

Referees Guide for Drugs

Version 6.1

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Awaiting actioning

- Creation of different symptoms when a successfully applied antidote is taken
- See Second edition lammies alterations section
- Add in guilt poison

Contrabando & Alchemicals

In the list below Contrabando items are listed first and then Alchemical items. In each list the Players Guide / Almanac items are listed before the non-basic items.

Contrabando items do not detect as magical, alchemical items detect as their relevant type as shown.

There are now two types of lammies in system - the original visible-effect version and the new rip-on-use lammy with IC description and dummy lore codes - inside will be either a sticker or slip as relevant. The former should be exchanged at GOD where possible for the updated ones.

Since we have changed to the new IC Contrabando titles, what actual drug the title represents is considered open knowledge to previous / current users and owners of the relevant drug, but everyone else only knows what the Almanac states.

Various races are not affected by standard poisons but are affected by Alchemical potions. Currently new poisons that won't affect such races will state on the lammy that it doesn't affect races with no perceptible digestion i.e. eidolons, undead, golem, facet, dryad.

Note that being blooded and turning into a Dracoscion will have no effect for poisons currently in the system.

Facets in gem form have any poisons suspended until they come back to full body form in 8 hours.

You can mix any types together assuming they are substance compatible, which usually means IC both are liquids and OOC one has a sticker and the other is a rip on use lammy. In such a case with no ref present the sticker is applied to the other lammy/bottle and must be used within the usual 5-10 minutes. Two lammies on a single bottle to represent mixing should be avoided as that is commonly used to show several doses of the same substance and each drinker of that bottle takes a single one. Note that in such effects cannot self-stack i.e. there is no greater effect by taking two of the same kind. Diluting one will either make no difference (first drinker get entire effect) or no one gets it if heavily diluted.

Application of substance must be used within 5-10 minutes after using sticker / giving to a ref or fails i.e. once activated it goes off. Relevant venoms can be used on thrown weapons and arrows (not DP) by applying sticker on arrow and using the call of 'poison' as an OOC guide to the target that they should look for a sticker. Blade venoms have no effect if drunk. If you apply more than one blade venom to your weapon then they come off one per blow (so can get around armour).

To adhere to the multiple-lammy symptom system poisons have their effects divided up into the following timing categories: immediate / two hours / four hours / eight hours, but only time-in time counts; i.e. overnight isn't part of their timing countdown.

If you amputate the relevant limb within five minutes of being poisoned this prevents any effects of the poison.

If a poison incapacitates a victim then Staunch Wounds by another will raise them to debilitated but only whilst they remain present i.e. as soon as they leave the victim is immediately incapacitated again.

If a character is part way through the effects of a fatal poison at the end of an event then his 'death-clock' is frozen at that point and restarted again next event, assuming he doesn't get a suitable cure from someone else via 'my maelstrom'. In addition he gets no downtime actions for this session. Poisoned secondaries & retired characters automatically die at the start of downtime.

Shape changing has no effect on racial poisons i.e. you still count as your original race for poisoning purposes regardless of what shape you appear to be i.e. you get poisoned based on your race as recorded on the database. . If your race permanently changes (become a dracoscion) then stuff changes, but shape-changing has no effect on poisons.

For addictive substances the cold turkey symptoms are indicated if they reach the stated six month threshold shown.

First are listed the Contrabando from the Almanac and then at the end are additional ones.

You only need one cure if you are poisoned more than once with the same type of poison.

Multiple tabs can be placed on a container and then it is a sip per sticker – common sense applies especially if ref present to do it.

All A code lammies affect the soul and hence will last their full duration on eidolons and undead who re-manifest despite being now in new bodies.

You cannot force feed a victim a potion, preparation or poison, even if they are incapacitated. They must either agree or be tricked or threatened into agreeing to take it voluntarily.

We still need to write the symptom tracks for the following:

- ***Deadly Ingestive Poison (aka Scorbutic Fire 3)***
- ***Lethal Pleasure Drug (addition req.)***
- ***Kill & Raise Mixture***
- ***BlackFire***

Plus take symptom notes for the unnamed blessed poison applied at event 3-10 (already on the preparations_symptoms database table) and add that to this document

Plus take symptom notes for Caustic Ophidian Venom (already on the preparations_symptoms database table) and add that to this document. Also title needs changing as this isn't cured by Cure Ophidian Venom

Contrabando items

Actinian Venom – *white smooth cream*

This doesn't affect creatures with no perceptible digestion.

Agenta – *bright yellow liquid (5+CON=aggression, inability to concentrate, shortness of temper, cravings)*

If no ref. available then write time of application on enclosed sticker and place on cup or plate to add to food or drink without the victim's knowledge. If consumed then you feel lethargic. Five minutes after being swallowed you become debilitated for thirty seconds. All your senses are numbed, your muscles are relaxed and everything appears to move more slowly. After thirty seconds, these effects end, and you then feel an overwhelming sense of calm and wellbeing that lasts for one hour. Give this lammy to a ref. as soon as practical if consumed.

No additional effects over those stated on lammy, substance is addictive. Take a note of their CID and the Lammy ID. Take the lammy off them. This doesn't affect creatures with no perceptible digestion.

