


FEAR AND LOATHING IN FAERÛN



Make your players junkies!
Crafting rules for drugs and poisons!
Expanded rules for alcohol!
Addiction mechanics!

5e updates of more than 100 drugs and alcohols
from 2nd, 3rd, and 4th editions!

26 new drugs never before seen!

A new prestige class: The Arcane Apothecary!

Random tables for generating
more than 10,000 plants!



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SPECIAL THANKS TO MY PLAYTESTERS, SAM,
MARINA, MATT, AND LIZ.

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Some of this material is updated material originally published in earlier edition books and magazines.

2ND EDITION:

- Phoenix Powder was originally described in *Assassin Mountain*.
- Night Sleep was originally described in *Ruins of the Undermountain*.
- Tuanta Quido Miancay was originally described in *The Villains' Lorebook*.

- Fighting Cock Wine and Firebeer originally appeared in *Volo's Guide to the North*.
- Utterdark originally appeared in *Volo's Guide to Cormyr*.
- Rollrum and Hardcheese's Best are from *Volo's Guide to the Sword Coast*.

3RD EDITION OR V3.5:

- Arthorvin, Carthagu, Mertoran Leaf, and Zixalix were originally described in *Unearthed Arcana*.
- Aleeian Wine, Dragonbite Bitter, Dwarfhead Stout, Elven Moondrop, Frenzywater, Frostwine, Garnet Wine, Golden Light, Kragg, Mushroom Wine, Pulsch Brown Ale, Scorcher Fumes, Spiderblood, Thever Paste, and Thudrud were originally described in *Arms & Equipment Guide*.
- Haunspeir, Phantomdust (here renamed Azuldust), Rhul, Sakrash, and Tekkil were originally described in *Lords of Darkness*.
- Baccaran, Devilweed, Elixir of Fantasy, Luhix, Mordayn Vapor, Mushroom Powder (renamed here to Mushroom Blue), Redflower Leaves (renamed here to Bloodflower Leaf), Sannish, and Terran Brandy were originally described in *The Book of Vile Darkness*.
- Bitterleaf Oil was originally described in *Races of the Dragon*.

4TH EDITION:

- Annasker, Belarris, Belbuck, Bloodpurge, Bloodstaunch, Calad, Dathlil, Darnadurr, Dragonbane, Felsul Tree, Fleshwort, Harlthorn, Helmatoss, Lorbralinth, Srindym, Swiftsleep, Tatterskyre, Thardynyn, Tonandurr Bark, Yethgrel, Zeskorr, and the 'Scents and Perfumes' section come from *Elminster's Forgotten Realms*.
- Snake Oil and Sweetheart's Confection were originally described in *Heroes of the Feywild*.
- Black Lotus Extract, Eye of Basilisk Powder, Greenblood Oil, Insanity Mist, Lich Dust, Nitharit, Ungol Dust, and Wyvern Poison (here renamed Wyvern Ink) were originally described in *Heroes of Shadow*.



ON THE COVER

Three ladies getting amazingly sloshed on Darklake Ale, and who can blame them, what with all the mansplaining they have to put up with?

- Alchemist's Mercy ('Better Living Through Alchemy,' Issue 280)
- Bloodroot ('Vampires of Waterdeep Part One: Blood of Malar,' Issue 126')
- Burrfoot's Nut Brown Ale, Dwarfven Grave Ale, and Firebelly (Drunkards & Flagons,' Issue 334)
- Diamond Water Elixir ('Age of Worms: Wormfood – Surviving the Age of Worms Adventure Path,' Issue 334')
- Fezrah ('Sinister Tools,' Issue 298)
- Green Rapture ('Ecology – The Ecology of the Kaorti,' Issue 358)
- Green Welcome ('Seeds of Sehan Part 1: Vile Addiction,' Issue 145)
- Liquid Courage ('Hunting the Wyrms,' Issue 344)
- Diamond Waterale and Miner's Milk ('Age of Worms: Wormfood – Surviving the Age of Worms Adventure Path,' Issue 334)

- Burn Salve (renamed here to Musk Muddle Salve), Elf Hazel, Mindfire, Purebalm, Vine Oil, and Wittlewort Brew ('Alchemy Begins in the Forest,' Issue 301)
- Sehan ('Seeds of Sehan Part 2: Spawn of Sehan,' Issue 146)
- Tongueloose ('Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game,' Issue 316)
- Mad Foam ('Feathers and Fur: A Guide to Flying and Fanged Animal Companions,' Issue 357)
- Drowth, Moon Honey, and Stonesulder Wine ('Abyssal Trade Goods: Not a Bad Thing,' Issue 421)
- Grell Bile ('Assassin Poisons of the Underdark,' Issue 423)
- Burning Bronze Rye, Ghost Ale, Myconoid Essence, Shadewater, and Sonata Wine ('Dine on the Wild Side,' Issue 429)

Some material is also drawn from 5th edition sources:

5TH EDITION:

- Malice (here renamed Malyss Root Paste), Oil of Taggit, Pale Tincture, Truth Serum, and Truth Wine were originally described in the 5th edition *Dungeon Master's Guide*.
- Eyescratch is adapted from material in *Waterdeep: Dragon Heist*.
- Timmask, Tongue of Madness, and Wyrmwizz are based on material in *Waterdeep: Dungeon of the Mad Mage*.
- Bigwig (here renamed Wurple), Nilhogg's Nose, and Pygmywort (here renamed Shrinkwort) are based on material in *Out of the Abyss*.
- The Alchemist, Medic, and Naturalist feats are taken from 2017 *Unearthed Arcana* playtest material available at <https://media.wizards.com/2017/dnd/downloads/UA-SkillFeats.pdf>.

Blacktooth Fungus was originally described in 'Forest of Blood', an article from *Dungeon Magazine*, issue 103 and the glossary incorporates material from *A Text-Book of Practical Therapeutics*, by Hobart Amory Hare, Philadelphia & New York: Lea Brothers & Co., 1902.

PART 1

A Drug Enchiridion



Sweaty, desperate, and trembling, the halfling stumbles into the Yawning Portal. He knows exactly who he's looking for, though he's never seen her, not really. Always in her cloak, always turned away from the light. Rumor has it she pays Durnan 50 gold a tenday to make sure the lamps are turned down around her table whenever she's around. And tonight, she's around.

He doesn't exactly sit. It's more like his legs melt underneath him and his butt manages to catch him. He looks at her pleadingly. She looks at him sympathetically.

'Oh, Nerlax,' she shakes her head at him. 'Look at yourself. And just yesterday, your friend told me you were doing so well!'

'That was yesterday. I was doing well yesterday. I didn't need it yesterday. But today...'

His voice trails off, but she completes his sentence. 'Today, you do. Don't worry. I've got what you're looking for. Problem is, it's getting harder to find the materials to make it. Costs me more. And that means it costs *you* more, too. Sorry.'

The halfling gulps. 'How much more?'

'Relax,' she soothes him. 'It's not going to cost you anything at all... in gold.'

'It won't?' The halfling would be worried by this if he were in his right mind, but he's not. He's got only one thing he can think about now, and it's driving him crazy that she's taking so long. Who needs conversation when you've got baccaran?'

'Not one single copper. No, I'm going to need you to do something for me, instead. Before I can give you your precious baccaran.'

'What? Anything!'

She holds a vial of liquid in front of him. No idea what it is, but it's not baccaran. He's damn sure of that.

'Nothing much. Nothing much at all. You see this? I need you to slip it into someone's wine tonight. You'll like him. An adventurer, like you used to me. That fool Volo's just given him the deed for the old Trollskull Tavern. And I want to send him a... warm welcome to the neighborhood. Do that for me and I'll make sure you're stocked in baccaran for days.'

The halfling looks down at his hands. They're already holding the vial, carefully putting it into a vest pocket. A part of him wonders how he could possibly agree to poison a man he's never met. But that part is far away and very quiet, and he walks to the door with a determined look on his face. He needs to get this done, as fast as he can.

The woman watches Nerlax go, smiling to herself. Then she pinches a tiny bit of powder from a hidden pocket, whispers a few words to it, and throws it into the air, and suddenly where she was sitting there's no one, no one at all. And nobody in the Yawning Portal notices the large, healthy rat that jumps off her chair and follows the halfling out the door. The fool served his purpose once upon a time, but now he's outlived it. Did he really think she wouldn't hear he'd been talking about her to the Zhentarim? She can't wait to see his face when he realizes his 'victim' isn't dead at all. He might make it to the door, but she guesses he'll be dead before he can even turn around.

You can always count on adventurers when you need a traitor killed. They're such goody two-shoes. And you don't even need to pay them.

Any sophisticated society will develop both medical and recreational drugs, even magic-using societies such as are found in *Dungeons & Dragons*.

An adventurer wounded in battle might be able to depend on a cleric in her party to heal her, but, depending on how common magic is in your world, a typical merchant, tradesperson, pickpocket, or city guard may well never have access to magical healing. Who are they going to go to when sick or injured? Doctors, of course, and those doctors are going to need medicines.

Furthermore, while PCs get to go out exploring, finding grand treasures and fighting incredible monsters, most people don't. And, just as in our world, people like to get high. Where's there's a demand for psychotropics, there will be a supply.

Finally, assassins have always had a fondness for poisons. They get the job done cleanly and it's a lot harder to get caught as a poisoner than as a backstabber. But what are poisons, if not powerful medicines and drugs that have extremely dangerous side-effects?

This handbook exists to provide rules for handling these different substances.

GLOSSARY

Abortifacient. A medication that pharmaceutically terminates a pregnancy.

Alchemist's Supplies. Proficiency with alchemist's supplies enables a character to produce useful concoctions, such as acid or alchemist's fire. A standard kit includes glass beakers, a metal frame to hold a beaker in place over an open flame, a glass stirring rod, a mortar and pestle, and a selection of common alchemical ingredients, such as salt, powdered iron, and purified water.

Anaesthetic. A drug used to produce a lack of sensation. It can be either local or general.

Apothecary. A catch-all term used in this enchiridion to refer to anyone, whether alchemist, poisoner, herbalist, physician, etc., who specializes in making drugs.

Brewer's Supplies. Proficiency with brewer's supplies allows a character to make fermented beverages. A standard kit includes a large glass jug, a siphon, several feet of tubing, and a variety of fermenting agents.

Contact. Refers to medicines that are absorbed through the skin.

Drug. A nonmagic substance that has a significant effect on the physiology of whatever person is exposed to it. Used synonymously here with *medicine* and *substance*.

Elixir. A diluted tincture rendered pleasant to the taste by the addition of aromatic substances and sugar or honey.

Extract. The soluble part of plants reduced to a semi-solid or solid condition by evaporation; the soluble constituents being taken from the plant by water or alcohol.

Formula. The recipe or set of instructions that explains how to make a drug.

AN ENCHIRIDION OF DRUGS!

Herbalism Kit. Proficiency with an herbalism kit allows one to identify plants and safely collect their useful elements. A standard kit includes a variety of pouches to store herbs, clippers and thick gloves for collecting plants, a mortar and pestle, and several small glass jars.

Infusion. Made by pouring boiling water on the crude drug and allowing it to stand for a short time until the water cools, after which the liquid is strained.

Ingested. Refers to medicines that are eaten or drunk.

Inhaled. Refers to medicines that either are powders to be snorted or are vapors or gasses to be breathed in.

Injury. Refers to medicines that must be introduced to the body directly through the bloodstream. One typical way is for a wound to be opened and the medicine put into the wound, as with a needle syringe. Poisoned weapons use injury drugs.

Kyphi. A drug that is taken through inhalation and that has been augmented by magic.

Ointment. The mixture of some kind of fatty substance with the medicine which it is designed to carry. Also known as an *unguent*.

Opodeldoc. A drug that is taken through skin contact and that has been augmented by magic.

Poison. A drug that has no beneficial use.

Poisoner's Kit. A favored resource for thieves, assassins, and others who engage in skullduggery. Proficiency with the poisoner's kit allows one to apply poisons and create them from various materials, as well as treat their effects on oneself and on others. A standard kit includes glass vials, a mortar and pestle, a glass stirring rod, and a selection of reagents and components commonly used in the creation of poisons.

Spagyric. A drug that is taken by mouth or introduced directly into the bloodstream and that has been augmented by magic.

Spirit. An alcoholic solution of volatile substances.

Syrup. A solution of sugar, honey, or gummy substances in water, used as a vehicle for the delivery of a drug.

Tincture. A solution of the active principle of a drug in alcohol or a mixture of alcohol and water.

BASIC MEDICINE

Most people in the Realms cannot rely on magical means when they get injured or sick, but they are far from helpless. Anyone growing up outside of one of the large cities no doubt has a cache of recipes to draw on for various herbal home remedies and knows what to do in the case of common injuries and accidents. They can also rely on village or town healers who have more specialized knowledge.

In the cities, doctoring is a respected profession, and medicines and techniques are available that cannot be found in rural areas.

There is no germ theory of disease – indeed, do microbes and viruses exist in the *Dungeons & Dragons* world? – but it's widely understood that open wounds need to be kept clean and bandaged or infection will set in. Stitching and cauterization to close wounds are both known of, though the former is far more delicate and requires training. The utility of alcohol as an antiseptic is also common knowledge.

All drugs have a degree of scarcity. They can be basic, common, uncommon, rare, and very rare. Drugs that are classified as basic are home remedies that are rarely more complicated than knowing medicinal uses for a few local herbs. As these require little skill to prepare beyond knowing what a particular plant is, it can be assumed that anyone with proficiency in Medicine has learned a number of them equal to 2 plus their Intelligence modifier as part of their proficiency.

Just like there are simple medicines that do not require detailed knowledge to prepare, so there are also basic poisons that are easily made, though the materials may not be easily obtainable. The venoms of giant spiders and centipedes, for instance, work just as well when injected by a needle as when injected by a fang or stinger. Because such basic poisons do not require anything more than harvesting the natural poisons of dangerous monsters, they are not included in this handbook.

MEDICAL FEATS

ALCHEMIST

You have studied the secrets of alchemy and are an expert in its practice, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency with alchemist's supplies. If you are already proficient with them, you double your proficiency bonus to checks you make with them.
- As an action, you can identify one potion within 5 feet of you, as if you had tasted it. You must see the liquid for this benefit to work.
- Over the course of any short rest, you can temporarily improve the potency of one potion of healing of any rarity. To use this benefit, you must have alchemist's supplies with you, and the potion must be within reach. If the potion is drunk no more than 1 hour after the short rest ends, the creature drinking the potion can forgo the potion's die roll and regains the maximum number of hit points that the potion can restore.

EXPERT POISONER

You have studied the ignoble art of poisoning and your degree of mastery of it has granted you the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with the poisoner's kit.
- You are able to disguise the poisons you make to appear innocuous. Anyone attempting to identify your poisons must roll with disadvantage.
- The DC for you to learn formulae for poisons is lessened by 2.

IRON CONSTITUTION

Prerequisite: Constitution 13, proficiency in the Medicine skill and the poisoner's kit

Your time in the laboratory, surrounded by dangerous substances and vapors, has hardened you. You are immune to the poisoned condition and have proficiency in Constitution saving throws.

MEDIC

You master the physician's arts, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Medicine skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- During a short rest, you can clean and bind the wounds of up to six willing beasts and humanoids. Make a DC 15 Medicine check for each creature. On a success, if a creature spends a Hit Die during this rest, that creature can forgo the roll and instead regain the maximum number of hit points the die can restore. A creature can do so only once per rest, regardless of how many Hit Dice it spends.

MASTER HERBALIST

Prerequisite: Intelligence 13, proficiency in the Nature skill and the herbalism kit

Your knowledge of medicines and their effects on the body is such that you can easily detect and identify illness and poisons wherever you see them. Treat as though you have *detect poison and disease* permanently cast though this trait isn't itself magical.

NATURALIST

Your extensive study of nature rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Nature skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the *druidcraft* and *detect poison and disease* spells. You can cast *detect poison and disease* once without expending arcane points, and you regain the ability to do so when you finish a long rest.

THE NAUSEATED CONDITION

These rules occasionally make reference to a new condition, that of being nauseated. While a character is nauseated, they cannot take any actions or reactions, move at half speed, and automatically fail all Strength, Dexterity, and Constitution saving throws.

MAKING DRUGS

Characters with an entrepreneurial side may wish to make their own drugs. As with any crafting activity, this takes time, money, and tools. Depending on what's being made and the laws of the realm, it may also require secrecy.

The primary tools are **alchemist's supplies**, **brewer's supplies**, the **herbalism kit**, and the **poisoner's kit**. It is possible others might be relevant as well, at the DM's discretion, but almost all drugmaking benefits from proficiency with at least most of these. I recommend that in order to make drugs, a PC must at minimum have proficiency with one of them and either the Medicine or the Nature skill. As in most things, the more the better, though.

ON THE DUBIOUS LEGALITY OF DRUGS

As in our world, the distinction between drugs that can be freely traded and those that cannot is a fraught one. Because many religions, mage guilds, alchemists, doctors, and apothecaries make use of and even produce substances that can be mind-altering, can be misused as poisons, can significantly affect the body, it can be difficult for local laws to make rigorous distinctions amongst those drugs that are to be outlawed, those that are to be regulated, and those that are to be openly sold without restriction.

Drugs that are clearly too dangerous for the general, untrained public to use and drugs that are clearly to be used in the service of committing crimes are rarely if ever allowed in the large cities except under tightly controlled conditions. Different societies have different laws regarding other dangerous but useful medicines, perhaps quite similar to our system of doctor's prescriptions.

FORMULAE

In order to make a drug, a character needs to know how to do it. The formulae for creating these medicines can be very complicated, so practitioners of drugmaking need to take careful notes and keep records of procedures and ingredients. If a character has already made a particular drug, attempting to make it without one's notes has a chance of failure that increases with the complexity of the drug.

Drug Rarity Chance of Failure Without Notes

Common	15%
Uncommon	25%
Rare	40%
Very Rare	65%

Because of these risks of failure, most apothecaries guard their notes and keep multiple copies of them, much like wizards guarding their spellbooks.

A character can learn a new formula in three ways: being taught it by someone who already knows how to make the drug; researching the drug in an alchemical library or private collection; or through experimentation.

In all three cases, a skill check must be made to see if the character has succeeded in learning the new formula. The relevant skill check would be either Medicine or Nature, depending on the drug being researched. If the character is proficient in both Medicine and Nature, then they roll with advantage. When attempting to learn a new formula, the skill check is made at the conclusion of the duration of time it takes to learn the formula.

Drug Rarity	Proficiency with 1 tool	Proficiency		
		with 2 tools	with 3 tools	with 4 tools
Basic	DC 10	DC 8	DC 5	Automatic
Common	DC 13	DC 10	DC 8	DC 5
Uncommon	DC 15	DC 13	DC 10	DC 8
Rare	DC 18	DC 15	DC 13	DC 10
Very Rare	DC 20	DC 18	DC 15	DC 13

If a character succeeds on their skill check, they will always be able to make that particular drug so long as they have a copy of the formula on hand.

If they fail the check by 3 or fewer points, they can make a passable version of the drug, but their understanding of the formula is flawed. The drugs they make from this formula have a chance of failure that increases with how badly they failed their skill check.

If they fail the check by more than 3, they failed to learn it at all. In either case, they can't try to learn it again until they gain a level or acquire proficiency with another of the 4 primary tools.

Drug Rarity Failed by 1 pt. Failed by 2 pts. Failed by 3 pts.

Basic	5 % failure	10 % failure	15 % failure
Common	10 % failure	15 % failure	20 % failure
Uncommon	15 % failure	20 % failure	25 % failure
Rare	20 % failure	25 % failure	30 % failure
Very Rare	25 % failure	30 % failure	35 % failure

Tutelage. Many characters learn under the tutelage of an apothecary who serves as a mentor or master and agrees to take the character on as an apprentice or student. The novice will be expected to pay their instructor for their training, to do some menial work for their instructor, and might also be sent out on ingredient-finding missions of various sorts in return for their training, and the instructor will almost always keep their most advanced formulae secret even from their students.

Most serious apothecaries take on only a small handful of students, since their reputation is at stake should it become known that a student of their does poor work. Good-aligned apothecaries will be unwilling to teach their students to make poisons, even if they know how to do it themselves, and evil-aligned apothecaries will likely demand much more of their students and be willing to share much less than their neutral or good counterparts.

Because of the one-on-one tutoring, the DC to learn a new formula from a mentor is reduced by 3. A basic formula can be learned by tutelage in a day, and a common one in three days, an uncommon one in a tenday, a rare one in two tendays, and a very rare one in four tendays.

Research. There is a fair degree of competition amongst professional apothecaries, and those who earn their livings through making drugs have a strong incentive not to share their learning too widely. However, there are active apothecary's guilds in all the urban centers along the Sword Coast and it is to the benefit of all members that those who do business selling medicines not embarrass the profession through shoddy work. With that in mind, membership in an apothecary's guild entitles one to limited access to the guild's private archive, which will contain:

Drug Rarity	Number of Formulae
Basic	All
Common	All
Uncommon	4d4 + 2
Rare	2d4 + 2
Very Rare	1d4 + 2

The guild does not share its secrets widely and unless a member has reached a position of authority and trust in the guild, the amount of research that person can do at a time will be limited and under close supervision. The materials are fragile and often one-of-a-kind the guilds of different cities take pride in knowing formulae that other guilds do not.

A basic formula can be learned by archival research in a day, and a common one in a tenday, an uncommon one in two tendays, a rare one in four tendays, and a very rare one in eight tendays.

Experimentation. Sometimes, an apothecary does not have the opportunity to learn a formula from a tutor or through research. Perhaps their tutor doesn't know it or refuses to teach it. Perhaps the drug isn't mentioned in the guild archives, or the archives are inaccessible for some reason. The only other option is to figure out the formula oneself through direct experimentation.

In order to do this, a sample of the drug must be available.

A basic formula can be learned by experimentation in three days, a common one in ten days, an uncommon one in twenty days, a rare one in forty days, and a very rare one in sixteen tendays.

INGREDIENTS

Some drugs have a specific ingredient or ingredients mentioned in their description. For instance, to make unicorn horn powder, you definitely need a unicorn's horn. Most, however, give only vague hints of what they're made of. This is deliberate, done so that you can have maximum flexibility in incorporating one or more of these drugs into your games.

Drug Rarity	Number of Ingredients
Basic	1 (1d2)
Common	2 (1d4)
Uncommon	4 (1d4 + 2)
Rare	5 (2d4)
Very Rare	7 (2d6)

Should a trip be required to obtain the makings of a drug, the tables in Appendix B should be of use.

It should take at least a modicum of effort to acquire the ingredients for a drug. The more difficult the formula, the more difficult the task. Of course, it's reasonable to presume that a large city like Neverwinter or Waterdeep would have many of the more obscure ingredients for sale, though it might take some searching through the city to find them, and some careful haggling and convincing of shopkeepers to acquire them.

FORAGING

If your PCs have developed an interest in drugmaking, it's not unlikely that they will want to look for possible ingredients wherever they go, not because they're looking for anything in particular but because they're thinking ahead.

Anyone with proficiency with the herbalism or the poisoner's kit can forage for potentially-useful plants while out in the world. A successful DC 15 Medicine or Nature check will find a small amount of a random, environment-appropriate ingredient. Proficiency with both kits or in both skills grants advantage on this check. Foraging in this manner takes a full hour.

Finding a random ingredient does not mean that the character knows how to make drugs that use it, just that they recognize it as something that could be useful. Any ingredients found by foraging should be useful only for making basic, common, or uncommon drugs. The ingredients for rare and very rare drugs must be sought for by name.

BUYING AND SELLING INGREDIENTS

Of course, people don't always need to go searching through the world (or other planes) for their ingredients, especially if they are in one of the larger, more cosmopolitan cities. Any decently-sized town will have at least a few shops devoted to supplying apothecaries, alchemists, and even poisoners, perhaps, and with a bit of luck and some good haggling, a lot of things can be found. For a price, of course.

PCs who have gone foraging can also sell their findings to such stores, but are unlikely to get a good price if they don't know what drug the ingredient is for.

The following table has some price guidelines for selling and for purchasing ingredients. It assumes the transaction takes place in a medium-sized city and that the character doing business with the shopkeeper knows how to use what they're selling. If the character doesn't know any formulae that the ingredient can be used with, I recommend halving the price the shopkeeper is willing to offer. If the ingredient can be used for multiple drugs, use the drug's most common frequency.

PRICES FOR BUYING & SELLING INGREDIENTS

Rarity	Selling Price	Purchase Price
Basic	2 (1d4) gp	4 (2d4) gp
Common	25 (2d4 x5) gp	50 (4d4 x5) gp
Uncommon	125 (2d4 x25) gp	175 (2d6 x25) gp
Rare	350 (2d6 x50) gp	650 (2d12 x50) gp
Very Rare	10500 (4d20 x 50) gp	2100 (4d20 x50) gp

In a large metropolis like Waterdeep, it would likely be easier and cheaper to find the materials, and might also be much easier to hide one's illicit activities, and in the middle of a wilderness, it might well be impossible to do either. On the other hand, the Xanathar Guild has eyes everywhere...

THE ACTUAL CRAFTING

Once a character knows the formula and has the ingredients, they can finally craft the drug! Make a Medicine or Nature check and apply the following table. Make it with advantage if the character is proficient in both Medicine and Nature.

Drug Rarity	Proficiency with 1 tool	Proficiency		
		with 2 tools	with 3 tools	with 4 tools
Basic	DC 8	DC 5	Automatic	Automatic
Common	DC 10	DC 8	DC 5	Automatic
Uncommon	DC 13	DC 10	DC 8	DC 5
Rare	DC 15	DC 13	DC 10	DC 8
Very Rare	DC 18	DC 15	DC 13	DC 10

TIME

Unlike crafting regular items, making drugs is quick. The exact time necessary varies with the drug (fermented substances will necessarily take longer than powders, for instance) and the DM should determine these on an ad hoc basis, but only in rare cases should it take more than a few days to make anything.

COMPLICATIONS FOR MAKING DRUGS

Even in the best of circumstances, buying or making medicines is a delicate business. When the substances in question are illegal, it can get downright exciting.

The likelihood of complications involved in making drugs should depend on the skill of the alchemist. A neophyte is more likely to make mistakes than an experienced master. Additionally, it stands to reason that the more complicated the substance being made, the more likely a complication will arise in its creation. That said, no matter how good the alchemist is, there should always be at least some chance of failure.

d8	Drug Making Complication
1	Rumors circulate that you're doing something dangerous or unhealthy.
2	Your laboratory is burgled.
3	A local underworld figure wants to recruit you.
4	An unscrupulous noble wants to bankroll you in exchange for a large percentage of the profits.
5	An accident at your lab ruins your work.
6	The authorities raid your place of business.
7	You've attracted the interest of a corrupt officer of the law who demands kickbacks.
8	You are betrayed by an accomplice.

BUYING AND SELLING DRUGS

The market for medicinal and recreational drugs is volatile. Large fortunes can be made almost overnight by the bold and ruthless, and lives can be ruined in an instant by the callous and cruel.

Someone seeking to buy drugs makes a Charisma (Persuasion) check to determine the quality of the seller found. Some deal might carry one drug, and some might be able to procure a wide variety... for a high price.

Similar to the guidelines for purchasing magic items in *Xanathar's Guide to Everything*, the character gains a +1 bonus to the check for every tenday spent looking for a dealer, and another +1 bonus for every 100 gp spent in the service of bribes, social lubrication, and the like. Of course, the more eager a buyer appears, the more suspicious a cautious criminal is of that buyer.

PRICE GUIDELINES

You can use the following table to help set prices for the different drugs in this handbook, based on their rarity. Members of some factions such as the Zhentarim might find such substances considerably easier to procure and of a much more reasonable price.

These prices should be considered only very rough guidelines, as everything becomes complicated when one considers that buying things on the black market isn't always the easiest or safest thing to do. Depending on locale, the legal authorities may consider such substances to be anywhere from unimportant to gravely serious and may try to control their distribution with methods that range from laissez-faire to draconian.

Rarity	Typical Asking Price
Basic	5 gp
Common	150 gp
Uncommon	875 gp
Rare	3,900 gp
Very Rare	16,800 gp

COMPLICATIONS FOR BUYING DRUGS

I recommend there be around a 10 percent chance of a complication occurring when attempting to purchase drugs. That percentage could be significantly increased or decreased based on local laws, the enthusiasm of local law enforcement, any cooperation or shelter given by local underworld figures, the activities of rivals, and so on.

d12	Drug Buying Complication
1	Drug's a harmless fake.
2	Drug's been cut with laxative. Effects are half as strong and user gets diarrhea.
3	Drug's too old. One of the effects doesn't occur.
4	The dealer's under investigation by the authorities. Now the buyer is, too.
5	The dealer's an undercover officer of the law.
6	The dealer is killed by a rival.
7	Drug's way too strong. User overdoses.
8	The dealer tries to rob the buyer.
9	Contaminated. One effect is replaced another drug's.
10	User has the poisoned condition 1d4 hours.
11	Dealer tries to kill the buyer.
12	User must roll on the short-term madness table.

MEDICINES AS POISONS, AKA DELIBERATELY OVERDOSING SOMEONE

Most of the medicines found in this handbook can be used to deliberately provoke deleterious effects upon an unsuspecting user. Effectively, this is done by overdosing one's victim. Anyone with proficiency with the poisoner's kit can make a DC 10 Medicine check to determine the dosage necessary to do this. If a character has crafted the drug, no Medicine check is necessary.

When someone has been poisoned with one of these medicines, treat it as though they have taken two doses of the drug at the same time. In addition to the regular effects of the drug, the overdose effects occur immediately.

MAGIC MEDICINES

If you use this enchiridion, eventually some especially sharp player of your is going to wonder if there's a way to infuse magic into these drugs. They'll want to make a lorbalm +1, for instance, or an enhanced shadowbalm that also casts *silence* on the user, etc. Awesome. Think carefully before you open this can of worms, because by their nature, such drugs can be game-breakingly powerful. Use at your own risk.

The resulting concoctions have special names: **spagyric** (an ingested or injury medicine that also contains a spell effect), **kyphi** (an inhaled medicine that also contains a spell effect), and **opodeldoc** (a contact medicine that also contains a spell effect). The exact details of how to make magic drugs I leave to the DM, but in essence they would have to involve casting the desired spell into the drug during the time of manufacture. As for the rest, treat the magical augmentation as the equivalent of crafting a potion, with all the consequent difficulties and restrictions.

ALCOHOL

Because alcohol is almost certainly going to be the most commonly taken drug in any fantasy campaign, it has special, simplified rules that should make it easy to run a drinking contest, a night carousing or looking for information in a tavern, or even help the DM should the PCs decide to open their own bar.

Every alcoholic drink has a strength level, which roughly corresponds to the amount of alcohol in it, and as they consume more and more alcohol, drinkers acquire different levels of drunkenness.

Every time someone has a drink of alcohol, they have to make a Constitution saving throw or acquire a level of drunkenness. The DC for the saving throw is (8 + the number of levels of drunkenness already acquired + the alcoholic strength of the beverage).

You can use the following chart as a guideline for determining how strong a drink is:

Drink Type	Alcoholic Strength
Beer, Ale, Cider	1
Wine, Mead	2
Dessert Wines, Brandy	3
Hard Liquor	4

If the creature is smaller than size medium, they make their drunkenness saving throw with disadvantage, and if larger than medium, with advantage. Creatures of giant size and above cannot get drunk by these rules, as the beverages that puny creatures like dwarves and humans drink are far too weak to affect them.

