

Drugs

Drug Rules

- Drugs have a benefit and may also have a side effect, addiction effect and/or withdrawal effect.
- When a character takes a drug they make a save against side effects. If they are already addicted, they get +4 on this save.
- Drugs also have an addiction die that should be rolled in secret. If this die comes up 1 it is possible for the character to become addicted. It does not need to be rolled again in the future.
- The character must then make a save to avoid becoming addicted. They only become addicted if they fail this save after the addiction die has come up 1.
- If a character is addicted they suffer the addiction effects until they are finished with withdrawal and the withdrawal if they do not continue taking the drug.
- Withdrawal lasts 1 session or 1 week (GM's choice.)

Drug	Effect	Side Effect	Addiction	Withdrawal	Price
Spirits (Alcohol)	Gain 1d4 temp HP +1 to Reactions Rolls +4 vs fear	Weakness -2 to Reaction Rolls	None (1d2)	½ Max HP Weakness	3 gp
Delago	+1 vs disease +1 vs fear	None	None (1d2)	-1 on attacks	1 gp for 20 cigarettes
Sharp Sugar	+2 on attacks +1 Alertness	Increase Fumble range by 1	Increase Fumble range by 2 (1d6)	Weakness	100 gp
Theriac	-1 damage taken per die Heal 1 HP per HD	-1 on attacks 10% spell failure	Weakness (1d2)	½ Max HP	100 gp
Greyleaf	+4 vs fear Casters immune to interruption	-2 on attacks	-2 on saves (1d8)	None	50 gp
Snowcap	Immune to confusion +4 vs charm, possession	-2 on attacks	-1 HP per HD (1d4)	None	75 gp

Drug	Effect	Side Effect	Addiction	Withdrawal	Price
Burning Chew	-1 damage taken per die +1 damage	Rage (Cannot flee, must attack if provoked)	Save vs Rage when attacked (1d2)	½ Max HP	75 gp
Red Celery	+1 damage	-1 on attacks	-1 AC (1d2)	-2 on attacks	50 gp
Deadeye	+2 attack	None	None (1d4)	Blindness	750 sp
Star Dust	+1 on reaction rolls +1 on ranged attacks	-1 on ranged attacks	None (1d2)	-2 to reaction rolls -2 on ranged attacks	150 gp
Wise Tranquil Balance Brew	Comprehend all languages	Struck Dumb	Lose the ability to read (1d2)	Struck Dumb	300 gp
Purple Lotus	Roll on table* Recover MU spell	Nosebleed	Compulsion to take more lotus (1d6)	Save at -2 or gain a Mental Trauma	500 gp
Blue Lotus	Roll on table* Astral Travel	Nosebleed	Compulsion to take more lotus (1d6)	Save at -2 or gain a Mental Trauma	250 gp
White Lotus	Roll on table* Recover Cleric spell	Nosebleed	Compulsion to take more lotus (1d6)	Save at -2 or gain a Mental Trauma	300 gp
Golden Lotus	Roll on table* Gain all the abilities of a Monk of the same level	Nosebleed	Compulsion to take more lotus (1d6)	Save at -2 or gain a Mental Trauma	400 gp
Black Lotus	Roll on Table* Gain a psychic power**	Nosebleed	Compulsion to take more lotus (1d6)	Save at -4 or gain a Mental Trauma	2,500 gp

*Roll 1d100 on page 58-59 of "Death Frost Doom". If The GM doesn't have "Death Frost Doom", use the Deck of Many things on page 128 of "Swords and Wizardry Complete" which is available for free online.

**Roll on the Psychic Powers table in Metamorphica, use Psionics, or create your own.

Supplementary Rules

Weakness

- 50% spell failure chance
- Fumble on a roll of 1 or 2 when making attacks
- -1 Morale

Fumbles

1d10	Fumble	Effects
1	Hit Ally	You hit your closest ally, if nobody is in range you hit yourself instead.
2	Hit Yourself	You somehow manage to hurt yourself with your own weapon, roll to damage.
3	Wide Open	A nearby enemy immediately makes an attack against you +4 to hit and x2 damage.
4	Broken Bag	One of your bags splits open spilling the contents everywhere. If you have no bags you break your armor or weapon instead.
5	Stumble	You slip on something and fall prone
6	Twisted Ankle	You twist your ankle, causing you to limp for the next exploration turn.
7	Off Balance	You stumble and put yourself at a disadvantage, any attacks against you next round are at +4 to hit.
8	Caught on Gear	You get wrapped up in straps and can't do much, pass a save next round to untangle yourself.
9	Throw weapon	Your weapon slips from your grip and goes flying, roll to hit a random combatant.
10	Drop weapon	You fumble your weapon and it falls an inconvenient distance away.