Brandyblend – *russet brown powder*

If no ref. available then write time of application on enclosed sticker and place on cup or plate to add to food or drink without the victim's knowledge. When consumed you feel lively and invigorated; if your character has not taken brandyblend before then show the enclosed sticker to a referee within one hour. Improves the flavour of most wines and spirits and makes dirty water potable when added in moderation.

If player is a dragon, dracoscions or ophidians they are poisoned. Otherwise there are no additional effects over those stated on the lammy. This doesn't affect creatures with no perceptible digestion.

Timing	No constitution	Level 1 Constitution	Level 2 Con. (Great)	Level 3 Con. (Heroic)
ASAP	character feels irritation, increasing to a burning sensation on their scales	character feels irritation, increasing to a burning sensation on their scales	character feels irritation, increasing to a burning sensation on their scales	character feels irritation, increasing to a burning sensation on their scales
Two hours	surface of skin is so painful to touch that character is debilitated	surface of skin is so painful to touch that character is debilitated		
Four hours	character is in intense agony, they are incapacitated – ten minutes later they die		surface of skin is so painful to touch that character is debilitated	surface of skin is so painful to touch that character is debilitated
Eight hours		character is in intense agony, they are incapacitated – ten minutes later they die	character is in intense agony, they are incapacitated – ten minutes later they die	pain starts to diminish, character is no longer debilitated

Catamite – *hard black confection (3+CON=nausea, vomiting, dizziness)*

When consumed, you experience a heady surge of confidence, combined with physical exuberance. You may feel increased sexual drive dependent on your characterization. Effects last for one hour. Exchange this lammy with a referee as soon as practical to receive a token for additional benefits.

Give player +1 Body Hit Token, substance is addictive. Take a note of their CID and the Lammy ID. Take the lammy off them. This doesn't affect creatures with no perceptible digestion.

Flame – *spicy red liquid (4+CON=internal pains, loss of feeling in fingers & toes)*

When consumed you do not feel any significant pain or discomfort when struck in combat. You are still wounded as normal. You feel aggressive and adversarial and will become enraged if provoked. Effects last for one hour. Exchange this lammy with a referee as soon as possible to receive a token for additional benefits.

Give player +2 Body Hit Tokens, substance is addictive. Take a note of their CID and the Lammy ID. Take the lammy off them. This doesn't affect creatures with no perceptible digestion.

Geum – sweet green liquid

If no ref. available then write time of application on enclosed sticker and place on cup or plate to add to food or drink without the victim's knowledge. If consumed then you develop painful stomach cramps after five minutes; you must show the enclosed sticker to a ref. within one hour. This doesn't affect creatures with no perceptible digestion.

Timing	No constitution	Level 1 Constitution	Level 2 Con. (Great)	Level 3 Con. (Heroic)
ASAP	Stomach cramps develop and quickly turn into overwhelming lethargy (debilitated)	Stomach cramps develop and lead to tiredness and exhaustion	Stomach cramps develop and lead to tiredness and exhaustion	Stomach cramps develop and lead to tiredness and exhaustion
Two hours		overwhelming lethargy (debilitated)		
Four hours	character begins to hallucinate wildly (debilitated + visions)	character begins to hallucinate wildly (debilitated + visions)	overwhelming lethargy (debilitated)	recovers
Eight hours	death	death	recovers	

Gilded Berries – golden yellow powder

If no ref. available then write time of application on enclosed sticker and place on cup or plate to add to food or drink without the victim's knowledge. If consumed then you begin to shiver after five minutes; you must show the enclosed sticker to a ref. within one hour. This doesn't affect creatures with no perceptible digestion.

Timing	No constitution	Level 1 Constitution	Level 2 Con. (Great)	Level 3 Con. (Heroic)
ASAP	Shivering starts and quickly turns into violent and painful muscle spasms (Contrabando emetic will only work if has been taken immediately afterwards i.e. before player presenting themselves now)	As left	As left	As left
Two hours	muscle spasms so painful – debilitated			spasms subside; character recovers
Four hours	asphyxiation – incapacitation Ten minutes later - death	muscle spasms so painful –character debilitated Ten minutes later – spasms subside; character recovers	spasms subside; character recovers	

Mellifluent Rhind – dark yellow powder (5+CON=chronic cravings & nausea)

When deeply inhaled by a single person, you see bizarre and unnatural hallucinations and hear voices singing. These effects last for five minutes or as long as you continue to inhale the smoke. You may choose to exchange this lammy with a referee for a sheet describing your visions or you may invent your own.

No additional effect over that stated on lammy, substance is addictive. Take a note of their CID and the Lammy ID. Take the lammy off them. Only addictive if getting a PD written vision.

If more than one person is simultaneously inhaling Mellifluent Rhind then if it's at least half a dose each then they get a crappy visionette, less and it's merely a light headed feeling. This doesn't affect creatures with no perceptible digestion.

Oco Powder – sky blue powder (2+CON=bouts of psychosis, narcolepsy, alcoholic cravings, violent aggression, chronic muscle pains)

If no ref. available then write time of application on enclosed sticker and place on cup or plate to add to food or drink without the victim's knowledge. 15 minutes after being eaten, or immediately after being inhaled, you are debilitated for five minutes. During this time you are drowsy and virtually comatose. When you come round you feel an extraordinary rush of pleasure, more enjoyable than any other experience you have known. Effects last for at least thirty minutes, you may choose to be affected for longer. Give this lammy to a ref. as soon as practical if consumed.

