

# Drugs

Back to [Herbs](#)

## Alanal

**TIME** : Winter/Spring

**LOCALE** : Ocean shore

**MIN COST** : 5d

**MAX COST** : 7d

**FANTASY COST** : 1sp 2cp/2sp 2cp

**PURPOSE** : hallucinogen

**ADD?** : Slightly addictive

**EFFECT** : Hallucinogen (drug)

**USE** : Ingested

**FORM** : Nut

**RAR** : 1

**STORE** : D6 days

## Arrach

**TIME** : Winter

**LOCALE** : Sylvan, forests

**MIN COST** : 1s 8d

**MAX COST** : 2s 6d

**FANTASY COST** : 8sp/1gp 2sp

**PURPOSE** : euphoric

**ADD?** : Very addictive, cannot be used safely

**EFFECT** : Euphoric

**USE** : Ingested

**FORM** : Leaf

**RAR** : +2

**STORE** : D6 weeks

## Bonaset

**TIME** : Spring

**LOCALE** : Inhabited areas, urban

**MIN COST** : 1s 3d

**MAX COST** : 1s 10d

**FANTASY COST** : 6sp 1cp/9sp 1cp

**PURPOSE** : narcotic

**ADD?** : Very addictive, cannot be used safely

**EFFECT** : narcotic  
**USE** : Ingested  
**FORM** : Moss  
**RAR** : -2  
**STORE** : D3 days

## Fanosel

**TIME** : Winter  
**LOCALE** : Coast  
**MIN COST** : 2s  
**MAX COST** : 3s  
**FANTASY COST** : 9sp 1cp/1gp 4sp 1cp  
**PURPOSE** : narcotic  
**ADD?** : Not addictive  
**EFFECT** : narcotic  
**USE** : Ingested  
**FORM** : Seed  
**RAR** : +0  
**STORE** : D6 weeks

## Fletharane

**TIME** : Summer  
**LOCALE** : Desert  
**MIN COST** : 1s 4d  
**MAX COST** : 2s  
**FANTASY COST** : 6sp 1cp/9sp 1cp  
**PURPOSE** : hallucinogen  
**ADD?** : Slightly addictive  
**EFFECT** : Hallucinogen (drug)  
**USE** : Ingested  
**FORM** : Fruit  
**RAR** : 0  
**STORE** : D6 weeks

## Krrf

**TIME** : Winter/Spring  
**LOCALE** : Deserts  
**MIN COST** : 1s 1d  
**MAX COST** : 1s 7d  
**FANTASY COST** : 5sp 3cp/7sp 9cp  
**PURPOSE** : euphoric  
**ADD?** : Very addictive, cannot be used safely

**EFFECT** : Euphoric  
**USE** : Breathed  
**FORM** : Root  
**RAR** : -1  
**STORE** : D6 weeks

## Lavaryctia

**TIME** : Always  
**LOCALE** : Fresh water  
**MIN COST** : 2s  
**MAX COST** : 3s  
**FANTASY COST** : 9sp 1cp/1gp 4sp 1cp  
**PURPOSE** : Sopoforic  
**ADD?** : Slightly addictive  
**EFFECT** :  
**USE** : Ingested  
**FORM** : Mineral  
**RAR** : 0  
**STORE** : D6 weeks

## Lhasa

**TIME** : Winter  
**LOCALE** : Deep forest, wilds  
**MIN COST** : 1s  
**MAX COST** : 1s 6d  
**FANTASY COST** : 4sp 8cp/7sp 2cp  
**PURPOSE** : euphoric  
**ADD?** : Slightly addictive  
**EFFECT** : Euphoric  
**USE** : Ingested  
**FORM** : Berry  
**RAR** : -1  
**STORE** : D6 months

## Sennal

**TIME** : Autumn/Winter  
**LOCALE** : Plains  
**MIN COST** : 2d  
**MAX COST** : 3d  
**FANTASY COST** : 1sp/1sp 4cp  
**PURPOSE** : hallucinogen  
**ADD?** : Slightly addictive

**EFFECT** : Hallucinogen (drug)  
**USE** : Ingested  
**FORM** : Lichen  
**RAR** : 1  
**STORE** : D6 weeks

## Thalotic

**TIME** : Autumn  
**LOCALE** : Plains  
**MIN COST** : 11d  
**MAX COST** : 1s 4d  
**FANTASY COST** : 4sp 4cp/6sp 6cp  
**PURPOSE** : narcotic  
**ADD?** : Addictive to use  
**EFFECT** : narcotic  
**USE** : Ingested  
**FORM** : Root  
**RAR** : +1  
**STORE** : D6 weeks

## Tirgaeth

**TIME** : Winter  
**LOCALE** : Deserts  
**MIN COST** : 1s  
**MAX COST** : 1s 6d  
**FANTASY COST** : 4sp 2cp/7sp  
**PURPOSE** : narcotic  
**ADD?** : Not addictive  
**EFFECT** : narcotic  
**USE** : Ingested  
**FORM** : Sap  
**RAR** : +1  
**STORE** : D6 days

## Woodrose

**TIME** : Summer  
**LOCALE** : River  
**MIN COST** : 2s 1d  
**MAX COST** : 2s 1d  
**FANTASY COST** : 1gp/1gp  
**PURPOSE** : makes merry  
**ADD?** : Not addictive

**EFFECT** : 4D6 transform, cummulative

**USE** : Ingested

**FORM** : Leaf

**RAR** : +0

**STORE** : D6 days

From:

<https://curufea.com/> - **Curufea**

Permanent link:

<https://curufea.com/doku.php?id=roleplaying:hero:ws:drug>

Last update: **2015/01/26 19:24**

