

# The Little Book of Fantasy Drugs

Pink Dice Bag Publishing

# Dedication and Appreciation

My first thanks goes to my knight, for helping me through some very tough writers block.

My second thanks goes out to, as always, my Mutti for encouraging me to start and keep writing to begin with.

## Credits

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### Cover and Paper Textures

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<u>Name:</u> Ki-auld
<u>Effect Type:</u> Sedative
<u>Appearance:</u> Dried herb, dark brown in color, chopped finely.
<u>Delivery Method(s):</u> Made into a tea
<u>Manufacturing Process:</u> The immature leaves of the wataki-ki plant are dried at extremely high temperatures. The plant itself is both high in moisture and highly heat resistant, necessitating the high temperature drying.
<u>Intended Effects:</u> Users begin to feel a progressive, pleasant, sedation approximately 20 minutes after ingestion. Full effects occur within two hours. Many users describe feeling as though time has slowed down and it is taking far longer to do things than it actually is.
<u>Side Effects:</u> Ki-auld is known to slow the heart rate, frequently to unsafe levels, and subsequently can cause issues relating to low blood flow to the brain and extremities. Prolonged use can lead to decreased memory abilities, loss of full function in extremities and spells of dizziness.
<u>Addictiveness:</u> 2/5

Details: Ki-auld was first discovered when an order of monks attempted to make the leaves of the wataki-ki plant into a tea. The wataki-ki plant was generally consumed by various herbivores in the region, and considered a symbol of harmony with the natural world.

As chance had it, the order soon discovered that the infusion had an incredible sedative effect, though large and unbalanced quantities proved dangerous. The process was refined, and the Order of the Amethyst Eye still retains the tea variant of Ki-Auld in its meditative practices.

Commercially and non-religiously, Ki-auld is generally available through some higher-end tea merchants, or through the more dubious markets that sell varying qualities and safe variants of the drug.

<u>Name:</u> Sendril
<u>Effect Type:</u> Stimulant
<u>Appearance:</u> Wax like pellets or thick cream
<u>Delivery Method(s):</u> Topical
<u>Manufacturing Process:</u> Sendril is collected by deeply scoring the thin bark of a type of tree that bares the same name. A thick sap seeps out of these cuts which is collected, refined and processed into a wax. This wax is frequently combined with other materials to create a cream.
<u>Intended Effects:</u> In moderate doses sendril creates a giddy, euphoric, feeling. Users often find themselves overcome with laughter. These effects are frequently accompanied by a lightness of body.
<u>Side Effects:</u> Dizziness, fainting, and heart palpitations are all frequent side effects.
<u>Addictiveness:</u> 1/5

Details: Its universally pleasant effects and mild side effects have made sendril a favorite party drug of many druids and rangers. Many druids have even taken to cultivating small groves of sendril trees to keep a steady supply on hand.

Sendril is slowly but surely growing in popularity outside of these circles as well. In some small villages near the groves it has almost overtaken alcohol as the drug of choice.

Not everyone is such a fan, however. Some groups are wary that it may well be “too good to be true” and are worried about potential long term side effects.

<u>Name:</u> Pharasmus
<u>Effect Type:</u> Stimulant
<u>Appearance:</u> Finely ground purple powder
<u>Delivery Method(s):</u> Inhaled, orally
<u>Manufacturing Process:</u> Crystals mined from areas of high magical concentration are ground finely and mixed with any number of adulterants such as sugar to make it more palatable.
<u>Intended Effects:</u> Users feel an immediate jolt of energy upon ingestion/inhalation becoming excited, talkative and feeling more alert. This alertness extends to the metaphysical with users frequently being able to "see" magic and magical effects.
<u>Side Effects:</u> Short term side effects include difficulty sleeping, difficulty maintaining trains of thought, jitteriness, and anxiety. Long term Side effects include paranoia, irritability, headaches and magical sensitivity.
<u>Addictiveness:</u> 4/5

Details: The use of this addictive drug is largely outlawed among most civilized lands. However, there remain various sects of religious organizations that consider it an enlightenment device, and several mage circles non-publicly retain access to the powder in order to enhance their mystical abilities at the cost of a rapidly expiring mental frame.

The name of the drug itself is thought to be derived from one of the original mages to extensively use it: an unfortunate individual, Pharasmus gained incredibly enhanced magical perception in his youth, but fell into a hostile form of dementia by his middle-age.

<u>Name:</u> Kullusian Red
<u>Effect Type:</u> Depressant
<u>Appearance:</u> Thick, bright red, liquid
<u>Delivery Method(s):</u> Oral
<u>Manufacturing Process:</u> Kullusian Red is made by fermenting both the fruit and roots of the sarak bush for nearly a year.
<u>Intended Effects:</u> Users experience a lightly euphoric feeling accompanied by a lowering of inhibitions. Many users also experience a pleasant lightheadedness and some even describe a slight floating feeling.
<u>Side Effects:</u> Deterioration of motor skills, confusion, and dehydration are the most common short term effects. Chronic users may experience a lowered emotional capacity, memory loss and dizzy spells.
<u>Addictiveness:</u> 2/5

Details: Kullusian Red is generally commercially available in all but the most puritan societies, and is largely considered and 'acceptable' drug, being virtually indistinguishable from many hard alcohols and spirits, though the more developed side-effects require long term, hard consumption to become apparent.

