



INTRODUCTION...

Throughout the vast and diverse continent of Faerûn and beyond, psychoactive substances are an essential part of many societies and subcultures who utilize them for a wide variety of purposes. These purposes range from religious or spiritual, to recreational, or functional, and performance enhancing.

This obscure encyclopedia details just some of the many renowned drugs that you may encounter in your adventures throughout the Sword Coast, Faerûn, Toril, and beyond. It comprehensively describes everything from the numerous categories of drugs, the effects they induce, their occasionally addictive properties, how they are commonly consumed, and how they fit into the world of the Forgotten Realms.

The substances included here are all directly inspired by real-world equivalents, each of which the author has a wealth of experience with. As a passionate and responsible drug user who is also an avid player of Dungeons and Dragons, this supplement was written with the intention of allowing DM's to easily incorporate a range of believable substances into their campaigns.



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CHAPTER 1 – VISIONARIES

Visionary substances are a class of psychoactive substance which cause those who ingest them to experience profoundly altered states that commonly include an incredibly wide range of hallucinatory effects. Depending on the person and the substance consumed, this class of compound can provide a person with experiences that can be either overwhelmingly beautiful or abjectly terrifying in their nature. It is because of this that visionary substances must be treated with both caution and respect.

Many societies and races throughout Faerûn have a well established culture surrounding the use of visionary substances, commonly using them as tools for personal growth, overcoming emotional turmoil, bringing oneself closer to nature, and increasing a person's sense of appreciation or reverence for the multiverse as a whole.

PSILOFYR'S FLESH

Duration: 6 hours

Dosage: 1-8g of dried mushroom or 10-80g of fresh mushroom

Tolerance: Has no effect if used more than once per week

Rarity: Common

Price: 5 GP per heavy dose

A species of mushroom that grows in the forests and grassy plains of Faerûn, as well as certain regions of the Underdark. Psilofyr's flesh is often associated with human and elven races that commonly harvest it from their homelands.

It typically induces nausea, followed by physical sedation alongside a wide range of sensory and transpersonal states. It is also rumored to occasionally bring people into contact with a mysterious entity who's consciousness is supposedly embedded within the various mycological networks spread throughout the soil of Faerûn. The motives of this entity are unknown but speculated by many to be cultivating creativity and cultural breakthroughs within the populations that use it. Some even believe this is part of a long-term plan to spread its wisdom and influence through as many planes of the multiverse as possible.

LIGHTER DOSAGES

Ingesting a lighter dose induces powerful changes in your perception, the scenery appears to melt, grows more colorful, and becomes shrouded in complex ever-shifting patterns. This is typically accompanied by feelings of physical sedation.

During the experience you gain the following modifiers:

- Add the roll of a d4 to Wisdom ability checks and saving throws
- Roll Dexterity, Intelligence ability checks and saving throws with disadvantage
- Subtract 5 feet from movement speed

These effects end 6 hours after ingestion.

HEAVIER DOSAGES

Ingesting a heavier dose causes you to feel as if you've lost all connection with your body due to breaking through into what feels to be another plane of existence. You experience powerful sensory and transpersonal effects for the next 6 hours.

To determine the experience the character has, please use the following instructions:

STEP 1 - THE TRIP

At the start of their experience, the character must succeed on a DC 12 Wisdom saving throw in order to undergo an enjoyable trip, with failure resulting in an unpleasant trip. If their trip is unpleasant, the DM should refer to the roll chart on page X and use it to describe their experience. However, if their trip is pleasant, then please use the roll chart on page X to describe their experience instead.

STEP 2 - THE RESULTS

If the character had a positive experience, for the next 3 days when they make ability checks for Investigation, Insight, and Arcana, they can roll a d4 and add the number rolled to their ability check. They also make Wisdom saving throws with advantage.

However, if the character had a bad trip, for the next 3 days when they make ability checks for Investigation, Insight, and Arcana, they must roll a d4 and subtract the number rolled to their ability check. They must also make Wisdom saving throws with disadvantage.



SPIRIT VINE

- **Duration:** 6 hours
- **Dosage:** 10-30g of spirit vine leaves brewed into a tea
- **Tolerance:** Has no effect if used more than once per week
- **Rarity:** Uncommon
- **Price:** 50 GP per heavy dose

A foul-tasting tea is made from the leaves of a vine that is commonly found within the jungles and denser forests of Faerûn and Chult. Spirit Vine is often associated with the tortles, Uthgardt tribes, and wild dwarves that commonly harvest it in their homelands. It is of particular importance to the Uthgardt barbarians, who use it as a ceremonial tool for contacting their deceased ancestors.

Spirit Vine typically induces intense vomiting followed by a range of transpersonal states and the potential ability to communicate with ancestral spirits. This vomiting or "purging" is said to help the user's body clear itself of toxins and parasites.

LIGHTER DOSAGES

Ingesting a lighter dose induces powerful changes in your perception, the scenery appears to melt, grows more colorful, and becomes shrouded in complex ever-shifting patterns.

During the experience you gain the following modifiers:

- Add the roll of a d4 to Wisdom ability checks and saving throws
- Roll Dexterity, Intelligence ability checks and saving throws with disadvantage
- Subtract 5 feet from movement speed

These effects end six hours after ingestion.

HEAVIER DOSAGES

At heavier dosages, the tea made Spirit Vine causes you to feel as if you've lost all connection with your body due to breaking through into what feels to be another plane of existence. For the next 6 hours, you will experience powerful sensory and transpersonal effects followed by occasional contact with ancestral spirits.

To determine the experience the character has, please use the following instructions:

STEP 1 - THE PURGE

At the start of the trip the roll of a d6 is used to determine whether or not the character vomits and purges before the primary effects begin to onset. Roll a D6 and if the number is higher than 1, the character experiences violent purging in a manner that will end the uncomfortable nausea caused by Spirit Vine, while curing any existing parasites or diseases which they have.

However, if a 1 is rolled the character will continue to remain intensely nauseous for the remainder of the trip and must, therefore, roll with disadvantage during the next step.

STEP 2 - THE TRIP

As the experience commences, the character must succeed on a DC 10 Wisdom saving throw in order to undergo an enjoyable trip, failure results in an unpleasant trip. If the trip is unpleasant, please see the dice rolling chart on page X and use it to describe their experience to them. If the trip is pleasant, then please use the rolling chart on page X to describe their experience instead.

If the trip was a positive experience, the DM may also roll an additional D10 to determine whether or not ancestral contact will occur. If a 6 or lower is rolled then ancestral contact simply did not occur. Upon rolling a 7 or above, ancestral contact will occur.

This results in the manifestation of ancestral spirits which are controlled by the DM to converse with the user and potentially provide information regarding history, religion, and arcana. At the DM's discretion, they can alternatively provide them with an omen regarding the results of a specific course of action that they plan to take within the next 7 days.

The DM chooses from the following possible omens:

- **Weal**, for good result
- **Woe**, for bad results
- **Weal** and **woe**, for both good and bad results
- Nothing, for results that aren't especially good or bad

However, this omen doesn't take into account any possible circumstances that might change the outcome and is thus subject to change. If the user takes this drug more than once every two weeks, there is a cumulative 25 percent chance for each casting after the first that they will get a random reading. The DM makes this roll in secret.

STEP 3 - THE RESULTS

If the user had a positive experience, for the next three days they can roll a d4 and add it to rolls for Religion, History, and Arcana ability checks. They may also make Wisdom saving throws with advantage.

However, this omen doesn't take into account any possible circumstances that might change the outcome and is thus subject to change. If this drug is taken more than once every two weeks, there is a cumulative 25 percent chance for each casting after the first that they will get a random reading. The DM makes this roll in secret.

SOUL POWDER

- **Duration:** 15 minutes
- **Dosage:** 20-80mg of alchemically refined Spirit Vine
- **Tolerance:** Has no effect if used more than once per week
- **Rarity:** Very Rare
- **Price:** 100 GP per heavy dose

A rare compound made by refining Spirit Vine into a potent, smokable powder with a pale yellow color and somewhat sticky consistency. This substance is not created by the turtles, Uthgardt tribes, and wild dwarves that harvest Spirit Vine, but instead is most commonly created and sold by underground alchemists of any race within many large cities.



It will typically induce an extremely brief but intensified Spirit Vine trip that will more reliably trigger communication with ancestral spirits without any nausea or purging. However, it often takes a wise or experienced individual to avoid a bad trip.

LIGHTER DOSAGES

Ingesting a lighter dose induces powerful changes in your perception, the scenery appears to melt, grows more colorful, and becomes shrouded in complex ever-shifting patterns. During the experience you gain the following modifiers:

- Add the roll of a d4 to Wisdom ability checks and saving throws
- Roll Dexterity, Intelligence ability checks and saving throws with disadvantage
- Subtract 5 feet from movement speed

These effects end 15 minutes after ingestion.

HEAVIER DOSAGES

At heavier dosages, it will cause you to feel as if you've lost all connection with your body due to breaking through into another plane of existence. For the next 15 minutes, you will experience powerful sensory and transpersonal effects followed by occasional contact with ancestral spirits.

To roll for this experience please use the following instructions:

STEP 1 - THE TRIP

At the start of this experience, the character must succeed on a DC 15 Wisdom saving throw in order to have an enjoyable trip, failure results in an unpleasant trip. If the trip is unpleasant, please see the dice rolling chart on page X and use it to describe their experience to them. If the trip is pleasant, however, then refer to the rolling chart on page X to describe their experience instead.

If the trip is a positive one, the DM may also roll an additional d10 to determine whether or not ancestor contact occurs. If the outcome is 3 or lower, ancestor contact simply did not occur. However, if the outcome is a 4 or above, ancestor contact does occur.

This results in the manifestation of ancestral spirits which are controlled by the DM to converse with the character and potentially provide information regarding history, religion, and arcana. At the DM's discretion, they can alternatively provide them with an omen regarding the results of a specific course of action that they plan to take within the next 7 days.

The DM chooses from the following possible omens:

- Weal, for good result
- Woe, for bad results
- Weal and woe, for both good and bad results
- Nothing, for results that aren't especially good or bad

However, this omen doesn't take into account any possible circumstances that might change the outcome and is thus subject to change. If this drug is taken more than once every two weeks, there is a cumulative 25 percent chance for each casting after the first that they will get a random reading. The DM makes this roll in secret.

STEP 2 - THE RESULTS

If the character has a positive experience, for the next 24 hours they can add the roll of a d4 to their Religion, History, and Arcana ability checks. They can also make Wisdom saving throws with advantage.

However, if the user had a bad trip, for the next 24 hours they must subtract the roll of a d4 from Religion, History, and Arcana ability checks. They must also make Wisdom saving throws with disadvantage.

NULA'S ESSENCE

- **Duration:** 10 hours
- **Dosage:** 300-500g of cactus tea
- **Tolerance:** Has no effect if taken more than once per week
- **Rarity:** Rare
- **Price:** 70 GP per heavy dose

A green soup made from the juices of a species of cactus originally native to the continent of Maztica which can now be found growing in the dryer desert regions of Faerûn. This substance is often associated with Tabaxi, Genasi, and certain human communities, who commonly harvest it from their homelands in order to use it for spiritual and recreational purposes. The druids of these races in particular favor this substance as an opportunity to become closer with nature.

Nula's Essence typically induces intense nausea followed by physical stimulation alongside of a wide range of sensory and transpersonal states.

LIGHTER DOSAGES

Ingesting a lighter dose induces powerful changes in your perception, the scenery appears to melt, grows more colorful, and becomes shrouded in complex ever-shifting patterns. This is usually accompanied by strong feelings of stimulation.

During the experience you gain the following modifiers:

- Add the roll of a d4 to Wisdom ability checks and saving throws
- Roll Intelligence ability checks and saving throws with disadvantage
- Add 5 feet to movement speed These effects end 10 hours after ingestion.



HEAVY DOSAGES

At heavier dosages, however, it will cause you to feel as if you've lost all connection with your body as you break through into another plane of existence. For the next 10 hours, you experience powerful sensory and transpersonal effects followed by occasional contact with ancestral spirits.

To roll for this experience, please use the following instructions:

STEP 1 - THE PURGE

At the start of a heavier trip, the user must pass a DC 8 Constitution saving throw to resist immediately vomiting the substance back up and experiencing no effects. If this saving throw succeeds, they may move into the next stage of this experience.

STEP 2 - THE TRIP

During this experience, the user must succeed on a DC 10 Wisdom saving throw to undergo an enjoyable trip, with failure resulting in an unpleasant trip. If the trip is unpleasant, please see the dice rolling chart on page X and use it to describe their experience to the player. If the trip is pleasant, however, then please use the rolling chart on page X to describe their experience instead.

STEP 3 - THE RESULTS

If the user had a positive experience, for the next 3 days they can add the roll of a d4 to Nature, Survival, and Animal Handling ability checks. They can also make Wisdom saving throws with advantage.

However, if the user had a bad trip, for the next 3 days they must subtract the roll of a d4 from Nature, Survival, and Animal Handling ability checks. They must also make Wisdom saving throws with disadvantage.

HEALING VENOM

- **Duration:** 10 minutes
- **Dosage:** 1-30mg of refined toad venom
- **Tolerance:** Has no effect if used more than once per week
- **Rarity:** Rare
- **Price:** 20 GP per heavy dose

A smokeable powder created by the drying out and refining of venom milked from a specific species of river toad found deep within the rainforest regions of Chult. This substance is often associated with the grung who commonly breed a wide variety of toad species to harvest their venoms for different purposes. Healing Venom is the only known venom of theirs that is confirmed to provide recreational effects.

Grung will occasionally trade this substance alongside other types of venom to various races such as the bullywugs, tortles, and humans, which has resulted in it being sold on the black market by merchants throughout Faerûn.

Depending on the dosage, Healing Venom typically induces mild visionary effects accompanied by intense physical euphoria or simply an increase in strength and constitution. It also has a moderate chance of decreasing or eliminating addiction effects from other substances.

LIGHTER DOSAGES

At lower dosages, its ingestion induces feelings of moderate stimulation combined with a sense of physical euphoria and resilience.

During the experience you gain the following modifiers:

- Add the roll of a d4 to Strength and Constitution ability checks and saving throws
- Subtract the roll of a d6 from Dexterity, Intelligence ability checks and saving throws
- Add 10 feet to movement speed

These effects end ten minutes after ingestion.

HEAVY DOSAGES

At heavier dosages its ingestion induces powerful changes in perception such as feelings of overwhelming physical euphoria and a variety of cognitive transpersonal states. Accompanying this are mild visual effects such as the scenery appearing to melt, becoming more colorful, and becoming shrouded in complex ever-shifting patterns. However, it is worth noting that these visual effects are incredibly mild and subtle when compared to other visionary psychedelics.

The physical sensation caused by this substance will overwhelm you as you find yourself catatonic and writhing on the floor in pleasurable agony for the remaining 10 minutes of the experience. During this, you must succeed on a DC 15 Constitution saving throw to not be overwhelmed and to, therefore, undergo an enjoyable trip, with failure resulting in an unpleasant trip. If the trip is unpleasant, refer to the dice rolling chart on page X and specifically use only the cognitive effects chart to describe their experience to them. If the trip is pleasant, however, then please use the rolling chart on page X instead and specifically use only the cognitive effects chart to describe their experience to them.

If the experience was a positive one, it will also have a significant chance of removing the hold of a person's addiction. To determine if this is the case, you must roll a DC 10 Wisdom saving throw. If the saving throw succeeds then the effects of addiction have now been removed. If the saving throw fails, however, then the effects of addiction remain the same. However, it is worth noting that if this succeeds, it will not be capable of curing the person of addiction again for another 6 months.





GOOD TRIP ROLL CHART

This roll chart is for randomly generating the positive psychedelic trip that occurs after a successful Wisdom saving throw when under the influence of Psilofyr's Flesh (page X), Spirit Vine (page X), Soul Powder (page X), and Nula's Essence (page X). As a DM, when a PC has a "good trip" on one of the above drugs, you can roll on the below charts for each of the trip's stages. When reading the description, start with the bolded text in quotations, then read the appropriate description beneath it. Then, move on to the next chart and repeat.

SENSORY EFFECTS

D4 - *"As you come up..."*

- 1 All of your senses blend and bleed into each other. You see sounds, feel your vision, taste colors, and experience every possible combination of the senses imaginable.
- 2 Your sight is completely obscured by fast-moving, colorful, and impossibly intricate geometric patterns, symbols, shapes, fractals, and colors.
- 3 Your sight is completely replaced by a mass of ever shifting patterns and runes which seem to reveal to you the true nature and essence of all the thoughts and emotions within your own psyche. You cannot quite put it into words, but in the moment you feel as if you can see every aspect of the nature, essence, and alignment of your soul.
- 4 Your vision is flooded with intensely vivid and beautiful hallucinations. They occur so rapidly that it quickly becomes exhausting for you to endure them. Your visions include lifetimes of awe-inspiring scenes of lost civilizations, natural landscapes, extra-planar creatures, and indescribable dream-like scenarios.

COGNITIVE EFFECTS

D6 - *"While this is happening..."*

- 1 You also begin to relive every single memory stored within your mind at once. These memories are presented simultaneously in the overwhelming form of a vast network of scenes that you see, experience, and innately understand.
- 2 You also experience the sudden perspective that you are not a separate entity approaching an external reality, but are instead the entire multiverse as a whole experiencing itself, exploring itself, and acting upon itself through the specific point of awareness which your physical body and mental perception happens to currently reside within. You realize that the soul as a separate construct from its surrounding multiverse is merely an illusion.
- 3 You also begin to experience a state of mind which feels as if you are being encouraged or forced to reflect upon and examine personal aspects of your life, thoughts and feelings. This gives you the courage and patience to better face your insecurities, past traumas, and fears in a manner which leaves you feeling noticeably more content and hopeful than you did before this trip.
- 4 You also begin to experience the sudden realization that all of your physical and mental processes are the result of prior events which were inevitable and could not have happened differently. You see each moment as the result of a complex causal chain which can be traced back to the creation of time. This revelation leads you to the conclusion that true free will couldn't possibly exist, as all events are predetermined by cause and effect.
- 5 You also begin to feel, while remaining fully conscious, there is no longer an "I" experiencing the present moment as presented by your senses. There is the experience of simply existing in its purest form. Your awareness of the present moment is completely untainted by past memories, prior experiences, contexts, and biases.
- 6 You also begin to experience the sudden perspective that every single aspect of the multiverse in which you reside is somehow fundamentally driven by the same force which drives stories and literary plot structure. This revelation leads you into the conclusion that all of existence is simply a story collectively imagined within the minds of mysterious and unfathomably complex beings.

