

# Unhallowed Metropolis



**A GUIDE TO...**

**TINCTURES, HERBS, & ALCHEMY**



An Apothecary Conversion for Unhallowed  
Metropolis for ORE  
By Joshua Chewing



# A Guide to Tinctures, Herbs, and Alchemy

Based on the One-Roll Engine Developed by Greg Stolze  
and  
The Unhallowed Metropolis setting developed by Jason Soles and Nicole Vega

This conversion requires the use of the following books:  
*Unhallowed Metropolis* by Jason Soles and Nicole Vega and published by Eos Press  
*Wild Talents, Essential Edition* by Dennis Detwiller, Greg Stolze, Kenneth Hite, and Shane Ivey published by Arc  
Dream Press  
*Reign: A Game of Lords and Leaders* by Greg Stolze, published by Schroedinger's Cat Press  
*NEMESIS: Roleplaying in Worlds of Horror* by Dennis Detwiller, Greg Stolze, and Shane Ivey

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### Alchemist's Fire

**Formulation:** Topical

**Substance Type:** Alchemical solution

**Appearance:** Brilliant green, viscous liquid

**Difficulty:** 1

**Material Cost:** £1 for 1 application

**Production Time:** 30 minutes

**Purchase Price:** £4 for 1 application

**Reaction Time:** Instantaneous

**Duration:** 2d10 rounds

**Effect:** The solution is a dangerous volatile compound usable as a weapon. The solution must be stored carefully in glass tubes that have been treated to contain some inert gas. The alchemist must work quickly during the final steps to store the compound before the internal reactions are complete, as the finished solution will burst into flames in the presence of oxygen. The glass tubes may be thrown at a target in combat; if the target is hit, the tube breaks and the target is set on fire (per the Burn Combat Effect) This solution is not subject to side effects. If the initial roll fails, the alchemist must make a second roll. If this roll succeeds, the process has merely failed and synthesis must begin from scratch with fresh materials. If the second roll fails, an accident occurs, and a chemical fire starts in the lab.

**Alterations:** None

### ALS2(X)

**Formulation:** Varies

**Substance Type:** Alchemical solution

**Appearance:** Generally, a pale silvery-blue liquid

**Difficulty:** Varies, see below

**Material Cost:** 10d per gallon

**Production Time:** 2 hours

**Purchase Price:** £2 per gallon of ALS2(1), £4 per gallon of ALS2(6)

**Reaction Time:** None

**Duration:** None

**Effect:** This is a class of artificial life support solutions; the name is an acronym. The parenthetical designation indicates the type of solution. ALS2(1) is the official designation for the solution used in preserving body parts intended for transplant. The solution is legal, and any physician may reasonably be expected to know the formula and synthesis methods (Difficulty 1). Decomposition is virtually arrested in body parts

suspended in ALS2(1), but the fluid must be replaced after one month to keep the organic matter fresh. ALS2(6) is the designation for the formula used in artificial wombs; the formula is available but is not easy to come by, and research into this area may be met with suspicion.

Synthesizing the compound requires a successful Alchemy roll (Difficulty 3). This solution is not subject to side effects. If the roll fails, the solution is ruined, and synthesis must start anew with fresh materials.

**Alterations:** None

### Angel

Sometimes called the Black Pill or Borrowed Time

**Formulation:** Ingested or injected

**Substance Type:** Alchemical solution

**Appearance:** Tiny, glossy black pill or a thick, vicious, black solution

**Difficulty:** 3

**Material Cost:** £2 for 1 dose

**Production Time:** 2 hours

**Purchase Price:** £5 for 1 dose

**Reaction Time:** Instantaneous

**Duration:** 1 hour

**Effect:** Angel temporarily arrests the progression of the Plague, buying the affected character an extra hour of life. After an hour, the Plague resumes its course. If the character takes an additional dose after the first, he must make a Vitality/Endurance roll (Difficulty 3). If the roll succeeds, the Angel takes effect and the progression of the Plague is halted for another hour. If the roll fails, the pill has no effect. After a failure is rolled, no amount of the alchemical compound can help the character.

**Alterations:** None

### Anti-Rejection Drug

**Formulation:** Ingested or injected

**Substance Type:** Alchemical solution

**Appearance:** White pill or clear, odourless solution

**Difficulty:** 3

**Material Cost:** 50d for 10 doses

**Production Time:** 4 hours

**Purchase Price:** 100d for 5 doses

**Reaction Time:** Instantaneous

**Duration:** 24 hours

**Effect:** If a character receives a transplant that has not been engineered to elude an immune

response, including any transplant of a mechanical type, he must take anti-rejection drugs for the rest of his life. Each day a character goes without the drug, he suffers a -1d to Vitality. If his Vitality is reduced to less than 0, he dies. Vitality lost due to not taking antirejection drugs is recovered at a rate of 1 point per week if the character is able to resume treatments for the full week.

**Alterations:** None

## Chloroform

**Formulation:** Inhaled

**Substance Type:** Drug

**Appearance:** Clear liquid with a faint, pleasant odour and slightly sweet taste

**Difficulty:** 1

**Material Cost:** 10d for 10 applications

**Production Time:** 4 hour

**Purchase Price:** 20d per bottle (about 10 applications)

**Reaction Time:** See below

**Duration:** See below

**Effect:** Despite being a known carcinogen, chloroform remains a common Neo-Victorian anesthetic. Since it is inexpensive and readily accessible, medical professions often use it to treat the lowest classes when ether is not on hand. Chloroform is generally applied to a cloth that is pressed to the face, allowing a patient to inhale the anesthetic. Fatal cardiac arrhythmia, or "sudden sniffer's death," among patients treated with chloroform has added significantly to the common peoples' distrust of surgeons. After 2 minutes of inhalation, a living character must make a Vitality/Endurance roll (Difficulty 3). If the character succeeds, he remains conscious but must roll again every ten seconds if the exposure persists. If the character fails the roll, the world grows darker but he remains conscious until he fails a number of rolls equal to his Vitality attribute. Once the character succumbs to the chloroform and falls unconscious, he remains so for 10 + d10 minutes after his exposure to the substance ends. While unconscious, the character is unresponsive to all stimuli. Upon waking, he suffers -2d to all Coordination, Wit, Will, Intellect, Charm, and skill rolls for 3d10 minutes while the drug continues to wear off. On a botch, the character suffers cardiac arrhythmia and dies.

