

BETTER LIVING AND DYING, THROUGH CHEMISTRY

**I'm so high, call me "Your Highness"
—Mike D.**

COMPOUNDS

**"Death before dishonor,
Drugs before lunch."
—Motto of the Aspen Drug and Gun Club**

The substances on this list can generally be bought on 'Plex streets from drug dealers, though occasionally, you'll need to find a doctor or a fixer to get some of them. See the *Drug Rules* on pages 105 through 110 of *Man & Machine* for general drug rules; here's what the additional entries in this chapter mean:

NORMAL NAME OF THE DRUG

AKA: Also Known As. These are common street names for the drug in various parts of the world.

Inspiration: Where this idea was stolen from, or who created it.

Effects: These are the primary effects of the drug, which all take place throughout the duration of the drug's effect. When one of the drug's effects is damage, it can be listed as simply a level (e.g. "Moderate Stun wound"), in which case it cannot be resisted, or as a Damage Code (e.g. "6M Stun"), which allows a normal Body Resistance Test to stage it down.

Crash Effects: After the drug stops working, these effects hit the body. The duration of these effects is twice the duration of the drug, unless otherwise noted.



Permanent Effects: These effects work on the body after the drug wears off, like crash effects, but will be permanent. Most of these entries have a Resistance Test to avoid them, as indicated in the description. Unless otherwise stated, permanent effects must be resisted each time the drug is taken.

Addiction Effects: These effects apply, in addition to all the other effects, when the user becomes addicted. All effects are permanent unless otherwise noted; note that these come on top of the addiction effects listed on page 109 of *Man & Machine*.

Duration: How long the drug's primary effects lasts.

SOME NOTES ON EFFECTS

The following rules apply to all drugs that include these effects.

Pain Resistance

This works just like the adept power (described on page 170 of *SR3*): subtract the rating of pain resistance from the number of boxes of damage you've taken to determine your actual wound modifiers. The damage is still there, however.

Stim

The drug stimulates the user in the same way as stimulant patches do, at the rating indicated in parentheses. Any drug that has stim effects may also be detrimental to a magician's Magic Attribute Rating just as stimulant patches are (see *SR3* p. 250 and 305, as well as *Magic in the Shadows* p. 31). The duration of a Stim effect is the duration of the drug.

Tranq

The drug has the same effect as a tranq patch (*SR3*, p. 305) at the rating shown.

Attribute Alterations

While many of the drugs listed below reduce various Attributes by significant amounts, a character's Attributes cannot be reduced below 1 in this way. If a drug would modify an Attribute to less than 1, the Attribute remains at 1. However, all other Effects of the drug still apply to the affected character should this occur. Quickness and Intelligence changes due to dosing with these drugs may affect Reaction, unless otherwise mentioned.

Condition Monitor Boxes

Some drugs cause users to lose boxes from their Condition Monitors. These boxes are removed from the Light end of the Condition Monitor, the same as boxes lost due to addiction (p. 109, *Man & Machine*). Note that the loss of boxes in this way imposes a per-

manent wound modifier on the character. Loss of all 10 Physical Condition Monitor boxes results in the death of the character. Should a character lose all of his or her Stun Condition Monitor boxes, he or she falls into a coma.

MULTIPLE DOSES

A character who is dosed with more than one dose of a particular drug may experience additional effects. Follow the rules regarding *Additional Dosage* and *Overdosing* on pages 106 and 107 of *Man & Machine*.

DEPRESSANTS

Alcohol is very important for young people because it provides a sort of "liquid adulthood." If you are young and you drink a great deal it will spoil your health, slow your mind, make you fat—in other words, turn you into an adult.

—P.J. O'Rourke, *Modern Manners*

ALCOHOL

Still the most common drug used world-wide, alcohol can be found in all manner of drinks from cider to vodka to beer to whisky.

AKA: eth, courage, fire water, booze, etc.

Inspiration: reality

Effects: For each drink consumed, the imbibor must resist Stun damage with their Body Attribute. The gamemaster sets the Stun damage as deemed appropriate for the strength and/or quantity of alcohol consumed, though damage in the range of 2L Stun to 6L Stun is recommended. Each additional alcoholic drink consumed within an hour of the last adds +1 to the Power of the Stun damage to be resisted. Once the drinker takes their first box of Stun damage, they are intoxicated, and the following Attribute reductions apply until the intoxication (alcohol induced Stun Damage) wears off: Charisma -1, Quickness -2, Intelligence -2, and Willpower -1. Additionally, those under the influence of alcohol (i.e., those who are suffering Stun damage from drinking alcohol) experience clumsiness, unrestrained behavior, pain resistance (2), and tranq (2).

Crash Effects: Besides nausea, headaches, and irritability, hangovers result in Quickness -1, Body -2, and Intelligence -1. At the gamemaster's discretion, the crash effects for alcohol consumption may not manifest themselves until after the character has slept (ie the next morning hangover syndrome).

BARBITURATES

A powerful tranquilizer common in sprawls across North America.

AKA: Amytal, phenobarbital, damn it all

Inspiration: reality

Effects: Users experience clumsiness, sleepiness, calm, pain resistance (1), and tranq (5), as well as the following Attribute reductions: Charisma -1, Quickness -2, Intelligence -2, and Willpower -1.

Crash Effects: For the duration of the crash, Quickness and Intelligence are modified by -1, while Body is modified by -2. Nausea, headaches, and irritability also occur.

BENZODIAZEPINES

Powerful tranquilizers still in common use on the streets.

AKA: Valium, redundant, etc.

Inspiration: reality

Effects: Calm, sleepiness, pain resistance (3), tranq (6), as well as clumsiness result from the use of benzodiazepines. Due to the tranquilizing effects of these drugs, Attributes are also modified as follows: Quickness -3, Charisma -1, Intelligence -2, and Willpower -1.

Crash Effects: Users experience -2 Body and -1 Quickness and Intelligence, accompanied by headaches and irritability.

BUTAQUALIDE

Often used as a poor man's social drug, beauties increase the user's self-confidence and self-image, making them more outgoing.

AKA: beauties

Inspiration: Effinger novels

Effects: Users experience sensations of euphoria and sleepiness, as well as tranq (4) and pain resistance (4). Attributes are also modified while under the effects of the substance: Quickness -3, Willpower +1 and Charisma +2.

Crash Effects: Users are irritable for the duration of the crash.

CHLORAL HYDRATE

Whilst still widely-used, chloral hydrates have been declining in popularity since the early 2050s.

AKA: drop, noctec

Inspiration: reality

Effects: A user of chloral hydrate experiences sleepiness, calm, clumsiness, pain resistance (3), tranq (6), Quickness -3, Intelligence -2 and Willpower -2.

Crash Effects: Coming down from chloral hydrate causes nausea, headaches, Quickness -2, Body -2 and Intelligence -1.

GLUTETHIMIDE

A popular drug world-wide among street kids looking for a cheap high.

AKA: glue, Chevy Chase, lemonade, doriden

Inspiration: reality

Effects: Getting high on glutethimide results in hallucinations, calm, extreme clumsiness, pain resistance (1), tranq (3), Charisma -1, Quickness -4, Intelligence -2 and Willpower -1.

Crash Effects: Crashing from a glutethimide high leaves the user with nausea, headaches, irritability, anxiety, insomnia, Quickness -1, Body -2 and Intelligence -1.

Addiction Effects: Withdrawal from glutethimide is painful, causing convulsions and possibly death. Characters suffering withdrawal must resist 3D damage.

MARIJUANA

Popular amongst hippies, gangsters and musicians of all kinds, pot has yet to go out of fashion.

AKA: grass, weed, hashish, dubich, ganja

Inspiration: reality

Effects: The active constituents in marijuana produce euphoria and lethargy, grant pain resistance (2) and Charisma +2, but reduce most other Attributes: Quickness -2, Intelligence -1, Willpower -1, Body -1 and Reaction -2.

Crash Effects: Crashed users experience hunger, sensory sensitivity, Stim (1), Charisma -1, Reaction -1 and Willpower -1.

Depressants	Vector	Speed	Duration	Addiction	Tolerance	Edge	Fix Factor	Availability	Cost	SI	Legal
Alcohol	Ingestion	1D6 min.	1D3 hrs.	2M	3	25/—	2 days	Always	1-10¥	0.8	Legal
Barbiturates	Ingestion	10 min.	3D6-2 hrs.	4M/3P	3	3/10	3 days	4/3 hrs.	1¥	0.8	6P-X
Benzodiazepines	Ingestion	10 min.	1D6+3 hrs.	2M/2P	5	2/8	1 week	4/3 hrs.	1¥	0.9	6P-X
Butaqualide	Ingestion	1D6 min.	1D6+1 min.	5M	3	5/20	1 week	5/1 hr.	20¥	2.5	5P-X
Chloral Hydrate	Injection	30 sec.	1D3+5 hrs.	4M/3P	3	3/8	2 days	5/4 hrs.	2¥	1	4P-X
Glutethimide	Ingestion	10 min.	1D6+3 hrs.	3M/4P	4	2/5	1 day	5/4 hrs.	3¥	1	4P-X
Marihuana											
Eaten	Ingestion	2D6 min.	1D3 hrs.	3M	3	10/—	1 week	3/1 hour	20¥	.5	6-X
Smoked	Inhalation	1D6 min.	4D6 min.	3M	3	10/—	1 week	3/1 hour	4¥	.5	6-X



Permanent Effects: The user's artistic skills increase by 1 after the first number of doses equal to the drug's Edge Rating on a successful Charisma (6) test. Charisma may similarly increase on a successful Willpower(6) test. If either of these tests fail the character may try again after a subsequent number of doses equal to the drug's Edge Rating.

METHAQUALONE

A common tranquilizer, slightly more addictive than most.

AKA: alone, solo, quaaludes, ludes

Inspiration: reality

Effects: Affected individuals suffer tranq (3), clumsiness, Charisma -1, Quickness -2, Intelligence -2 and Willpower -1. However, a user gains pain resistance (1). Additionally, users experience calming effects and hallucinations.

Crash Effects: When the drug wears off, a user suffers from nausea, headaches, irritability, anxiety, insomnia, Quickness -1, Body -2 and Intelligence -1.

Addiction Effects: Withdrawal from Methaqualone is painful, causing convulsions and possibly death.

- This also causes women to lose their morals, if ya catch m' meaning. Paradoxically, it kills the libido in men, which means that a couple on ludes is pretty fucked. Or not fucked, as the case may be.

- Babble

NICOTINE

Cigarettes have suffered no decline in popularity since the turn of the century and, with the rising power of the megacorporations, measures against advertizing them have been vastly relaxed.

AKA: death sticks, smokes, cancer in a nice easy to use package, etc.