"The overall experience lasts for what feels to be an impossible stretch of time and results in you feeling overwhelmed by the sheer complexity and awe-inspiring beauty of this experience. As you come down, you feel a deep sense of catharsis and emotional refreshment."



BAD TRIP ROLL CHART

This roll chart is for randomly generating the negative psychedelic trip that occurs after a failed Wisdom saving throw when under the influence of Psilofyr's Flesh (page X), Spirit Vine (page X), Soul Powder (page X), and Nula's Essence (page X).

As a DM, when a PC has a "bad trip" on one of the above drugs, you can roll on the below charts for each of the trip's stages. When reading the description, start with the bolded text in quotations, then read the appropriate description beneath it. Then, move on to the next chart and repeat.

SENSORY EFFECTS

D4 - *"As you come up..."*

- 1 Your vision is completely obscured by an endless amount of vast hallucinatory landscapes comprised of ever-changing and interlocking parts which exclusively consist of gore, viscera, organs, tortured souls, disembowelments, and body parts.
- 2 Your sight is completely obscured by an onslaught of fast-moving, shadowy, and hopelessly baffling geometric patterns and shapes which appear to be somehow comprised of pure horror, suffering, and hatred.
- 3 You hallucinate that you are surrounded by mind-shakingly powerful beings comprised of pure horror, suffering, and hatred given physical form. You are left begging for mercy as the entities maliciously taunt and assail you for not being ready to withstand the contents of your own mind.
- 4 You begin to experience a relentless stream of intensely-vivid and unspeakably horrifying visions which occur at such a rapid rate that it quickly becomes overwhelming to endure them. These hallucinations include visions of an endless array of terrifying scenes of hellish landscapes, deformed monstrosities, ruined civilizations, eldritch architecture and indescribably complex dream like scenarios which are directly influenced by your deepest fears.

COGNITIVE EFFECTS

D4 - *"While this is happening..."*

- 1 You also come to the sudden belief that life is completely devoid of meaning, purpose, intrinsic value, and moral truths. This revelation makes you question the point of your existence and fall into an intense depression for the rest of the trip.
- 2 You also experience an overwhelming feeling of terror and urgency combined with the belief that some sort of catastrophic event is imminent. You are unsure what this event is but feel certain that you are about to die, that all of your loved ones are about to die, and that the world is about to end.
- 3 You also experience the sudden feeling that your current experiences are so horrific that they will surely leave you permanently insane with severe psychological damage. This is accompanied by the sense that ordinary life is a thin veneer over a comparatively horrifying reality which can no longer be dismissed or escaped from.
- 4 You also experience the delusional belief that the people closest to you are plotting to harm you or kill you in some manner. Roll a Wisdom saving throw to determine whether or not you respond with violence, if you do however, roll all ability checks with disadvantage.

"You recoil in fear and find the experience deeply disturbing. You deeply consider whether or not you ever want to ingest a visionary substance again"

ELDRITCH BLOSSOM

- **Duration:** 12 hours
- **Dosage:** 2-5g of flowers prepared into a tea
- **Tolerance:** Has no effect if taken more than twice per week
- **Rarity:** Rare
- **Price:** 50 GP per heavy dose

A glowing flower that grows in the Underdark, those familiar with it often know it as a poisonous plant the drow commonly harvest from the vast caverns surrounding their cities. It functions as a deadly poison at heavier dosages and as a visionary compound at light dosages. The drow, or rather their slaves, harvest it for both purposes.

Consuming this flower in the form of a tea will temporarily induce a state of delirium characterized by aberrant hallucinations of an overwhelmingly sinister nature. Due to these effects, Eldritch Blossom was originally used by certain ancient drow societies as a sacrament for bringing themselves closer to their god Ghaunadaur, That Which Lurks. Those few drow who continue to pray to Ghaunadaur still utilize Eldritch Blossom in their sacrifice rituals. However, after this god left the drow pantheon during the war of the spider queen, this compound is now primarily used as a tool for both increasing one's psychological resilience and for assassinating unsuspecting victims.

Those who dare to venture to one of the evil aligned Outer Planes or the Far Realm may use Eldritch Blossom in advance as a means to psychologically prepare themselves for the horrors they may encounter.

It is common knowledge among anybody informed about this substance that it is the most dangerous of all the visionary compounds in Faerûn. It is therefore advised that it should absolutely not be used without multiple caretakers, as many people have been known to become psychotic, violent, and even suicidal under its influence.

LIGHTER DOSAGES

Ingesting of a lighter dose (around 2 grams) induces a 12-hour long state of delirium accompanied by nightmarish open-eye visions of aberrations, unspeakable horrors, and the Far Realm.

Unlike more common visionaries which produce otherworldly appearing hallucinations more obviously the result of an altered state, Eldritch Blossom induces solid and realistic appearing hallucinations. Even the few drow who consume it regularly consider the experience to be an inherently horrific at its worst and an ordeal at its best.

To roll for this experience please use the following instructions:

STEP 1 - THE TRIP

The contents of the hallucinations the character experiences are the same regardless of their emotional state. The character must succeed on a DC 20 Intelligence saving throw to psychologically withstand the experience.



On a failed save, the character will begin panicking whilst becoming completely delirious or even psychotic. This saving throw is rolled with advantage if the user is a member of the drow race.

After this roll is made, please see the trip roll charts on page X and use it to describe their experience to them. If the trip is not withstood, please use the secondary psychological response rolling chart on page X instead of the default one.

During the experience you gain the following modifiers:

- Add the roll of a d4 to Strength ability checks and saving throws
- Roll Dexterity, Intelligence, Constitution ability checks and saving throws with disadvantage
- Subtract 5 feet from movement speed

These effects end 12 hours after ingestion.

STEP 2 - THE RESULTS

Once the effects of this substance have worn off, if the user has withstood the experience they gain advantage on Charisma-based ability checks when talking to any evil-aligned creatures and will be immune to frighten status conditions. These effects will last for 3 days.

If the user did not withstand the experience, they will suffer disadvantage on Charisma-based ability checks when talking to any evil-aligned creatures. They will also have disadvantage on saving throws when trying to resist frighten status conditions. These effects will last for 3 days.

HEAVY DOSAGES

At dosages at or exceeding 5 grams, this substance can be brewed into a tea that is then simmered down into a minute amount of liquid before being evaporated in a manner that leaves a bitter-tasting brown powder behind.

When a humanoid unwittingly swallows an entire dose of this powder in a food or liquid, they are Poisoned, and experience violent abdominal pain leading to death in most cases after approximately 1 to 2 hours. A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be Poisoned for 2 hours, after an hour they take 1d4 poison damage every turn for 10d4 rounds.



ELDRITCH DELIRIUM ROLL CHART

This roll chart is for randomly generating the deliriant trip that occurs when under the influence of Eldritch Blossom (page X).

As a DM, you can roll on the charts below for each of the trip's stages. However, please keep in mind that which emotional response chart you use depends entirely on whether or not the user passed their intelligence saving throw. If the saving throw was successful then please use the first chart. If the saving throw was unsuccessful then please use the secondary roll chart.

When reading the description, start with the bolded text in quotations, then read the appropriate description beneath it. Then, move on to the next chart and repeat.

PART 1 - HALLUCINATORY EFFECTS

D4 - **"As you come up, you begin to notice..."**

- 1 The environment around you is covered in countless insects and spiders crawling over every square inch of your surroundings and your body.
- 2 The environment around you has grown darker and colder, obscured by an omnipresent fog which feels as if it has leeched all the color and vitality out of your surroundings, leaving nothing but lifeless black and white.
- 3 The environment around you is completely overgrown by biological growths of various kinds, tendrils and slimy flesh-like membranes now permeate and cover most surfaces.
- 4 The environment around you mutates as realistic-looking eyes and faces of various sizes grow out of every surface and start staring directly at you.

D4 - **"While this is happening..."**

- 1 You find yourself surrounded by sinister shadow beings exuding a powerful sense of fear and despair. The beings loom in utter silence, their faces are featureless blurs, yet still they give off the unshakable impression that they're mocking and taunting you.
- 2 You find yourself surrounded by a writhing swarm of gibbering mouthers which creep towards you from all angles, babbling incoherent insanity. You are eaten alive by countless mouths, slowly absorbed into the red doughy flesh of the monsters.
- 3 Your party begins staring at you with sinister and impossibly stretched grins on their faces. At once, they violently attack you while screaming a deathly, otherworldly howl that sends shivers down your spine even as you are eviscerated. With their bare hands, they rip your flesh from its bones.
- 4 Your party suddenly gasp and groan, seeming to be in overwhelming pain. Their skin turns a pale gray and their veins turn a visible black color which spreads throughout their bodies. Blood begins to stream from their nose, mouth, eyes, and ears. One by one they clutch their chest, falling to the ground and convulsing in agony.

STAGE 3

D4 - "Before you have time to react, your environment suddenly changes..."

- 1 You are now hanging upside down within the web of a monstrous long-legged arachnid, paralyzed. As it methodically wraps you within its silken thread, countless smaller larvae spew from its abdomen before burrowing their way into your eyes, mouth, and skin.
- 2 You are now suspended within a vast incomprehensible space, a dark blue nothingness penetrated by forests of writhing tentacled vegetation encrusted with orange moss, growing above an amoeba-like sea. You look around, seeing strange blue globes rain down from unseen heights, bursting when they strike something before unleashing horse-sized ticks that immediately scuttle towards you in an apparent hunt for blood.
- 3 You are now walking through the streets of an ancient deserted city comprised of impossibly huge monolithic buildings obscured by dense clouds of ash-like spores drifting through the air. As you continue to quietly traverse this labyrinthian collection of unimaginably alien architecture, you cannot help but feel that you are being watched and stalked by an entity unknown.
- 4 You are now floating through an endless void peppered by specks of distant stars and galaxies. As you drift into the center of this vast space, you find a collection of unfathomably complex, writhing tentacled creatures which you innately understand to be collectively dreaming this reality into existence. You suddenly realize that if these entities ever stop what they are doing for any reason, the entire multiverse in which you reside will simply cease to exist.

"You proceed to experience countless more hallucinations which primarily seem to play off of your worst fears..."

PART 2 - EMOTIONAL RESPONSE

SUCCESSFUL SAVING THROW

D4 - "In response to this..."

- 1 Feeling helpless and terrified of losing control, you instinctively assume the fetal position. For the remainder of the trip, you sit as motionless and silent as possible in a desperate attempt to ensure you do not accidentally harm yourself or your allies.
- 2 You feel incredibly confused and anxious. You do not know what is happening or who you are, but you manage to keep yourself from panicking.
- 3 You feel overwhelmed by a torrent of pain and madness, trapped in a body that hurts to move. You are essentially paralyzed and unable to harm yourself or others until the trip is over.
- 4 You keep your wits while remaining fully aware of the fact that you are hallucinating and even attempt to converse with the hallucinations in a calm and controlled manner.

"As the effects of the drug wear off, you are overwhelmed with a deep sense of relief and gratitude. You begin to realize that if you are strong enough to endure such a horrific experience, then you must be capable of handling so much more than you ever imagined."

FAILED SAVING THROW

D6 - "In response to this..."

- 1 You feel your hold on sanity slip as the madness takes you. You become convinced that this experience will never end as long as you are still alive. Panicked and despairing, you believe only death can stop the madness. You immediately attempt to kill yourself and violently resist anybody who tries to stop you. *(All dice rolls must be made with disadvantage during this state due to the impairing nature of the substance)*
- 2 Through the barrage of madness, you become convinced beyond all doubt that your life is in immediate danger and that your only hope for survival is to defend yourself at all costs. You violently attack anybody within your immediate vicinity. *(All dice rolls must be made with disadvantage during this state due to the impairing nature of the substance)*
- 3 With a sense of deluded clarity, you know that your life is in danger. Your only hope for survival is to immediately start sprinting as fast as you possibly can in the direction of the most immediate and obvious exit route. If you are in a locked room you will violently attack anybody who gets in your way. *(All dice rolls must be made with disadvantage during this state due to the intoxication of the substance)*
- 4 You collapse onto the floor screaming and crying. The madness is all there is. The madness is all there ever was. The madness is you and you are the madness. You are absolutely terrified but in your impairment remain unable to do anything about it.

"As the effects of the drug wear off, you are overwhelmed with a sense of fear and depression. You begin to realize that if you were foolish enough to assume you could handle this experience, then perhaps you are capable of much less than you originally believed."

TITANIAS TOADSTOOL

- **Duration:** 6 hours
- **Dosage:** 1 toadstool cap
- **Tolerance:** Has no effect if used more than once per week
- **Rarity:** Rare
- **Price:** 50 GP per heavy dose

A red and white toadstool that grows in rings; it is found on the material plane within pristine forests of temperate climates and more rarely in pine forests near icy tundra's. Titania's Toadstool grows in abundance in most of the Feywild. This substance is often associated with the firbolgs, pixies, green hags, satyrs, and various other fey orientated creatures who harvest it from their homelands. For reasons unknown, this mushroom is seemingly impossible to deliberately farm and must therefore usually be found within its natural climates in very small amounts. It is also common among eladrin elves who seem to get no discernible effects from it and simply use it as a common cooking ingredient.

The effects of Titania's Toadstool only occur when at least an entire toadstool is eaten. It also has a ceiling dosage, as eating more than one toadstool does not increase the effects over eating just one.

STEP 1 - THE TRIP

Ingesting Titania's Toadstool induces powerful sedation and a feeling of euphoric drunkenness that lasts for 6 hours. These feelings are accompanied by the sensation of shifting in and out of highly vivid daydreams that you become lost in, distracting you from your external environment. The scenery may also appear to melt, become more colorful, and become shrouded in complex ever-shifting patterns.

As this is happening, you will also experience a surge of wild magic that results in a wide variety of random effects determined by the dice roll chart on page X.

During the experience you gain the following modifiers:

- Add the roll of a d4 to Wisdom ability checks and saving throws
- Roll dexterity, intelligence ability checks and saving throws with disadvantage
- Subtract 10 feet from movement speed

These effects end six hours after ingestion.

STEP 2 - THE RESULTS

After the effects of this substance have worn off, the character will have advantage on charisma based ability checks when talking to feywild creatures. This will last for 3 days if the user is in the material plane but only 1 day if the user is in the feywild.

If the user has ever been to the feywild in the past and experienced amnesia after leaving it, this substance will reverse that amnesia and the user will find that they can suddenly remember the events which occurred during that time.





FEYWILD MAGIC ROLL CHART

This roll chart is for randomly generating the bursts of fey magic that occurs under the influence of Titanias Toadstool on page X.

As a DM, when a PC experiences these bursts of feywild magic, you can roll on both of the charts below before simply describing the occurrence to the player.

PART 1 - INITIAL EFFECTS

D20 - "As you come up..."

- 1 Roll a d10, your height changes by a number of inches equal to the roll. If the roll is odd, you shrink. If the roll is even, you grow.
- 2 You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode from your face.
- 3 Depending on the current season of the year, your skin changes into a vibrant color. If it is winter your skin turns blue, during spring it will turn green, during summer it will turn yellow, and during autumn it will turn red.
- 4 An eye grows out of your forehead for the next hour. During that time, you have advantage on Wisdom (Perception) checks that rely on sight.
- 5 You start sobbing uncontrollably, and are Incapacitated for the next minute or until you are attacked.
- 6 Roll a d10, your age changes by a number of years equal to the roll for 24 hours. If the roll is odd, you get younger (minimum 1 year old). If the roll is even, you get older.
- 7 You turn into a potted plant for 10 minutes. While a plant you are Incapacitated and have vulnerability to all damage. If you drop to 0 hit points your pot breaks and your form reverts.
- 8 You become incapable of lying for the next 24 hours.
- 9 You can only talk in rhyme and can not physically speak without doing this for the next 6 hours.
- 10 You cannot speak for the next minute. Whenever you try pink bubbles float out of your mouth.
- 11 Your hair falls out and grows back within the next 24 hours.
- 12 You begin to float 3 feet above the ground and cannot walk for 10 minutes.
- 13 You glow with a bright light for 6 hours.
- 14 Your movements leave iridescent color trails behind you for the next 24 hours.
- 15 Your shadow now makes rude and mocking gestures at you and those around you.
- 16 You are confused for 1 minute, as though you were affected by the confusion spell.
- 17 You grow large antlers, then shed them 24 hours later.
- 18 You smell strongly of lavender for the next 1d6 days.
- 19 You become blinded and invisible for the next 30 minutes.
- 20 A large daisy sprouts from your head. It may be pruned without harm.

PART 2 – SECONDARY EFFECTS

D20 - "As you come up..."

- 1 Roll a d10, your height changes by a number of inches equal to the roll. If the roll is odd, you shrink. If the roll is even, you grow.
- 2 You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode from your face.
- 3 Depending on the current season of the year, your skin changes into a vibrant color. If it is winter your skin turns blue, during spring it will turn green, during summer it will turn yellow, and during autumn it will turn red.
- 4 An eye grows out of your forehead for the next hour. During that time, you have advantage on Wisdom (Perception) checks that rely on sight.
- 5 You start sobbing uncontrollably, and are Incapacitated for the next minute or until you are attacked.
- 6 Roll a d10, your age changes by a number of years equal to the roll for 24 hours. If the roll is odd, you get younger (minimum 1 year old). If the roll is even, you get older.
- 7 You turn into a potted plant for 10 minutes. While a plant you are Incapacitated and have vulnerability to all damage. If you drop to 0 hit points your pot breaks and your form reverts.
- 8 You become incapable of lying for the next 24 hours.
- 9 You can only talk in rhyme and can not physically speak without doing this for the next 6 hours.
- 10 You cannot speak for the next minute. Whenever you try pink bubbles float out of your mouth.
- 11 Your hair falls out and grows back within the next 24 hours.
- 12 You begin to float 3 feet above the ground and cannot walk for 10 minutes.
- 13 You glow with a bright light for 6 hours.
- 14 Your movements leave iridescent color trails behind you for the next 24 hours.
- 15 Your shadow now makes rude and mocking gestures at you and those around you.
- 16 You are confused for 1 minute, as though you were affected by the confusion spell.
- 17 You grow large antlers, then shed them 24 hours later.
- 18 You smell strongly of lavender for the next 1d6 days.
- 19 You become blinded and invisible for the next 30 minutes.
- 20 A large daisy sprouts from your head. It may be pruned without harm.



