The Little Black Drug Book is a guidebook for all things drug-related for D20 Modern. From illegal narcotics to experimental super-soldier serums and zombie-creating nerve gas, if you can smoke it, snort it, or inject it, you'll find it in this book. You'll also find new feats, equipment, and advanced classes for characters who manufacture and deal in drugs. While all of this material can be ported over to any modern d20 campaign, it has been designed with Haven: City of Violence D20 Modern in mind, and as such it might be too gritty or lethal for more general d20 games.

**NEW FEATS**

The following feats are designed to augment a campaign centered around the drug subculture, whether the campaign focuses on the end users like ravers and smackheads, the dealers and distributors, or the very top of the food chain, the manufacturers themselves.

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**Connoisseur**

You have an appreciation for the finer things in life, and know how to use that to your advantage.

**Benefit:** You receive a +3 bonus on Appraise checks to appraise "haute couture" items such as classical paintings, bottles of fine wine, and designer clothing. You also receive a +3 bonus on Diplomacy checks per point of Wealth bonus you spend as a bribe. The maximum bonus on Diplomacy checks from a bribe is +15, if you choose to reduce your Wealth bonus by 5 points.

**Normal:** You only receive a +2 bonus per point of Wealth bonus spent on a bribe, and the maximum bonus is +10.

**Cultural Flexibility**

You were raised in a multicultural environment and can blend in effortlessly with almost any world culture, from South American Indians to Parisian high society.
Prerequisites: Int 13+, Knowledge (popular culture) 1 rank.
Benefit: You gain a number of extra bonus languages equal to your Intelligence bonus, and you receive a +2 bonus on Knowledge (popular culture) checks.
Special: You may only select this feat at 1st level.

**Fast Healer**
You have a naturally robust metabolism, and heal at a naturally quicker rate than others.

Prerequisite: Con 15+
Benefit: You recover 2 hit points per character level in hit points per evening of rest (8 hours of sleep). You recover 3 hit points per character level in hit points per day of complete bed rest.
Normal: You recover 1 hit point per character level per evening of rest, and 2 hit points per level per day of complete bed rest.
Special: You may only select this feat at 1st level. You may not have both this feat and the Slow Metabolism feat.

**Faith**
You have a strong, unshakable belief in a higher power, which gives you extra reserves of willpower.

Prerequisite: Allegiance to your faith.
Benefit: Once per game session, when you spend an action point, you may roll an extra die and keep the highest result.

**Fearless**
You've seen it all, and nothing phases you any more.

Prerequisite: Base Will save +6.
Benefit: You are immune to all fear effects.

**Home Field**
You have intimate knowledge of one of Haven's neighborhoods, and operate most effectively in that area.

Prerequisite: Knowledge (streetwise) 4 ranks.
Benefit: Choose one of Haven's districts, such as Arcadia or Freeman Hill. While operating within that district, you receive a +1 morale bonus on saving throws and a +1 bonus on Diplomacy, Gather Information, and Knowledge (streetwise) checks.
Special: At the G.O.D.'s option, you may select a city other than Haven or a district within another city.

**Knows Everybody**
You have social contacts throughout all strata of society, and with a little money to grease the wheels, you can get all sorts of useful information or items out of them.

Prerequisites: Diplomacy 2 ranks, Gather Information 2 ranks, Cha 14+.
Benefit: Once per game session, you may make a Wealth check to gain a no-strings-attached favor or boon from one of your contacts. The DC of this check depends on the difficulty of the favor you are requesting; the following table lists several sample favors and suggested DCs to serve as a guideline.

<table>
<thead>
<tr>
<th>FAVOR</th>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get into exclusive, private club</td>
<td>10*</td>
</tr>
<tr>
<td>Find out armored car routes for a given day</td>
<td>15</td>
</tr>
<tr>
<td>Acquire dirt on a major public figure</td>
<td>20</td>
</tr>
<tr>
<td>Smuggle contraband past customs</td>
<td>20-30+**</td>
</tr>
<tr>
<td>Acquire a &quot;clean&quot; weapon (no serial number or registration, never been used in commission of a crime)</td>
<td>Weapon's purchase DC + 5</td>
</tr>
</tbody>
</table>

This Wealth check decreases your Wealth bonus as per the standard rules if successful. If you fail the Wealth check, the favor is still performed, but you owe your contact a major favor in return. The G.O.D. is encouraged to be a vicious bastard in deciding what that favor is.

**Respected Veteran**
You are a highly respected soldier in some branch of the armed services, or were at some time in the past.