Inspiration: reality

Effects: Nicotine acts as a relaxant and tranq (2) and modifies Willpower by +1 and Charisma by -1.

Crash Effects: Nicotine leaves the user feeling irritable and anxious and reduces Willpower by -1.

PAXIUM

A calming depressant frequently employed in the treatment of mental patients.

AKA: joy, U.N., later, micky, slug

Inspiration: Effinger novels

Effects: Persons under the influence of paxium have reduced aggressiveness, are calmed and sleepy and suffer tranq (6).

Crash Effects: When crashing from paxium, users must make a Willpower (5) test. Failing this test modifies Willpower, Body, Quickness and Charisma by -3 for 2D6 minutes. Whether the test is failed or not, users suffer from nausea and joint stiffness.

SONNIENE

Commonly used by gangers, sonniene grants the user a sense of power on par with PCP.

AKA: sunnies, rook, eclipse, summoner

Inspiration: Effinger novels

Effects: While influenced by sonniene, users experience euphoria, pain resistance (4), Willpower and Charisma +2 and Intelligence -2. Additionally, users have delusions of invulnerability, granting them a -4 modifier to an intimidators or interrogators Open Test (p. 94, SR3).

Crash Effects: Once the drugs wears off, users suffer -2 to Mental Attributes for 4D6 minutes, tremors, timidity and depression.

Permanent Effects: Willpower and Charisma will each be reduced by 1 point, unless a successful Willpower (5) test is made for each Attribute.

Addiction Effects: For every (Edge) doses the user is addicted, they must additionally resist the Permanent Effects.

DESIGNER DRUGS

"A dealer? Hell, no, man. I'm a dream-sculpter."

—Madge, 2054

DIAMOND-FOUR

A powerful, self-administered medicinal compound used chiefly by the military.

AKA: straight flush, cleric, stitch, street doc, healing anger, berserker

Inspiration: *Cyberpunk*

Effects: Diamond-four grants +4 Body vs poisons and pathogens and +2 Willpower vs pain. However, it reduced Quickness and Intelligence by 2 and induces irrational fears, phobias and beserker rage. While influenced by the drug, users have tranq (6) and if

Depressants	Vector	Speed	Duration	Addiction	Tolerance	Edge	Fix Factor	Availability	Cost	SI	Legal
Methaqualone	Ingestion	10 min.	1D6+3 hrs.	4M/4P	4	1/5	2 days	4/3 hrs.	3¥	1.2	4P-X
Nicotine	Dermal, ingestion, inhalation	Instant	3D6+3 min.	3M	1	10/30	1 day	Always	2¥/pack	0.8	Legal
Paxium	Ingestion	2D6 min.	4D6 min.	2M	4	10/25	1 week	3/1 hr.	5¥	2.5	6P-X
Sonniene	Ingestion	2D6 min.	1D6+1 hrs.	4M	3	2/10	5 days	4/1 hour	80¥	3	4-X

they have lost any Physical Condition Monitor boxes (for instance due to drug use), they regain two of those boxes for the duration of the drug.

Crash Effects: Quickness and Intelligence are reduced by 2 for 1D6 days.

Permanent Effects: If a user has lost any Physical Condition Monitor boxes (eg due to drug use), then 1 box is returned. If the user passes a Body (8) test, then they may regain 2 boxes, rather than 1. There is no way to gain more boxes than the number lost in the first place.

- This drug is wonderful. It is mainly for use against nerve gas, but it can repair some of the more sinister forms of cell damage caused by some of the other drugs on this list.
- Baby

FOOLKILLER

The Sixth World's answer to PCP; FoolKiller freaks are often referred to as Terminators; they will not stop, ever!

AKA: ripper, charge, egg in a pan, joker, Herc

Inspiration: *Cyberpunk 2020*

Effects: "FoolKiller freaks" have unshakable confidence, feelings of invulnerability, zealotry and increased aggressiveness. They gain Charisma +3, Willpower +3 and Body +2, but suffer Intelligence and Quickness -1. Additionally, they are under the effects of an activated pain editor (*Man & Machine*, pp. 73-74).

Crash Effects: If they survive the high, then upon crashing users suffer numerous detrimental effects. The first of these is -1 Body. The second is -1 Intelligence for 1D6 days. The last is -2 Quickness for 1D6 days, which may be reduced to -1 if a successful Body (6) test is made. Crashed users receive +1 Willpower for 1D6 days, unless they successfully make a Willpower (6) test.

Permanent Effects: Users lose 1 Physical Condition Monitor box and suffer -2 Body vs pathogens and poisons. Each of these effects may be independently resisted with a separate Body (6) test.

Addiction Effects: Each week an addicted user must make a successful Body (6) test or lose a Physical Condition Monitor box. Each month the user must make the same test.

GENESIOS THREE

A rare compound prized by deckers like no other drug on the planet, genesios three vastly increases the rationalizing and perceptive capabilities of the user.

AKA: Black thunder

Inspiration: Walter Jon Williams

Effects: Users experience a slight buzzing euphoria and gain +4 Intelligence.

Crash Effects: None.

Permanent Effects: G3 rebuilds, repairs and stimulates growth of nerve cells (which do not normally grow at all). Remove 1 Stress Point from either Quickness or Intelligence. If neither Attribute is Stressed, ignore this Effect; if both are Stressed, determine one randomly.

MUSK

A powerful aphrodisiac often used by social climbers on the town.

AKA: skunk, slink, strut, charlie, vamp

Inspiration: Seth Narins

Effects: Musk stimulates pheromone production, granting the user +2 Charisma when interacting with the opposite sex, but -2 when interacting with their own sex. Users also experience sexual aggressiveness.

Crash Effects: Charisma -1.

- Great for meets.
- Charmer

- Unless you have tailored pherimones, which go completely out of control when this drug is in effect.

- Tom

NUYOU

A highly addictive and very potent social drug; heavy NuYou users rarely last more than a year, though.

AKA: sailor, nuyen, virgin, charm, binder

Inspiration: Seth Narins

Effects: Providing a high boost to Charisma (+4) and Body (+2) and only a minor reduction to Quickness and Strength (-1), NuYou appears to be a great deal at the onset.

Crash Effects: However, the user's Charisma suffers -3 for 1D6 weeks upon the drug wearing off. This

Designer Dtugs	Vector	Speed	Duration	Addiction	Tolerance	Edge	Fix Factor	Availability	Cost	SI	Legal
Diamond-Four	Injection	Instant	2D6 days	2P	2	5/20	4 weeks	10/48 hours	1,500¥	3.5	3P-X
Foolkiller	Inhalation	Instant	1D6 days	5P	2	5/20	1 week	8/3 hours	35¥	2.5	3-X
Genesios Three	Injection, 1D6 turns	1D6 turns	1D6+ 17 hrs.	2M	5	10/30	2 weeks	14/14 days	1,000¥	8.5	4P-X
Musk	Injection	2D6 hrs.	2D6 hrs.	3M	3	20/—	2 weeks	3/1 hour	250¥	2	6-X
NuYou	Injection	3D6 hrs.	1D6 days	6M	3	5/25	3 weeks	4/2 hours	350¥	3	4-X



time is divided by the number of successes from Body (8) test. Additionally, crashed users suffer from physical deterioration and anxiety.

Addiction Effects: On top of the serious crash effects, addicted users reduce their Body and Charisma by 1 each week. An addicted user may make a separate Body (5) test to avoid each of the losses.

SCHWARZENEINE

Developed for the UCAS Army, but rejected after testing, schwarzeneine quickly found its way onto the streets and into the blood streams of gangers and low level shadowrunners alike.

AKA: Coranol, back, burnout, gung-ho

Inspiration: Seth Narins

Effects: Schwarzeneine modifies the following Attributes: Intelligence -3, Quickness -3, Strength +3, Willpower +3 and Reaction +6. Users also experience aggressiveness, risk-taking and single-mindedness. While under the influence of the drug, users are under the effects of an activated pain editor (*Man & Machine*, pp. 73-74).

Crash Effects: Users suffer Intelligence, Quickness and Strength -1 for 1D6 hours, Quickness and Strength -1 for 1D6 days, tractability, double nature, lethargy and 6M Stun damage.

SHADES

Whilst in common usage, shades are generally considered inferior to most social drugs due to the the risk of sexual dysfunction.

AKA: cool, strut

Inspiration: Seth Narins

Effects: Shades grants the user Charisma and Willpower +2, euphoria, a subtle "cool," pain resistance (1) and stimulant (1), but reduces Strength and Intelligence by 1.

Crash Effects: The after effects of shades include a 1D6 hour loss of 1 point of Willpower, Charisma, Strength and Quickness, double normal appetite (-1 target number to observe the crashed user with thermographic vision and -1 Signature, as per a Suprathyroid Gland (p. 69, *Man & Machine*)), a Light Stun wound and possible sexual dysfunction. The last

effect may be avoided by successfully making a Body (6) test.

HALUCINOGENS

"The hallucinogenic drugs are not rude per se. But it can be difficult to observe the niceties of etiquette when you're being chased down the street by a nine-headed cactus demon."

—P.J. O'Rourke, *Modern Manners*

ECSTASY

A powerful aphrodisiac and mild halucinogen popular amongst clubbers. Users experience heightened sexual prowess, sexual aggressiveness, extreme sensory stimulation and slightly distorted perceptions.

AKA: XTC

Inspiration: Seth Narins

Effects: Users become aggressive and experience euphoria, mild hallucinations, sexual tension, sexual prowess and extreme sensory stimulation. They gain 3 dice for perception tests, but increase wound modifiers by 3 (i.e. a Light Wound gives +4 target number and -4 Initiative); target numbers to resist pain are increased by 3. ecstasy grants Charisma +5 and Quickness +4, but reduces Willpower by 3. It functions as stim (2) and gives 2 additional dice for all Quickness-linked skills.

Crash Effects: Upon crashing, ecstasy users experience possible sexual dysfunction, which can be avoided by succeeding at a Body (3) test and sexual hunger. They also suffer Quickness -3, Strength -3, Willpower -3, -2 dice for Quickness-linked skills, -1 dice for Reaction-linked skills and a Deadly Stun wound.

Permanent Effects: Sterility, which can be avoided with a successful Body (4) test.

◆ There was a popular drug called XTC around the turn of the century, which some people still take. This is not it. So make sure you know what you're buying.

◆ Caveat

Designer Dtugs	Vector	Speed	Duration	Addiction	Tolerance	Edge	Fix Factor	Availability	Cost	SI	Legal
Schwarzenine	Injection	1D6 min.	1D3 hrs.	6P	4	3/9	5 days	8/3 hours	45¥	3.5	3-X
Shades	Ingestion	30 min.	1D3 hrs.	5M	2	2/10	1 week	4/1 hour	30¥	2	5-X
Hallucinogens	Vector	Speed	Duration	Addiction	Tolerance	Edge	Fix Factor	Availability	Cost	SI	Legal
Ecstasy			6D6 min.	4M	4	10/25	2 days	5/7 hrs.	150¥	4	4-X
	Inhalation	2 min.									
	Injection	2 min.									
	Ingestion	30 min.									