VOID CRYSTAL

- **Duration:** 3 hours
- **Dosage:** 100-250mg
- **Tolerance:** Has no effect if used more than once per week
- **Rarity:** Uncommon
- **Price:** 100 GP per heavy dose

This synthetic powder is made from that of a crushed reddish crystal and is found within the black markets of almost any large city. It is known for being produced by artificers and mages within clandestine labs using a wide variety of chemical precursors.

When insufflated, you will immediately begin to feel increasingly numb to all of your physical pain and emotional suffering. Then, you are severed from your body and find your awareness weightlessly floating through a vast and darkened ethereal void which feels as if it exists within another plane. As you slowly float through this void, you will likely pass by mysterious structures of an infinite variety and size which commonly include ghostly pillars, columns, tunnels, blocks, buildings, monuments, wheels, pyramids, caverns, and many more.

During this experience, you are considered Unconscious and therefore incapable of movement or action. These effects end 3 hours after ingestion.

It is worth noting, however, that while the vast majority of people will find themselves within this darkened expanse after consuming Void Crystal, a subset of divination wizards have learned to hijack this induced out of body experience in order to utilize it as a form of scrying or astral projection. With heavy dosages and a lot of practice, highly skilled individuals can potentially project their ethereal form to a more deliberate location such as a point of interest within the prime material plane, or even another plane altogether.

When attempting to use this substance in such a way, you must preemptively make your intentions for the out of body experience clear by announcing them aloud and briefly meditating on the subject. This will set the difficulty class for the required Arcana ability check. Should this succeed, you must then also roll a Perception check to determine how acute your astral senses will be while undergoing the experience.

The information regarding the specifics of these rolls can be found in the charts below:

DISTANCE DIFFICULTY CHART (ARCANA)

DC - Distance Travelled

- dc18** You can travel to somewhere within 100 miles that you have
- dc20** You can travel to somewhere within 100 miles that you have not visited before.
- dc22** You can travel to somewhere within 1000 miles that you have visited before.
- dc24** You can travel to somewhere within 1000 miles that you have not visited before.
- dc30** You can travel any distance within this plane or visit another plane of your choice.

SENSORY ACUITY CHART (PERCEPTION)

DC - Sensory Acuity

- dc8** Your vision is blurred and colorless but your hearing is completely absent. You cannot see any fine details of your environment but can make out basic objects, scenes, and shapes.
- dc10** Your vision is blurred and your hearing is muffled. You cannot see any fine details of your environment but can make out basic objects, scenes, and shapes. You also cannot hear any specific words when a person is talking, but can make out basic noises and tone of voice.
- dc12** Your vision is blurred but your hearing is clear. You cannot see any fine details of your environment but can make out basic objects, scenes, and shapes. However, your hearing is perfect and you can clearly eavesdrop on the conversations of others.
- dc14** Your vision is clear and so is your hearing. You can see and hear just as well as you could during a normal state of sobriety.

Any roll made to view a location warded from scrying or planar travel automatically fails. At the DM's discretion, attempting to view a warded location may instead trigger a roll on the Long-Term Madness chart (DMG p.258-260), with the effect lasting 24 hours.

During this experience, although your conscious perception may be traveling freely, your physical body is still unconscious and incapable of movement or action. These effects end 3 hours after ingestion.

ADDICTION

If this drug is taken more than 3 times in a month, you must roll a DC10 Wisdom saving throw to determine whether or not you become addicted. If the saving throw fails, you must consult the Addiction chart and add the description of the appropriate level to the flaw section of your character sheet.

Once the you are at the first level of addiction or above, you must then repeat this saving throw roll again every single time you re-dose. Each time you succeed your Wisdom saving throw to avoid addiction, you must add an additional +2 to the DC of future saving throws. However, if you can avoid taking this substance for 3 months then your addiction will resolve itself.



CHAPTER 2 - STIMULANTS



timulants are psychoactive substances that enhance the functions of a person's mind and spirit in some manner. They are among the most widely used drugs in all of Toril and can lead to symptoms such as euphoria, increased focus, high levels of energy, increased talkativeness, and high levels of motivation. Stimulants are also

occasionally referred to as "uppers" as they raise a person's level of arousal when taken.

EMPATHIUM

- **Duration:** 6-7 hours
- **Dosage:** 50-200mg of Empathium crystals
- **Tolerance:** Has no effect if used more than twice a month
- **Rarity:** Rare
- **Price:** 10 GP per heavy dose

A semi-synthetic potion brewed from the sap of a tree. It is commonly associated with parties and musical concerts. It is often used during the annual Faeruûn holiday Midsummer, a day of feasting, carousing, and celebration. Many a romance are forged during Midsummer, in part from Empathium. During the quadrennial holiday of Shieldmeet, Empathium is also consumed after the days rituals, fueling festivities which last late into the night. It is rumored to have no effect on Duerger, and is forbidden in Drow societies for inducing sentimentality.

When ingested Empathium induces a 6-7 hour state in which you feel overwhelming feelings of love and empathy for one's fellow man, a greatly increased appreciation of music, and a profound ease and confidence when it comes to socializing. This is alongside feelings of powerful stimulation and euphoria that cause you to uncontrollably appear as visibly intoxicated due to your dilated pupils, general behavior, and jaw clenching.

LIGHTER DOSAGES

At lighter dosages, Empathium grants you 6 hours of increased energy levels as well as distinctly improved social skills and empathy levels. You are also less intimidating and more susceptible to the effects of music.

During the experience you gain the following modifiers:

- Add the roll of a d6 to Charisma ability checks and saving throws, with the exception of Intimidation which is rolled with disadvantage
- Add the roll of a d6 to Insight checks
- When rolling for Bardic Inspiration, the dice is not consumed if the roll fails.
- Add 10 feet to movement speed
- Subtract the roll of a d8 from Dexterity and Intelligence ability checks and saving throws

These effects end 6 hours after ingestion and will lead into an 8 hour come-down period in which the following modifiers are used:

- Subtract the roll of a d8 from Charisma ability checks and saving throws

- Bardic Inspiration spells have no effect
- Subtract 10 feet from movement speed

HEAVY DOSAGES

A higher quantity of Empathium grants you 7 hours of greatly increased energy levels, near overwhelming physical euphoria, extreme talkativeness, and a decreased ability to concentrate or focus. Alongside of this, it also makes you extremely susceptible to the positive effects of music.

During the experience you gain the following modifiers:

- Roll with advantage on all Charisma ability checks and saving throws, with the exception of Intimidation which is rolled with disadvantage
- Roll with advantage on Insight checks
- When rolling for Bardic Inspiration, the dice is not consumed if the roll fails. These rolls can also be made with advantage.
- Add 10 feet to movement speed
- When casting concentration spells, you must roll a DC10 Constitution saving throw at the start of each turn to determine your ability to maintain focus

These effects end 7 hours after ingestion and will lead into a 10-hour come-down period in which the following modifiers are used:

- Roll with disadvantage on Charisma ability checks and saving throws
- Bardic Inspiration spells have no effect
- Subtract 15 feet from movement speed



COFFEA

- **Duration:** 2 hours
- **Rarity:** Common
- **Price:** 1 silver per heavy dose
- **Dosage:** 5-10g of ground beans in hot water
- **Tolerance:** Has no effect if used more than 5 times a week

A brown and bitter-tasting beverage created by grinding beans into a powder and steeping them in hot water. It is popular in cafes within large cities throughout Faerûn, as they will regularly serve it to customers as one of their primary sources of revenue.

During the tumultuous period of the Spellplague and the aftermath of the Second Sundering, coffea, native to Chult, was largely unavailable in the Sword Coast region of Faerûn. However, thanks to the re-establishment of trade between the Lord's Alliance and Port Nyanzaru, a culture centered around coffeashouses as a place for social gathering and vigorous discussion has emerged in the larger cities of the Sword Coast, particularly Waterdeep.

When a coffea brew is ingested, this substance will induce a state of mildly increased focus and talkativeness alongside a substantial decrease in exhaustion.

During the experience you gain the following modifiers:

- Add the roll of a d4 to Intelligence and Dexterity ability skill checks and saving throws
- Add 5 feet to movement speed
- Removes the effects of exhaustion for 1 hour

These effects end 2 hours after ingestion.



NOOTROPIUM

- **Duration:** 12 hours
- **Rarity:** Uncommon
- **Price:** 20 GP per dose
- **Dosage:** 50mg
- **Tolerance:** Cannot be used more than twice a week

A synthetic blue potion that is brewed by a wide range of alchemists throughout Faerûn. This substance is commonly known for its use by scholars and intellectuals of any sort, as its usage for improving the act of studying, writing, and general productivity is deemed extremely beneficial.

It is often created and consumed by clerics and followers of Oghma, and is reputed but not confirmed to be frequently used by the monk-scholars and scribes of Candlekeep as well. Outside of this, it is commonly used amongst the students and faculty alike of many educational institutions throughout Faerûn, including that of the Conclave of Silverymoon and The Academy of Menzoberranzan.

When ingested this substance will induce a state of increased focus, wakefulness, learning capacity, and memory retention. Nootropium is considered by those who use it to have a ceiling dose, meaning that past a certain point consuming a larger dose will not produce stronger effects.

During the experience you gain the following modifiers:

- Advantage on Wisdom and Intelligence ability checks
- Add 10 feet to movement speed
- Any tasks related to writing or learning takes half as long (eg. copying a spell or learning a skill)
- An inability to take a long rest until the effects of the substance are over

These effects end 12 hours after ingestion.



VELOCITY QUARTZ

- **Duration:** 12 hours / 24 hours
- **Rarity:** Common
- **Price:** 5 silver per heavy dose
- **Dosage:** 50mg of crystal

A pale blue crystal found and mined within many cave systems throughout Faerûn. This substance is known for being harvested by goblins who are commonly forced or coerced into mining it under the command of bugbears and hobgoblins.

When ingested, this substance induces a state of greatly increased focus, physical constitution, and energy. This is accompanied by a sudden propensity for uncharacteristically reckless behavior, intense feelings of physical euphoria, extreme sociability, a general increase in aggression, and unnaturally high levels of determination.

The crystal is sometimes sold in large quantities by more organized goblin tribes to other races throughout Faerûn as an extremely profitable and highly sought after product. Common buyers include the Zhentarim who sell this product within underground black markets all across the Sword Coast, particularly in cities with high levels of criminal activity such as Illuskan, Baldurs Gate, and Waterdeep.

Velocity Quartz is unusually soft and fragile and can therefore easily be crushed into a fine powder that is then either smoked or insufflated. As it is highly compulsive, those who taken it more than once a month find that each subsequent dosage makes it increasingly difficult to avoid becoming helplessly addicted.

LOWER DOSAGES

A lower quantity of Velocity Quartz grants you 12 hours of increased physical resilience while improving strength, dexterity, and movement speed. You also become more intimidating and less prone to fear.

For the 12 hour duration, you may add the roll of a d4 to all Strength and Dexterity ability checks as well as saving throws. You also gain advantage on Charisma (Intimidation) rolls and saving throws against the Frightened condition.

During the lighter dose experience you gain the following modifiers:

- Add the roll of a d4 to Strength and Dexterity ability checks and saving throws
- Roll Charisma (Intimidation) checks with advantage
- Roll Wisdom saving throws against the Frightened condition with Advantage

These effects end twelve hours after ingestion and will lead into a 12-hour come-down period in which the following modifiers are used:

- Subtract the roll of a d4 from Strength, and Dexterity ability checks and saving throws
- Roll Charisma skill checks with disadvantage
- Roll Wisdom saving throws against the Frightened condition with Disadvantage

HEAVY DOSAGES

A heavier dosage of velocity quartz induces 24 hours of increased strength, constitution, and dexterity with a severe impairment to wisdom that can increase susceptibility to fear.

For the duration, you can add a d4 on all Strength, Constitution, and Dexterity ability checks and saving throws. You have disadvantage on all Wisdom saving throws. While under the effect of Velocity Quartz, you cannot take a rest and are immune to the Sleep status condition.

When the effects of this drug wear off, you gain 1 level of Exhaustion in addition to any Exhaustion you may have accumulated from lack of rest.

During the heavier dose experience you gain the following modifiers:

- Add the roll of a d4 to Strength, Athletics, Constitution, Dexterity ability checks and saving throws
- Roll Wisdom saving throws with disadvantage
- Add 10 feet to movement speed

These effects end twelve hours after ingestion and will lead into a 12-hour come-down period in which the following modifiers are used:

- Subtract the roll of a d4 from Strength, Athletics, Constitution, Dexterity ability checks and saving throws
- Roll fear saving throws with disadvantage
- Subtract 10 feet from movement speed

ADDICTION

If this drug is taken more than twice in a month, you will have to roll a DC10 Wisdom saving throw to determine whether or not you will become addicted. If the saving throw fails you must consult the Addiction chart and add the description of the appropriate level to the flaw section of your character sheet. However, if you are playing as a hobgoblin you may have advantage of these rolls due to both your disciplined nature and general background with the substance.

Once you are at the first level of addiction or above, they must then repeat this saving throw roll again every single time that they redose. For every time you succeed a Wisdom saving throw to avoid addiction, you must add an additional +2 to the DC of future saving throws. However, if you can avoid taking this substance for 3 months then your addiction will resolve itself.



POWDERED VIGOR

- **Duration:** 30 minutes
- **Rarity:** Uncommon
- **Price:** 1 GP per heavy dose
- **Dosage:** 10-90mg of refined coca leaf

A white powder that is made by refining the leaves of a plant which grows within the warm and humid swamp regions of both Faerûn and Chult. Its discovery is credited to lizardfolk, and has come to be associated with the certain tribes who will prepare and use this substance in order to gain an advantage in hunts and battles. They will also commonly trade it to rich merchants of other races in exchange for resources not native to their lands. As the knowledge is uncommon outside of their tribes, these trades are greatly to their benefit.

In terms of its effects, when ingested via insufflation it will induce a feeling of numbness within the nasal cavities alongside a short burst of increased strength, vigor, focus, and overall determination.

LOWER DOSAGES

A lower quantity of powdered vigor grants you 20 minutes of increased physical capacity, improving charisma, and movement speed. You also become more intimidating and less prone to fear.

For the 20 minute duration, you may add the roll of a d4 to all Strength and Constitution ability checks as well as saving throws. They also gain advantage on Charisma checks and saving throws against the Frightened condition.

During the experience you gain the following modifiers:

- Add the roll of a d4 to Constitution saving throws
- Add the roll of a d4 to Strength and Charisma ability checks
- Roll Wisdom saving throws against the Frightened condition with Advantage

These effects end only 20 minutes after ingestion and lead into a 30-minute come-down period. However, due to this compounds short duration, it is usually retaken several times within a single session, with each redose adding an additional 30 minutes to the comedown period. During this period, the following modifiers are used:

- Subtract the roll of a d4 from Constitution saving throws
- Subtract the roll of a d4 from Charisma ability checks
- Roll Wisdom saving throws against the Frightened and Charmed condition with Disadvantage

HEAVY DOSAGES

A heavier dosage of Powdered Vigor grants you 20 minutes of increased physical capacity, enhanced physical strength, and resistance to being frightened or charmed.

During the experience you gain the following modifiers:

- Roll Constitution saving throws with advantage
- Roll Strength ability checks with advantage
- Roll Wisdom saving throws against the Frightened and Charmed conditions with advantage

These effects end only 20 minutes after ingestion and lead into a 60-minute come-down period. However, due to this compounds short duration, it is usually retaken several times within a single session, with each redose adding an additional 60 minutes to the comedown period. During this period, the following modifiers are used:

- Roll Constitution ability checks and saving throws with Disadvantage
- Roll Strength ability checks and saving throws with Disadvantage
- Roll Wisdom saving throws against the Frightened and Charmed condition with Disadvantage

ADDICTION

If this drug is taken on more than 3 days in a 1 month period, you will have to roll a DC10 Wisdom saving throw to determine whether or not they will become addicted. If the saving throw fails you must consult the Addiction chart and add the description of the appropriate level to the flaw section of your character sheet.

Once you are at the first level of addiction or above, they must then repeat this saving throw roll again every single time that they redose. For every time you fail this wisdom throw, you gain an additional level of addiction. For each success, add an additional +2 to the DC of future saving throws. However, if you can avoid taking this substance for 3 months then your addiction will resolve itself.





CHAPTER 3 – DEPRESSANTS

Depressants are psychoactive substances that inhibit the functions of a person's mind and spirit in some manner. They are among the most widely used drugs in all of Toril and can lead to symptoms such as drowsiness, relaxation, decreased inhibition, anesthesia, sleep, coma, and even death. Depressants are also occasionally referred to as "downers" as they lower a person's level of arousal when taken.

ALCOHOL

- **Duration:** 4-6 hours
- **Rarity:** Common
- **Price:** 8 silver per heavy dose
- **Dosage:** Dependent on the type of alcohol

An extremely common beverage created by fermenting sugar, grains, fruits, and other ingredients into a final product such as ale, beer, cider, wine, or mead. Alcohol is by far the oldest and most widely used psychoactive substance in all of Toril. It can be found in every tavern, most inns, and almost any public place or event of social gathering. In many poverty-stricken places without consistent access to clean water, it is even used in a dilute form as a substitute for normal drinking water. Those in dire conditions use it, as unlike dirty water, alcohol does not carry deadly diseases.