**Alterations:** None

## Clarity

*Sometimes called Christ's Blood*

**Formulation:** Ingested or injected

**Substance Type:** Alchemical solution

**Appearance:** Large, sickly yellow pill or a cloudy, yellow solution smelling of ammonia

**Difficulty:** 1

**Material Cost:** 20d per dose

**Production Time:** 1 hour

**Purchase Price:** 60d per dose

**Reaction Time:** Instantaneous

**Duration:** Instantaneous

**Effect:** With a wash of nausea and numbing pain, Clarity instantly flushes all intoxicants, narcotics, toxins, and drugs out of the character's system. Immediately upon consuming the solution, the character sweats foul-smelling blood and must make a Vitality/Endurance roll (Difficulty 3). If the roll fails, the character suffers -1d Vitality for 24 hours. If the character's Vitality is reduced below 0, he dies.

**Alterations:** None

## Cocaine

**Formulation:** Inhaled, ingested, or injected

**Substance Type:** Drug

**Appearance:** White powder

**Difficulty:** 1

**Material Cost:** 10d per dose

**Production Time:** 24 hours

**Purchase Price:** £1 per dose

**Reaction Time:** For full effect, about 3 minutes if injected

or 10 + d10 minutes when inhaled. Initial effects manifest within seconds.

**Duration:** 6d10 + 20 minutes

**Effect:** After being extracted from coca plant leaves and refined, cocaine may be inhaled, imbibed, or injected for both medical and recreational purposes. The drug works as a central nervous system stimulant, an appetite suppressant, and a topical anesthetic as well as producing a sense of euphoria and increased energy. Neo-Victorians who prefer to inhale cocaine carry small vials, boxes, or poison rings for the purpose.

A character under the effects of cocaine gains +1d Prowess, Wit, and Will rolls for 6d10 + 10 minutes. After the drug wears off, the character suffers -1d Coordination for 3d10 + 90 minutes.

Each time a character uses cocaine he must make a Will/Endurance roll (Difficulty 1). If he fails, he becomes addicted to cocaine. If the character goes twenty-four hours without taking cocaine, his addiction will begin to get the better of him.



Withdrawal sets in and the character experiences suffers -3d to Vitality, Wit, Will, Intellect, and Charm based rolls until either he takes a dose of cocaine or he detoxes over a week. If the character makes it through detox, he will be free of the effects of withdrawal. However, should the character ever use the drug again he will immediately become addicted once more. A character cannot have an attribute reduced below 1 as a result of cocaine use or withdrawal.

**Alterations:** None

## Corpse Flower

**Formulation:** Ingested

**Substance Type:** Alchemical solution

**Appearance:** A flat grey liquid, cooler than the ambient air

**Difficulty:** 1

**Material Cost:** 20d per dose

**Production Time:** 3 hours

**Purchase Price:** 100d per dose

**Reaction Time:** 2d10 seconds

**Duration:** 4d10 minutes

**Effect:** This serum allows the imbiber to take on the appearance of a walking corpse. His skin grows cold and pale; his breath and heartbeat become shallow; his movements become slow and jerky, and his flesh shrinks and desiccates, giving him the appearance of a corpse. Animates cannot detect a user of Corpse Flower unless they come in direct contact, though a living person will be able to recognize the character as alive upon a cursory examination. Using this serum, it is possible to move through crowds of animates virtually unnoticed. While under the effects of a dose of the serum, the character suffers a -1d to Vitality and Coordination. When the drug's duration is over, the character's vital signs and attributes return to normal, and he becomes extremely thirsty. Within ten minutes of drinking his fill, he will return entirely to the appearance of a normal living human.

Corpse Flower has no effect on half-lifers.

**Alterations:** None

## Crone

*Sometimes called Rackobone*

**Formulation:** Topical

**Substance Type:** Alchemical solution

**Appearance:** Milky grey-green, grease-like compound

**Difficulty:** 5

**Material Cost:** 50d per application

**Production Time:** 6 hours

**Purchase Price:** £1 per application

**Reaction Time:** 2d10 minutes

**Duration:** d10 hours

**Effect:** Crone is a powerful alchemical solution that temporarily and rapidly ages a user. In a matter of minutes, the face puckers into a mass of sullen wrinkles, the flesh pulls taut and withers, and the bones turn weak and brittle. Crone has been used as both an extreme form of disguise and as a method of incapacitation. While under the effects of Crone, a character suffers -2d to Vitality and Coordination and -1d Wit and Intellect.

If Crone reduces any of his attributes to less than 0, the physical stress caused by the substance causes the character's heart to fail and he dies.

Anyone attempting to recognize a character affected by Crone must succeed in a Wit/Awareness roll (Difficulty 5). While under the effects of Crone, a character incurs a Difficulty 5 on all Charm/Guile rolls. Once the primary effects of Crone expire with its duration, a user still suffers -1d Vitality and Coordination for another 12 hours. The aesthetic effects of Crone fade over this time as the character returns to his natural physical condition. Crone interferes with anti-agapic treatments, effectively undoing restorative care and causing permanent damage to the system. Crone has no effect on half-lifers.

**Alterations:** Creating a permanent version is extremely difficult (Difficulty 7). The permanent version is highly illegal and sells for £10 or more when available.

**Note:** Producing a fast acting antidote to Crone requires 30d in raw materials, 1 hour of production time, and a successful Intellect/Alchemy skill roll (Difficulty 3). The imbibed liquid reverses the effects of Crone within d10 minutes. The antidote even counteracts the permanent version of Crone. The antidote is available at the cost of 100d.

## Ether

**Formulation:** Inhaled

**Substance Type:** Drug

**Appearance:** Clear, colourless, and highly flammable liquid with a low boiling point and a characteristic smell

**Difficulty:** 1

**Material Cost:** 20d for 10 doses

**Production Time:** 4 hours

**Purchase Price:** 80d per bottle (about 10 applications)

**Reaction Time:** 2d10 seconds

**Duration:** d10 hours

**Effect:** Ether is an anesthetic agent used in medical procedures in facilities lacking the capacity for more sophisticated anesthesia. The substance is used recreationally as well; scented ethers are sometimes impregnated into expensive filter cartridges for the gasmasks of the wealthy and fashionable. The drug is entirely legal and may be purchased from any reasonably well-equipped apothecary.

