Equipment D20 / Drug: Semuta

Semuta

A highly addictive narcotic derived, by crystal extraction, from elacca drug (the residue produced from burning the blood-grained elacca wood of Ecaz). The drug is either taken in capsule form or dissolved in wine, and produces a feeling of "timeless ecstacy," of separation from all pain and trouble. Accentuating this overpowering sense of well-being is the "semuta music" -- rhythmic, atonal vibrations composed to affect the sympathetic nervous system -- that accompanies the drug experience. Most often a single dose suffices to cause severe physiological addiction. Addicts are prone to fits of depression between doses, and are incapacitated when under the effect of the drug.

Model: Semuta Drug
Music Activated Drug
Cost: 250 (per dose)

Game Effects:
Produces an altered state of conciousness best described as 'timeless ecstasy'. The user's metabolsim and other bodily fucntions slow to a crawl and their mind is placed on an altered state of conciousness where time holds little meaning and they are in an almost sexual state of bliss. The drug's effects are only triggered by the correct types of, Semuta, music. Effects last 5d6 minutes.

After each dose roll Will vs the number of times the user has taken the drug x 3. If the user loses, they become addicted and cannot go more than three days without a 'fix'.

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