STREET NAME

1. blossom	1. biscuit	1. bang	Choose 1-2 descriptors or roll two dice, to create the name of the drug. First die determines the column, the second the descriptor.
2. color (any)	**2.** drop	2. divine	
3. lumber	3. gum	**3.** egg	
4. marrow	4. imp	4. hail	
5. rummage	5. poke	5. joy	
6. sweet	6. seasoning	6. sharp	
1. air	1. buzz	1. hug	
2. grain	2. fog	2. juice	
3. hope	3. glass	3. guts	
4. prism	4. noise	4. steam	
5. shard	**5.** rain	5. number (any)	
6. rust	6. smut	**6.** tree	

SLANG

Choose 1-2 words to create consumer slang.
Add an -er for the user and an -ing for the procedure.

1. breathe	1. grow	1. peek	1. tinge	1. float	1. prick
2. burn	**2.** grunt	2. plunge	2. voyage	2. merge	2. jelly
3. cobble	3. heave	**3.** sag	3. wash	3. hex	3. net
4. deep	4. hop	4. scan	**4.** wax	4. lounge	4. surge
5. drop	5. in	5. slide	5. birth	**5.** sneak	5. puff
6. float	6. out	6. sport	6. dance	6. mush	**6.** suck

Don't forget!



INTRODUCTION

The leading figures of Science and Parapsychology have always speculated that drugs were created by goblins, demons or the dark lord himself, Satan.
Since the finding of the Narconomicon, experts don't have to rely on speculations anymore; Ritual summonings, secret societies and magical ingredients, all bound into this tome of foulness and therefore indisputable evidence of satanic manipulation.

This sample pamphlet has been released for educational use and thus serves as a preventive measure in the ongoing fight against drugs and satanism.

PLEASE HANDLE WITH CARE

WHAT IS THIS?

The Narconomicon is a demonic-narcotics-generator for your upcoming ttrpg session. It will create an evil narcotic, with wild potential and disastrous repercussions. Not only will the drug cause personal disorder, but it is also tied to a demon from hell...

Generate the drug and the demon by using the provided tables. Either by chance of the die roll, or by choosing the most interesting descriptors, you will be generating unique results.

This pamphlet should bee seen as an inspirational toolkit to create an interesting framework. Use this how ever you feel fit.

This pamphlet has been designed with the spirit of the *Myths & Mysteries* role-playing system in mind, but can be used for pretty much anything else.

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THE NAME OF THE BEAST

1. Ba-		**1.** -li-		**1.** -mon	
2. Va-		2. -sya-		2. -oth	
3. Mar-		3. -ta-		3. -ax	
4. Pai-		4. -be-		4. -os	
5. Si-		5. -ne-		5. -eus	
6. For-		6. -cho-		6. -ay	
1. Bel-		1. -ae-		1. -je	
2. As-		**2.** -ig-		**2.** -ri	
3. Phe-		3. -ra-		3. -nex	
4. Ze-		4. -th-		4. -eth	
5. Le-		5. -mo-		5. -for	
6. Gu-		6. -si-		6. -ago	

The drugs are connected to a demonic entity. What is its name?

Decide whether the demons name contains two or three syllables, or flip a coin. Take a syllable from each column accordingly.

DARK AID

The entity might show gratitude towards it's worshipers and grant them aid in their doing. These gifts are only granted to it's most loyal devotees.

1. the riches of others will fill their pockets
2. unexpected power over feeble people
3. six men at arms that come at night
4. a charm that will award it's keeper luck of another
5. tells things of past, present and to come
6. two Kings who will sow and reap

THE SCHEME

What is the plan of the demon and when will it bear fruit? Choose one descriptor from each column.

WHAT?

1. devour it's foes
2. take souls of it's worshipers
3. corrupt the bodies of man
4. manifest in the one who serves
5. torture the slave that abstains
6. multiply, for it's image is bliss

WHEN?

1. in seven days
2. innocence is lost
3. when the stars align
4. at the break of dawn
5. the name is spoken
6. earth shatters

At the end the demon will consume YOU!

INGREDIENTS

What is the base ingredient of the drug? Choose a single, or multiple descriptors.

1. rocks	1. crumpets	1. a specific color
2. crystals	**2.** herbs	2. body movements
3. vapor	3. snail feces	**3.** punctures
4. liquid	4. hyperventilation	4. finger candles
5. ice	5. video games	5. snake venom
6. organ	6. gas	6. mercury

1. demon bile	1. burnt fat	1. powder
2. corpse mushrooms	2. blossom	2. root
3. braided hair	3. moth dust	3. frequency
4. squid bladder	4. honey comb	4. strobe lights
5. electromagnetic fields	**5.** TV-channel	5. poem
6. soot	6. a tiny animal	**6.** chant

THE DISTRIBUTION

There is a specific group of people, that have been the source target. They have been the first to be exposed by the drugs. This is where it has all begun...

1. the arcade	1. library bathrooms
2. at the office	**2.** diner back alley
3. at political rallies	3. advertisement agency
4. church community	4. church community
5. hospitals	5. at the grocery shop
6. at the poorhouse	6. sailors from the S.S.Gentle

1. convention visitors	1. college
2. art school	2. alt. "medicine" consumers
3. passengers	3. remote village
4. dating app	**4.** volunteers
5. hospitals	5. at the beach
6. apartment complex	6. rock concerts

1. street vendors	1. video rental shop
2. the sewer system	2. pawn shop
3. canteen	3. red light district
4. the ISS	4. the mall
5. deep sea divers	5. fitness studio
6. petting zoo	**6.** boy / girl scouts

THE HIGH THE LOW

When taking the drug, whatever the people undergo can be associated as a positive experience for some consumers and as a negative one for others.
Get at least one descriptor from each column, to determine the general high & low effects of consumption.

1. feel	1. fractalization		1. self
2. smell	2. hallucination		2. other beings
3. sight	3. warmth	directed to	3. in between spaces
4. smell	4. euphoria		4. higher spirits
5. taste	5. extended thoughts		5. inanimate objects
6. other	6. connection		6. nature

SIDE EFFECTS

These are the typical side effects that have been observed. With regular consumption, the chance of suffering from side effects increases.

1. skin peeling off	1. worms
2. violent acid reflux	**2.** growing black fur
3. fingers and toes rot	3. smell emotions
4. painful odor	4. see lost souls
5. rotten breath	5. temp. slip into the dark world
6. teeth turn black	6. ravenous hunger

1. slimy skin	1. slow transformation
2. going blind	2. eyebrows merge
3. high-risk sleepwalking	3. bones grow soft
4. numbness	**4.** day terrors
5. emotional detachment	5. extra row of teeth
6. pregnant with monstrosity	6. purple eyes

1. sudden violence	1. descending body temperature
2. seizures	2. detachable limbs
3. burnings	3. face misplacement
4. growing pores	4. collapsing ribs
5. melting intestines	5. coughing smoke
6. doppelganger	**6.** body entangles