LSD

A powerful synthetic hallucinogen. Repeated use can cause flashbacks and an altered personality.

AKA: acid, Lucy, lucid, wow, LDS, Spocko

Inspiration: reality

Effects: Users tripping on LSD modify their Quickness by -3, Intelligence by -4 (except for Perception tests), Willpower by -3 and Charisma by -2. They may also undergo uncontrolled astral perception. Uncontrolled astral perception occurs for 10% of the drugs duration for each success achieved on an Essence (16) test. This astral perception occurs randomly throughout the drugs duration and may be broken up into several instances. Even mundane users may astrally perceive. Tripping also involves a withdrawal from reality and intense hallucinations. Users are additionally affected as if they had stim (3) and pain resistance (3).

Crash Effects: Crashing from LSD results in a withdrawal from reality, lethargy, -1 dice to concentration-based activities and a Serious Stun wound.

Permanent Effects: Users must succeed in a Body (8) test or lose 1 Physical Condition Monitor box permanently. Additionally, they must succeed in another Body (8) test or lose 1 point of Willpower permanently.

Addiction Effects: Addicted users lose 1 point of Intelligence, Charisma and Reaction per month, unless they succeed on an individual Body (8) test for each Attribute loss. However, they gain +1 to their artistic skills per month if they succeed at a Charisma (8) test. This gain can be successfully made only twice. New insights granted to the user about the interactions of metahumanity with astral space grant a Magic Background skill bonus of +1 per month if the user succeeds at an Intelligence (8) test. This Magic Background bonus may only be achieved once.

MDA, MDMA AND OTHER AMPHETAMINE VARIANTS

Popular long-duration stimulants and hallucinogens used since before the turn of the century.

AKA: VR, Yeager, boxy

Inspiration: reality

Effects: Drugs of this family provide the user with intense hallucinations, stim (4), pain resistance (4) and result in withdrawal from reality. A users Attributes are also reduced: Quickness -2, Intelligence -4 (except for Perception tests), Willpower -2 and Charisma -1.

Crash Effects: Withdrawal from reality, lethargy, -1

dice for concentration-based activities and a Serious Stun wound accompany coming down from amphetamines.

Addiction Effects: Each month, an amphetamine addict must make a separate Body (8) test for Intelligence, Charisma and Reaction, or lose a point the relevant Attribute.

- ◆ MDA is sometimes called zen, MDMA is usually known as ecstasy. Both of these names appear elsewhere in this list, but they are different drugs. One of the problems with street culture is that it isn't very creative.

- ◆ Caveat

MESCALINE

A powerful hallucinogen derived from the peyote cactus.

AKA: meska, mask, projects, Ghost Dance

Inspiration: reality

Effects: Taking mescaline results in a dream state trance and intense hallucinations. All users (mundane and awakened) have a chance of random, uncontrolled astral perception. The number of successes rolled on an Essence (16) test times 10 is what percentage of the drugs duration the user is astrally perceiving. This astral perception may or may not occur sequentially. While affected by the substance, users have -2 Quickness, -2 Charisma, -2 Reaction, -2 Willpower and -2 Intelligence (but +2 Intelligence for perception tests). Additionally, mescaline users gain 3 additional dice for Magic Background Knowledge skill tests.

Crash Effects: Crashed users experience drowsiness, sensitivity to light and increased appetite (-1 target number to observe the crashed user with thermographic vision and -1 Signature, as per a suprathyroid gland (p. 69, *Man & Machine*)).

Permanent Effects: Each month of use, a user who makes a successful Intelligence (12) test gains an additional point of Magic Background Knowledge skill. Also, once per month of use, a user may make a Willpower (12) test and if successful, gain a point of Charisma. Only a single point of Charisma may be gained in this way. Continual use of mescaline results in withdrawal from reality.

Addiction Effects: Every month, a character addicted to mescaline will lose a point of each Intelligence and Willpower. Each of these losses can be offset with a separate successful Body (8) test.

Hallucinogens	Vector	Speed	Duration	Addiction	Tolerance	Edge	Fix Factor	Availability	Cost	SI	Legal
LSD	Ingestion	20 min.	1D6+2 hrs.	1M	2	2/5	4 weeks	4/7 hrs.	5¥*	1.5	5-X
MDA, MDMA	Ingestion	20 min.	4D6 hrs.	2M	2	3/6	2 weeks	4/7 hrs.	10¥	1.75	4-X
Mescaline	Inhalation	5 min.	1D6+6 hrs.	2M	2	2/5	1 week	4/5 hrs.	80¥	2	4-X

* 200¥ per 100 tabs



PHENCYCLIDINE

A very dangerous compound causing aggressiveness and insensitivity to pain.

AKA: PCP, dust, angel dust, stage, theatre, JWB

Inspiration: reality

Effects: Doping up with phencyclidine grants +3 to Body, Strength and Willpower, as well as stim (5) and pain resistance (5). However, it also reduces Quickness by 3, Intelligence by 4 (except for Perception tests), Charisma by 2 and results in withdrawal from reality and intense hallucinations.

Crash Effects: Phencyclidine crashes cause withdrawal from reality and lethargy, subtract 2 dice from concentration-based activities and leave the user with a Serious Stun wound.

Permanent Effects: Users must successfully pass a Body (8) test or lose a Physical Condition Monitor box and a Willpower (8) test or lose a point of Willpower.

Addiction Effects: Each month, addicts lose a point of Intelligence, Charisma and Reaction. The loss of each Attribute may be offset by making a Body (8) test for each loss.

RIBOPROPYLMETHIONINE

A common torture drug that causes paranoia, tremors and vivid hallucinations relating to the user's own personal fears. Users show extreme sensory stimulation and almost complete insensitivity to pain. Deliberately designed to be physically addictive, this drug is illegal in most countries (although it is possible to acquire a licence for its use), though in Tir Tairngire and Aztlan it is widely reported in use for interrogations.

AKA: RPM, Round-baby

Inspiration: Effinger novels

Effects: The drug applies heavy Attribute reductions: Quickness -4, Intelligence -2, Willpower -6 and Charisma -4. Additionally, it induces terror, fear and extreme hallucinations of personal fears. However, it grants +2 Strength, stim (8) and pain resistance (6).

Crash Effects: Sometime it's difficult to tell the difference between this drugs crash and normal effects. Crashed users experience tremors, paranoia, abject fear, recurring hallucinations, extreme sensitivity to fear, -2 dice to concentration-based activities and adrenal overload. This last effect results in an automatic Deadly Stress Effect to adrenal pump bioware.

Permanent Effects: Quickness -1, unless avoided by successfully making a Body (8) test. Willpower and

Charisma -1 each, unless avoided by successfully making a Willpower (8) test for each.

Addiction Effects: Each month a user loses 1 point from each of Quickness, Willpower and Intelligence.

ZEN

A drug favoured by artists and beatniks worldwide, causing calmness and mild hallucinations.

AKA: Wu-li, blue mind, blew mind, in

Inspiration: Seth Narins

Effects: Calmness and serenity accompany withdrawal from reality and hallucinations. Users modify various Attributes (Charisma +4, Willpower -2, Strength -2, Quickness +2, Reaction -2) and gain pain resistance (3).

Crash Effects: A crashed users emotions are chaotic and they experience mental turbulence, self-doubt and sensory distraction. They suffer -1 Charisma, -1 Strength, -1 Reaction, -2 dice for perception tests and +2 Target Numbers for concentration-related tasks. However, they receive a bonus of +1 dice to Artistic Skills.

• All right. One more time. This is not another drug called Zen. See MDA, above.

• Caveat

NARCOTICS

“Heroin and the other ‘downs’, natural and synthetic, are not polite. These drugs effectively eliminate the painful aspect of existence, which, nowadays, is almost all of it.”

—P.J. O'Rourke, *Modern Manners*

HEROIN

A highly addictive narcotic derived from opium.

AKA: H, horse, smack, K.R.

Inspiration: reality

Effects: Users experience a withdrawal from reality, accompanied by Body -2, Willpower +2, Quickness -1, Intelligence -1, Charisma -2 and pain resistance (6).

Crash Effects: Psychological stress.

Permanent Effects: Body -1, which can be avoided on a Body (5) test and Charisma -1, avoided with a

Hallucinogens	Vector	Speed	Duration	Addiction	Tolerance	Edge	Fix Factor	Availability	Cost	SI	Legal
Phencyclidine	Injection	2 min.	1D4 days	5M	4	1/3	1 week	8/14 hrs.	25¥	2.5	4-X
Ribopropyl-methionine	Injection	3 min.	1D6+1 min.	8P	2	1/2	3 days	10/7 hrs.	100¥	3	3-X
Zen	Inhalation	10 min.	1D6+3 hrs.	5M	3	5/10	1 week	5/10 hrs.	120¥	3	4-X

Willpower (6) test.

Addiction Effects: Failure on a Body (5) test results in the loss of 1 point of Body and Charisma per month. Additionally, one box is permanently removed from both the Physical and Stun Condition Monitors each month, unless another successful Body (5) test is made.

HYDROMORPHONE

A powerful narcotic causing almost complete pain negation.

AKA: Pain water, dilaudid

Inspiration: reality

Effects: Users become tranquilized, gain pain resistance (7) and a +3 bonus to Willpower when resisting pain. Attributes are modified as follows: Charisma -1, Intelligence -4.

Crash Effects: Sensitivity to pain causes all wound modifiers to be increased by 1 (so that a Moderate wound gives a +3 Target Number and -3 initiative modifiers instead of +2/-2) as well as tremors and irritability.

Addiction Effects: Willpower is reduced by 1 per dose taken. Succeeding on a Willpower (6) test when the dose is taken avoids this reduction.

MEPERIDINE

Widely used as a painkiller in hospitals around the turn of the century, this drug is still used sometimes by medicarro and street docs.

AKA: reaper, k'pla, demerol

Inspiration: reality

Effects: Strong euphoria coupled with nausea and a tranquilizing effect that gives pain resistance (6) and increases Willpower by 2 for any test made against pain. Other Attribute modifiers are Charisma -2, Intelligence -3 and Reaction -2 (the Intelligence modifier does not also affect Reaction).

Crash Effects: Irritability, cramps, nausea, chills and a +3 modifier to the target number for any test involving concentration make life difficult for the duration of the crash. Additionally, Willpower is lowered by 2 for resisting pain.