Ether evaporates quickly and so is generally administered through a breathing mask. The drug begins to take effect almost immediately, inducing minor euphoria and blurred vision. After three minutes, a living character inhaling ether must begin to make Vitality/Endurance rolls (Difficulty 5) every twenty seconds. If the character succeeds, nothing happens until he makes another roll. If he fails, the world grows a little dimmer. If the character fails a number of rolls equal to his Vitality, he becomes insensate and passes into unconsciousness. The character remains in a painless state of unconsciousness for 2d10 minutes after his exposure to ether ends.

The character may choose to fail these rolls. If a character fails one or more rolls but does not go unconscious, he suffers -2d to all rolls for d10 minutes after exposure to the drug ends.

**Alterations:** None

## Hyde

**Formulation:** Ingested

**Substance Type:** Alchemical solution

**Appearance:** A sickly grey-green liquid with a thick musky odour and horrid taste

**Difficulty:** 5

**Material Cost:** 150d per dose

**Production Time:** 12 hours

**Purchase Price:** Highly illegal (£4+ per dose)

**Reaction Time:** d10 minutes

**Duration:** 5d10 minutes

**Effect:** Actually swallowing the substance requires a successful Will/Endurance roll (Difficulty 1). Once a user drinks down a dose of the substance, a thick, grey mist escapes his nose and mouth. Regular users claim this is the imbiber's conscience escaping his body before the solution takes effect. The immediate effect of Hyde is very similar to a throe serum, though without the benefits of accelerated healing or immunity to the Plague and other contagions. Once consumed, the solution causes the character to go through a rapid metamorphosis. The exact changes the body undergoes depends on the version of Hyde the character drank. There are literally hundreds of

formulations available and each has a slightly different effect.

Most mimic a throe-like appearance while others cause distinctly insectile or saurian alterations.

Once Hyde takes effect, the imbiber gains +2d to Vitality and Coordination and ignores wound penalties.

However, while under the effects of the substance, the character suffers -3d to Intellect and Charm based rolls. A character cannot have his attributes reduced to less than 1d as a result of Hyde.

If the character's Charm is reduced to 1d as a result of imbibing Hyde, he will lose the ability to speak until he returns to human form. If his Intellect has been reduced to 1d as a result of Hyde, he will not be able to use ranged weapons until the solution's duration expires.

While under the effects of Hyde, the character's thoughts are cloudy and he will remember little that occurs. He will be incredibly aggressive and difficult to reason with. The character's reaction to sudden movement, aggressive action, and the slightest disappointment will be the same: destroy everything in sight. When provoked, the character can either allow his rage to consume him and simply destroy the object of his rage — be it man, woman, child, or inanimate object — or can make a Will/Stability roll (Difficulty 3) to retain control over himself. If the roll succeeds, the character keeps from lashing out for the time being. If the roll fails, he mindlessly attacks the object of his rage until he or it has been destroyed.

Once Hyde's duration passes, the character painfully and messily returns to human form. At this time the character must make a Vitality/Endurance roll (Difficulty 3). If the roll succeeds, the character suffers -1d to Vitality and Coordination for the next 12 hours. A character's attributes cannot be reduced to less than 1 as a result of this penalty. If the roll fails, this transformation is agonizingly slow. The character suffers -2d to all rolls for the next 12 hours.

After consuming a dose of Hyde, repeated doses will have no effect for 24 hours. For 2 weeks after his last Hyde-induced transformation, the character has to make a Will/Stability roll (Difficulty 1) any time he is faced with a stressful situation. If the roll fails, he immediately undergoes another Hyde transformation and attacks the source of his stress. The character will return to his human form after 2d10 minutes and suffer the same penalties as above.

Hyde has no effect on half-lifers.

**Alterations:** None

**Note:** Producing a fast-acting antidote to Hyde requires 50d in raw materials, two hours of production time, and a successful Intellect/Alchemy skill roll (Difficulty 3). The antidote instantly causes the drinker to revert to human form. The antidote is available at the cost of 150d.

### Hyoscine

**Formulation:** Injected

**Substance Type:** Drug

**Appearance:** Clear to straw-coloured liquid

**Difficulty:** 1

**Material Cost:** 100d for 10 doses

**Production Time:** 8 hours

**Purchase Price:** 40d per dose

**Reaction Time:** 2d10 minutes

**Duration:** 6 hours

**Effect:** A sedative derived from plants in the nightshade family, hyoscine is used for everything from calming the insane to easing childbirth. When used for the later purpose, it is often mixed with morphine to produce “twilight sleep.” It is, however, extremely dangerous in larger doses, resulting in instantaneous death if more than a quarter-grain is injected. If a character receives a therapeutic dose, it will act as a sedative. The character suffers -1d to Wit and Coordination rolls for six hours after receiving the dose. Characters in the throes of a violent psychotic episode will be quieted by the dose, no longer requiring restraint or posing a danger to themselves or others; the character will be able to move slowly and speak coherently for short periods but will not be capable of taking any other action. If a character receives a deadly dose, he must make a Vitality/Endurance roll (Difficulty 7). Failure results in instantaneous death.

**Alterations:** None

### Jack’s Blessing

**Formulation:** Ingested

**Substance Type:** Herb

**Appearance:** Black-spotted leaves

**Difficulty:** None

**Material Cost:** None

**Production Time:** None

**Purchase Price:** 50d per dose

**Reaction Time:** d10 minutes

**Duration:** 1 hour

**Effect:** There is a thriving market in the underworld for a small, black-spotted herb found in the Wastes that the criminal element of the metropolis calls

Jack’s Blessing. When chewed, the leaves heighten the senses: the faintest noise can be heard and the smallest changes in the currents of air can be felt. A character chewing Jack’s Blessing gains +2d Wit/Awareness rolls for the duration of the drug’s effects.

**Alterations:** None

### Maiden’s Heart

**Formulation:** Ingested

**Substance Type:** Herb

**Appearance:** A dark red, heart-shaped tuber, approximately the size of a child’s fist

**Difficulty:** None, but characters without the Alchemy or Natural Science skill cannot properly prepare the herb.

**Material Cost:** None

**Production Time:** 10 minutes cooking time

**Purchase Price:** 50d per dose

**Reaction Time:** 2d10 minutes

**Duration:** Number of hours equal to the character’s Vitality

**Effect:** The root of a brilliant red flower, called Maiden’s Heart for its curious shape, possesses unique medicinal properties. Cooked properly and eaten, this root gives the user extraordinary stamina for a period of time, reducing fatigue and allowing pain to be largely ignored. A character who consumes properly prepared Maiden’s Heart can ignore wound penalties and damage from blood loss for a number of hours equal to his Vitality. Each day an injured character consumes Maiden’s Heart, his healing time is reduced by an additional day.

