

Change

Change is a mild dwarven hallucinogenic that is used medically for extreme cases of madness. It takes the form of fine, glittery black powder, like crushed obsidian. Change can be applied to the gums, or nasally. For dwarves, change can give feelings of euphoria, help with sleep, and grant a deep sleeper good dreams. For other creatures, Change can give intense bouts of hallucinations which can range from pleasant dreams of flying to being crushed to death at the bottom of the ocean. In some cases, Change has resulted in the deaths of creatures who took too much or whose minds were not prepared for the effects. It is recommended by most governmental bodies that anyone who is not dwarven in heritage would do best to avoid Change if they can.

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