

# NARCOTICS

Staring across the desert plains that lay before him, a monk draws on his pipe. A wave of focus washes over him. His senses are heightened; he is more alert to the dangers around him. His fists feel faster, his body feels tougher. After a few more puffs, he is ready for whatever the day shall bring.

Lost in the depths of the Underdark, an adventuring group face almost certain death. As hoards of monstrosities deal blow after excruciating blow, the wizard scrambles for her pouch, fetching out her last mushroom. She gulps it down and with immediate effect, her veins begin to tingle, and her eyes dilate. She reaches out in front of her to create a huge eruption of flames, killing dead the party's monstrous opponents. Her group look around, having never seen such powerful magic. The wizard, motionless on the floor, almost certainly saved all of their lives.

In a world full of weird and wonderful magic, it seems only right that natural narcotics can have a powerful effect on characters. This homebrew provides a new mechanic for recreational narcotics for DnD 5e.



## ADDICTION

Whilst drugs are powerful, they are also highly addictive, and are categorised by the following 5 classes: extreme, severe, moderate, mild and minor. Once any effects or side-effects of the drug have worn off, the creature must take a constitution saving throw based on the drug class, or become addicted.

### ADDICTION SAVE

Level of Addiction	DC
Extreme	30
Severe	25
Moderate	15
Mild	10
Minor	5

If an addicted creature has not found drugs to satisfy their cravings, they will start to experience withdrawal symptoms. As the gratification time gets near to passing, the creature starts to crave the substance and must seek out a high if possible. It is left to the DM on how this is enforced; perhaps a change in character flaws, or a reward of inspiration.

To gratify the cravings, the creature must consume a drug of the same severity as their addiction level. If they do so, the gratification time resets. If the creature has not been gratified once the time has elapsed, the creature must take a constitution saving throw against the DC shown on the withdrawal damage table. On a failed throw the creature takes full damage, and half as much on a save. Whether or not the creature fails, the severity is reduced down to the next level and the process now repeats, with the creature craving drugs that match the new level of addiction.

### WITHDRAWAL DAMAGE

Level of Addiction	Days	DC	Damage
Extreme	1	25	50
Severe	1	20	25
Moderate	1	15	18
Mild	2	10	12
Minor	3	5	6

### TOLERANCE VARIATION

Characters may build up tolerance to drugs over time. Each time an addicted creature consumes a drug to stave off the withdrawal symptoms, they gain a tolerance point (to a maximum of 5). They can then add the number of tolerance points to any future addiction or withdrawal damage saving throws. For a clean creature, the tolerance points go down for each day that the creature does not consume drugs.



## EXAMPLE NARCOTICS

### BEARDED INKCAP

*Mushroom, Uncommon, Varying Classes*

**Consumption Time:** 1 action

This versatile mushroom can grow just about anywhere if given enough light. Distinguishable by their bright colours, there are four variations of the Bearded Inkcap, each with different effects.

#### Colour Effect

**Green: Minor** For 1 hour the creature gains advantage on Wisdom based ability checks or saving throws. After an hour, the creature must succeed on a constitution saving throw against DC8 or be poisoned for 1 hour.

**Yellow: Mild** For 1 hour the creature has advantage on Wisdom and Charisma based ability checks and saving throws. After 1 hour, the creature must succeed on a constitution saving throw against DC 13 or be poisoned for 1 hour.

**Orange: Moderate** For 1 minute, the creature is transported in time, having brief and vague visions of the future. Once the visions have stopped, the creature must succeed on a constitution saving throw against DC17 or become stunned for 1 minute.

**Red: Severe** For 5 minutes, the creature sees their own path in life with accurate and vivid visions of the future. Once the visions have stopped, a failed constitution saving throw against DC20 will leave the creature unconscious for 1d4 hours. On a successful save the consumer is stunned for 10 minutes.

### BLUE EARTHSTAR

*Fruit, Uncommon, Mild*

**Consumption Time:** 1 bonus action

The low-hanging fruit of Blue Earth trees, the Blue Earthstar, is a star-shaped fruit filled with sweet nectar and juice. Taking a bite of this fruit will give the creature advantage on melee attack rolls until the start of the creatures next turn. Roughly three bites can be taken from one fruit.

### CACTUS SEEDS

*Seeds, Uncommon, Minor*

**Consumption Time:** 1 bonus action

These small white seeds, found inside some desert cacti, are a favourite among party-hard adventurers. 5 minutes after consuming a seed the creature must succeed on a constitution saving throw against DC10. On a successful save, the creature starts to feel energised and happy; and for two hours, the creature has advantage on all charisma-based ability checks. A creature suffering from level 1 exhaustion will also no longer be exhausted. On a failed throw, the creature comes paranoid of everyone in sight, and for the next hour the creature must use it's entire turn to move away from anyone within a 10ft radius, and attempt to hide.

## CREATING NARCOTICS

To create your own narcotics think about consumption time, the main effect of the drug and any side or after effects. To determine a drug's severity, consider its impact. If consuming the drug can have only a minor influence on the game it should be classified as minor or mild; whereas if a drug could change the course of an epic battle for example, it should be considered a severe or extreme drug. The side and after effects of a drug should also reflect it's classification. And as always with homebrews, let your imagination run wild.