When ingested at a reasonable amount, it induces a distinct feeling of disinhibition and anxiety relief that leads into the person acting with increased sociability, joyousness, emotional expression, and relaxation. This will typically result in the person acting a little more recklessly than they usually would.

It is worth noting, however, that dwarves respond uniquely to alcohol in a manner that no other race does. Although dwarves have a reputation for being able to consume great amounts of ale, with drinking playing a significant role in their culture, it is a mistake to assume that intoxication has the same effect on them as it does on humans and other races.

While humans drink to forget, dwarves, drink to remember. A dwarf deep in his cups is overcome by powerful, vivid memories of his past, especially events tied to lost kin, great deeds, or monumental failures. When dwarves drink in a group, this effect spreads among them. The clan might joyfully sing of triumph as they reminisce over the defeat of a dragon, or weep as they recall the death of a beloved elder. In contrast to clan gatherings, dwarves who drink alone invariably become morose and sullen—when separated from their clanmates, they can't avoid dwelling on unpleasant memories. It's the wise traveler who leaves alone the sole, drunken dwarf in the corner.

For these reasons, aside from the hangover, dwarves are also completely immune to all of the negative effects listed below.

LOWER DOSAGES

A lower dosage of Alcohol grants you 6 hours of increased charisma, a general improvement in your sense of emotional wellbeing, and a slight decrease in your ability to use fine motor control.

During the lighter dose experience you gain the following modifiers:

- Add the roll of a d6 to Charisma ability checks
- Subtract the roll a d4 from Insight ability checks
- Subtract 5 feet from movement speed

These effects last for 4 hours before wearing off.

HEAVY DOSAGES

A heavier dosage of Alcohol grants you 6 hours of decreased Intelligence, Wisdom, and Dexterity alongside of a general feeling of emotional euphoria. However, it is also likely to trigger additional side effects such as a loss of motor control, a slurring of speech, vomiting, and amnesia followed by an uncomfortable hangover the next day.

During the heavier dose experience you gain the following modifiers:

- Add the roll of a d4 to Charisma ability checks
- You have disadvantage on Intelligence, Wisdom, and Dexterity ability checks
- Subtract 10 feet from movement speed
- Gain 2d4 temporary hit points
- You are now resistant to bludgeoning damage for the duration of the substance's effects

These effects last for 6 hours before wearing off. As you are coming down, they must make a DC10 Constitution saving throw to determine whether or not they will experience a hangover that depending on the time of day, occurs either immediately after a long rest or after the substance has worn off. This hangover consists of 8 hours of level 1 or 2 exhaustion at the DM's discretion.

MORPHIUM

- **Duration:** 6 hours
- **Rarity:** Common
- **Price:** 1 GP per heavy dose
- **Dosage:** 2-5 poppy pods

A tan brown powder that is harvested from the pods of a flower native to the region of Kara-Tur within the eastern parts of the continent. This substance is imported by traveling merchants who will sell it throughout the Sword Coast as a highly lucrative and sought after product.

When smoked or ingested as a tea it induces intense physical and cognitive euphoria that is accompanied by a state of powerful relaxation and a mild sense of itchiness. This renders the person immune to intimidation and fear while reducing pain in such a manner that you can utilize your physical strength to perform more intense feats that are often at the expense of HP damage.

LOWER DOSAGES

A lower quantity of morphium grants you 6 hours of increased constitution and pain resistance alongside of a general improvement in your sense of emotional wellbeing.

During the lighter dose experience you gain the following modifiers:

- When you make a Constitution saving throw to maintain a concentration spell after taking damage, the DC of this saving throw is set to DC 10, regardless of the damage taken
- Add the rolls of 2d4 to your temporary HP
- Subtract the roll of a d4 from dexterity ability checks

HEAVY DOSAGES

At the start of a heavier morphium experience, you must pass a DC 12 Constitution saving throw to resist being overwhelmed by the effects of the substance. If this saving throw fails you will fall asleep for 1 hour and upon awakening have disadvantage on ability checks, attack rolls, and saving throws for the remainder of the duration of the substance. Despite these ailments, you will be in an overwhelmingly good mood due to the intense physical and emotional euphoria.

If the saving throw succeeds, however, this substance grants you 6 hours of greatly increased constitution, and pain resistance alongside of a significant temporary improvement in your sense of emotional wellbeing.

During the heavier dose experience you gain the following modifiers:

- When you make a Constitution saving throw to maintain Concentration after taking damage, the DC of this saving throw is set to DC 5, regardless of the damage taken
- Add the roll of 2d10 to your temporary HP
- Roll dexterity ability checks with disadvantage



ADDICTION

If this drug is taken more than twice in a month, you will have to roll a DC10 Wisdom saving throw to determine whether or not you will become addicted. If the saving throw fails you must consult the Addiction chart and add the description of the appropriate level to the flaw section on your character sheet.

Once you are at the first level of addiction or above, you must then repeat this saving throw roll again every single time that they redose. For every time you roll a successful Wisdom saving throw to avoid addiction, you must add an additional +2 to the DC of future addiction saving throws. However, if you can avoid taking this substance for 3 months then your addiction will resolve itself.

LIQUID CALM

- **Duration:** 8 hours
- **Rarity:** Common
- **Price:** 1 GP per heavy dose
- **Dosage:** 1 potion

A semi-synthetic liquid potion found within the black markets of any large city. This substance gains its repute from the mages and alchemists that will produce this substance within clandestine labs using a wide variety of chemical precursors.

When ingested, Liquid Calm induces a powerful feeling of relaxation that completely eradicates any feelings of worry, boredom, or fear within your current emotional state. This will typically result in you acting hedonistically in a disinhibited manner that is somewhat reminiscent of alcohol. It also often results in powerful amnesia which at heavier dosages, can leave you incapable of remembering what it was that occurred while they were under the influence of the substance.

Due to these effects, Githyanki living in the Astral Plane are known to use and even hoard Liquid Calm. Its amnesia-inducing effects are considered a positive for the Gith, who use it to pass time and repeat experiences they don't remember from the amnesia. Some Gith are known to spend decades addicted to Liquid Calm, before inevitably growing bored of even it. Alchemists and smugglers of the Prime Material Plane must take great caution to keep their operations clandestine lest risk a raid by the Githyanki.

During the experience you gain the following modifiers:

- Add the roll of a d4 to Charisma ability checks and saving throws
- You instantly break free of any current Frightened condition and become immune to it for the remainder of the duration of the substance
- Roll Dexterity, Intelligence, and Wisdom ability checks and saving throws with disadvantage
- Subtract 5 feet from movement speed

These effects last for 8 hours before inevitably wearing off. However, you will need to roll a DC 12 Charisma saving throw to determine whether or not they will experience amnesia once the substance wears off. If this saving throw fails, you will have no recollection of any of the events that occurred while under the influence of this substance. It is also worth noting that for every time this substance is ingested, you must add an additional +2 to the DC of this saving throw. However, if this substance is not used for 1 month then this number will reset back its baseline.

ADDICTION

Towards the end of the 8-hour duration, you will also start experiencing an increasingly strong urge to redose this substance if it is at all possible. To resist this urge, they must roll a DC12 Wisdom saving throw. If this saving throw fails, short of injuring yourself or others, you will go out of your way to seek and consume another dosage of the substance before it wears off. However, you could potentially be convinced or persuaded out of this by other members of your party if they were motivated to do so.

If this drug is taken more than 4 times in a month, you will have to roll a DC10 Wisdom saving throw to determine whether or not you will become addicted. If the saving throw fails you must consult the Addiction chart and add the description of the appropriate level to the flaw section on your character sheet.

Once you are at the first level of addiction or above, you must then repeat this saving throw roll again every single time that you redose. For every time you roll a failed Wisdom saving throw to avoid addiction, you must add an additional +2 to the DC of future addiction saving throws. However, if you can avoid taking this substance for 3 months then your addiction will resolve itself and this number will return to baseline.



CHAPTER 4 - MISCELLANEOUS

This short chapter details the remaining few psychoactive substances which do not seem to fit within any of the standard categories of visionaries, stimulants, or depressants. These substances are each unique in some manner and are therefore difficult to arguably define their effects as anything other than atypical.

HALFLING'S HERB

- **Duration:** 1-3 hours
- **Dosage:** 100-500 mg
- **Tolerance:** Has no effect if used more than twice a day
- **Rarity:** Common
- **Price:** 2 silver per heavy dose

Halfling's Herb, also known as **Pipe Weed** and **Halfling Leaf**, is a pungent leafy green herb that is native to almost all of the continents of Toril. However, in Faerûn it is commonly grown by halflings and plays an important role in their culture. It is also sold in large quantities by the halflings to many other races throughout Faerûn, particularly humans and gnomes who see it as a harmless tool for relaxation.

When smoked, it puts you into a sedated and giggly state in which you will typically want to engage in relaxation, listening to music, socializing, and food.

This makes short rests more effective, makes music more enjoyable, and allows a small amount of HP to be gained from eating food. It also increases Perception while decreasing Dexterity and Intelligence. It only lasts for 3 hours after smoking and is not addictive.

LOWER DOSAGES

At lower dosages, smoking this substance induces feelings of mild relaxation combined with a slight increase in perceptiveness, appetite, and emotional well being.

During the experience you gain the following modifiers:

- When eating a large meal which takes at least ten minutes to consume, your HP maximum and current HP is increased by 3 for the duration
- Whenever you spend 1 or more hit dice during a short rest, you can regain an extra 1d6 hit points
- Add the roll of a d4 to Wisdom (Perception) ability checks
- Subtract the roll of a d4 from Intelligence and Dexterity ability checks
- Subtract 5 feet from movement speed
- Roll with disadvantage on saving throws against the spell Tasha's Hideous Laughter

These effects end 1 hour after smoking the substance.

HEAVY DOSAGES

At heavier dosages, smoking this substance induces feelings of intense relaxation combined with a strong increase in perceptiveness, appetite, and occasional paranoia. It will also cause your eyes to become red and bloodshot while your eyelids become droopy in a manner which is visibly obvious that you are under the influence of this substance.

During the experience you gain the following modifiers:

- When eating a large meal which takes at least ten minutes to consume, your HP maximum and current HP is increased by 6 for the duration
- Whenever you spend 1 or more hit dice during a short rest, you can regain an extra 2d6 hit points
- Roll Wisdom (Perception) ability checks with advantage
- Roll Intelligence and Dexterity ability checks with disadvantage
- Subtract 10 feet from movement speed
- Roll with disadvantage on saving throws against the spell Tasha's Hideous Laughter

These effects end 3 hours after smoking the substance.



TABACCO

- Duration: 20 minutes
- Dosage: 200-500 mg
- Tolerance: Has no effect if used more than twice a day
- Rarity: Common
- Price: 20 gp per 100g

Tabacco, also known as **tobacco**, is a sweet scented plant indigenous to the distant continent of Nexal, which lies far west of Faerûn across the Trackless Sea. It was originally associated with the Tabaxi immigrants who brought the plant into Faerûn and Chult, where it quickly became a staple product among many cities throughout the Sword Coast.

The plant itself grows best within sandy soil in warmer climates which get a lot of sun. For this reason, the largest exporters of tabacco within Faerûn can be found in areas such as the The Dunn Hills, Lapaliiya, Unther, and Mulhorand. There are, however, numerous microclimates in many other locales where growing tabacco in smaller quantities is also possible.

Tabacco is frequently smoked in taverns, social gatherings, and during work breaks of any sort. It is commonly regarded as a harmless social ice-breaker that allows people to bond and converse over the shared act of smoking together. In fact, many friendships are formed between people that first met by simply sharing a smoke together.

It is sold in the form of a brown herb with a stringy texture, most commonly purchased either as pre-rolled cigars or a pouch of loose material that can be smoked in a pipe. However, despite the legality and ease of availability of tabacco, it is well known to cause severe respiratory issues when chronically used over the course of a person's life.

When smoked, it puts you into a subtle state of increased focus accompanied by a feeling of very mild relaxation. Once this has subsided, it then causes a distinct desire to pursue acquiring and smoking more of the product. The feeling of relaxed focus occurs the first 6 times tabacco is used, then no longer occurs under the influence of this substance until a break of at least 3 months is taken.

During the experience you gain the following modifiers:

- Add the roll of a d4 to Intelligence ability checks
- When engaging in social smoking with other people, add the roll of a d6 to Charisma ability checks

These effects end 10 minutes after smoking the substance.



GLITTERGOLD'S BREATH

- Duration: 2 minutes
- Dosage: 1 canister inhaled within 2-3 breaths
- Tolerance: Has no effect if used more than five times a day
- Rarity: Uncommon
- Price: 10 GP per heavy dose

A sweet-tasting purple gas which accumulates in large quantities within caverns deep below the ground. This substance is often associated with deep gnomes and certain dwarven citadels that commonly harvest it from their mines to store it in pressurized bottles and use via inhalation. It is also used for carbonating a wide variety of dwarven beverages, as its flavor is loved by many.

Glittergold's breath typically induces 2 minutes of intense laughter followed by 2 minutes of powerful pain relief that provides enhanced proficiency in Strength and Constitution with a drop in cognitive capacity. It can be used as many times a day as you please but quickly becomes prohibitively expensive.

During the experience you gain the following modifiers:

- Roll Strength and Constitution ability checks and saving throws with advantage
- Dexterity, Intelligence, and Wisdom ability scores are set to 6
- Subtract 15 feet from movement speed

These effects end 2 minutes after ingestion.



CHAPTER 5 – LEGALITY AND CULTURE

Throughout the forgotten realms, there are an incredibly diverse amount of approaches to the way in which people deal with the presence of psychoactive substances within their societies, their cultures, and their organizations. For example, while some may welcome them with open arms, others may place severe social stigmas and legal consequences upon their usage.

This chapter details the differing legalities of substances among Faerûn's largest cities as well as how the various organizations throughout this continent approach this topic. Alongside of this, it also describes in detail how each of the most prevalent races view the use of substances and how they may or may not integrate them into their respective cultures.

SOCIETIES

Throughout the Sword Coast and the broader continent of Faerûn, the legality of drugs and the cultures surrounding them change drastically depending on the society or region that you find yourself in. While many larger cities have strict laws criminalizing the possession and production of many psychoactive substances, some regions entirely accept these substances and even foster a well-established culture of responsible drug usage. Many societies remain either completely indifferent to psychoactive substances or simply do not have the resources to attempt to control them. While societies that completely ban the use of all psychoactive drugs and enforce draconian punishments for transgression are exceedingly rare, some do exist.

Regardless of location, substances such as tobacco, alcohol, coffee, and halfling's herb are generally legal, normalized, and viewed as sufficiently harmless forms of relaxation or recreation. By contrast, the more addictive or mind-altering a substance is, the more likely it is to be entirely banned from a legal standpoint.

Despite the laws that may be imposed on them, people of most races do not typically view the use of psychoactive substances as an inherently bad thing. It is known healing professions such as alchemists and doctors will often use both herbal and synthetic drugs to mend the sick, and many spiritual types such as clergy and shamans will use visionary compounds as part of their rituals. Drugs are typically only seen as negative when used in a reckless, irresponsible, or dangerous manner.

Some of the largest or most important localities of the Sword Coast and their views on substance usage are detailed below:

WATERDEEP

Waterdeep is the quintessential example of a tolerant trade city where local rulers have no interest in directly banning the use of drugs. While the production and sale of illicit compounds is still unlawful, the personal possession and usage of them is partially decriminalized.

A Lords' Edict was long ago issued which banned both the production and distribution of drugs in Waterdeep. Anybody being found violating this law to be either exiled from the city for 5 years, or be fined no less than 1,000 GP. Exile is enacted on all outlanders and those who do not own property, and the fine is levied against all Waterdhavian landowning citizens—who will find themselves very closely watched for a month, then again in the third month thereafter, because the Watch is often determined to catch and fine them again.

In practice, this edict is selectively enforced. Nobles and wealthy merchants frequently receive nothing but a stern lecture if caught with drugs regardless of amount, but a commoner merchant or laborer is often unfairly assumed to have the drugs to sell, and will be sentenced accordingly. An exception to this, however, is if the commoner is a member of the Guild of Apothecaries & Physicians or can prove that they are working directly for a relevant guild member.

Public opinion on the general acceptability of drug usage varies greatly amongst the citizens of Waterdeep. Most working class individuals believe that drugs should be fully legalized and regulated for the economic and social benefit of all. In contrast, however, the majority of wealthy types are perfectly happy with the status quo, they see no problem with the local laws as the laws do not directly cause problems for them personally.

NEVERWINTER

In Neverwinter, the usage, possession, sale, and production of psychoactive substances aside from alcohol, tobacco, coffea, and halfling's herb are all technically illegal under rather strict rules. However, as the city's efforts and resources currently being primarily dedicated to restoring the city to its former glory after both the Spellplague and the eruption of Mount Hotenow, the Neverwinter Guard and the Wintershield Watchmen have both left these laws largely unenforced.

This has resulted in an extensive black market within Neverwinter which is seemingly only targeted by law enforcement when a business or dealer becomes brazen enough to stop being discreet in their operations. Local guards will usually only prosecute a person for possession when they are found with illicit substances on their person while being arrested for another crime.

On the rare occasion that local law enforcement bothers to catch and convict somebody of a substance-related crime, the severity of their punishment will typically depend on whether or not they were producing, distributing, or possessing. Producers and distributors will usually face lengthy jail sentences, while people who were found in possession of quantities small enough for personal use will often be fined and sentenced to community service. If the violation is particularly egregious, the criminal made be example of.

Public opinion on the general acceptability of drug usage is relatively accepting, the citizens of Neverwinter are typically either indifferent on topic or believe that they should someday be fully legalized and regulated. Generally speaking, psychoactive substances are considered to be a social issue of an incredibly low priority compared to that of restoring the city under the nationalistic guidance of the New Neverwinter movement.

