

SECRET SANTICORE

"A set of 12 magical mists and fumes that affect you by breathing them in..."

Primary Effect

1	On a failed save versus magic, the inhaler collapses unconscious, but simultaneously his invisible, astral form is released from its fleshy shell to wander its environment. During this time the "sleeper" cannot be woken and his comrades will be unaware of what is going on. The astral form can move up to 120ft in 10 minutes, but is free to pass through all physical obstacles etc This effect only lasts for (1d6+3) x 10 minutes though and then the astral projection will be forcibly dragged back into the "sleeper's" body and he will awaken and be able to recount what he has seen.
2	A sudden rush of images bombards the inhaler's mind causing him 1d8 points of migraine damage (save versus poison to halve damage) and that appears to be that. However, the next time the character encounters a puzzle or problem he will suddenly realise that the images he saw provide him with the solution.
3	The inhaler's body inflates like a balloon. If she is wearing armour she takes 1d6 damage for leather/1d8 damage for chain/ 1d10 damage for plate as it rips off (magical armour adds its magical bonus to the damage, but falls off and can be reused – unlike non-magical armour which is ruined). The inhaler floats up to the ceiling and bounces along if there is a breeze. The only way to bring her down is to "pop" her. A hit from any edged missile will suffice and she will float back down to the ground. However, if maximum damage is rolled, part of her "bursts" (showering those below with blood, guts, muscle etc) for an additional 2d6 damage and she also suffers damage from the fall.
4	The inhaler believes he has been gifted with 'second sight' and that a random member of his party is actually a doppelgänger – what he does with this information is up to the player. This is actually a gas-induced delusion and only when presented with evidence that contradicts his beliefs is the inhaler allowed to make a saving throw versus magic to shake off the effect. If he fails the save he becomes even more convinced and begins to suspect that other members of the party are also doppelgängers (or in league with them).
5	The inhaler's body turns to gaseous form. His body becomes mist but all his clothes and equipment fall to the floor. If he is already within a cloud, his compatriots will believe he has disintegrated. After 1d10 minutes, he will learn how to communicate in this form – by creating words out of his misty body (useless still within the original cloud, of course). The gaseous adventurer will remain in this form until a remove curse or dispel magic spell is cast upon him.
6	A sudden rush of images bombards the inhaler's mind causing her 1d8 points of migraine damage (save versus poison to halve damage) and that appears to be that. However, the next time the character falls (down a pit, off a ledge or cliff etc), she will suddenly have the image of a bird flash into her mind's eye and find herself floating to the ground (instead of plummeting to certain injury or death). He will land softly on whatever surface is at the bottom of her fall and suffer no damage.
7	The inhaler becomes possessed by a "smoke demon", but is totally oblivious to the fact (as far as he is concerned, nothing happened). This creature takes control of the inhaler's body whenever it wants (his eye balls turn black when this happens) to perpetrate evil deeds for its own ends (whatever the DM desires). The creature can only be exorcised with a remove curse spell, which drives the creature back to its particular hell. Of course, it might be some time before the character even realises he has been possessed... and he might have a lot of explaining to do by then.
8	For the briefest of moments (although it's a lifetime for him) the inhaler's mind is opened to