### DIRT LEAVES

*Plant, Uncommon, Moderate*

**Consumption Time:** 1 bonus action

Dirt Leaves grow in wet and muddy earth, and can be dried and brewed as tea. Drinking a cup will give the creature advantage on all ability checks and saving throws until a long rest. However, the creature will struggle to sleep and as a result will be level 2 exhausted. One leaf makes 4 cups of tea.

### KING PUFFBALL

*Mushroom, Very Rare, Severe*

**Consumption Time:** 1 bonus action

Nestled within damp and mossy caves, the King Puffball is a small, black and spherical mushroom. As a bonus action, a creature can consume a King Puffball, after which the creature gains one spell slot. The creature can use this spell slot to cast any spell that they already know at one level higher than their current casting ability, or any spell from their available spell list at their current casting level. The spell slot will vanish when used, or at the end of the creatures turn. At the end of spell's effects, the creature must succeed on a constitution saving throw against DC20. On failed saved, the creature is incapacitated for 1 minute and takes 6 times their level in damage. On a successful save, the creature takes half damage.

### LOVE HEARTS

*Mushroom, Uncommon, Minor*

**Consumption Time:** 1 bonus action

Shaped like a love heart, this bright red mushroom fills a creatures heart with the fiery hot passion of the lava from which it grows. After consuming this mushroom, the creature is charmed by the first creature it lays eyes on. The affected creature is charmed for 10 minutes.







### THE GREEN BERRY

*Mushroom, Uncommon, Minor*

**Consumption Time:** 1 bonus action

Found in large bunches in bushy grassland, these tasty berries will put a spring in your step. As a bonus action one berry can be eaten, after which the creature will gain +2 to its AC until the end of its next turn.

### THE RED BERRY

*Mushroom, Uncommon, Minor*

**Consumption Time:** 1 bonus action

Easily confused with the green berry, the red berry is sour tasting and will stop you in your tracks. As a bonus action one berry can be eaten, after which the creature will gain -2 to its AC until the end of its next turn.

### THE POP EYE

*Mushroom, Rare, Severe*

**Consumption Time:** 1 reaction

A small, bright orange mushroom which grows at the base of trees in dense forests; the Pop Eye Mushroom makes you very alert of your surroundings, sometimes to the point of paranoia. After consuming the mushroom the creature can move their place in the initiative order, and has advantage on its next attack roll until the end of its next turn. At the end of the creature's next turn, it must succeed on a constitution saving throw against DC15 or become paranoid and confused, using its subsequent turn to attack the nearest ally. If the nearest ally is out of range, the creature must move as far as its speed will allow towards the ally; if the ally becomes within range, the creature must then attack. At the end of each of the creature's turn, the creature can take the saving throw again.

### THE FOUR SEASONS

*Mushroom, Rare, Moderate*

**Consumption Time:** 1 action

Commonly found in grassland areas, four similar but different green leaves filled with nutrition spring from the dirt, each one having a different effect on the body. For one hour the creature gains a +2 to the corresponding ability score.

Colour	Effect
Green	Strength
Blue	Charisma
Yellow	Dexterity
Cream	Wisdom

A creature's ability score cannot be increased to more than 20. After an hour, the creature must succeed on a constitution saving throw against DC 13 or be poisoned for one hour.

### THE WINGED WARRIOR

*Mushroom, Legendary, Extreme*

**Consumption Time:** 1 action

A dull grey mushroom, shaped like a wing, dangles down from the branches of tall Savannah trees. As rare as the gods that it mimics, this mushroom turns any creature into a true warrior, gaining the following benefits for 1 hour:

#### Effect

+3 to AC.

+2 to all ability scores.

Advantage on all saving throws, ability checks, and weapon attacks rolls.

Can not be frightened or petrified.

+5 to initiative rolls (includes +2 from ability score improvement).

4 times their level in temporary hit points (maximum of 50 temporary HP).

After 1 hour, the effects of the drug begin to wear off, and any remaining temporary hit points are lost. The creature must succeed on a constitution saving throw against DC 20, or take 10 times its level in damage (minimum of 30 damage) and is level 3 exhausted. On a successful save, the creature takes half damage and is level 2 exhausted.

### ZINGLE MUSHROOM

*Mushroom, Rare, Moderate*

**Consumption Time:** 1 bonus action

The Zingle mushroom is a dazzling shade of teal, often found in damp conditions and growing on hanging moss. As a bonus action, a Zingle mushroom can be eaten, after which a first level spell slot can be used to cast spells at higher levels as long as the user can cast at this level. The creature must succeed on a constitution saving throw against DC10 once the spell's effects have ended, or the creature takes 4 times its level of damage, and is left gagging, heaving and incapacitated until the end of its next turn. On a successful save, the creature takes half damage.

## **CREDITS**

Narcotics v1.0 by Nicola Thorn.

Contact: nicola\_thorn@hotmail.co.uk

With thanks to Zanna Joyce.

Created using homebrewery.naturalcrit.com

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright [2017] by [Nicola Thorn] and published under the Community Content Agreement for Dungeon Masters Guild.