**Alterations:** Attempts to refine the substance into a drug for combat use have failed spectacularly. When distilled, the beneficial properties of the plant are destroyed. The resulting drug, named Werther (see below), causes massive systemic haemorrhaging, resulting in “blood sweats” and bleeding from the orifices of the body.

### Masque

**Formulation:** Ingested

**Substance Type:** Alchemical solution

**Appearance:** A viscous, colloidal substance of no particular color, which is stored in a liquid form. It becomes semisolid when handled, but returns to liquid in the mouth.

**Difficulty:** 3

**Material Cost:** 50d per dose

**Production Time:** 6 hours

**Purchase Price:** 150d per dose

**Reaction Time:** 2d10 minutes

**Duration:** 6d10 + 120 minutes

**Effect:** Masque is a localized, temporary mutagen that renders the imbiber's face unrecognizable. During the alchemical solution's reaction time, the imbiber's face takes on a plastic texture not unlike fleshy clay that may be shaped and smoothed with touch. Facial features may be moved, stretched, distended, or otherwise altered. Masque can be used to create some extraordinary effects, though most imbibers simply use the solution to conceal their appearance.

Identifying the character after such alterations requires a successful Wit/Awareness roll (Difficulty 5). Masque is extensively used throughout Neo-Victorian theatre, and a number of talented artists make their living shaping faces for the stage. A character with the Disguise or Impersonation Guile Specialties can attempt to literally sculpt his face after imbibing a dose of the solution.

Creating a passable human-like appearance requires a successful Wit/Guile skill roll (Difficulty 1). Enhancing the character's physical beauty or altering his facial structure in a minor way requires a successful skill roll versus a Difficulty 3. Altering the character's appearance to duplicate another's requires a successful skill roll versus a Difficulty 7. If the character does not have the appropriate Specialties, or if the character fails the roll, the face will not be recognizable as belonging to the person who is being disguised, but the appearance of the features will be unnatural.

After the reaction time passes, the flesh of the face holds its new visage for the duration of the solution's effects. Once the duration expires, the character's face quickly returns to its normal shape, but remains tender to the touch for 24 hours. If Masque is used again during this period, the character suffers a Flesh Wound as the fabric of his face begins to tear.

Masque has no effect on half-lifers.

**Alterations:** Creating a permanent version is very difficult (Difficulty 7), highly illegal, and expensive (£10).

*Thorn*, (Difficulty 3 or 100d): Instead of causing the face to become plastic, Thorn causes bony projections to grow from the face, horribly distorting the drinker's appearance. Thorn is used to quickly give extras a monstrous appearance.

**Note:** Producing a fast acting antidote to Masque requires 30d in raw materials, one hour of production time, and a successful Intellect/Alchemy skill roll (Difficulty 1). The imbibed liquid reverses the effects of Masque within d10 minutes. The antidote also counteracts

the permanent version of both Masque and Thorn. The antidote is available at the cost of 100d.

## Nectar

**Formulation:** Ingested or injected

**Substance Type:** Drug

**Appearance:** Thick, viscous black liquid

**Difficulty:** None

**Material Cost:** None

**Production Time:** None if consumed orally. 1 hour if

heated and diluted for injection

**Purchase Price:** 50d per dose

**Reaction Time:** 2d10 minutes

**Duration:** 4d10 hours

**Effect:** This unusual drug from the Wastes has animal origins. The creature from which the drug is extracted, informally called the "nectar swampcat," resembles a large cat in size but possesses the sleek oily fur of a sea mammal and the smoothly mechanical locomotion of a water-dwelling lizard. The creature secretes a pungent musk, called Nectar in the trade parlance, from the base of the coarse hairs of the underbelly.

The creature is air-breathing and moves easily on land but prefers damp places, being most frequently found in and near swamps and other bodies of water with little motion. Attempts to raise the creature in captivity to create a consistent source of the drug have failed, as the creatures will not carry a pregnancy to term in captivity, and vat-grown specimens lack the ability to produce the drug. Synthetic variations are available, but they are decidedly inferior in quality and associated with a rapid onset of epilepsy. When consumed or injected, this highly addictive substance slows the metabolism of the user dramatically, producing a state of semi-torpor filled with weird and vivid dreams. Addicts spend most of their time in the dream state produced by the drug, their slowed metabolisms allowing them to dream for days at a time without feeling the need for sustenance. Addicts eat rarely, losing track of their bodily needs in the euphoric coma of the drug. Over time, the body becomes cadaverously thin, marked by bedsores from the endless hours of motionless half-sleep. Long-term addicts lose the ability to enter normal sleep or experience true REM dream states, dying, ironically, in an insanity brought on by sleep deprivation.

A character under the effects of Nectar can do nothing until the substance wears off. Any time a character uses the substance he must make a

Will/Endurance roll versus Difficulty 3. If the roll succeeds, nothing happens. If the roll fails, the character becomes addicted to Nectar. On a botch, the character never comes fully out of the drug coma; he is incapable of taking coherent action and will die raving within a month as a result of sleep deprivation if he does not expire sooner of starvation or thirst.

An addicted character must continue to make Will/Endurance rolls versus Difficulty 3 each time the drug is taken. On a failed roll the character permanently suffers -1d Vitality as his body wastes away. On a critical failure the character never comes out of the drug coma as above. If an addicted character goes a week without taking a dose of Nectar, his addiction will begin to get the better of him. All he can think about is his next fix. Soon he will begin to lose sleep.

At the end of each week, the character must make a Will/Endurance check versus Difficulty 3. If he fails the roll, the character suffers -1d to Will. Once the character is reduced to 0 Will, he will be virtually incapable of doing anything, including feeding himself, until he receives a dose of Nectar. If he doesn't receive a dose within an additional week, the character will die. The character's Will is only restored once he receives a dose of Nectar and comes back at the rate of 1d per day.

**Alterations:** None

## Orpheum

**Formulation:** Ingested or injected

**Substance Type:** Drug

**Appearance:** A milky liquid with a distinct odour of butterscotch

**Difficulty:** 3

**Material Cost:** 50d per dose

**Production Time:** 4 hours

**Purchase Price:** Highly illegal (£1+ per dose)

**Reaction Time:** 6d10 minutes

**Duration:** d10 +2 hours

**Effect:** Orpheum is a distillate of Styx, the fruit of a spindly plant of the Wastes called the "forgetting tree." Orpheum is used by some secretive religious organizations and by some professional clairvoyants to induce visions. The refined substance is highly illegal and extremely dangerous; frequent users will develop a strange sort of "sleeping sickness" and a creeping insanity, culminating in savage self-destruction. A character imbibing or injecting Orpheum must make a Will/Endurance roll (Difficulty 7) once the reaction time has been reached. If the character succeeds, he experiences only minor hallucinations.