	the cosmic infinite, granting him an insight into everything, tearing the mask off Nature and showing him the face of God. He must a Wisdom save or be struck permanently insane. However, if he makes the roll his Intelligence receives a boost of +1d6 points and he becomes totally insufferable and smug as the ultimate 'know-it-all' (although his mind has actually forgotten 99.999999999999 per cent of what he saw and learned). If the DM needs to select a form of insanity he should roll on his "insanity table" of choice (the insanity is curable by whatever methods are normal for that in your campaign).
9	The inhaler becomes incredibly calm and relaxed as any wounds she has suffered are completely healed. However, her chilled nature will remain for 1d6 hours during which time all rolls (including initiative, saving rolls, to hit rolls, damage rolls etc) are made with a -2 penalty.
10	The inhaler sees red and goes berserk (+2 to hit/+2 damage, but -2 penalty on Armour Class). She must keep moving and/or fighting from then on or takes one hit point of damage for every combat round she is not (DM to determine whether the character's action in any round is enough to stave off the damage). Can be cured by either a dispel magic or remove curse spell. Afterwards she is totally exhausted, suffering a -2 penalty on all die rolls until she has rested for at least an hour.
11	A sudden rush of images bombards the inhaler's mind causing him 1d8 points of migraine damage (save versus poison to halve damage), but these then fade to single, prophetic image (the DM to decide how this plays out in his campaign, whether it is a metaphor or an exact representation of something that will occur). Roll 3d6 on sub-table A for the prophetic image. For every '6' rolled, the character gets a +1 luck bonus on his next saving throw or to hit roll (whichever happens first).
12	On a failed saving throw versus magic, the inhaler melts into a pool of goo, surrounded by all her weapons, armour and equipment, from which she rises – 1d3 combat rounds later – in an entirely new, naked body. Reroll the character's Strength, Dexterity, Constitution and Charisma, reduce Wisdom by one (as this taxes her sanity), but increase Intelligence by one. She retains all her memories and experience points, but looks completely different (if the saving throw was failed on the roll of a one, she has also changed sex)

Sub-Table A: Prophetic Images (3d6)

Die Roll	Prophetic Image
3	A one-armed man gesturing for the character to follow him.
4	(Random party member) hunched over and vomiting up a torrent of gold, silver and copper coins.
5	A gate of iron slamming shut.
6	The inhaler's god pointing at him.
7	A stone skimming across a flat, silent lake.
8	The funeral of (random party member). Others in the group stand around, heads hung low, weeping.
9	(Random party member), now aged, sits on a throne with a crown upon his/her head. He/she is pensive and leans forward to ask a question you cannot hear.
10	The land's capital city (or the nearest major city to the character's current location) in flames.
11	A white, riderless, horse galloping across a battlefield in the aftermath of a huge slaughter.
12	A sacred-looking tree falling over in an empty grove.
13	A distant, mist-enshrouded mountain.

14	All party on floor dead except for (random member) who is covered in blood and crying: "Why?".
15	The character's mother is trying to whisper something in his ear, but he can't quite make it out.
16	Seven geese flying backwards.
17	A creature with glowing red eyes and insect-like wings flying at the character.
18	A thin woman giving birth to a giant snail.

For added detail roll on the following tables to get the colour and taste/smell of mist or fumes as well as a minor, secondary effect that inhaling it causes.

Colour (2d6)

2	Indigo
3	Amber
4	Green
5	Yellow
6	Blue
7	White
8	Roll again, but now it is filled with sparkling lights
9	Red
10	Orange
11	Black
12	Roll twice and combine

Smell/Taste (2d6)

2	Roquefort Cheese
3	Pipe Tobacco
4	Vanilla
5	Hashish
6	Fudge
7	Sulphur
8	Strawberry
9	Wet Grass
10	Rotten Meat
11	Apple
12	Excrement

Secondary Effect (2d6, all require a save vs poison to avoid)

2	Hair falls out
3	Loss of bladder control
4	Hacking cough for 1d3 minutes, which brings up blood and causes 1d2 damage
5	Foul body odour, -2 Charisma for 2d12 weeks
6-8	None
9	Skin tingles pleasantly

10	Violent vomiting for 1d3 minutes, which causes 1d2 damage
11	Extreme hunger – the inhaler must eat a portion of rations immediately, then make a Constitution save (roll under on a d20, or whatever system you use at your table) or need to eat another and so on. If he runs out or is refused, he will become lethargic and sulky for 1d6 hours (until the craving passes) and during this time will make all rolls to hit, save etc at -2.
12	Hair turns white