It takes a number of drinks equal to a character's Constitution modifier minus one before that character is visibly drunk. They may well have acquired some levels of drunkenness by then, but it would take a Wisdom (Perception) check to tell. The DC for the check is (10 plus the drinker's CON modifier).

After someone has stopped drinking, each level of drunkenness takes one full hour to go away. The effects of drunkenness levels stack.

If a creature advances 3 or more drunkenness levels in an hour, they must make a Constitution saving throw or suffer from alcohol poisoning. The DC for this save is (8 + their drunkenness level + the strength of their most recent drink).

Drunkenness Level	Effect
1	Wisdom (Perception) checks have disadvantage
2	All Dexterity saving throws and checks have disadvantage
3	All Charisma saving throws and checks have disadvantage
4	Character becomes 'hammered' (see below).
5	Character is unconscious and cannot be woken until at least two levels of drunkenness have expired.

HANGOVERS

Everyone's favorite part of drinking. After all drunkenness levels have been lost, the drinker probably feels pretty awful. They must make a Constitution saving throw to avoid a hangover. The DC is (10 plus the maximum drunkenness level acquired plus the strength level of the strongest drink they imbibed).

Last night, Hermione drank wine until she became hammered, so her DC to avoid a hangover is 16 (10 plus 4 for becoming hammered plus 2 for drinking wine).

Hangovers cause characters to move at half speed and have disadvantage on all attack rolls and Dexterity saving throws and checks. If a hungover character completes a short rest, they can make their saving throw again and, on a success, they shake off the hangover.

The hangover condition goes away on its own after a long rest.

'HAIR OF THE DOG' VARIANT

A variant rule is that a character has advantage on their saving throw to avoid a hangover if they imbibe more of the drink that they were having before. Think carefully before introducing this variant, as massive PC drunken high jinks may well ensue.

HAMMERED

At drunkenness level 4, the drinker enters the 'hammered' stage, also known as 'wasted,' 'sauced,' or 'knackered.' There are four options for this, determined by the drinker's personality.

Happy Drunk. If the drinker is a happy drunk, then during this stage they consider everyone around them on the best possible terms. All jokes are funny. All people are generous and worthy. All love is true and all enemies misunderstood.

The drinker must make a DC 10 Charisma saving throw for every person within 30 feet, starting with the closest and getting progressively farther away. The first person for whom the drinker fails their saving throw becomes the drinker's best friend in the world (temporarily).

Treat this as though the person had cast the *charm person* spell on the drinker with the exception that the drinker will not willingly leave that person's company under any circumstances.

If the drinker has a lengthy interaction with someone else, the charm effect may move to that person, at the DM's discretion.

Sad Drunk. If the drinker is a sad drunk, then during this stage of drunkenness they are morose and weepy, lamenting all the bad things that have happened to them, to their friends, and to the world in general. All effort is pointless, all aspirations hopeless. For the duration of this stage, the drinker behaves as though they had acquired 4 levels of exhaustion.

Moreover, even being *around* the drinker is enervating. Unless they have at least two drunkenness levels, anyone within 15 feet of the drinker or who significantly interacts with them (DM's discretion) must make a DC 10 Charisma saving throw every hour or acquire a level of exhaustion. Levels of exhaustion gained in this manner are lost much faster than normal: once out of the drinker's influence, they go away at a rate of 1 per hour.

Angry Drunk. If the drinker is an angry drunk, then during this stage of drunkenness they are aggressive and bellicose. Every character within sight of the drinker must make a DC 10 Charisma saving throw, starting with the closest and getting progressively farther away. The first character to fail the saving throw becomes the target of the angry drunk's ire. The drinker is compelled to attack that character using only fists and improvised weapons. Fortunately for their intended victim, the drinker has disadvantage on all attack rolls and all attacks made against them have advantage. The drinker will continue to fight until victorious (the target flees or drops unconscious), at which point a new target is found, or is knocked unconscious themselves.

Stupid Drunk. If the drinker is a stupid drunk, then during this stage they have great trouble following even simple conversations and consider themselves to be the wisest, most knowledgeable person in whatever room they happen to be in.

The drinker loses 2d4 points of Intelligence and 1d4 points of Charisma. Ability score damage acquired in this way goes away entirely after a long rest.

They must then make a DC 10 Wisdom saving throw for every person within 30 feet, starting with the closest and getting progressively farther away. The first person for whom the drinker fails their saving throw becomes the focus of the drinker's undivided attention.

As far as the drinker is concerned, whoever it is they're focused on is wrong about something very, very important that the drinker is an expert on, and the drinker is compelled to correct that person's misunderstandings.

Treat this as though the drinker has had the *suggestion* spell cast on them with the command that they talk to the person they've identified. If the drinker has a lengthy interaction with someone else, the suggestion effect may move to that person, at the DM's discretion.

ALCOHOLISM AND DRYING OUT

If you use these rules for drunkenness, it may well be that there is no need for addiction rules for alcohol in your campaign. Depending on your setting, alcoholic drinks may be so common that very few non-alcoholic drinks are even available, and so everyone is going around on a permanent semi-buzzed level. (Something like drunkenness level 0.5, I suppose.)

However, if you want to apply the addiction and withdrawal rules in this handbook to alcohol as well, I recommend giving alcoholic beverages a save DC of 5 and 4 addiction dice. When alcoholics drink alcohol, they have advantage on their saving throws to acquire drunkenness levels and lose their drunkenness levels at half speed.

SOME WELL-KNOWN ALCOHOLS

Just a tiny sampling of the panoply of alcoholic beverages available on the Sword Coast.

ALES, BEERS, & MEADS

Beer is made locally all over the Realms, and the flavor and appearance of brews vary widely. For many, it is a cheap, daily drink often enjoyed with gusto.

Annasker: Named for the family who first made it, annasker is a sparkling, pinkish pale ale that tastes sweet but tart, like lemonade mixed with several berry juices.

Belbuck: A halfling-brewed beer, and by far the most popular, belbuck is sweet and a translucent green thanks to fermented herbs that make it both strong and minty. Like spearmint, it clears other tastes, and it chills the throat like menthol. It's deceptive; many a traveler has drunk deeply before feeling the effects, and afterward been unable to rise and walk across a taproom unaided.

Chichiatl. This strong, thick, milky-white alcohol is popular throughout the northlands of Faerûn. It is made from the hard, starchy, normally-inedible roots of the yarrotreed bush, also known as moosetongue, which must be boiled, sliced into thin pieces, and then chewed to a pulp and spat into a bowl before fermentation can begin. Those who have never tasted it can rarely be convinced to do so once they find out how it is made, but in the frozen lands chichiatl is a major part of the diet of nearly all humans and quite a few orcs. It is said that three glasses of chichiatl a day contain all the nutrition a full-grown person needs and that anything else a person might eat is just gravy, but this is a rumor yet to be successfully tested.

Darndarr: A sandy or nutty flavored beer, darndarr goes silkily well with both seared meats and fish. This ale keeps well, even out in the sun. The small earthenware jugs it is served in collapse into powder if flung or swung against something hard, making them into preferred “drench people” missiles in pranks. Many locals have crocks and kegs of darndarr around the house for casual drinking and for use as a marinade or to “jug” perishables in, for longer keeping.

Diamond Water Ale: Created and distilled in much the same way as diamond water elixir, this thick, muddy ale has a chokingly poppy taste (usually riddled with crunchy bits from its imperfect brewing process).

Dragonbite Bitter: The recipe for this exceptional dark beer is centuries old, and only the Dragonbite Brewery has been able to reproduce it.

Dwarfhead Stout: Found almost exclusively in dwarven communities, this powerful brew is a “day-to-day” beer favored by warriors.

Ghost Ale: Ghost ale is brewed from barley and hops harvested under the new moon—called the “no moon” by some – and treated with a secret formulation that might include a touch of formaldehyde. This dark brew has a spiritual impact on those who drink it. Those who imbibe too much of it report having out of body experiences. Few breweries in the material world produce ghost ale, but the drink is more common in the Shadowfell, where it is easier to make and its effects are less pronounced. In some regions of the Shadowfell, ghost ale is the local small beer, and it is consumed at every meal.

Golden Light: A fine, lightweight beer with flowery accents, this is a favorite trade item with humans and halflings.

Hardcheese's Best: A blended beer made by the halfling Fulbar Hardcheese in Daggerford that tastes like almonds.

Helmatoss: A sweet, oily, clear pale ale, helmatoss sits heavily on the stomach. Some say it was named for the long-dead tavernkeeper Alanra Helmatoss, and others say it's named for the violent retching it induces in those who over-imbibe. In smaller doses, it's known to neutralize many poisons and settle raging acidic stomachs – Harpers have tested both contentions and proven them true – and is definitely an acquired taste. Those who have acquired that taste often drink great amounts and swear by it, whereas one large tankard will leave a first-timer spewing. Warning: highly flammable!

Kragg: This spirit is popular among orcs and goblins. It is extremely powerful and tastes dreadful to the non-goblinoid palate. Drinking a tankard of this foul brew nauseates anyone who is not an orc, half-orc, goblin, or hobgoblin.

Pulsch Brown Ale: A halfling creation, found among the few permanent halfling settlements that have acquired the taste of ale. It has a pleasant, nutty flavor.

Saerloonian Topaz: Although not normally famed for brewing, elves find exotic honey in their forest homes to create this delightful mead. Even dwarves find its taste appealing—though they are loath to admit it.

Thudrud: Almost universally avoided by non-goblinoid races, thudrud has been described as having the taste and smell of “a rotting cow that caught fire.” It is favored by some barbarians as the drink of choice.

Zeskorr: A dark brown pale ale, zeskorr tastes of salt and, some say, fish; others just say it tastes strange. Apt to upset the stomachs of the unwary, zeskorr is deeply enjoyed by those who have acquired a taste for it.

WINES

Faerûnian wines range from opaque, glossy black to clear and nigh-colorless, from sugary sweet to “wrinklemouth” bitter, and from local “tath” (poor or very ordinary) to expensive, far-traveled “dance in your glass” vintages sought after by collectors, argued over by snobs, and unobtainable by the ordinary “jack in the street.” Literally thousands of vintages exist, from the little-known and the local to those whose volume fills hundreds of casks that are shipped far across Faerûn for local bottling. In particular, the production of Tethyr's coastal vineyards has climbed steadily throughout the 1300s DR and 1400s DR.

Elves, and to a lesser extent half-elves, can consume large amounts of wine without becoming inebriated, whereas red wines contain some substance not yet identified that leaves gnomes reelingly imbalanced – or puts them rapidly to sleep – after they imbibe only a small amount.

Aleeian Wine: The grapes for this astounding wine are picked from wild vines located deep in the forest. It takes many tendays to find enough grapes to create even one batch.

Fighting Cock Wine: A local brew from Luskan. Quite vile, but laced with spirits to make it raw and strong. It burns readily in any flame.

Frostwine: This delicate white wine is created from an exotic blend of grapes that grow only in extreme northerly climes. Frost worms in particular are drawn to the scent of frostwine grapes in bloom, making it dangerous to harvest.

Garnet Wine: Made from grapes found high in the mountains, this fine, if bold, wine includes at least 10 gp worth of ground of garnet “for flavor.”

Mushroom Wine: Created by several different species that live below ground, there are many types of this wine. Prices range widely.

Sonata Wine: A cultivar of grape in the vineyards of eladrin nobility tastes of potential. Vintners throughout the Feywild considered it a mediocre grape until Hebaru Tonaro discovered the grape’s secret quality: It loves song. If the vine is cared for with melodious song throughout its life, it develops into a unique fruit from which expert winemakers of the eladrin nobility can make an exceptional wine.

The amount of work that goes into singing a grape to greatness makes bottles of sonata wine rare. What’s more, the quality of song dictates the quality of the resulting grape, and the finest singers prefer to perform for crowds of appreciative people rather than for silent, impassive fruit. Still, many singers have earned small fortunes by dedicating themselves to the vine for a season.

Some vintners prefer to use mortal vocalists rather than eladrin for their grapes. They enchant the greatest voices from the mortal world and take them away for a year and a day that they will not remember, until the day when a properly aged bottle appears as thanks.

Spiderblood: A slight misnomer, this mushroom wine crafted by the drow includes a substantial dose of venom from poisonous spiders. Its taste is remarkable and unlike anything encountered on the surface world. Anyone not used to drinking this wine (usually a nondrow) makes their intoxication saving throw with disadvantage.

Stonesulder Wine: The long-dead merchant Ariast Stonesulder popularized the vintage that bears his name by tirelessly selling it all over the Heartlands of the Realms. The yellow-hued, sharp-flavored liquid known as Stonesulder wine is now a staple in many kitchens. Not only does this pleasant drink cleanse the palate when imbibed by itself, but it also has the property of binding sauces and gravies to rice and root vegetables (such as potatoes, turnips, parsnips), so that the flavors of the sauces cling and mask or alter the natural flavors of what they cling to. Stonesulder wine has an acidic “tang” or edge to its taste that clears the throat and has been described as “sweet fresh fruit crushed and squeezed to jet juices down one’s gullet” (by the “Sage of the Table” and gourmand Halitz Marlel of Athkatla).

Stonesulder wine is made by crushing the fruits and leaves of certain jungle and swamp plants found in many layers of the Abyss to capture their sap or juice, which is then fermented in wooden barrels. The fermentation process takes place either in the Abyss or in the Realms, and the barrels must be from a hardwood, or else the wine is soured, and the aging should be in a damp and warm, rather than cold, place.

Utterdark: Has an almost salty taste. Few enjoy it, but those who take to it can’t get enough. When used as a marinade, its powerful flavor can cover the taste of spoiled food, and that and its potency make it a favorite with the quartermasters of many ships plying the waters of the Sea of Fallen Stars.

STRONGER DRINKS

Increasingly, among humans, spirits aren’t drunk straight, but are mixed with other drinks to increase the potency of the secondary drink. Generally, in the warmer climes, and as far north as Amn, intoxicating drinks are blended for taste reasons, sometimes mixed with fresh fruit juices. However, they are almost never deliberately made stronger by combining one alcoholic drinkable with another.

That said, from Westgate northward, and Beregost northward on the Sword Coast, most inns and taverns serve fortified drinkables. These are of two sorts: the booze that the house waters down habitually and every patron knows about, and the mixed drinks that are done on the spot, at the request of a patron or when a patron accepts an offer to “warm” his or her drink.

The first group of warmed drinks includes **zzar** (Waterdhavian fortified wine) and what’s called **deep ale** or **fire ale** (beer to which a grain-based spirit has been added). These beverages might be watered to make them go farther if the taste is harsh (and to save some coins), and are often fortified with distilled spirits. These spirits are usually potato-based, akin to real-world vodka: essentially clear, colorless, and tasteless.

The second group of warmed drinks includes those that approach the elaborate recipes of realworld cocktails, but such beverages are found only in places like Waterdeep, Silverymoon, Luskan, Neverwinter, Sembia, Westgate, and the coastal ports of the Dragon Reach. Usually this kind of warmed drink is a simple “Warm your wine by stirring in a little throatslake, goodsir?” concoction (“throatslake” here meaning an unspecified distilled spirit). If the throatslake’s strong taste clashes with the wine, the result can be horrible.

Burning Bronze Ale: The efreet masters of the Burning Bronze Distillery, originally in the City of Brass but now with satellite distilleries across the Elemental Chaos, take great pains to conceal their source for the rye that they use to make their famous Burning Bronze Rye. Competing distilleries have sent spies across the plane searching for the flame-grown grass from which the famous drink must be distilled. In truth, all the rye is sourced from a single farm in the material world, run by generations of farmers who raise a good crop and are successful, despite the fact that no one nearby knows where they sell their produce.

The combination of excellent – if mundane – rye and a magical distilling process infuses the final spirit with heat and depth of flavor. Aficionados the worlds over recognize it as a fine drink, and many wealthy nobles keep it on the back of the top shelf until they need to impress a guest. Burning Bronze Rye warms the soul, invigorates the spirit, and inspires greatness. Or so it states on the label.

Burning Bronze Rye comes in bottles aged 15 years, aged 50 years, and aged 500 years.

Elven Moondrop: Exquisite beyond compare, this beverage can be produced only by someone with expertise in alchemist's tools. It is made through a bizarre process involving fresh dew and moonlight.

Firebeer: A concoction of ale made stronger by dumping spirits into it. It tastes even more vile than it sounds, but can be used as lamp fuel.

Frenzywater: An extremely potent clear alcohol. Rumors of bottles spontaneously catching fire when exposed to sunlight have never been proven.

Rollrum: A dark, licorice-laced Tashlutan drink, which has a cool, clear, minty aftertaste.

Shadewater: Water bubbles up from a spring into an underground lake, flows down subterranean streams, and never sees the surface. When that water pools in the corpse of an intelligent creature who drowned in that stream and left behind a lost spirit, the water becomes shadewater. Light has never touched it, and the only life it knows is cold, eternal despair.

Naturally formed shadewater is rare; attempts to create it intentionally have yielded few successes. When a creature does find a source, it never lasts long: such conflict arises over possessing a source of shadewater that, inevitably, blood spills in the lake and spoils the discovery for everyone.

A drink of shadewater chills the spirit and makes the drinker cold in action and emotion. It serves as a protection against feelings, allowing calculated and considered decisions, and it also distances the mind from those who would affect the imbiber.

Wyrmwizz: A muddy, alcoholic swill popular in Skullport.

ADDICTIVE SUBSTANCES

After someone ingests an addictive substance, they have to make an immediate Constitution saving throw. The DC for this depends on the substance and is listed in the description.

If the creature succeeds in their saving throw, they are not addicted. The effects of the substance take place as stated in the description. Nothing to see here. Move on. Go about your business. (They need to make the save again if they take the substance again, of course.)

Unless it states otherwise in the description, creatures that are immune to the poisoned condition cannot become addicted. Creatures that have resistance to poison or vulnerability to poison roll their addiction saves with advantage and disadvantage, respectively.

If the creature fails their saving throw, they become addicted to the substance and special rules apply.

Some substances are highly addictive in that after just one hit you're likely to be addicted, but going cold turkey isn't very difficult. Some substances are less likely to cause an addiction but, once caused, their addictions are much more difficult to kick. Because of this, addictive substances have a Constitution save DC and an addiction dice number. The higher the DC, the likelier someone is to get addicted in the first place. The higher the number of addiction dice, the harder it is to break the habit.

GETTING OFF THE JUNK

The description for each addictive substance lists a number of 'addiction dice'. These come into play if an addict wants to kick their habit of using the substance. The addiction dice, which are always d4s, determine how hard it is to go cold turkey. If the addict is lucky enough to have someone around who can cast *greater restoration*, it's also a measurement of how many times the spell has to be cast on them in order for the addiction to be completely gone.

If you're addicted to carthagu, which has 5 addiction dice, you'll need your cleric friend to cast *greater restoration* on you for 5 consecutive days to get clean!

WITHDRAWAL

When an addict does not ingest their drug, they begin to risk withdrawal. The following formula determines how many days an addict can go without a hit: half of [20 - (a roll of all the addiction dice) + (CON Modifier)].

After that duration has passed, the addict must make a Constitution saving throw (same DC as listed in the description) every day. The addiction dice are also rolled, and the resulting number is subtracted from the character's d20 roll, making the addict's roll [1d20 - (a roll of all the remaining addiction dice) + (CON Modifier)].

If the addict succeeds, the process repeats the next day, only one fewer addiction dice are used. If the character succeeds when the addiction die is 1d4, then they are no longer addicted.

Luhix, for example, has 4 addiction dice. If Hrothgar (CON 16) stops taking the drug, he can go [20 - 4d4 + 2] days without suffering any withdrawal effects. Let's say he rolls 4d4 and gets a 10. 20 - 10 + 2 is 12. Divide that by 2 and we get that he has 6 days before he needs to make his first addiction saving throw. Hrothgar will now have to make 4 successful addiction saving throws to kick his habit, one for each die. Good luck, Hrothgar!

As before, addicts that have resistance to poison or vulnerability to poison roll their addiction saves with advantage and disadvantage, respectively.

WITHDRAWAL LEVELS

If an addict fails one of these saves, then they gain a level of withdrawal and the next day must roll their Constitution saving throw with the same number of addiction dice. There are six levels of withdrawal, detailed in the chart above. As with levels of exhaustion, levels of withdrawal are cumulative.

If a character succeeds in breaking their addiction, their withdrawal level decreases by one for every completed long rest. A *greater restoration* spell will remove two levels of withdrawal.

Withdrawal

Level	Effect
1	Addict can no longer take short rests.
2	Addict has disadvantage on all ability checks.
3	Addict has disadvantage on attack rolls and saving throws (does not apply to the saving throw to break free from the addiction). One physical and one mental ability score, each randomly chosen, lose 1d4 points.
4	Addict's long rests have a 50 percent chance of failure. One physical and one mental ability score, each randomly chosen, lose 1d4 points.
5	Addict acquires an indefinite madness (p. 259 of the DMG). One physical and one mental ability score, each randomly chosen, lose 1d4 points.
6	Addict dies (heart attack, most likely).

On the event that a character's roll is negative, then that character falls off the wagon and must acquire a new hit of their addictive substance within a day or gain two withdrawal levels.

RELAPSING

If an addict ingests the substance they're addicted to, any withdrawal levels they've acquired are eliminated.

Even if an addict has successfully kicked their habit, they still remain an addict, just not a user. If they try their drug again, they're likely to relapse.

In the event that an addict who has successfully stopped using ingests their drug of choice again, they have to roll their addiction saving throw with disadvantage. They get the full effect of the drug the first time they use again.

A *greater restoration* spell cast on a non-using addict will remove that (invisible) condition.

SOME ADDICTION EXAMPLES

HROTHGAR TAKES LUHIX

Hrothgar (level 1 fighter) lies gravely wounded on the battlefield, a deep gash in his leg reaching all the way from crotch to knee. Bleeding heavily, Hrothgar is likely to die in mere moments. Acting quickly, Hildegaard rushes to his aid and applies luhix to his injury, stabilizing him. She has saved his life... but at what cost?

Hrothgar has a Constitution of 16 (modifier of +2) and rolls a 2, a 2, and a 3 for his initial, secondary, and side effects. He experiences terrible pain for 2 rounds as his wounds close and then is zonked out of his gourd with pleasure for 16 minutes. For 24 minutes after the luhix is applied, he thinks everyone around him is friend of his and does pretty much whatever he's told to do (although for 16 of those 24 minutes he's not paying much attention to anything but his own bliss).

Unfortunately, Hrothgar has also failed his addiction saving throw and now has a dependency on luhix. The next time he takes the drug, the effects will be much less strong than the first time, and if he doesn't take it regularly, he's likely to experience some very unpleasant side effects.

After ten or fifteen tendays living with his unfortunate (and expensive) luhix habit, Hrothgar decides to go cold turkey. Luhix is very hard to get off of and has a high number of addiction dice: 4d4. It also it pretty addictive: DC 15. Unlucky for Hrothgar! Fortunately, Hrothgar has a Constitution of 16 and is proficient in his Constitution saves, so he gets a +5 bonus to his d20 roll. Let's see how he fares.

Day One: Hrothgar has 4 addiction dice. This is going to be tough. If we subtract his saving throw bonus from the DC for Luhix, he needs to get a 10 or above. 1d20-4d4 has only a 7.38 percent chance of being at least a 10. Good luck Hrothgar!

Day Two: Having succeeded, somehow, Hrothgar now faces 3 addiction dice. He has a 17.58 percent chance of getting at least a 10 rolling 1d20-3d4. Hope you make it, dude!

Day Three: Now things are getting downright easy! With only 2 addiction dice, Hrothgar's chances of getting at least a 10 are a whopping 30 percent.

Day Four: Finally, with only one addiction die remaining, his chances are looking pretty darn good: 42.5 percent.

But you know what? Hrothgar's chances of going cold turkey on his first try without gaining any withdrawal levels? Just 1.22 percent. Don't do drugs, kids. It's easy to start and hard to stop.

HERSCHEL'S DRINKING PROBLEM.

Herschel (level 1 paladin) has been drinking carthagu (addiction DC 5) to help calm his nerves, but now he's thinking that his carthagu habit has become a problem. It's got a whopping 5 addiction dice, though, and he doesn't have a very high Constitution (12), which means he's only going to get a +1 bonus added to his Constitution saves. Can he do it?

First, he rolls 5d4 and gets a 13. 20-13+1 is 8, so if he goes cold turkey, he won't start feeling the effects of withdrawal for 8 days. After 8 days have passed since his last drink, though, he needs to start making those Constitution saves.

Day One: Chances of rolling at least a 4 (DC 5 - 1 Con bonus) on 1d20-5d4 is 22.64 percent.

Day Two: Chances of rolling at least a 4 on 1d20-4d4: 35 percent

Day Three: 1d20-3d4: 47.5 percent chance of getting at least a 4.

Day Four: 60 percent chance of success!

Day Five: 72.5 percent chance of kicking the carthagu habit!

It looks good at this point, but overall, Herschel has a depressing 1.64 percent chance of making it through first try. Wowzers!

HANNAH SMOKES TOO MUCH.

Hannah (level 1 wizard) has a nasty smoking habit. She started using haunspeir to help her get through her studies at the wizarding academy and now finds she needs to smoke all the time or she feels awful. Plus, Hrothgar and Herschel keep telling her how bad it smells. Time to quit!

Hannah has a good Constitution (15) so she's going to need to get at least an 8 each time she rolls. Let's see how she does.

Day One: She's got a 40 percent chance of success. Looking good!

Day Two: 52.5 percent chance of success. Will she make it?

Hannah has a 21 percent chance of getting off haunspeir first time without any withdrawal levels. That's darn good, if you're asking me.

But, unfortunately, she missed the first roll and picked up a level of withdrawal. She stuck with it, and made it on the second try, knocking one of the addiction dice out, but, as luck would have it, she failed the next roll and picked up another withdrawal level.

Now she can no longer take short rests and has disadvantage on all her ability checks. Life's looking pretty unpleasant for Hannah right about now. Should she try again or give up and admit that this attempt at quitting is a bust? At this point, she's got a 52.5 percent chance of beating that devilish weed out of her system, but if she fails the roll, a third level of withdrawal is going to cost her a LOT: disadvantage on all her attack rolls and saving throws and a serious penalty to TWO of her ability scores. Ouch!

Glum and defeated, Hannah picks up her pipe and lights it. Maybe next time.



SCENTS AND PERFUMES

While not strictly speaking drugs, manufactured scents are made in very similar ways and can be extremely lucrative. There have been attempts to regulate the industry, but they are token measures at best. Most people who make drugs know a thing or two about making scents as well, if only to make their medicines more palatable to their customers, and most legal purveyors of drugs will have a few 'house brand' scents available as well.

That said, there is a great difference between someone who knows how to make a simple perfume and someone who specializes in complicated, expensive ones. The recipes for very good scents are closely guarded and standards are very high: a perfume that stains clothing or makes one's skin itchy is worthless, after all. Moreover, a scent that changes over time isn't to be trusted. No one wants to buy a lovely perfume only to discover a tenday later that it now smells of dung or rotted meat.

If you wish, you can use the same crafting rules for perfumes as this enchiridion sets out for drugs.

The following six perfumes are the most commonly found in Waterdeep. Each is the signature scent of one of the major perfume-makers in the city and they can be found in most any shop that sells perfumes.

Bluestars: A blue translucent liquid with gold flecks, bluestars has a strong medicine smell until it is applied to the body of a humanoid, whereupon it turns transparent and smells like fresh before-storm winds (with the exception of orcs, on whom it smells like fresh-baked bread). It also instantly and lastingly banishes body odors and strong food-related smells such as curry and garlic. The effects last for about a day. Bluestars is purportedly made from forest dew that has mirrored starlight, virgins' tears, and a distillate of alicorn (unicorn horn), but in fact it contains none of these things. It is actually derived from a specific kind of clay, the powdered shells of a particular type of snail, and the saps of three weeds. The cost per flask (holding about a pint) is 220 gp – its high price due to its odor-banishing properties and alleged but false efficacy as a ward against poisons.

Darkdew: A scent that has been associated with dangerous women for nigh a century, this opaque black oily ointment is said to come from the Underdark and to have something to do with both the blood of monsters and the sweat of female drow. In truth, it is a combination of three plant oils, six herbs, and a distillate of slugs. It turns transparent upon contact with the skin, and it imparts a musky smell to the wearer for most of a day that most folk, from fey to goblin, find arousing. Darkdew tastes like black, bitter, unsugared licorice. The cost per flask is 176 gp.

Harlyr: The cheapest widely known perfume in Waterdeep, harlyr (har-leer) is a rose red translucent liquid that feels slightly oily or gummy, and smells of nothing at all. When applied to the body of a humanoid (except for goblin), it turns transparent and sinks into the skin and for the next three hours or so, the wearer smells strongly of a clear and pleasant fragrance like that of freshly opened roses. If the wearer is a goblin, the smell is like scorched urine. Harlyr is correctly known to be made of nut oil, alcohol, and the sap of three abundant, nondescript field flowers. The cost per flask is 4 sp.

Jassal: Subtle but capable of wafting for long distances, jassal is a fashionable scent that looks like a blue-green translucent alcoholic drink and smells like ripe cherries. It feels chilly when applied to the body, turns transparent, and imparts that same cherry smell to the wearer for around six hours. It is widely believed to be made from cherries, alcohol, and some secret ingredient, but in fact is made from alcohol and the distilled roots of thistles, nettles, and three small flowering weeds. Priestesses of Loviatar long ago discovered that if a body drenched in jassal is whipped, the skin briefly feels intense, "on fire" pain, but heals itself of all scratches, weals, bruises, and other small wounds. The church of Loviatar now uses jassal in many rituals because of these properties. Jassal-coated flesh makes a loud, cracking sound when struck, and emits an intense cherry odor, even if the initial smell has faded almost to nothing. The cost per flask is 140 gp.

Sunrise: A yellow-orange translucent liquid, sunrise smells like freshly grated lemons. On the body it turns transparent and imparts a minty smell with a citrus tang that lasts for around six hours. It is widely believed to be made from alcohol, various citrus fruits, and a secret ingredient. In fact, it is alcohol in which specific sorts of mussels, oysters, and snails have been boiled, with the addition of a few drops of the juice of a certain sort of melon, and more than a few drops of rabbit urine. The cost per flask is 20 gp.

Tanlarl: A reddish brown, oily ointment, tanlarl turns transparent and stops feeling oily upon contact with the skin. It smells of faint wood smoke before contact with a body, and on some bodies has no smell at all. However, on most female bodies it smells mildewy, and on most male bodies it smells warm and leathery, and the odor is very attractive to females. Tanlarl is widely believed to be made from the bodily secretions of rare monsters, but is in fact derived from vegetable oils, the livers of oxen, and certain herbs. The smell is a very strong aphrodisiac to orcs and half-orcs, who might be moved to accost beings they would otherwise shun. The cost per flask is 12 gp.

PART 2

Medicine List



MEDICINE LIST



ny place with a reasonably developed population will have their own such substances that rely on local flora and fauna. These are merely some of the most commonly found in the larger settlements and cities of the Sword Coast.

The medicines marked with an asterisk are my own inventions. The others are adaptations or updates or existing D&D material, as noted on the final section of this handbook.