Addiction Effects: Once per month Charisma, Intelligence and Willpower are reduced by 1 point each, unless a successful a Willpower (4) test is rolled

for each—a separate roll must be made for each of the Attributes to avoid this loss. Once a user has become addicted to Meperidine, they suffer an additional Crash Effect. Roll a Willpower (5) test every time a dose wears off. When no successes are rolled, Willpower is reduced by 2; with one success, the reduction is by only one point and on two or more successes there is no Willpower loss at all.

METHADONE

A mildly addictive opiate used to treat heroin withdrawal, though it can also be used as a narcotic in its own right.

AKA: Crystal Meth, annihilatrix, dominatrix

Inspiration: reality

Effects: A tranquilizer that causes euphoria, pain resistance (5) and gives +1 Willpower for resisting pain. It also lowers Intelligence by 1.

Crash Effects: All concentration-based tests suffer a +2 target number modifier and Willpower is reduced by 2 for resisting pain. Watery eyes, loss of appetite and cramps are also common.

Addiction Effects: Willpower, Intelligence and Charisma are reduced by 1 per month; a Willpower (4) test may be made for each of these effects to avoid them.

MORPHINE

A common opiate still used in most modern hospitals as a tranquilizer and painkiller.

AKA: morph, shifter, no-brain

Inspiration: reality

Effects: The tranquilization caused by morphine gives users pain resistance (6) and a +2 Willpower bonus for tests made to resist pain. Charisma is reduced by 1 and Intelligence by 2 while under its influence, however.

Crash Effects: Crashed users become sensitive to pain, increasing all wound penalties by 2 and lowering Willpower by 2 for resisting pain. They are also irritable and lack concentration, giving a +2 modifier to the target number of any test involving concentration.

Addiction Effects: Willpower -1 per dose, which can be avoided on a Willpower (6) test. Charisma, Intelligence and Willpower are further reduced by 1 point per month, but a successful Willpower (6) for each will negate this reduction.

Narcotics	Vector	Speed	Duration	Addiction	Tolerance	Edge	Fix factor	Availability	Cost	SI	Legal
Heroin	Injection	1 turn	1D3 hrs.	5M, 5P	3	2/4	3 days	5/2 hrs.	20¥	2.5	3-X
Hydromorphone	Injection	1 min.	1D3+3 hrs.	4M, 4P	5	4/7	1 week	5/6 hrs.	250¥	1.5	3P-X
Meperidine	Ingestion, injection	1 min.	2D6+12 hrs.	4M, 4P	5	2/4	1 week	6/6 hrs.	500¥	2.5	3-X
Methadone	Inhalation	1 min.	1D3+3 hrs.	2M, 3P	3	3/5	1 week	5/6 hrs.	50¥	2	4-X
Morphine	Injection	1 min.	1D3+3 hrs.	4M, 4P	4	5/10	1 week	4/3 hrs.	150¥	1.25	3P-X
Opium	Inhalation	10 min.	1D3+3 hrs.	4M, 4P	3	8/15	2 weeks	6/24 hrs.	50¥	1.25	5P-X



OPIUM

A tranquilizer derived from the opium poppy, opium is mostly produced in the East.

AKA: Pipedream

Inspiration: reality

Effects: While under the influence, Charisma is reduced by 2 and Intelligence by 1; however, Willpower is increased by 2 for the purposes of resisting pain only. Users also become tranquilized and gain pain resistance (6).

Crash Effects: Irritability, tremors, panic, drowsiness and chills are suffered after opium wears off.

STIMULANTS

“It is very rude to try crack a few times and not get addicted. This could throw any number of hysterical politicians and overwrought public health experts out of work.

—P.J. O’Rourke, *Modern Manners*

AMPHETAMINES

Crude stimulants in common usage across North America.

AKA: speed, benzies, dexies

Inspiration: reality

Effects: Charisma and Willpower are reduced by 1, while Quickness and Intelligence are increased by 1 (the latter for Perception tests only). Secondary effects consist of increased alertness, excitability, euphoria, increased pulse and blood pressure, insomnia and loss of appetite.

Crash Effects: Depression, apathy, disorientation, irritability, headaches and an automatic Light Stun wound all follow when amphetamines wear off. Users also want a long period of sleep (double the time necessary to remove Stun damage for as long as the crash effects apply).

BROWN STUDY

A much-sought-after compound that causes a narrowing of concentration and a more focused and able state of mind.

AKA: Net focus, karma, soma, silver

Inspiration: *Cyberpunk 2020*

Effects: Attribute bonuses consist of +4 Intelligence and +2 Willpower and users also receive 3 extra dice for all Technical and Knowledge skills (SR3, pp. 88 & 90) due to the intense mental concentration and resistance to distractions caused by this drug. On the down side, Quickness and Strength are each reduced by 2 and Reaction by 4 (both the Intelligence and Quickness modifiers do not carry over to Reaction, however). Users also suffer from insomnia and can go onto a psychoactive journey of 1D6+1 hours in length; a Body test, with a target number of (12 – the user’s Body), must be rolled to avoid this.

Crash Effects: Quickness and Strength are both reduced by 2 for 3D6 hours upon recovery. A successful Body (10) test can negate these modifiers: one success means only Strength is reduced, while two successes causes no Attribute loss at all. Lethargy and an automatic Moderate Stun wound also result. Additionally, a crashed brown study user has dramatically increased appetite (three times normal food intake), which results in a –1 target number to observe him or her with thermographic vision and –1 Signature, as per a suprathyroid gland (p. 69, *Man & Machine*).

CAFFEINE

Found in soycaff, tea, coffee, cola and dozens of other drinks in larger or smaller quantities. Caffeine pills (as listed here) are perscribed as a mild stimulant to keep users awake.

Inspiration: reality

Effects: Charisma and Willpower are reduced by 1 and users suffer from anxiety, tremors, hyperactivity and reduced appetite. Caffeine also has stim (1) effects.

Crash Effects: Automatic Light Stun wound.

COCAINE

A powerful stimulant and aphrodisiac derived from cocoa plants. This was popular around the turn of the century amongst corporate types and has given rise to other social drugs such as novacoke and synthcoke, which emulate or build on its effects.

AKA: coke, nose-candy, exec, C₁₇H₂₁NO₄, snow

Inspiration: reality

Effects: Quickness and Intelligence are increased by 1, while Body and Charisma are both reduced by 2. Aggressiveness, risk-taking and pain resistance (3) are also exhibited by users.

Stimulants	Vector	Speed	Duration	Addiction	Tolerance	Edge	Fix Factor	Availability	Cost	SI	Legal
Amphetamines	Ingestion	5 min.	1D3+1 hrs.	5P	3	3/6	2 weeks	4/3 hrs.	1.50¥	1.5	4P-X
Brown Study	Ingestion	30 min.	2D6 hrs.	1M	4	5/10	1 week	6/6 hrs.	35¥	3	3P-X
Caffeine	Ingestion	30 min.	1D6 hrs.	1M	3	25/50	—	Always	0.05¥*	1	Legal
Cocaine	Inhalation	Instant	1D3 hrs.	6P	3	3/5	1 week	4/1 hr.	10¥	2	3-X

* Per tablet; coffee and other caffeinated beverages cost more

Crash Effects: Depression, hyperactivity and an automatic Moderate Stun wound.

Permanent Effects: Charisma is reduced by 1, but a Willpower (6) test will resist this.

Addiction Effects: Each month, the user's Body is reduced by 1; a Willpower (6) test may be rolled to avoid this reduction. Additionally, Willpower and Intelligence are also reduced by 1 per month but these losses can be avoided on a Willpower (4) test for each.

ENDORPHINS

A powerful and destructive combat drug and painkiller favoured by somewhat gung-ho shadowrunners as well as thrill gangers.

AKA: 'dorph, Fred Dorfman, inga, hoo'a hoo'a

Inspiration: *Cyberpunk 2020*

Effects: Intelligence and Quickness are reduced by 2, while Strength and Willpower are increased by 2. Furthermore, users receive a +1 modifier to their Body Attribute Rating and exhibit single-mindedness, pain resistance (6) as well as a reduced sensitivity to pain (translating into a -2 target number modifier to resist pain), tranq (3) effects and a +2 Target Number modifier to inflict pain on others.

Crash Effects: Intelligence, Quickness and Strength are lowered by 1 for 1D6 hours; a Body (4) test prevents these modifiers. Irritability, hyperactivity, aggressiveness and automatic Light Stun and Light Physical wounds also follow from crashing.

Permanent Effects: Charisma is reduced by 1; avoid this on a Willpower (4) Resistance Test.

Addiction Effects: Each dose taken lowers Quickness by 1 unless a successful Body (4) test is rolled. Charisma is also reduced by 1 point per month, except on a successful Willpower (4) test.

J

Widely used by corporations as an interrogation drug, it has the effect of making users extremely talkative and willing to answer questions about their memories whilst creating complete memory loss as to events during the drug's duration.

AKA: Johnny Mnemonic, recall (pronounced as both

"recall" and "wreck-all"), squealer, this-is-your-life, honto

Inspiration: *Traveller 2300*

Effects: For cognitive purposes (that is, not for Perception tests), Intelligence is lowered by 4, but it increased by 10 for mnemonic tasks. At the same time, the user's Willpower is lowered by 6 and he or she becomes extremely talkative: a complete willingness to answer questions about memories, uncontrolled rambling about personal recollections and uncontrolled veracity are all effects of using J. When used for interrogations (*SR3*, pp. 93-94), employment of J gives the interrogator a +10 modifier to his or her Open Interrogation Test result.

Crash Effects: Near-complete memory loss about the duration of the dosage—remembering anything that happened during this time adds a +10 modifier to any test the gamemaster may require.

METHYLPHENIDATE

Commonly prescribed to children suffering from attention deficit disorder. Whilst smaller amounts cause a calmness and rational state of mind, larger doses (described here) cause excitability and a heightened state of mind.

AKA: skippy, jif, ritalin

Inspiration: reality

Effects: Large doses of Methylphenidate result in +2 Quickness, increased alertness (+1 Intelligence for Perception tests), excitability, euphoria, increased pulse and blood pressure, insomnia and a loss of appetite.

Crash Effects: After the drug wears off, users suffer from depression, apathy, disorientation, irritability, the need for a long period of sleep (double the time necessary to remove Stun damage for as long as the crash effects apply) and a headache (an automatic Moderate Stun wound).

PHENMETRAZINE

A reasonably common stimulant popular with many street gangs, in part because of its low price.