No additional effects over that stated on lammy, substance is addictive. Take a note of their CID and the Lammy ID. Take the lammy off them. This doesn't affect creatures with no perceptible digestion.

Phulkari – bitter red liquid (5+CON=nightmares, chronic insomnia leading to fatigue and exhaustion)

When consumed you feel drowsy and nauseous. You will vomit unless you are a dragon or dracoscion or incapable of doing so. If you do not vomit, then you will feel increasingly sleepy. If you sleep then you will experience revelatory dreams. You may choose to exchange this lammy with a referee for a sheet describing your dreams or you may invent your own. Give this lammy to a ref. as soon as practical if consumed.

Vomiting will effectively stop the progression of ingestive poisons if taken promptly as it is an emetic. No other additional effects over those stated on lammy, substance is addictive. Take a note of their CID and the Lammy ID. Take the lammy off them. This doesn't affect creatures with no perceptible digestion.

Rantsin – soft white confection (4+CON=lethargy and cravings)

When consumed, you experience improved concentration, heightened awareness and your ability to focus improves. These effects last several hours. Give this lammy to a ref. as soon as practical if consumed.

No additional effects over those stated on lammy, substance is addictive. Take a note of their CID and the Lammy ID. Take the lammy off them. This doesn't affect creatures with no perceptible digestion.

Seraph Tear – viscous clear liquid

This doesn't affect creatures with no perceptible digestion.

Swamp Fever – sticky black liquid

If no ref. available then write time of application on enclosed sticker and place on a weapon. Give the sticker to the first character that you strike with the weapon.

Check character took a point of damage when they were struck. If so they are poisoned. This doesn't affect creatures with no perceptible digestion.

Timing	No constitution	Level 1 Constitution	Level 2 Con. (Great)	Level 3 Con. (Heroic)
ASAP	A rising fever, high temperature, dehydration, headaches	As left	As left	Feel slightly hot
Two hours	symptoms increase, character becomes delusional, paranoia, amnesia, hysteria	paranoia		high temperature, dehydration, headaches
Four hours	character becomes debilitated			symptoms abate, character recovers
Eight hours	character dies	symptoms abate, character recovers	symptoms abate, character recovers	

Vineweed berry – pale green berry

Stops vomiting effect of contrabando items – it won't help against alchemical vomiting. This doesn't affect creatures with no perceptible digestion.

Vineweed Root – pale green cream (4+CON=chronic buzzing, ringing, or whistling in the ears and fatigue)

When applied by a character with the staunch wounds skill, the time required for the patient to bleed to death is increased by fifteen seconds. Staunch wounds, magic and other factors can double the additional fifteen seconds. Can only be applied to a character that is dying from a mortal wound. Only one dose can be used per mortal wound. The patient must give this lammy to a ref. as soon as practical.

No additional effects over that stated on lammy, substance is addictive. Take a note of their CID and the Lammy ID. Take the lammy off them. This doesn't affect creatures with no perceptible digestion.

Not in the Almanac

Ophidian Venom – None – name on lammy instead?

If no ref. available then write time of application on enclosed sticker and place on a weapon. Must be used within five minutes of application (i.e. from leaving the fangs and being licked onto a weapon). Give the sticker to the first character that you strike with the weapon.

Check use by date, if no date then item not valid (as issued at the first event and so out of date). This doesn't affect creatures with no perceptible digestion.

Timing	No constitution	Level 1 Constitution	Level 2 Con. (Great)	Level 3 Con. (Heroic)
ASAP	wound swells, flesh around it turns blue greenish and character feels weak	As Left	As Left	As Left
Two hours	pains develop in thighs arms and chest	pains develop in thighs and arms	pains develop in thighs and arms	symptoms abate
Four hours	character becomes so weak they are debilitated	breathing is laboured and pains spread to chest	breathing eases, symptoms abate	
Eight hours	character becomes paralysed Ten minutes later – death results	breathing eases, symptoms abate		

There is also a more powerful (level 2) Ophidian Venom. This follows the same rules except it requires one higher level of constitution i.e. the first set of effects above are for victims with none or one level of constitution and the second set (resisting death) is for victims with great (level 2) constitution or better.

Effects of Tezcatl on ophidian venom – new track.

Timing	No Con
ASAP	Wound swells, flesh around it turns blue greenish and character feels weak (same as ophidian venom)
Two hours	Character becomes semiconscious and suffers paranoid hallucinations. Character is debilitated
Four hours	Delirium and violent fever, fits of violent rage.
Eight hours	Attack nearby people in rage, followed ten minutes later by catatonia and death.

Suggest use of Tezcatl swaps the ophidian venom lammy for an obviously modified version so this is caught earlier.

Dryad Poisonous Sap – sticky yellow liquid

If no ref. available then write time of application on enclosed sticker and place on cup or plate to add to food or drink without the victim's knowledge.