Name	Type	Rarity	Addiction DC	Addiction Dice
Alchemist's Mercy	ingested	common	n/a	n/a
Alindluth	ingested	rare	12	3d4
Appearing Ink*	injury	rare	n/a	n/a
Arthorvin	ingested	rare	15	2d4
Azuldust	inhaled	rare	10	4d4
Baccaran	ingested/inhaled	rare	15	4d4
Belarris	ingested	rare	n/a	n/a
Bitterleaf Oil	contact	common	n/a	n/a
Black Lotus Extract	contact/ingested/injury	rare	n/a	n/a
Blacktooth Fungus Paste	ingested	rare	10	3d4
Bloodflower Leaf	ingested	rare	15	3d4
Bloodpurge	contact	basic	n/a	n/a
Bloodroot	ingested	very rare	5/15	1d4/3d4
Bloodstaunch	injury	basic	n/a	n/a
Bookworm Resin*	contact/ingested	rare	n/a	n/a
Burrfoot's Nut Brown Ale	ingested	uncommon	as alcohol	as alcohol
Calad	ingested	uncommon	n/a	n/a
Carthagu	ingested	common	5	5d4
Chaunsel	contact	uncommon	n/a	n/a
Darklake Ale*	ingested	uncommon	as alcohol	as alcohol
Dathlil	ingested	basic	n/a	n/a
Devilweed	inhaled	common	12	2d4
Diamond Water Elixir	ingested	basic	n/a	n/a
Donavitch's Sunshine*	contact	uncommon	n/a	n/a
Dose of Haagen*	ingested	common	n/a	n/a
Dragonbane	contact/ingested/injury	very rare	n/a	n/a
Dread Sobaka*	ingested	rare	12	2d4
Drowth	contact/ingested	rare	n/a	n/a
Dwarven Grave Ale	ingested	rare	as alcohol	as alcohol
Elf Hazel	contact	rare	n/a	n/a
Elf Juice*	ingested	uncommon	as alcohol	as alcohol
Elixir of Fantasy	ingested	uncommon	8	1d4
Eye of Basilisk Powder	contact	very rare	n/a	n/a
Eyescratch Juice	contact	very rare	n/a	n/a

Name	Type	Rarity	Addiction DC	Addiction Dice
Felsul Tree	contact	basic	n/a	n/a
Fezrah	ingested	very rare	10	2d4
Firebelly	ingested	rare	5	1d4
Fleshwort	injury	basic	n/a	n/a
Gnomish Moonguard*	injury	very rare	10	3d4
Green Rapture	injury/ingested	uncommon	8	2d4
Green Welcome	ingested	rare	14	2d4
Greenblood Oil	ingested	rare	n/a	n/a
Grell Bile	ingested/injury	uncommon	n/a	n/a
Harlthorn	ingested/contact	basic	n/a	n/a
Haunspeir	inhaled	common	10	2d4
Insanity Mist	inhaled	very rare	n/a	n/a
Izverg Kholodets*	ingested	rare	10	2d4
Jalynfein*	injury	very rare	5	3d4
Lich Dust	ingested/injury	very rare	n/a	n/a
Liquid Courage	ingested	uncommon	5	3d4
Lorbralinth	ingested/injury	uncommon	n/a	n/a
Luhix	injury	rare	15	4d4
Mad Foam	ingested	uncommon	n/a	n/a
Mad Honey*	ingested	uncommon	n/a	n/a
Malyss Root Paste	inhaled	rare	n/a	n/a
Mertoran Leaf	ingested	uncommon	8	5d4
Mindfire	injury	rare	12	2d4
Miner's Milk	ingested	basic	as alcohol	as alcohol
Moog's Cheer*	ingested	uncommon	as alcohol	as alcohol
Moon Honey	ingested	uncommon	n/a	n/a
Mordayn Vapor	inhaled	rare	17	3d4
Musk Muddle Salve	contact	uncommon	n/a	n/a
Mushroom Blue	inhaled	rare	12	3d4
Myconoid Essence	ingested	rare	n/a	n/a
Night Sleep	injury	common	n/a	n/a
Nilhogg's Nose	ingested	rare	n/a	n/a
Nitharit	ingested	rare	n/a	n/a
Oil of Taggit	contact	rare	n/a	n/a
Palasa*	contact	common	n/a	n/a
Pale Tincture	ingested	rare	n/a	n/a
Perjury Sauce*	ingested	rare	10	3d4
Philter of Madness*	ingested	rare	8	2d4
Phoenix Powder	ingested	rare	n/a	n/a
Purebalm	contact	uncommon	n/a	n/a
Ralayan's Comfort*	injury	very rare	15	2d4

Name	Type	Rarity	Addiction DC	Addiction Dice
Rhul	ingested	common	12	2d4
Sakrash	ingested	uncommon	10	4d4
Sannish	ingested	rare	18	4d4
Scorcher Fumes	inhaled	common	n/a	n/a
Sehan	contact	very rare	18	2d4
Shadowbalm*	contact	rare	n/a	n/a
Shrinkwort	ingested	rare	n/a	n/a
Silphium*	ingested	common	n/a	n/a
Slumbering Ignatius*	inhaled	uncommon	n/a	n/a
Snake Oil	contact	very rare	n/a	n/a
Srindym	contact/ingested/injury	very rare	n/a	n/a
Sweetheart's Confection	ingested	common	n/a	n/a
Swiftsleep	injury	uncommon	n/a	n/a
Tansabra	injury	uncommon	n/a	n/a
Tatterskyre	ingested	basic	n/a	n/a
Tekkil	contact	uncommon	8	5d4
Terran Brandy	ingested	very rare	15	3d4
Thardynyn	contact	uncommon	n/a	n/a
Theriac*	any	common	n/a	n/a
Thever	ingested/inhaled	uncommon	n/a	n/a
Timmask	inhaled	rare	14	2d4
Tonandurr Bark	contact	basic	n/a	n/a
Tongue of Madness	ingested	rare	12	3d4
Tongueloose	ingested	uncommon	n/a	n/a
Trueform Oil*	contact	very rare	n/a	n/a
Truth Serum	ingested	very rare	5	1d4
Truth Wine	ingested	rare	as alcohol	as alcohol
Tuanta Quido Miancay	inhaled	very rare	n/a	n/a
Underbeer*	ingested	uncommon	as alcohol	as alcohol
Ungol Dust	contact/ingested/inhaled	very rare	n/a	n/a
Unguent of the Hydra*	injury	very rare	n/a	n/a
Unicorn Horn Powder*	inhaled	very rare	n/a	n/a
Vine Oil	contact	rare	n/a	n/a
Vlonwelv's Silvertongue*	ingested	rare	n/a	n/a
Vornduir	inhaled	uncommon	n/a	n/a
Wittlewort Brew	ingested	rare	n/a	n/a
Wurple	ingested	rare	n/a	n/a
Wyvern Ink	injury	rare	n/a	n/a
Yethgrel	ingested	rare	n/a	n/a
Zixalix	ingested	rare	12	5d4
Zolegamenda*	ingested	common	n/a	n/a

FULL DESCRIPTIONS

ALCHEMIST'S MERCY

Non-addictive substance, ingested, common

A fine powder that, when mixed with juice or water and drunk, can help those suffering from having drunk too much the night before. It tastes terrible but many swear by it.

Initial Effects. Alchemist's mercy grants an immediate saving throw, with advantage, to throw off the effects of a hangover.

Secondary Effects. None.

Side Effects. The drinker must make a DC 5 Constitution saving throw or get the hiccups for 1d10+1 minutes.

Overdose Effects. If more than one dose of alchemist's mercy is taken within an 8 hour period, the drinker definitely gets the hiccups.

ALINDLUTH

Addictive substance, ingested, rare

When ingested, alindluth deadens all pain and prevents shock and nausea effects for a few minutes. There are no known side effects, but if the substance is used too soon after first exposure (or in too large a dose; dosages vary by body volume and weight), it induces a short-duration coma.

Initial Effects. A dose of alindluth renders the drinker numb to all pain. It takes 1d4+2 rounds to take effect. Thereafter, the drinker is numbed to all pain for a number of minutes equal to 1d8 multiplied by (10 minus the user's CON modifier). Under this effect, the user will not notice when they are wounded unless they make a DC 10 Intelligence check.

Secondary Effects. None.

Side Effects. People tend to have violent reactions to the effects of alindluth wearing off. There is a 50 percent chance that for a number of rounds equal to 1d4 multiplied by (10 minus the user's CON modifier), the user will be overwhelmed with fury, attacking the first person they see.

Overdose Effects. If more than one dose of alindluth is taken within a 12 hour period, the drinker must make a DC 10 Constitution saving throw or fall into a comatose state for a number of minutes equal to 1d20 multiplied by (8 minus the user's CON modifier).

Addict Effects. When taken by someone who is addicted to alindluth, the duration of the initial effects and the chance of side effects occurring are both halved.

Addiction DC. 12

Addiction Dice. 3d4

APPEARING INK

Non-addictive substance, injury, rare

Only the most specialized tattoo artists carry this ink, which is made from the secretions of a particular bioluminescent squid. Under normal conditions, a tattoo made from appearing ink looks absolutely normal -- so much so that it is indistinguishable from ordinary tattoos. If the wearer of the tattoo exposes it to bright sunlight for at least six hours, then for the next 3d4 hours, whenever the wearer goes into an area of near or total darkness, their tattoo will glow in a flowing, hypnotic manner. It does not glow brightly enough to be used as illumination.

Those that see it must make a Wisdom saving throw or be charmed for as long as they see the tattoo. Treat as the *hypnotic pattern* spell except that the effect ends 1 round after the target stops looking at the tattoo (such as if the wearer leaves or covers it up) and the save DC is determined by the skill of the tattoo artist. The range is line of sight, limited to 30 feet.

Those with darkvision can see the tattoo's nature during the day, but it has no effect on them then. In darkness, they roll their saving throws with advantage because darkvision is monochrome.

Initial Effects. None.

Secondary Effects. None.

Side Effects. Getting an appearing ink tattoo can be an exhilarating experience. There is a danger that the wearer will become infatuated with their own body art. The wearer must make a DC 8 Charisma saving throw. On a failure, they become incredibly protective of their tattoo and refuse to put it in danger for fear of spoiling its great beauty. Their AC is lowered by 1 until the tattoo is removed. Moreover, they will not willingly let anyone they consider to be an enemy or a fool see it.

Overdose Effects. A person can have only one appearing ink tattoo on their body at one time. If someone tries to get a second one, or if the tattoo requested is too large (DM's discretion), then the wearer must succeed on a DC 12 Constitution saving throw or be poisoned until all appearing ink tattoo is removed from their skin. This can be done with a *lesser restoration* spell.

ARTHORVIN

Addictive substance, ingested, rare

A fragrant gray powder made from rare magic plants, the drug called arthorvin is an appropriate alchemical treatment for anxiety, mood disorders, and dissociative disorders. When taken in large doses, it is likely to cause them.

Initial Effects. Within 1d4+1 rounds of a person drinking a dose of arthorvin, the drinker loses 1d4+1 points of Charisma. This is restored after a long rest.

Secondary Effects. If the drinker is insane, arthorvin has a chance of curing or treating them. Arthorvin can cure short-term madness but can only treat long-term and indefinite madness. In those cases, the patient would have to be continually under the effect of the drug or the symptoms would return, but so long as they keep drinking it, they behave perfectly sanely. A dose of arthorvin wears off in a number of minutes equal to 2d20 multiplied by (12 minus the user's CON modifier).

Madness Type	Effect of Arthorvin
Short-term	75 percent chance of cure
Long-term	50 percent chance of treating the symptoms
Indefinite	10 percent chance of treating the symptoms

Side Effects. Arthorvin produces a general dulling of the emotions and senses. Patients who take it often complain of feeling detached and distant from the world. For a number of hours equal to 1d4 multiplied by (10 minus the user's CON modifier), the drinker has disadvantage on all initiative rolls and Wisdom and Charisma checks.

Overdose Effects. If more than three doses of arthorvin are taken in a 24-hour period, the drinker must make a DC 12 Constitution saving throw or become mentally damaged. Treat as though the *feblemind* spell had been cast on them. This lasts a period of hours equal to 1d4+1 multiplied by (10 minus the drinker's CON modifier).

Addict Effects. When taken by someone who is addicted to arthorvin, the duration of the side effects is doubled and the DC to avoid the overdose condition increases to 15.

Addiction DC. 12

Addiction Dice. 5d4

AZULDUST

Addictive substance, inhaled, rare

Azuldust is made from cacti found in Azulduth, also known as the Lake of Salt. It is a gray, fine-grained dust normally carried in small paper envelopes. It is often used in attempts to contact the ethereal plane, for inhaling the powder can allow one to glimpse nearby ethereal creatures.

It can temporarily blind and disable its users, and is thus popular with rogues and assassins who want a way to quickly discourage those who interfere with their work.

Azuldust can be used as a weapon by casting a pinch in an opponent's face. Treat this as an action, melee touch attack; if the attack is successful, the target must make their Constitution save or suffer the effects of the drug. If the attack misses, the dose dissipates harmlessly.

Initial Effects. Upon inhaling a dose of azuldust, the user experiences a rush of uncanny awareness as the scales of reality seem to fall from their eyes. For a number of rounds equal to 1d8 multiplied by (10 minus the user's CON modifier), the user can see into the ethereal plane.

Secondary Effects. Inhaling azuldust is also extremely stressful for one's body. The user must make a DC 15 Constitution save. On a failure, the user can see *only* the ethereal plane and is blind to the material one, causing all the expected disadvantages. This lasts for a number of rounds equal to 1d10 multiplied by (10 minus the user's CON bonus).

Side Effects. None.

Overdose Effects. Taking azuldust more than once in a 6 hour period increases the saving throw DC to avoid the secondary effects to 20.

Addict Effects. When taken by someone who is addicted to azuldust, the initial and secondary effects are of half duration.

Addiction DC. 10

Addiction Dice. 4d4

BACCARAN

Addictive substance, ingested/inhaled, rare

This pasty substance is dried and kept either as a powder (to be snorted) or a thick paste (for rubbing on the user's gums). The ingredients are numerous and difficult to obtain. Only a very small amount is taken at a time and a container about the size of a can of shoe polish can contain as much as 30 or 40 doses. Due to its high toxicity, addicts of baccaran are at high risk of dying by overdose.

There are some who attempt to use baccaran as a poison for the purposes of assassination, but, fortunately for their potential victims, baccaran has a very strong and unpleasant taste that is extremely difficult to mask or disguise. Experienced assassins view the use of baccaran as a technique that marks amateurs.

There are slight differences between the effects of the drug when inhaled and when eaten.

Initial Effects. When inhaled, baccaran produces an immediate effect of disorientation and pleasurable confusion lasting a number of rounds equal to 1d4 multiplied by (10 minus the user's CON modifier). During this period, the user has disadvantage on all saving throws and is immune to fear effects and the frightened condition.

A similar but less intense effect is produced when baccaran is rubbed on the gums instead of inhaled. The disorientation and confusion lasts a number of rounds equal to 1d6 multiplied by (10 minus the user's CON modifier). During this period, the user does not have disadvantage on their saving throws and is not immune to fear effects and the frightened condition. Instead, the user has advantage on all saving throws against fear effects.

Secondary Effects. Once the initial effects have worn off, baccaran induces in the user a surfeit of nervous energy. The user's mind races and they find themselves in a state of extreme creativity. All Intelligence and Charisma checks are made with advantage and all exhaustion levels are temporarily lost during this period. The user is unusually susceptible to illusions, however, rolling all relevant saving throws with disadvantage. When snorted, this period lasts for a number of minutes equal to 1d4 multiplied by (10 minus the user's CON modifier) and when eaten, for a number of minutes equal to 1d6 multiplied by (10 minus the user's CON modifier).

Side Effects. After the secondary effects of baccaran end, any exhaustion levels the user had come tumbling back, prompting a Constitution saving throw DC 12. On a failure, the stress causes the user to lose consciousness for 1d4 restless hours. If the baccaran was eaten, then the user rolls this save with advantage. Additionally, the user gains a new level of exhaustion.

Overdose Effects. If more than one dose of baccaran is taken within an 8 hour period, the user takes damage equal to 2d8 minus the user's Constitution modifier. The initial and secondary effects last twice as long.

Addict Effects. When taken by someone who is addicted to baccaran, the initial and secondary effects are of half duration.

Addiction DC. 15

Addiction Dice. 4d4

BELARRIS

Non-addictive substance, ingested, rare

One of the few poisons that can be cooked thoroughly in food and remain effective, belarris is a black, oily mixture of wyvern blood, two tree barks, and six plant saps.

Someone who ingests a dose is hit with a tide of fatigue as the substance enters his system. If the poison takes full effect, the victim is rendered unconscious for several minutes.

Initial Effects. Anyone taking belarris must make a DC 12 constitution saving throw or immediately gain 1 level of exhaustion. One minute after that, the victim falls unconscious for a number of minutes equal to (10 minus the user's CON modifier).

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

BITTERLEAF OIL

Non-addictive substance, contact, common

This salve is used by scaled creatures to help keep their hides healthy and shiny. Different brands of bitterleaf oil are sold that have fragrances applied and that are marketed to different races. Kobolds and dragonborns both use the oil, but might be offended or disgusted if a shopkeeper tried to sell them a brand that was intended for the other species.

Initial Effects. If applied once per day, bitterleaf oil moisturizes and coats the wearer's scales luxuriously, giving them a lustrous, healthy shine. The wearer does not need to shed while regularly using bitterleaf oil and heals an additional hit point per long rest.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. If more than one dose of bitterleaf oil is applied within a 24 hour period, the wearer gets really slimy. Disadvantage of all Dexterity checks.

BLACK LOTUS EXTRACT

Non-addictive substance, contact/ingested/injury, rare

This powder is derived from the legendary black lotus flower. The effect is devastating when this substance comes in contact with a creature for more than a few seconds.

Black lotuses bloom only once every three years, and it is during that time that the flowers can be harvested to produce this toxic oil. Black lotuses grow only in deep swamps, along shadowed riverbanks, and at the edges of caves where they are sheltered from direct light.

This thick oil is dark blue, though it becomes invisible when applied to a weapon or object.

Initial Effects. Black lotus extract is terrifyingly dangerous. When it is introduced into someone's bloodstream that person must make a DC 18 Constitution saving throw or take 2d8 poison damage and 2d8 necrotic damage every round for the next (10 minus the user's CON modifier) rounds. On a successful save, the victim takes half damage. Each round, the victim may make another saving throw and on a successful save take half damage.

When it is ingested, black lotus extract provokes a DC 16 Constitution saving throw. On a failure, the victim takes poison and necrotic damage. The number of d8s for each is (12 minus the user's CON modifier). For instance, if someone with a +2 CON modifier drinks black lotus extract, they take 10d8 poison damage and 10d8 necrotic damage. On a successful save, the victim takes half damage.

When applied to the skin, black lotus extract rots the victim's flesh, causing a paralyzing pain. The target must make a DC 14 Constitution saving throw. On a failure, they take 4d8 necrotic damage and lose 2d6 points of Charisma.

In all three cases, the necrotic damage taken by the victim cannot be healed by any means short of a *greater restoration* spell.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

BLACKTOOTH FUNGUS PASTE

Addictive substance, ingested, rare

The blackened edges of this white fungus give it the appearance of having been scorched. The discs cling to cavern walls or trees in wet areas, and they smell like wet animal fur. The toxins in the fungus become extraordinarily potent if prepared into an oily gray paste. When consumed, the poison inflicts Wisdom and Intelligence damage, some of which is permanent drain. The victim's teeth slowly darken, growing grayer with every dose. In addition to the ability loss caused by the fungus, the concoction also causes a descent into insanity, forcing its victims into a feral state.

If wounded during the feral state, the character must make a Charisma saving throw [DC = (1d6 - the user's CON modifier) multiplied by the amount of damage taken]. On a failure, the character *must* attack their assailant until they have dealt at least double the amount of hit points to what they took.

Initial Effects. Eating blacktooth fungus paste provokes an immediate DC 12 Constitution saving throw. On a failure, the eater is nauseated for 1 hour.

Secondary Effects. Every minute after consuming the paste, the eater loses 1 point of Intelligence or Wisdom, randomly chosen. If either of them drops below 3, the victim enters a feral state. They gain advantage on all attack rolls and damage roles, lose all class-based spellcasting ability, and the ability to use ranged weapons. The duration of the secondary effects lasts for a number of minutes equal to 1d4 multiplied by (8 minus the user's CON modifier). After this duration, three quarters of the Intelligence and Wisdom points lost return at a rate of 2 points every minute.

Side Effects. People who have eaten blacktooth fungus paste can often be identified by their ash-gray teeth. Every time someone takes a dose, there is a 50 percent chance of their teeth being permanently dyed.

Overdose Effects. Taking more than one dose of blacktooth fungus paste within a 24 hour period increases the rate of ability score loss to 1 point every 2 rounds. Only half of the points lost return after the secondary effects cease.

Addict Effects. When taken by someone who is addicted to blacktooth fungus paste, the initial effects are of double duration and the Intelligence and Wisdom points lost by the secondary effects take twice as long to return.

Addiction DC. 10

Addiction Dice. 3d4

BLOODFLOWER LEAF

Addictive substance, ingested, rare

'Bloodflower' is the common name for a tiny red flower that grows in warm, boggy regions. A sweet-tasting, pale elixir can be made from the petals of these flowers that is popular among warriors and athletes. In addition to being addictive in small doses, bloodflower can be taken in large amounts (i.e., deliberately overdosing) to produce dramatic, and dangerous, permanent changes to the users body.

Whether the name comes from the deep red color of the flowers or from the war-like nature of those who abuse the drug is an open question.

Initial Effects. Upon drinking a dose of bloodflower, the user experiences a rush of aggressive feelings. Even the slightest affronts or insults provoke DC 8 Constitution save. On a failure, the user must attack the offender. This lasts for a number of minutes equal to 1d4 multiplied by (10 minus the user's CON modifier).

Secondary Effects. Instead of making a movement on their turn, the user may focus their attention on a particular creature. If on their next turn the user attacks that creature, they have advantage on the attack. This ability lasts for a number of minutes equal to 1d6 multiplied by (10 minus the user's CON modifier) after drinking bloodflower.

Side Effects. Users of bloodflower bleed more freely than normal. For a number of minutes equal to 1d8 multiplied by (10 - the user's CON modifier).

Overdose Effects. Drinking bloodflower more than once in a 6 hour period prevents the secondary effects from taking place again for 12 hours. Additionally, the user must make a DC 15 Constitution saving throw. On a failure, the user's Strength increases by one, the user's Wisdom or Charisma (chosen at random) decreases by one, and the user acquires a level of exhaustion. If the user's Strength is already 20, it can still increase by means of drinking bloodflower but only to 22 and every point of increase comes with a decrease by 1 of BOTH Intelligence and Wisdom. Every time the user's Strength increases, there is a 1 in 4 chance that the aggression of the initial effects are permanent.

Addict Effects. When taken by someone who is addicted to bloodflower, the initial and secondary effects are of half duration and the DC to resist the overdose effect increases to 20.

Addiction DC. 15

Addiction Dice. 3d4

BLOODPURGE

Non-addictive substance, contact, basic

Found in the depths of freshwater marshes polluted by magic and nonmagic wastes, this herb can neutralize minor poisons. When applied to a wound that has had poison introduced into it, bloodpurge can sometimes assist in resisting the ill effects of that poison.

Initial Effects. If a successful DC 10 Medicine check is made when applying bloodpurge to a wound that has had poison introduced into it within 3 rounds of the person having been poisoned, there is a 50 percent chance of the ill effects of the poisoning being halved. How that happens is up to the DM's discretion.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

BLOODROOT

Addictive substance, ingested, very rare

This is a tea made from plants found exclusively in the Mhair jungles. It is highly addictive to vampires and small amounts of it have been known to fetch thousands of gold pieces in the underworld of major cities across Faerûn. It is said by some that the wandering folk known as the Vistani are protected by shadowy forces precisely because they are able to produce an especially fine product of bloodroot.

Initial Effects. After drinking bloodroot, the user is dazed for 1 round.

Secondary Effects. Drinkers of bloodroot have advantage on all Strength and Constitution checks and saving throws for 1d6 rounds. Drinkers who are vampires also have advantage on all Charisma checks and saving throws for the same duration. Undead drinkers who are not vampires gain no effect at all.

Side Effects. If the drinker is a vampire, then the scent of blood provokes a DC 12 Wisdom saving throw. On a failure, the vampire is compelled to do whatever they can to find the source of the blood scent and drink from it. This effect lasts a number of rounds equal to 1d8 multiplied by (10 minus the user's CON modifier). If the vampire succeeds on their saving throw, they are not affected by that particular blood scent for the next 24 hours but can still be affected by the scent of a different person's blood.

Overdose Effects. None.

Addict Effects. When taken by someone who is addicted to bloodroot, the initial effects are of half duration. When taken by a vampire who is addicted to bloodroot, the side effects are of double duration.

Addiction DC. 5 (15 if a vampire)

Addiction Dice. 1d4 (3d4 if a vampire)

BLOODSTAUNCH

Non-addictive substance, injury, basic

Found in dry gullies in semiarid temperate zones, this herb thickens blood very quickly upon direct contact, and so can be applied to open wounds to slow or stop bleeding.

Initial Effects. When a medic succeeds in applying bloodstaunch to an open wound on a DC 10 Medicine check, immediately clots all blood flowing from it and closes the wound over in a thick scab. The wounded person is considered stabilized and has resistance to all nonmagical piercing damage for a number of rounds equal to 1d4 multiplied by (6 minus the user's CON modifier).

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

BOOKWORM RESIN

Non-addictive substance, contact/ingested, rare

This jet-black paste is not made from bookworms at all but rather is a derivative of aboleth slime. One uses bookworm resin by coating one's teeth with it. Once applied, the resin has an amazing extrasensory effect upon the user, from which its name is derived. When the user eats a page of writing, the resin somehow 'reads' that writing and communicates it to the user. This mode of reading is just as thorough and effective as reading with the eyes or hands (if blind).

Only pages that can be eaten under normal conditions can be 'read' using bookworm resin. Inscriptions, clay tablets, and the like are opaque to the drug's power.

One advantage of using bookworm resin is that the text written on the page need not be visible to the naked eye to work. So long as the ink has a significant taste from the paper (or papyrus or whatever) it's on, the resin works. Thus invisible messages can be conveyed this way. Moreover, the 'paper' need not at all be what is normally considered as paper. Text written on bread, on chocolate, on an apple slice, and so on will all be legible to the resin.

The possibilities of hijinks have not gone unnoticed. Tales abound of students sending dirty messages to one another at dinner parties, for instance. In a grislier example, it is said that the Lady of Pain once disposed of a superfluous lackey by sending him a gift of cakes with 'you have just been poisoned' written in fezrah.

Initial Effects. A person whose teeth have been coated in bookworm oil can read by eating. The material must be chewable and written in a language the eater knows how to read normally. In order to read it, the eater must make a DC 8 Wisdom check for each page. The effect lasts for 10 minutes or until the user drinks something.

Secondary Effects. None.

Side Effects. Bookworm resin makes one's mouth tingle. While the initial effects are in place, all ability score checks that rely on speech have to made with disadvantage.

Overdose Effects. Using bookworm resin more than once in a 6 hour period there is a 15 percent chance that the user's teeth will be dyed black permanently.

BURRFOOT'S NUT BROWN ALE

Addictive substance, ingested, uncommon

This full-bodied ale is based on a recipe first attributed to Nedelmeier Burrfoot, a halfling brewmaster of great renown. Burrfoot's nut brown ale has long been used as a social lubricant among both halflings and taller races. "Burrfoot's", as it is commonly referred to, is different from standard tavern-fare as, in addition to the regular effects of alcohol, it also produces a mild euphoria in its drinkers. This quality is attributed to the secret recipe that Nedelmeier's descendants still follow faithfully to this day. Halflings claim that a flagon of Burrfoot's will mellow even the most taciturn dwarf, so long as he keeps drinking.

Initial Effects. Although the qualities of Burrfoot's are not as miraculous as its proponents claim, any individual who drinks at least one pint of Burrfoot's nut brown ale has disadvantage on all Wisdom checks and advantage on all Charisma checks. This lasts a period of minutes equal to 1d4 multiplied by (10 minus the user's CON modifier).

Secondary Effects. None.

Side Effects. The standard effects of drinking alcohol also apply.

Overdose Effects. Treat as alcohol (ale).

Addict Effects. Treat as alcohol (ale).

Addiction DC. Treat as alcohol (ale).

Addiction Dice. Treat as alcohol (ale).

CALAD

Non-addictive substance, ingested, uncommon

This golden, opaque liquid is derived from the cranial fluids of basilisks, catobelpas, and disenchanters. Calad causes short-term distorted hearing and vision in its victims, at the same time that its alien chemical composition eats at one's insides.

Initial Effects. After consuming calad, the drinker is afflicted by hallucinations. They have disadvantage on all saving throws and attacks and automatically fail all ability score checks. This lasts for a number of minutes equal to 1d4 multiplied by (8 minus the user's CON bonus)

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

CARTHAGU

Addictive substance, ingested, common

When leaves from the carthagu plant are dried and then steeped in boiling water for a few minutes they make is a thin, green tea with mild medicinal use. It has a calming, relaxing effect on casual drinkers and is part of many home remedies for a variety of ailments.

Initial Effects. The drinker experiences a wave of calm, peaceful relaxation wash over them. Treat as though the *calm emotions* spell has been successfully cast on them. Additionally, the user is immune to the *confusion* spell and all similar disorientations. These effects last for a number of minutes equal to 1d4 multiplied by (10 minus the user's CON modifier).

Secondary Effects. The user's Strength and Dexterity decrease by 1d4-1 points for a number of minutes equal to 1d4 multiplied by (10 minus the user's CON modifier).

Side Effects. After a person drinks carthagu they are often suggestible and even a bit meek. For a number of minutes equal to 1d6 multiplied by (10 minus the user's CON modifier) after drinking a cup, the user has disadvantage on all saving throws against hypnotism, charms, suggestions, and the like. Additionally, the user will not engage with an enemy unless attacked first unless they make a DC 10 Charisma saving throw. Barbarians who drink carthagu cannot rage during this period.

Overdose Effects. If more than one cup of carthagu is drunk within a 6 hour period, the drinker must make a Constitution save (DC 10) or fall asleep for a number of hours equal to 1d8 minus the drinker's CON modifier.

Addict Effects. When taken by someone who is addicted to carthagu, the initial and secondary effects are of half duration.

Addiction DC. 5

Addiction Dice. 5d4

CHAUNSEL

Non-addictive substance, contact, uncommon

Upon contact with bare skin, chaunsel makes the affected area extremely sensitive for up to about twenty minutes. It is often used by thieves or others working in darkness, applied to their fingertips to make them able to feel tiny details, seams, and such. Overdosing causes days of numbness in the affected area.

Initial Effects. For a number of minutes equal to 1d4 multiplied by (8 minus the user's CON modifier), the skin that has had chaunsel applied to it is hypersensitive. The user has advantage on all checks and abilities involving the sense of touch.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. If more than one cup of chaunsel is applied within a 12 hour period, the user must make a DC12 Constitution save or the relevant area becomes numb for a number of hours equal to 1d4 multiplied by (8 minus the drinker's CON modifier). During that period, they have disadvantage on all checks and abilities that involve the sense of touch.

DARKLAKE ALE

Addictive substance, ingested, uncommon

This savory ale is a duergar favorite. Made using a secret blend of Underdark mushrooms, Darklake is available exclusively from Darklake Brewery in Gracklstugh, but due to an advantageous trading agreement the Brewery has made with the Bregan D'aerthe, the drink is widely available throughout the Sword Coast.

