Equipment D20 / Spice: Melange

Spice: Melange

Of all the drugs out there, Spice is the highest grade quality. The various forms
of spices are the msot pwoerful and addictive out there. nobody is quite sure where
the term spcie came from but some think it has to do with the fact that some, like
melange were originaly used in food.

Melange: A complex bio-polymer originating only on Arrakis. Its several biological activities
include interaction with various centers of the central nervous system (CNS), interaction with
the immune system, and deposition within the sclera of the eyes. To date the biologically active
portion of spice has not been isolated, although it is known that other portions of the molecule
contain clycoprotein, a cupric heme and cinnamic acid.

The interaction with the CNS is primarily in the K"hliker-Kramptz center, which controls time- space
awareness. In mosthumans this center is rudimentary, consisting of only a small number of cells (K-K cells)
in the central cortex of the brain. Ingestion of the spice stimulates the growth of K-K cells so that the
individual becomes more aware of his time-space environment. It is due to the action of the spice on the K-K
cells that melange is addictive. If quantities in excess of 2 grams per 70 kilograms of body weight are ingested,
addiction is encountered.
Withdrawal of the spice from an addict results in insanity and eventual death due to the
action of the breakdown products of K-K cells on other cells of the CNS.

The geriatric properties of melange are considerable. The addicts predicted lifespan is increased two to four times
that of normal, depending upon the age at which the spice was first ingested as well as the dose. When the spice is
digested, certain as yet unidentified breakdown products are

absorbed into the bloodstream. These products interact with T-cells of the immune system, rendering the addict immune to most bacterial, fungal, parasitic and viral agents of disease. Ingestion of spice also imparts an immunity to many common poisons.

One of the most striking results of a diet high in melange is the "Eyes of Ibab," the characteristic "blue on blue" eye color: the whites and irises of he eyes turn a deep blue. Visual acuity is not reduced by the deposition of the blue pigment. In fact, in the white sun light of Arrakis, the pigment acts as a blue filter, increasing contrast and enhancing vision. Melange is very expensive, and highly addictive. However, because of the preponderance of spice on the planet Arrakis, addiction to melange will occur naturally within one or two years of living there. It can be postponed a year or two by including many off-world foods into the diet, but is inevitable.

An addict requires two grams of spice per day. On Arrakis, melange is common enough in nature to meet an addicts requirements through normal food and drink.

Melange Spice
Type: Spice
Cost: 250 (per 2 gram dose)

Game Effects:

A regular user of the spice will have their life span doubled, tripled or even quadrupled, depending on how early they started in life. They also gain +2 to all fortitude roll to resist viral infection and posions. A force Sensative charachter who uses Melange regularly gains +4 to the Heal Self vs Posion. They also get +1 to spot and search checks as their visual acuity is increased.

If the user consumes 2 gram for every 70 kilograms of bodyweight, they get +4 to all attempts to detect lies being told (Sense Motive) for 3d8 minutes.

If the character consumes 4 grams of pure spice per 70 kilograms of bodyweight, they begin receiving a special sort of 'effect'. From this point, every 2 grams per 70 kilos of bodyweight give +3 to a temporary use of the Farseeing force power. If more than 10 grams of pure spice per 70 kilos of bodyweight is consumed the user must make a difficult constitution roll or fall into a coma for 1d6 weeks. More than 15 grams per 70 kilos, and the roll has DC 20. More than 20 and the DC is 30. From that point on it's +10 to the DC for every five grams per 70 kilograms of bodyweight consumed.

After each dose roll Will vs number of times the user has taken the durg x 2. If the user loses, they become addicted and need two grams per day. If the person goes a week without their daily dose they become ill suffering -1 from all abilities until they meet their quota again. Every week this continues they go down another -1, when their constitution hits 0 they die.

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