AKA: Devo

Inspiration: reality

Stimulants	Vector	Speed	Duration	Addiction	Tolerance	Edge	Fix Factor	Availability	Cost	SI	Legal
Endorphins	Injection	1D6 min.	1D3 hrs.	4P	4	2/5	1 week	6/3 hrs.	30¥	3	3-X
J	Ingestion	1 min.	4D6 min.	1M	1	25/50	3 weeks	10/3 hrs.	600¥	4	3P-X
Methylphenidate			1D3+1 hrs.	3P	5	2/4	1 week	4/3 hrs.	25¥	1.8	4P-X
	Ingestion	5 min.									
	Inhalation	1 min.									
	Injection	1 min.									
Phenmetrazine			1D3+1 hrs.	5P	4	3/5	2 weeks	5/3 hrs.	7.50¥	1.5	4P-X
	Ingestion	5 min.									
	Injection	1 min.									



Effects: Increased alertness, excitability, euphoria, increased pulse and blood pressure, insomnia and loss of appetite accompany Attribute modifiers of Willpower -2 and Quickness +1 when using phenmetrazine.

Crash Effects: Crashing results in depression, apathy, disorientation, irritability, a need for long periods of sleep (double the time necessary to remove Stun damage for as long as the crash effects apply) and a headache (Light Stun wound).

SPAZ

A crude combat drug, very rarely used by shadowrunners, not least for its crippling addiction effects.

AKA: bitch, shrew, Mr. Ugly drivin'

Inspiration: *Cyberpunk 2020*

Effects: The drug causes hyperactivity, aggressive behavior, muscle tremors and reduced appetite. Users receive stim (2), Charisma -3, Willpower -1, Reaction +2, Intelligence -1, +2 dice for Perception tests and +2 dice for Reaction-linked skills.

Crash Effects: Neural dysfunction in the form of tremors, memory lapses and paralysis is often exhibited after taking spaz. A Moderate Stun wound also accompanies the wearing off of the drug.

Addiction Effects: Each month an addict loses 1 point of Quickness and Charisma and 1 Physical Condition Monitor box.

TRIPHETAMINES

A strong amphetamine variant.

AKA: Tri-phets

Inspiration: Effinger novels

Effects: The Attributes of a tri-phet user are modified: Charisma -2, Willpower -2, Quickness +1 and Reaction +1. The user experiences hyperactivity, detachment from reality and reduced appetite. However, they have an increased metabolic rate, to around twice normal, which results in a -1 target number to observe them with thermographic vision and -1 Signature, as per a suprathyroid gland (p. 69, *Man & Machine*). Additionally, the drug acts as a stimulant and grants stim (1).

Crash Effects: Depression, lethargy and a Light Stun wound result from triphetamine use. Additionally, unless the user succeeds at a Willpower (4) test, they also suffer from nausea.

Flora

Plants have long been used for their effects on the human body and other forms of life. What follows is a list of plants which contain chemicals or properties which may be of interest to the researcher or shadowrunner. Each entry is described by the following categories:

The name of the plant, with the taxonomy (the scientific name for the plant) after it in parentheses.

Cost: Cost of plants is kind of a weird area. Sometimes it is the cost to get the plant which is listed, sometimes the cost of the main chemical in the plant. It's not perfect, but it's as good as our information could get.

Street Index: This can vary widely depending on where you are. If you live in the NAN, for example, it'd probably be cheaper to buy peyote than it would be in Seattle.

Legality: This is baseline Seattle, as always. Most of these plants are legal, but often the chemicals in them are not. Go figure.

Availability: This can vary very widely, even more so than the drugs above. Many dealers will always have some of a given plant in stock, while another will never carry it. Consider the number to be a measure of the plants rarity rather than whether a particular fixer will have it. The time is how long it takes to find someone that has it, not how long it will take that person to get it.

Appearance: This is a description of the plant, so you might recognize it.

Effects: The effects.

Normally, your friendly neighborhood drug dealer isn't gonna know shit about most of this stuff. You need a talismonger, usually. Sometimes, you can score some of the medicinal chemicals from a hospital or street doc, but usually, your vitalis (that's "vital talismonger" for non-Denverites) is who you need to see. This can be a problem, because 'mongers don't usually have the networks of fixers or dealers, so it's often a pot luck if vitalis carries what you need. If not, you'll probably have to find another 'monger. You may even have to leave town to get what you want.

One last thing: some nations have really odd laws on importation of plants like this. If a plant seems really expensive, you can bet that it's taxed to hell and back, or barred from entry.

Stimulants	Vector	Speed	Duration	Addiction	Tolerance	Edge	Fix Factor	Availability	Cost	SI	Legal
Spaz	Air or Ingestion	Immediate	2d6 hrs.	5P	1	3/5	1 week	8/24 hrs.	10¥	1.5	4-X
Triphetamines	Ingestion	1 min.	1d6 hrs.	2M	4	2/5	1 week	5/3 hrs.	0.50¥	1.5	5P-X

AUTUMN CROCUS (*Colchicum autumnale*)

A herb which grows up to one foot in height from an onion looking bulb. Large, lance-shaped leaves develop in spring. In the fall, a leafless flowering stalk yields a solitary white to pale purple crocus-like flower. Autumn crocus can be found in damp meadows, fields, woodlands and mountains, especially in the Canadian parts of the UCAS and northern Sioux Nation. Ingesting any part of this plant will cause a burning sensation in the throat, vomiting and possible kidney and respiratory failure.

BELLADONNA (*Atropa belladonna*)

Belladonna has a leafy, smooth branched stem growing to a meter with dull green alternate leaves of unequal size on the upper parts. Solitary bell-shaped purplish-brown flowers grow from June to July, arising from the leaf axils. They are followed by glossy black berries with inky purple juice through September. Belladonna contains atropine, scopolamine and hyoscyamine. Once ingested it acts as a deadly poison which begins working in minutes.

BLACK NIGHTSHADE (*Solanum americanum*)

Found in sunny climates, black nightshade stands one to three feet tall, with oval to lance-shaped leaves, white flowers with five backswept petals and black berries. All parts of this plant are poisonous when ingested and can kill within minutes.

CALABAR BEAN (*Physostigma venenosum*)

Found in calm rivers in dry climates, mainly in the Niger delta in Africa. Its vines root in riverbanks and climb up to twenty meters into the trees. Large, purple flowers hand in the spring. After the flowers fall, fifteen centimeter pods develop, containing two or three flat maroon seeds. A drink made of the powdered beans contains physostigmine, which paralyzes the heart, causing death; often, however, the drink is rejected by the stomach before the drug can effect the body.

Effects: On a succesful Body (5) roll, the concoction is vomited; otherwise, the drink will cause 10D damage.

• A lot of gangs in the Seattle area have taken to using this bean drink as an initiation technique. If the newcomer pukes, he's in, if not, he's buried.

• Flash

• Physostigmine can counteract the effects of atropine.

• Doctorjack

CHAT (*Catha edulis*)

Small leafy trees with very small white flowers found throughout Ethiopia. Chewing three or four leaves of this tree for ten minutes or so causes increased alertness, relief from hunger and fatigue and mild euphoric high. Shredded leaves can be used to make a tea which has the same effect.

Effects: Chat acts as a rating 3 stim patch and grants the user +1 Quickness (which is lost as soon as the stim effects wear off).

• This tea, when brewed with honey, is called Arabia tea and has some importance to Arab culture.

• Fariba al-Hassan

FOXGLOVE (*Digitalis purpurea*)

A rosette of long-stalked leaves found in fields and moist clearings in the Cascade Mountains. Foxglove has a one to two meter stem. Leaves are lance-shaped to oval. Spires of white to pinkish to red thimble-shaped flowers speckled with red dots grow from June to September. Chewing a leaf can cause paralysis and even death.

Effects: In addition to the 3D damage (and its resulting modifiers), reduce the user's natural Quickness by the number of boxes taken. If Quickness is reduced below 0 by one-half (round-down) its original value or more, death results; otherwise, one point returns each hour, allowing mobility when Quickness is above 0. Foxglove also has the odd effect of making fox shapeshifters sneeze uncontrollably on a failed Willpower (5) test each minute.

Flora	Vector	Speed	Damage	Addiction	Tolerance	Edge	Fix Factor	Availability	Cost	SI	Legal
Autumn crocus	Ingestion	1 hr.	4D	—	—	—	—	6/6 weeks	20¥/plant	1.5	Legal
Belladonna	Ingestion	2 min.	5D	—	—	—	—	7/1 week	1,200¥/plant	1	Legal
Black nightshade	Ingestion	2 min.	5D	—	—	—	—	6/2 weeks	70¥/plant	2	Legal
Calabar bean	Ingestion	1D6× 5 min.	—/10D	—	—	—	—	6/4 weeks	250¥/dose	1.5	Legal
Chat	Ingestion	10 min.	—	—	—	—	—	4/3 hrs.	5¥/leaf	1.5	Legal
Foxglove	Ingestion	2 min.	3D	—	—	—	—	10/2 weeks	200¥/plant	2	Legal



GODFLESH (*Stropharia cubensis*)

Small, wispy mushrooms which used to be found in the Yucatan. Godflesh is characterised by its thin stems and narrow, white caps. It is one of the strongest hallucinatory mushrooms in the world. It was used ritually by the Mayan in northeast Oaxaca. Eating this fungi causes severe and very realistic hallucinations and a total escape from reality. Hilarity generally overtakes a user just before hallucinations begin.

Effects: Users experience -4 Quickness, -1 Charisma and Willpower, -3 Reaction, -2 Intelligence, +4 dice for perception tests (including modification to the Intelligence Attribute), +2 dice for Artistic Skills and +2 target number for concentration-based tests.

JAMAICA QUASSIA (*Picrasma excelsa*)

An ashlike tree found across Jamaica. Jamaica quassia grows up to twenty meters tall, with pinnately compound leaves and clusters of small rose-colored flowers. A bitter resin can be extracted from the wood of this tree (about 40 ml per kilogram), which acts as an incredible natural insecticide. This resin is extremely effective against insect spirits.

Effects: Insect spirits' Vulnerability (Insecticides) weakness is triggered by contact with Jamaica quassia.

- ◆ Yow. Talk about misinformation. We used some of this stuff loaded into dart gun rounds and it worked great, with only one problem: bee spirits are completely unaffected by it. In fact, it seems to heal them and the scent of it attracts them, as well as normal bees.
- ◆ Coma

KAVA (PIPER METHYSTICUM)

A shrub with broad, heart-shaped leaves webbed with a network of prominent veins. Kava can be found in the South Pacific. Chewing on the leaves vigorously, soaking them in water or milk, then drinking the liquid produces a euphoric state and a deep and dreamless sleep. Large enough quantities (a triple dose) can increase the force of heart action while decreasing pulse rate, induce a hypnotic state and paralyze large skeletal muscles, like those in the legs.

Individuals with allergies to sunlight really tend to have an allergic reaction to this drug; it can cause nausea and even coma.

Effects: Individuals with an allergy to sunlight must resist 5(level of allergy) Stun damage.