Initial Effects. Drinkers of Darklake have resistance to poison damage and are immune to the poisoned condition for a number of hours equal to 1d4 multiplied by (8 minus the user's CON modifier) after they've had a flagon.

Secondary Effects. For a number of hours equal to 1d4 multiplied by (8 minus the user's CON modifier), a drinker of Darklake has sunlight sensitivity: disadvantage to attack rolls and Wisdom (perception) checks that rely on sight whenever they, their target, or what they're trying to perceive are in direct sunlight.

Side Effects. The standard effects of drinking alcohol also apply.

Overdose Effects. Treat as alcohol (ale).

Addict Effects. Treat as alcohol (ale).

Addiction DC. Treat as alcohol (ale).

Addiction Dice. Treat as alcohol (ale).

DATHLIL

Non-addictive substance, ingested, basic

The tiny petals of the common white ground flower known as dathlil work to neutralize poisons for some who consume them, typically by drinking them as a tea, or washing them down with water or alcohol. The effects vary widely with the individual and the poison being fought against, and even vary unpredictably for the same individual over time, but do apply to all known creatures and are sometimes (not often) complete cures -- one petal banishes all poison effects. Dathlil can work on contact, ingested, and insinuating poisons -- but it sometimes does nothing at all. For most individuals, the herb usually slows poison and lessens its eventual damage.

Initial Effects. After consuming dathlil, the drinker makes all their saving throws versus poison effects in the following manner: the player rolls a d4; the result is the number of d6s that they roll in place of a d20 for the saving throw. This effect lasts 2d4 minutes.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

DEVILWEED

Addictive substance, inhaled, common

Devilweed is the generic name for a variety of similar tobacco-like products all derived from the wyssin plant. Small differences exist amongst different devilweed products, and many addicts have strong feelings about which 'brand' of devilweed is the best. Nevertheless, they all have pretty much the same effects upon the user.

Devilweed smoking is currently on the wane in urban areas but is smoked widely throughout rural areas, particularly farmlands, and among sailors.

Habitual smokers of devilweed are easy to identify by the yellow staining of the drug's residue on their teeth and fingers.

Devilweed has a 'secondhand smoke' effect, noted below.

Initial Effects. The user's eyes briefly cloud over. For a number of rounds equal to 1d4 minus their Constitution modifier the user has disadvantage on all perception checks.

Secondary Effects. The user's Strength increases by 1d4+1 points for a number of minutes equal to 1d4 multiplied by (10 minus the user's CON modifier).

Side Effects. Smokers of devilweed tend to deny this, but those around them who do not use the drug usually agree that devilweed smokers are a bit confused and weak-minded. For a number of minutes equal to 1d6 multiplied by (10 minus the user's CON modifier) after lighting up, the user takes a 1d4-1 penalty to Wisdom.

Secondhand Smoke Effects. Anyone within 20 feet of someone smoking devilweed must make a Constitution saving throw with advantage. On a failure, they experience the initial effects of the drug, but no other effects. If an addict of devilweed who no longer smokes it is within that area, they make their saving throw with disadvantage, and on a failure they are compelled to satisfy their addiction immediately.

Overdose Effects. Smoking devilweed more than once in a 24 hour period causes the user to suffer both the initial effects and the side effects of the drug, but not the Strength bump.

Addict Effects. When taken by someone who is addicted to devilweed, the secondary and side effects are of half duration.

Addiction DC. 12

Addiction Dice. 2d4

DIAMOND WATER ELIXIR

Non-addictive substance, ingested, basic

An herbal remedy made from local vegetation, salts from the mines, and Diamond Lake's tainted water, this concoction is meant to help cure illness. Local sayings about the medicine rightly claim that drinkers "will feel a lot worse before they feel any better." Despite its name, diamond water elixir is a cloudy brownish mixture.

Initial Effects. Characters who imbibe a flask of diamond water elixir recover 2 points lost to ability score damage that day. However, the user is poisoned for 24 hours after consuming this drought.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

DONAVITCH'S SUNSHINE

Non-addictive substance, contact, uncommon

This is a powerful cosmetic ointment that, when rubbed on the skin, darkens and roughens it, making it seem as though the person wearing it has spent a considerable amount of time outdoors during the daytime. This ointment is especially prized by those who find direct sunlight uncomfortable, as it can offer limited protection against damage from the sun's rays.

Initial Effects. Within 2d8 minutes of applying Donavitch's sunshine, the wearer's skin tans and gains a healthy, perky texture. This effect fades over the course of 1d4+2 days.

Secondary Effects. For 2d20+40 minutes after applying the ointment, the wearer has resistance to radiant damage.

Side Effects. The ointment has a distinct, mushroomy smell that some find quite offensive and glows very, very faintly. A wearer of Donavitch's sunshine has disadvantage on stealth checks and all creatures with darkvision have advantage on perception checks to locate the wearer.

Overdose Effects. None.

DOSE OF HAAGEN

Non-addictive substance, ingested, uncommon

Haagen is a powerful medicinal herb known to calm emotions and bring succor to the lovelorn. It is sold in tiny ampules that are drizzled over shaved ice or snow, which is then eaten with a spoon.

Doses of Haagen are commonly sold in a wide variety of flavors and are consumed by many not for their medicinal effects but simply because they are quite delicious.

Afficionados of Haagen doses tend to disapprove of people who drink Moog's Cheer in order to cure their romantic ills. The feeling is mutual.

Initial Effects. Within 1d4 +2 minutes of consuming a dose of Haagen, the eater becomes profoundly relaxed and at peace with the world. If the eater was in love or experiencing a charm effect, they are no longer.

Secondary Effects. If the person eating a dose of Haagen is doing so in the company of another doing the same, each must make a DC 8 Wisdom saving throw or be charmed by one another for 1d6 +2 hours.

Side Effects. None.

Overdose Effects. Consuming more than one dose of Haagen in a 2 hour period has a 50 percent chance of producing a condition known as 'brain freeze'. While experiencing brain freeze, one's head is wracked with an intense, stabbing pain right between the eyes and they have difficulty seeing. They have disadvantage on all Wisdom (perception) checks and Dexterity saving throws and checks and cannot cast any spells. Brain freeze lasts for 1d4 +2 rounds.

DRAGONBANE

Non-addictive substance, contact/ingested/injury, very rare

A legendary poison that is far more often counterfeited than found, this bright blue, opaque liquid is a mixture of the blood of three sorts of dragons. Dragonbane is used to best effect on real dragons, who find themselves unable to breathe for a brief time after being dosed with it. (Other creatures are "merely" wracked with pain and internal distress.) Dragons tend to slay anyone they encounter carrying it -- because, as many wyrms have discovered to their chagrin, the poison can be delivered by simple contact or through an injury and does not have to be ingested.

Initial Effects. Anyone who is exposed to dragonbane must make a DC 14 Constitution saving throw. On a failure, they are incapacitated with agonizing pains for a number of minutes equal to 1d4 multiplied by (10 minus the user's CON modifier).

If the creature exposed to dragonbane is a dragon, dragonborn, or of draconic bloodline or heritage, then they make their saving throw with disadvantage and on a failure, in addition to being incapacitated, they cannot breathe. Use the suffocation rules in the PHB.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

DREAD SOBAKA

Addictive substance, ingested, rare

This nasty, vile ichor is so foul tasting that in order to consume it, one must mix it with honey. It is a derivative of death dog saliva, and has the effect of making one's blood into a poison. This toxin affects even the undead, so dread sobaka is a standard, if pricey, item in a sophisticated vampire hunter's kit.

Anyone who consumes the blood must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

Initial Effects. 1d4 minutes after taking a dose of dread sobaka, the drinker's blood becomes toxic. This effect lasts a number of minutes equal to 2d6 multiplied by (10 minus the user's CON modifier), after which the toxicity fades away. Blood taken from the drinker's body and stored also ceases to be toxic at this time.

Secondary Effects. None.

Side Effects. The drinker's hit point maximum drops by 1d10 for the duration of the initial effects.

Overdose Effects. Consuming more than one dose within a 24 hour period increases the side effect hit point loss to 2d10. There is a 5 percent chance that this loss will be permanent. A *greater restoration* spell will restore the lost hit points.

Addict Effects. Anyone addicted to dread sobaka loses the ability to take short rests for 24 hours after taking a dose.

Addiction DC. 12.

Addiction Dice. 2d4.

DROWTH

Addictive substance, contact/ingested, rare

Also called "demon's blood," droth is a black, sticky substance made from the blood of manes and the boiled-down chitin (body plates) of derghodemons. When smeared on the eyes, it cures certain sorts of blindness in some individuals, and when ingested (its taste is generally described as salty and horrible), it can help to cure certain diseases. When smeared on acid-drenched items or living creatures, it cuts the corrosion done by the acid in half. Ingested or smeared, droth stops all green slime effects instantly, and turns back existing slime into the living material it was before being slimed.

Initial Effects. Skin coated with droth has resistance to acid damage. If applied to eyes that have been blinded due to a magical effect, droth has a 50 percent chance of restoring sight. If eaten by someone who is sick with an illness that causes necrotic damage, droth has a 25 percent chance of curing the disease.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

DWARVEN GRAVE ALE

Addictive substance, ingested, rare

When a great dwarven hero dies, skilled brewmasters are commissioned to create a signature ale to commemorate his passing. These recipes are created and brewed only once, and each is tailored specifically to the deceased's personality and exploits. Once the brew is finished it is stored in specially made barrels embellished with carved scenes of the hero's famous deeds. These barrels are given to the hero's friends and family as tokens of remembrance. Highly praised, dwarven grave ale is said to imbue those who drink it with the courage of the dwarven hero to whom it is dedicated.

Initial Effects. Any individual who drinks at least one flagon of dwarven grave ale is immune to the frightened condition for a number of minutes equal to 1d4 multiplied by (10 minus the user's CON modifier).

Secondary Effects. None.

Side Effects. The standard effects of drinking alcohol also apply.

Overdose Effects. Treat as alcohol (ale).

Addict Effects. Treat as alcohol (ale).

Addiction DC. Treat as alcohol (ale).

Addiction Dice. Treat as alcohol (ale).

ELF HAZEL

Non-addictive substance, contact, rare

The elven willow is a small tree (maximum height 5 feet) that grows by the banks of rivers in temperate forests. The willow has a golden sheen to its bark and produces golden colored buds in the spring. There is much superstition concerning the elven willow. It is said that each elven willow bears the spirit of a love-lorn elf who drowned in a river near the tree. The sap from this tree makes a powerful cosmetic ointment.

Initial Effects. If elf hazel ointment is applied to any scar (from a now-healed wound) the scar slowly vanishes. It takes a tendaray of daily applications for the scar to vanish completely.

Secondary Effects. None.

Side Effects. The standard effects of drinking alcohol also apply.

Overdose Effects. If more than one dose of elf hazel is applied in a 24 hour period, there is a 25 percent chance that the ointment will leave a permanent dark stain on the area.

ELF JUICE

Addictive substance, ingested, uncommon

Fortunately for its drinkers, and for the elven community in general, 'elf juice' is not made from real elves. Unfortunately for its drinkers, it is made from stirges. Pressed stirges. It's a vile 'wine' made from fermented stirge blood.

Initial Effects. Drinking a flagon of elf juice satisfies the drinker's need for food for the next two full days. Drinking water is still necessary.

Secondary Effects. Darkvision 60 ft. Woah! Trippy. This lasts a number of minutes equal to 1d6 multiplied by (8 minus the user's CON modifier).

Side Effects. The drinker must make a DC 12 Wisdom saving throw or become very thirsty for fresh, warm, living blood. Nothing else will do. So thirsty. So, so thirsty. Fortunately, another flagon of elf juice would satisfy just as well as their friend's carotid artery. Or at least, it could tide them over... This blood lust lasts for a number of minutes equal to 1d4 multiplied by (8 minus the user's CON modifier).

Overdose Effects. If more than 1 flagon of elf juice is drunk within a 4 hour period, the drinker has to make a DC 10 Constitution saving throw or become vaguely bat-like in appearance. This change lasts for a number of hours equal to 1d4 multiplied by (10 minus the user's CON modifier).

Addict Effects. Treat as alcohol (wine).

Addiction DC. Treat as alcohol (wine).

Addiction Dice. Treat as alcohol (wine).

ELIXIR OF FANTASY

Addictive substance, ingested, common

Made from the distillate of an Underdark lichen, elixir of fantasy is a powerful hallucinogen that makes drinkers believe they are other people. It is used by some mystics and cults as part of rituals.

Habitual users typically develop elaborate fantasy lives that they visit over and over in exhaustive detail, sometimes retreating into permanent madness as they come to believe their hallucinatory lives are more real than their real ones.

Initial Effects. The drinker retreats into a dreamlike state, lost in their own fantasies for a number of hours equal to 1d4 multiplied by (8 minus the user's CON modifier). During this time, they have disadvantage on all saving throws and attacks and automatically fail all ability score checks.

Secondary Effects. The drinker's Wisdom score is decreased by 1d4 points for a number of hours equal to 1d4 multiplied by (10 minus the user's CON modifier).

Side Effects. Every time someone takes the elixir of fantasy, there is a 1 percent chance that they will never leave the hallucinatory state. In these cases, only a *greater restoration* spell can bring the drinker back to reality.

Overdose Effects. None.

Addict Effects. When taken by someone who is addicted to elixir of fantasy, the initial and secondary effects are of half duration and the chance of the side effect occurring increases to 3 percent.

Addiction DC. 8

Addiction Dice. 1d4

EYE OF BASILISK POWDER

Non-addictive substance, contact, very rare

Among the rarest of poisons used by assassins, eye of basilisk powder is exceptionally potent in minute quantities. The eyes of actual basilisks (harvested at great expense by adventurers) are dried out and ground into a powder that, when properly prepared, can turn its victims to stone. Assassins put small amounts of the powder into alchemical pellets that explode when broken to release a small cloud of the poison around the victim.

Initial Effects. When this powder is applied to someone's eyes, they must make a DC 12 Constitution saving throw. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

EYESCRATCH JUICE

Non-addictive substance, contact, very rare

This is a contact poison developed by the drow alchemist Nar'l Xibrindas.

Initial Effects. A creature that comes into contact with eyescratch juice must succeed on a DC 14 Constitution saving throw or be poisoned for a number of minutes equal to 1d8 multiplied by (10 minus the user's CON modifier) and blinded while poisoned in this way.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. Taking more than one dose of eyescratch juice within an 8 hour period increases the DC for the initial effects saving throw to 16 and doubles the duration.

FELSUL TREE

Non-addictive substance, contact, basic

Chewing the soft wood that directly underlies the bark of a felsul tree, or chewing small datherthorn roots (those of purplish hue) quells nausea and deadens all mouth, tooth, and throat pain. This does nothing to remove the cause of the discomfort; it merely temporarily removes the discomfort to allow sleep, hearty eating, and other usual activities. Eating a volume roughly as much as the eater's palm, as thick as the eater's hand, will deaden for a day and a night, or so.

Initial Effects. Chewing felsul tree wood has a 75 percent chance of curing the nauseated condition.

Secondary Effects. Chewing felsul tree also alleviates the pains of toothaches and sore throats.

Side Effects. None.

Overdose Effects. None.

FEZRAH, AKA SPIDERBLIND

Addictive substance, ingested, very rare

This pitch-black fungus has numerous fuzzy white spots and produces an odor that is repulsive to any sort of arachnid. When these spore-filled spots are harvested, turned into a thick, chunky paste, and ingested, the user produces a scent that spiders cannot stand.

Initial Effects. After eating a dose of fezrah, the user begins to emit a scent that spiders cannot bear. Any spider or spider-like creature (DM's discretion) within 30 feet of the user must make a DC 10 Constitution saving throw or frightened of the user. The fear effect lasts for a number of minutes equal to 1d8 multiplied by (10 minus the user's CON modifier).

Secondary Effects. The user's scent is off-putting to other creatures as well. For a number of minutes equal to 1d8 multiplied by (12 minus the user's CON modifier), they have disadvantage on all Charisma checks.

Side Effects. The user must succeed on a DC 12 Wisdom saving throw or become deeply paranoid, convinced their friends are conspiring against them. This lasts a period of minutes equal to 1d12 multiplied by (10 minus the user's CON score).

Overdose Effects. If more than one dose of fezrad is eaten in a 12 hour period the user must succeed on a DC 15 Constitution saving throw or take 2d6 poison damage and acquire the poisoned condition for 1d4+1 hours.

Addict Effects. When taken by someone who is addicted to fezrah, the DC to avoid paranoia increases to 15 and the initial effects are of half duration.

Addiction DC. 10

Addiction Dice. 2d4

FIREBELLY

Addictive substance, ingested, rare

A harsh liquor distilled by inhabitants of cold climates, firebelly is prized -- by those who can keep it down -- for the resistance to frigid temperatures it grants. As a result, a bottle or two is considered to be essential gear for any who plan on braving arctic climes.

Initial Effects. Imbibing firebelly in the first place takes effort. Unless the drinker is a giant, they must succeed on a DC 10 Constitution saving throw or vomit it all back up before any positive effects take place.

Secondary Effects. For a period of minutes equal to 1d8 multiplied by (10 minus the user's CON modifier), the drinker has resistance to cold damage and is vulnerable to fire damage.

Side Effects. None.

Overdose Effects. If more than one dose of firebelly is drunk in an 8 hour period, the DC to avoid vomiting goes up to 15.

Addict Effects. When taken by someone who is addicted to firebelly, the DC to avoid vomiting drops to 5 and the secondary effects are of half duration.

Addiction DC. 5

Addiction Dice. 1d4

FLESHWORT

Non-addictive substance, injury, basic

Made from the stalk of a gray, celery-like vegetable, fleshwort is found only on recent battlefields, where corpses are buried near the surface or left to rot above ground. If sewn into an internal wound, fleshwort is slowly absorbed by any mammalian body as raw material for building new tissue.

Initial Effects. If a medic succeeds on a DC 10 Medicine check while binding fleshwort into an open wound, that wound heals 2 hit points and is unlikely to scar. Fleshwort can be used only once per wound.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

GNOMISH MOONGUARD

Addictive substance, injury, very rare

Not many outside of Blingdenstone know how to make gnomish moonguard and the two svirfneblin brothers who first introduced it to the Sword Coast quickly became fabulously wealthy dealing it. A few other sources have sprung up here and there since then, and there is no longer a monopoly on trade in the substance, though it is still fantastically expensive. Those who need it, however, will pay any price, for it can mean the difference between life and death for them and their loved ones. It is a pale, silver liquid that must be introduced directly into the bloodstream. When taken by a normal individual, there are very few effects, mostly a vague and not entirely pleasant tingling throughout the body. But when taken by a lycanthrope, the effects are dramatic, incredible, even, for a lycanthrope being treated with gnomish moonguard cannot change shape, either willingly or unwillingly, into their hybrid or their creature form.

Gnomish moonguard has no effect on other transformations, such as being affected by the *polymorph* spell or consuming a dose of wurple.

Initial Effects. For a number of days equal to 1d4 multiplied by (10 minus the user's CON modifier), a person who has taken a dose of gnomish moonshine is immune to lycanthropy. If bitten by a lycanthrope, they cannot catch the condition, and if already a lycanthrope, they cannot transform.

A lycanthrope being treated with this medicine can tell when it is wearing off: about three days before the end of the initial effects, they feel its power beginning to wane inside them.

Secondary Effects. None.

Side Effects. For a number of hours equal to 1d6 multiplied by (10 minus the user's CON modifier), anyone taking gnomish moonguard feels a distracting tingling throughout their body. This sensation interferes with their daily activities, making short rests impossible and imposing disadvantage on all Dexterity checks.

Overdose Effects. If more than one dose of gnomish moonguard is taken in a 15 day period, the side effects last for a number of hours equal to 3d6 multiplied by (10 minus the user's CON modifier).

Addict Effects. Gnomish moonguard has very distressing addiction effects. If a lycanthrope is addicted to this medicine, then they dare not stop taking it, for if a lycanthrope with *any* withdrawal levels from ceasing use of gnomish moonshine transforms, they must succeed on a DC 15 Constitution save in order to change back into their humanoid form.

Addiction DC. 10. Gnomish moonguard is addictive only to lycanthropes and withdrawal begins after (25 minus 3d4) days.

Addiction Dice. 3d4

GREEN RAPTURE

Addictive substance, injury/ingested, uncommon

Introduced to a creature via consumption or injection, a dose of this pale green poison (which is made primarily from grell tentacles) acts as a powerful paralytic.

Initial Effects. Anyone who eats green rapture or has green rapture introduced into their bloodstream must make a Constitution saving throw. On a failure, they are paralyzed. If the green rapture was ingested, the DC for the saving throw is 10 and the paralysis lasts for a number of rounds equal to 1d6 multiplied by (10 minus the user's CON modifier). If the green rapture was introduced into the bloodstream, the DC is 12 and the paralysis lasts for a number of rounds equal to 1d8 multiplied by (10 minus the user's CON modifier).

Secondary Effects. None.

Side Effects. For the duration of the initial effects, the user experiences a powerful surge of ecstatic bliss.

Overdose Effects. Taking more than one dose of green rapture within a 12 hour period increases the DC for the initial effects saving throw to 14 if ingested and 16 if taken through the bloodstream.

Addict Effects. When taken by someone who is addicted to green rapture, the initial effects are of double duration.

Addiction DC. 8

Addiction Dice. 2d4

GREEN WELCOME

Addictive substance, ingested, rare

Green welcome is a highly addictive chemical resembling grayish-green mucus.

Initial Effects. Anyone exposed to green welcome must make a DC 14 Constitution saving throw. On a failure, they lose 1d4 points of Intelligence and 1d4 points of Wisdom. After a number of minutes equal to 1d6 multiplied by (8 minus the user's CON modifier), the lost ability score points return at a rate of 1 point every round.

Secondary Effects. Green welcome fills the user with a feeling of strength, contentment, and belonging. For a number of minutes equal to 1d4 multiplied by (10 minus the user's CON modifier), the user's Strength and Charisma are temporarily enhanced by 1d4+1 points (to a maximum of 20). Additionally, the user believes they have succeeded on all saving throws.

Side Effects. None.

Overdose Effects. If more than one dose of green welcome is taken in a 24-hour period, the user falls unconscious for 1d4 hours and suffers 1 point of permanent Wisdom drain.

Addict Effects. When taken by someone who is addicted to green welcome, there is a 50 percent chance that the enhancement bonus from the secondary effects will not occur and a 50 percent chance that the user will permanently believe that they have succeeded in all their saving throws.

Addiction DC. 14

Addiction Dice. 2d4

GREENBLOOD OIL

Non-addictive substance, ingested, rare

Named for its color and thickness, greenblood oil is a viscous poison derived from poisonous plants that grow deep in primeval forests. This combination of oils from several different sources has medicinal uses: It breaks up dangerous blood clots and can be used to help drain infections from the body.

Assassins, however, use greenblood oil to make it more difficult for the body to heal. This poison is often used to make a target more vulnerable to harm rather than by harming directly. For example, an assassin might pour greenblood oil over a target's food early in the day before performing a very public assassination, to ensure that the victim cannot be magically healed once the attack takes place.

Initial Effects. Consuming a dose of greenblood oil has a palliative effect of temporarily making one's blood thinner and less apt to clot. This can be quite an effective treatment for strokes or some infections or to counteract the effects of drugs that thicken one's blood, such as bloodstaunch or yethgrek. This blood-thinning effect lasts for a number of minutes equal to 1d4 multiplied by (10 minus the user's CON modifier). During this period, the subject is vulnerable to piercing damage.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

GRELL BILE

Non-addictive substance, ingested/injury, uncommon

Grell bile can be harvested from a number of organs in a grell's floating, sacklike body. In truth, it is not bile at all, but a distillation of the aberrant creature's blood and other bodily fluids. This fluid is extremely toxic and can drastically affect the hand-eye coordination of its victims.

Master assassins and poison crafters know that grell bile has an additional property beyond its common applications. Grells have powerful psionic abilities, and grell bile contains a trace of this ability. By imbibing a small amount of grell bile (at no small personal risk), the poisoner can establish a temporary psionic link to the victim. Through this link, an assassin has a chance to momentarily shunt any aggression the victim feels toward him or her onto a different target.

Although certainly not common, the recipe for grell bile can be purchased throughout the Underdark Drow, duergar, and dark folk manufacture and use the poison, and by knowing how to ask and where to look, one can find it easily. The recipe for grell bile occasionally makes its way into the inventory of those who deal in illicit substances on the surface.

Grell bile is a watery fluid that can be left in its natural state when applied to food or drink, since it is all but undetectable in this form. Assassins who want to apply the thin liquid to a weapon thicken it with sand or flour so it can be easily smeared on a blade or arrowhead.

Initial Effects. Consuming a dose of grell venom can seriously degrade one's hand-eye coordination. For a number of minutes equal to 1d6 multiplied by (8 minus the user's CON modifier), anyone who has drunk grell bile makes all attack rolls and Dexterity saving throws and checks with disadvantage. If grell venom is introduced into someone's bloodstream (with a poisoned weapon, for instance), the victim must make a DC 12 Constitution saving throw. On a failure, the victim sees double for a number of rounds equal to (10 minus the user's CON modifier). Treat this as though everyone the victim looks at is the subject of a *mirror image* spell.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

HARLTHORN

Non-addictive substance, ingested/contact, basic

Drinking the liquid derived from boiling down equal parts of the thorns from harlthorn bushes (a common Heartlands wild shrub) with dried or fresh leaves of the very common weed known as hoof-leaf (because its flat, on-the-ground leaves look like the print of a cloven-hoofed herd animal) calms delirium, rage, and grief, and soothes itchiness and skin rashes, allowing for rest or sleep.

Initial Effects. When someone who is suffering from a short-term madness consumes harlthorn, there is a 75 percent chance that it will cure the insanity. There is a 50 percent chance that harlthorn will temporarily stop the effects of a long-term madness for a number of minutes equal to 1d6 multiplied by (10 minus the user's CON modifier), and a 25 percent chance that it will temporarily stop the effects of an indefinite madness for a number of minutes equal to 1d4 multiplied by (10 minus the user's CON modifier).

Secondary Effects. Harlthorn can also be used as a topical ointment to relieve the discomfort of rashes and hemorrhoids.

Side Effects. None.

Overdose Effects. None.

HAUNSPER

Addictive substance, inhaled, common

Haunspeir is the generic name for a variety of similar tobacco-like products made from dried glassat leaves. Small differences exist amongst different haunspeir products, and many addicts have strong feelings about which 'brand' of haunspeir is the best. Nevertheless, they all have pretty much the same effects upon the user.

Haunspeir smoking is currently on the rise in urban areas, especially Waterdeep and Neverwinter. Students are quite familiar with the drug as it is known to temporarily increase intelligence, memory, and concentration. Unfortunately, while most who try it just a few times never develop a dependency, those who do become addicted to haunspeir often find it very hard to stop smoking (perhaps due to the notoriously low Constitutions scholars are said to possess!). Habitual smokers of haunspeir typically develop a nasty cough that's often called 'hound's cough' both because of the euphonic similarity to 'haunspeir' and because the cough sounds a lot like the bark of a large dog.

Haunspeir has a 'secondhand smoke' effect, noted below.

Initial Effects. The user gets a sore throat and an ugly cough. They take damage equal to 1d4 minus their Constitution modifier.

Secondary Effects. The user's Intelligence increases by 1d4+1 points for a number of minutes equal to 1d4 multiplied by (10 minus the user's CON modifier). Additionally, any concentration checks made during that period are made with advantage.

Side Effects. Smokers of haunspeir frequently get the shakes. For a number of minutes equal to 1d6 multiplied by (10 minus the user's CON modifier) after lighting up, the user takes a 1d4-1 penalty to Dexterity.

Secondhand Smoke Effects. Anyone within 20 feet of someone smoking haunspeir must make a Constitution saving throw with advantage. On a failure, they experience the initial effects of the drug, but no other effects. If an addict of haunspeir who no longer smokes it is within that area, they make their saving throw with disadvantage, and on a failure they are compelled to satisfy their addiction immediately.

Overdose Effects. Smoking haunspeir more than once in a 24 hour period causes the user to suffer both the initial effects and the side effects of the drug, but not the Intelligence bump.

Addict Effects. When taken by someone who is addicted to haunspeir, the secondary and side effects are of half duration.

Addiction DC. 10

Addiction Dice. 2d4

INSANITY MIST

Non-addictive substance, inhaled, very rare

Another poison designed to affect the mind as much as the body, insanity mist is a deep purple liquid swirls with milky colors that sometimes seem to resolve into disturbing images. Insanity mist is distilled from the brains of mind flayer thralls (or mind flayers themselves, which produce a much higher quantity of poison) and combined with several kinds of mold spores to deliver the poison straight to the brain. Only potent when made airborne, usually through an atomizer, and then inhaled, it begins eroding the consciousness of the victim almost instantly.

Initial Effects. Anyone who inhales a dose of insanity mist must make a DC 14 Intelligence saving throw. On a failure, they acquire a long-term madness (see the table in the DMG) and lose 1d4 points of Intelligence.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

IZVERG KHOLODETS

Addictive substance, ingested, rare

Only a depraved or evil person could make this repulsive substance, which is essentially an aspic made from the boiled body of a fiend. No fiend will knowingly allow this drug to be sold, consumed, or even to exist within their sight. Fiends are immune to the effects of izverg kholodets. Fey and celestials also find the drug to be repellent but are not immune to its effects. In fact, they make all their relevant saving throws with disadvantage.

Initial Effects. Eating a dose of izverg kholodets endows the user with the ability scores and saving throws of the fiend it was made from. Any of the eater's ability scores or saving throws that are better than the fiend's do not change. The eater also becomes resistant to all bludgeoning, slashing, and piercing damage from non-magic weapons. This lasts for a number of minutes equal to 1d4 multiplied by (10 minus the user's CON modifier).

Secondary Effects. For as long as the initial effects last, the eater registers as a fiend for the purposes of all magical detection, such as a paladin's divine sense or the *detect evil and good* spell.

Side Effects. The eater exudes an aura of abomination that is offensive to fiends, celestials, and fey. Any fiend, celestial, or fey creature that is within 60 feet of the user must make a DC 16 Wisdom saving throw or be forced to attack them. This aura lasts for a number of minutes equal to 1d8 multiplied by (10 minus the user's CON modifier).

Overdose Effects. Eating more than one dose of izverg kholodets in an 18-hour period forces the user to make a DC 15 Wisdom save. On a failure, the user comes to believe that they are, in fact, a fiend and that the drug has allowed their true nature to finally break free of its mortal prison. Nothing anyone can do can convince the user otherwise. The user's alignment changes to that of the fiend the dose was made from. This delusion lasts for a number of hours equal to 1d4 multiplied by (10 minus the user's CON modifier).

Addict Effects. When taken by someone who is addicted to izverg kholodets, the range for the side effect's aura increases to 120 feet and its duration increases to 1d12 multiplied by (10 minus the user's CON modifier).

Addiction DC. 10

Addiction Dice. 2d4

JALYNFEIN

Addictive substance, injury, very rare

This is an especially reviled drug originally used exclusively by the priestesses of Lolth in assassinating one another during their never-ending internal power struggles. Of late, as more of the Underdark has been opened to trade, it has seen use in some of the major cities, especially Neverwinter, Waterdeep, and Baldur's Gate.

Jalynfein is a crystalline powder must be introduced into an open wound to take effect. When dry, jalynfein looks like deep purple, almost black, flaked sea salt that effervesces a bright, incandescent yellow when mixed with living blood.

