

## EFFECTS OF ORANGE SPICE

Orange spice is a stimulant. It makes users faster and full of life, but leaves them feeling immensely down once the effect wears off. A user can snort the drug directly, absorb it through their tongue, or smoke it in a paper or pipe. The going price for a hit (or one dose) of orange spice is usually around 1gp.

One hit of orange spice grants users one extra action during their turn for the next hour. After the initial effect wears off, a secondary effect kicks in. Users must make a DC 15 Constitution saving throw. Users who fail the save are poisoned for the next 8 hours. Users who save are poisoned for 1 hour. The poisoned condition cannot be removed in any way, but it can be delayed by taking a second hit of orange spice, however the target risks overdosing (see below).

Once the orange spice's secondary effect wears off, targets must make a DC 15 Wisdom saving throw or become addicted. Each time a creature makes this saving throw within 1 month of the last time it made another Wisdom saving throw to avoid becoming addicted to orange spice, the DC increases by 1.

Addicted creatures have a difficult time functioning without orange spice. When they aren't using, addicted creatures are considered poisoned and need to use just to function normally. An addicted creature needs one hit to function without the poisoned effect for 1 hour and two hits to feel the effects of the orange spice outlined above. A creature who takes two hits of orange spice at one time has disadvantage on the Constitution saving throw made when the orange spice's effects wear off. A creature can detox to lose their addicted condition, but they must not use orange spice for a month.

A creature who takes orange spice twice in a day must make a DC 10 Constitution saving throw or overdose. For every use of orange spice after the second, the DC increases by 1. When a creature overdoses, roll on the chart below to see the effect of the overdose.

### Orange Spice Overdose

d20	Effect
1	Creature dies
2 - 4	Creature is unconscious for the next 8 hours
5 - 7	Creature is paralyzed for the next 8 hours
8 - 10	Creature is blinded for the next 8 hours
11 - 13	Creature is deafened for the next 8 hours
14 - 16	Creature becomes frightened of another creature of the DMs choosing for the next 8 hours
17 - 19	Creature cannot stand and is prone for the next 8 hours
20	Creature considers all other creatures it can see enemies and attacks for the next 8 hours