A character experiencing minor hallucinations suffers -1d to Wit, Will, and Intellect rolls until the effects of the drug expire. If the character fails the roll, he succumbs to the full effects of the drug and is lost in a dreamscape of his own creation. Until the duration of the drug expires, the character is beset by intense and virtually overpowering visions; he suffers -3d to all rolls.

A character's attributes cannot be reduced below 1 as a result of the effects of this drug. The visions will be recalled in every detail upon waking. Users of this substance have been known to experience precognitive visions of distant places while under the drug's effects. If the character rolls a critical failure, he develops a permanent psychosis of a peculiar variety. The character grows morose and spends more and more of his time lost in dream. The waking world and its inhabitants become intolerable. The character must succeed in a Will/Stability roll (Difficulty 3) to interact with the waking world in any way. If he fails, he immediately drifts off to sleep.

**Alterations:** None

## Ravager

**Formulation:** Injected

**Substance Type:** Alchemical solution

**Appearance:** A pale blue, odourless liquid with a slippery feel.

**Difficulty:** 5

**Material Cost:** 100d per dose

**Production Time:** 8 hours

**Purchase Price:** Illegal (£3+ per dose)

**Reaction Time:** Instantaneous

**Duration:** 6d10 + 60 minutes

**Effect:** Usually fired from a syringe gun, Ravager is a powerful but temporary mutagen used to incapacitate a target. Within seconds after the solution enters the target's blood stream, his body undergoes a catastrophic metamorphosis: limbs painfully twist and seize, bone spurs tear through skin, and flesh covers the eyes. In the end, Ravager's victim is left twitching on the ground in silent horror. Once Ravager enters the blood stream, the affected character must make a Vitality/Endurance roll (Difficulty 5) each minute. If he succeeds, nothing happens, but each time the character fails a roll, he suffers -1d to Coordination, Wit, and Charm. When one or more of the character's attributes is reduced to 0 as a result of Ravager, he is completely incapacitated for the rest of Ravager's duration. Ravager cannot reduce a character's attributes below 0. Once Ravager's duration has expired, the character's



body begins to slowly revert to its former shape. The character regains 1d of Coordination, Wit, and Charm when Ravager's duration first expires. The character regains an additional 1d of Coordination, Wit, and Charm each day thereafter. Ravager has no effect on half-lifers.

**Alterations:** None

**Note:** Producing a fast-acting antidote to Ravager requires 50d in raw materials, two hours of production time, and a successful Intellect/Alchemy skill roll (Difficulty 3). The imbibed liquid reverses the effects of Ravager within d10 minutes, but the character will still only gain back lost attributes at the rate of 1d per day. The antidote is available at the cost of 150d.

## Remembrancer

**Formulation:** Ingested

**Substance Type:** Alchemical solution

**Appearance:** A thin fluid, black and opaque when at rest, but extraordinarily iridescent when disturbed. It smells curiously of moths' wings.

**Difficulty:** 3

**Material Cost:** £5 plus the cost of obtaining the subject's fresh cerebral fluid

**Production Time:** 8 hours

**Purchase Price:** Never for sale and highly illegal, but services can be rendered for £25+

**Reaction Time:** 2d10 minutes

**Duration:** d10 + 2 hours

**Effect:** Remembrancer is a distillate of cerebral fluids intended to give the drinker insight into the mind of a dead man. The memories, skills, and affectations of the deceased are imparted to the imbiber. Despite the danger of mental fragmentation, Remembrancer is powerfully psychologically addictive; after all, the solution literally allows the drinker to live vicariously through the memories of another. Only the cerebral fluid of a human or half-lifer corpse will do, and then only if the subject has been deceased no longer than 48 hours.

Once distilled, Remembrancer retains its qualities for 10 + d10 days, after which it deteriorates too much to be of use. After the reaction time has passed, the drinker must make a Will/Stability roll versus a Difficulty of the sum of the Will and Intellect of the distilled intelligence. If the character succeeds, he is able to maintain control of himself while awash in the memories of another. If he fails, he is infected by the memories and can never again be sure if his memories are his own or those of another and permanently suffers -1d Will. On a critical failure, the character is

overwhelmed. He will forever be two minds in one body. The two psyches remain distinct; the host gains none of the abilities of the distilled brain. Instead, the second personality maintains its Wit, Will, Intellect, Charm, and skills. Each time the character sleeps or enters a stressful situation, the two personalities make a contested Will/Stability roll. The highest rolling personality becomes dominant and takes complete control of the body until the next roll. While controlled by the personality of the deceased, the character is an NPC under the Narrator's control.

Regardless of the results of the roll, the character gains cursory insights into the mind of the deceased, especially strong memories and thoughts at the time of death. The character cannot control what insights he gains at this point. If the deceased had a skill of rank 4 or greater in any that the imbibing character does not have, the character gains the skill at level 1. Additionally, the character will take on personality traits of the deceased such as physical tics and mannerisms, qualities of speech, and alien ideas. If the character succeeded in the initial Remembrancer Will/Stability roll, these affectations last only for the duration of the drug's effect. If the character failed the Will roll, these affectations are permanent.

A character can delve deeper into the corpse's mind by making an additional Will/Stability roll versus the same Difficulty of the initial roll. If the roll succeeds, the character gazes into the deepest recesses of the dead man's mind. He can pick and choose the areas of the mind he looks into, gathering the secrets of the deceased. If the roll fails, he enters a comatose state for the duration of the solution's effects and suffers a permanent -1d to Will upon emerging. On a critical failure, the character's psyche is permanently supplanted by the deceased, the character becoming a NPC under the Narrator's control. The NPC uses the character's Vitality and Coordination and the deceased's Wit, Will, Intellect, Charm, and skills. There are also potential gender and morality issues that could arise from taking on the memories of an alien mind. The Narrator is encouraged to explore these avenues as well.