The flesh affected by the jalynfein bubbled and swells, bloating into a terrible, multi-colored mess that resembles a fungus-growth. The more jalynfein that is applied, the larger and more disfiguring the effect becomes. Recreational users sprinkle just a few flakes into small cuts, resulting in feelings of intense pleasure and little more consequence than a raised, purplish scar. Those who wish to use jalynfein to maim or even murder rub large quantities into long, deep lacerations on their victims, causing fiery, unbearable agonies.

Initial Effects. The jalynfein crystals froth and glow, briefly, foaming out until they fill the wound and begin to overflow it. Within 1d4+2 rounds, the effect ends, and what is left behind is a dark purple scar, raised and warm to the touch.

Secondary Effects. As the jalynfein crystals do their work, and for 1d4+2 minutes thereafter, the user experiences intense, overwhelming pleasure that stuns them into inaction.

Side Effects. None.

Overdose Effects. Applying more than a few crystals to a small wound runs a risk of serious and very dangerous overdose effects. The sensations felt by someone who has a large amount of jalynfein rubbed into their wounds are so powerful as to be agonizing. The victim must make a DC 12 Constitution saving throw or be unconscious from the pain for 1d4 multiplied by (8 minus the user's CON modifier) minutes. The frothy, bloated mass that erupts from the jalynfein also is much larger, and, if the wound is placed unwisely, can restrict airflow, suffocating the victim.

Addict Effects. When taken by someone who is addicted to jalynfein, the secondary effects are of half duration.

Addiction DC. 8

Addiction Dice. 3d4

LICH DUST

Non-addictive substance, ingested/injury, very rare

To those uneducated in the art of poison crafting, lich dust is often believed to be a powder made from the ground-up bones of liches. This belief is only partially correct; in truth, lich dust is made from a combination of pulverized bones taken from a variety of undead creatures (liches among them) mixed with other alchemical and natural substances. Lich dust retains some of the necromantic power that once animated the bones it is made from, which can drain the energy and spirit of creatures that consume it or are injured by a weapon coated with the poison. This white powder looks to be the residue of ground-up bones.

Lich dust has different effects depending on whether it is consumed or applied through injury.

Initial Effects. A creature who consumes lich dust cannot regain hit points by resting or expending hit dice. Every time they attempt a short or long rest they must make a DC 14 Constitution saving throw. On a failure, they take 2d6 necrotic damage and gain no benefit from the rest. This effect lasts for (15 minus the user's CON modifier) days or until a greater restoration spell is cast upon the victim. During this period, the victim registers as undead for the purposes of divination spells and class-ability detections (such as that of the Paladin or Grave Cleric).

A creature subjected to lich dust by injury must make a DC 16 saving throw. On a failure, they take 1d4 necrotic damage and gain 1 level of exhaustion. This repeats every round until either the subject succeeds on a saving throw, dies, or a number of rounds passes equal to (10 minus the user's CON modifier).

Secondary Effects. None.

Side Effects. None.

Overdose Effects. If more than one dose of lich dust is taken in a 48 hour period, the DCs to avoid the initial effects increase by 2.

LIQUID COURAGE

Addictive substance, ingested, uncommon

It should be no surprise that that dwarves were the first to distill this potent alcoholic beverage with courage-boosting properties. Dwarves refuse to reveal the exact ingredients, but researchers believe the drink is distilled from several varieties of fungus, including one with hallucinogenic properties.

Initial Effects. Someone who drinks a glass of liquid courage feels brave and arrogant, able to accomplish anything. For a number of minutes equal to 1d8 multiplied by (8 minus the user's CON modifier), the drinker has advantage on all Charisma checks and initiative rolls. They are also immune to the frightened condition.

Secondary Effects. None.

Side Effects. The drinker becomes quite forgetful after drinking liquid courage. There is a 5 percent chance that they will have no memory of anything that happens during the initial effects and a 25 percent chance that they will misremember significant details of what occurred.

Overdose Effects. Drinking more than one glass of liquid courage in a 24-hour period increases the chances of side effect memory loss to 10 percent and 50 percent, respectively.

Addict Effects. When taken by someone who is addicted to liquid courage, the initial effects are of half duration.

Addiction DC. 5

Addiction Dice. 3d4

LORBRALINTH

Non-addictive substance, ingested/injury, uncommon

Better known as just lorbral, this sweet-smelling, clear, oily poison is made from the spittle of no less than sixteen monsters, including the basilisk and the leucrotta.

Touching the concoction does no harm, but someone who ingests it or is wounded by a lorbral-tainted weapon becomes briefly debilitated with alternating waves of chill and fever.

Initial Effects. A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or become incapacitated by chills and fever for a number of minutes equal to 1d4 multiplied by (8 minus the user's CON modifier).

Secondary Effects. None.

Side Effects. None.

Overdose Effects. If more than one dose of lorbalinth is taken in an 8-hour period, the DC to avoid the initial effects increases to 15.

LUHIX

Addictive substance, injury, rare

Made from the powdered stalks of plants that grow only in the Abyss, luhix is mainly used by battlefield medics and unlicensed surgeons. When sprinkled on an open wound, luhix staunches the bleeding almost instantly and swiftly causes the laceration to close without the need for stitches. A bandage is applied to protect the area, and when removed 2d4 hours later, only a rough, dark scar that is forever slightly warm to the touch remains.

However, luhix is considered by many physicians to be a tool of last resort, for it is extremely addictive and dangerous to use. Veterans who return from war missing a limb often bring with them a spirit-crushing craving for yet more luhix, which they administer to themselves by cutting themselves for the purpose of applying luhix to their self-inflicted wounds. Some famous generals and members of high society have been found, upon their deaths, to be covered under their clothes with small scars earned through many years of secret luhix use.

Initial Effects. Searing, terrible pain lasting 1d4 rounds. During this time, the user has disadvantage on all ability checks, attack rolls, and saving throws. If applied to a creature who is bleeding out, they are immediately stabilized and restored to 1 hit point.

Secondary Effects. After the pain wears off, the user experiences a wash of relaxation and euphoria. They are numbed, only semiconscious, and in a state of incredible bliss. Treat as the stunned condition. This condition lasts for a number of minutes equal to 1d4 multiplied by (10 minus the user's CON modifier).

Side Effects. For a number of minutes equal to 1d6 multiplied by (10 minus the user's CON modifier) after first taking luhix, the user is extremely suggestible, regarding everyone around them who is not an obvious threat (i.e., actively attacking) as a close friend.

Overdose Effects. Taking luhix more than once in a 24 period provokes a DC 20 Constitution saving throw. On a success, the user loses half their hit points and is knocked unconscious for 1d4 hours. On a failure, the user dies by heart attack.

Addict Effects. When taken by someone who is addicted to luhix, the initial and secondary effects are of half duration.

Addiction DC. 15

Addiction Dice. 4d4

MAD FOAM

Non-addictive substance, ingested, uncommon

If chewed and swallowed by a mammal, mad foam interferes with the salivary glands, causing them to produce great quantities of white foam. Often, mad foam is suffused into dog biscuits or treats, but druids, lycanthropes, and shapeshifters have been known to eat mad foam deliberately in order to appear more fearsome. Mad foam has unpredictable and sometimes quite unpleasant effects on non-mammals, and is a poison to yuan-ti.

Initial Effects. When eaten by a mammal, mad foam makes their mouths foam for 2d6 minutes. During this period, they have advantage on all intimidation checks. If a yuan-ti consumed mad foam, it must make a DC 12 Constitution saving throw or be poisoned for a number of rounds equal to 2d6 multiplied by (8 minus the user's CON modifier).

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

MAD HONEY

Non-addictive substance, ingested, uncommon

'Mad Honey' is the name given to honey produced by bees who harvest nectar from rhododendron flowers. Tavern keepers sometimes buy mad honey to mix into their poorer beers and ales, in order to increase their potency. When taken in large doses, it can make the eater very ill, and even kill them.

When introduced into alcoholic drinks, a small amount of mad honey will increase the strength of the drink by 1 level. It has a strong, sweet taste that cannot be disguised.

In appearance, it is indistinguishable from other honeys. A DC 12 Nature check will reveal that it smells odd.

Initial Effects. 1d4+2 minutes after eating a dose of mad honey, the user must make a DC 12 Constitution saving throw. On a success, they feel nauseous and weak. They have disadvantage on all Strength saving throws and checks and move at half speed. This lasts a number of hours equal to 1d4 multiplied by (8 minus the user's CON modifier). On a failure, they fall unconscious for a number of hours equal to 1d4 multiplied by (8 minus the user's CON modifier).

Secondary Effects. None.

Side Effects. None.

Overdose Effects. Eating more than one dose of mad honey in a 12 hour period changes the initial effects. The eater must make a DC 12 Constitution saving throw. On a success, they fall unconscious for a number of hours equal to 1d4 multiplied by (8 minus the user's CON modifier). On a failure, they are reduced to 0 hit points.

MALYSS ROOT PASTE

Non-addictive substance, inhaled, rare

This is a sour, deep brown paste made from a fermented mash of various rare herbs and tubers. When burned, it releases a pleasant-smelling smoke that fills a 30-cubic-foot space. A dose of malyss root paste burns for 3d4 minutes.

Initial Effects. A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is blinded.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. If more than one dose of malyss root paste is taken in a 24-hour period, the duration of the initial effects is tripled.

MERTORAN LEAF

Addictive substance, ingested, uncommon

When mertoran leaf is dried, treated, and chewed, it provides appropriate alchemical treatment for personality disorders, and substance abuse disorders. While it is in itself slightly addictive, mertoran leaf is often used to help addicts get off harder drugs and ease various withdrawal symptoms.

Initial Effects. The user takes 1 point of Dexterity damage and gains 1 point of Charisma. These adjustments last for a number of minutes equal to 1d4 multiplied by (10 minus the user's CON modifier).

Secondary Effects. Any one level of withdrawal that is accrued for a different drug turns into two levels of exhaustion instead. The withdrawal level must be earned within a number of hours equal to 1d4 multiplied by (10 minus the user's CON modifier) after the mertoran leaf was first ingested. Similarly, the user makes any saving throws against madness effects with advantage during this period.

Side Effects. None.

Overdose Effects. Taking mertoran leaf more than once in an 8 hour period prevents the secondary effects from taking place again for 48 hours. Additionally, the user must make a DC 15 Constitution saving throw. On a failure, the user gains a level of exhaustion.

Addict Effects. When taken by someone who is addicted to mertoran leaf, the initial and secondary effects are of half duration.

Addiction DC. 8

Addiction Dice. 5d4

MINDFIRE

Addictive substance, injury, rare

Wild fireclover is a summer plant with a brilliant red and orange flower that blooms in temperate plains and farmland. The unmistakable red blooms of fireclover are usually found in small clusters of three to ten. The petals of wild fireclover are often crushed and used by peasants to provide pleasant scents. Crushed petals provide a beautiful aroma for up to a tenday.

What is not commonly known is that the stem of the wild fireclover is capable of producing a powerful mind-clouding drug. When applied directly to the bloodstream (as through an open wound), mindfire leaves its users disoriented, confused, weak of will, and utterly happy.

Initial Effects. After a dose of mindfire is taken, the drug immediately clouds the mind and befuddles the senses. For a period of minutes equal to 1d8 multiplied by (10 minus the user's CON modifier), the user has disadvantage on all Intelligence, Wisdom, and Charisma saving throws and checks, and in order to cast a spell, the user must succeed on a DC 12 Constitution check.

Secondary Effects. The user must make a DC 10 Constitution saving throw. On a failure, for a number of minutes equal to 1d8 multiplied by (10 minus the user's CON modifier), the user experiences a state of perfect contentment with the world. They can engage in no aggressive actions and will use force only to defend themselves.

Side Effects. Once both the initial and secondary effects have worn off, the user must make a DC 5 Constitution saving throw or acquire a short-term madness.

Overdose Effects. Taking mindfire more than once in a 6 hour period initial and secondary effects are twice as long and the DC to avoid the side effect increases to 10.

Addict Effects. When taken by someone who is addicted to mindfire, the initial and secondary effects are of half duration and the relevant DCs increase by 2.

Addiction DC. 12

Addiction Dice. 2d4

MINER'S MILK

Addictive substance, ingested, basic

A syrupy whiskey brewed in makeshift stills and basements all over the Sword Coast. No one actually *likes* it, but it's easy to make and gets you drunk, so who cares? Local 'enthusiasts' exaggerate that a drop of miner's milk can crack stone.

Initial Effects. For a number of minutes after drinking miner's milk equal to 1d6 multiplied by (8 minus the user's CON modifier), the drinker has advantage on Constitution saving throws.

Secondary Effects. None.

Side Effects. The number of drunkenness levels gained by drinking miner's milk are twice normal. The standard effects of drinking alcohol also apply.

Overdose Effects. Treat as alcohol (hard liquor).

Addict Effects. Treat as alcohol (hard liquor).

Addiction DC. Treat as alcohol (hard liquor).

Addiction Dice. Treat as alcohol (hard liquor).

MOOG'S CHEER

Addictive substance, ingested, uncommon

Technically, 'Moog's Cheer' is the name of a strong mead brewed by hill giants, but we smaller creatures would be quite defeated by the strength of that. The Moog's Cheer that is marketed to those of large size and smaller is a weaker, watered down version that still packs quite a powerful punch. It's said that the only two surefire ways of curing a broken heart are killing your ex and drinking Moog's Cheer, and since the first is usually illegal one might as well drink up.

Drinkers of Moog's Cheer tend to look down on those who use Doses of Haagen to cure their romantic ills. The feeling is mutual.

Initial Effects. After imbibing a tankard of Moog's Cheer, the drinker experiences an overwhelming wave of calmness and contentment. If the drinker was in love or experiencing a charm effect, they are no longer.

Secondary Effects. If the drinker was in love or experiencing a charm effect, there is a 25 percent chance that they will develop an intense antipathy to the person they were attached to. In that case, for a period of days equal to 1d4 multiplied by (10 minus the user's CON modifier), if the drinker finds themselves within sight of that person, they must make a DC 12 Wisdom saving throw or be compelled to attack.

Side Effects. The standard effects of drinking alcohol also apply.

Overdose Effects. Treat as alcohol (mead).

Addict Effects. Treat as alcohol (mead).

Addiction DC. Treat as alcohol (mead).

Addiction Dice. Treat as alcohol (mead).

MOON HONEY

Non-addictive substance, ingested, uncommon

The substance with the unlikely name of moonhoney is actually the prepared dung of groundworms that dwell on many Abyssal layers (and which are eaten by many demons). It is a smoky-tasting, nourishing, even rib-sticking treat to humans, halflings, dwarves, elves, and half-elves. Its name comes from its consistency and appearance (both of which are rather like the honey produced by wild bees), and the fact that when bathed in moonlight, it momentarily acquires a rough, fleeting sweetness. Moonhoney doesn't spoil unless it is scorched in open flame or soaked in citrus juices, and so it is an ideal trail food for wayfarers of all kinds, who can readily carve it into handy chunks.

Moonhoney doesn't melt in sunlight, even when it's left to bake on a rock or shield in the desert. Actual flame (or certain of the strongest acids) is required to reduce it to a foul, unpleasant liquid.

Initial Effects. Eating a piece of moon honey roughly the size of one's fist is sufficient sustenance for an entire day.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. After 1d4 plus the user's CON modifier days of eating nothing but moon honey, the user's system begins to need different foods. Beyond that duration, each day that the user eats nothing but moon honey they must make a DC 10 Constitution saving throw or gain a level of exhaustion.

MORDAYN VAPOR, AKA DREAM MIST

Addictive substance, inhaled, rare

Made of roughly ground leaves of a rare herb found in deep forests, mordayn is so potent that it is taken by steeping a small amount in hot water, and then inhaling the vapors of the resultant tea. Raw mordayn powder and mordayn-tainted water are deadly poison; taking the powder directly or drinking the water produces an immediate overdose. Dream mist is renowned for the beautiful visions it induces and the deadly peril of its sinister embrace.

Overdosing or ingesting mordayn is extraordinarily dangerous, and those addicted to dream mist must be very careful to make sure they do not make mistakes.

Initial Effects. Exotic visions of incredible beauty enthrall the inhaler for a period of minutes equal to 1d6 multiplied by (10 minus the user's CON modifier). During this period, any actions or bonus actions they attempt have a 50 percent chance of failing.

Secondary Effects. The user has disadvantage on all Wisdom saving throws and checks for a number of minutes equal to 1d8 multiplied by (12 minus the user's CON modifier). Additionally, the inhaler cannot add their proficiency bonus to their spell attack bonus or spell save DC during this period.

Side Effects. Inhalers of dream mist often speak of the astonishing loveliness and tranquility of their visions and of how drab and futile their everyday lives are in comparison. After the initial effects have worn off, the user must make a DC 15 Charisma saving throw. On a failure, the user falls into a deep malaise, unable to stop pining after the dream world. The user rolls all Dexterity saving throws and checks, and Initiative rolls, with disadvantage. This lasts for a period of minutes equal to 1d12 multiplied by (10 minus the user's CON modifier).

Overdose Effects. If more than one dose is taken in a 60 minute period, or if mordayn is ingested, then the drug becomes a deadly poison. The user must make a DC 17 Constitution saving throw or take 2d10 points of Constitution damage. The user takes half that on a successful saving throw. If the user's Constitution score reaches 0, they die.

Addict Effects. When taken by someone who is addicted to mordayn vapor, the initial effects are of double duration.

Addiction DC. 17

Addiction Dice. 3d4

MUSK MUDDLE SALVE

Non-addictive substance, contact, uncommon

Musk Muddle is a brown, dead-looking plant with wide leaves and an unpleasant aroma, musk muddle can be found in nearly any swamp or marsh. Musk muddle resembles the dock plant, a foul-smelling weed. The boiled leaves from this plant form an integral part of an especially good remedy for even quite severe burns. .

Initial Effects. When rubbed on the body, musk muddle salve grants the wearer temporary resistance to fire damage. This lasts a number of minutes equal to 1d4 multiplied by (10 minus the wearer's CON modifier).

Secondary Effects. Any damage caused by fire damage heals at a rate of 1 hit point per round. This lasts as long as the initial effects last or until (1d20 plus the wearer's CON modifier) hit points have been restored, whichever comes first.

Side Effects. None.

Overdose Effects. If more than one dose of musk muddle salve is applied within a 12 hour period, the wearer gets really slimy. Disadvantage on all Dexterity checks.

MUSHROOM BLUE

Addictive substance, inhaled, rare

Mushroom blue is a powder made from a rare, blue-gray fungus found in the Underdark. When dried and pulverized, the powder has a bright, electric blue color and a sticky, chalky consistency. Mushroom blue is taken by snorting it and is popular mainly among mages who find that the benefits it offers to their spellcasting make up for the rather unpleasant side effects.

Initial Effects. Upon inhaling a dose of mushroom blue, the user experiences a rush of self-confidence, even arrogance as every memory and perception and thought that passes through their minds seems uncannily vivid and complex. For a number of minutes equal to 1d6 multiplied by (10 minus the user's CON modifier), the user's Intelligence and Charisma are increased by 2.

Secondary Effects. Mushroom blue does not just hone the intellect. It also acts as an hallucinogen, producing confusing perceptual effects that even habitual users of the drug find very difficult to distinguish from reality. For a number of minutes equal to 1d8 multiplied by (10 minus the user's CON bonus), the user's Wisdom decreases by 2 and has disadvantage on all saves versus illusions.

Side Effects. None.

Overdose Effects. Taking mushroom blue more than once in an 8 hour period prevents the initial effects from taking place again for 24 hours. Additionally, the user must make a DC 15 Constitution saving throw. On a failure, the user becomes highly aggressive and is affected as though by the *confusion* spell.

Addict Effects. When taken by someone who is addicted to mushroom blue, the initial and secondary effects are of half duration.

Addiction DC. 12

Addiction Dice. 3d4

MYCONOID ESSENCE

Non-addictive substance, ingested, rare

Myconid essence is drawn from the spongy cores of dead myconid sovereigns. Or, among the cruel drow, it is harvested painfully from living myconids kept imprisoned for this purpose. Myconid essence is an oily substance with an earthy tang. A phial about the size of a human child's finger contains a single dose. It is an earthy-smelling oil that pours slowly, and only strong food can cover its taste.

This extract saps the strength from those who consume it. Some drow families use it to dose all the food they give to their prisoners or to selected slaves who are too valuable to kill but too dangerous to be allowed full use of their faculties.

Certain drow alchemists and mages are searching for ways to make the essence easier to deliver to an unsuspecting victim. Adventurers in the Underdark should beware; they might end up on the receiving end of such a research effort.

Myconoid essence spoils quickly when exposed to the air, so prospective poisoners must apply it to their victim's food or drink less than a hour before it will be consumed.

Initial Effects. Anyone consuming food or drink tainted with myconoid essence has disadvantage on all Strength checks and saving throws for a number of minutes equal to 1d8 multiplied by (10 minus the user's CON modifier).

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

NIGHT SLEEP

Non-addictive substance, injury, common

Because of their dramatically unbalancing effect, using weapons coated in night sleep during a sanctioned duel is grounds for immediate execution.

Initial Effects. Anyone who takes damage from a piercing weapon coated in night sleep must make a DC 14 Constitution saving throw or be effected as by the *slow* spell for a number of rounds equal to 1d4 multiplied by (8 minus the victim's CON modifier). One dose of night sleep contains enough poison to coat five weapons of normal size.

Secondary Effects. None.

Side Effects. Once the *slow* effects wear off, the victim has advantage on all attacks against their poisoner for 1d4+1 rounds.

Overdose Effects. None

NILHOGG'S NOSE

Non-addictive substance, ingested, rare

'Nilhogg's nose' is the name of a small green mushroom found in the Underdark.

Initial Effects. For 1d4 hours after eating one of these mushrooms, the user has advantage on all Wisdom (perception) checks based on smell.

Secondary Effects. None.

Side Effects. The user suffers disadvantage on all saving throws against effects based on smell for the duration of the initial effects.

Overdose Effects. If more than one Nilhogg's nose is eaten within an 8 hour period, the user develops tremendously bad body odor. For a number of hours equal to 1d4 multiplied by (10 minus the user's CON modifier), the eater has disadvantage on all Charisma and stealth checks.

NITHARIT

Non-addictive substance, ingested, rare

This clear, odorless, tasteless liquid is one of the few slow-acting poisons in the assassin's repertoire. Nitharit gradually breaks down a creature's natural defenses against toxins and eventually turns those defenses against the poisoned creature. The poison is often used as a precursor to weaken a target before a second poisoning assault. For example, an assassin might put nitharit in a magistrate's wine, then later in the evening return to finish the job with a stronger poison once the target's body is in no shape to fight it off.

Initial Effects. For a number of minutes equal to 1d6 multiplied by (8 minus the user's CON modifier), anyone who has consumed nitharit has disadvantage on all saving throws against poison effects and damage.

Secondary Effects. For a number of minutes equal to 1d4 multiplied by (8 minus the user's CON modifier), anyone who has consumed nitharit is vulnerable to poison and necrotic damage.

Side Effects. If someone who is immune to poison damage and/or the poisoned condition consumed nitharit, then neither the initial nor the secondary effects take place, but for a number of minutes equal to 1d6 multiplied by (10 minus the user's CON modifier), that creature is only resistant to poison damage and is not immune to the poisoned condition. If the creature normally is resistant to poison damage, then the initial effects take place, though the secondary do not, and the creature is not resistant to poison damage for the duration of the initial effects.

Overdose Effects. None

OIL OF TAGGIT

Non-addictive substance, contact, rare

Invented by a half-orc alchemist who was driven near to madness by exhaustion because her companion, an elf bard who specialized in the accordion, wouldn't let her sleep. Her eponymous oil did not work on her party member, unfortunately, and Taggit descended further into insanity, vanishing one night, never to be seen again.

The bard's accordion disappeared with her.

Initial Effects. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 24 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None

PALASA

Non-addictive substance, contact, common

This small pessary is highly effective in preventing conception. Only mammals can make use of it. It has no effect on an already existing pregnancy.

Initial Effects. Once inserted into the vagina, palasa acts as a powerful spermicide and physical barrier covering the uterus. The pessary is left inside the vagina where it slowly dissolves, losing its effectiveness after 1d20+1d8 days. If menstruation begins before the pessary is dissolved, it comes out with the menses flow.

Secondary Effects. None.

Side Effects. There is a 5 percent chance that having a palasa pessary will affect the wearer's appetite significantly.

Overdose Effects. None.

PALE TINCTURE

Non-addictive substance, ingested, rare

This is a runny, sticky liquid that's light yellow or light blue in color and smells strong and spicy, a bit like cumin and cinnamon. It mixes easily in almost all potables.

Initial Effects. A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 3 (1d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 3 (1d6) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends and the creature can heal normally.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

PERJURY SAUCE

Addictive substance, ingested, rare

Perjury sauce is a deep orange syrup that is consumed either by the spoonful or served on food. It has a citrusy smell and taste, though strangely bitter, and sticks to the tongue and mouth, making it difficult to entirely swallow.

Initial Effects. After taking perjury sauce, the drinker must succeed on a DC 10 Constitution saving throw or be poisoned for a number of minutes equal to 1d4 multiplied by (10 minus the user's CON modifier).

Secondary Effects. The drinker must make a DC 15 Charisma saving throw. On a failure, they cannot knowingly speak the truth. This lasts a number of minutes equal to 1d4 multiplied by (10 minus the user's CON modifier).

Side Effects. None.

Overdose Effects. If more than one dose of perjury sauce is ingested in a 24-hour period, the user must succeed on a DC 15 Constitution saving throw or be knocked unconscious for 1d4+1 hours. On a successful save, the user is instead poisoned for 1d4+1 hours.

Addict Effects. When taken by someone who is addicted to perjury sauce, the DCs for all the above saving throws increase by 2.

Addiction DC. 10

Addiction Dice. 3d4

PHILTER OF MADNESS, AKA STELLA'S SAVIOR

Addictive substance, ingested, rare

The philter of madness is a powerful drug with few applications. Some try it recreationally, but few do so more than once. Those unlucky enough to be held in its sway live truly damnable existences. Only for the truly desperate would this strange concoction be a boon.

It's a matter of speculation why the substance is sometimes known as 'Stella's savior'. Indeed, it is not entirely clear that the two are the same at all. There is an old folk song that may be the source of the nickname, for it describes a young woman name Stella who is forced into a loveless engagement by her family and takes refuge in the madness the philter offers as her only way to escape marrying a man she despises.

Initial Effects. After the drinker takes a dose of the philter, they must make a DC 15 Constitution saving throw or become convinced that they are a small, common animal, such as a cat or dog. This conviction will persist despite any and all evidence to the contrary. The drinker does not lose any abilities or stats and can speak normally in all the languages they know. They simply are convinced without a shadow of a doubt that they are a different creature. This condition lasts a number of days equal to 1d4 multiplied by (8 minus the user's CON modifier), but the drinker may make a new Constitution saving throw every day.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. Drinking more than one dose of the philter of madness in a 24 hour period has a 25 percent chance of doing 1d4 points of Constitution damage. This damage heals at a rate of 1 point per day.

Addict Effects. When taken by someone who is addicted to the philter of madness, the initial effects are of half duration.

Addiction DC. 8

Addiction Dice. 2d4

PHOENIX POWDER

Non-addictive substance, ingested, rare

Phoenix powder is a sticky, blue drug derived from the root of desert plant. In very small doses, it can be used as a very powerful anti-nausea medication, but it is so dangerous that it is rarely, if ever, used that way. In larger doses, it is an exceptionally deadly poison.

Initial Effects. A very small dose of phoenix powder counteracts even the worst case of nausea.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. If more than one dose is taken in a 48-hour period, phoenix powder is quite deadly. The victim must make a DC 15 Constitution saving throw. On a success, they are poisoned for 2d4 minutes. On a failure, they are wracked with unbearable, searing pains in the mouth, the stomach, the anus, and finally the heart. The victim gets another saving throw, same DC, and on a failure, they die. On a success, they are blinded for a number of minutes equal to 1d20 multiplied by (10 minus the victim's CON modifier).

PUREBALM

Non-addictive substance, contact, uncommon

The cotsbalm is a fleshy-leaved plant, characterized by clusters of small yellow flowers, grows to a height of 1 foot. A hardy vegetable, it can be found throughout temperate and subtropical forests. Many hedge wizards and midwives use cotsbalm as part of a folk remedy when treating sick children. After crushing the flowers until they emit a sweet smell, the herbalist sprinkles them around the child's bed to draw out the illness. Educated doctors, priests, and other skilled healers claim that this has no effect, but the practice persists in many communities.

Cotsbalm sap is extracted and used as a base for a clear, syrupy substance called purebalm. When applied to the skin of someone who has been poisoned by an injury or contact poison, purebalm turns black as it absorbs the poison out of the victim's system.

Initial Effects. Once a dose of purebalm has been applied to the skin, the user has resistance to poison damage and advantage on all saving throws to avoid the poisoned condition. If already poisoned, the user may immediately make a new saving throw with advantage to shrug off the effects of the poison. One application of purebalm lasts for a number of minutes equal to 1d8 multiplied by (10 minus the user's CON bonus).

Secondary Effects. None.

Side Effects. There is a 5 percent chance every time that purebalm is applied that the user's skin will be permanently dyed yellow. If this is an unnatural color for the user's race, this may result in a Charisma penalty, at the DMs discretion.

Overdose Effects. If more than one dose is taken in a 24-hour period, the purebalm has no effect. No further applications of purebalm will have an effect until 2 full days have passed after the last time it was used.

RALAYAN'S COMFORT

Addictive substance, injury, very rare

Some illnesses of the mind are so severe that they threaten the existence of the sufferer. When an archmage, for instance, falls victim to insanity the arcane powers they have developed over a lifetime of intense study can threaten to overwhelm and destroy their body. It is an alarming state to be in, and a terrifying one to witness someone else going through. In those cases, sometimes this potent drug can be the only succor.

It has another, far less savory use as well. Scoundrels sometimes make use of it as a very deadly poison, one that eats away at their victim's mind as well as their flesh.

Even among those who traffic in ralyan's comfort, few know the means by which it is made. Indeed, it is a very carefully guarded secret. Ralyan's comfort is made with the excretions of ustilagors, the larval form of intellect devourers, and as such the only suppliers of the drug are pawns, often unwitting pawns, of mind flayers. Why they have decided to produce and distribute this strange medicine among us is unknown, but then of the illithids little can be said but that their motives are opaque and their methods bizarre.

While under the effect of the drug, the user 'hears' in their mind a strange, otherworldly music. This is so strong that it threatens to overwhelm their own thoughts. The music is haunting and disturbing, obeying no laws of rhythm, mode, harmony. Even the notes themselves are uncanny, made of weird tones and instruments that seem to dwell in realms our own musics cannot capture.

The effects of this music on the user are quite unpredictable. Some find themselves transformed by it: deep-seated madness has been known to simply drift away, as though carried off by the eldritch, wordless songs brought by the drug. Such users describe their experience under the drug's effects as revolutionary. Liberated from past commitments and ideals, these people often strike out on brand-new careers and life paths, and their friends and loved ones frequently describe them as having changed on a fundamental level.

Others are unnerved by the music, horrified to their core by the impossibility of incorporating it into the world they are familiar with. These people tend to drift away from society, unable to stop obsessing over the implications of these sounds, seeking illumination in far-off lands. Perhaps they are called by the music, drawn towards a place they can only dream of. These people are usually never heard from again.