BALDURS GATE

In Baldurs Gate, the usage, possession, sale, and production of all psychoactive substances aside from alcohol, tobacco, and coffea is entirely illegal under rather strict rules heavily enforced by both the Watch and the Flaming Fist. However, there is still an extensive underground network of distributors almost exclusively run by The Guild, the largest criminal organization in the city.

The Guild is highly organized and holds sway over nearly every aspect of Baldur's Gate, its residents, and even its government. They have used this power to directly profit off of the prohibition of psychoactive substances, as they can safely ignore the laws which are violently imposed on their potential business competitors within the city borders. This has created a situation in which even the producers and suppliers of the regions illicit substances are vigilantly against the concept of legalization within the areas that they operate.

In terms of enforcement, people found in possession of substances in quantities that could be considered "personal use" are usually punished with a public whipping or the removal of a finger. Those who are found publicly intoxicated are openly shamed by a night in the stocks. On the more extreme side of things, those found distributing usually face lengthy prison sentences, and those found producing illicit substances are frequently tortured and publicly executed. However, there have been numerous incidents in which high profile cases have been let off lightly by judges, fueling suspicion that The Guild likely has some level of influence over the legal system of Baldur's Gate.

The public opinion on the general acceptability of drug usage amongst the citizens of Baldurs Gate is largely against legalization and in full support of the status quo. The few exceptions to this rule are generally the extremely downtrodden and most poverty ridden members of society who hold no power so carefully keep their opinions to themselves for fear of being labelled as a criminal.

LUSKAN

Within the northern city of Luskan, the usage, possession, sale, and production of psychoactive substances are not only legal but a hugely important source of profit for its ruling Ships, and High Captains. However, the sale of these drugs can only be conducted by companies run by Luskan ship members and closely watched outsiders that have been provided permits by one of the towns leading Ships, known as "Ship Kurth".

The pre-approved merchants of Luskan primarily focus their stock and inventory on that of the more profitable, addictive, and hedonistic substances. As such, the most easily accessible substances within the Luskan marketplace commonly include Velocity Quartz, Powdered Vigor, Liquid Calm, and Morphium. While drugs of any kind are legal to possess, produce, and distribute (given proper approval), there is unfortunately very little established culture or profit incentive for them to bother providing many of the visionary substances that offer some kind of a spiritual experience.

SILVERYMOON

Within the elven city of Silverymoon, the usage, possession, sale, and production of psychoactive substances are all legal or at least decriminalized. Many visionary compounds play a significant role within the society's way of life. There is an incredibly well-established culture of responsibly using substances such as Spirit Vine, Psilofyr's Flesh, and Nula's Essence as important tools for a multitude of reasons relating to personal growth. Such benefits include opening one's mind, learning about oneself, deepening one's connection with other people or nature, and developing a profound sense of spiritual respect for both nature and the multiverse as a whole.

Visionary substances in particular are often considered a rite of passage within Silverymoon, many natives use them for the first time under the guidance of a professional mentor once they reach adulthood. After they are deemed experienced enough, many people will continue to independently use these visionary substances throughout their lives on a yearly or monthly basis in order to retain and preserve the lessons imparted by the visionaries. Generally, this is either done during a solitary period of meditation, within a group setting among close friends, or as part of a public ritual that can include up to dozens or even hundreds of people.

Outside of visionary substances, the standard socially accepted substances of Alcohol, Coffea, Tabacco, and Halfling's Herb are available within various taverns, café's and smoke shops throughout the city. However, it is worth noting that their usage is a little less universal than that of many other cities due to the strong culture of primarily valuing substances which can be used for personal growth and self-improvement. Another example of this includes the use of Empathium during designated public celebrations and as a tool for interpersonal bonding. Alongside of this, Nootropium is also used by many students and scholars within the Conclave of Silverymoon due to its ability to increase a person's capacity for learning and productivity.

However, it is important to understand that while most substances are accepted within Silverymoon, there are several specific compounds which are not condoned. Substances such as Velocity Quartz, Powdered Vigor, and Morphium are deemed as an addictive and destructive vice by both the culture and government of the city. On the rare occasion that a person is found in possession of these substances by the Silverwatch, they will usually be confiscated while the person is fined and closely watched for several weeks afterward. If a person is found distributing these substances, they will face a short jail sentence before being exiled from the city for life.

MENZOBERRANZAN

The underground city of Menzoberranzan has a unique relationship with psychoactive substances due to the highly hostile and competitive nature of drow society. While there are no specific laws which control or regulate the various psychoactive substances, the majority of citizens within this locality are simply too preoccupied with vying for increased social status and plotting against one another to risk taking an impairing drug. For a drow, it is rarely considered safe to use the vast majority of drugs that can be considered as harder than alcohol or tabacco.

However, two small groups do find themselves with the option to use psychoactive substances for recreational purposes. High ranking drow, particularly nobles who are not busy plotting to overthrow their rivals or guarding against usurpers of their positions, are fond of wild parties and dances fueled by obscene amounts of imported and incredibly expensive powdered vigor.

In contrast to this, there is also a sizeable amount of male drow, goblinoids and orcs who have been classed as outlaws and forced to live within the Braeryn slums or "Stenchstreets" at the lowest level of Menzoberranzan. These people are typically consumed by poverty or slaves with nothing else to lose, so frequently find themselves becoming addicted to locally mined Velocity Quartz or imported Morphium. This usage is unfortunately motivated by a desperate attempt to escape from the suffering of their existence.

Outside of recreational use, there are a small number of specific substances that serve niche purposes within their society. Eldritch Blossom naturally grows in abundance throughout the vast caverns surrounding this city and is commonly harvested by slaves. It is used in lower dosages as a ritualistic substance for increasing a drow's mental tenacity. In higher dosages it is a poison for taking out their enemies, or a highly profitable product to be exported to criminal organizations throughout the surface world of Faerûn. Nootropium is also an extremely common tool for increasing the productivity and intellectual capacity of scholars working within the Academy of Menzoberranzan. The substance known as Void Crystal is often used by appointed and specifically trained divination wizards as both a tool for spying on other races and determining the location of escaped drow.

PORT NYANZARU

Within the wealthy Chultan city of Port Nyanzaru, the usage, sale, possession, and production of psychoactive substances are all entirely legal and available for purchase in almost any quantity to both traders and the general public. This rather liberal policy on the sale of any substances is motivated entirely by the desires of the profit-seeking and wealthy Merchant Princes who rule over every aspect of the city. It has proven to be a highly lucrative source of income for the region, with merchants and adventurers traveling from up and down The Sword Coast in an attempt to access the huge variety of high-quality substances that Port Nyanzaru will freely sell to anybody with enough coin on their person.

However, much like every other type of product which is traded and sold here, there are specific Merchant Princes with designated monopolies over different types of drugs. For instance, the Merchant Princess known as Jessamine has a monopoly on all substances which are plant or fungal based. In comparison, Wakanga O'tamu has a monopoly on all non-plant derived and synthetic compounds, with a particular focus on those which are either sold in the form of potions or are prized by scholars of any sort.

To purchase these products, an interested buyer must simply visit The Grand Souk, or market, within the heart of Port Nyanzaru. There they will find numerous market stalls run by the Merchant Princes consortiums. It is here where one can find for sale a huge variety of psychoactive substances that are either produced and harvested locally or imported from all over the world. These are even available in both personal and bulk quantities, depending on the needs and financial resources of the prospective buyer.

SMALL TOWNS, VILLAGES, AND SETTLEMENTS

While there are far too many smaller towns, villages, and settlements for this section of the book to possibly cover individually, it can generally be said that the less populous and wealthy a society is, the less likely it is to be capable of enforcing legal restrictions on the presence of psychoactive substances. However, while smaller towns are less likely to be capable of banning such things on a legal level, substances are simply much less available in both quantity and variety when compared to that of almost any larger city. In smaller settlements, drug use is regulated by social mores and taboo rather than codified law.

While alcohol, tobacco, and halfling's herb are cheap enough to import or produce almost anywhere, most other substances will often be shrouded in varying levels of obscurity to the common folk who live in such places. The exception to which is of course any plant based substance that may grow naturally within the local area. There are also a number of infamous drugs such as Velocity Quartz, Powdered Vigor, and Morphium which are so heavily stigmatized that any indication of their usage or sale is often disallowed through the informal process of immediate social rejection, exile from the community, or even violent mob based justice.

ORGANIZATIONS

Throughout Faerûn and the Sword Coast there are a number of organizations and factions which each have different responses to the existence of psychoactive substances. This page lists just a few of them and describes their positions in detail.

ZHENTARIM

The Zhentarim are a power hungry mercantile organization with a great deal of influence throughout Faerûn, particularly the Sword Coast. They are well known to operate both inside and outside of local laws, doing whatever they can in order to achieve their financial goals and increase their general influence. Zhentarim agents often deal in illicit goods and contraband, using their extensive mercantile contacts to move products throughout the Moonsea, neighboring lands and over Faerûn's more hazardous terrains. The types of commodities they deal in include slaves, poison, drugs and even smokepowder weapons.

This has led the Zhentarim to become the primary supplier of certain types of psychoactive substances within many of the areas that they operate. Although they will trade in anything that they can get their hands on, this organization primarily focuses on that of the more addictive, and therefore more profitable substances such as; velocity quartz, morphium, powdered vigor, liquid calm, and tabacco. These are most often acquired in bulk from their suppliers before being shipped all over the continent to be sold at a huge profit margin, usually in areas where there is little competition due to the substances being illegal or highly regulated.

The Zhentarim will often either use their hired soldiers or recruit bands of monstrous humanoids to take down rival caravans which they know or suspect to be shipping goods that the organization has deemed to be competition to their trade. They will even often go as far as finishing the delivery under their own banner to earn good faith and new business with merchant groups. They are not above resorting to sabotage, blackmail, arson, and outright murder to undermine their mercantile or political opponents.

HARPERS

The Harpers are a semi-secret organization dedicated to promoting good, preserving history, and maintaining a balance between civilization and nature by keeping kingdoms small and the destruction of the environment to a minimum. While they have no need to maintain an official stance on psychoactive substances or to officially integrate them into their activities, it is well known that a large percentage of Harpers hold a certain fascination with visionary substances, particularly psychedelics.

Interested Harpers will use and amass drugs such as Spirit Vine, Soul Crystal, Psilofyr's Flesh, and Nula's Essense. A certain few will go as far as crediting their use of these substances as one of the primary sources of inspiration that caused them want to do good in life and to then join the organization. Many speculate that this strong culture of visionary substance usage also comes at least partially from the organizations ancient roots of strong elven influence, when they were established by several elven military leaders and only a few trusted human druids centuries prior.

LORDS' ALLIANCE

The Lords' Alliance is a coalition of merchant cities throughout Faerûn, including Waterdeep, Silverymoon, Baldur's Gate, Neverwinter, and more. Its primary goals involve upholding the enforcement of local laws, alongside of seeking out and destroying any threats to their homelands. In regards to their position on psychoactive substances, generally individual members will agree with the established laws of their community. For example, a lord who is from a city in which the majority of drugs are illegal will usually believe without question that this is the moral thing to do. In contrast, a member who resides within a city in which substances are decriminalized or entirely allowed will usually passionately agree with that particular legal setup.

Most members of the Lords Alliance do not see a problem with these substantial differences in law and societal opinion, instead holding the opinion that each society should have a right to choose the specific way in which they collectively treat the issues which affect them. This view coincides with their understanding that Lords in the Alliance works for the fate and fortune of their own settlements above all others.

EMERALD ENCLAVE

The Emerald Enclave is an organization of druids and like-minded adventurers that seek to restore and preserve nature, keep the elemental forces of the world in check, keep civilization and the wilderness from destroying one another, and to help others survive the perils of the wilderness. This organization strongly asserts that certain psychedelic visionaries are uniquely powerful tools for deepening a person's sense of respect and spiritual connection to that of the natural world. It is because of this that members of the Emerald Enclave are often staunch advocates of the usage of visionary plants such as Spirit Vine, Psilofyr's flesh, and Nula's Essence.

RACES

Throughout Faerûn and beyond, there are a huge variety of races and intelligent creatures which each have their own established culture and opinions on the usage of psychoactive substances. While this can of course vary from person to person or between different localities and their respective cultures, the societies of races which are large enough in number to have their own designated settlements will often share general viewpoints and commonalities regarding this topic. In contrast, however, races which are small in number and raised around various other types of folk will usually just adopt the viewpoints of the culture within that region.

This section attempts to crudely generalize the manner in which the most common races and their societies approach this issue.

DRAGONBORN

Within the militaristic dragonborn nation of Tymander, there is a considerable lack of variety within their cultures drug usage when compared to that of many of the more common races and their respective societies.

While dragonborn cities and societies drink alcohol in much the same manner that most other races do, they usually do so with a greater emphasis on moderation and self-restraint. They also usually show little interest in or knowledge regarding the wealth of other psychoactive compounds available throughout Faerûn. This is likely due in part to not just their disciplined mindsets, but also the way in which their nation was suddenly transposed from Abeir and onto the plane of Toril during the ravages of the Spellplague, approximately a century ago. Consequently, dragonborn culture has had very little time to socially integrate the many other substances of Faerûn into their societies.

DUERGAR

Within the duergar colonies of the Underdark, psychoactive substances are used for the sole purpose of increasing the efficiency and productivity of their captive slaves. Any drugs without functional utility are ignored, and even those which produce useful effects are rarely taken by the duergar themselves. Using stimulant compounds such as locally mined Velocity Quartz, the draughr have been known to keep their workers remaining productive far beyond their natural capacity, with many of them being worked for days at a time until they finally collapse and die.

DROW

In the drow cities of the Underdark, psychoactive substances are not usually specifically regulated in any manner and are mostly ignored by the majority of drow unless they serve a specific purpose. City drow are usually too preoccupied with vying for increased social status and plotting against one another to take on any of the potential risks that inherently come with using the vast majority of drugs that are regarded as "harder" than alcohol or tobacco.

However, it is worth noting that drow elites, who have more time to relax, will generally have a love of Powdered Vigor. On the contrary, those drow of lowest rank or outcasts who have nothing else to lose will often find themselves addicted to Velocity Quartz or Morphiium. There is also the occasional ritualized use of Eldritch Blossom throughout their societies that is used by citizens to for a variety of purposes. These uses include as a deliberate test of endurance to strengthen their mental tenacity, as a poison for assassinations, or as part of sacrifice rituals performed by the few drow who continue to pray to the god known as Ghaunadaur, That Which Lurks.

DWARVES

Within dwarven citadels, there are commonly no legal regulations regarding the sale, production, or possession of psychoactive substances. This is not because of a liberal culture surrounding such things but is instead a result of a complete societal indifference that stems from the dwarves simply not typically caring for substances aside from their beloved alcohol and tobacco. The exception to this rule, however, includes the small populations of Wild Dwarves that roam the rainforests of the Chultan peninsula who regularly engage in the ritualistic usage of Spirit Vine.

ELVES

Elven societies typically have an enduring cultural foundation for the usage of visionary psychedelics within their society, often viewing them as important tools for learning, reflection, and self-actualization. While commonly accepted substances such as Alcohol, Halfling's Leaf, and Tobacco are seen as sufficiently harmless albeit hedonistic substances, there are a significant amount of highly stigmatized drugs which are deemed as completely unacceptable vices.

Elves generally frown upon the user of any substance which is perceived as addictive and destructive, with the common examples including Morphium, Velocity Quartz, and Powdered Vigor. The way in which these substances are handled from a legal standpoint varies from city to city, but they are typically considered as either entirely illegal or at least heavily controlled in some fashion.

FIRBOLGS

Within the small Firbolg clans scattered throughout various remote areas across Faerûn, certain visionary plants and fungi are often used in a group setting with the ritualistic intent of deepening their sense of connection and spiritual respect for the natural area which they have sworn to protect. The specific substances used tend to vary depending on which plants are native to the region in which the clan resides, but common examples include Spirit Vine, Psilofyr's flesh, and Titanias Toadstool.

GITHYANKI

The Githyanki civilizations which reside in the astral plane have a rather unique relationship to psychoactive substances. Githyanki culture and society are heavily influenced by their residence in the Astral Plane, where living creatures do not age nor require sustenance. They are further set apart for other races by their history with the Illithids, once slaves who won a vicious war against their oppressors, Githyanki society is hyper-militarized in a time of relative peace.

As a result of their unique circumstances, over incredibly long periods of time, many members of the Githyanki struggle to find new and interesting ways to keep themselves occupied in the lengthy downtime between raids. It is therefore common practice for them to spend their downtime indulging in a huge variety of hedonistic pursuits that commonly include the use of any substances which they can get their hands on. It is not unheard of for them to go as far as raiding the material plane for the purposes of stealing large quantities of these substances for themselves.

A common favorite among the Githyanki is Liquid Calm, used for the way in which it can be used to deliberately induce amnesia. These amnesic properties are highly valued within their society as they can allow a person to experience something for the "first time" over many different occasions, providing that they are under the influence of a heavy dosage each time this happens.

GNOMES

The gnomish societies and their three respective subraces each have varying relationships with their differing substances of choice.

For example, the forest gnomes that reside in small and incredibly remote villages tend to discreetly grow their own halfling's herb which they frequently use during their downtime as a means of relaxation. They will also occasionally brew alcohol in small quantities for later use during special celebratory occasions.

In comparison, the rock gnomes who live in small underground towns tend to enjoy a wider array of psychoactive substances due to their rather playful nature and innate sense of intense curiosity. Their primary drugs of choice will usually include the frequent use of halfling's herb for relaxation and glitter golds breath for pure hedonistic fun. The latter of which is so beloved that they use their skills in tinkering to create complex pressurized containers to store it in large quantities, frequently trade for it when interacting with dwarven societies, and even named it after their god. Alongside of this, they will also sometimes synthesize their own Nootropium for use as a tool for increasing their capacity for learning and improving their productivity.

The deep gnomes who live in underdark towns even further beneath the surface will typically drink alcohol as their primary drug of choice. Given their limited resources, this is made by fermenting fish into a salty spirit with an acquired taste. On occasion, however, they will sometimes also combine this drink with both a powdered ruby for flavor alongside of a refined form of Psilofyr's Flesh, creating a more potent beverage called "Gogondy" that grants powerful visions to those who drink it.

