



a baker's dozen of drugs

Dangerous Concoctions

Thirteen new drugs for Shadow of the Demon Lord that have benefits and penalties..



~CREDITS~

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INTRODUCTION

This is a collection of new drugs for **Shadow of the Demon Lord**. Many of them have advantages for the user if taken, which is why they are taken, but they also have disadvantages, if the user becomes addicted to the drug in question and, for some of the drugs, for overusing them. In one case, the drug has only minor truly beneficial effects for the user; instead, it is used to control people. Many of these drugs will be difficult to get hold of, for most would be considered illegal at best and evidence of demonic influence at worst. They are all classed as forbidden items when it comes to purchasing them. All the prices are for one dose of the drug.

FORBIDDEN ITEMS

Item	Price	Availability
Acrobat's Delight	3 ss	Rare
Bliss	6 ss	Rare
Death's Grace	5 ss	Rare
Essence of Summer	5 ss	Rare
Hell Taint	1 gc	Exotic
Jotun's Blood	7 ss	Rare
Kiss of Darkness	9 ss	Exotic
Lucidity	5 ss	Rare
Mystic Insight	4 ss	Rare
Night Visions	5 ss	Rare
Silver Tongue	3 ss	Rare
Strength of Mind	6 ss	Rare
Void Dust	1 gc	Exotic

ACROBAT'S DELIGHT

Acrobat's Delight is a drug that is created by harvesting glands from certain types of monkey that live in areas that have been affected by strong magic in the past. Such monkeys are believed to be comparatively common in the jungles of Eremeä, but rare elsewhere. The glands are boiled in water, then the resulting liquid is strained of solid material, after which it is boiled again to concentrate it. The drug is used by drinking it.

The effect of Acrobat's Delight is to increase the user's flexibility and dexterity, and they make all Agility rolls with 2 boons whilst under its effect.



Each time a dose of Acrobat's Delight is taken, the user must make a Strength challenge roll with 2 banes or become addicted. If an addicted creature did not take a dose of the drug the previous day, they suffer from the effects of withdrawal. Those suffering from the effects of withdraw have 3 banes on all Agility and Strength challenge rolls. The addicted creature will suffer from withdrawal until they either take another dose or the addiction is broken.

Taking too many doses of the drug in a short space of time weakens the user's muscles. If a user takes two or more doses of the drug within a 24-hour period, and they fail a Strength challenge roll with 1 bane for every dose taken, including the first, they will suffer 1 bane for every dose taken on all Strength challenge rolls for the next 24 hours.

To break the addiction, a creature will need to succeed on four consecutive Strength challenge rolls or they can be cured through a healing spell of at least rank 4.

BLISS

Bliss is an aptly-named drug for users of the drug feel a state of bliss. It is harvested from the flowers of tropical island plants related to poppies. The pollen of these plants is collected and dried, making it one of the easier drugs to make, when the plants are available, as it is simply inhaled, though the pollen can also be added to food and drink. Attempts to grow the plants elsewhere have all failed. When taken, the drug induces compliance in its users, making them more amenable to suggestion.

When a user takes a dose of Bliss, they are filled with pleasure and become defenceless. The pleasure is the main reason why recreational users take the drug, and why they tend to get addicted to it. As well as its recreational use, Bliss is also used by disreputable types such as cultists and slavers to help control their followers and stock, who mix the drug in with food and drink. The effects of the drug last for 2d3 hours and, during this time, as well as being defenceless, the user makes all Will challenge rolls with 3 banes, both effects making them easier to control. More usefully, the user is also immune to the fatigued, frightened and impaired conditions for 2d6 hours after taking Bliss.

Each time a dose of Bliss is taken, the user must make a Will challenge roll with 4 banes or become addicted. Those who are addicted to Bliss who have not used the drug in the previous day must make a Strength challenge roll with 3 banes or suffer the effects of

withdrawal. Creatures suffering from the effects of withdrawal have a -1d6 penalty to health and make all Will and Intellect challenge rolls with 1 bane. The effects last until either addiction is broken or a dose of Bliss is taken.

A creature addicted to Bliss can break the addiction by succeeding on seven consecutive Will challenge rolls or through a healing spell of at least rank 4.

DEATH'S GRACE

Death's Grace comes from a wildflower that can be found growing in cemeteries. The older the cemetery and the more people buried in it, the more likely the flower will be found in it.

The plant needs harvesting when the white flowers are budding, but before they bloom. The buds are dried in the dark, then ground into powder. The powder is then mixed with water and immediately consumed; Death's Grace starts to lose its effects immediately after being added to water and becomes useless within a round. If the powder is consumed without water, the creature doing so must make a Strength check or suffer 1d2 points of damage; they do not gain any benefit from the powder.