Still others develop cravings for the music, needing it with such an intensity that their lives seem pale and feeble in comparison with the chromatic richness and incomprehensible complexities of what they hear when on the drug. They long for the maddening lushness and clarity that the music brings with it, and increasingly find the world outside their thoughts to be false, an impersonation, a meaningless tissue obscuring a grander reality.

Ralyan's comfort must be injected directly into the spinal column.

Initial Effects. After receiving an injection of ralyan's comfort, the user feels an unnatural calmness and tranquility fall over them. It becomes impossible for the user to feel strong emotion of any kind. This lasts for a number of minutes equal to 3d8 multiplied by (10 minus the user's CON modifier).

Secondary Effects. At the same time, the user must make a DC 12 Intelligence saving throw. On a failure, roll 3d6. If the total equals or exceeds the user's Intelligence score, that score is reduced to 0. The user is stunned until it regains at least one point of Intelligence. As the secondary effects wear off, the user will regain their Intelligence at a rate of one point per hour.

Side Effects. For a number of minutes equal to 3d10 multiplied by (10 minus the user's CON score) or until the user's Intelligence score returns to normal, whichever is longer, the user's mind is filled with strange music.

Overdose Effects. If more than one dose of ralyan's comfort is taken within a 12 hour period, the duration of the initial and side effects doubles and the DC to avoid the secondary effects increases to 15.

Addict Effects. When taken by someone who is addicted to ralyan's comfort, the side effects bleed over into their everyday lives, lasting a number of hours equal to 1d6 multiplied by (10 minus the user's CON modifier).

Addiction DC. 15

Addiction Dice. 2d4

RHUL

Addictive substance, ingested, common

Also known as 'battlewine', rhul is a spicy, red liquid with a bitter aftertaste. It is made from crushed and fermented beetles.

Initial Effects. After taking a dose of rhul, the drinker experiences increased physical prowess, aggression, and recklessness. For a period of rounds equal to 1d4 multiplied by (10 minus the user's CON modifier), the drinker has advantage on all attack rolls and Strength saving throws and checks and all attacks made against the drinker have advantage.

Secondary Effects. After the initial effects have worn off, the drinker must make a DC 10 Constitution saving throw or acquire a level of exhaustion.

Side Effects. Due to stimulation of scent and tactile nerves, while the initial effect is functioning, the drinker prefers to engage those in close battle. If the user is given the choice of fighting in melee or with ranged attacks, they must make a DC 15 Wisdom saving throw or choose the melee attack.

Overdose Effects. If more than one dose of rhul is drunk within a 2 hour period, the drinker takes 1d4 points of Intelligence and Wisdom damage. This damage goes away after the drinker finishes a long rest.

Addict Effects. When taken by someone who is addicted to rhul, the drug agitates the drinker so much that they cannot take short rests.

Addiction DC. 12

Addiction Dice. 2d4

SAKRASH

Addictive substance, ingested, uncommon

This sweet, oily concoction of wines, rare tree saps, and certain herbs is only manufactured in Thay and Mulhorand. It protects the user's mind and thoughts.

Initial Effects. Sakrash has an immediate effect of dazzling and confusing the drinker. For a number of rounds equal to 1d4 multiplied by (8 multiplied by the user's CON modifier), the drinker cannot take any actions other than move actions and moves at half speed.

Secondary Effects. After the initial effects have worn off, the drinker feels a wave of weird silence come over their thoughts. For a number of minutes equal to 1d6 multiplied by (10 minus the user's CON modifier), the drinker's thoughts cannot be read by any means. All attempts to communicate telepathically with the drinker fail. Their emotions are impossible to magically alter (e.g., through fear effects). Spells such as *zone of truth* and *modify memory* have no effect on them.

Side Effects. Due to unnatural quiet inside the drinker's mind, there is a significant danger of falling into solipsism. Unless the drinker succeeds on a DC 12 Wisdom saving throw, they become convinced that they are the only creature with genuine consciousness, that all other apparently intelligent beings are like automata or empty shells, devoid of individuality or thought. Convinced that they are effectively the only real thinking being in existence, they lose all inhibitions. Harming them is as morally unproblematic as hurting a rock or an ocean. Once the secondary effects wear off and the regular background noise of other minds comes back, a further DC 12 Wisdom save is necessary. On a failure, the drinker passes into unconsciousness due to shock for 1d4 hours.

Overdose Effects. If more than one dose of sakrash is drunk within a 6 hour period, the drinker takes 1d4+1 points of Wisdom damage. This damage goes away after the drinker finishes a long rest.

Addict Effects. When taken by someone who is addicted to sakrash, the initial and secondary effects are of double duration and the save DC to avoid the side effects increases to 15.

Addiction DC. 10

Addiction Dice. 4d4

SANNISH

Addictive substance, ingested, rare

This is a thick, bluish liquid distilled from a concoction made of wolf's milk and the juice of a rare desert plant. At one point it was commonly used as a surgical anaesthetic but its medicinal uses are now minimal, as doctors have sought out less addictive treatments. Recreational users now make up the overwhelming majority of sannish consumption.

Addicts can be easily recognized by the permanent blue stains on their lips., and perhaps in part because it is so easy to identify habitual users of sannish, the drug has a very negative stigma attached to it. Wealthy and noble sannish drinkers go to great lengths to hide or eliminate the staining, sometimes employing elaborate cosmetics or even minor illusion spells.

Initial Effects. Sannish drinkers experience a rush of pleasurable fuzziness in their thinking as their cares melt away. For a number of rounds equal to 1d6 multiplied by (10 minus the user's CON modifier), the drinker has disadvantage on all Wisdom checks and saves.

Secondary Effects. Drinking sannish has a powerful anaesthetic effect. The drinker is numbed to all pain for a number of minutes equal to 2d4 multiplied by (10 minus the user's CON modifier). Under this effect, the user has advantage on all saving throws versus fear-based effects and will not notice when they are wounded unless they make a DC 10 Intelligence check.

Side Effects. The mental fuzziness sannish produces has the lingering effect of slowing the drinker's reflexes. For a number of minutes equal to 2d4 multiplied by (10 minus the user's CON modifier), the drinker has disadvantage on all Dexterity saving throws and all initiative rolls.

Overdose Effects. Taking sannish more than once in a 24 hour period provokes a DC 15 Constitution saving throw. On a success, the drinker experiences a euphoric condition that makes it difficult to make decisions or concentrate on anything. They have disadvantage on all Intelligence, Wisdom, and Charisma checks and saves and cannot cast spells of any kind.

On a failure, the drinker goes into a numb stupor making it impossible to think straight. The user moves at half speed, has disadvantage on all rolls, and cannot take both an action and a bonus action on their turn. These overdose effects last for a number of hours equal to 2d6 multiplied by (10 minus the user's CON modifier).

Addict Effects. When taken by someone who is addicted to sannish, the secondary effects are of half duration.

Addiction DC. 18

Addiction Dice. 4d4

SCORCHER FUMES

Non-addictive substance, inhaled, common

Prized by morticians, workers in slaughterhouses, taxidermists, refuse collectors, and explorers of swamps, scorcher fumes work to inhibit the sense of smell. Sold as a small bundle of incense-like sticks, a single scorcher rod burns for one hour and fills an area equal to 1,000 cubic feet.

Initial Effects. Anyone breathing in the fumes must make a DC 10 Constitution saving throw. On a failure, the breather loses their sense of smell, which returns once they breathe fresh air once again.

Secondary Effects. It's hard to breathe scorcher fumes. Every minute a breather remains within the fume-filled area, they must make a DC 10 Constitution saving throw or be overcome with a coughing fit that forces them either to leave the area. If they cannot leave, then after 3 rounds, they collapse in unconsciousness until brought into fresh air.

Side Effects. None.

Overdose Effects. None.

SEHAN

Addictive substance, contact, very rare

The effects of Sehan are similar to green welcome, but much more potent. Unlike the weaker drug that it is derived from, sehan can work through the skin, and need not be consumed, merely touched.

Initial Effects. Anyone exposed to sehan must make a DC 18 Constitution saving throw. On a failure, they lose 1d6 points of Intelligence and 1d6 points of Wisdom. After a number of minutes equal to 1d6 multiplied by (10 minus the user's CON modifier), the lost ability score points return at a rate of 1 point every 3 rounds. If an ability score drops below 3 due to the effects of sehan, there is a 50 percent chance that the points will not return on their own.

Secondary Effects. Sehan fills the user with a feeling of strength, contentment, and belonging. For a number of minutes equal to 1d4 multiplied by (10 minus the user's CON modifier), the user's Strength and Charisma are temporarily enhanced by 1d4+1 points (to a maximum of 20). Additionally, the user believes they have succeeded on all saving throws.

Side Effects. For a number of hours equal to 1d4 multiplied by (8 minus the user's CON modifier), the user's sweat is thick and mucus-like. They overheat quickly, have a +1 bonus to their natural armor, and disadvantage on all persuasion checks.

Overdose Effects. Taking more than one dose of sehan within a 48 hour period increases the amount of Intelligence and Wisdom damage from 1d6 to 1d8 and doubles the duration of the side effects.

Addict Effects. When taken by someone who is addicted to sehan, there is a 50 percent chance that the enhancement bonus from the secondary effects will not occur and a 50 percent chance that the user will permanently believe that they have succeeded in all their saving throws.

Addiction DC. 18

Addiction Dice. 2d4

SHADOWBALM

Non-addictive substance, contact, rare

Shadowbalm is made from glands found in the darkmantle, a monstrosity that dwells in the Underdark and the Shadowfell. When applied to the skin, shadowbalm produces a 5-foot radius of darkness that surrounds it. This darkness spreads around corners and not even darkvision can penetrate it. No natural light can illuminate the part of the body that has had shadowbalm applied to it. Magical light created by a spell of 3rd level or higher can penetrate the shadow.

Thieves and assassins sometimes cover their whole bodies with shadowbalm in order to escape detection, but that is extremely expensive, as one dose of shadowbalm is only enough to cover two hands.

So many duellists were covering their hands in shadowbalm in order to disguise their attacks that it has been written into the latest edition of the *Gentleperson's Guide to Etiquette* that the use of shadowbalm is dishonorable and anyone who uses it in a contest of skill is disqualified.

A shadow monk cannot use the shadows created by shadowbalm to teleport.

Initial Effects. After applying shadowbalm to the skin, an aura of darkness extends out 5 feet. The aura lasts for five minutes or until the shadowbalm is washed off. The in-game effects of the shadow aura depend on exactly where it was applied and are at the DM's discretion.

Secondary Effects. None.

Side Effects. The parts of the body that have shadowbalm applied to them have normal sensation except that they cannot feel pain. Because of that, the user may well be surprised to find when the shadow aura wears off that they are injured. The DM should keep a private tally of any HP lost to shadow-covered body parts.

Overdose Effects. Frequent applications of shadowbalm run the risk of making the side-effects permanent. If shadowbalm is applied to the same area more than once in a 6 hour period, there is a 5 percent chance that the pain-numbness will not wear off. In that case, a *lesser restoration* spell will return sensitivity to the area.

SHRINKWORT

Non-addictive substance, ingested, rare

A shrinkwort is a mushroom with a one-inch-long stem and a stubby blue cap with white dots. It grows exclusively in the Underdark, primarily in tunnels underneath Gracklstugh. Normally, these lose their potency if taken from those tunnels, but the drow have found a way to produce a powdered version that holds its properties indefinitely. It is consumed by mixing the powder with very hot water.

Initial Effects. A creature that drinks one a glass of shrinkwort can choose to make a DC 12 Constitution saving throw to not be affected by the mushroom's magic. If the creature fails or forgoes the saving throw, it shrinks in size as though under the enlarge effect of an *enlarge/reduce* spell. The effect lasts for 1 hour.

Secondary Effects. Ten minutes before the initial effects end, the creature feels a tingling sensation, at which point it can sustain its current size by drinking another glass. The effect ends if the creature drinks a glass of wurple or is magically increased to its normal size (using the reduce effect of an *enlarge/reduce* spell, for example).

Side Effects. None.

Overdose Effects. If more than one glass of shrinkwort is drunk within a 6 hour period, the drinker has to make a DC 12 Dexterity saving throw or lose 1d6 +3 points of Dexterity when they decrease their size.

SILPHIUM

Non-addictive substance, ingested, common

When dried and turned into a sweet tea, the leaves of the silphium plant can be used as a reliable contraceptive for humanoid mammals. Such people who drink the tea do not ovulate. The tea does nothing for non-mammalian humanoids, such as dragonfolk, or for those with fey, celestial, or fiend heritage, such as aasimar or tieflings.

Silphium has no effect on an already present pregnancy.

Initial Effects. No mammal humanoid with ovaries can ovulate within a tenday of drinking silphium tea.

Secondary Effects. None.

Side Effects. When those who drink silphium tea menstruate, there is a 15 percent chance that their period will be 1d4 days longer than it would otherwise be.

Overdose Effects. There is a 50 percent chance of diarrhea after drinking more than 1 cup in a 1 hour period.

SLUMBERING IGNATIUS

Non-addictive substance, inhaled, uncommon

This oil is put in a lamp and burned to produce a sweet-smelling smoke. Anyone who sleeps near enough to breathe in the smoke can be assured of a restful and untroubled slumber.

This substance has no effect on fiends.

Initial Effects. So long as a sleeper breathes in the smoke, they do not have nightmares and anyone attempting to use the *dream* spell to influence the sleeper's unconscious state must make a DC 12 Wisdom check or the spell fails.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

SNAKE OIL

Non-addictive substance, contact, very rare

Harvested from the water snakes native to the coral reefs near Astrazalian, snake oil applied to aching joints and wrinkled flesh can rejuvenate an aging body. After a treatment of snake oil, the treated skin peels away from the body, leaving behind soft, smooth flesh. Full-body treatments of snake oil have been known to reverse the cosmetic effects of the aging process, removing an entire year of wear from the body with each treatment. The cost of doing so is a reasonable option only for the wealthy. Even though the treatment removes the physical effects of aging on the skin, as well as some of the associated aches and pains, all other bodily processes continue to age normally. Death cannot be put off by using snake oil, a fact seldom conveyed by those who sell it.

Snake oil has no effect on people who have not yet hit puberty.

Initial Effects. This ointment has a powerful anti-aging effect. Any area of the body that snake oil is applied to feels, looks, and, effectively, is younger than it was before. A single vial holds enough snake oil to treat 12 square inches of flesh.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. If snake oil is applied to a part of the body that recently had the ointment applied (i.e., within the last day), there is a 25 percent chance that the affected skin will become numb for a number of hours equal to 1d8 multiplied by (10 minus the user's CON modifier).

SRINDYM

Non-addictive substance, contact/ingested/injury, very rare

An iridescent, silver liquid, this poison was created by elves millennia ago and was often used by less principled individuals of that race against "lesser" races. Very few individuals know how to make srindym -- or know where the secret caches of it are -- so it's rare and expensive. Making srindym is a closely guarded secret that involves elven blood, moonlight, the casting of multiple spells, and several plant ingredients.

This poison works by injury, contact, and ingestion. Elves (including drow) are immune to srindym, and half-elves are highly resistant to its effect. Other kinds of creatures quickly become disoriented and stiff-jointed, then lose consciousness for a minute or more.

Srindym acts as a sort of antidote to itself, for a while: No single creature can be affected by a subsequent dose of the stuff for about a day thereafter. Also, repeated exposure to the poison brings with it eventual immunity -- every time an individual is beset with it, the resulting period of unconsciousness is a few seconds shorter, until finally the toxin has no effect on that person ever again. Some of those who employ this poison are not initially aware of this aspect of its makeup, and learn about it only when the target of their attention fails to fall down.

Initial Effects. After being exposed to srindym, a person has to make a DC 18 Constitution saving throw or become disoriented and confused (treat as the nauseated condition) for 1d4 rounds before falling into unconsciousness for a number of rounds equal to 1d6 multiplied by {10 minus [(the user's CON modifier) + (the number of times the user has ever been exposed to srindym)]}. Half-elves make their saving throw with a DC of 10. If the user's CON modifier added to the number of times they have ever been exposed to srindym adds up to 10, then the person is immune to the drug. This immunity goes away if their CON modifier decreases for any reason.

Secondary Effects. None.

Side Effects. For 24 hours after having been dosed with srindym, whether or not their saving throw was successful, the victim is immune to the drug's effects.

Overdose Effects. None.

SWEETHEART'S CONFECTION

Non-addictive substance, ingested, common

Gnomes employed by the eladrin archfey known as the Prince of Hearts make this small, heart-shaped confection. It is split into two halves and shared between lovers right before they part company for a time. Until they next meet, the lovers share an emotional bond, each vaguely sensing the other's emotions. Each can sense when the other is in peril, though the link doesn't reveal precise details of the situation.

Initial Effects. When two people consume a sweetheart's confection together, a weak psychic connection is created between them. For the next half-year, each will be able to tell what the other one's emotions are. Neither detail of emotion nor is any degree of intensity is communicated, just the presence of anger, fear, contentment, anxiety, etc. in the other person. This communication has a range of 30 miles and can be blocked by 1 foot of lead, 10 feet of stone, or 30 feet of water. If the two people are more than 30 miles apart or blocked, they can tell that the connection has been broken, but nothing else.

Secondary Effects. None.

Side Effects. If either of the two people falls in love with someone else, the connection breaks and the other one must make a DC 10 Charisma saving throw or be distraught at the loss of affection for 1d8+1 tendays.

Overdose Effects. A person can only have one of these connections at a time. If someone who has eaten a sweetheart's confection within the last half-year eats another one, the first connection is severed.

SWIFTSLEEP

Non-addictive substance, injury, common

A gummy, translucent, ale-brown liquid that smells like crushed citrus fruit, swiftsleep is abundant and relatively cheap because its ingredients are a distillate of crushed flies and certain common tree beetles, added to duskwood sap. When delivered into an open wound or otherwise directly into the bloodstream, swiftsleep causes nigh-instant slumber, with normal breathing and smooth, even snoring, for an initial period of many minutes. In much the fashion that srindym works (see above), each time the same target is affected, swiftsleep's effects become easier to shrug off, until after several exposures that individual is immune.

Initial Effects. Upon receiving a dose of swiftsleep, the victim must make a Constitution saving throw, falling asleep for 1d8 + (8 minus the user's CON modifier) minutes. The DC for this saving throw is calculated thus: {14 - [(the number of times the victim has been exposed to swiftsleep in the past third of a year) multiplied by 3]}.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

TANSABRA

Non-addictive substance, injury, uncommon

When injected (it must reach the bloodstream), this mixture of particular creature venoms causes complete "system shutdown" in mammals. This means that breathing is suspended, the body temperature "holds," the need for oxygen ceases, bleeding stops, any internal bleeding and tearing is healed (unless fresh wounds are induced), acids and toxins suspend their operations on the body, and the recipient loses consciousness. In effect, the body is placed in stasis. Certain little-known arcane and divine spells can force release from "tansabra sleep," and there are rumors that certain rare gem powders and herbs can shock someone out of tansabra sleep, but otherwise, an affected being emerges from the effects of tansabra at a random time.

Creatures in tansabra sleep don't heal naturally, and magical healing doesn't affect them -- but of course they can be conveyed to magical healing while in thrall to the tansabra, and healed the moment they awaken.

Repeated exposure to tansabra can kill an individual, but how much exposure is lethal varies randomly from being to being. A lethal dose is not related to the amount of the drug administered -- it depends on a person's tolerance for the number of distinct times his body undergoes the effects.

Initial Effects. As soon as tansabra is injected into the user's bloodstream, the user enters an utterly comatose state. It is so deep as to be effectively a form of suspended animation. The user awakens spontaneously after a number of hours equal to 1d6 multiplied by (8 minus the user's CON modifier). Only a *greater restoration* spell or similar can revive the user before that time.

Secondary Effects. None.

Side Effects. Every time someone takes tansabra there is a chance that the user will never spontaneously awaken. This chance begins at 5 percent and increases by 5 percent every time the user takes the drug.

Overdose Effects. If someone injects tansabra into the bloodstream of someone already under the effects of the drug then there is a 25 percent chance of the subject dying. If they survive, the duration of the comatose state is reset.

TATTERSKYRE

Addictive substance, ingested, basic

Eating small flakes of tatterskyre bark slows bleeding (internal and external) and thickens the blood, soothing agitated folk and making them drowsy. This herb can aid the healing of many sorts of internal wounds.

Orcs and all goblinkin (goblins, hobgoblins, and such) are especially susceptible to the effects of tatterskyre bark, and typically fall asleep if given as much to eat as would cover their palms. Since this is a sleep typically filled with pleasant dreams, many orcs gather and carry the bark and eat it regularly.

The tatterskyre is a gnarled shrub that tends to form loops or drooping arcs like wild raspberry canes, rerooting when it touches the ground only to throw up fresh stems. It grows all over the Heartlands and the North, is smaller in colder climes, and its bark is very flaky and easily brushed off; its foliage sprouts as bursts of needlelike flat leaves all up and down its stems.

Initial Effects. If someone who is at half health or below consumes tatterskyre, they regain 1 hit point per minute until they are at half health. Orcs and goblinoids regain hit points twice that rate.

Secondary Effects. If consumed by someone who is frightened (as as the condition) or who has any levels of exhaustion, drunkenness, or withdrawal, that person becomes extremely drowsy. They must make a DC 10 Wisdom saving throw or fall asleep. It will be very difficult to wake the person if less than 4 hours have passed since they went to sleep, and if thus woken early, the person will be groggy and slow-thinking (all mental ability checks and saving throws made at disadvantage). For orcs and goblinoids, a 4-hour-long, tatterskyre-induced sleep counts as a long rest.

Side Effects. None.

Overdose Effects. None.

Addict Effects. Each time tatterskyre is taken by someone addicted to the bark, there is a 10 percent chance that the user will be unable to fall asleep without using the drug.

Addiction DC. 12 (addictive only to orcs and goblinoids)

Addiction Dice. 1d4

TEKKIL

Addictive substance, contact, uncommon

The fat red leaf of this swamp plant is unnaturally cool to the touch and exudes a sticky sap that is extremely hard to wash off. When placed on top of or wrapped around a painful or wounded body part, it has a powerful analgesic effect, quickly numbing the area so long as the leaf remains in contact with the skin there.

Unfortunately, this effect is far from without complications. Tekkil addicts tend to deliberately overdose on the leaf in order to reach ever more powerful highs.

Initial Effects. Almost as soon as the tekkel leaf is applied to a part of the body, that part becomes utterly pain-free.

Secondary Effects. The partial numbness results in off-kilter, liling movement. The wearer has disadvantage on all Dexterity checks and saving throws and moves at half speed. This clumsiness lasts until the leaf is removed.

Side Effects. None.

Overdose Effects. If a leaf is left on the body for more than 1d8 minutes multiplied by (10 plus the user's CON modifier), then the wearer must make a Constitution saving throw or pass into a pleasurable stupor, as if under the effect of a *slow* spell. This lasts until the wearer no longer has any leaves on them and then additionally for a number of minutes equal to 5d4 minus the user's CON modifier.

If more than one tekkel leaf is on the body, the toxin that causes the stupor enters the system more quickly. The amounts of time each leaf is on the body are added together to determine if an overdose situation takes place.

Addict Effects. When taken by someone who is addicted to tekkel leaves, the overdose condition has to already have taken place for the initial effects to begin, and once the addict's body is no longer in contact with any tekkel leaves, the overdose condition lasts twice as long.

Addiction DC. 8

Addiction Dice. 5d4

TERRAN BRANDY

Addictive substance, ingested, very rare

'Terran brandy' is a highly ironic name for a dreadful concoction made from the extracted oil glands of a boggle. There is no way to harvest these glands without killing the boggle in question, so terran brandy is viewed as an especially loathsome and evil substance. It is highly potent, bright green, and has the consistency of honey.

Primarily consumed by evil-aligned spellcasters, terran brandy is highly illegal and its use is stigmatized and shameful in civilized parts. Few would ever openly admit to drinking it.

Initial Effects. The next (8 minus the user's CON modifier) spells that the drinker casts is cast as though it was one spell slot level higher. This effect wears off after 1 hour whether or not the user has cast any spells.

Secondary Effects. The drinker has the poisoned condition for a number of minutes equal to 1d6 multiplied by (10 minus the user's CON modifier).

Side Effects. For a number of minutes equal to 1d6 multiplied by (10 minus the user's CON modifier), the drinker registers as fey for the *detect evil and good* spell.

Overdose Effects. If more than one dose is taken in an 8-hour period, the user's Constitution score is reduced by 1. This reduction is permanent and cannot be restored.

Addict Effects. When taken by someone who is addicted to terran brandy, the secondary and side effects are of half duration and the number of spells that are affected by the initial effects is (6 minus the user's CON score).

Addiction DC. 15

Addiction Dice. 3d4

THARDYNYN

Non-addictive substance, contact, uncommon

A translucent yellow liquid that's odorless but tastes like sugary strawberries, thardynyn is made from a distillate of certain fish scales combined with alcohol (usually wine) and the blood of certain birds.

Thardynyn is harmless if consumed, but if the substance touches one's body in any other way, the resulting shock to the system causes uncontrollable shuddering, leaving the victim helpless to prevent what happens next.

Initial Effects. If someone comes into contact with thardynyn, that person must make a DC 12 Constitution saving throw or be stunned for a number of rounds equal to (8 minus the user's CON modifier).

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

THERIAC

Non-addictive substance, any, common

'Theriac' is a kind of non-medicine medicine that unscrupulous apothecaries make to dupe their clients. There are many theriacs, probably as many different ones as there are druggists, but they all share two essential qualities: they make the user feel healthy for a bit; and they don't heal the user at all.

Initial Effects. Taking a dose of theriac produces a brief period of euphoria lasting a number of minutes equal to 1d4 multiplied by (8 minus the user's CON modifier).

Secondary Effects. At the DM's discretion.

Side Effects. At the DM's discretion.

Overdose Effects. Strictly speaking, theriacs are not drugs, so it doesn't make sense that one could overdose on them.

THEVER

Non-addictive substance, ingested/inhaled, uncommon

Thever is a viscous liquid in appearance much like a dark blue molasses and tastes very, very salty. When warmed over a candle, it releases fumes that smell strongly of the sea. (One of its principal ingredients is, in fact, sourced from a particular salt-water eel.) Whether thever is eaten or inhaled, the effect is the same: blindness.

Initial Effects. Consuming thever provokes a DC 12 Constitution saving throw. On a failure, the victim is blinded for a number of minutes equal to 1d20 multiplied by (10 minus the user's CON modifier). Inhaling thever fumes proves a DC 15 Constitution saving throw. On a failure, the victim is blinded for a number of minutes equal to 1d8 multiplied by (10 minus the user's CON modifier).

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

TIMMASK

Addictive substance, inhaled, rare

Known as 'devil's mushroom', a timmask is a 2-foot-tall toadstool with orange and red stripes across its beige cap. Uprooting or destroying a timmask causes it to expel a 15-foot-radius cloud of poisonous spores. Creatures in the area must succeed on a DC 14 Constitution saving throw or be poisoned. While poisoned in this way, a creature is under the effect of a *confusion* spell with a duration of 1 minute. When the spell effect ends, the poisoned condition ends.

When carefully prepared, however, the spores can be made into a fine dust that can be snorted to deliver a milder, and unfortunately addictive, effect.

Initial Effects. Snorting timmask engulfs the user in a wave of intense hallucinations. For a number of minutes equal to 1d4 multiplied by (8 minus the user's CON modifier), they have disadvantage on all saving throws and attacks and automatically fail all ability score checks.

Secondary Effects. None.

Side Effects. The visions the inhaler of timmask has can be overwhelming, even terrifying. There is a 50 percent chance that the user will have to make a DC 14 Constitution saving throw or be frightened for one minute longer than the duration of the initial effects.

Overdose Effects. If more than one dose of timmask is inhaled in a 12-hour period, the user must make the side effect saving throw to avoid being frightened.

Addict Effects. When taken by someone addicted to timmask, the duration of the initial effects are doubled.

Addiction DC. 14

Addiction Dice. 2d4

TONANDURR BARK

Non-addictive substance, contact, basic

Bound against open wounds, tonandurr bark inhibits bleeding and infection, and helps skin and flesh to heal by helping it expand and knit together. This substance works on humans, halflings, dwarves, and gnomes only; elves it helps not at all; and it actually harms goblin, making their wounds fester. "Tonandurr" is a tall, spindly "weed tree" of the Heartlands and more southerly forests; it's not hardy enough to survive winters much north of Waterdeep, though a few specimens are kept alive in indoor gardens in Silverymoon and Neverwinter.

Initial Effects. Tonandurr bark is a mild antiseptic. It is pliable and sturdy, and can easily be wrapped around a wound and tied there by a bit of cloth. If a medic succeeds on a DC 10 Medicine check while stabilizing a wound with tonandurr bark, it is less likely to scar and the wounded creature regains an extra hit point for every hit die expended during a short rest.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. None.

TONGUE OF MADNESS

Addictive substance, ingested, rare

The tongue of madness is a mushroom that looks like a large human tongue. Although it is edible, it holds no nutritional value. A creature that eats this fungus must succeed on a DC 12 Constitution saving throw or compulsively speak aloud every thought for the next hour. The effect can be ended by a *lesser restoration* spell or similar magic.

When dried and turned into a tea, it has a weaker effect that is both pleasurable and mildly addictive.

Initial Effects. Consuming a cup of tongue of madness tea has a strong relaxing effect. All the stresses and tenseness that the drinker's body has accumulated over the course of the day melt away and all problems seem surmountable and of small import. For a number of minutes equal to 1d12 multiplied by (8 minus the user's CON modifier), treat the drinker as though the *calm emotions* spell has been successfully cast on them. Additionally, they are immune to the *confusion* spell and all similar disorientations.

Secondary Effects. None.

Side Effects. Tongue of madness drinkers can become absent-minded and forgetful. For a number of minutes equal to 1d12 multiplied by (10 minus the user's CON modifier), they have disadvantage on all Intelligence and Wisdom saving throws and checks and there is a 25 percent chance that they will misremember significant details of what occurred during the initial effects.

Overdose Effects. If more than one cup of tongue of madness is drunk in a 12-hour period, the side effects are of twice duration.

Addict Effects. When taken by someone addicted to tongue of madness, the duration of the initial effects are halved.

Addiction DC. 12

Addiction Dice. 3d4

TONGUELOOSE

Non-addictive substance, ingested, uncommon

Tongueloose is a pale gray powder that dissolves quickly in water. When consumed, either in a drink or sprinkled over food (it has a mild saltiness) it induces a lethargic, suggestible state in the victim.

Initial Effects. After eating a dose of tongueloose, the victim must make a DC 10 Constitution saving throw or be lethargic for a number of minutes equal to 1d8 multiplied by (10 minus the user's CON modifier). All actions are perceived by the victims to be difficult, probably not worth involved in performing them. During this period, all ability score checks are done with disadvantage, the character's speed is halved, and they can take no reactions or bonus actions.

Secondary Effects. None.

Side Effects. After the initial effects of taking a dose of tongueloose have worn off, the character counts as having completed a short rest.

Overdose Effects. Taking more than one dose of tongueloose within a 12 hour period doubles the duration of the initial effects.

TRUEFORM OIL

Non-addictive substance, contact, very rare

Trueform oil is a bane of shapeshifters and doppelgangers everywhere. Originally developed by a group of yuan-ti in Chult in order to catch a spy sent by the Red Wizards, this ointment reveals the true form of the creature on whose skin it is spread on to.