Prerequisites: Military occupation, allegiance to country.
Benefit: You gain a +4 bonus to your effective Reputation score with regards to military personnel. Whether your reputation helps you or hinders you depends on the character you are interacting with, as usual. For example, a Marine sergeant with this feat would certainly gain the benefits of a positive reputation with his fellow Leathernecks, but might not be so well looked-upon by the soldiers of a hostile nation or a rival service branch.

**Sex Appeal**
Members of the opposite sex (or the appropriate sexual orientation) are irresistibly attracted to you.

Prerequisite: Cha 15+.
Benefit: You gain a +2 bonus on all Charisma-based checks against members of the opposite sex or appropriate sexual orientation.

**Slow Metabolism**
Your body's slow-working metabolism affords you some slight protection against poisons and other drugs.

Prerequisite: Con 13+.
Benefit: You gain a +3 bonus on Fortitude saves against poisons and drugs.
Special: You may only select this feat at 1st level. You may not have both this feat and the Fast Healer feat.

**Sound Sleeper**
Your sleep is extremely deep and restful, and you can function on a good deal less sleep than normal.

Benefit: You can function on four hours of sleep as well as a normal person functions on eight. This means you recover hit points after four hours of rest instead of eight hours, recover...
from fatigue after four hours, and so on. In campaigns utilizing magic FX, you only need four hours of rest to prepare your arcane spells, if you are a mage.

**Unpleasant Fate**

*You have a nasty end waiting for you, but some perverse force keeps you going until you meet it.*

**Benefit:** Once per game session, if a single attack reduces you to -10 hit points, you may spend an action point to instead be reduced to 1 hit point and be stunned for 1d4 rounds.

**Special:** You must specify your character's fate; a particular circumstance in which this feat cannot be used. For example, a character whose fate is to be killed by a blonde bombshell could not use this feat when fighting an attractive blonde woman, while a character whose fate is to be stabbed in the back would be unable to use this ability if attacked by a friend or ally. In keeping with the theme of Haven: City of Violence, your character's fate should be a dark, unpleasant one, usually involving death or ruin.

You may only select this feat at first level.

**Weaponry and Equipment**

The following new equipment compliments the new drugs and chemicals found in this supplement.

**Grenades and Explosives**

The following weapons are excellent ways to deliver chemical agents to a large group.

**40mm Gel Ball Shell**

This non-lethal weapon is a standard 40mm grenade of the type fired by the M203 grenade launcher. Instead of explosives, however, the shell contains a chemical agent or drug in gel ball form. When the grenade detonates, all characters within the 10-foot blast radius is exposed to the agent and must make a Fortitude save as normal. These grenades may be loaded with any chemical agent, but the most popular contain a simple knockout drug and are used by police to deal with large crowds without the need for lethal force. More exotic or lethal chemicals raise the purchase DC by 5 or more, at the G.O.D.’s discretion. The purchase DC is for a box of six grenades.

**Chemical-filled Grenade**

When this grenade explodes, it fills the air with an atomized spray of a chemical agent or drug. It is essentially identical to the 40mm gel ball shell described above, except that it is a traditional "pineapple" style grenade. More exotic or lethal chemicals than a standard knockout drug increase the purchase DC by 5 or more. The purchase DC is for a box of six grenades.

**Non-Lethal Weaponry**

The following weapons are commonly used by police, trappers, and others who have reason to want their quarry alive and unharmed.

**Dart Pistol**

This weapon fires darts filled with any type of chemical agent or drug. The darts do little damage themselves, but may be filled with any injected poison, drug, or chemical.

**Dart Rifle**

Larger and with a longer range than the dart pistol, this rifle is frequently carried by those that work with dangerous animals such as lions or bears.

**Gel Ball Gun**

Based off of the typical paintball gun used by children and enthusiasts throughout the city, a gel ball gun is capable of shooting gel balls at targets. Unlike dart guns or chemical grenades, only contact poisons or drugs may be delivered effectively with a gel ball gun.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Damage Type</th>
<th>Damage Critical</th>
<th>Damage Range Increment</th>
<th>Rate of Fire</th>
<th>Magazine</th>
<th>Size</th>
<th>Weight</th>
<th>DC</th>
<th>Rest.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dart pistol</td>
<td>1 + poison</td>
<td>20</td>
<td>Piercing</td>
<td>5 rnd. int.</td>
<td>Small</td>
<td>3 lb.</td>
<td>15</td>
<td>Lic (+1)</td>
<td></td>
</tr>
<tr>
<td>Dart rifle</td>
<td>1d4 + poison</td>
<td>20</td>
<td>Piercing</td>
<td>8 rnd. int.</td>
<td>Large</td>
<td>10 lb.</td>
<td>18</td>
<td>Lic (+1)</td>
<td></td>
</tr>
<tr>
<td>Squirt gun</td>
<td></td>
<td>-</td>
<td>-</td>
<td>12 shot</td>
<td>Small</td>
<td>1 lb.</td>
<td>7</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Super squirt</td>
<td></td>
<td>-</td>
<td>-</td>
<td>20 shot</td>
<td>Medium</td>
<td>2 lb.</td>
<td>8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Taser</td>
<td>Special</td>
<td>-</td>
<td>Electricity</td>
<td>10 shot battery</td>
<td>Small</td>
<td>3 lb.</td>
<td>13</td>
<td>-</td>
<td></td>
</tr>
</tbody>
</table>
**Squirt Gun**