If consumed then you feel a slow burning feeling in your chest and lungs; you must show the enclosed sticker to a ref. within one hour. This doesn't affect creatures with no perceptible digestion. Check use by date, if no date then item not valid (as issued in the first event and so out of date). On the database this is called 'Dryad Poison'

Timing	No constitution	Level 1 Constitution	Level 2 Con. (Great)	Level 3 Con. (Heroic)
ASAP	character finds it difficult to move, all muscles stiff, burning sensation in lungs	As Left	As Left	As Left
Two hours	pains in chest become exceptional, breathing laboured,	breathing laboured, but pain tolerable		symptoms abate
Four hours	muscles become so stiff that character is incapacitated		symptoms abate	
Eight hours	character becomes paralysed Ten minutes later – death	pain eases, symptoms abate		

Blessed Dryad Sap – sweet clear syrup (2+CON=cravings, diarrhoea, convulsions, vomiting, body spasms)

CID 46.2

Highly addictive (like heroin). This doesn't affect creatures with no perceptible digestion.

Touch of blast pact

Alchemical items

Alchemicals come in three types:

- Potions that are drunk for effect
- Oils that are rubbed on for effect
- Dusts that are sprinkled for effect

An alchemist does not include anything extra when mixing ingredients together, but there is a considerable amount of skill, practice, experience and knowledge involved. It's not like making a brew nor is there any magical mumbling of words etc, but it is not something a character who did not have the relevant skill could accomplish without the constant oversight of someone with the skill and experience (i.e. someone who had the skill of mixing those two reagents).

Astringent Salt – *sorcerous potion*

When consumed, you gain an additional body hit for one week as if you had an additional level of endurance. This potion has no effect on facets, golems or undead characters. Exchange this lammy with a referee as soon as possible to receive a token.

Exchange lammy for body hit token.

Can't stack with itself, however it is stackable with the endurance skill.

Caustic Bile – *sorcerous oil*

If carefully applied to an item, it is completely destroyed. The item lammy, if any, must be destroyed. If used on an item larger than a pole-arm then consult a referee.

Affects all items except where size is so great that it is inappropriate. Phys rep applying must be reffed and time to destroy the item can be made dependant on material etc. *Put examples here once we've reffed a few in play.*

If forced to swallow (you can't accidentally!) then the character immediately takes a mortal wound.

Escharotic Pumice – *sorcerous potion*

Leadern Emetic – *sorcerous potion*

Will cure Contrabando poisons via vomiting. Will not cure scorbutic fire or ophidian poison.

Note that cures are not immediate – although the victim won't die or receive any other non-role-playing negative effects (e.g. damage) they still go through the rest of the role-playing symptoms. Makes you vomit regardless of its effectiveness against poisons. It can't cure Dryads Tears. As it's alchemical in nature it is still effective on poisons where it is stated that Contrabando emetics no longer work

Mawkish Dust – *sorcerous potion*

Mordant Purgative – *sorcerous potion*

Inform a referee that you have consumed this potion as soon as practical.

Raises character's level of constitution by one. Take a note of CID and Lammy ID. Has no effect on poisons already active.

Philosopher's Stone – *sorcerous dust*

If carefully applied to a small amount of lead, iron or other base metal, then inform a referee.

Send player to GOD to get lammy for gold. It will be up to a standard ingot (100 drachms) dependant on size of original phys-rep. If used on coins they fuse into a solid lump i.e. they lose the coin phys reps and get a standard ingot lammy instead

Scorbutic Fire – necromantic potion

If no ref. available then write time of application on enclosed sticker and place on cup or plate to add to food or drink without the victim's knowledge. If consumed then you begin to sweat profusely after five minutes; you must show the enclosed sticker to a ref. within one hour. *Apparently this can affect undead etc – although can they really sweat as a symptom?!*

Timing	No constitution	Level 1 Constitution	Level 2 Con. (Great)	Level 3 Con. (Heroic)
ASAP	Character begins to sweat profusely and develops a raging temperature	As Left	As Left	As Left
Two hours	character feels nauseous and suffers vomiting	raging temperature	raging temperature	raging temperature
Four hours	character is so ill they are debilitated	character feels nauseous and suffers vomiting	character feels nauseous	symptoms abate
Eight hours	incapacitation Ten minutes later – death	symptoms abate	symptoms abate	

There is also a more powerful (level 2) scorbutic fire. This follows the same rules except it requires one higher level of constitution i.e. the first set of effects above are for victims with none or one level of constitution and the second set (resisting death) is for victims with great (level 2) constitution or better.

Not in the Players Guide

--Currently none--

Ophidian Herbs

Rarity rating: "1" (easiest and quickest to gather) to "5" (slowest to gather).

Babbleweed

Growing on dry plains, this dark grass is ground into a powder and used as a component of a coarse green incense. It can be mixed with dried tobacco, or the bitter smoke inhaled directly. It fills the user with euphoria, and energetic enthusiasm, but has the drawback of interfering with the gift of language, filling the user with an intense desire to talk but removing the ability to do so coherently. As a euphoric, it can be somewhat addictive.

Description: coarse green powder

Rarity rating: 2

Lammie Text

No effect if you have no perceptible digestion.

If this substance is burnt, and the smoke inhaled deeply, it causes euphoria at the expense of clear communication. You can only speak in nonsensical syllables, and can not write intelligibly. You can understand spoken and written language normally. The effects continue for half an hour after you cease inhaling the smoke. While under the influence, you can not use any ability that requires an IC verbal component.

Please show this lammie to a Ref at your earliest convenience.

Addiction: 4 + CON

Addiction Effects: Symptoms of withdrawal include lethargy, depression and a tendency to become uncommunicative and withdrawn.