OPIUM POPPY (*Papaver somniferum*)

White, lavender, red or purple flowers with four large petals with dark centers found throughout most of Asia and the Middle East. This plant is the source of opium—the main ingredient in the manufacture of morphine and heroin—as well as codine. Opium poppy cannot be taken on its own.

PAREIRA (*Chondrodendron tomentosum*)

A high climbing vine with woody stems, broad, veined leaves and bundles of what look much like hard, dark green grapes. Pareira can be found in Peru, Ecuador, Colombia and Amazonia. A very deadly poison called curare is extracted from the stems of this plant, which relaxes the muscles of the body, even to the point of stopping the lungs from working. Curare can, in fairly small doses, paralyze a man in minutes, leaving him immobile and asphyxiating until he dies.

- ◆ If this gets into your blood, you will be very, very sorry.
- ◆ Blow
- ◆ Not necessarily, if you've got the right wires. This toxin has been around for a long time and many better blood filter cyberware systems were designed specifically to fight it. Seems like any system over level 3 works about 50% better against curare than against other blood-borne poisons. The same doesn't seem to hold for bioware.
- ◆ Doctorjack

PEYOTE (*Lophophora williamsii*)

A tomato-sized round cactus, fleshy, greyish to chalky blue, with five to thirteen ribs with pencil-like tufts of woolly white hairs instead of sharp spines. It has a massive carrot-like taproot and tiny pinkish to creamy white flowers on top. Peyote contains over fifty six alkaloid substances which act as drugs in

Flora	Vector	Speed	Damage	Addiction	Tolerance	Edge	Fix Factor	Availability	Cost	SI	Legal
Godflesh	Ingestion	2 min.	—	—	—	—	—	7/3 weeks	100¥/ mushroom	2	5-X
Jamacia quassia	Contact	Instant	8M	—	—	—	8/6 days	400¥/kg	3	Legal	
Kava	Ingestion	5 min.	—	—	—	—	—	6/2 weeks	30¥/leaf	3	Legal
Opium poppy	—	—	—	—	—	—	—	4/3 weeks	15¥/plant	1.5	5-X
Pareira	Ingestion	1D6 min.	7D	—	—	—	—	10/2 weeks	100¥/ dose	2.5	8-X
Peyote				3P	5	2/20	5 days	9/2 weeks	125¥/ dose	2.5	3-X
Ingestion	5 min.	1D6 hrs.									
Inhalation	1 min.	3D6 hrs.									

humans, including mescaline.

Effects: Users experience -1 Quickness, Charisma, Reaction, Willpower and Intelligence and a total of +3 dice for perception tests. When prepared properly and smoked, peyote can have a very profound effect, causing -3 Quickness, -1 Charisma, Reaction and Willpower, -2 Intelligence, granting +4 dice for perception tests (including modification to the Intelligence Attribute) and adding +2 to target numbers for tests requiring concentration. Awakened users who smoke peyote may experience uncontrolled astral perception; make an Essence (12) test, the number of successes × 10 is what percent of the time they are astrally active. In both cases users experience a dream state trance and intense hallucinations.

- The "proper" preparation mentioned is a magical ritual. You need an Awakened enchanter.

- Poboy

- It is very unlikely that this will make you walk astral space. Most people are unaware that many of the attributes sought by magicians from peyote are actually from an extremely rare awakened form of the plant.

- Quarrel

RAUWOLFIA (*Rauwolfia serpentina*)

A half-meter tall, graceful and woody plant. Oval leaves, dark green above and paler below, in whorls of three or four appear along the stem. Small pink to white flowers borne in terminal clusters produce tiny, oval, fleshy fruits which turn a shiny purple-black when ripe. Rauwolfia only grows in the wild, Mainly in Indonesia, India and Thailand. Chewing the root brings on a detachment while meditating. Over fifty chemicals can be extracted from this plant, including some to treat mental illness and high blood pressure. The fruits are rumored in folk lore to cure lunacy and lycanthropy. They also act as powerful tranquilizers.

Effects: Users experience +1 to philosophical and artistic skills for the drug's duration. Shapeshifters who ingest this substance must pass a Willpower (10) test each turn in order to adopt or sustain animal form.

- Holy men in India, including Mahatma Gandhi, commonly used the root.

- Wolf

SEA ONION (*Urginea maritima*)

A cabbage-sized onion, weighing up to six kilos. It has a leafless, purple flower stalk with a long cluster of whitish or rose coloured flowers. The onion is either white or red. The white variety is found in sandy coastal areas fringing the Mediterranean, the Canary Islands and South Africa. The red is found mostly in Algeria and Cyprus. Both varieties of onion are loaded with chemicals, mostly those which stimulate heart activity. The red variety contains a highly poisonous substance called scilliroside. When ingested, it would be lethal, but the human body vomits it out immediately before it takes effect. It is a lethal rat poison, however, as rats and other rodents are not able to vomit. The red version is much harder to find, as it is not harvested for its other drugs.

- Devil Rats will eat the red Sea Onion like candy, until it kills them. One weird thing, though, is that the outer layers of the onion and the layers close to the heart have no chemicals in them at all. Only the layers in-between are useful.

- Misha

SINICUICHI (*Heimia salicifolia*)

A small, sparsely leafed shrub with twined green leaves up the stems and six-petaled, white flowers at mid-stem, found throughout Central America. Picking the leaves from the sinicuichi and letting them wilt, then crushing them in water and fermenting the mixture in the sun will produce a drink with very unique properties when ingested. Most distinctive among these are vivid remembrances of the past (as far as childhood, or even pre-natal memories) and solely auditory hallucinations. These effects are accompanied by a giddy, drowsy euphoria, a darkening of vision, sensations of a shrinking of the surrounding world and altered time/space perception. A single plant can prepare from three to eight doses.

Effects: Users experience -2 Intelligence and Quickness and +4 dice for attempts to recall infor-

Flora	Vector	Speed	Damage	Addiction	Tolerance	Edge	Fix Factor	Availability	Cost	SI	Legal
Rauwolfia	Ingestion	5 min.	—	—	—	—	—	4/1 week	100¥/plant	1	Legal
Sea Onion											
Red	Ingestion	3 min.	10D*	—	—	—	—	6/2 weeks	50¥/onion	1	Legal
White	Ingestion	3 min.	—	—	—	—	—	4/1 week	10¥/onion	1	Legal
Sinicuichi	Ingested	1 min.	—	—	—	—	—	9/4 weeks	250¥/dose	2.5	Legal

* Does not affect those capable of vomiting, i.e. humans, metahumans and most animals unless something is somehow preventing them from doing so.



mation (this already includes the Intelligence Attribute modifier).

SMOOTH STROPHANTHUS (*Strophanthus gratus*)

A woody, climbing vine, growing up to ten meters or more in height. It uses branches like arms to climb trees rather than tendrils. It has glossy evergreen leaves. Terminal clusters of beautiful, bell-shaped, purple and white flowers resembling begonias which smell like roses at night appear all year round. Smooth Strophanthus can be found in deciduous forests in tropical West Africa. The flowers are used for ornamentation. The plant is the source of the compound ouabain; a powerful, immediate heart stimulator. When this chemical is injected in small quantities, it can save humans from recent heart damage. In larger doses, it is very lethal.

- This was used as arrow poison by tribes in Africa long before Dr. David Livingstone brought it to European attention.
- Doctorjack

STRYCHNINE TREE (STRYCHNOS NUXVOMICA)

A medium-sized deciduous evergreen, with a thick, crooked trunk found in the tropics and subtropics of southeastern Asia and Australia. Nine centimeter oval leaves are borne in pairs and deeply veined. Small, loose clusters of greenish flowers form at the branch ends, followed by fleshy, orange-red berries four centimeters wide. The berries are bitter and very lethal when consumed. Victims of strychnine poisoning suffer violent seizures, sometimes nearly bent in half, without losing consciousness. The face is often distorted into a hideous mask. Death by strychnine can take up to an hour.

Effects: Users must resist the damage every ten minutes, reducing the power by 1 each hour.

AWAKENED FLORA AND COMPOUNDS

As with the magical compounds on pp. 122-123 of *Man & Machine*, assume that unless otherwise stated, all compounds listed here have a shelf-life of 1D6 weeks (after which they no longer grant any advantages but retain disadvantages), a speed of immediate and a duration of Essence+1D6 hours (up to 12 hours). Unlike those in *Man & Machine*, these compounds are more readily available on the streets (although still quite difficult to find) and thus have an Availability, price and Street Index listed.

AWAKENED ALOE (*Aloe magivera*)

A succulent cactus with a rosette of narrow, prickly-edged, fleshy leaves filled with bitter juice. It has a single leafless stalk growing just under one meter, terminating in an elongated cluster of down-pointing yellow to orange flowers. This plant can be found throughout Aztlan, CFS, Ute and Pueblo Corporate Council.

Vector: Contact

Advantages: Aloe can heal up to three boxes of physical damage when the juice is rubbed over or into it. This takes about 10 minutes for the magical effect to work. Its powers are doubly effective against wounds caused by burns, where it can heal up to six boxes.

Disadvantages: Whilst the healing is taking place, the wound tingles very powerfully giving +1 to all target numbers due to distraction.

AWAKENED BARVINE (*Hedera magihelix*)

A climbing plant with woody stems which can reach thirty five meters or more. Its dark, glossy, veined, evergreen alternate leaves are triangular and three-lobed. Awakened barvine is an awakened form of common English ivy.

Vector: —

Advantages: This plant is dual natured and as such is used to cover buildings to make them astrally impenetrable.

Disadvantages: None

Flora	Vector	Speed	Damage	Addiction	Tolerance	Edge	Fix Factor	Availability	Cost	SI	Legal
Smooth Strophanthus	Injection	1 min.	7D	—	—	—	—	10/4 weeks	400¥/dose	5	3P—X
Strychnine	Ingestion	1 turn	6D	—	—	—	—	10/2 weeks	50¥/berry	2.5	6—X
Awakened Flora			Availability	Cost	Street Index	Legality					
Aloe			8/2 weeks	400¥/plant	2.5	:Legal					
Awakened Barvine			2/3 weeks	500¥/square meter	3	Legal					

- Too easy. Just go through the windows.
- Coma
- Most buildings which use this are very secure and so have no windows. Or, often the windows are very small, oddly proportioned or barred (with the ivy on the bars). If there isn't a space big enough for a person's real body, their astral form won't fit through either. And you can't move the ivy from the astral plane in anyway at all. Simple and effective. Your best bet is to wait until someone opens a door.
- Quarrel
- Since this type of security is just as capable of keeping astral things in as out, some installations may have a back way in. It'll be very well hidden, but you might get lucky.
- Niche

AWAKENED CATNIP (*Nepeta magicatoria*)

Found throughout North America, Awakened catnip is an upright herb, one meter tall with branching square stems and toothed, heart-shaped opposite leaves covered with downy grey hairs. Clusters of pale lavender tubular flowers with purplish spots grow from June to October at the ends of the main stem. It has a minty smell.

