

# MIINSTREL'S SUBSTANCE RULES

This system provides a simple way to add magical narcotics and other substances to your game that provide immediate benefits at the risk of future consequences. These could be natural substances like herbal tonics and mushrooms or illicit compounds produced at an arcane factory. It requires minimal additional tracking and can easily be expanded and re-flavored to suit your specific needs.

## SUBSTANCE PRICING

Listed prices are roughly equivalent to half the cost of Adventurer's League spellcasting services to balance against the risk of side effects and withdrawals. Adjust as needed to suit your table or setting.

The general formula used is:  $(\text{Equivalent Spell Level}) \wedge 2 \times 5$

## NEW MECHANICS

Two new numbers need to be tracked for each player character.

**Addiction Level (AL):** This tracks your body's physical tolerance for these magical substances. The higher it gets, the more likely you are to experience side effects.

**Withdrawal Level (WL):** This tracks your body's detoxing state and likelihood of withdrawal symptoms which manifest as levels of fatigue/strife.

## OBTAINING SUBSTANCES

Foraging with a Wisdom (Survival) check while traveling at a normal or slow pace allows a player to obtain substances instead of food. They obtain 1 dose of a random substance on a successful check plus an additional dose for each multiple of 5 by which they beat the DC.

## HARVESTING SUBSTANCES FROM FOES

Some of these substances could potentially be harvested from slain foes for added flavor. E.g. a dose of Web could be obtained by cutting out and processing an Ettercap's webbing gland. This activity requires a Wisdom (Survival) check with a recommended DC of 10 + the monster's CR. Which substances could be harvested from which creatures is beyond the scope of these rules and up to DM discretion.

Substances can also be obtained in urban environments during downtime by spending 1 day and 10gp to find a seller. Spending more time and money can yield better results.

Make a Charisma (Persuasion) check to determine the quality of the seller found. The character gains a +1 bonus on the check for every day beyond the first spent seeking a seller and a +1 bonus for every additional 10gp spent on the search up to a maximum bonus of +10. At the DM's discretion, once a supplier is found for a given location, future checks in the same area gain an additional bonus.

Consult the 'Substance Availability' table to see which substances are available based on the check result. How many doses are available and their final price is up to the DM, though suggested prices are provided below.

## SUBSTANCE AVAILABILITY

Check Result	Classes Available	Random Foraging Result
1-5	None available	n/a
6-10	A	1d6
11-15	A-B	1d10
16-20	A-C	2d8-1
21-25	A-D	1d20 (20 = roll again and double doses found)
26-30	A-E	2d12 (24 = roll d20 and double doses found)
31+	A-F	2d12 (24 = roll d20 + 1 F-class dose)

As with most add-on mechanics, it's possible for players to game the system by spending several days foraging for substances with the intent of selling them for profit. Remember that selling goods to vendors provides only 50% of the listed value. These substances are too expensive for most people, and their effects are really only useful for adventurers and others who may find themselves in combat situations. It may take a great deal of time to find buyers.

Additional measures can be taken to discourage this behavior as well. The guards could confiscate their goods, levy fines, or force jail time. They could develop a seedy reputation that disallows them access to polite society. They could run afoul of a rival dealer. Be creative.

## SUBSTANCE CULTIVATION

A player will inevitably try to cultivate these rare and valuable products in a home laboratory or green house. If you want to disallow this, mention the plants have such specific requirements beyond just light and nutrients but also a connection to the Weave or nature or some other flowery prose.

Cultivating in general is probably okay (I haven't tested this), but set limits on how frequently a plant can be harvested (which should still require a check of some sort). Beware of large grow operations... though these are prime targets for criminals, law enforcement, and many others.

## USING SUBSTANCES

As an **Action**, you take (ingest, snort, inject, etc.) a substance and gain its *Effect* for 1 hour. Increase your AL by 2 and set your WL to 0. Make a Constitution saving throw with a DC of 10+AL. Failure means you suffer the *Side Effect* until the end of your next Short or Long Rest.

At the end of each **Long Rest**, reduce your exhaustion as normal. If your AL is 1 or higher, reduce your AL by 1 and increase your WL by 1. WL can never be higher than AL. Make a Wisdom saving throw with a DC of 10+WL for *each* point of WL you have. Gain 1 point of fatigue or strife for each failure.

### LIST OF KNOWN SUBSTANCES

Class Name	Effect	Side Effect	Cost (GP)
A Blink	Advantage on INT checks	Disadvantage on Wisdom and Charisma checks	20
A Blue Eye	See invisibility as the spell	Cannot see within 10' (effectively blinded)	20
A Dragon Bane	Immune to Frightened	-2 AC	10
A Inkcaps	Gain Level+5 temporary HP	Increase AL by 1	10
A Red eye	Gain 60 foot Darkvision	Disadvantage on Perception checks	10
A Web	Increase move speed by 10 feet	Disadvantage on Wisdom checks	10
B Blood Brother	Two people must take this simultaneously. All damage is split evenly between them.	All conditions applied to one are applied to the other too	20
B Mask	Advantage on Charisma checks	Paranoia. Must be 10+ feet from ALL creatures before taking any action except dash or disengage	20
B The Purple Veil	Advantage on Perception checks	Frightened	20
B Woody	Gain +2 AC	Halve all movement speeds	20
C Fever	Resistance to Fire. Anyone who touches/hits you takes 1d6 fire damage.	When the Effect ends you take 5 points of cold damage every hour	80
C Funk	Creatures must pass a DC 10 Constitution save to touch or attack you this round from within 5 feet	Contract a disease per Contagion spell that manifests at the end of your next long rest	20

Class Name	Effect	Side Effect	Cost (GP)
C Magic Mushrooms	Gain 1 Wizard cantrip of your choice	Disadvantage on Wisdom saves	50
C Slurp	Advantage on Wisdom saves	All healing is halved	80
C The Cloud	Resistance to cold	Your breath hangs in the air creating a 5' radius fog cloud around you. It remains for 10 minutes after you move.	50
D Dream	As per the Dream spell	Gain 2 points of strife	120
D Glass	Increase Spell Save DC by 2	1 in 6 chance of spell failure	80
D Protein	Gain Training and Expertise in 1 skill/tool	All ability checks except for the chosen skill are made at disadvantage	120
D Wight Wash	As a Bonus Action you can shift into the ethereal plane until the end of your turn. Recharge 6	Sunlight Sensitivity until the end of your next Long Rest	80
E Angel Dust	At the beginning of your next turn after dropping to 0 HP, you regain 1 HP	Gain 1 point of fatigue	80
E Gold Eye	Gain Truesight 60 feet	Increase AL by 2	180
E Goldleaf	Gain 1 extra Bonus Action OR Reaction each round	Disadvantage on attack rolls	250
E Surge	Gain 1 spell slot at your highest level (max 5th)	Incapacitated for 10 minutes and take 5 psychic damage per spell level of the created slot	180
F God Juice	Advantage on saves vs spells and magical effects. If you would take half damage on a success, instead take no damage	Double damage received	400
F Stone Shard	Resistance to non-magical physical damage	Vulnerability to non-physical damage	320

Formatted by Miinstrel with [The Homebrewery](#).