

Bliss

This dangerous drug is a magically-enhanced derivative of the dreamflower, a rare plant which is only known to grow in the southern villages of Aerron in Tal. It is available in several varieties: a blue-black powder that produces vapors when burned, incense-like sticks, and a bluish gas (the purest and most potent form). The secrets of its manufacture are closely guarded.

Inhaling Bliss vapors induces a state of euphoria so intense that the user becomes oblivious to all other sensations, including sight, sound, and pain. Unlike other drugs, which tend to diminish in potency the more they are consumed, the duration and intensity of Bliss increases with each dose. In the late stages of addiction a Bliss trip can last for days, causing many addicts to waste away from starvation.

The enchantments of Bliss promote rapid addiction, often with as little as a single dose. Users do not suffer any physical side effects, but are often prone to severe apathy or depression when not under the influence of the drug.

Brule

Brule is a tangled vine-like weed which grows under a wide variety of conditions. Its leaves are covered with a flaky, white substance that has medicinal properties in small quantities.

Chewing the leaves of a Brule plant produces a strong hallucinogenic effect which varies widely among users. Sometimes the hallucinations are pleasant, other times they are merely abstract. Occasionally they are embodiments of the user's worst nightmares.

Brule is moderately addictive, and prolonged use creates a buildup of the hallucinogen in the body. This often causes random hallucinations when the drug is not actually being consumed and a general deterioration of bodily functions. Addicts eventually develop sores on the insides of their mouths. These physical side-effects have done much to dampen the popularity of Brule, but it is still widely used because it is relatively inexpensive compared to most other drugs.

Harmony Drops

These small, pearlescent globes are widely used by the wealthy. When dissolved in a cup of wine, they produce a potent mixture which greatly enhances sensations, especially taste and smell. The name of the drug comes from the preferred use of listening to musicians or other pleasant sounds while the effect persists.

Sensations are, however, enhanced without discrimination. Loud noises, bitter flavors, and other unpleasant disturbances are likewise multiplied, causing great displeasure and even pain. As a result, the use of harmony drops is generally conducted with some preparation to prevent unwanted intrusion.

Harmony drops are mildly addictive, and tend to dull the affected senses very slowly over the course of many years.

Rath

Rath is a concentrated liquid extract distilled from the roots of Rathicanthus trees, which are common in tropical climates. When ingested, the drug temporarily boosts physical strength and endurance, and also increases the user's level of aggression. The effect wears off in a few hours, followed by a period of weakness. The drug becomes less effective as a user builds up a tolerance to Rath, with shorter duration of benefits and a longer period of weakness. Long-term users are often irritable, and eventually suffer permanent losses of strength and endurance.

Addiction to Rath is surprisingly rare, and the drug passes cleanly out of the user's system in a short period of time. The primary danger is that Rath users often fail to realize when the drug stops working. Incidents have also been reported of sudden loss of Rath enhancement in the middle of feats of exertion. During the period of weakness, this has been known to have disastrous results.

The recorded use of Rath dates back to the days of the Tal-len Empire, when it was often used by gladiators. This practice persists to the present day in Kystfelde, where such games are still popular. It is occasionally used by mercenaries and soldiers.