Death's Grace is taken before a being enters a dangerous situation, such as combat, for it helps the user survive potentially deadly encounters, and its effects last for 2 hours. During that time, if a creature is disabled, they make a Fate roll as normal, except the creature heals 1 damage on either a 5 or a 6, not just a 6, and the creature does not start dying after 3 consecutive rounds, instead taking 6 rounds before entering that condition. Once dying, the creature continues to make Fate rolls, but they will become disabled on a 5 or a 6, not just a 6, until another 6 rounds pass, at which point the effects of Death's Grace wear off, and the creature follows the normal rules related to being disabled and dying.

Every time a creature consumes a dose of Death's Grace, they must make a Strength challenge roll or become addicted to it. Addicted creatures, if they did not consume a dose of Death's Grace the previous day, must make a Strength challenge roll or suffer the effects of withdrawal. Those suffering the effects of withdrawal make all Strength challenge rolls with 1 bane. Withdrawal lasts until the addicted creature takes another dose or the addiction is broken.

The addiction can be cured using a rank 2 healing spell or be overcome by making three consecutive

Strength challenge rolls.

ESSENCE OF SUMMER

Essence of Summer is made from berries that fruit on a shrub that grows in tropical regions and is found more frequently on small islands than on larger ones or continental areas. The shrub, and those that use Essence of Summer derived from its berries, are hated by the followers and priests of Old Man Winter, who consider it to be an insult to their god. Followers of Old Man Winter will destroy any shrubs that they find, though this does not happen often, given that the shrub does not grow in the same regions as those frequented by the followers. The followers will also hunt down known users of Essence of Summer, and encounters with such happens more frequently, as the primary use of the drug is to safely travel in the cold lands where winter is strongest, and where followers of Old Man Winter are common. Conversely, the plant and the derived drug are considered to be sacred by those who follow the Queen of Summer.

When the berries are ripe during late summer, they need harvesting and crushing. The liquid is then fermented in clear bottles in the sunlight, and as a result Essence of Summer is a mildly alcoholic drink. The effects of the drug are to protect the imbiber from the effects of exposure to cold and they only take half damage from cold. The drug's effects last for 1d3+1 hours.

Each time a dose of Essence of Summer is drunk, the user must make a Strength challenge roll with 3 banes or become addicted to it. Creatures who are addicted to the drug must make a Strength challenge roll with 3 banes if they did not take a dose the previous day or suffer from the effects of withdrawal. Those suffering from withdrawal have difficulty keeping warm and must roll to avoid the effects of Exposure (see page 201 of the *Core Rulebook*) at temperatures of 70 degrees Fahrenheit or lower. The effects of withdrawal last until another dose is taken or the addiction is broken.

Taking too many doses of Essence of Summer within a short span of time raises the body temperature of the imbiber to dangerous levels. For each second and subsequent dose of the drug within a 24-hour period, the imbiber must make a Strength challenge roll with a number of banes equal to double the number of doses. Taking two doses adds four banes, three doses six, etc. Failure results in a -1d6 penalty to Health.

Addiction to Essence of Summer can be overcome by succeeding on four consecutive Strength challenge

rolls or through a healing spell of at least rank 3. Expert priests of Old Man Winter are able to remove the addiction through prayer, but are highly unlikely to do so.

HELL TAINT

Hell Taint is created from a plant that is rumoured to have originated in Hell, the seeds of which were brought back by a traveller with more ambition than sense. Whether or not this is true, the drug is certainly popular with diabolists (see *Exquisite Agony*) and others who make deals with the devils of Hell. The plant from which the drug is derived, appropriately known as Hell Blossom, has deep red leaves and black flowers that have red veins running through them. The leaves have no use but the flowers are the origin of the drug.

Hell Taint is made from the plant's flowers which are crushed and soaked in water. The solid matter is then strained off, leaving a completely opaque black liquid with writhing red threads with a tendency to stain the tongue and mouth of the user black, with what look like bloody veins running through the black. A dose of Hell Taint aids in the casting of diabolical spells (see *Exquisite Agony*). Any attack rolls made when casting such spells are cast with an extra boon, if appropriate, and targets of such spells cast under the influence of Hell Taint suffer 1 bane when it comes to resisting Corruption. However, if a target gains Corruption from such a spell, the caster must make a Will challenge roll with 2 banes or gain the same amount of Corruption.