Ordinarily harmless children's toys, squirt guns can be filled with liquid contact poison or acid *(provided the acid isn't strong enough to eat through the plastic)* to create a serviceable weapon. The target of such an attack receives a +2 bonus on saving throws against the poison or chemical agent because the squirt gun is not an optimized delivery system, but its inconspicuousness can be a boon.

**Super Squirt Gun**

Larger and more powerful than a regular squirt gun, this device also holds a greater quantity of "ammo" in a large bottle attached to the gun. Its more powerful spray is better for delivery of contact agents than the standard squirt gun, but it is still far from optimal, and the target receives a +1 bonus on his save.

**Taser**

This weapon resembles a small pistol and fires a dart connected to the weapon by wires up to 25 feet. Treat the taser as having a range increment of 10 feet, but a maximum range of only 25 feet. About the size of a flashlight, the taser nevertheless packs a significant punch. When struck by a taser, a character must make a Fortitude save *(DC 20)* or be stunned for 1d4 rounds. On a successful save, the target is merely dazed for one round. When its charge has been depleted, a taser can be recharged from any wall electrical socket in about 1 hour.

**Ammunition**

Ammunition for all of the weapons in this chapter is available for purchase.

**Chemical-Filled Ammunition**

When conventional firepower is not enough, ordinary bullets can be constructed with a small gel ball containing a dose of chemical agent or poison in the tip. Such rounds are useful for taking down large, tough targets when large-caliber weapons are not feasible.

**Darts**

Suitable for dart pistols and dart rifles alike, these darts may be purchased pre-filled with tranquilizers or unfilled, so that any drug may be placed in the darts.

**Gel Balls**

These non-lethal shells are drugs that have been liquefied and placed into a gelatin ball. These gel balls are specifically designed as ammunition for a gel ball gun; while other types of weapons and ammunition in this chapter utilize gel balls, they have their own delivery systems and ammunition.

**Purchase DC:** Purchase DC of drug + 3 per box of 50.

**Medical Equipment**

Even rat bastards need to be patched up from time to time; this equipment will help get you back on your feet in no time.

**Scion Artery Dispenser**

This implant, designed by Scion Medical Research, is surgically implanted on an individual, plugging directly into a major artery. With this device, users can pump a drug directly into their blood stream via a simple muscle flex, allowing the drug to react faster and without the issues of hypodermic needles and pills. Any drug using this device is considered to have an onset time of 1d4 rounds and an additional 2 hours of duration, no matter the type of drug that is being used. A Scion Artery Dispenser normally holds 20 doses of drugs; up to a maximum of 3 different drugs can be stored in the S.A.D. at the same time.

**Purchase DC:** 22

**Spray Skin**

This medical product is a can of gel-like spray used to treat severe abrasions. It is sterile, medicated, and air permeable, and it flakes off about a week. Each can is good for only one use and automatically heals 1d6 points of damage without the need for a Treat Injury check. A successful Treat Injury check *(DC 15)*, however, increases the healing to 2d6, plus an additional 1d6 per 10 points by which the check exceeds 15. A single character may not benefit from more than two spray skin cans per week.

**Purchase DC:** 8

**Drugs**

Every society has developed drugs. The use of drugs can be both positive and negative to the general welfare of a society. In Haven: City of Violence, the existence of drugs is even more deadly than normal. The background and appearance of illicit drugs in the city of Haven are just like those of the modern world—but amplified. People want to escape reality and their lives, and will do anything to see that done.

**Creation of Drugs**

When creating a drug, you must answer the following questions:

1. What does the drug do?
2. What benefits does the drug possess?
3. What drawbacks does the drug possess?
4. What is the need for this drug?
5. What is a drug's duration?
6. What is the strength of the drug?
7. What are the overdose effects of the drug?
8. What forms does the drug come in?
Physical Drug Form Descriptions

Direct Contact: This type of drug is absorbed directly through the skin of the user. Many direct contact drugs are used with a dermal patch, better known as a "slap patch."

Gel Caplet: This form of pill is coated in a celluloid, often flavored, coating that makes it easier to swallow.