Due to the general effects of the Red, however, it has a high value as an intoxicant, and is not generally consumed in large enough quantities to affect most that take to it, lacking the wealth to frequently consume the expensive drink.

However, the term 'Kings cups' is sometimes used among various nobilities to politely refer to the impaired mental capacity of wealthy nobles known for regularly consuming Kullusian Red.

<u>Name:</u> Blue	<u>Details:</u> Due to the extremely vivid nature of the hallucinations caused by blue most users choose to use it in regulated environments. Inns have, unfortunately, become a popular choice due to their frequently sparse furnishings and generally sturdy doors. Many users will buy a room for a night, lock themselves in, and enjoy trips lasting between four and eight hours.
<u>Effect Type:</u> Hallucinogen	
<u>Appearance:</u> Thin, royal blue, liquid	
<u>Delivery Method(s):</u> Dropped into eyes	
<u>Manufacturing Process:</u> Goblin Tooth mushrooms, found growing in high humidity caves, are macerated and refined into a liquid.	
<u>Intended Effects:</u> A true hallucinogen, blue gives users a wide range of vivid, full, hallucinations. Blue users insist that their hallucinations are dependent of the mood that they were in prior to taking the drug.	
<u>Side Effects:</u> Users frequently find the whites of their eyes turning a pale blue. On a positive note users are alleviated of any visual impairments that they suffer from for the duration of use.	Fortunately most users do not become violent while on the drug. However, due to unpredictable nature of the hallucinations there have been plenty of reports of dangerous accidents and property damage.
<u>Addictiveness:</u> 3/5	

<u>Name:</u> Cosmic Fire	<u>Details:</u> Designed initially as an orally taken pain-killer, Cosmic Fire was originally created by a religious order dedicated to healing, for use in instances of dangerous surgery, or to relieve pain from severe injury. A calming drug that gave a great sense of security to patients, the order knew that the drug had to be taken in small doses, or with heavy dilution, and even then only administered under duress.
<u>Effect Type:</u> Pain killer	
<u>Appearance:</u> Small crystals ranging in color from light orange to bright red	
<u>Delivery Method(s):</u> Smoked	
<u>Manufacturing Process:</u> The fruiting bodies of several plants are put through a distillation process which results in a thick liquid. This liquid is then combined with various organic solvents and left to sit for several days so a film collects on top. This film is then collected and dried to make cosmic fire.	
<u>Intended Effects:</u> Central nervous system activity is slowed causing a dramatic reduction in pain. Many users also report a feeling of invincibility and security while taking the drug.	Regrettably, the once secret method of the drug's creation was eventually replicated, and the highly illegal, non-medical variant became commercially available through the right seller.
<u>Side Effects:</u> Many users experience increased risk taking behavior due to the confidence the drug provides combined with the reduced ability to feel pain. Long term users suffer from withdrawals where they become hyper sensitive to even the minutest amount of pain. Many users also experience irritability and mood swings.	Cosmic Fire, even in the cheaper and more dangerous variants, always sparks with bright light when burned, with an effect akin to 'a star being born'. The scent of the smoke it generates is sulfuric with a tinge of frankincense, and one variant of the drug is that of an incense subsequently.
<u>Addictiveness:</u> 5/5	

<u>Name:</u> Otash
<u>Effect Type:</u> Stimulant
<u>Appearance:</u> Fine powder, frequently light pink in color.
<u>Delivery Method(s):</u> Smoked, inhaled
<u>Manufacturing Process:</u> Otari kelp is harvested and dried of several days in the sun. The dried kelp is then ground into a powder and mixed with an organic solvent. This mixture is then well agitated for several hours before having ammonia (frequently from urine) added. The mixture is then left to sit before being strained through a fine cloth. The kelp is then discarded and the resulting paste is dried and powdered to make otash.
<u>Intended Effects:</u> Moderate doses cause a numbness in extremities, resistance to pain, lowering of impulse control and increased aggression. High doses can also cause depersonalization and hallucinations.
<u>Side Effects:</u> Otash use is frequently accompanied by paranoia, mood swings and convulsions.
<u>Addictiveness:</u> 4/5

Details: This powerful stimulant has long been a favorite of soldiers and barbarians. Being both a stimulant and painkiller, the popularity it enjoys among soldiers and warriors is extremely varied, with some declaring the drug to be the only thing to get them through protected campaigns, while others point out the side-effects and addictive nature, as well as the fact that the reduced perception to pain often leads to death through minor wounds being ignored, as well as the rage increasing fool-hardy actions that lead to soldiers being killed.

Regardless, Otash is certainly popular in northern barbarian tribes for ritualistic battles, and long military campaigns often has long-term users of the drug (recognized by their inconsistent personalities and impressive scars from lifetimes of conflict).