Every time that a creature takes a dose of Hell Taint, they must make a Will challenge roll with 3 banes or become addicted to it. Addicted creatures must make a Strength challenge roll with 2 banes if they did not take the drug in the previous day or suffer from the effects of withdrawal. Those suffering from withdrawal have a -1d3 penalty to Health, as the bloody veins in their mouth turn into bleeding sores, and make all Will and Intellect challenge rolls with 1 bane. The effects of withdrawal last until either addiction is broken or another dose of the drug is taken.

Addiction to Hell Taint can be overcome by succeeding on six consecutive Strength challenge rolls or through a spell of at least rank 4 that can remove curses.

JOTUN'S BLOOD

Jotun's Blood is a small plant that grows in colder lands, such as Blötland. It is a low-lying plant with dark green leaves and small, bright red flowers that look like drops of blood on the plant. Despite the name, it has nothing to do with jotuns; they do not even use it for its properties and look down on those who do. The leaves have no effect; the plant's properties come from the red flowers.



The flowers are picked from the plants when in bloom, then dried out. Once dry, the petals are crushed with a pestle and mortar and then soaked in alcohol for three days, after which the solid matter is filtered out leaving a liquid with a bloodlike colour.

Jotun's Blood is used by berserkers in battle and a creature who imbibes the finished potion gets 1 boon to Strength rolls, other than to resist addiction, and can ignore the effects of being incapacitated or dying when caused by damage until the effects of the potion wear off. Cumbersome weapons can be wielded without suffering the 1 bane they normally cause due to increased strength and ability. The effects last for 60 rounds. If every enemy is defeated before the effects end, the affected creature must make a Will challenge roll or attack allies. This roll may be repeated every round until the creature either stops attacking their allies or is rendered unable to attack.

Every time a creature imbibes a Jotun's Blood potion, they must make a Strength challenge roll with 2 banes or become addicted to it.

If a creature becomes addicted to Jotun's Blood, every time it does not partake on the substance the previous day, it must make a Strength challenge roll with 2 banes or suffer from the effects of withdrawal. Creatures suffering from the effects of withdrawal suffers from a -1d6 penalty to Health and makes all Strength challenge rolls with 2 banes. The addicted creature will suffer the effects of withdrawal until either another dose is taken or the addiction is overcome.

The addiction can be cured through a rank 3 spell that heals or overcome by getting a success on four consecutive Strength challenge rolls.

KISS OF DARKNESS

Kiss of Darkness is harvested from a plant that grows in areas that have been tainted by the use of dark magic traditions. Minor use of such traditions does not have an effect, but regular or major use does, and the plant therefore tends to grow in areas where users of dark magic do or have lived. The drug is made by taking an entire plant and boiling it in water. The water, which has turned black, is then strained of the solid plant matter. One plant will make one dose of the drug.



By taking Kiss of Darkness, the user gains insight into things that were not meant to be known, which gives them an advantage when using dark magic. Whilst the user is under the effect of the drug, all attack rolls, if relevant, when casting spells from dark magic traditions are made with 2 boons. The effects of Kiss of Darkness last for 3 hours.

Each time that a dose of Kiss of Darkness is taken the user must make a Will challenge roll with 3 banes or become addicted. If an addicted creature has not taken a dose of Kiss of Darkness in the previous 24 hours they will suffer from the effects of withdrawal. Creatures suffering from the effects of withdrawal make all Will challenge rolls with 2 banes and suffer from a -1d6 penalty to health. These effects last until either a dose of Kiss of Darkness is taken or the addiction is broken.

Overusing the drug results in the user's mind weakening against the onslaught of dark forces and the barrier between reality and the Void wears thin in their vicinity, as their mind starts to lose its grip on what is real and what is not. If two or more doses of Kiss of Darkness are taken within a 24-hour period, the user must make a Will challenge roll with 1 bane for every dose taken within that period, including the first, or gain 1 Corruption as they drink in the very essence of dark magic.

Addiction can be broken by succeeding on seven successive Will challenge rolls or through a healing spell of at least rank 5.

LUCIDITY

Lucidity comes from a type of cactus that grows in the sands of the Desolation that has been warped by

the energies that riddle that land. It is acquired by tapping these cacti and draining liquid from them. This liquid, which appears to be the water that can be found by tapping other cacti but is rather different, is then boiled to concentrate it. A single cactus can be harvested for enough liquid to create one dose of Lucidity.

This drug improves the mental acuity of the taker and they make Intellect challenges with 2 boons as they are able to remember facts more easily and think through situations with greater clarity of thought. The effects of a dose of Lucidity last for 6 hours and it is often used by those who need a short boost in their intellectual capabilities.