It has no effect on illusions or disguises (such as false mustaches or make-up). Only physical changes, such as lycanthropy, are revealed by trueform oil.

Initial Effects. After trueform oil is applied to the skin, any polymorphing, shape changing, and the like are temporarily eliminated, revealing the true form of the creature. The oil's effect wears off in 2d4 minutes. The creature can attempt to resist the ointment's power by making a DC 15 Constitution saving throw.

Secondary Effects. Trueform oil is *very* slippery. For 1d6 minutes after it has been applied, the wearer has advantage on all Dexterity checks.

Side Effects. None.

Overdose Effects. If more than one dose of trueform oil is applied in a 24-hour period, the wearer must succeed on a DC 12 Constitution saving throw or be covered in painful, itchy boils and sores. These impose disadvantage on all attack rolls and grant advantage on all attacks against the creature for a period of 2d6 hours.

TRUTH SERUM

Addictive substance, ingested, very rare

This foul-tasting elixir is a concentrated form of truth wine (see below).

Initial Effects. After taking truth serum, the drinker must succeed on a DC 11 Constitution saving throw or be poisoned for a number of minutes equal to 1d6 multiplied by (10 minus the user's CON modifier).

Secondary Effects. The drinker must make a DC 15 Charisma saving throw. On a failure, they cannot knowingly speak a lie, as if under the effect of a *zone of truth* spell. This lasts a number of minutes equal to 1d4 multiplied by (10 minus the user's CON modifier).

Side Effects. None.

Overdose Effects. If more than one dose of truth serum is ingested in a 24-hour period, the user must succeed on a DC 15 Constitution saving throw or be knocked unconscious for 1d4+1 hours. On a successful save, the user is instead poisoned for 1d4+1 hours.

Addict Effects. When taken by someone addicted to truth serum, the DCs for all the above saving throws increase by 2.

Addiction DC. 5

Addiction Dice. 1d4

TRUTH WINE

Addictive substance, ingested, rare

Truth wine is a sweet white wine of alvari origin that loosens the tongue more effectively than normal spirits. It can be concentrated into a foul-tasting elixir which is the considerably more powerful truth serum (see above).

Initial Effects. After imbibing a glass of truth wine, the drinker finds it difficult to tell lies. For a number of rounds equal to 10 minus the user's CON modifier, the drinker must succeed on a DC 12 Charisma saving throw in order to dissemble.

Secondary Effects. None.

Side Effects. The standard effects of drinking alcohol also apply.

Overdose Effects. Treat as alcohol (wine).

Addict Effects. Treat as alcohol (wine).

Addiction DC. Treat as alcohol (wine).

Addiction Dice. Treat as alcohol (wine).

TUANTA QUIDO MIANCAY

Non-addictive substance, inhaled, very rare

'Tuanta Quido Miancay' means 'death through indulgence' in Undercommon. This poison is formed into long cylinders which are then burned, as incense. Those who inhale the smoke from these sticks are in very, very grave danger, for such is the power of tuanta quido miancay that it can destroy whole societies.

Initial Effects. Anyone inhaling the tuanta quido miancay smoke must make a DC 15 Wisdom saving throw. On a success, they are light-headed for the duration of the time they are in the affected atmosphere and for 1d20 minus their CON modifier minutes thereafter. On a failure, they act entirely without inhibition. Treat as though the *suggestion* spell has been cast on the person with the instruction that they act on their most secret desire.

Secondary Effects. None.

Side Effects. None.

Overdose Effects. Every minute someone remains in the area they can make a new Wisdom saving throw. Succeeding on any of the Wisdom saving throws means that the person is immune to the effects of tuanta quido miancay for the next 24 hours. If they fail three times, they can't break free of the effect even if they leave the affected area. Instead, the smoke's hold over them lasts for a number of minutes equal 1d6 multiplied by (12 minus the inhaler's CON modifier).

UNDERBEER

Addictive substance, ingested, uncommon

Underbeer is a gimmick beer made with shrieker fungus additives. It's popular among youths and simpletons who think it's hilarious to drink beer that screams, but few people with any self respect would drink it.

Fortunately, it doesn't scream loudly, and only screams when it is actually being drunk. When just in a keg or in a flagon, it is indistinguishable from regular beer, which has led to many a practical joke of secretly serving underbeer to the unsuspecting and watching them jump with surprise when it starts making noise.

Initial Effects. None of any serious consequence. The beer screams, and the drinker can hear it screaming all the way down to their stomach.

Secondary Effects. None.

Side Effects. The standard effects of drinking alcohol also apply.

Overdose Effects. Treat as alcohol (beer).

Addict Effects. Treat as alcohol (beer).

Addiction DC. Treat as alcohol (beer).

Addiction Dice. Treat as alcohol (beer).

UNGOL DUST

Non-addictive substance, contact/ingested/inhaled, very rare

Ungol dust is a black powder made of the crushed remains of dried-up spiders and scorpions that is so fine that one errant breath can blow away an entire dose. Most of those who craft this poison wear masks to ensure that they do not accidentally disperse — or inhale -- the dust before packing it into small, easily shattered pellets. When ungol dust comes into contact with flesh or other living material, it becomes highly corrosive. This black powder dissolves organic material.

Initial Effects. Coming into contact with ungol dust in any way is extremely dangerous. Anyone exposed to it must make an immediate DC 15 Constitution saving throw, taking 2d10 poison damage and 2d10 necrotic damage on a failed save or half that on a successful one.

Secondary Effects. The victim suffers from initial effects every turn (each time with a new saving throw) until either a *lesser restoration* or *protection from poison* spell is cast on them, they make three saving throws in a row, or the dust wears off, which takes a number of rounds equal to (10 minus the user's CON modifier).

Side Effects. If someone is reduced to half their maximum HP or less, then the ungol dust permanently disfigures their body, covering it with unsightly scars and pockmarks. These can only be removed by a *greater restoration* spell.

Overdose Effects. None.

UNGUENT OF THE HYDRA

Non-addictive substance, injury, very rare

This thick, oily paste is a healing measure of last resort for many, though some rare few make use of it deliberately as part of peculiar and obscure religious rites. Some say that the assassins of the cult of Tiamat willingly cut off one of their arms in order to receive the unguent, but this is an uncorroborated rumor. Hydra blood is an essential ingredient in making the unguent. As this is very difficult to obtain, some suspect that the various chapters of the cult of Tiamat cultivate secret hydra breeding pools.

When it is spread over the fresh stump of an amputated limb, it can cause a hydra head to grow out of the wound, replacing the body part that was lost. This hydra head is only somewhat under the control of the person who bears it. They can feel through the neck and head just as though it were a normal body part they were born with, and can even see using its eyes. While the person wears the hydra head, they have 60 ft. of darkvision and advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. The neck is shorter than that of a normal hydra: only 5 feet instead of 10.

The hydra head has a bite attack [+8 to hit, reach 5 ft., one target; hit: 10 (1d10 + 5) piercing damage]. The wearer of the hydra head can use the head to attack on their turn. The head also can attack as a reaction independent of the wearer's regular reaction or reactions. This can only be used for opportunity attacks. It can grapple with Strength 18.

If the wearer takes 25 or more damage in a single turn, the head dies. Unlike a regular hydra head, it does not grow back.

The hydra head is always bloodthirsty. If 12 hours go by without the head being able to bite anything, it becomes demanding. At that point, the wearer must make a DC 13 Charisma saving throw every hour. On a failure, the head will attack the nearest living creature. If there is no available target, the head will attack the wearer. Every time the head or the wearer kills a small or larger creature with a melee attack, the 12 hour count resets. If the wearer loses control of the hydra head in this way, both the wearer and the head act independently on different initiative counts. The head has the same initiative modifier as the wearer.

Initial Effects. Once applied to an open amputation wound, the unguent causes a hydra head to grow there. It takes a number of minutes equal to 1d20 minus the user's CON modifier for the head and neck to be fully grown. This hurts quite a bit, and during these minutes, the user is stunned. Once the head has completed growing, any hit points lost by the amputation are restored.

Secondary Effects. None.

Side Effects. The wearer of the hydra head has a permanent reduction in their Charisma score. It is reduced by 2d6 or to 7, whichever is lower. It cannot drop below 3 from this.

Overdose Effects. A body can only safely have one hydra head at a time. If a second limb is lost and the unguent is applied to it, the new head and the old one will fight to the death.

UNICORN HORN POWDER

Non-addictive substance, inhaled, very rare

Unicorn horn powder is made from exactly what its name indicates: crushed, powdered horns from unicorns. Don't worry. The horns grow back. Also, do worry. The unicorns do **not** like having their horns cut off. Who would cut the horn off of a unicorn anyway? Monsters, that's who. And who would snort the powder made from pulverizing that horn?

I guess you would, you freak.

Initial Effects. After someone snorts unicorn horn powder, they feel an incredible surge of healing energy flow through them. Treat as though the spell *lesser restoration* had been cast on them. The inhaler also regains 11 (2d8 +2) hit points.

Secondary Effects. For a number of minutes equal to 1d4 multiplied by (10 minus the user's CON modifier), the inhaler of unicorn horn powder gets advantage on all saving throws against spells and other magical effects.

Side Effects. For some reason, snorting unicorn horn powder tends to give people gas. The inhaler must make a DC 10 Constitution saving throw or get a **really** bad case of the death farts.

Overdose Effects. If more than one dose of unicorn horn powder is snorted within a 12-hour period, the inhaler must make a DC 12 Constitution saving throw. On a failure, the user's farts are turned into bright, vibrant rainbows. That sparkle. And sound like windchimes. This lasts for a number of hours equal to 1d4 multiplied by (10 minus the user's CON modifier).

VINE OIL

Non-addictive substance, contact, rare

A rope-like seaweed found in temperate or warmer coastal areas, sand vine resembles a long, inch-thick rope. The vine grows both above and below water level, and it commonly grows with its roots wrapped around a small rock. Sand vine is relatively rare and is found only in areas where the tides and waves are mild. Since sandvine retains its strength after being harvested and dried, small coastal communities often cultivate it and braid it into long, sturdy rope.

Living sand vine can be cut and its juices squeezed out. When combined with more common ingredients, this juice forms a weak local anaesthetic called vine oil. When spread on bare skin, vine oil numbs the area, allowing the user to withstand great amounts of pain.

Initial Effects. For a number of minutes equal to 1d4 multiplied by (8 minus the user's CON modifier), the wearer of vine oil gets advantage on all death saving throws.

Secondary Effects. Vine oil has an especially repulsive smell, and anyone who has applied it within the last 2d20 hours has disadvantage on all Charisma checks.

Side Effects. None.

Overdose Effects. None.

VLONWELV'S SILVERTONGUE

Non-addictive substance, ingested, rare

Vlonwelv's silvertongue is a thick syrup made from crushed and fermented spiders. People who are able to drink it (and it is quite disgusting to most) are able to deceive others with great skill.

Initial Effects. The drinker must make DC 12 Constitution saving throw or vomit up the concoction, gaining no effect from it. This effect does not occur if the drinker is Drow.

Secondary Effects. For a number of minutes equal to 1d12 multiplied by (10 minus the user's CON modifier) the drinker has advantage on all deception, intimidation, and persuasion rolls.

Side Effects. Amazingly terrible halitosis.

Overdose Effects. If more than one dose of Vlonwelv's silvertongue is drunk in a 12 hour period, the drinker must make a DC 12 Constitution saving throw. On a failure, their tongue swells to an enormous size, flopping out of their mouth and preventing them from speaking at all. This lasts until the drinker has completed a long rest.

VORNDUIR

Non-addictive substance, inhaled, uncommon

When inhaled as a powder, vornduir varies widely in effects. To many people, it does nothing at all. Others get mild rashes and itches.

For a few, it switches pain and pleasure for an hour or two, so a gentle caress brings discomfort, and a slap, flogging, heavy punch, or cutting wound can induce an enjoyable feeling.

For others, it makes them feel warm, even if they are wet and out of doors in freezing temperatures, and at the same time happy and alert, for two days or more. For these folks, sleep isn't needed, and their dexterity and judgment don't suffer due to weariness.

Vornduir prevents shock and immobility due to exposure, but not frostbite or lowered body temperature, so users won't get hypothermic, but they could freeze solid.

The drug, a mixture of herbs and animal essences, also acts as a complete and instant antidote to certain poisons -- for some individuals only!

Initial Effects. There is a 25 percent chance an effect occurring. In the event that the drug has an effect, roll a d8 and apply the following table:

d8	Effect
1	Pain and pleasure are switched for 1d2 hours.
2	For 1d2 days, user feels uncommonly warm and doesn't need sleep.
3	User cannot feel cold for 1d3 days.
4	User's scent changes radically, perhaps attracting insects, for 1d4 hours.
5	Nothing tastes quite right for 1d3 days.
6	User gains a level of exhaustion and 1d10 temporary HP. Both go away after a short rest.
7	User has a sneezing fit that lasts for a full hour.
8	User has no control over the volume of their voice for 1d4+2 hours.

Secondary Effects. If the user is poisoned or otherwise under the effect of a drug, there is a 10 percent chance that taking vornduir cures them immediately.

Side Effects. None.

Overdose Effects. None.

WURPLE, AKA BIGWIG MUSHROOM

Non-addictive substance, ingested, rare

A bigwig is a four-inch-tall mushroom with a thin stem and a wide purple cap. It grows exclusively in the Underdark, primarily in tunnels underneath Gracklstugh. Normally, these lose their potency if taken from those tunnels, but the drow have found a way to produce a powdered version that holds its properties indefinitely. It is consumed by mixing the powder with very cold water. In this form, it is known as 'wurple'.

Initial Effects. A creature that drinks one a glass of wurple can choose to make a DC 12 Constitution saving throw to not be affected by the mushroom's magic. If the creature fails or forgoes the saving throw, it grows in size as though under the enlarge effect of an *enlarge/reduce* spell. The effect lasts for 1 hour.

Secondary Effects. Ten minutes before the initial effects end, the creature feels a tingling sensation, at which point it can sustain it's current size by drinking another glass. The effect ends if the creature drinks a glass of shrinkwort or is magically reduced to its normal size (using the reduce effect of an *enlarge/reduce* spell, for example).

Side Effects. None.

Overdose Effects. If more than one glass of wurple is drunk within a 6 hour period, the drinker has to make a DC 12 Strength saving throw or lose 1d6 +3 points of Strength when they increase their size.

WYVERN INK

Non-addictive substance, injury, rare

The secret to creating this rare and potent toxin is closely guarded by the most powerful assassins' guilds. Versatile in its application, it not only does injury to a creature's body, it rots away flesh and bone, melts sinew, and boils the blood. Even after the initial shock of the effect of the venom is over, the pain and damage inflicted by the poison linger, making it difficult for the body to heal. The base of the poison is the venom from an actual wyvern, though the poison used by executioners is the result of a complex alchemical process that increases its potency tenfold.

This poison is far more dangerous than that delivered by the sting of a wyvern itself, as a result of the alchemical process that produces this inky-black liquid.

Initial Effects. Anyone who has had wyvern ink introduced into their bloodstream must make a DC 15 Constitution saving throw, taking 3d6 poison damage and 4d6 necrotic damage on a failed save, or half as much on a successful one.

Secondary Effects. For a number of minutes equal to 1d8 multiplied by (10 minus the user's CON modifier), the victim's hit point total is reduced by the amount of damage taken in the initial effects.

Side Effects. None.

Overdose Effects. None.

YETHGREL

Non-addictive substance, ingested, rare

An enspelled mixture of the spittle or blood of seven sorts of monsters, yethgrel is a vivid purple, opaque liquid. The substance wreaks havoc on the physiology of anyone who drinks it, yet at the same time it protects that same body from any other harmful effects for a short period. Some brave -- or desperate -- individuals have deliberately taken yethgrel so as to survive a few deadly exchanges of combat.

Yethgrel thickens the blood into a syrup.

Initial Effects. For a number of minutes equal to 1d4 multiplied by (10 minus the user's CON modifier), anyone who drinks yethgrel has the poisoned condition.

Secondary Effects. For a number of rounds equal to 1d4 multiplied by (6 minus the user's CON modifier), the drinker has resistance to all nonmagical damage types.

Side Effects. After the secondary effects of taking a dose of yethgrel have worn off, the drinker is vulnerable to all nonmagical damage until the initial effects end.

Overdose Effects. Taking more than one dose of yethgrel within a 24 hour period provokes a DC 14 Constitution saving throw. On a failure, the drinker falls unconscious for 1d4 hours.

ZIXALIX

Addictive substance, ingested, rare

A potent combination of many rare herbs and alchemical liquids, zixalix in small doses can help treat various mental disorders. When taken in large doses, it is likely to cause them.

Initial Effects. Within 1d4+1 rounds of a person drinking a dose of zixalix, the drinker loses 1d4+1 points of Intelligence. This is restored after a long rest.

Secondary Effects. If the drinker is insane, zixalix has a chance of curing or treating them. Zixalix can cure short-term madness but can only treat long-term and indefinite madness. In those cases, the patient would have to be continually under the effect of the drug or the symptoms would return, but so long as they keep drinking it, they behave perfectly sanely. A dose of zixalix wears off in a number of minutes equal to 3d20 multiplied by (10 minus the user's CON modifier).

Madness Type

Effect of Zixalix

Short-term	50 percent chance of cure
Long-term	50 percent chance of treating the symptoms
Indefinite	25 percent chance of treating the symptoms

Side Effects. If the zixalix does not help alleviate the patient's symptoms, they need to make a DC 10 Constitution saving throw. On a failure, the duration of short-term and long-term madness is reset and those suffering from an indefinite madness acquire a short-term madness as well.

Overdose Effects. If more than three doses of zixalix are taken in a 24-hour period, the drinker must make a DC 15 Constitution saving throw or become mentally damaged. Treat as though the *feblemind* spell had been cast on them. This lasts a period of hours equal to 1d6+1 multiplied by (10 minus the drinker's CON modifier).

Addict Effects. When taken by someone who is addicted to zixalix, the DC to avoid the side effects increases to 12 and the DC to avoid the overdose condition increases to 18.

Addiction DC. 12

Addiction Dice. 5d4

ZOLEGAMENDA

Non-addictive substance, ingested, common

Zolegamenda is a thick syrup that is consumed by mixing it with hot water until it dissolves completely. When drunk by a mammal with testicles, zolegamenda has a high success rate at preventing sperm production. When drunk by a pregnant mammal, zolegamenda can act as an abortifacient if taken before the blastocyst has implanted in the uterine wall.

Initial Effects. Within 1 day of drinking zolegamenda, any sperm production in the drinker ceases. It resumes 1d4+2 days later.

Secondary Effects. If the drinker is pregnant, then they must drink at least three doses of zolegamenda, one every two hours. After the third dose, the drinker's menstrual period will begin and there is an 80 percent chance that any blastocysts within the drinker's uterus that have not yet implanted will be spontaneously discharged. More doses can be drunk if the third is not successful, each with the same 80 percent success rate.

Overdose Effects. If more than three doses of zolegamenda are drunk in a 24-hour period, the drinker loses 1d4 points each of Strength and Dexterity until they complete a long rest.

APPENDIX A

The Arcane Apothecary



THE ARCANES APOTHECARY PRESTIGE CLASS

Level	Features	Spells Known	Arcane Points	Max Spell Level	Formulae Known
1st	Spellcasting, Laboratory, Basic Drugmaking	3	4	1st	6
2nd	Minor Transmutation Chirurgical Discipline Feature Arcane Metamagic	4	9	2nd	7
3rd	Advanced Drugmaking	5	15	3rd	8
4th	Chirurgical Discipline Feature	6	24	4th	9
5th	Expert Drugmaking Arcane Metamagic	7	35	5th	10
6th	Chirurgical Discipline Feature	8	41	5th	11

PREREQUISITES

In order to advance as an arcane apothecary, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

Intelligence or Wisdom 13. The delicate and intellectually demanding work of an arcane apothecary is not for lesser minds.

Constitution 13. Only the hearty and healthy can experiment with the dangerous chemicals and procedures arcane apothecaries use and be unharmed.

Character level 5th. One cannot become an arcane apothecary without a significant amount of world experience and study.

Minimum Classes. To become an arcane apothecary, one must have at least one level in two different classes and must be able to cast 1st level spells.

Tool Proficiencies. You must have proficiency with at least one of alchemist's tools, brewer's supplies, the herbalism kit, and the poisoner's kit.

Skill Proficiencies. Medicine and Nature.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10 per arcane apothecary level

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per arcane apothecary level

PROFICIENCIES

Armor: None

Weapons: None

Tools: Choose two from alchemist's tools, brewer's supplies, the herbalism kit, and the poisoner's kit.

Saving Throws: None

Skills: You gain expertise in Medicine and Nature

EQUIPMENT

When you enter this class you acquire alchemist's tools, brewer's supplies, an herbalism kit, and a poisoner's kit.

SPELLCASTING

As the arcane apothecary has strong ties to both Nature and Medicine, upon becoming an arcane apothecary you may choose either Intelligence or Wisdom as your spellcasting ability. Once chosen, you cannot change this. Use your chosen ability modifier when calculating your spell save DC and spell attack bonus.

Spell Save DC = 8 + your proficiency bonus +
your Intelligence/Wisdom modifier

Spell attack modifier = your proficiency bonus +
your Intelligence/Wisdom modifier

CANTRIPS

As an arcane apothecary, you learn the *mending* and *produce flame* cantrips if you don't know them already. Casting these spells does not use any of your arcane points.

ARCANE POINTS

As an arcane apothecary, you cast spells by expending arcane points. You can also use your arcane points to effect minor changes in the drugs you make and to access a limited number of metamagics. All of your arcane points refresh after a short or long rest.

ARCANE POINT COST

Spell Level	Point Cost	Spell Level	Point Cost
1	2	4	6
2	3	5	7
3	5		

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

At first level, you know three spells of your choice from the apothecary list. You learn a new spell with each additional level. A spell you choose must be of a level no higher than your maximum spell level.

When you gain a level as an arcane apothecary, you can choose to swap one of your known spells for a new spell from the apothecary list so long as the new spell is no higher than your maximum spell level.

You always have all the spells you know prepared.

BASIC DRUGMAKING

Also at 1st level, you learn the basics of alchemy. You learn the formulae for three basic and three common or uncommon substances, drawn from the list below. When you want to create one of them, your deep understanding of their secrets allows you to do so quickly and without great difficulty. The DC to find ingredients for them is halved, as is the chance that a complication will arise during the making of the medicine. You learn the formula for another common or uncommon medicine at 2nd level.

LABORATORY

At first level, you are able to construct a laboratory. In order to do this, you must have a secure, private space in which to work and must purchase or construct delicate equipment, costing a minimum of 1000gp. You are able to make twice as much in your laboratory as you can in the field and the medicines are of a higher quality. You may adjust by 1 (higher or lower) the DC of one of the saving throws for whatever medicine you make there.

MINOR TRANSMUTATION

Starting at 2nd level, you can temporarily alter the physical properties of one nonmagic object, changing it from one substance into another. You perform a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes you spend performing the procedure, you can transform up to 30 litres of material. After 1 hour, or until you lose your concentration (as if you were concentrating on a spell), the material reverts to its original substance.

CHIRURGICAL DISCIPLINE

Also at 2nd level, your understanding of the secrets of life and death and the elements that make up the world has advanced to the state of specialization. You choose a surgical discipline to focus your studies on as you advance as an arcane apothecary: Medicine, Cooking, Transmogrification, or Poisoncraft. Your choice of discipline grants you features at 2nd level and again at 4th and 6th.

APOTHECARY METAMAGIC

At 2nd level, you have access to two apothecary metamagics, chosen from the list below. You must spend arcane points to apply a metamagic effect to a spell, and you can use only one metamagic option on a spell with you cast it. These can be applied only to spells cast with arcane points.

At 5th level, you gain access to a third apothecary metamagic.

Friendly Spell. *You must be a Cook to use this metamagic.* By spending 2 arcane points, you make a spell that targets another creature but does no hit point damage also have the effect of the *friends* cantrip.

Gentle Spell. By spending 2 arcane points, you make a spell that deals hit point damage nonlethal. If the spell reduces a target to 0 hit points, they instead are reduced to 1 hit point and knocked unconscious for 1 hour or until they regain at least one hit point.

Medical Spell. *You must be a Physician to use this metamagic.* By spending 4 arcane points, you change a spell that deals poison damage into one that heals. Roll for the amount of poison damage the spell would ordinarily do; the medical spell heals for the same amount. You cannot target yourself with a medical spell. Medical spells have no effect on constructs or the undead.

Self Care Spell. *You must be a Physician to use this metamagic.* When you cast a spell, you can spend two arcane points to regain as many hit points as your primary spellcasting modifier.

Subtle Spell. When you cast a spell, you can spend one arcane point to cast it without any somatic or verbal components.

Toxic Spell. *You must be a Venenator to use this metamagic.* By spending 2 arcane points, you change the damage type dealt by a spell to poison.

Twisting Spell. *You must be a Transmogrifier to use this metamagic.* By spending one arcane point, you make a spell that targets a single creature other than yourself cause a random and harmless minor physical change in the target's features. This could be a new eye color, shape of nose, a widow's peak, etc., chosen at the DM's discretion. The feature reverts back to normal after one hour.

ADVANCED DRUGMAKING

Also at 3rd level, you are able to learn the formulae for rare medicines as well as basic, common, and uncommon. At 4th level you are able to learn another formula, which can be basic, common, uncommon, or rare.

EXPERT DRUGMAKING

Also at 5th level, you are able to learn the formula for a medicine of any rarity. You learn another formula of any rarity at level 6.

CHIRURGIC DISCIPLINES

Arcane Apothecaries specialize in one of four disciplines, becoming either a Cook, a Physician, a Transmogrifier, or a Venenator.

COOK

As a cook, you have chosen to specialize in making addictive substances.

LINE COOK

When creating an addictive drug, you can attempt to adjust the DC of the addiction saving throw or the number of addiction dice. This changes the difficulty of making the drug. Increasing the saving throw DC or addiction dice by 1 adds 2 to the crafting DC. Increasing one of them by 2 adds 4 to the crafting DC, and so on. You can reduce them as well, on a one-to-one basis: subtracting 1 from the saving throw DC or the number of addiction dice subtracts 1 from the crafting DC, for instance.

SOUS CHEF

At 4th level your familiarity with addictive substances and the depth of your exposure to them has made you resistant to their power. You make any and all addiction saving throws with advantage.

AMUSE BOUCHE

Also at 4th level, you are able spend arcane points to afflict someone you touch with an addiction. On a successful attack (using your spell attack bonus), you force your target to make a Constitution saving throw or be addicted to whatever it is they happen to be consuming at that moment. The DC is 8 plus the number of arcane points you spend on the attack and the addiction has 1 addiction die. On a successful save, the target knows what you have attempted to do to them.

MASTER CHEF

As part of your work, you've become extraordinarily good at getting people to do what you want. At 6th level, you gain proficiency in deception, intimidation, and persuasion. If you already have proficiency in any of them, you gain expertise instead. Additionally, you are able to cast *charm person*, *suggestion*, and *dominate person* each once per long rest. You cast these spells at 5th level and use either Intelligence or Wisdom as your spellcasting ability. Casting these spells does not use any of your arcane points.

PHYSICIAN

Your expertise in the drugmaking arts centers around the arts of healing.

DOCTOR OF MEDICINE

At 2nd level, you acquire the medic feat as a bonus feat and learn an extra formula. This bonus formula can be of any level but cannot be addictive or poison. Your hit point maximum increases by 2 and increases by 2 again every time you gain a new arcane apothecary level. Finally, you always succeed on any Medicine checks made to stabilize an ally.

NATURAL PHILOSOPHER

At 4th level, you acquire the naturalist feat as a bonus feat and learn an extra formula. This bonus formula can be of any level but cannot be addictive or poison. Finally, you can make a DC 10 Medicine check to cure the frightened, paralyzed, poisoned, and stunned condition, and with a successful DC 15 Medicine check, if a patient under your care who completes a long rest would normally lose one level of exhaustion or withdrawal, they instead lose two levels.

HEALER

At 6th level, you acquire either the alchemist or the master herbalist feat as a bonus feat. Additionally, you are able to cast *heal* once per long rest. Casting this spell does not use any of your arcane points.

TRANSMOGRIFIER

Transmogrifiers specialize in the alchemical manipulation of their own bodies.

OOZE SHAPE

At 2nd level, you've been experimenting on yourself, exploring forbidden knowledge and dreadful possibilities of the flesh. You gain the ability to assume the horrifying form of any ooze with a CR less than or equal to 1.

You transform into your ooze shape by expending 3 arcane points.

You can't cast spells, speak, or take any action that requires hands. Transforming doesn't prevent you from taking any actions that are part of a spell you have already cast.

You can stay in this form for a number of hours equal to half your arcane apothecary level (rounded down). You then revert to your normal form unless you expend another use of this feature. You may revert back to your normal form earlier by using a bonus action on your turn. You automatically convert if you fall unconscious, drop to 0 hit points, or die.

When you transform, you assume the ooze's hit point and HD. When you revert to your normal form, you return to the number of hit points you had when you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your natural form. For example, if you have 1 hit point left in ooze form and take 10 damage, you revert and your natural form takes 9 damage. As long as your normal form still has more than 0 hit points, you remain conscious.

You retain the benefit of any feature gained from your classes, race, or other source, and can use them if your ooze form is physically capable of doing so. However, you can't use special senses, such as darkvision, unless your new form also has that sense.

Your game statistics are replaced by the ooze's, except as follows:

You retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores.

You also retain your skill and saving throw proficiencies, in addition to gaining those of the creature. If you both have the same proficiency, use the ooze's bonus if it is higher.

You cannot use any legendary or lair action of the ooze.

Your equipment doesn't change size or shape to match your new form and so falls to the ground, harmlessly. When you transform back, you will be naked.

IMPROVED OOZE SHAPE

At 4th level, your increasing power now allows you to take the form of any ooze with a CR less than or equal to 2.

ADVANCED OOZE SHAPE

At 6th level, your mastery over your own body allows you to take the form of any ooze with a CR less than or equal to 4.

VENENATOR

A venenator is an expert at medical assassinations and the crafting of poisons.

LOCUSTA

At 2nd level, you acquire the expert poisoner feat as a bonus feat and learn an extra formula. This bonus formula can be of any level but must be poison.

BAGOAS

At 4th level, you acquire the iron constitution feat and learn an extra formula. This bonus formula can be of any level but must be poison.

TOXIC AURA

At 6th level, your very presence can be toxic. You are able to take an action to activate or deactivate an poisonous aura that surrounds you and extends out 10 feet in all directions, harming everyone within its boundary.

When a creature moves into your area or starts its turn there, that creature must make a Constitution saving throw. On a successful save, the creature is immune to the your toxic aura for the next 24 hours.

On a failed save, the creature takes 14 (4d6) necrotic damage and is poisoned.

The poisoned creature can't regain hit points. After every 24 hours that elapse, the poisoned creature can repeat the saving throw. On a failed save, the creature's hit point maximum is reduced by 5 (1d10). This reduction lasts until the poison ends, and the target dies if its hit point maximum is reduced to 0. The poison ends after the creature successfully saves against it three times.

A *greater restoration* spell will remove your toxin and restore the afflicted creature's hit point maximum.