For some civilized nations, Otash is referred to as “marching powder”, and issued to shock-troops as part of their pay.

<u>Name:</u> Drift
<u>Effect Type:</u> Depressant
<u>Appearance:</u> Dark brown resin
<u>Delivery Method(s):</u> Smoked, chewed
<u>Manufacturing Process:</u> Drift is fairly straight forward in that it is simply a plant resin gathered from the interior bark of the snake pine.
<u>Intended Effects:</u> In moderate doses drift causes relaxation and a semi-dreamlike state where users find it difficult to feel any negative or distressing emotions.
<u>Side Effects:</u> With even short term use many users become dependent on the drug to regulate their emotional responses.
<u>Addictiveness:</u> 5/5

Details: Like many other illicit drugs drift started out being used for legitimate purposes. Anxious individuals or those overwhelmed by their own feelings found drift, taken in mild doses, often improved their quality of life.

However, the highly addictive nature of the drug was soon discovered and it fell out of favor for psychiatric management. Occasionally healers will recommend it but only after all other options have been exhausted.

<u>Name:</u> Kepril	<p><u>Details:</u> Kepril is sometimes suggested to be of celestial origin, being derived from beautiful flowers, having a sweet aroma and flavor, as well as granting the ability to control one's dreams and help induce peaceful sleep. In fact, Kepril is an artificial example of botany, created through selective breeding of a now extinct flower, Kapris. Kapris had been originally known as being a toxic sedative, inducing hallucinations, paralysis, and death, and ultimately made the flowers a poor omen in most societies.</p> <p>Fortunately, the selective breeding of the kapris flower by the genius of a particular unknown bard and alchemist, created a highly diluted and beautiful flower, known now as Kepril.</p> <p>Kepril is widely grown in rural societies as a common garden plant, and very tiny amounts are consumed as a sedative for children with troubles sleeping, and by adults in larger quantities as a form of peaceful recreation.</p> <p>Due to its origins, the drug is a favorite of bards, who often dream up fantastic tales to tell in the waking world.</p>
<u>Effect Type:</u> Sedative	
<u>Appearance:</u> Deep purple flower buds that have been well dried	
<u>Delivery Method(s):</u> Drunk as a tea or baked into foods.	
<u>Manufacturing Process:</u> First, the flowers of the kepril plant are harvested and dried. Then, the flowers are charged in wooden boxes lined with various magical glyphs promoting visions and sleep.	
<u>Intended Effects:</u> Kepril is taken primarily to induce ludic dreams in which the user is aware of and has control over their actions. It also has a mild sedative effect and can help with sleeplessness.	
<u>Side Effects:</u> Many users find themselves groggy and still tired the morning after using kepril. Long term users may also experience occasional sleep paralysis.	
<u>Addictiveness:</u> 2/5	

<u>Name:</u> Coptique	<u>Details:</u> Coptique, first and foremost, is expensive. The production method specifically calls for a variety of magical animals, often dangerous or who decay rapidly, or have strict laws preventing their culling. On top of this, while weaker versions of the drug may be produced from more common magic creatures, a common by-pass is the use of young humanoids of fey origin, making production of the drug an extremely shady business plan, and outright banning the production, circulation, or distribution of the drug in many civilized nations.
<u>Effect Type:</u> Psychogenic	
<u>Appearance:</u> Pale green liquid with a slight shimmer	
<u>Delivery Method(s):</u> Oral	
<u>Manufacturing Process:</u> The decaying flesh of various magical animals is rubbed with sugar, encouraging the growth of mold. This mold is then collected, heat distilled, and combined with high BAV alcohols.	
<u>Intended Effects:</u> Users report entering a dreamlike state where they feel deeply connected to the world around them. Visual and auditory hallucinations are the norm during a trip and can include visual distortions, color inversion, soft chiming sounds, and music or voices sounding far off or slowed down. Many users also report seemingly random distortions of time making some moments feel extremely drawn out and others pass surprisingly quickly.	Where Coptique is available, it is often tightly regulated; with the suppliers often possession much desired writs permitting them sole legal authority to produce the drug within a region. Such suppliers are invariably alchemists, brewers, chemists, druids, and even public facing necromancers.
<u>Side Effects:</u> Some long term users report paranoia and lingering hallucinations after stopping use. More often than not users will only experience short term physical side effects such as increased heart rate, sweating, and decrease of motor function.	Despite the potential for abuse in production, and the extortionate price, Coptique is rarely considered in any negative context within societies that enjoy it. Often offered as a drink to exalted guests, beloved family members, or business partners at the conclusion of affairs, some rituals are concerned in the kindness of offering such a pleasant and relaxing drug to those considered close to the host. Coupled with the extremely low addictive potential, Coptique is a popular recreational drug for merchants and nobles alike, and occasionally among commoners in wealthier regions.
<u>Addictiveness:</u> 1/5	

Thank you for reading, creating and enjoying!

If you have any questions, comments, or  
concerns feel free to contact me at  
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Happy Gaming!