GOBLINOIDS

The three most prevalent goblinoid races of Faerûn have a unique cultural relationship with a specific psychoactive substance. They often live together intiered hierarchical tribes in which those at the top are deeply involved in the usage and trade of Velocity Quartz, while simultaneously both forbidding those below them from using it and also coercing them into harvesting it in very large quantities.

Goblins, often the lowest ranking members of their communities, are commonly forced to work by those in charge within the shallow cave systems where deposits of velocity quartz are naturally abundant. Since they lack the technology or motivation to build mines that are remotely on par with that of other races, they will often simply find exposed deposits of the relatively soft material and bash it off of the cave walls using crudely made tools. When velocity quartz is present, goblins are ordered to harvest the substance into large piles for their bugbear and hobgoblin leaders to use or trade as they will.

While goblins will opportunistically sneak doses of velocity quartz, they are often forbidden to do so and are typically not allowed to keep any psychoactive substances in large enough quantities to become fully addicted to them. However, when they do find themselves in possession of drugs of any sort, usually from raids, they will often secretly share them with their friends rather than handing them over or using all for themselves.

Bugbears will frequently use the velocity quartz harvested by their subordinates in order to increase their prowess in battle. However, over time they frequently become incredibly addicted to and dependent upon the drug with an ever growing tolerance to its effects. This addiction will often be kept as a closely guarded secret by the bugbear, who will likely remain in denial of it even to themselves, presumably in order to avoid admitting any form of weakness. Once bugbears become fully addicted to velocity quartz, they will habitually hoard it for themselves to whatever degree they can get away with, and as time goes on they will also show signs of increasingly deteriorated mental health.

Hobgoblins, often at the top of tribe hierarchy, are almost always avid users of velocity quartz. They find it hones their senses, increases their strength, and generally provides them with significant advantages on the battlefield. Alongside of this, it is also an excellent and highly sought after resource that can be sold and traded for great profit with a variety of different organizations and races. When given the opportunity, power hungry hobgoblins will often partially organize the clans which they rule over around the acquisition and sale of this compound.

In terms of personal use, hobgoblins do not generally become addicted this compound in any capacity that is comparable to that of other races. This is possibly due to their strict personal policy of only ever using it as a performance enhancing substance and never as a tool for hedonistic recreation. As their strength comes from numbers and discipline, they use velocity quartz and other compounds strictly as a means to increase their collective power, rather than for personal gratification.

While most goblin communities include members of each subrace, some tribes do not. When this is the case, the way in which they interact with psychoactive substances can change drastically. For example, goblin tribes who are ruled over by bugbears without the presence of hobgoblins will less frequently seek out natural velocity quartz deposits in the first place due to their decreased lack of collective planning and discipline. However, when they do occasionally encounter it, they are much more likely to find their tribe overrun with rampant addiction that in the worst cases can slowly result in a complete breakdown of the tribes social cohesion.

In comparison, when a goblin tribe is ruled over by the strongest goblin among them without the presence of either bugbears or hobgoblins, they will usually not fixate on velocity quartz at all. Instead, goblins left to their own devices prefer to dabble in all manner of psychoactive substances that usually includes anything which either grows naturally within the local area, or that which can be stolen from the bodies of humans and other races that they defeat during raids. Once a substance is acquired, they will usually share it relatively fairly among themselves while providing their leader with a slightly larger amount.

HALFLINGS

The halfling societies and their three respective subraces each have varying relationships with their differing substances of choice.

The Lightfoot halflings who live in nomadic clans which wander the societies of other races will usually have an incredibly strong appetite for the regular indulgence of a wide variety of substances. Their favorites of which will commonly include halfling's herb for relaxation or enhancing the enjoyment of meals, alcohol for loosening themselves up during social gatherings, and empathium for large celebrations and parties of any sort.

The Strongheart or Stout halflings who live within their very own nation of Luiren have incredibly similar tastes in both the substances that they use and the contexts in which they use them. However, due to their more sensible attitude and busier lifestyle, this subrace of halfling tends to use substances much less frequently and with more of an emphasis on responsible use than that of their Lightfoot cousins.

Finally, the rare Ghostwise halflings who live within small clans in remote areas will rarely use psychoactive substances at all. While they are not against the idea, they are usually too preoccupied with other areas of their life to consider acquiring or producing drugs outside of infrequent alcohol usage.

HUMANS

As perhaps the least culturally uniform and most populous race within all of Faerûn, human beings hold the greatest range of viewpoints on the issue of substance usage within their societies. Some humans will show almost complete indifference towards substances, others will passionately immerse themselves in the world of altered states, responsibly striving to experience as many substances as possible. Others will have their lives ruined by crippling addictions, or will dabble in the use of drugs only on rare occasions, and some will be vigilantly against their usage under any circumstances.

With few exceptions, larger cities tend to implement different levels of legal control over the production, distribution, and possession of most psychoactive substances. As significant portions of any large human population will commonly develop a strong interest in altered states, city governance will respond in a variety of ways depending on the cultural attitudes of their local government.

Smaller human towns and villages will typically neither have the resources or the cultural backing to bother with drug enforcement. However, their population will usually have little access to psychoactive substances and tend to know little about them outside of the usual alcohol, tobacco, and halflings herb.

KOBOLDS

Within their overcrowded mines littered throughout many underground regions across Faerûn, kobolds are generally far too preoccupied with their busy and hectic lifestyles to have any kind of an established culture around drug usage. While they hold no social stigma towards the concept and will usually consume any substances that they may find on the bodies of their fallen victims, this is a sporadic occurrence and is simply not something that kobold societies actively seek out.

LIZARDFOLK

The swamp and jungle dwelling tribes of Lizardfolk within Faerûn vary somewhat in terms of their technological development. While most simply fashion extremely primitive tools and sleep in piles of damp leaves, there are a substantial minority that will craft more complex weaponry, build basic dwellings, and even engage in the gathering and refining of a locally sourced plant into that of a potent drug known as powdered vigor.

This is done through the relatively simple process of harvesting huge amounts of the leaves into piles, simmering and stirring them in heated water over a number of days in large clay pots, then filtering the resulting liquid through finely woven material before discarding of any collected matter, and finally evaporating the murky water in a manner which leaves behind a pale white powder inside the container it was stored within.

When insufflated in its refined form, the effects of powdered vigor provides the tribes which engage in such practices with a substantial advantage in their ability to violently dominate a battlefield. They have found enhancing each warrior with increased alertness, motivation, and aggression can allow them to face enemies who outnumber them. However, this regular usage leads many lizardfolk to find themselves heavily addicted to this substance. Its sheer abundance and cultural normalization within their tribe often allows them to maintain their addiction to such a degree that it largely goes unnoticed.

Although it is well known that Lizardfolk have no interest in money or material goods which do not directly serve a useful purpose. They have, however, found that merchants, traders, and criminal organizations of many races are willing to trade high quality weapons, supplies, and tools to their tribes in exchange for powdered vigor. This has caused a number of Lizardfolk tribes to focus their society around both the usage and the trading of this substance, often going as far as violently protecting their homelands to prevent other races from acquiring and farming this plant directly, without first having to go through their tribes.

ORCS

Within smaller orcish tribes and even their nation known as the Kingdom of Many Arrows, there is some cultural consistence in regards to how their people treat and use psychoactive substances. Although they do not usually seek out a wide variety of different drugs, the orcs have perhaps the strongest culture of binge drinking out of all of the known races. In fact, their deep love of physical pleasures has led them to favor alcohol over all other substances. When drunkenly under the influence of their various types of ale, beer, and wine, they will usually engage in a variety of simple pleasures such as passionately feasting, singing, wrestling, and wild dancing.

Aside from alcohol, orcs and half-orcs in particular have a keen interest in trying out new substances during the rare occasion that the opportunity presents itself. However, they usually find themselves satisfied enough with beer and ale that they rarely bother to actively seek out such situations. Few, if any orcish societies have a significant presence of substances aside from their beloved drink.

TABAXI

The small tabaxi villages throughout the continent of Maztica have a well-established culture around the usage of psychoactive substances. In a manner vaguely similar to that of the elves, tabaxi clans also have a long tradition of encouraging drug usage as a means of exploring one's self and generally growing as a person. This practice usually began once a given individual has reached adulthood and is almost always initially supervised by the clans designated elder or shaman. An individual can choose the substances that they are interested in and progress at whatever pace that is comfortable for them.

Since tabaxi societies within their native homeland of Maztica are not particularly technologically developed and their culture also finds the act of trade demeaning, their drugs of choice are exclusively limited to that which can be naturally found within the local area. Tobacco, psilofyr's flesh, spirit vine, titania's toadstool, nula's essence, and halfling's herb are all plants which natively grow throughout the continent. Outside of this, tabaxi clans will commonly ferment the saps and juices of various plants into a sweet tasting alcoholic beverage.

The tabaxi's keen sense of curiosity has a direct impact on the way in which they use drugs. While many individuals and races will commonly find a drug of choice and stick with it, tabaxi are instead much more inclined to seek out and try entirely new substances. Tabaxi generally prefer to satiate their interests in experiencing the full breadth of altered states that this world has to offer, rather than continuously indulging in that which has already become familiar to them. This attitude towards drug usage usually holds true even among those tabaxi which have been raised with little or no exposure to their native homelands and culture.

TORTLES

A few miles off of the south east coast of Chult there lies a small mountainous island known as the Snout of Omgar. It is here where the majority of turtles are born and live their lives. In terms of their culture around the use of psychoactive substances, turtles have a huge fascination with the visionary plant known as spirit vine. This vine grows in abundance throughout the rainforests of their island, particularly in those that lie just north of Fort Ahoyhoy on the northwest coast of the island.

Thanks to this sheer abundance, the turtles have developed a strong tradition around the usage of this substance, seeing it as a tool for self-discovery and as a means of communicating with their fallen ancestors. While the frequency of use varies between each turtle, most will harvest this plant before brewing it into a liquid form and ingesting it at a heavy dosage around once a month or so. Alongside of this, every year during the evening of the summer solstice, turtles from all over the island will gather within the amphitheater of Ahoyhoy to engage in a ceremonial group trip. This ceremony is accompanied by large amounts of ritualistic chanting, singing, meditation, and drum music.

CHAPTER 6 – USAGE AND EQUIPMENT

This chapter details any additional information that a substance user may need to take into consideration when it comes to a variety of factors such as the potential side effects of their usage, the various methods of administering them to a person, and the tools that are sometimes required to do so.

It also contains an optional substance related feat which DM's can choose at their own discretion to allow players to incorporate into their character.

ROUTES OF ADMINISTRATION

Among others, there are 4 primary routes of administration (ROAs) which are used by the people of Faerûn to consume psychoactive substances. These are listed and described below:

ORAL

The most common method of consumption for many classes of drugs is oral administration, which simply put entails swallowing a substance and absorbing it through the stomach by eating the compound, swallowing it as a pill, or drinking in a liquid form. This method typically has a greater propensity for nausea when compared to other methods.

INSUFFLATED

Insufflation (commonly referred to as "snorting") refers to the consumption of a substance into the nasal cavity via the nostrils. This is a very common method of use for substances that are found in powder form. It is typically done by further crushing with a mortar and pestle to ensure that it is as fine a material as reasonably possible. It is then heaped into small "lines" or "bumps" upon a smooth surface such as a table or mirror, before being inhaled into the user's nostril through a disposable tube that is most commonly made out of a rolled-up piece of paper.

SMOKED

Smoking substances is a common method of consumption with the most prevalent examples including halfling's leaf and soul powder. To smoke a substance, a direct heat source such as the flame of a match is applied directly to the substance while it is contained within the bowl of a smoking apparatus such as a pipe or hookah. As this is happening, the user must inhale the smoke into their lungs while holding it inside of them for a couple of seconds before inevitably exhaling and repeating the process as needed.

INHALED

This is the least common method of consumption as it requires the substance to naturally exist in the form of a gas. The most common example of which is, of course, glittergolds breath. In order to use this ROA, the user must simply carefully unseal the pressurized container in which the substance is contained, before inhaling it into their lungs as quickly and as carefully as possible. This is typically most effective when the gas is held within the person's lungs for as long as reasonably possible before inevitably exhaling.

PARAPHERNALIA

Many compounds are simply impossible to use on a practical level without the use of certain tools and objects. These items are commonly sold within general good stores throughout Faerûn, although some larger cities may have specialty shops that exclusively sell both psychoactive compounds and their associated paraphernalia.

Within this section, these items will be listed alongside the descriptions necessary to use and obtain them.

WEIGHING SCALE

- **Item Rarity:** Uncommon
- **Weight:** 3
- **Value:** 5 gp

A sensitive scale set imbued with magic to increase its accuracy. It includes a small balance, pans, and a suitable assortment of weights up to 500 grams. With it, you can measure the exact weight of minute objects, such as tiny amounts of powders, crystals, and herbs.



SMOKING PIPE

- **Item Rarity:** Common
- **Weight:** 1
- **Value:** 2 s - 2 gp+

A standard smoking pipe can come in a wide variety of shapes, sizes, and prices. They are most commonly carved out of wood but are also occasionally made out of ceramics, metal, stone, glass, or bone.



MATCHES

- **Item Rarity:** Common
- **Weight:** 1
- **Value:** 5 c

A box of 50 matches that can be easily lit by simply striking them against the rough outer edge of their box. These are used for lighting fires of any sort, including those needed for using a smoking pipe.

FIRE STARTER

- **Item Rarity:** Uncommon
- **Weight:** 1
- **Value:** 2 gp

This device is a small rectangular box with a stiff metal wheel and a wick at its top. When the wheel is spun a spark is produced and the wick will become lit with a miniature flame that can be used to light a candle, torch, campfire, or smoking pipe.

As they are typically only made by gnomish tinkers, fire starters are much rarer than matches or tinderboxes. They do however hold the huge advantage of having near-unlimited usage, with the devices only breaking after a couple hundred uses.



HOOKAH

- **Item Rarity:** Uncommon
- **Weight:** 3
- **Value:** 3 gp

A large smoking device that filters its smoke through water and has up to 4 long tubes protruding from its base. Although this device must be stood on a surface and is very impractical to lug around, it provides the benefit of allowing a group of people to simultaneously engage in the consumption of a substance within a social setting, without the need of many different pipes.

However, any substance that is smoked by more than one person through this device must of course be multiplied in its dosage by the amount of people sharing it.

NOBLES INSUFFLATION KIT

- **Item Rarity:** Uncommon
- **Weight:** 3
- **Value:** 10 gp

When opened, this beautifully crafted rectangular wooden box contains several compartments on either side of it with a smooth metal surface taking up the majority of its center.

Contained within its compartments are 3 glass vials for storing powders, an ornate piece of flat metal for further refining uncrushed powders against the smooth surface, a large razorblade for arranging powders into lines, and a filigree engraved extendable metal tube for inhaling these lines into the user's nasal cavity.

WONDROUS ITEMS

Outside of the many common objects that remain quite ubiquitous among that of drug users, there exists a few types of rare substance related items that are imbued with magic properties. In terms of value and rarity, these can range from obscure specialty items to that of one of a kind relics.

TANKARD OF SOBRIETY

- **Item Rarity:** Rare
- **Weight:** 2
- **Value:** 30 gp

This tankard has a stern face sculpted into one side. You can drink ale, wine, or any other nonmagical alcoholic beverage poured into it without becoming inebriated. The tankard has no effect on magical liquids or harmful substances such as poison.

HALFLING PIPE OF PLENTY

- **Item Rarity:** Uncommon
- **Weight:** 3
- **Value:** 20 gp

This stone pipe is decorated with ornate carvings intermixed with complex runes. No matter how much it is smoked, its moderately sized bowl is perpetually full of instantly regenerating Halfling's Herb.

RINGS OF INTERLINKED PSYCHES

- **Item Rarity:** Rare
- **Weight:** 3
- **Value:** 20 gp

A collection of 4 identical silver rings of an unassuming appearance alongside of 1 golden ring inscribed with an ancient language of unknown origins. When some or all of these rings are worn by a group of up to 5 people, the person wearing the golden ring will have any altered state that occurs as a result of ingesting a psychoactive substance become automatically shared with the subjective experiences of the others.

This includes the outcomes of all saving throws, ability checks, and roll chart outcomes.

TANKARD OF PLENTY

- **Item Rarity:** Rare
- **Weight:** 2
- **Value:** 20 gp

Speaking the command word while grasping the handle fills the tankard with three pints of rich dwarven ale. The tankard has 3 charges. Using the tankard's property expends 1 charge, and the tankard regains all expended charges daily at dawn.

AGRONOMIC RUNESTONE

- **Item Rarity:** Uncommon
- **Weight:** 3
- **Value:** 20 gp

This mysterious looking stone is inscribed with arcane runes. When placed in a soil bed of up to 10 x 10 ft, this rune keeps the soil around it free of weeds and pests while maintaining both its nutrient and moisture levels at the optimum amounts required for the desired plants which are growing it.

It also speeds up the rate of growth to allow any plants within its influence to fully mature in 2 weeks, before harvesting these plants and placing the materials within a bag of holding of the owners choice, anywhere within the world.

POUCH OF CONVENIENT INTOXICATION

- **Item Rarity:** Rare
- **Weight:** 3
- **Value:** 20 gp

This silken pouch is rumoured to be either possessed by the spirit of a long deceased substance enthusiast, or perhaps magically connected to a mysterious large scale supplier of some description.

When a person opens this pouch, they can verbally request to purchase up to 3 heavy dosages of any psychoactive substance before inserting the necessary amount of coin. Upon closing the pouch and then opening it, they will find the products they requested. This can only be done once a week.

TOOLS

Throughout the forgotten realms, certain individuals can find themselves specializing in a variety of skills related to that of psychoactive substances. These skills can include the alchemical synthesis of drugs, the harvesting and growing of natural plants or fungi, and the brewing of alcohol.

This section details some related tool kits that can allow a player to perform tasks and develop skillsets which would not otherwise be possible without them. Alongside of this, at the DM's discretion a character can potentially gain proficiency in these tool kits. This can allow them to add them to add their proficiency bonus when rolling for a skill check that is relevant to the tools being used.