**Alterations:** None

## Repose

**Formulation:** Ingested or injected

**Substance Type:** Alchemical solution

**Appearance:** Repose is a clear fluid with a slight chemical taste and odour

**Difficulty:** 1

**Material Cost:** 30d per dose

**Production Time:** 1 hour

**Purchase Price:** 100d per dose

**Reaction Time:** Instantaneous

**Duration:** 6d10 minutes

**Effect:** Repose is a powerful sedative commonly used by Neo-Victorian physicians. An individual who takes a dose of this drug must succeed in a Vitality/Endurance roll (Difficulty 5) or be rendered unconscious for the duration of the drug's effects. Upon waking, the victim has no memory of anything that transpired while he was under the drug's effects but is otherwise unharmed.

**Alterations:** The duration can be extended to 2d10 hours (Difficulty 5).

### Stitch

**Formulation:** Injected

**Substance Type:** Alchemical solution

**Appearance:** A translucent brown fluid with a slightly bitter odour

**Difficulty:** 3

**Material Cost:** 50d per dose

**Production Time:** 6 hours

**Purchase Price:** £1 per dose

**Reaction Time:** Instantaneous

**Duration:** 6d10 minutes

**Effect:** Stitch is a miraculous healing drug and powerful coagulant that drastically decreases the body's natural recovery time. A character that receives a dose of Stitch is immediately stabilized, but Stitch can only stabilize a given character once per day. If an injured character receives a dose of Stitch, any character treating his wounds gains +2d to his Medicine or First Aid rolls for a number of Hours equal to the subject's Vitality. A character that receives a daily dose of Stitch during convalescence will recover in half the normal time.

**Alterations:** None

### Styx

**Formulation:** Ingested

**Substance Type:** Herb

**Appearance:** A small, mottled, orange-red fruit with a slippery skin, very sweet, white pulp, and a sweet and rich smell accented by a buttery note

**Difficulty:** None

**Material Cost:** None

**Production Time:** None

**Purchase Price:** Highly illegal (50d per dose)

**Reaction Time:** 6d10 minutes

**Duration:** d10 + 2 hours

**Effects:** The fruits of a drab and spindly plant known as the "forgetting tree," were found to generate a toxin, named Styx in the modern pharmacologies, that would plunge a person into a deep and dream-filled sleep. Upon waking, the memories of his old life would be gone, replaced by the visions of the poison-dreams. Most of the forgetting tree's victims fall irretrievably into psychosis, driven mad by the shapes of the tree's dreaming. A character who consumes the forgetting tree's fruit or its juice must make a Will/Endurance roll (Difficulty 3). If the roll succeeds, the character slips into a dream-filled sleep lasting 1d10 hours; upon waking, he is somewhat disoriented but otherwise suffers no ill effects.

Otherwise, the character will sleep for 1d10 hours and will wake with complete and permanent amnesia rendering him unable to remember anything about his old life. All Academic skills are lost, and the character gains a chronic Mental Disorder of the Narrator's choosing (see Mental Disorders, Chapter 3, pages 189-194). Anyone convicted of intentionally using Styx to destroy another's memories will face life imprisonment or deportation to the mines.

**Alterations:** None

### Truth Seeker

**Formulation:** Injected

**Substance Type:** Alchemical solution

**Appearance:** An odourless, pale yellow liquid that faintly glows in the dark

**Difficulty:** 5

**Material Cost:** 150d

**Production Time:** 8 hours

**Purchase Price:** £4/100d/-

**Reaction Time:** d10 minutes

**Duration:** 5 + d5 hours

**Effect:** Truth Seeker is a powerful cognitive enhancer that drastically increases the clarity and speed of thought. The drug is mildly mutagenic and powerfully addictive. The skin of an addict has a strange, luminous quality, almost attaining translucence. When startled, the addict's eyes flash with a pale inward light and his flesh ripples as though to move off the bone. These addicts are invariably highly skilled academics and professionals. A character taking Truth Seeker gains +2d to Intellect rolls for the duration of the solution's effects. Any time a character uses the substance, he must make a Will/Endurance roll versus Difficulty 3. If the roll succeeds, nothing happens. If the roll fails, the character becomes

addicted to Truth Seeker. On a critical failure, the character has a massive stroke and permanently suffers -2d to Coordination. If this reduces the character's Coordination to 0, the character is paralyzed. If the character's Coordination is reduced below 0, he dies.

If an addicted character goes a week without taking a dose of Truth Seeker, he will be unable to sleep or think clearly and suffers -1d to all rolls.

Over time, his mind will begin to disintegrate without the solution. At the end of each additional week, the character must make a Will/Stability check (Difficulty 3). If he fails the roll, the character suffers a cumulative -1d to Intellect and Will. If the character is reduced to 0 Intellect or Will, he enters a comatose state lasting d5 days after which he awakens. Upon waking, the character recovers 1d in Will and Intellect but must make another roll after a week. If the character receives a dose of Truth Seeker, these penalties are instantly removed. There is no known cure for Truth Seeker addiction.

**Alterations:** None

### Vitriolic Shell

**Formulation:** Topical

**Substance Type:** Alchemical solution

**Appearance:** Clear liquid in a glass vial

**Difficulty:** 1

**Material Cost:** 100d per application

**Production Time:** 30 minutes

**Purchase Price:** Illegal (£1/100d per application)

**Reaction Time:** Instantaneous

**Duration:** 16 seconds or 4 combat rounds

**Effect:** The solution is a highly corrosive chemical carried in glass vials intended to break when thrown at a target (Vitality/Athletics). When the vial breaks, anyone within a five-foot diameter will be covered with acid. The acid causes Width in Killing damage with the Burns quality and has a Splash rating of 4d and an Area Rating of 2d. The Burns Quality will last for the Duration and there is no way to end it prematurely.

This solution may not cause side effects. If the initial roll fails, the synthesis must begin from scratch with fresh materials. A botch on the synthesis roll causes a chemical explosion.

**Alterations:** None

### Warlock

**Formulation:** Ingested

**Substance Type:** Alchemical solution

**Appearance:** Foul-smelling, red-black solution that pulses with a bloody inner-light.

**Difficulty:** 3

**Material Cost:** 20d per dose

**Production Time:** 2 hours

**Purchase Price:** 100d per dose

**Reaction Time:** d10 minutes

**Duration:** d5 hours if consumed, d10 hours if injected

**Effect:** Warlock is a powerful psychoactive alchemical solution that renders an imbibor utterly fearless. While affected by the substance, a character's eyes glow faintly red in the dark and his breath smells of blood. A character under the influence of Warlock automatically succeeds at all Fear rolls and gains +1d on Charm/Intimidation rolls.