Black Moss Paste

This strong narcotic is a dark brown cream made from a certain moss that grows on the underside of dead trees, mixed with the fluids of crushed beetles. When rubbed into the gums or drunk it causes strong hallucinations that create feelings of terror, paranoia and dread. Some take it for recreational effect, but it has long seen use in rituals and ceremonies before battles as it is believed to grant mastery over the emotion of fear. Once the effects of the narcotic wear off, the user is left calm and detached for a period of time. Used sparingly under ritual conditions, Black Moss paste is not addictive.

Description: dark brown cream

Rarity rating: 2

Lammie Text:

No effect if you have no perceptible digestion.

If drunk, you immediately suffer terrifying hallucinations and feelings of paranoia and dread. These effects last for half an hour. After that time you become calm and detached for fifteen minutes.

If you have just roleplayed extreme fear for a full half hour then whilst calm and detached you may call NEGATE FEAR against any FEAR effect that specifically targets you and are also unaffected by MASS FEAR effects.

Please show this lammie to a Ref at your earliest convenience.

Addiction: 3 + CON.

Addiction Effects: An addict who is not using it suffers from random hallucinations and bursts of terror of anything and anyone nearby, as well as a craving for the drug.

Flaxvine

Flaxvine is reasonably common in warm forested areas, recognisable as a fine fibrous vine covered in tiny hairs, that produces a viscous green sap when cut or bruised. When mixed with other substances, including the secretions of a certain frog, this sap becomes a valuable medicinal compound. The resulting dark green liquid is used for treating wounds and promotes thickening of the blood.

Description: dark green liquid

Rarity rating: 1

Lammie Text:

No effect if you have no perceptible digestion.

If this liquid has been applied to the wounds of an incapacitated target, it causes them to immediately become debilitated instead. If the target was suffering a mortal wound, it increases their maximum death count by 25. Note that multiple doses are *not* cumulative with other Flaxvine.

The target must show this lammie to a Ref at their earliest convenience.

Addiction: 4 + Con

Addiction Effects: Symptoms to role-play; stiffness, aching joints.

Rules: Your maximum death count is reduced by 25.

Howling Coyote

The fruit of the rare Coyote Tree can be dried and ground to produce a dark brown powder. It is nearly tasteless, and even a pinch can be quite deadly – to Ophidians at least. Like the Coyote itself, however, this powder is capricious and sometimes has no effect whatsoever on the one poisoned with it. It is known that once the powder has been mixed with another substance it loses its potency within ten minutes. Otherwise, it is almost certain death for the Ophidian who consumes it.

Description: dark brown powder

Rarity rating: 5

Lammie Text:

If no ref available then write time of application on attached sticker and place on cup or plate to add to food or drink without the victim's knowledge.

If consumed then you must show the attached sticker to a ref within one hour.

Game Effect:

If they are not an Ophidian it has no effect.

The initial effect for an Ophidian is that of a sore throat for fifteen minutes.

If they are an Ophidian whose poison sac contains venom, they suffer the effects of their own venom after fifteen minutes, and one dose of that venom is consumed. For these purposes, the "wound" is considered to be the throat.

Jaguar Sweat

This sticky golden syrup is made from the fine crystalline blooms of the flowering Muskvine, so named for its strong, musky-smelling flowers. It has an extremely sugary taste, and is sometimes used as a flavouring. The syrup increases sensation, and serves to make every experience seem fresh and exciting. If it is consumed at the same time as another recreational substance, it enhances the effects of the narcotic on the imbiber. Unfortunately, Jaguar Sweat loses its potency almost immediately if mixed with another substance, making it ineffective as a poison. Jaguar Sweat

is very addictive if swallowed neat, causing depression and rheumatism, and thinning the blood. It is not addictive when mixed with other substances.

Description: sticky yellow syrup

Rarity rating: 3

Lammie Text:

No effect if you have no perceptible digestion.

If you have consumed this syrup "neat" every experience feels fresh, new and more intense. These role-playing effects last for an hour. Please show this lammie to a Ref at your earliest convenience.

If you have consumed this at the same time as you inhaled or drunk another substance, you should instead consult a referee as soon as possible.

Game Effect:

If it is consumed at the same time as another substance, it increases the effects, usually duration and role-playing effects. It does not have its normal effects when combined with other substances.

Agenta -

Geum -

Phulkari -

Flame -

Seraph Tear -

Rantsin -

Brandyblend (?) -

Oco Powder -

Mellifluent Rhind - You suffer extremely vivid hallucinatory delusional visions indistinguishable from reality that last for ten minutes after you stop inhaling the smoke. You must report to GOD for a vision sheet.

Catamite -

Dryad Addictive Sap -

Mawkish Dust -

Scalesalve +2 hours

Addiction: 2 + Con ~~only if taken neat, otherwise not addictive. regardless of whether taken neat or not~~
~~An addictive substance combined with Jaguar Sweat counts as two uses of that substance.~~

Addiction Effects: Addiction causes depression, despondency, and constant aches and pains. An addict also suffers from thinning of the blood, which reduces the maximum death count 50 until the addiction is shaken off.

Peaceberry

A dark red berry that grows on certain bushes in damp environments - swamps and marshes especially. Properly prepared, it produces a sour red liquid that relaxes the drinker and improves both sexual stamina and fertility. It is sometimes used by representatives of rival tribes who wish to meet for peace talks, or to calm the nerves of the angry or emotionally distraught. It can be addictive if used too often, with symptoms including impotency and poor temper. Peaceberry is often prescribed by tribal shamans for quarrelling couples.