HERBALISM KIT (EXPANDED)

Proficiency with a herbalism kit allows you to identify plants or fungi and safely collect their useful elements. This includes everything from edible plants, psychoactive plants, and medicinal plants.

Components. A herbalism kit includes pouches to store herbs, clippers, leather gloves for collecting plants, a metal pot for brewing teas in, and a small book containing both botanical diagrams and encyclopedic information.

Arcana. Your knowledge of the nature and uses of herbs can add insight to your magical studies that deal with plants and your attempts to identify potions or substances.

Investigation. When you inspect an area overgrown with plants, your proficiency can help you pick out details and clues that others might miss.

Medicine. Your mastery of herbalism improves your ability to treat illnesses and wounds by augmenting your methods of care with medicinal plants.

Nature and Survival. When you travel in the wild, your skill in herbalism makes it easier to spot sources of food that others might overlook.

Identify Plants. You can identify most plants with a quick inspection of their appearance and smell. You also have an instinctive understanding of where to look when seeking out a specific plant to harvest from its natural environment.

HERBALISM KIT

Activity	DC
Find plants	15
Identify poison	15
Preparing raw plants into a usable form	15

BREWER'S SUPPLIES

Brewing is the art of producing beer. Not only does beer serve as an alcoholic beverage, but the process of brewing purifies water. Crafting beer takes weeks of fermentation, but only a few hours of work.

Components. Brewer's supplies include a large glass jug, a quantity of hops, a siphon, and several feet of tubing.

History. Proficiency with brewer's supplies gives you an additional insight on Intelligence (History) checks that involve alcohol as a significant element.

Medicine. This tool proficiency grants additional insight when you treat anyone suffering from alcohol poisoning or when you can use alcohol to dull pain.

Persuasion. A stiff drink can help soften the hardest heart. Your proficiency with brewer's supplies can help you ply someone with drink, giving them just enough alcohol to mellow their mood.

Potable Water. Your knowledge of brewing enables you to purify water that would otherwise be undrinkable. As part of a long rest, you can purify up to 6 gallons of water as a part of a short rest.

BREWER'S SUPPLIES

Activity	DC
Detect poison of impurities in a drink	10
Identify alcohol	15
Ignore effects of alcohol	20

SYNTHESIST'S SUPPLIES

Synthesist's supplies enable a character to produce small quantities of useful chemical concoctions such as any psychoactive substance which they have personally encountered and handled in the past.

Components. Synthesist's supplies include two glass beakers, a metal frame to hold a beaker in place over an open flame, a glass stirring rod, a small mortar and pestle, and a pouch of common alchemical ingredients, including salt, iron, and purified water.

Arcana. Proficiency with synthesist's supplies allows you to unlock more information on Arcana checks involving psychoactive substances and similar materials.

Investigation. When you inspect an area for clues, proficiency with synthesists supplies grants additional insight into any chemicals or substances that might have been used in the area.

Alchemical Crafting. You can use this tool proficiency to create or synthesize psychoactive substances. A character can spend the money to create the raw materials, which weigh 1 pound for every 50 gp spent. The DM can allow a character to make a check using the indicated skill with advantage. As part of a long rest, you can use synthesist's supplies to make one heavy dose of any psychoactive substance that you have personally encountered and handled in the past. Subtract half the value of the created item from the total gp worth of raw materials you are carrying.

When synthesizing a substance that is found in plant form within nature, your final product is that of its active constituents and not of the plant as a whole. Depending on the way in which it is made, this can take the form of either a powder or a liquid.

SYNTHESIST'S KIT

Substance synthesized	DC
Psilofyrs Flesh	15
Spirit Vine	15
Soul Powder	20
Eldritch Blossom	15
Nula's Essence	15
Void Crystal	20
Titanias Toadstool	15
Healing Venom	20
Empathium	15
Coffea	10
Nootropium	15
Powdered Vigor	20
Velocity Quartz	20
Alcohol	10
Liquid Calm	15
Morphium	15
Halfling's Leaf	10
Tabacco	10
Glittergolds Breath	15

CHAPTER 7 - GAMEPLAY AND CHARACTERS

THIS FINAL CHAPTER PROVIDES DUNGEON MASTERS AND players alike with the additional tools necessary to incorporate psychoactive substances into their campaigns and characters in a meaningful way. It covers the mechanical aspects of addiction, optional character backgrounds tied to substance culture, and advice for DMs on how to handle these potentially sensitive topics at their table.

Whether your character is a recovering addict seeking redemption, a cunning smuggler moving product through dangerous territories, an alchemically-minded synthesist brewing compounds in a hidden lab, or a spiritual shaman's apprentice learning the sacred ways of visionary plants, the backgrounds provided here offer a foundation for rich character development and compelling roleplay opportunities.

LEVELS OF ADDICTION

The chart below shows the increasingly substantial changes to a character's personality that can occur as they become addicted to a substance. When a character falls into addiction, they gain a flaw to be added to their character sheet, determined from the chart below based on the severity of their addiction level. These flaws should then be roleplayed as part of the character's personality.

Level Flaw

- 1 You really enjoy this particular drug and know that you would immediately try it again if the opportunity presented itself.
- 2 You crave the familiar drug even when not exposed to it and feel an urge to try and seek it out.
- 3 You feel irritable when you have not used your favorite drug for 3 days.
- 4 You begin feeling horribly sick when you have not taken the drug you need for 2 days.
- 5 You no longer focus on your personal hygiene and begin to look disheveled while also giving off a pungent smell. You are willing to spend any amount of money and to deceive others in any way in order to fund your addiction.
- 6 You begin feeling horribly sick when you have not used for 1 day. You are willing to lie, steal, and commit violent crimes in order to fund your addiction.

SHAMAN (OPTIONAL FEAT)

This section details an optional feat that can be offered as a potential choice for players at the DM's discretion, particularly in campaigns which use this homebrew to add more of an emphasis on substance usage.

PREREQUISITES

- Must have Wisdom of 10 or higher

- Must have a history of visionary substance usage, either within the campaign or as part of the character's backstory

As an incredibly experienced explorer of the mind, you are now capable of fulfilling the role of a shaman within your community and social circle. You have become adept at navigating altered states of any kind and can use your knowledge to help guide others through their experiences with visionary substances.

You gain the following benefits:

- You have advantage on all rolls that occur as a direct result of you ingesting a psychoactive substance
- You have advantage on all Perception and Nature checks which pertain to you seeking out and identifying plant-based substances
- When up to 4 members of your party are using visionary-type substances of any kind, you may use your guidance to provide them with advantage on substance-related rolls
- You have advantage on Persuasion ability checks when trying to talk somebody out of pursuing a dose of a substance which they are addicted to

ADVICE FOR DUNGEON MASTERS

Incorporating psychoactive substances into your campaign can add depth, realism, and interesting moral complexity to your world. However, it is important to handle these topics with care and consideration for your players' comfort levels.

SESSION ZERO DISCUSSION

Before introducing substances into your campaign, discuss the topic with your players during session zero. Some players may have personal experiences with addiction or substance abuse that make this content uncomfortable. Establish clear boundaries and be willing to adjust or remove this content entirely if needed.

BALANCING RISK AND REWARD

The substances detailed in this supplement are designed to offer meaningful trade-offs. The benefits should never completely outweigh the risks. If players begin treating substance use as simple mechanical optimization, consider introducing complications such as:

- NPCs who react negatively to obviously intoxicated characters
- Supply shortages that make favored substances difficult to acquire
- Encounters that occur during vulnerable come-down periods
- Legal consequences in cities with strict drug laws

ADDICTION AS STORYTELLING

When a character becomes addicted, treat it as an opportunity for character development rather than purely mechanical punishment. Work with the player to explore how their character's personality shifts. Recovery from addiction can be a powerful narrative arc.

DESCRIBING ALTERED STATES

When narrating the effects of substances, lean into descriptive language that evokes the surreal nature of altered perception. Use the roll charts as inspiration, but customize based on the character's personality, fears, and desires.

SUBSTANCES AS PLOT HOOKS

Psychoactive substances can serve as excellent plot hooks:

- A village's water supply has been contaminated with a hallucinogenic compound
- The Zhentarim are moving a large shipment of Velocity Quartz through the region
- A shaman needs a rare visionary plant to complete a ritual
- A noble has become addicted to Morphium and their family hires the party to intervene

BACKGROUNDS

ADDICT

- **Skill proficiencies:** Sleight of Hand, Stealth
- **Tool proficiencies:** Thieves' tools
- **Equipment:** Dagger, glass pipe, a firestarter, a pouch containing 10gp, 3 heavy doses of an addictive substance of your choice

D6 Substance of choice

- 1 Powdered Vigor
- 2 Velocity Quartz
- 3 Morphium
- 4 Liquid Calm
- 5 Alcohol
- 6 Void Crystal

SUGGESTED CHARACTERISTICS

ith a source of suffering in their lives. This could be poverty, trauma, loss, depression, or even just a deep sense of being unfulfilled.

FEATURE: RELIABLE CONNECTION

Through your years navigating the underground world of substance acquisition, you have established reliable connections with dealers and suppliers in most settlements. When you arrive in a town or city, you can locate a source for common psychoactive substances within 1d4 hours. This contact can also provide information about local criminal activities and black market prices. However, these connections expect reciprocity—they may occasionally ask for favors.

PERSONALITY TRAITS

D8 Personality Trait

- 1 Despite my addiction, my friends know that they can rely on me no matter what.
- 2 I hoard objects that others might see as worthless so that I can potentially sell them later for extra cash.
- 3 I put great care into hiding my addiction from everyone I know, even my closest friends.
- 4 I am no longer concerned with hiding my addiction. If people cannot accept me then that is their problem.
- 5 I am constantly calculating—how much coin I have, how many doses remain, how long until I need more.
- 6 I deflect serious conversations with dark humor and self-deprecating jokes about my condition.
- 7 I am fiercely protective of others who struggle with similar demons, as I know their pain intimately.
- 8 I swing between periods of desperate energy and profound lethargy depending on my current state.

IDEALS

D6 Ideal

- 1 **Escape.** The world is cruel and harsh. My substance helps me endure it. (Neutral)
- 2 **Recovery.** I will overcome this affliction and prove that anyone can change. (Good)
- 3 **Freedom.** No one has the right to tell me what I can put in my own body. (Chaotic)
- 4 **Survival.** I do whatever I must to get through each day. (Neutral)
- 5 **Connection.** My addiction has shown me the depths of both human cruelty and compassion. (Any)
- 6 **Control.** I refuse to let this substance define me. I use it; it does not use me. (Lawful)

BONDS

D6 Bond

- 1 I owe a dangerous debt to the dealer who kept me supplied during my darkest days.
- 2 Someone I loved died from the same substance I struggle with. I carry their memory always.
- 3 A kind stranger once helped me when I was at my lowest. I will find them and repay that kindness.
- 4 I have a child or younger sibling who I am desperate to shield from following my path.
- 5 My addiction cost me everything—my family, my home, my reputation. I will rebuild what I lost.
- 6 I know the location of a massive hidden stash. It haunts my thoughts constantly.

FLAWS

D6 Flaw

- 1 When my cravings hit, I become irritable, cruel, and difficult to be around.
- 2 I have stolen from people who trusted me to fund my habit, and I would probably do it again.
- 3 I lie compulsively about my usage, even when the truth would serve me better.
- 4 I am deeply ashamed of my addiction and react with hostility when anyone mentions it.
- 5 I cannot resist the offer of my substance, no matter the circumstances or consequences.
- 6 I have betrayed someone important to me because of my addiction. The guilt consumes me.

SMUGGLER

- **Skill proficiencies:** Deception, Stealth
- **Tool proficiencies:** Navigator's tools, Vehicles (land or water)
- **Equipment:** A set of dark common clothes including a hooded cloak, a hollowed-out book for hiding small items, a forged merchant's license, and a belt pouch containing 15 gp

You have spent years moving illicit goods across borders, past inspectors, and through dangerous territories. Whether you worked for an organization like the Zhentarim, operated independently, or were conscripted into the trade against your will, you understand how to transport contraband without detection.

FEATURE: HIDDEN COMPARTMENTS

You have an expert eye for concealment. Given an hour of work, you can modify a container, piece of furniture, or vehicle to include a hidden compartment requiring a DC 18 Investigation check to discover. Additionally, when passing through checkpoints, you have advantage on Dexterity (Sleight of Hand) checks to conceal items on your person.

D6 Specialty

- 1 Overland routes through the wilderness, avoiding main roads
- 2 Maritime smuggling, hiding goods in ship compartments
- 3 Urban distribution through city sewers and rooftops
- 4 Caravan infiltration, hiding contraband among legitimate goods
- 5 Border crossing, knowing every unguarded pass
- 6 Magical concealment using minor enchantments and illusions

PERSONALITY TRAITS

D8 Personality Trait

- 1 I am constantly scanning my surroundings for guards, escape routes, and hiding spots.
- 2 I speak in coded language and euphemisms, even when discussing innocent topics.
- 3 I never sit with my back to a door and always know where the exits are.
- 4 I have a charming smile and a convincing lie ready for any situation.
- 5 I am paranoid that everyone I meet might be an informant.
- 6 I take pride in my work and consider myself an artist of concealment.
- 7 I am generous with friends but ruthless with anyone who threatens my operations.
- 8 I keep meticulous mental records of everyone who owes me favors or money.

IDEALS

D6 Ideal

- 1 **Profit.** Gold is the only thing that matters. Everything else is negotiable. (Neutral)
- 2 **Freedom.** Laws exist to protect the powerful. I help goods flow to those who need them. (Chaotic)
- 3 **Loyalty.** I never betray my partners or contacts, no matter the pressure. (Lawful)
- 4 **Thrill.** The rush of outwitting authorities is better than any drug I've moved. (Chaotic)
- 5 **Necessity.** I did what I had to do to survive. I'm not proud, but I'm not ashamed. (Neutral)
- 6 **Redemption.** I'm trying to leave this life behind and use my skills for better purposes. (Good)

BONDS

D6 Bond

- 1 My former smuggling crew was my family. I would do anything for those who remain.
- 2 I was caught once and someone took the fall for me. I owe them everything.
- 3 A powerful criminal organization believes I still work for them. Leaving was not offered.
- 4 I know the identity of a corrupt official who could bring down an entire network.
- 5 I have a hidden cache of valuable contraband saved for an emergency.
- 6 Someone I smuggled goods for used them to hurt innocents. I must make amends.

FLAWS

D6 Flaw

- 1 I cannot resist taking on “one more job” even when I’ve sworn to go straight.
- 2 I assume everyone is trying to cheat or betray me.
- 3 I have a bounty on my head in at least one major city.
- 4 I sample my own product more often than I should admit.
- 5 I abandoned someone during a job gone wrong. Their fate haunts me.
- 6 I trust no one with the full truth, weaving lies even into my closest relationships.

SYNTHESIST

- **Skill proficiencies:** Arcana, Nature
- **Tool proficiencies:** Alchemist’s supplies, Synthesist’s supplies
- **Equipment:** A set of common clothes, alchemist’s supplies, a leather-bound journal filled with formulas, three empty glass vials, and a belt pouch containing 10 gp

You have dedicated years to the study and creation of psychoactive compounds. Whether trained by an underground alchemist, learned through dangerous trial and error, or studied at an institution that permitted such research, you understand the chemical processes that alter consciousness.

FEATURE: EXPERIMENTAL KNOWLEDGE

Your extensive experience grants unique insights. You can identify any psychoactive substance by examining a small sample, and determine its approximate potency and purity. When encountering a new substance, you can attempt a DC 15 Intelligence (Arcana) check to deduce its likely effects without consuming it.

D6 Specialty

- 1 Visionary compounds—psychedelics and consciousness-expanding substances
- 2 Stimulants—compounds that enhance energy, focus, and physical capability
- 3 Depressants—sedatives, analgesics, and relaxants
- 4 Refinement—concentrating natural substances into more potent forms
- 5 Novel synthesis—experimenting with creating entirely new compounds
- 6 Antidotes and treatments—cures for addiction and poisoning

PERSONALITY TRAITS

D8 Personality Trait

- 1 I approach everything with scientific curiosity, including disturbing situations.
- 2 I compulsively take notes on everything, filling journals with observations.
- 3 I have a bad habit of testing my creations on myself before knowing if they’re safe.
- 4 I use precise technical terminology even when simpler words would suffice.
- 5 I am defensive about my work and react poorly to those who call it dangerous.
- 6 I find conventional medicine primitive and am not shy about expressing this.
- 7 I am fascinated by how different races respond to the same compounds.
- 8 I maintain meticulous organization in my workspace but am chaotic elsewhere.

IDEALS

D6 Ideal

- 1 **Knowledge.** Understanding consciousness is worth any risk. (Neutral)
- 2 **Healing.** My skills should ease suffering and cure affliction. (Good)
- 3 **Profit.** People pay handsomely for what I create. That’s good business. (Neutral)
- 4 **Progress.** Conventional thinking holds back discovery. I will push boundaries. (Chaotic)
- 5 **Responsibility.** Great power demands great care. I consider consequences. (Lawful)
- 6 **Liberation.** These substances can free minds from ordinary perception. (Chaotic)

BONDS

D6 Bond

- 1 My mentor taught me everything before disappearing mysteriously. I must find them.
- 2 I accidentally harmed someone with an experimental compound. I work to develop a cure.
- 3 My formulas were stolen by a rival. I will recover them and protect my life’s work.
- 4 I am searching for a legendary substance described in ancient texts.
- 5 A criminal organization funds my research in exchange for my products.
- 6 I keep the ashes of the first person I helped as a reminder of why I do this work.

FLAWS

D6 Flaw

- 1 I am addicted to one or more of my own creations.
- 2 I view people primarily as potential test subjects rather than individuals.
- 3 I cannot resist acquiring rare alchemical ingredients, regardless of cost or danger.
- 4 I am overconfident in my abilities and underestimate risks.
- 5 I have created something terrible and fear what would happen if it escaped.
- 6 I become obsessive when working on a problem, neglecting food, sleep, and companions.

