

Globe of Sleep Smoke

(from "The Ruins of Undermountain")

Sleep-smoke is a dark-gray, smoky gas that rapidly dissipates when released into the air. A flask full of it will affect a globe 10' in diameter on the first round, expanding outward to a 20' diameter in the second round, and being harmless after that. (If released in windy conditions, the globe moves with the wind.)

All creatures within the area of effect must save vs. poison at -3 on the first round, and -1 on the second, or fall asleep for $1d4+1$ rounds.

Such sleep lasts only $1d12+4$ rounds, but cannot be prematurely ended by any known means. Alcohol fumes and intoxication provide a small measure of protection against the effects of sleep smoke; intoxicated targets make all saving throws at normal chances.

XP Value: 200

GP Value: 800