**Alterations:** None

### Watcher

**Formulation:** Ingested or injected

**Substance Type:** Drug

**Appearance:** A distilled liquor, pale green in colour

**Difficulty:** 3

**Material Cost:** 50d per dose

**Production Time:** 1 week

**Purchase Price:** £1

**Reaction Time:** 2d10 minutes

**Duration:** d10 hours if consumed, 2d10 hours if injected

**Effect:** Some Mourners and Undertakers make use of a refined form of Jack's Blessing, a distilled liquor known as Watcher, to sharpen their senses when on business. Aristocrats of the decadent stripe make use of this drug in various forms to better enjoy their debaucheries. The substance may be imbibed or injected, the latter of which is by far the most potent. A character under the effects of Watcher gains +1d Prowess and +2d on Wit/Awareness rolls for the duration of the drug's effects.

However, each time a character uses Watcher, he must make a Vitality/Endurance roll (Difficulty 3) after the drug's duration expires. If the roll succeeds, nothing happens. If the roll fails, he will suffer a painful headache for d10 hours that renders him intolerably sensitive to light and noise. The character can do little more than lie still until the pain passes. On a critical failure, the character contracts Usher's Syndrome: the senses gain a painful and increasing acuity, making ordinary sensations intolerably intense and forcing the sufferer into a deepening isolation (see Hypersensitive, Chapter 3, page 187).



Furthermore, the metabolism slows, resulting in an altered perception of time. Ultimately, the consumption of food becomes intolerable, and the afflicted slips into a comatose state. The condition is invariably fatal within a few weeks.

The drug has no effect on half-lifers.

**Alterations:** None

## Werther

**Formulation:** Injected or ingested

**Substance Type:** Drug

**Appearance:** Pale pink in colour, possessing a thick herbal flavour and a penetrating tarry odour

**Difficulty:** 1

**Material Cost:** 50d

**Production Time:** 2 hours

**Purchase Price:** Highly illegal (£1+)

**Reaction Time:** 2d10 seconds

**Duration:** Permanent

**Effect:** Werther was originally the product of an ill-fated attempt to use Maiden's Heart as the basis for a new combat drug. The experiment failed spectacularly. When distilled, the beneficial properties of the plant are destroyed. The resulting drug causes massive systemic haemorrhaging, resulting in "blood sweats" and bleeding from the orifices of the body. A character injecting or imbibing the substance must succeed in a Vitality/Endurance roll (Difficulty 7) or die within three minutes of receiving the dose.

**Alterations:** None

## Opiates

In the Neo-Victorian world, use of opium is widespread. The miseries of the slums of London are overwhelming, and those with the funds necessary to obtain some escape provide an insatiable market for the cheaper products of opium refining. The drug is less expensive even than slap gin, being classified as a medicinal substance and therefore exempt from the taxes levied on alcohol. The upper classes, particularly the aristocrats subscribing to a more decadent philosophy, make the enjoyment of opiates into a virtue. The small middle class, ever sensitive to fashion, strives to emulate the aristocracy in their quieter pleasures. In all, the profits to be made in the production and refining of opiates are immense. There are traditional fields still devoted entirely to the growth of the poppy and to wormwood; the poppy and its sister crop appear to have some immunity to the blight corrupting these lands, producing apparently normal harvests

where no other crops will grow. The primary operative powers of opiates are twofold. In the brain, opiates act to dull pain, induce euphoria, and control wakefulness. In the body, opiates act directly on the muscles of the intestinal tract, freezing intestinal operation and thereby causing rapid-onset constipation. Despite this, the suite of properties of opiates recommend them for many of the ailments generally suffered by the poorer classes; the symptoms of respiratory disease, dysentery, and cholera may be tolerably controlled by opiates, and the euphoria induced by these drugs is useful in alleviating the many sufferings of the patient and inducing a state, however temporary, of repose. Despite the advent of synthetic palliatives, opiates have retained their popularity. There are a number of reasons for the continued ubiquity of opium-based remedies. First, the inexpensiveness with which opiates can be obtained and processed into useful forms remains a significant factor in its favour. Second, the drug's suite of effects is eminently suitable for the treatment of many of the ailments of the slums, which would otherwise require a series of separate medications. Third, addiction is of relatively little concern; the need is easy to fill, and in some circles, opiate use is a fashionable social vice. Finally, many within Neo-Victorian London, especially among the poor, have little trust of doctors; opiate use is often a form of self-medication practiced by those unable or unwilling to make recourse to the dubious skills of the surgeons. Neo-Victorians have access to opiates in a wide variety of forms. Crude tar-opium is the most readily available form of the drug. Available for purchase at any well-stocked apothecary, this form is cheap, if not terribly potent. Laudanum is likewise readily available on the apothecary's shelf and is often recommended by surgeons to their patients as a remedy for moderate pain and nervous tension. Higher quality opium may be obtained readily from the apothecaries that make a business of supplying the moneyed classes, if sufficient funds are available. Medicinal-grade morphine is consistently available to physicians and the military, including licensed Undertakers, and tends to be manufactured under the supervision of a physician. Black-market sources exist, but the supply is often of questionable quality, and the price is high. Heroin is difficult to obtain; no legitimate sources exist, and though there is a black market thriving in the East End, the quality of the goods available is highly variable. Aristocratic and highly moneyed families may have private sources for their drugs of choice, and the

goods obtained through one of these connections are likely to be extremely potent and of high quality.