Description: sour red liquid

Rarity rating: 1

Lammie Text:

No effect if you have no perceptible digestion.

If consumed you feel calm, happy, relaxed and disinclined to take hostile actions or undertake arduous work. You can still defend yourself. You enjoy increased sexual stamina, appetite and fertility. These effects last for one hour.

Please show this lammie to a Ref at your earliest convenience.

Addiction: 4 + CON

Addiction Effects: An addict becomes impotent and irrational, with a violent temper.

Scalesalve

The crushed leaves and thick sap of the Bitterscale tree can be used to produce a coarse blue cream that makes Ophidian scales particularly lustrous, and adds a polished shine to Myrmidion chitin. It is popular as a cosmetic product among the Onontakha, and occasionally traded to some Azarch. Recent developments have created a much more potent version of this paste that toughens the scales of an Ophidian to the degree that they can function as temporary natural armour, although what side effects this new preparation may have are not fully explored.

Description: coarse blue cream

Rarity rating: 3

Lammie Text:

This cream functions as a polish and body scrub.

Please show this lammie to a Ref as soon as possible.

Game Effect:

If smeared on the body, this salve gives an Ophidian, Dragon or Dracoscion an additional point of natural armour that lasts for an hour. This requires an armour token. The effects are not cumulative with other doses of Scalesalve.

If the user is a Myrmidion, or other creature with natural armour that is not an Ophidian, it instead repairs a point of natural armour.

Addiction: 3 + CON for Ophidians, Dragons, Dracoscions and Myrmidions.

7 + CON for other races (except dryads, facets, golems, undead or eidolons).

Not addictive for dryads, facets, golems, undead or eidolon.

Addiction Effects: If an Ophidian, Dragon, Dracoscions and Myrmidions are addicted, every time they lose a body hit they take a Mortal wound.

If the character addicted to it is another race (other than dryads, facets, golems, undead or eidolon), they begin to develop small patches of scale on their skin. Given enough time, they might well turn into a serpentman, or this might just be a minor cosmetic side effect.

Serpentbloom

The Serpentbloom is a flowering yellow orchid with thick, fleshy leaves. The bloom looks a little like a snake poised to strike, which gives it its name. The flower is harmless, although its strong scent is popular with Ophidians, but the leaves are extremely chewy and succulent with a pleasant taste. Properly prepared, they produce a chewy green gum that promotes venom production in Ophidians who have exhausted their venom sacs. Some Myrmidions also chew the leaves of this plant although what advantage this might give is uncertain. Carefully used, this substance is not addictive.

Description: chewy green confectionary

Rarity rating: 5

Lammie Text:

No effect if you have no perceptible digestion.

If you are not an Ophidian, Dragon or Myrmidion, chewing this bitter sweet causes you to produce large amounts of saliva, drooling uncontrollably. This continues for five minutes after you stop chewing the sweet.

If you have chewed this bitter sweet for five minutes and are an Ophidian, Dragon or Myrmidion see a Ref at your earliest convenience.

Game Effects:

If the Ophidians' poison sacs are empty, they gain one dose of their normal venom. Otherwise there is no effect.

Myrmidions who are capable of producing *acid spit* can call ACID SPIT - DOUBLE once within the next half an hour following all the other normal rules for ACID SPIT.

Dragons can call DRAGONBREATH - DOUBLE once within the next half an hour following all the other normal rules for DRAGONBREATH.

Once addicted a character gains none of these benefits.

Addiction: 3 + CON for Ophidians, Dragons and Myrmidions.

Addiction Effects: Symptoms to Roleplay; sore throat.

Rules: You cannot produce Ophidian Venom, Acid Spit or Dragon Breath.

Dreamroot

A narcotic substance that causes a deep sleep full of strange dreams. Created mainly from a purple root vegetable, the smoke from the coarse purple powder causes one who inhales it to fall into a comatose sleep. This is apparently very restful, but causes some to experience dreams with a potency that many consider "visionary". In addition to its use for ritual purposes, it is also used as a treatment for those recovering from serious wounds. If over-used it is dangerously addictive.

Description: coarse purple powder

Rarity rating: 4

Lammie text:

No effect if you have no perceptible digestion.

If burnt, and the smoke inhaled deeply for at least a minute, you drift into a comatose sleep for half an hour. During that time you have intense and vivid dreams. You cannot be woken prematurely. If you were on zero body hits, you recover one body hit. Please show this lammie to a Ref at your earliest convenience.

Addiction: 2 + Con

Addiction Effects: Addiction causes restlessness, short attention span, hunger pangs, and halves the natural healing rate. Minus one body hit.

Vileberry

If the virulent orange of the berries of this mountain-growing bush are not sufficient warning, the juice they produce is considered to be one of the most unpleasant tasting substances known to the Onontakha. This is perhaps just as well; when consumed, the extremely sour orange juice from the berries numbs awareness of physical pain but causes psychotic hallucinations that are known to send animals who eat them on sprees of insane, uncontrolled violence. When carefully prepared, other Ophidians are not elected as targets of the insane killing spree. It is not believed to be addictive, but the warriors that use it rarely survive long enough to take enough doses for anyone to be sure.