Vector: Inhalation

Advantages: This plant secretes an oil which cats of all types find irresistible. It is as effective as its mundane cousin on mundane cats, but especially effective on paranormal felines, including talis cats, sabretoothed cats and even tiger shapeshifters. It causes a very powerful euphoria in such creatures with few ill effects and can reduce aggressiveness.

Disadvantages: None.

- When making friends with an angry talis cat, this plant can go a long way.
- Coma

AWAKENED FLY AGARIS (*Amanita magimuscaria*)

A mushroom with a white, thick base and crimson head with white splotches. Awakened fly agaris starts as an egg-sized, fluffy ball which appears as if wrapped in white wool. As it grows, it bursts, revealing the red skin. This plant can be found in Siberia and northern India. The mushroom, when properly filtered, provides a user with an intoxicant, much like alcohol with an added side-effect: an empathy for those around them, especially if those around them

are also using the drug. This has earned this mushroom the name "brotherhood" on the streets. The proper method of filtration is to pound out the juice, filter it through a wool cloth, then mix it with water, milk, honey or barley water and drink. A more arcane filtration (in both senses of the word) is to let rain water soak into the mushroom, then perform an enchantment, and eat the mushroom. If done correctly under moonlight, the resulting effect allows a better communion with spirits. Another filtration method is to drink the urine of those who consumed the drug via the first method. This method works for about five "generations" unless one of those is a magician, in which case it stops with them. This not only allows much easier communication with spirits, but makes astral quests significantly easier.

Vector: Ingestion

Advantages: Awakened fly agaris grants the user +2 Charisma, and a -2 target number bonus to Charisma and linked skill tests (+4/-4 respectively towards those who have also taken Awakened fly agaris), for 1D6÷2 hours. Those who use the second filtration method (enchanted under moonlight) receive an extra service when conjuring spirits. Those who drink the urine of users of the first method of filtration receive -1 target number when conjuring spirits and reduce the quest rating of any astral quest undertaken by 2.

Disadvantages: Users receive -2 Quickness, -2 Intelligence and -1 Willpower.

- This mushroom is the plant which was known as Soma to a group in northwest India circa 1600 B.C. called the Aryans. It is the only plant in the world to have been deified; almost 160 books of hymns were written about Soma. Soma seemed to have vanished from the earth for nearly three millennia, and it was not until 1970 that R. Gordon Wasson connected Soma to the fly agaris. He had to wait until the Awakening for Soma to reach its full effect, though.
- Arya ben-Yosef

- So that's where Huxley got the name!
- Ivy Tower

AWAKENED HOUND'S-TONGUE (*Cynoglossum magiofficinale*)

Characterized by its hairy stem up to half a meter tall, Awakened hound's-tongue has pointed alternate leaves and clusters of small reddish-purple flowers between May and August, followed by prickly fruits in the form of burs. It is commonly found in sandy and

Awakened Flora	Availability	Cost	Street Index	Legality
Awakened Catnip	4/5 days	100¥/plant	1.5	Legal
Awakened Fly Agaris	10/3 weeks	1,200¥/mushroom	4.5	5-X



rocky roadsides and high in the Rocky Mountains. Boiling the leaves of this plant, then removing them and boiling off the water, leaves behind a yellowish, thick liquid. Mixing this liquid with grain alcohol yields a toxin which inhibits the barking reflex in canine forms, including paranormal dogs like barghests and hell hounds.

Vector: Injection

Advantages: When a dog is injected with this chemical it makes a Body (9) test. Failure means that it will be unable to make any sound at all for 1D6 hours.

Disadvantages: None.

- ◆ This can really confuse the hell out of dogs, often giving you enough time to get by.
- ◆ Coma

AWAKENED MANDRAKE (*Mandragora magiofficinarum*)

A vine-like member of the nightshade family found in the Mediterranean and under hanged bodies. It has sparse, ovate leaves and whitish flowers. The root is turnip-like, contorted into a shape resembling a human being. Mandrake is credited with much more than it can actually do. Often in legend it is a catalyst for love magic, ritual sorcery and other sympathetic magic.

Vector: Ingestion

Advantages: Magicians receive a -2 modifier to the target numbers of spells cast on someone with whom they have shared mandrake. It acts as an aphrodisiac and eating mandrake makes connecting magically to other minds easier, granting +1 die to Mind Probe, spells that control or alter conscious thought, and mana-based detection spells for 1D6 hours.

Disadvantages: Continued use of mandrake can pose hazards to magical ability; magicians must make a Magic test against a target number of 2 plus the number of doses of mandrake taken within the last 28 days to avoid having to check for Magic loss (p. 160, SR3).

AWAKENED MONEYWORT (*Lysimachia maginumularia*)

Awakened moneywort is a creeping vine with trailing stems up to two meters long and glossy round leaves in opposite pairs. Golden yellow flowers form from June to August and are two to three centimeters across with five petals marked with dark spots. The

juice of this plant, when boiled with wine and honey and ingested, forms the most powerful magical healing agent known. This plant must be harvested specially, and handling by mundanes spoils its effects. One plant provides up to four applications.

Vector: Ingestion

Advantages: Awakened moneywort will heal six boxes of damage. It begins working within minutes and takes 1D6 × 10 minutes to work.

Disadvantages: Users become very sleepy for 6 hours, +1 hour for every box healed, after application.

- ◆ On the streets, the syrup this plant makes is called beautiful, hiber, and le morte vim. It works wonders, but it tastes like drek.
- ◆ Doctorjack

AWAKENED PEYOTE (*Lophophora magiamsii*)

Awakened peyote looks the same as normal peyote, but always with seven ribs (although not all seven-ribbed peyote plants are awakened). It can be found in Aztlan and southern NAN deserts but is very rare.

Vector: Ingestion

Advantages: Mundanes who chew awakened peyote can astrally perceive; make an Essence (3) test, the number of successes × 15 is what percentage of the drug's duration during which they are astrally active. Magicians (including adepts and aspected magicians) on Awakened peyote will astrally project unconsciously and can access the metaplanes; make a Magic (9) test, the number of successes is the quest rating, no successes indicates that they have not accessed the metaplanes. Note that the latter can be fairly deadly if the magician is not prepared for the quest. Users also gain 4 dice for Perception tests and 7 dice (in total) when Assensing. Awakened peyote grants a dream state trance and intense hallucinations (which may be considered advantages or disadvantages depending on who you are). This form of peyote is non-addictive and has none of the normal crash effects.

Disadvantages: Users receive the following Attribute reductions: -3 Quickness, -1 Charisma, -1 Reaction and -3 Intelligence (use the normal Attribute Rating for Perception tests). Magically active users have little control of their astral body during the trip and may stay in astral space too long. Magicians may experience a degradation in power for a time after coming down, especially if they went to the metaplanes; they suffer -6 to their Magic Attribute, reduced by 1 for

Awakened Flora	Availability	Cost	Street Index	Legality
Awakened Hound's Tongue	6/2 weeks	200¥/dose	1.5	Legal
Awakened Mandrake	12/5 weeks	1,000¥/plant	2.5	Legal
Awakened Moneywort	12/5 weeks	5,000¥/plant	1	Legal
Awakened Peyote	14/5 weeks	12,500¥/dose	1	3-X

each success on a Magic (4) test (Magic (6) for meta-planar travel). They regain this lost Magic at a rate of 1 point per hour.

- Well, whatever. I do know that peyote highs are nothing like mescaline highs. Peyote goes for all the senses, including smell and touch, and is, well, kaleidoscopic. Right before you start hallucinating, these flashes of color trance across your vision. There is an old legend that says that El Santo Nio de Peyotl survives in the plants.

- Red Pawn

- A peyote cult eventually turned into the Native American Church, which is still around. They had 250,000 members during the 1970's, but numbers are a bit sketchy now. They are dedicated to brotherly love, high moral principle, abstention from alcohol, and other niceties.

- Holly

BALSAM OF PERU (*Myroxylon magibalsam*)

A thick, fragrant resin (smells like cinnamon when fresh and vanilla when aged), extracted from a shade tree of twenty or more meters tall. The evergreen tree leaves are oblong and eight centimeters in length, sprinkled with transparent dots. White flowers terminate the branches. Found throughout Central America, southern Aztlan and northern South America.

Vector: Contact

Advantages: When applied to wounds, the balsam acts as a coagulant. It also contains magical properties which can heal 1D3 boxes of physical damage. The resin is slightly astrally active, and is sometimes used to shield doors or windows to make them astrally secure (one dose can cover a square meter).

Disadvantages: None.

- In order to get this stuff to work for astral security, you need to do a bit of enchanting. No magic required, but it needs to be mixed with distilled water and tannin just right, and I mean just right. Watching the whole process astrally can help a bit.

- Karla Nash

DEMONSEED (*BUXUS MAGISEMPERVIRENS*)

A shrub growing between one and two meters high with small, juicy, elliptical leaves, dark green above and pale below. Clusters of small inconspicuous red flowers grow from April to June, producing small red, horned capsules containing seeds.

Vector: Inhalation

Effects: Crushing and drying the ripe fruit and seeds of this Awakened form of boxwood, then inhaling the powder will bestow resistance to about all forms of spirit activity; spirits suffer +2 to the target numbers and -2 to the Power Levels of any attacks they make on the user. Its main attraction for magicians, however, is that any spirit summoned by a magician under the effects of this powder will be much less able to harm the magician should it go free; treat all attacks from the spirit on the summoning mage as if it were of a Force equal to one-half (round down) its actual Force. As long as the magician was under the effects of the drug during the actual summoning of the spirit, this effects last for the spirit's entire existence.

Disadvantages: Demonseed is slightly toxic, causing 3S damage immediately.

- When summoning big elementals or allies, this stuff can be a good move.

- Quarrel

- You will never find this in the wild. This is because it is the result of a ritual involving its mundane counterpart boxwood. It will only grow indoors.

- Arianna

- I don't suppose you'd clue us into the ritual, would you?

- Coma

- You suppose correctly.

- Arianna

HEALING SNAKEROOT (*Sanicula magimarilandica*)

Found in meadows, thickets and shady, moist, woodland soils down western North America, this plant has thick, dark green, undulating, snake-like roots, and leafless flower stalks over one meter in length. At its base on long stalks it has oval to elliptical, unequally toothed leaves, often with deeply cut leaflets. It grows flower clusters in June and July with twenty three jet black blossoms. One of the only plants with naturally black flowers, healing snakeroot is an Awakened form of black snakeroot, and is often found with them. The flowers can make a permanent dye which is often used in Seattle and Pueblo to paint patterns on skin, which act as tattoos until the top layer of skin wears off.