Every time a dose of the drug is taken, an Intellect challenge roll with 2 banes must be made or the user will become addicted to it. If a creature is addicted, and they did not take the drug the previous day, they suffer the effects of withdrawal and their mind works less effectively. They must make all Intellect and Will challenges with 2 banes. The effects of withdrawal last until either a dose is taken or the addiction is broken.

Addiction to Lucidity can be broken by succeeding on six consecutive Intellect challenge rolls or through a spell of rank 3 or higher that can remove curses.

MYSTIC INSIGHT

This drug comes from a wildflower which blooms in a variety of unusual colours that do not appear to be natural. The wildflower grows in regions where there has been unusual magical activity in the past, such as conflicts between spellcasters. It isn't known whether the plants are normal ones that have been warped by the magical energies or whether they are simply plants that can only grow in such areas.

The drug is made by harvesting and drying the flowers, then boiling them in water. The solid matter is drained off, leaving brightly-coloured liquid behind. Mystic Insight is unusual, as different batches of the drug can be different colours, depending on the colours of the flowers used.

Mystic Insight is used by some more foolish followers of magician paths to gain insight into the mystical arts and improve their, perhaps lacking, skills. The drug is taken by drinking the liquid and the effects of a single dose will last for 30 rounds. Whilst under the effect of Mystic Insight, the spelluser makes all relevant rolls for any spells cast with 1 boon.

Each time that a dose of Mystic Insight is taken, the user must make a Willpower challenge roll with 2 banes or become addicted to it. In the long run, taking the drug is detrimental and long-term users are barely able to cast magic without it. When someone who is addicted to Mystic Insight attempts to cast a spell when not under its influence, they must make all relevant rolls for spells with 3 banes. The number of banes increases by 1 for every day in which they did not take the drug, unless addiction is broken.

If a creature becomes addicted to Mystic Insight, every time they do not take a dose of the drug the previous day, they must make a Willpower challenge roll with 2 banes or suffer from the effects of withdrawal. Creatures suffering from the effects of withdrawal suffer from a -1d3 penalty to Health and make all Willpower and Intelligence challenge rolls with 1 bane. They will continue to suffer the effects of withdrawal until either the addiction is broken or another dose is taken.

Addiction can be broken by getting a success on five consecutive Willpower challenge rolls or by a rank 3 or higher spell that heals.

NIGHT VISIONS

Night Visions comes from a fungus that is found growing in lightless caves. The drug is made from the dried spores of the fungus, which are then inhaled. Finding the fungus can require travelling deep underground and it is very susceptible to light; anything above a single candle in illumination will kill the fungus and make the spores worthless. There are rumours that troglodytes have entire caverns devoted to growing the fungus for use by their shaman.

Night Visions is a drug that, when taken, allows the user to experience revelatory dreams. A dose needs taking at night before sleep; oddly, the drug doesn't work during daylight hours, even if the user is asleep. The dose will only grant the visions for a single night's sleep, and the dreamer must spend a minimum of four hours asleep or they will gain no benefit.

The benefits of Night Visions last from waking up to nightfall of that day, or a total of 1d6+2 attempts to use insight, whichever comes first. During this time, every time the user must make a challenge roll, they may first choose to make an Intellect challenge roll with 1 boon. If this challenge roll is successful, the user gains 1d3 boons on the upcoming challenge roll, as their dreams the previous night revealed useful

information related to the challenge. Each attempt to gain insight, successful or not, is classed as a used attempt. Any unused potential insights disappear completely at nightfall, drifting away where dreams go.

Each time that a dose of Night Visions is taken, the user must make a Will challenge roll with 3 banes to avoid becoming addicted to it. Those addicted to Night Visions need to make a Will challenge roll with 3 banes if a dose of the drug was not taken the previous day, else suffer the effects of withdrawal. Withdrawal causes the creature to make all Will and Intellect challenge rolls with 2 banes. The creature will continue to suffer from the effects of withdrawal until either the addiction is broken or they take another dose.

Taking two or more doses within a 24-hour period does cause visions during the day, but these visions are not revelatory, happen whilst the user is awake, not asleep, and are horrific and frightening in nature. The user will find it hard to tell the difference between reality and hallucination, which has caused a few careless users of the drug to attack friends and family, as the hallucinations they were experiencing transformed them into monsters. The user suffers 1 bane on all Intellect and Will challenge rolls and must make an Intellect challenge roll at any time that they may be uncertain as to whether or not what they are seeing, as described by the Game Master, is real or a hallucination.

Addiction to Night Visions can be removed by succeeding on five consecutive Will challenge rolls, or through an appropriate healing spell of rank 3 or higher.