Description: sour orange liquid

Rarity rating: 4

Lammie Text:

No effect if you have no perceptible digestion.

If drunk, you must either immediately vomit this liquid out due to its extremely sour taste or deliberately force yourself to swallow this vile substance. If you swallow it, you immediately become irrationally angry; see a ref as soon as possible.

Game Effect:

+2 body hits (requires body tokens).

If combined with Flame, it provides +1 body hit but causes an immediate mortal wound.

You *must* roleplay being violently insane, attacking to kill *anyone* who attracts your attention for ten minutes.

Ophidians do not *need* to select other ophidians as targets.

Addiction: Not addictive.

Poison Addiction Concept

Version 3.0

- All addictive substances are given a six month threshold rating. This is expressed as a number plus the characters Constitution
- If they have used that total number of doses in any six month period then they are considered to be permanently addicted (until or if they go through the full cold turkey procedure outlined below)
- At the start of every event, addicted characters are given a lammy with the early withdrawal symptoms they have to role-play. If they get a fix of the relevant drug then over the next few hours the symptoms wear off (i.e. we take the withdrawal symptoms lammy off them) and next event they get an early lammy again...
- If a dose isn't taken during that event then although they are considered to be suffering from those symptoms for the following DT they still get to do DT actions as normal since they are only role-playing effect. However at the following event they instead of getting an early get a severe withdrawal symptoms lammy. If they then take a dose then they are back to square one. If however they still don't take a dose then they continue to suffer the severe effects all DT and are unable to do any actions. At the following event they are then finally addiction free and receive no withdrawal lammy!
- If a player voluntarily gives up a DT when they are only on early withdrawal symptoms (to try and beat their addiction) then it counts as just jumping ahead a stage (i.e. next event they immediately get the severe withdrawal symptoms lammy)

Early Withdrawal symptoms

Agenta	5+CON=aggression, inability to concentrate, shortness of temper, cravings
Catamite	3+CON=nausa, vomiting, dizziness
Flame	4+CON=internal pains, loss of feeling in fingers & toes
Mellifluent Rhind	5+CON=chronic cravings and nausea
Oco Powder	2+CON=bouts of psychosis, narcolepsy, alcoholic cravings, violent aggression, chronic muscle pains
Phulkari	5+CON=nightmares, chronic insomnia leading to fatigue and exhaustion
Rantsin	4+CON=lethargy and cravings
Vineweed Root	4+CON= chronic buzzing, ringing, or whistling in the ears and fatigue
Blessed Dryad Sap	2+CON=cravings, diarrhoea, convulsions, vomiting, body spasms

For withdrawal symptoms lammies see relevant database

So effectively once addicted you always remain addicted until you go through the cold turkey of not taking it for two events (and losing a downtime) – as shown below.





Drugs Cold Turkey Example

Using Oco (threshold of 2) and assuming character hasn't got any levels of Constitution.

Event	Action	Comment
5	Takes 1 dose	
DT	Does online actions as normal	
6	Takes 1 dose	Post event he appears on report as having hit the threshold limit
DT	Does online actions as normal	
7	Given Early Withdrawal lammy Doesn't take a dose	If he had taken a dose during event then it would have got rid of the EW lammy for the remainder of the event but it will return again every event hereafter until he goes cold turkey (i.e. doesn't take one for two events)
DT	Does online actions as normal	Technically he feels the EW lammy effects all downtime, however as they are role-playing only it won't affect him doing his normal actions
8	Given Severe Withdrawal lammy Doesn't take a dose	If he had taken a dose during event then it would have got rid of the SW lammy for the remainder of the event but he would then have got an EW lammy next event
DT	Loses his DT	Feels SW lammy effects all downtime so can't do any actions
9	Back to normal!	No longer an addict and hence not given any withdrawal lammy - maybe given a slip that explains this as otherwise the player might be confused?

Poison Symptoms Concept

This example assumes CID 203.1 (no constitution) was poisoned with geum at 9pm on Friday
 Lammy Outside Lammy Inside (rip open on use)

 <p>Symptoms Lammy ID 587+0</p> <p>Only to be opened by CID: <u>203.1</u></p> <p>Open only at: <u>now</u> on <u>Friday</u></p> <p><i>Note this entire set of five timed lammies will need handing back to the ref/GOD regardless of IC outcome</i></p>	<p><u>Symptoms to role-play</u> Stomach cramps quickly develop and character is suffering from overwhelming lethargy</p> <p><u>Rules</u> None</p> <p><i>This lammy must not be shown to any other player</i></p>
 <p>Symptoms Lammy ID 587+2</p> <p>Only to be opened by CID: <u>203.1</u></p> <p>Open only at: <u>11.30pm</u> on <u>Friday</u></p> <p><i>Note this entire set of five timed lammies will need handing back to the ref/GOD regardless of IC outcome</i></p>	<p><u>Symptoms to role-play</u> No change, continue as before</p> <p><u>Rules</u> No change, continue as before</p> <p><i>This lammy must not be shown to any other player</i></p>
 <p>Symptoms Lammy ID 587+4</p> <p>Only to be opened by CID: <u>203.1</u></p> <p>Open only at: <u>10.30am</u> on <u>Saturday</u></p> <p><i>Note this entire set of five timed lammies will need handing back to the ref/GOD regardless of IC outcome</i></p>	<p><u>Symptoms to role-play</u> Constant wild hallucinations</p> <p><u>Rules</u> Still debilitated plus constant visions</p> <p><i>This lammy must not be shown to any other player</i></p>
 <p>Symptoms Lammy ID 587+8</p> <p>Only to be opened by CID: <u>203.1</u></p> <p>Open only at: <u>2.30pm</u> on <u>Saturday</u></p> <p><i>Note this entire set of five timed lammies will need handing back to the ref/GOD regardless of IC outcome</i></p>	<p><u>Symptoms to role-play</u> No change, continue as before</p> <p><u>Rules</u> You need to OOC send another player to GOD to fetch a ref immediately <i>If necessary, this lammy can be shown to another player</i></p>