Vector: Ingestion

Awakened Flora	Availability	Cost	Street Index	Legality
Balsam of Peru	10/3 weeks	500¥/dose	2.5	Legal
Demonseed	6/3 weeks	500¥/fruit	2	Legal
Healing Snakeroot	6/1 week	1,000¥/root	1.5	Legal



Advantages: While containing no healing properties by itself, a paste made from the root when eaten by a wounded person grants -2 to target numbers of Heal and Treat spells. This effect however takes five minutes to manifest after ingestion. The root can make enough paste for 4-8 doses.

Disadvantages: None

HERB MERCURY (*Mercurialis magiannua*)

A leafy-stemmed herb growing to fifty centimeters in height, with light green lance-shaped to oval leaves with rounded teeth, arranged in opposite pairs. Small yellow flowers are borne on spikes in the leaf axils. The juice of this plant, when mixed with oil, forms a salve used to protect individuals from fire and heat. A single plant can yield enough juice to cover, when mixed, an average sized human being.

Vector: Contact

Advantages: Someone covered in herb mercury reduces the power level of fire and heat based attacks by 3 until the salve is washed or worn off.

Disadvantages: None.

- Only a magical enchanter can do the mixing, but it is a straightforward process, as long as no human save the enchanter touches the juice until the mixture is done.

- Alta

MIRROR BASIL (*Ocimum magimasilicum*)

Mirror basil is bushy and can grow up to a meter tall, with a square stem and many branches. It has shiny green to purple toothed leaves which are elliptical to oval and about three centimeters long. Small white flowers grow in whorls of seven at the ends of the branches from June to September. It is found in temperate North America, often hidden among common basil. This Awakened form of common basil is thought to be the source of the legendary association of basil with the basilisk. One plant provides enough leaves for roughly five cups of tea.

Vector: Ingestion (via tea made from the leaves).

Advantages: Mirror basil renders the user completely immune to the gaze of a basilisk for $(1d6+4) \times 10$ minutes.

Disadvantages: Basilisks strongly dislike the smell of someone who has consumed mirror basil tea (but not the plant itself) and will react very negatively towards them.

- This plant is often used in foci and fetishes for barrier and transformative magic.

- Ericka

ST. MICHAEL (*Angelica magiarchangelica*)

A herb with thick, hollow stems up to two meters in length. It has pinnately compound leaves, with toothed leaflets and enlarged sheaths at the base of the leaf stalk and is found in temperate steppes in high latitude UCAS.

Vector: Ingestion

Advantages: St. Michael boosts the immune system, adding +1 to Body when resisting diseases and has very odd effects on the astral aura for the duration; add +1 to the target number of any attempts to assense the user and +2 to the target numbers of any Linking Tests in Ritual Sorcery (p. 37, *Magic In The Shadows*) and Astral Tracking (p. 101, *Magic In The Shadows*). Users also become slightly immune to many of the powers which nature spirits can use, granting them +3 dice to resist Spirit Powers.

Disadvantages: Users suffer from the munchies for double the compound's duration after the advantages have worn off.

TESS' BLOOM (*Orchidaceae magisupplus*)

A medium sized member of the orchid family, with white petals with black and green flecks toward the center of the flower. Tess' bloom was found in the tropics and Hawai'i some years ago by a free spirit called Dion Kimber. This Awakened orchid has rapidly infused the magical community, especially magical security companies, and is grown in greenhouses everywhere. Although rather commonplace for an orchid, it possesses a pleasing, brilliant astral aura. It is mainly harvested for its ability to raise the background count in areas in which it prospers. The extraneous astral patterns created by a room full of these plants has been described as extremely beautiful, and compared in intensity to that within major cathedrals.

Vector: —

Advantages: Tess' bloom creates a background count of 4.

Disadvantages: None.

TORUS BUCKTHORNE (*Rhamnus magifrangula*)

A deciduous shrub, up to four meters tall. It has glossy oval green leaves, from two to seven centime-

Awakened Flora	Availability	Cost	Street Index	Legality
Herb Mercury	8/4 weeks	3,000¥/plant	1.5	Legal
Mirror Basil	8/2 weeks	500¥/plant	3	Legal
St. Michael	6/4 weeks	500¥/plant	2	Legal
Tess' Bloom	3/62 hours	10¥/plant	1	Legal

ters long, green to grey bark and small greenish white flowers which grow in small clusters at the leaf joints from May to June. Most distinctive are the pea-sized berries which are torus (doughnut) shaped, the only berries ever found that exhibit such a shape. The berries turn from green to red to black. This plant is found in Eurasia, North Africa, northeast UCAS and Quebec. It is the Awakened form of alder buckthorn.

Vector: Ingestion

Advantages: Eating the berries will, within minutes, make the user more resistant to magical forces; one berry will give an extra die of magical defense to mundanes and magicians alike, but only for themselves, it cannot be extended to another. Eating berries is cumulative, but only to a number of extra dice equal to one-half the user's Essence (round up).

Disadvantages: None.

VAMBANE (*Allium magisativum*)

With its white bulb, composed of small cloves, habitat of pastures and open woods throughout Eastern North America, and pungent odor, this plant is completely indistinguishable from garlic.

Vector: Contact, Ingestion or Inhalation

Advantages: This Awakened form of garlic provide the basis for the legend that garlic would repel vampires. Vambane reacts strongly with humans and metahumans infected with HMMHV, irritating mucous membranes and skin. Even the odor can cause such effects, although to a much more minor extent. HMMHV-infected individuals must make a Willpower (6) test whenever they are within a few meters of vambane or must move away from it.

Disadvantages: None (depending on who you are).

- I don't think this always works. I've only seen it twice, once it worked, once it didn't.

- Torment

- Could be that it isn't always effective, but I think it more likely that you got slotted by your talismonger. There is absolutely no way you can tell vambane from normal garlic. None. Not even astrally.

- Misha

- Hmm. My experience was that the reason this stuff works is that it is a powerful psychological deterrent. Nothing happens immediately after exposure, but after about a day, an HMMHV carrier's lungs start burning, itching skin, watering eyes, etc. None of this is damaging, but can very

very distracting because nothing helps the irritation and it lasts for months. So, the next time the vamp smells the stuff, he runs like hell, if he's smart.

- Vanth

- I would disagree with that; HMMHV carriers stay away from Vambane even if they've never seen it before. There's a deep-seated compulsion for them to keep the hell away from it.

- Misha

UNDERDOG (*Apocynum magicannabinum*)

This plant is found in thickets and fields in Temperate UCAS, often around hemp dogbane plants. It is characterised by branching stems, one to two meters tall, with oval to lance-shaped leaves in opposite pairs. It has inconspicuous green-white flowers and eighteen centimeter slender pods, containing silky, tufted seeds. All parts of the plant produce a bitter, milky sap.

Vector: Ingestion

Advantages: An Awakened form of hemp dogbane, the sap of this plant, when mixed with alcohol, forms a poison lethal to paranormal dog-forms, like the barghest and hellhound, causing 8D immediatly. A single plant can yield up to 10 doses of this drug.

Disadvantages: None.

FAUNA

A few animals are worth mentioning. You're on your own in terms of how you aquire them. The Availability, Cost, Street Index and Legality reflect aquiring such animals in Seattle; conditions and location may affect these values.

CYRANO (*Nasus magitrilleanus*)

A very small (three millimeters thick, one centimeter long) Awakened invertebrate earthworm-looking parasite found in jungles worldwide. Its skin color changes monthly, but is always consistent, usually bright, pastel colors. These small parasites are becoming very popular in big cities. When placed in one nostril, they slither up the sinuses and hook into the hosts bloodstream. After brief but severe pain, the cyrano drinks the blood of the host, replacing it with a fluid from its own body. This fluid provides a con-

Awakened Flora	Availability	Cost	Street Index	Legality
Torus Buckthorn	10/4 weeks	1,000¥/plant	5	Legal
Vambane	5/2 weeks	300¥/bulb	1	Legal
Underdog	3/5 weeks	500¥/plant	3	Legal



stant, dulling euphoria in its host. This effect lasts until the parasite is removed. Even after very short exposure, cyrano hosts can become addicted. Addicts are fine as long as a parasite lives within them; without it, they die within weeks

Effects: Immediately upon implantation and once every month following that, 6M Stun must be resisted by the host. Cyrano hosts further suffer -2 Intelligence, -1 Willpower, -4 Reaction and the equivalent of a level 1 damage compensator (*Man & Machine*, p. 72). Hosts test for addiction after the cyrano is removed; increase the addiction rating by +1 for every two months of life with the parasite. Addicts who have their cyrano removed suffer -1 Willpower per month in addition to all other addiction effects (this can be resisted with a Body (8) test).

- ◆ Jesus. Is that a worm in your nose, or are you just glad to see me?
- ◆ Punnisher
- ◆ This worm alters the users aura, pretty significantly. It is easy to spot if someone using one of these things, but even if you are familiar with the persons aura from before, it becomes unrecognizable, though it is obvious that the person is under the influence of the worm.
- ◆ Quarrel

- ◆ Each time the worm changes color, it causes about an hour of extreme pain. Once done, the user's aura (as well as the worm's) has mutated. This can be useful if people have a habit of tracking you by aura, but it is rarely worth it.
- ◆ El Majid

GIN TOAD (*Bufo mexicalus*)

A small brownish green toad, with very slick skin and short jumping legs found across central America. The oil on the skin of this toad has a hallucinogenic effect, especially when mixed with alcohol. Seattle clubs are beginning to serve this in back rooms where gin toads are placed in a Martini for a few minutes before it is served. This often kills the toad. The hallucinations are solely visual, and are not very powerful.

Effects: Users suffer -1 Quickness and -2 dice for perception tests for 1D6 ÷ 3 hours.

MARINE TOAD (*Bufo marinus*)

Large brownish toads with slightly oily, slick skin, and a pale bump (a poison gland) behind each eye, found in central America. The oil of the skin of these animals is a poisonous hallucinogen. Pinching the poison glands can cause a powerful neurotoxin to shoot out. When this toxin makes contact with mucous membranes, death usually results. Licking the toad's skin, in moderation, is mostly safe, and yields a hallucinatory experience on par with LSD.

Fauna	Vector	Speed	Damage	Addiction	Tolerance	Edge	Fix Factor	Avail.	Cost	SI	Legal
Cyrano	Special	3 minutes	6M Stun	8P	—	—	—	14/3 weeks	1,500¥	3	6-X
Gin Toad	Ingestion	1 turn	—	—	—	—	—	8/1 week	500¥	1.5	Legal
Marine Toad	Ingestion	1 turn	—	3P	3	6/30	10 days	8/1 week	1,500¥	2.5	4-X
Halucinogen											
small amounts			—								
large amounts			3S								
Neurotoxin			6D								