ARCANE APOTHECARY SPELL LIST

1ST LEVEL

Hex
Inflict Wounds
Jump
Longstrider
Purify Food and Drink
Ray of Sickness
Sleep
Zephyr Strike (XGE)

Absorb Elements (XGE)
Cure Wounds

Expeditious Retreat
False Life

Healing Word
Heroism

2ND LEVEL

Aid
Alter Self
Barkskin
Blindness/Deafness
Calm Emotions
Dragon's Breath (XGE)
Enhance Ability
Enlarge/Reduce
Gentle Repose
Lesser Restoration
Nystul's Magic Aura
Protection from Poison
See Invisibility
Spider Climb

3RD LEVEL

Aura of Vitality
Catnap (XGE)
Feign Death
Gaseous Form
Haste
Life Transference (XGE)
Meld into Stone
Nondetection
Plant Growth
Protection from Energy
Remove Curse
Revivify
Stinking Cloud
Vampiric Touch
Water Breathing

4TH LEVEL

Aura of Life
Aura of Purity
Blight
Fabricate
Polymorph
Sickening Radiance (XGE)
Stoneskin
Vitriolic Sphere (XGE)

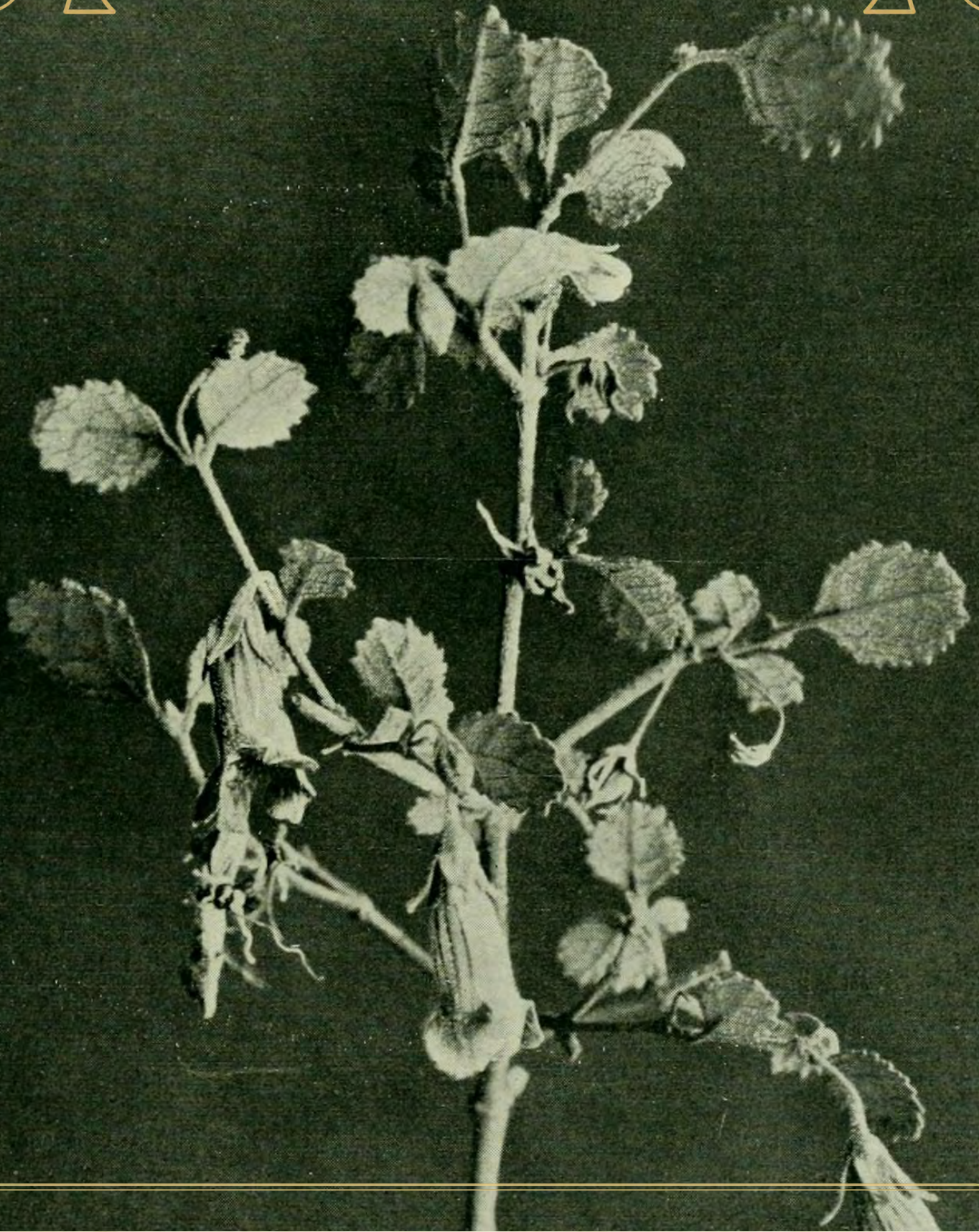
5TH LEVEL

Awaken
Creation
Greater Restoration
Raise Dead
Reincarnate



APPENDIX B

Random Ingredients



RANDOM INGREDIENTS

Assuming that an apothecary already knows the formula for a particular substance, these tables can assist in generating random flora and fauna that need to be tracked down in order to craft that drug.

To determine difficult it should be to find the ingredients:

Rarity	CR for Finding Ingredients
Basic	CR <1
Common	CR 1-3
Uncommon	CR 4-8
Rare	CR 9-12
Very Rare	CR >13

Where are the ingredients, though? I have created a [random plant ingredient generator](http://perchance.org/fantasyingredientgenerator) that lives at perchance.org/fantasyingredientgenerator. It can do this work for you, but it is not always reliable. (For instance, it can return results like the berry of an arctic algae.) Should you want to do this by hand, here are some of the tables I've made.

First things first: what part of the multiverse do the PCs need to go to? (Only rare and very rare drugs should have ingredients from outside the Material Plane or its Echoes.)

d20	Environment
1-16	Material Plane or its Echoes
17	The Transitive Planes
18	The Inner Planes
19	The Outer Planes
20	The Positive or Negative Planes

Based on that result, let's now determine which plane the ingredient is on.

MATERIAL PLANE OR ITS ECHOES

d12	Environment	d12	Environment
1	Arctic	7	Mountain
2	Coastal	8	Swamp
3	Desert	9	Underdark
4	Forest	10	Underwater
5	Grassland	11	Feywild
6	Hill	12	Shadowfell (10 percent chance it's in Barovia)

THE TRANSITIVE PLANES

d4	Plane
1-2	The Ethereal Plane
3-4	The Astral Plane

THE INNER PLANES

d100	Plane	d100	Plane
1-12	Air	71-74	Radiance
13-24	Earth	75-78	Minerals
25-36	Fire	79-82	Vacuum
37-50	Water	83-86	Salt
51-54	Ice	87-90	Ash
55-58	Ooze	91-94	Dust
59-62	Magma	95-98	Smoke
63-66	Lightning	99-100	Elemental Chaos
67-70	Steam		

THE OUTER PLANES

d100	Plane	d20	Plane
1-6	Mechanus	55-60	Pandemonium
7-12	Arcadia	61-66	The Abyss
13-18	Mount Celestia	67-72	Carceri
19-24	Bytopia	73-78	Hades
25-30	Elysium	79-84	Gehenna
31-36	The Beastlands	85-90	The Nine Hells
37-42	Arborea	91-96	Acheron
43-48	Ysgard	97-100	Re-roll
49-54	Limbo		

THE POSITIVE OR NEGATIVE PLANES

d4	Plane
1-2	The Positive Energy Plane
3-4	The Negative Energy Plane

FAUNA

If you decide that one or more of the ingredients is sourced from an animal, simply choose unaligned creatures with appropriate CR ratings. Only in exceptional cases would I recommend sourcing ingredients from intelligent creatures, and the creation of such drugs should be widely considered evil and/or barbaric. The tables in the DMG on pages 302-5 can be of great help in selecting a creature of appropriate difficulty to hunt.

FLORA

Most drugs will have either primarily or exclusively vegetable ingredients. Unfortunately, the standard 5e reference materials are for the most part silent on the subject of vegetation (except, of course, for plants with a taste for blood). Should you want quickly to generate some random plants to use as ingredients – or for any other purpose, really – the tables on the next few pages can be of use. For even more variety, use the name adjustment table or add colors, relevant plant part, or its environment to the plant names ('arctic bulbvine,' 'blue tiisonberry,' 'woule leaf,' 'flowering pennip,' and so on) and you can easily make many thousands more new plants almost effortlessly.

RANDOM PLANT NAME (1-160)

d1000	Plant Name	d1000	Plant Name	d1000	Plant Name	d1000	Plant Name
1	Aap Blueleaf	41	Bearthsilver	81	Brosia	121	Cloverberry
2	Ablian	42	Beauwood	82	Buckberry	122	Cloverbirch
3	Abnettle	43	Berrowroot	83	Bucklewort	123	Clovermaple
4	Afraweed	44	Bilkdevil	84	Buckrose	124	Clovtoe
5	Aldeberry	45	Bilkweed	85	Buffenasse	125	Clumpberry
6	Almoferns	46	Bitebirch	86	Buhiweed	126	Clumpfoot
7	Almonxie	47	Blaceflower	87	Bulbvine	127	Clunixie
8	Ambrosag	48	Blackapple	88	Bulbwort	128	Cluwort
9	Amlonwood	49	Blackgrass	89	Bullnetweed	129	Coanyquite
10	Appleblade	50	Blacknettle	90	Bullyweed	130	Coanzu
11	Appricane Weed	51	Blandchel	91	Bulmflower	131	Coastlime
12	Arflyweed	52	Blanybrip	92	Bulsi	132	Coastlip
13	Armynight	53	Blassvine	93	Bulzewort	133	Coastreek
14	Asharcress	54	Bleedweed	94	Burilkweek	134	Cocpelousa
15	Ashleau	55	Blossfoot	95	Burot	135	Coffmaurel
16	Ashvyk	56	Bluckmaple	96	Cabbermaple	136	Colgawood
17	Astle Cap	57	Bluecap	97	Callowstoes	137	Coligbirch
18	Aufkroot	58	Bluejack	98	Calmnettle	138	Colkwerr
19	Auredbirch	59	Blue Wishfoke	99	Caneapple	139	Colzewort
20	Aurel	60	Blustwell	100	Canewort	140	Commo
21	Ayrsbloom	61	Bluvewood	101	Canogane	141	Commoak
22	Azobane	62	Boilweed	102	Carlnut	142	Conequinda
23	Azolle	63	Boleflower	103	Carrel Greenleaf	143	Conesthistle
24	Babthistle	64	Bowlwort	104	Carrowwort	144	Cordcress
25	Babuckweek	65	Bowthistle	105	Cartongue	145	Corkinnik
26	Balmquin	66	Boxwoad	106	Catweed	146	Corkweed
27	Bamblemaple	67	Brameroot	107	Chadeleaf	147	Corpeberry
28	Bandber	68	Brarlmaple	108	Champsilk	148	Corybirch
29	Baobaclum	69	Brasewort	109	Charakiss	149	Cotgoblin
30	Barkwort	70	Braugroot	110	Cheatweed	150	Covfefe
31	Baylout	71	Brierbirch	111	Cheekfever	151	Cragweed
32	Baylauer	72	Brieroot	112	Chempdevine	152	Crayfox Vine
33	Baylauweed	73	Brioret	113	Cherkberry	153	Crettless
34	Baythistle	74	Brioleweed	114	Cherryroot	154	Croaxalder
35	Beadwort	75	Brissyroot	115	Chestfoot	155	Croftweed
36	Beanbirdweed	76	Britchcap	116	Chidsyroot	156	Crowflaykiss
37	Beanmaple	77	Brittlebirch	117	Chrysander	157	Crownberry
38	Bearbex	78	Broauerlin	118	Clabbroot	158	Crowseed
39	Bearbrier	79	Brole Ash	119	Clildthistle	159	Crowstouk
40	Bearcane	80	Bronbole	120	Clovehoar	160	Crowwood

RANDOM PLANT NAME (161-320)

d1000	Plant Name	d1000	Plant Name	d1000	Plant Name	d1000	Plant Name
161	Cuffberry	201	Dylauroot	241	Gilowfoot	281	Hellbozad
162	Cursecap	202	Eucalweed	242	Goblinhemp	282	Helmcherry
163	Cursedoary	203	Eudasthistle	243	Goldenash	283	Helstweek
164	Curumbess	204	Eurisroot	244	Goldyoak	284	Helzewort
165	Cutembebe	205	Fadowfoot	245	Golewoot	285	Hempdog
166	Cutlzeweed	206	Faldbus	246	Golloweed	286	Hemulberry
167	Darkoralt	207	Falde	247	Gordandberry	287	Heverbush
168	Deadberry	208	Fallowrose	248	Gorgonsvine	288	Hogthistle
169	Deadlettuce	209	Fellauver	249	Gozewort	289	Hogweed
170	Deakeberry	210	Fellowrose	250	Grash Blueleaf	290	Hoisonberry
171	Deetbirch	211	Fellowwort	251	Graspberry	291	Hokeweed
172	Devil beech	212	Felonword	252	Graudzu	292	Hollowwort
173	Devilsbite	213	Felonworn	253	Graukweed	293	Honesthistle
174	Devilthistle	214	Felrose	254	Graytorch	294	Honzkiss
175	Devinwort	215	Fernplum	255	Greewort	295	Hoppyary
176	Dewrocket	216	Fernsnitch	256	Groukmaple	296	Horitbloom
177	Dewthistle	217	Feverbirch	257	Grounkweed	297	Horkas
178	Dindbarch	218	Feverflow	258	Grousenut	298	Horloison
179	Disle Grass	219	Fevermaple	259	Grouwood	299	Hornthistle
180	Dizzyroot	220	Filvermaple	260	Gruboak	300	Horsewood
181	Dogwoke	221	Fiskeroot	261	Guinplant	301	Hortequist
182	Dogwonwood	222	Fitchweed	262	Gullthistle	302	Houbenoak
183	Douchweem	223	Fluxvine	263	Gultshand	303	Houdzu
184	Dozewort	224	Flyweed	264	Gutween	304	Houeleket
185	Dradeseed	225	Fricalyberry	265	Gutwheel	305	Houhistle
186	Drag Flower	226	Fumeflower	266	Gutwurple	306	Houkberry
187	Dragonseye	227	Fumesa	267	Hairwort	307	Houket
188	Dragwort	228	Gallowwhite	268	Haldik	308	Houlberry
189	Driderthistle	229	Galrdalin	269	Halzara	309	Houllkweed
190	Drozewort	230	Ganamerry	270	Hambtfoot	310	Houndberry
191	Drumfruit	231	Garcalap	271	Hardethid	311	Houndcress
192	Drumjaw	232	Gargleapple	272	Haremaple	312	Houndroot
193	Drunickweed	233	Garletbeet	273	Harjaple	313	Houndweed
194	Duckmaple	234	Garletberry	274	Harleplall	314	Hounflower
195	Ducquewerm	235	Garmaple	275	Hayroot	315	Houniper
196	Dullberry	236	Garmaple	276	Hazeberry	316	Hounj
197	Duskwood	237	Garmwood	277	Hedbroak	317	Hounujalap
198	Dyelberry	238	Gaterpiper	278	Hedgegress	318	Housagwoot
199	Dyeleek	239	Gatissberry	279	Hedgzedoh	319	Houselweed
200	Dyelequin	240	Gillower	280	Hegarcane	320	Houserot

RANDOM PLANT NAME (321-480)

d1000	Plant Name	d1000	Plant Name	d1000	Plant Name	d1000	Plant Name
321	Housewood	361	Keeponle	401	Lichquick	441	Mistleweed
322	Houverbush	362	Keppet	402	Lichweed	442	Moldviove
323	Houvine	363	Kequin	403	Lildrocket	443	Molkweed
324	Houzweed	364	Keroot	404	Liltwood	444	Moofweed
325	Huckleweed	365	Kerrow	405	Lilylisy	445	Moosebox
326	Hucze	366	Kikkittle	406	Lironwitch	446	Moosefoot
327	Hujalgato	367	Kinnik	407	Lotus Bone	447	Moosenose
328	Hujinburk	368	Kouboa	408	Lovemaple	448	Mooslep Cap
329	Hyemeye	369	Koufern	409	Loveviolet	449	Morbeth
330	Indize	370	Kouptus	410	Lowergrestle	450	Mossal
331	Indle	371	Kousnip	411	Lowroot	451	Mouseleek
332	Inkbeech	372	Kousugweed	412	Lowsneive	452	Moxwood
333	Inkmaple	373	Kunkweed	413	Maelzoquin	453	Muddjinn
334	Inkquiet	374	Laandsal	414	Mahmeur Thistle	454	Mudquachio
335	Inkshaw	375	Lacgra	415	Mahogaz	455	Mufftick
336	Intarcress	376	Lackbirch	416	Maltglow	456	Mulbcoat
337	Inxwoof	377	Lackhaw	417	Manderwe	457	Mulberwer
338	Ironoak	378	Lackiss Bush	418	Mangle Toe	458	Mulbnuttle
339	Isirid	379	Lackoak	419	Manhorlnut	459	Mullbush
340	Ivyhoes	380	Lacornel	420	Manxro	460	Mushrogflow
341	Ivyjin	381	Lagplant	421	Maplebark	461	Mushroot
342	Jacfew	382	Lagweed	422	Maplebush	462	Musixiant
343	Jackberry	383	Lamb Onion	423	Maplewood	463	Muskwort
344	Jackium	384	Lambroot	424	Maplisk	464	Neonbetty
345	Jalant	385	Lambsfoot	425	Maplow	465	Nettisma
346	Jalapscie	386	Lambviolet	426	Maurmaple	466	Niteberry
347	Jalax	387	Lamousa	427	Meadowmilh	467	Nnaylaurep
348	Jaliss	388	Landcrux	428	Meatbirch	468	Noddrop
349	Jalna	389	Lapfern	429	Mestlito	469	Norango
350	Jalsno	390	Laureliane	430	Mesvine	470	Nortflower
351	Jauleapple	391	Laur Kiss	431	Mevilgoose	471	Noseblinx
352	Jazeweed	392	Lavver Fern	432	Milk Bower	472	Nosemaple
353	Juboak	393	Leaf Bone	433	Milk Lotus	473	Oarleaf
354	Julassi	394	Leaynflow	434	Millberry	474	Oathwort
355	Jullweed	395	Leekdog	435	Milyme	475	Olinweed
356	Juneberry	396	Leezh	436	Milzudzu	476	Onionoak
357	Junequin	397	Lemonseye	437	Mind Root	477	Oniverry
358	Junexie	398	Lemonvine	438	Miramkweed	478	Onlethier
359	Kalnweed	399	Letetrek	439	Mirberry	479	Orangerake
360	Keekweed	400	Lichbush	440	Mirevilsk	480	Orfern

RANDOM PLANT NAME (481-640)

d1000	Plant Name	d1000	Plant Name	d1000	Plant Name	d1000	Plant Name
481	Oriwort	521	Pennyshelly	561	Popkiss	601	Rilkweed
482	Ortclover	522	Pepberry	562	Poplari	602	Rimeroot
483	Osagess	523	Peppfoot	563	Poplower	603	Riveberry
484	Osagilarry	524	Pigapple	564	Poppnettle	604	Rivenfruit
485	Osagishroot	525	Pilcherry	565	Potagbush	605	Riverbirn
486	Osalquite	526	Pindberry	566	Poxxie	606	Riverflyweed
487	Osato	527	Pingbirch	567	Proikaroot	607	Rivermage
488	Osgafoot	528	Pinkfoot	568	Pudiquerou	608	Riverpungle
489	Osquit	529	Pinoakcap	569	Pudthistle	609	Riverrice
490	Ossfoot	530	Pinposy	570	Pudyecloak	610	Riverweed
491	Ostaplum	531	Pinumkas	571	Pumberwood	611	Riverwort
492	Papejine	532	Pinwortree	572	Pumpfoot	612	Rivyhelly
493	Papewort	533	Pinzweed	573	Pumpple	613	Roagbush
494	Papweed	534	Pishfern	574	Purplebone	614	Roarweed
495	Papzu	535	Pistaz	575	Purpleweed	615	Rockeye
496	Parlmsbirch	536	Pistleberry	576	Purpquit	616	Rockoak
497	Parscress	537	Pistlebush	577	Quekmaple	617	Rockviss Root
498	Parsenut	538	Pistleoak	578	Quercress	618	Roguewood
499	Parseve	539	Pistleweed	579	Quietberry	619	Roodshade
500	Parslebdis	540	Plauju Nut	580	Raatwort	620	Roothwort
501	Parsthistle	541	Plaundroot	581	Raddisma	621	Rosemaple
502	Parven	542	Plaurweed	582	Radownbirch	622	Rosemawer
503	Parvender	543	Pleasewort	583	Ragepistle	623	Rougarplum
504	Paskeye	544	Ploundwood	584	Ragonfist	624	Ruerocket
505	Paukwort	545	Poish Ash	585	Ragthistle	625	Rumstisma
506	Paxtree	546	Poisjaflower	586	Rambleberry	626	Ryeberry
507	Peacap	547	Poisonflow	587	Rambleborel	627	Sandbirch
508	Peacress	548	Poisonmaple Vine	588	Ramblefern	628	Sandcress
509	Peadwort	549	Poistalder	589	Ramflame	629	Sandgarlick
510	Pearoak	550	Pokari	590	Rantbloom	630	Sandleaf
511	Peartittle	551	Pokerosewort	591	Ranthistle	631	Sanguot
512	Peatviolet	552	Pokewild	592	Rasticrow	632	Scamotweed
513	Pellibirch	553	Poclelove	593	Rayerdalis	633	Scarvpoke
514	Pellwort	554	Polegreen	594	Redmaple	634	Scodblow
515	Pelonwort	555	Poleoak	595	Redoilweed	635	Scrudaur
516	Pelousel	556	Poletberry	596	Redwheeze	636	Scrywood
517	Pelower	557	Pollberry	597	Red Wishfoke	637	Skullweed
518	Pennia Bower	558	Pollider	598	Rembegax	638	Scunflower
519	Pennik	559	Pollistseye	599	Rennak	639	Scurkiss
520	Pennip	560	Polypwood	600	Ribwoundleaf	640	Shaggwood

RANDOM PLANT NAME (641-800)

d1000	Plant Name	d1000	Plant Name	d1000	Plant Name	d1000	Plant Name
641	Siant Maisy	681	Stagonfire	721	Tajuaweed	761	Tomixie
642	Siistle Silk Vine	682	Stalkpoison Vine	722	Tamflower	762	Toonberry
643	Silcap	683	Stammercry	723	Tanana	763	Toonweed
644	Silksbane	684	Stammerweed	724	Tanzve	764	Toothleek
645	Silverash	685	Stargall	725	Tasbabbrea	765	Toubowes
646	Silverweed	686	Starquin	726	Tascross	766	Touchmaple
647	Silvress	687	Starzood	727	Tasseleek	767	Touchvine
648	Skullberry	688	Staulerose	728	Tasselwox	768	Touchweed
649	Skumnot	689	Stralnut	729	Taut Mai	769	Toucross
650	Skunkmaple	690	Strambwort	730	Tauverfew	770	Toucseleek
651	Slackroot	691	Strirch	731	Taylaurry	771	Toucveeka
652	Snakebern	692	Striverash	732	Teetfoot	772	Toudant
653	Snakeleaf	693	Sugarcross	733	Tekvil	773	Toufik
654	Snakerose	694	Sugweed	734	Thaiqueberry	774	Tougarma
655	Snarybirch	695	Sulkflower	735	Thimbush	775	Touhymfoot
656	Sneezewax	696	Summaple	736	Thimnik	776	Touinave
657	Sneezeweed	697	Sunflow	737	Thirstberry	777	Toukberry
658	Sneflower	698	Sungsert	738	Thirstleaf	778	Toukoak
659	Sneirwood	699	Sunsthistle	739	Thirstmaple	779	Toulberkas
660	Snowdaisy	700	Suwend	740	Thistybirch	780	Toundleaf
661	Snowflax	701	Svodcherry	741	Thollfoot	781	Touood
662	Snowsel	702	Swaalg	742	Thoukweed	782	Tourbirch
663	Snowweed	703	Swachiot	743	Thoulberry	783	Tourfazsy
664	Soarfaurel	704	Swalot	744	Thoumewort	784	Tousaak
665	Softmaw	705	Swampaw	745	Thouseleek	785	Touzal
666	Sonutto	706	Swampcap	746	Thouzeweed	786	Touzalaw
667	Soranglower	707	Swampistle	747	Thouzu	787	Treamhyme
668	Sounwood	708	Swampo Redleaf	748	Thymla	788	Treekmaple
669	Sownerplant	709	Swamphistle	749	Tibwort	789	Trezep
670	Spauress	710	Sweetbane	750	Tickly Shade	790	Trighet
671	Speahair	711	Sweetroc	751	Tiisonberry	791	Trillih
672	Speckjaw	712	Swilderry	752	Tippedown	792	Trillowood
673	Speedalder	713	Swineapple	753	Tisve Wort	793	Trillquite
674	Spiralweed	714	Swineash	754	Tobaczu	794	Triperroot
675	Spoolwoort	715	Swinerose	755	Tobaddis	795	Triple Redleaf
676	Spristmaple	716	Swinteroot	756	Tobald Witch	796	Triquian
677	Spryweed	717	Swinterry	757	Toblack	797	Tueberry
678	Squadlynight	718	Swinthistle	758	Tomakweed	798	Tugrayroot
679	Squawkberch	719	Sycaquin	759	Tomawood	799	Tukeye
680	Squishfern	720	Sylauxiss	760	Tomblery	800	Tulbouze

RANDOM PLANT NAME (801-960)

d1000	Plant Name	d1000	Plant Name	d1000	Plant Name	d1000	Plant Name
801	Tulder	841	Vlonioak	881	Wildcloak	921	Wooplari
802	Tulipoleg	842	Vloxxgall	882	Wildcoke	922	Wootisroot
803	Tuple	843	Vobscress	883	Wildcot	923	Worel
804	Tulsifew	844	Voltuwood	884	Wildgall	924	Wormze
805	Tulsipplep	845	Voolenwort	885	Wildholly	925	Wouchdwort
806	Tulsium	846	Voundbella	886	Wildleaf	926	Woudina
807	Tusejalap	847	Wabbak	887	Wildnehead	927	Wougartpu
808	Tuur thistle	848	Waixpopky	888	Wildtat	928	Wougmander
809	Tuverbush	849	Wakeroot	889	Wildwood	929	Woukweed
810	Tuwer	850	Wakissroot	890	Wilethistle	930	Woulberry
811	Ullnetzo	851	Walkthistle	891	Williflower	931	Woule
812	Ulseed	852	Wallberry	892	Willowdaisy	932	Wouligue
813	Umkweed	853	Wallgrustar	893	Willoweed	933	Woulip
814	Vailberry	854	Walnerry	894	Willow Pixie	934	Woulmweed
815	Vaizousa	855	Walonwood	895	Willowwood	935	Woulsi
816	Valdin	856	Waterroot	896	Windiadow	936	Woulwort
817	Vallade	857	Watersweed	897	Windiash	937	Woundberry
818	Vallberry	858	Waterzu	898	Windle Greenleaf	938	Woundbirch
819	Vanishoak	859	Watkousa	899	Windruby	939	Woundcress
820	Vanison Ivy	860	Watshade	900	Windseal	940	Woundroot
821	Vaniss	861	Waukberry	901	Windweed	941	Woundvine
822	Varposia	862	Waythaw	902	Winimwood	942	Woundwoak
823	Vijarousa	863	Weakmaple	903	Winnet	943	Woungka
824	Vildevoak	864	Weedcress	904	Winnishoff	944	Woungu
825	Vilmweed	865	Weepfoot	905	Wintercry	945	Wounhem
826	Vimsroot	866	Weepflower	906	Winterfern	946	Wounic
827	Vinepoise	867	Weepillo	907	Wintermaple	947	Wounnik
828	Vinxwoousa	868	Whelum	908	Wintern	948	Wounquort
829	Vinzolla	869	Whimbleberry	909	Winterose	949	Wounseewood
830	Vioga Flare	870	Whitebush	910	Winterweed	950	Wounthik
831	Violetrash	871	Whitefern	911	Winthedge	951	Wounum
832	Violetweed	872	Whitemum	912	Winthistle	952	Wounx
833	Violevtle	873	Whiterash	913	Wintle	953	Wounzek
834	Violwort	874	Whitetaw	914	Wintskouve	954	Wounzet
835	Violyne	875	Whittlte Root	915	Woad Kiss	955	Wounzplant
836	Violzear	876	Whorlcress	916	Wolev Oil	956	Wouquitle
837	Virdberry	877	Whorlwood	917	Woodbin	957	Wourpberry
838	Virgethistle	878	Whorvle	918	Woodbore	958	Wousa
839	Virgin Grave's Kiss	879	Wightshade	919	Woodthistle	959	Wousarle
840	Virzok	880	Wildblood	920	Woodywort	960	Wouselead

RANDOM PLANT NAME (961-1000)

d1000	Plant Name	d1000	Plant Name	d1000	Plant Name	d1000	Plant Name
961	Woussrose	971	Yabbage	981	Yeljuneberry	991	Zeadyress
962	Woutle	972	Yarb Root	982	Yellder	992	Zedjin
963	Woutweed	973	Yarpieroot	983	Yellifew	993	Zelfthistle
964	Wouvash	974	Yarplax	984	Yellowweed	994	Zeuriss
965	Wouven	975	Yarrel	985	Yellowwort	995	Zeynthistle
966	Wouverfew	976	Yarrot	986	Yelnut	996	Zhoush
967	Wouvio	977	Yarrowwood	987	Yelxik	997	Zison
968	Wouxroot	978	Yauawbush	988	Yeurzax	998	Zonberry
969	Wouzar	979	Yelcane	989	Yever	999	Zviot
970	Wouzewort	980	Yeleaf	990	Zaythistle	1000	Zyleroot

NAME ADJUSTMENT

d12	Adjustment	d12	Adjustment
1	Flowering	7	Summer
2	Spiny	8	Spring
3	Weeping	9	Autumn
4	Deadly	10	Great
5	Sweet	11	Blood
6	Winter	12	Hungry

WHAT KIND OF PLANT IS IT?

d10	Kind of Plant	d10	Kind of Plant
1	Large Tree	6	Vine
2	Medium Tree	7	Fungus
3	Small Tree	8	Moss
4	Flower	9	Lichen
5	Bush	10	Algae

WHAT PART OF THE PLANT DO YOU WANT?

d8	Use	d8	Use
1	Root	4	Sap
2	Seed	5-6	Leaf
3	Bark	7-8	Berry

ROLL ONCE TO DETERMINE THE PLANT'S OVERALL COLOR, THEN AGAIN TO DETERMINE THE COLOR OF THE INGREDIENT PART.

d100 Color	d100 Color
01-09 Dark Green	78-81 Purple
10-19 Light Green	82-84 Golden
20-29 White	85-87 Silver
30-39 Black	88-90 Sparkling
40-44 Blue	91-93 Slowly Shifting Rainbow
45-54 Red	94-95 Plaid (Plaid?!)
55-64 Yellow	96-97 Mirrored
65-74 Brown	98-100 Phosphorescent
75-77 Orange	

WHAT IS THE PLANT'S NON-PHARMACOLOGICAL USE?

d8	Use
1	Edible: Bitter
2	Edible: Sweet
3	Edible: Sour
4	Used as a flavoring
5-6	Practical use (i.e. construction materials)
7-8	Considered useless