Inhaled: Drugs in this form are usually burnt, or "fired up," and then inhaled into the user's body.

Injected: Drugs in this form are ready to be introduced directly into a user's bloodstream, either via a hypodermic needle or a coated slashing, piercing, or ballistic weapon. Many powerful drugs can be easily liquefied so that they can be injected.

Liquid: Drugs in liquid form are usually swallowed or absorbed directly into the skin. Several liquid drugs can be mixed with another substance or liquid to improve the drug's taste.

Pill: This is the everyday, generic, over-the-counter pill. Pills and tablets come in a variety of shapes, colors, and sizes.

Plant: Plant-based drugs like yellow mellow can be ingested directly, inhaled, or processed into direct contact patches.

Powdered: Powdered drugs are normally snorted and make their way to the sinuses, lungs, and mucus membranes, where they are absorbed by the body.

Rock: Drugs or chemical agents in this form are normally sold in a solid, powdery form, which is referred to as a rock. Rocks can typically be either inhaled or orally injected. Drugs or chemical agents in this form are often broken down into powdered form before being used.

Tab: A piece of paper or other material has been soaked in a concentrated liquid form of the drug and then dried. When ready for use, the individual places the paper or material on his tongue and sucks on it or applies it directly to his skin until it takes effect.

Standard Types of Drugs

The effects of drugs on the human body are vast, and interactions between drugs are too complex to ever fully understand. Certain drugs can be quite beneficial to the human body, while others have a detrimental effect even after a single use. The following is a listing of drugs and their possible effects on the user's body, depending on the amount taken and the condition of the user prior to the drug's introduction.

Antibiotic: These drugs were created with the intention of preventing and fighting infections, or stopping a pre-existing one. When an antibiotic drug is introduced into a disease or infection that is vulnerable to it, it will cause the infection to stop spreading. This type of drug or chemical agent gives the user a +4 bonus on his next save against the disease.

• **Overdosing:** Overdosing on antibiotics causes severe nausea and diarrhea for 1d4 days.

Anticoagulant: This type of drug is used to prevent blood from clotting and causes extreme blood loss in a wounded individual who uses it. This drug can be used as an antidote for a coagulant overdose.

• **Overdosing:** Overdosing on an anticoagulant causes hemophilia. Even small cuts will bleed remarkably. The user of this drug will suffer an additional 1 point of damage per round any time he takes damage from a slashing, piercing, or ballistic damage until the drug expires or the wound is attended to. This effect is cumulative for each wound suffered.

Antidote: Antidotes are used to negate the effects of or reduce the effective intensity of poisons or other various toxins. Antidotes by their very nature are poisons themselves and can cause damage to those that overdose on them. This type of drug or chemical agent grants the user a +4 bonus on his next save against the appropriate type of poison.

• **Overdosing:** Antidotes are almost poisons in their own right, and anyone overdosing on them suffers the effects of the poison the antidote is designed to cure.

Aphrodisiac: This type of drug was created to increase the user's libido and sexual drive. An aphrodisiac can help those with a problem in this area to perform up to expected standards. This type of drug or chemical agent's effects are best left to role-playing rather than game mechanics.

• **Overdosing:** The character's sexual urges cannot be satisfied, and his state of arousal will not diminish for up to 12 days.

Coagulant: This type of drug is used to help with the clotting of blood, thus reducing or stopping blood loss. If a coagulant is used on an uninjured person, she suffers 1 point of damage per turn until the drug expires or the coagulant is attended to with an anticoagulant. A dose of coagulant can automatically stabilize a dying character, or negate damage from any effect which causes damage from bleeding.

• **Overdosing:** An overdose of coagulants can cause large amounts of blood to clot inside a healthy body. The overdosing character must make a DC 25 Fortitude save or suffer a massive heart attack which inflicts 3d10 points of damage and leaves the character stunned for 5 minutes.

Contraceptive: This type of drug is used to prevent pregnancy, and the majority of them are quite effective in that regard. If this drug is overdosed, there is a good chance it will cause sterility.

• **Overdosing:** An overdose of contraceptive drugs causes sterility in the user.

Depressant: This type of drug is used to "bring someone down" from a high. A depressant reduces stress and tension, and makes it easier for a person to relax. Characters under the effects of a depressant receive a +2 bonus on saves or checks against fear or stress, but also suffer a -2 penalty to initiative checks, as the drug makes the user listless and lethargic.

• **Overdosing:** An overdose of depressants forces the user to make a Fortitude save (DC 20) or slip into a deep coma for 2d12 hours.

Euphoric: These types of drugs are created to make you feel happy. They produce an incredible "high" that lasts for as long