is given for each drug. How it is interrupted is up to the DM but the frequency listed is how the original writer used it.

Common:

- Bog Weed
- Bogwort
- Fluted Rose
- Gayln Root
- Mirella

Rare:

- Fire Orchid
- Morning Dove

Very Rare:

- Arglik
- Chepok
- Kyphal
- Mimay

Name: Bog Weed  
Freq: Common  
Onset: 1d3 rounds

Bog weed is a tall gangly plant found growing in swamps. The leaves, when properly prepared, are a stimulant. Improperly prepared, they are poisonous. They are burnt and the smoke inhaled. This is done with a brazier and a cloth, which is draped over the head to concentrate the smoke. Users have an unpleasant smoky smell to them.

Effects: The imbiber receives +2 dexterity and +1 charisma.

Quote: " Hello my dear, you look ravishing. Did you know I can write my name using only my tongue and a drop of ink? "

Name: Bogwort  
Freq: Common  
Onset: 1d6 rounds

Bogwort is a short, fleshy plant found growing in muddy swamps. The leaves are pressed and the liquid drunk. The liquid may be evaporated and the resulting powder mixed with water and consumed.

Effects: The imbiber gets +2 strength (+40% to exceptional str. i.e.

18/60 becomes 18/00, 18/70 becomes 19).

**Quote:** “ Grrrr! ”

Name: Fluted Rose  
Freq: Common  
Onset: 1d6+1 rounds.

This lovely pink flower resembles a small rose. It grows in poor rocky soils at high altitudes in temperate or tropical areas. The flowers are dried and brewed as a tea. This beverage is a strong relaxant. Imbibers are very relaxed and tend to be uncaring about external events, whether these events are work, play, or a rampaging dragon.

Effects: The imbiber gets +4 save vs. fear, +4 morale, -2 dexterity (very relaxed), -4 movement.

Quote: “ Hey! Why are you hitting me with that sword? Don’t be so uptigh... ”

Name: Gayln Root  
Freq: Common  
Onset: 1d4 rounds

This root comes from an aquatic plant similar to cattails. It grows in warm environments and is harvested in winter. The root is eaten and has a mild radish-like flavor. Gayln root is a euphoric relaxant.

Effects: All ability scores drop to 5 for 2d4 hours, but the user is VERY happy. The imbiber suffers from extreme suggestibility, is immune to fear (even a ghost?), and has the ability scores return at the rate of 1 point per turn.

**Quote:** “ Whoa! ”

Name: Mirella  
Freq: Common  
Onset: 1d4 rounds

Mirella takes the form of flower buds, which are eaten. A small plant, it grows in the savannah. It blooms for a short time after the rains in summer.

Effects: A stimulant, it bestows +1 to Dexterity, +2 to Constitution for purposes of saving throws and ability checks, and adds 1d8 hp. The lasts for 1d4 hours. Users often have bleeding gums. It is possible (though not advisable) to “ pop a bud ” after the first begins to wear off. Sleep is not possible (normally) under the influence. Users may receive +2 save vs. sleep.

**Quote:** “ What! Where! Showmeshowmeshowmeeeeee! ”

Name: Fire Orchid  
Freq: Rare  
Onset: 1d4+2 rounds

The true appearance of this flower is known only to those who collect it. The form used consists of bright scarlet leaves, which are sucked on for a few minutes.

Effects: The user gains +1 intelligence for 1d4+1 days. Addicts have scarlet lips.

Quote: “ How droll. ”

Name: Morning Dove  
Freq: Rare  
Onset: 1d6 rounds

A beautiful rare tropical flower found in the jungle near streams.

The flowers are dried and brewed.

Effects: The resulting stimulant gives +3 to dexterity for 1d4 hours.

Addicts suffer from frequent nosebleeds.

Quote: “ Oh look, fifty orc archers! Should I dodge the arrows or just catch them? ”

Name: Arglik

Freq: Very Rare

Onset: 1 rounds

A root from an unknown plant. It is prepared in some fashion and formed into strips which are eaten.

Effects: This bestows +3 strength for 2 hours (+90% to exceptional str.) i.e. a 17 str would become 18/60: +1 and +60% (2/3 of 90).

Quote: **ROAR! “ C'mere... ” SNAP!**

Name: Chepok

Freq: Very Rare

Onset: 1d6 rounds

An unknown plant used by natives in the Ravanesh Jungle. The leaves, when chewed and sucked, are a powerful stimulant and hallucinogen.

Effects: It has many properties. It gives +2 strength (+20% to exceptional), users will fight to -10 hp, wisdom reduced to 3, making user susceptible to suggestions (treat as the spell); users need not check morale and will fight until slain.

Quote: “ Come here you bloody bastard; I'll bite your knees off! ”

Name: Kyphal

Freq: Very Rare

Onset: 1 rounds

This drug is a grayish powder, the exact components are unknown.

Effects: The powder, when inhaled, gives +2 intelligence for 2d6 days.

Addicts have a gray pallor.

Quote: “ Dullard! ”

Name: Mimay

Freq: Very Rare

Onset: 1d6 rounds

A mushroom eaten by shaman and witch doctors for the purpose of divination and prophecy. When eaten the user goes into a trance-like state and has a wild trip.

Effects: Actual game effects are up to the DM but augury, divination, other rare incense legend lore is recommended. The trip lasts for 1d4 hours with another 3d4 hours to recover.

Quote: “ My God! It's full of stars! ”

---

## **SPECIAL THANKS**

Kenneth Nuckols ([kn2051@PEGASUS.CC.UCF.EDU](mailto:kn2051@PEGASUS.CC.UCF.EDU)) at University of Central Florida in Orlando, FL who sent the Psychedelic Warrior class which was converted to the 2<sup>nd</sup> edition kit presented here. Also, he provided Bog Weed, Bogwort, Fluted Rose, Gayln Root, Mirella, Fire Orchid, Morning Dove, Arglik, Chepok, Kyphal, and Mimay in the Drug List.

---