SHAMAN'S APPRENTICE

- **Skill proficiencies:** Medicine, Religion
- **Tool proficiencies:** Herbalism kit
- **Languages:** One of your choice (typically Sylvan or Druidic)
- **Equipment:** A set of traveler's clothes, an herbalism kit, a small pouch of dried visionary plants worth 5 gp, a carved wooden totem, and a belt pouch containing 5 gp

You spent your formative years under the guidance of a shaman, druid, or spiritual leader who taught you the sacred ways of working with visionary plants. You learned that these substances are tools for healing, divination, and communion with forces beyond ordinary perception.

FEATURE: CEREMONIAL GUIDE

Your training has prepared you to safely guide others through visionary experiences. When you lead a ceremony involving visionary substances (requiring at least 30 minutes of preparation with ritual elements), participants gain advantage on Wisdom saving throws during the experience. You also have advantage on Wisdom (Medicine) checks to help someone having a difficult experience.

D6 Mentor's Tradition

- 1 Forest elves who use Psilofyr's Flesh to commune with the mycological consciousness
- 2 Uthgardt barbarians who drink Spirit Vine to contact ancestral spirits
- 3 Tabaxi shamans who work with Nula's Essence to connect with nature
- 4 Tortles of the Snout of Omgar who guide ceremonial Spirit Vine rituals
- 5 Firbolg clan elders who use Titania's Toadstool for Feywild guidance
- 6 Emerald Enclave druids who view visionary plants as sacred teachers

PERSONALITY TRAITS

D8 Personality Trait

- 1 I speak of visionary substances with reverence, never casually as "drugs."
- 2 I am patient and soft-spoken, having learned that wisdom often comes slowly.
- 3 I frequently reference lessons from my training when giving advice.
- 4 I am uncomfortable in large cities, preferring the quiet of nature.
- 5 I pay close attention to dreams, omens, and synchronicities.
- 6 I am protective of visionary traditions and upset when they are misused.
- 7 I approach strangers with openness, believing everyone crosses my path for a reason.
- 8 I sometimes struggle to relate to those who have never experienced expanded consciousness.

IDEALS

D6 Ideal

- 1 **Service.** My knowledge exists to help others heal and grow. (Good)
- 2 **Tradition.** These practices were passed down through generations. I must honor them. (Lawful)
- 3 **Balance.** The visionary plants teach that all things are connected. (Neutral)
- 4 **Growth.** Every challenge is an opportunity for the soul to expand. (Any)
- 5 **Truth.** The plants reveal what lies beneath our illusions. I seek authenticity. (Neutral)
- 6 **Nature.** The natural world is sacred. These plants are her messengers. (Neutral)

BONDS

D6 Bond

- 1 My mentor entrusted me with a sacred responsibility I have not yet fulfilled.
- 2 The community where I trained faces a threat I must help them overcome.
- 3 I received a vision showing me a person or place I am destined to find.
- 4 I carry seeds from the sacred plants of my tradition, sworn to cultivate them.
- 5 A fellow apprentice was lost during a visionary journey. I believe they can be saved.
- 6 My mentor has passed on, and I am now responsible for continuing their legacy.

FLAWS

D6 Flaw

- 1 I can be condescending toward those who use substances without spiritual intention.
- 2 I sometimes rely too heavily on visions rather than practical reasoning.
- 3 I have difficulty saying no to anyone who asks for spiritual guidance.
- 4 I carry guilt over a ceremony that went wrong under my guidance.
- 5 I am naive about the darker aspects of the world.
- 6 I struggle with the temptation to use visionary substances more than my tradition permits.

APPENDICES

The following appendices provide quick reference material for Dungeon Masters and players who wish to incorporate the substances detailed in this encyclopedia into their campaigns. These tables and resources are designed for ease of use at the gaming table.

APPENDIX A: SUBSTANCE QUICK REFERENCE

Substance	Type	Duration	Rarity	Price	Addictive
Psilofyr's Flesh	Visionary	6 hours	Common	5 GP	No
Spirit Vine	Visionary	6 hours	Uncommon	50 GP	No
Soul Powder	Visionary	15 min	Very Rare	100 GP	No
Nula's Essence	Visionary	10 hours	Rare	70 GP	No
Healing Venom	Visionary	10 min	Rare	20 GP	No
Eldritch Blossom	Visionary	12 hours	Rare	50 GP	No
Titania's Toadstool	Visionary	6 hours	Rare	50 GP	No
Void Crystal	Visionary	3 hours	Uncommon	100 GP	Yes
Empathium	Stimulant	6-7 hours	Rare	10 GP	No
Coffea	Stimulant	2 hours	Common	1 SP	No
Nootropium	Stimulant	12 hours	Uncommon	20 GP	No
Velocity Quartz	Stimulant	12-24 hours	Common	5 SP	Yes
Powdered Vigor	Stimulant	20-30 min	Uncommon	1 GP	Yes
Alcohol	Depressant	4-6 hours	Common	8 SP	Yes
Morphium	Depressant	6 hours	Common	1 GP	Yes
Liquid Calm	Depressant	8 hours	Common	1 GP	Yes
Halfling's Herb	Misc	1-3 hours	Common	2 SP	No
Tabacco	Misc	20 min	Common	20 GP/100g	No
Glittergold's Breath	Misc	2 min	Uncommon	10 GP	No

APPENDIX B: LEGALITY BY REGION

The following table summarizes the legal status of substances across the major settlements of Faerûn. Use this as a quick reference when determining consequences for possession or distribution.

Legend: ✓ Legal | ● Decriminalized | ✗ Illegal | — Unregulated

Substance	Waterdeep	Neverwinter	Baldur's Gate	Luskan	Silverymoon	Menzoberranzan	Port Nyanzaru
Alcohol	✓	✓	✓	✓	✓	—	✓
Tabacco	✓	✓	✓	✓	✓	—	✓
Coffea	✓	✓	✓	✓	✓	—	✓
Halfling's Herb	✓	✓	✗	✓	✓	—	✓
Psilofyr's Flesh	●	●	✗	✓	✓	—	✓
Spirit Vine	●	●	✗	✓	✓	—	✓
Soul Powder	●	●	✗	✓	✓	—	✓
Nula's Essence	●	●	✗	✓	✓	—	✓
Healing Venom	●	●	✗	✓	●	—	✓
Eldritch Blossom	●	✗	✗	✓	✗	—	✓
Titania's Toadstool	●	●	✗	✓	✓	—	✓
Void Crystal	●	✗	✗	✓	✗	—	✓
Empathium	●	✗	✗	✓	✓	✗	✓
Nootropium	●	●	✗	✓	✓	—	✓
Velocity Quartz	✗	✗	✗	✓	✗	—	✓
Powdered Vigor	✗	✗	✗	✓	✗	—	✓
Morphium	✗	✗	✗	✓	✗	—	✓
Liquid Calm	✗	✗	✗	✓	✗	—	✓
Glittergold's Breath	●	●	✗	✓	✓	—	✓

APPENDIX C: NOTABLE NPCs

The following NPCs can be used to populate your campaign with characters tied to the substance trade. Adjust their race, name, and details to fit your setting.

SHADOWMARKET CONTACT

Medium humanoid (any race), neutral

- **Armor Class** 12 (leather armor)
- **Hit Points** 22 (4d8 + 4)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	14 (+2)	15 (+2)

- **Skills** Deception +4, Insight +4, Persuasion +4, Sleight of Hand +4, Stealth +4
- **Senses** passive Perception 12
- **Languages** Common, Thieves' Cant, plus one other
- **Challenge** 1/2 (100 XP)

Reliable Connection. The contact knows where to find common psychoactive substances in any settlement within 1d4 hours. They have advantage on Charisma checks when negotiating prices with other dealers.

Slippery. The contact has advantage on ability checks and saving throws made to escape a grapple or restraint.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Spiked Drink (1/Day). The contact can slip a dose of Liquid Calm into an unattended beverage. A creature that drinks it must succeed on a DC 12 Constitution saving throw or be poisoned for 1 hour. While poisoned, the creature has disadvantage on Wisdom saving throws.

CLANDESTINE ALCHEMIST

Medium humanoid (any race), any alignment

- **Armor Class** 11 (13 with *mage armor*)
- **Hit Points** 33 (6d8 + 6)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	12 (+1)	17 (+3)	14 (+2)	10 (+0)

- **Saving Throws** Int +5, Wis +4
- **Skills** Arcana +5, Investigation +5, Nature +5, Medicine +4
- **Senses** passive Perception 12
- **Languages** Common plus two others
- **Challenge** 2 (450 XP)

Experimental Knowledge. The alchemist can identify any psychoactive substance by examining a sample and can determine its potency and purity. They have advantage on Intelligence checks related to substances.

Spellcasting. The alchemist is a 3rd-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips (at will): *acid splash*, *mending*, *prestidigitation*

1st level (4 slots): *detect magic*, *identify*, *mage armor*, *sleep*

2nd level (2 slots): *alter self*, *detect thoughts*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Alchemical Flask (3/Day). The alchemist throws a flask at a point within 30 feet. Each creature within 5 feet of that point must make a DC 13 Dexterity saving throw, taking 2d6 acid damage on a failed save, or half as much on a success.

ELDER SHAMAN

Medium humanoid (any race), neutral good

- **Armor Class** 13 (hide armor)
- **Hit Points** 55 (10d8 + 10)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	14 (+2)	18 (+4)	14 (+2)

- **Saving Throws** Wis +6, Cha +4
- **Skills** Insight +6, Medicine +6, Nature +4, Perception +6, Religion +4
- **Senses** passive Perception 16
- **Languages** Common, Druidic, Sylvan
- **Challenge** 3 (700 XP)

Ceremonial Guide. When the shaman leads a ceremony involving visionary substances (requiring at least 30 minutes of preparation), participants gain advantage on Wisdom saving throws during the experience. The shaman also has advantage on Wisdom (Medicine) checks to help someone having a difficult experience.

Experienced Voyager. The shaman has advantage on all saving throws related to psychoactive substances and cannot have a “bad trip” on visionary compounds.

Spellcasting. The shaman is a 5th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). They have the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, produce flame*

1st level (4 slots): *detect poison and disease, goodberry, healing word, speak with animals*

2nd level (3 slots): *calm emotions, lesser restoration, pass without trace*

3rd level (2 slots): *dispel magic, plant growth*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if wielded with two hands.

Herbal Remedy (3/Day). The shaman administers an herbal preparation to a willing creature within 5 feet. The creature regains 2d8 + 4 hit points and is cured of one disease or the poisoned condition.

APPENDIX D: SAMPLE LOCATIONS

THE VELVET HAZE

Waterdeep, Dock Ward

This discreet establishment operates behind the facade of an ordinary tea house in the bustling Dock Ward. A wooden sign depicting a purple lotus marks its entrance. Inside, the air is thick with sweet-smelling smoke, and patrons recline on plush cushions in private alcoves separated by silk curtains.

Proprietor: Lysara Duskwhisper, a mysterious half-elf woman with silver-streaked hair and knowing violet

eyes. She claims to have traveled extensively through Kara-Tur and maintains connections with the Zhentarim, though she operates independently.

Offerings: Morphium (imported from Kara-Tur, highest quality), Liquid Calm, Empathium (available only during festivals), and a house specialty tea blended with Halfling’s Herb and exotic spices.

Atmosphere: Quiet, intimate, and expensive. The Velvet Haze caters to nobles and wealthy merchants seeking privacy and discretion. House rules forbid violence, and Lysara employs two half-orc bouncers who ensure compliance.

Plot Hooks: Lysara may hire adventurers to escort a sensitive shipment, or a noble patron’s loose tongue while intoxicated may reveal valuable secrets.

THE HOLLOWED ROOT

Luskan, undisclosed location

A Zhentarim-controlled warehouse hidden beneath a legitimate shipping company near the docks. The entrance is concealed behind stacked crates and requires a specific sequence of knocks to open.

Operations: This facility serves as the primary distribution hub for Velocity Quartz and Powdered Vigor throughout the northern Sword Coast. Shipments arrive weekly via both land and sea routes, are processed and divided into smaller quantities, then distributed to street-level dealers across multiple cities.

Personnel: The operation is overseen by a ruthless human man known only as “The Weighmaster,” who earned his name for his obsessive precision in measuring product. He commands a crew of twelve—mostly former sailors and thugs—who handle security, packaging, and distribution.

Security: Armed guards patrol at all hours, and the single entrance is trapped with an *alarm* spell. A hidden tunnel leads to the sewers for emergency escape. All workers are searched before leaving.

Plot Hooks: A rival faction wants the operation disrupted; a captured friend is being held here; the Zhentarim need outside help to deal with theft from within.

THE GROVE OF WHISPERS

Silverymoon, three miles northeast of the city

A sacred clearing in an ancient forest where druids of the Emerald Enclave and local shamans have conducted Spirit Vine ceremonies for generations. Standing stones mark the perimeter, carved with symbols of protection and guidance.

Features: A central fire pit surrounded by ritual seating, a natural spring said to be blessed by Mielikki, and gardens where Spirit Vine, Psilofyr’s Flesh, and other visionary plants are carefully cultivated.

Ceremonies: Public rituals occur during each full moon and draw participants from across the region. Private ceremonies can be arranged through the grove’s caretaker, an elderly firbolg named Thornroot, who screens all applicants carefully.

Atmosphere: Peaceful, reverent, and deeply spiritual. Violence is forbidden, and the grove is warded against scrying and teleportation. Those who enter with ill intent find themselves walking in circles, never reaching the clearing.

Plot Hooks: A participant experienced a disturbing vision that has not faded; the grove's protective wards are failing; a rare visionary plant has been stolen.

APPENDIX E: ADVENTURE HOOKS

The following table provides plot hooks that Dungeon Masters can use to incorporate psychoactive substances into their campaigns.

D20 Adventure Hook

- 1 A noble's heir has disappeared into the Hollowed Root after becoming addicted to Velocity Quartz. The family offers a substantial reward for their safe return—discreetly.
- 2 Eldritch Blossom is appearing on the surface for the first time in centuries, and the plants are corrupting local wildlife into aggressive, aberrant forms.
- 3 A Zhentarim shipment was intercepted by the Harpers. Both factions approach the party, each wanting the cargo for different reasons.
- 4 The visionary fungus near a village has mutated, causing unusually vivid and prophetic visions—but also dangerous addiction.
- 5 A prominent Waterdhavian alchemist has been murdered, and their research notes on a new synthetic compound are missing.
- 6 An Emerald Enclave druid claims their Spirit Vine vision foretold the party's arrival—and a terrible catastrophe only they can prevent.
- 7 The party discovers a smuggling operation using orphan children as couriers. Who is behind it, and can they be stopped without harming the children?
- 8 A temple of Ilmater seeks help caring for addicts, but someone is deliberately sabotaging their efforts.
- 9 A Githyanki raid targeted only substance merchants. What are the immortal warriors planning?
- 10 The proprietor of a popular tavern is being extorted by a local gang to distribute Velocity Quartz through their establishment.
- 11 A wizard claims they've synthesized a compound that grants true precognition—but the formula requires a component from a dangerous location.

D20 Adventure Hook (continued)

- 12 A mass outbreak of strange behavior in a village is traced to contaminated Halfling's Herb. Was it accidental or deliberate?
- 13 The party is hired to guard a ceremonial Spirit Vine shipment through dangerous territory to the Grove of Whispers.
- 14 An undercover agent within a drug ring has gone silent. Are they compromised, converted, or dead?
- 15 A drow merchant offers rare Eldritch Blossom in exchange for a seemingly innocuous favor. What's the catch?
- 16 Strange new substances are appearing in the markets—compounds no alchemist can identify. Where are they coming from?
- 17 The party witnesses a murder during a festival celebration where Empathium is flowing freely. Everyone was too altered to remember clearly.
- 18 A renowned shaman is being framed for the death of a ceremony participant. Can the party prove their innocence?
- 19 A portal to the Feywild has opened in a patch of Titania's Toadstool, and curious fey are crossing over.
- 20 The party receives a vision during a visionary experience that reveals the location of a long-lost artifact—but the vision was shared by others who also seek it.

USING THESE HOOKS

These hooks can be used as standalone adventures, side quests, or woven into larger campaign narratives. Consider the tone of your campaign when selecting hooks—some lean toward dark themes of addiction and exploitation, while others offer more lighthearted or fantastical elements.

A NOTE FROM THE AUTHOR

To whoever finds themselves reading this,

I'll be honest—I never set out to write a book. I'm not a scholar, not really. I think of myself more as a cartographer of subjective states. I map the territories of the mind that most people pretend don't exist, or visit only by accident, or stumble through without ever stopping to look around.

Being a changeling helps with that work. When you can wear any face, people tend to forget you're in the room. Dealers talk freely. Shamans let their guard down. You learn things. After enough years of learning things, it occurred to me that maybe I should write some of them down—that maybe these maps could be useful to someone else.

This compendium is the result. It's not perfect—I'm sure I've gotten details wrong, misremembered dosages, or repeated rumors that turned out to be nonsense. But I've done my best to document what I've actually seen and experienced, rather than just repeating what others have written before me.

I've sat in ceremony with turtles on the Snout of Omgar as Spirit Vine showed me things I still don't fully understand. I've watched friends lose themselves to Velocity Quartz, and I've watched others find themselves through Psilofyr's Flesh. These substances aren't simple. They're not good or evil. They're just... powerful. And power deserves to be understood.

If you find yourself seeking out these compounds, my only advice is this: approach them with the same respect you'd give any other force capable of reshaping your life. Addiction is real and painful. Healing is real and possible. Sometimes the same substance can bring both, depending on the person and the circumstance. That's not a contradiction—that's just how it works.

There's more out there than what I've managed to document here. There always is. But hopefully this is a decent starting point for your own explorations.

Take care of yourselves,

Josie Kins

*Cartographer of Subjective States
Waterdeep, or wherever I happen to be
1491 DR, more or less*

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Any errors in this text are entirely my own. Any wisdom in it probably belongs to someone else.