The above set of stapled together envelopes or rip-open lammies can be issued containing their symptoms thus no longer requiring them to continually report to GOD. If they have taken any potential antidotes then at the end of that session (instead of opening another envelope) they report to GOD. If the antidote was effective they swap their symptoms set for another that has decreasing effects. The final envelope/lammy will always be a send someone to fetch a ref. These timings start roughly from when they first see the ref i.e. not from when they get poisoned – barring rule 7 violations.

Note that if the poison had incapacitated the victim then a comment would need to have been added to the effect of ‘Staunch Wounds by another will raise you to debilitated but only whilst they remain present i.e. as soon as they leave you are immediately incapacitated again’

Second edition lammy alterations

Version 3.0

Objectives

- Create different role-playing symptoms when given a successful antidote
- Reduce the required number of visits to GOD when poisoned
- Simplify the rules for which drugs the awakened races are immune to
- Maintain as much of the current complexity and mystery as possible

Overview

- ~~Alter text on the recreationally addictive drugs to state that they don't need to hand them into a ref promptly but instead can simply collect them all up and place them in their baggy afterwards~~
- Clarify that any drug without a sticker cannot be applied without the knowledge of the victim – the taste/consistency/colour etc is too obvious. Any drug with a sticker however has only a subtle taste
- Add to all stickered lammy text that if not applied within 10 minutes, the drug is no longer effective
- ~~Place every drug into a coded categories based on type / delivery attributes – these are referred to on the drug lammies, poison stickers and biology sheet~~
- At the end of every segment (i.e. just before the player is to open a new symptom envelope) they must report to GOD if they took any antidotes during that segment. The ref checks and if it is effective then swaps their current set of symptom envelopes for a new set with altered role playing symptoms
- Alter every antidote lammy interior so that it states the role-playing effect, a box to write when they took the antidote, and comment that they have to retain and hand it to a ref at the end of the segment

Drug Categories

Type	Attacks...
A	Any Character
B	Respiratory system
C	Digestive system
D	Reptilian anatomy
E	Non-living Items

Type	Delivered...	Comment
1	Contact	i.e. enters directly though bare skin
2	Injected	Must enter blood stream e.g. classic blade venom
3	Consumed	i.e. needs to be swallowed
4	Inhaled	i.e. needs to be breathed e.g. incense

All drugs are thus coded using these two classifications:

For example most drugs are C3 as they require eating and affect the digestive system.

However Mellifluent Rhind is a B4 and Ophidian Venom is C2.

On the biology sheet for Golems (and all awakened races except Dryads) it will state they are only affected by class A1 drugs and don't have to report to a ref or follow any symptoms or other effects for any of the others. Dryads are only affected by class A and B drugs.

Antidotes

There are currently two main antidote drugs – Leaden Emetic and Phulkari. The main difference between them is that the former is much more effective being an alchemical antidote.

Antidote	Leaden Emetic	Phulkari
Lammy Interior	Drug Type: A3 Within a few minutes you will begin continually vomiting. This lammy must be kept and handed in before you open the next symptom envelope. Write here the time this drug was taken _____	Drug Type: C3 Within a few minutes you will feel drowsy & nauseous. Unless you are a dragon or dracoscion you will also begin continually vomiting. This lammy must be kept and handed in before you open the next symptom envelope. Write here the time this drug was taken _____

Drug Categories

Remove all references that state: *No effect if you have no perceptible digestion* or similar

Replace with appropriate reference code from below.

Contrabando items

Actinian Venom – C1
Agenta – C3
Brandyblend – D3
Catamite – C3
Flame – C3
Geum – C3
Gilded Berries – C3
Mellifluent Rhind – B4
Oco Powder – C3
Phulkari – C3
Rantsin – C3
Seraph Tear – C3
Swamp Fever – C2
Vineweed berry – C3
Vineweed Root – C1

Not in the Almanac:

Ophidian Venom – C2
Dyrad Tears – C3
Blessed Dryad Sap – C3

Alchemical items

Astringent Salt – A3
Caustic Bile – A1
Escharotic Pumice – A3
Leaden Emetic – A3
Mawkish Dust – A3
Mordant Purgative – A3
Philosopher's Stone – N/A
Scorbutic Fire – A3

Ophidian Herbs

Babbleweed	C4
Black Moss Paste	C3
Flaxvine	C2
Howling Coyote	D3
Jaguar Sweat	C3
Peaceberry	C3
Scalesalve	D1
Serpentbloom	D3
Dreamroot	C4
Vileberry	C3