SILVER TONGUE

Silver Tongue comes from a small, low-lying bush with silver coloured berries that grows in woods and forests that were at one time home to faeries and their kin, before they left for the Hidden Kingdoms. As the fey influence on a region lessens, the shrubs become less common. The shrub's berries are harvested when ripe, dried and then ground into a powder which is mixed with water to create a silver-coloured solution.

Silver Tongue is a drug that is popularly used by dubious leaders and others who wish to increase their social skills in order to manipulate others more easily. Those under the influence of Silver Tongue that their words flow more freely and they can read the people they are speaking to better, determining what

is working with them and what is not, which allows the speaker to adjust what they are saying to be more convincing. The effects of the drug last for and, during that time, users gain 3 boons when rolling attack rolls in social conflict situations and 1 boon when making Perception challenge rolls related to intelligent creatures.

Each time that a dose of Silver Tongue is taken, the user must make a Strength challenge roll with 2 banes or become addicted to it. Those addicted to Silver Tongue must make a Strength challenge roll with 2 banes if they did not take a dose the previous day to avoid the effects of withdrawal. Those suffering the effects of withdrawal suffer from a -1d3 penalty to health and make all attack rolls in social conflict situations with 2 banes. They will continue to suffer from withdrawal until they take another dose of the drug or manage to overcome the addiction.

Excessive use of the drug can be noticed because it dyes the user's own tongue silver, an effect that does eventually wear off. After a user has taken Silver Tongue for 1d6+3 days in a row, they must make a Strength challenge roll to avoid their tongue turning silver. Each succeeding day the drug is taken, if their tongue remains normal, they must make another Strength challenge roll, until either they stop taking the drug or their tongue turns silver. Once their tongue is silver, it remains that colour until Silver Tongue has not been used for a number of days equivalent to the number of days it was taken.

Addiction to Silver Tongue can be broken by succeeding on four consecutive Strength challenge rolls, or through an appropriate healing spell of rank 3 or higher.

STRENGTH OF MIND

Strength of Mind is made by drying the leaves of a plant that grow on some of the islands of the Shattered Lands north of the Desolation. Once the leaves are dried, they are crushed into a form not unreminiscent of tobacco, and the drug is used by smoking it, again similar to tobacco.

Strength of Mind is a drug that improves the mental fortitude of the user when taken, giving them added protection against the charmed, compelled and frightened afflictions. The user makes all challenge rolls against such afflictions with 3 boons



whilst under the effects of the drug. One dose will last for 6 hours.

When a dose of Strength of Mind is taken, a Will challenge roll with 3 banes must be made or the user will become addicted to it. If the user is addicted and hasn't taken a dose in the previous day, they will start to suffer the effects of withdrawal. Those suffering from the effects of withdrawal make all Will challenge rolls with 3 banes. These effects will last until another dose is taken or until the addiction is broken.

Addiction to Strength of Mind can be overcome by succeeding on six consecutive Will challenge rolls or through a healing spell of at least rank 3.

VOID DUST

Void Dust comes from a strange, black-leaved plant, commonly called Demon's Scales, that is almost never found growing in the wild. When it is found, it is evidence that this is a place where the barrier between reality and the Void has worn thin. Demon's Scales is a plant that is reputedly descended from one that was found growing on one of the islands in the Void. It is highly prized by demonologists, cultists of the Demon Lord and others who traffic with demons, and it is in their possession that it is most often found growing, frequently in areas specifically set aside to grow it.

The leaves of the plant are plucked, dried and then ground into a fine powder. This powder is then inhaled. Void Dust is used by those who wish to gain power from the Demon Lord over demons. The effects of Void Dust last for a day, and during that time all spells from the Demonology tradition cause 1 less damage to the caster and are cast with an extra boon, if appropriate.

Each time that a creature inhales a single dose of Void Dust, they must make a Strength challenge roll with 4 banes or become addicted to it. Creatures addicted to Void Dust must make a Strength challenge roll with 4 banes if they did not take the drug in the previous day to avoid the effects of withdrawal. Those suffering from the effects of withdrawal suffer from a -1d6 penalty to health and make all challenge rolls with 1 bane. The effects of withdrawal will last until another dose of Void Dust is taken or the addiction is successfully broken.

Inhaling more than one dose of Void Dust within a 24-hour period is extremely hazardous. Any creature foolish enough to do so must make a Will challenge roll, with 1 bane for every dose after the first, or gain

1 Corruption as they inhale the essence of the Void into their soul. Each dose also requires a Strength challenge roll, again with 1 bane for every dose after the first, to avoid taking 1d2 points of damage.

If a creature becomes addicted to Void Dust, they can overcome the addiction by succeeding on eight consecutive Strength challenge rolls or through a healing spell of at least rank 5.

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