### Opium, Refined

**Formulation:** Ingested or Inhaled

**Substance Type:** Drug

**Appearance:** Dark-coloured, waxy resin, usually in the form of a pill or brick

**Difficulty:** 1

**Material Cost:** 100d for 30 doses

**Production Time:** 72 hours

**Purchase Price:** 20d per pill

**Reaction Time:** 2d10 minutes if eaten or seconds when smoked

**Duration:** Varies, see below

**Effect:** Raw opium must be processed and refined before it is suitable for smoking or eating. Refined opium may be consumed, though its harsh, bitter taste is generally masked by combining the opium into pills with herbs or mixing the substance into wine or liquor. More often, the cooked opium is smoked. To do so, the smoker puts a pea-sized pellet of opium into his pipe and heats it indirectly until the intoxicating alkaloids, including morphine, are released. While a first-time user may find the drug causes nausea, this unpleasant effect rarely returns more than once. More regular users often smoke several pipes consecutively before falling asleep. When the smoker awakens, he is calm and relaxed but lethargic. The duration of the opium-induced sleep depends on the amount the character ate or smoked. The effects of a single pill or pipe last for 14 + d10 minutes. Each additional pill or pipe adds an hour to the duration. During this time, the character falls into a deep, trance-like sleep from which he cannot be awakened. After the drug's duration expires, the character will suffer severe lethargy for d10 hours. During this time the character suffers -1d to all rolls. A character using opium infrequently is not at risk of addiction. However, if the character takes the drug more regularly, he must make a Will/Endurance roll (Difficulty 1) each time he indulges. If the roll fails, the character becomes addicted to opium. If the character goes 24 hours without taking opium, his addiction will begin to get the better of him. Withdrawal sets in and the character experiences muscle and stomach cramps, vomiting, insomnia, anxiety, irritability, depression, diarrhea, headaches, and constant sweating. The character suffers -3d to Vitality, Wit, Will, Intellect, and Charm until either he takes a dose of opium or he detoxes over a week. A character cannot have an attribute reduced below 1 as a result of opium

withdrawal. Once the character takes opium in any form, this penalty is immediately removed. If the character makes it through detox, he will be free of the effects of withdrawal. However, should the character ever use the drug again, he will immediately become addicted once more.

**Alterations:** None

### Morphine

**Formulation:** Ingested or injected

**Substance Type:** Drug

**Appearance:** A white, crystalline solid cooked to form a thick, viscous liquid for injection

**Difficulty:** 1

**Material Cost:** 100d for 20 doses

**Production Time:** 4 hours

**Purchase Price:** 20d per dose

**Reaction Time:** Instantaneous when injected or 10 + d10 minutes when ingested

**Duration:** 6 hours + 6d10 minutes

**Effect:** Morphine, like the Opium from which it is derived, is an extremely powerful and addictive pain killer. In addition to numbing pain, Morphine also alters mood, induces sleep, decreases hunger, and inhibits coughing. Undesirable effects include hallucinations, nightmares, and insomnia. At the onset of the drug's effect, the character must make a Vitality/Endurance roll versus Difficulty 3. If the roll succeeds, the character enters a dull stupor for the duration of the drugs' effects. During this time, the character suffers -3d to all rolls. If the roll fails, the character goes unconscious for the duration of the drugs' effects. On a critical failure, the character overdoses and dies. Those who remain conscious complain of dizziness, confusion, drowsiness, lethargy, constipation, itching, sweating, agitation, stiff muscles, double or blurred vision, chills, shallow breathing, fainting, hives, and swelling of the extremities. Addiction and withdrawal for this substance follow the same rules as for opium, except that rolls to avoid addiction use a Difficulty 3. Addiction to morphine is particularly common among physicians due to the consistent access to the drug that their profession affords.

### Heroin

**Formulation:** Inhaled, ingested, injected, or smoked

**Substance Type:** Drug

**Appearance:** White, off-white, or brown powder with a bitter taste

**Difficulty:** 1

**Material Cost:** 100d for 20 doses

**Production Time:** 8 hours

**Purchase Price:** 20d per dose

**Reaction Time:** Varies, see below

**Duration:** 4 hours + 6d10 minutes

**Effect:** Heroin, an opium derivative made from morphine, is a highly addictive pain killer. It may be taken in a variety of ways including inhaling the drug itself, or “chasing the dragon,” breathing in the vapours produced by heating the drug. It may cause less nausea than morphine, and its sedative and euphoric effects are stronger. The speed and intensity of the effects of the heroin are dependent on the method of use. Smoking and inhalation produce rapid but relatively gentle results; the user feels a sense of overwhelming relaxation immediately if the drug is smoked, or within fifteen minutes if inhaled. Injection causes more profound drug effects within fifteen minutes. After the euphoria passes, the character will go “on the nod,” drifting off and then waking up repeatedly. The character will be unable to concentrate or think clearly, and his respiration and pulse will be depressed. Users may also feel nauseated. The character can take no actions while under the effects of the drug. At the onset of the drug’s effect, the character must make a Vitality/Endurance roll (Difficulty 3). If the roll succeeds, the drug affects the character normally. If the roll fails, the character becomes nauseated and vomits profusely. On a critical failure, the character dies of overdose. Addiction and withdrawal for this substance follow the same rules as for opium, except the roll to avoid addiction is versus a Difficulty 5.

**Alterations:** None

## Laudanum

**Formulation:** Ingested

**Substance Type:** Drug

**Appearance:** Generally a port-coloured or pale brownish liquid, with an acrid odour and bitter taste

**Difficulty:** 1

**Material Cost:** 10d for 20 doses

**Production Time:** 4 hours

**Purchase Price:** 10d per bottle (20 doses or drops)

**Reaction Time:** 10 + d10 minutes

**Duration:** 3 hours + 6d10 minutes

**Effect:** Laudanum, also called opium wine, is a tincture of opium and alcohol, generally mixed with herbs or other liqueurs to improve palatability. It is a favourite cure-all, widely prescribed throughout Neo-Victorian society for

everything from pain relief to cough suppression.

The broad availability of the substance has resulted in a lack of stigma attached to its use and made addiction to it very popular. A character under the effects of laudanum suffers -1d to all rolls. If the character takes a greater dose, double or triple these penalties. If any these penalties would ever reduce any of the character’s Attributes below 0, then the character overdoses and dies.

The character suffers no penalties after laudanum use if he is not addicted; the lower doses prescribed medicinally to relieve pain in an unaccustomed metabolism do not have the same after effects as the doses habitually used by the addict. Addiction and withdrawal for this substance follow the same rules as for opium.

## Paregoric

**Formulation:** Ingested

**Substance Type:** Drug

**Appearance:** Clear, anise-flavoured liquid

**Difficulty:** 1

**Material Cost:** 5d for 80 doses

**Production Time:** 4 hours

**Purchase Price:** 4d per bottle (20 doses or drops)

**Reaction Time:** 10 + d10 minutes

**Duration:** 3 hours + 6d10 minutes

**Effect:** Paregoric is a flavoured, much less potent form of laudanum, which can also be used as a pain killer and cough suppressant. Confusion between paregoric and laudanum, both tinctures of opium, can lead to accidental overdoses in self-medicating individuals. Because it is less potent than laudanum, paregoric is generally harmless when taken in small doses, but it too can lead to opium dependence. Paregoric addiction and withdrawal for this substance follow the same rules as for opium.