

## Mists of Balkar

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- Mists of Balkar is a magical mist contained within a metal canister (a scroll tube). The metal canister is 6" long x 2" in diameter. The metal canister is decorated with intricate carvings of swirling, intertwined, clouds that seem to imply humanoid faces and shapes. The tube is made of silver and each end features a cap which can be screwed on/off. The canister/tube has a mundane value of 100gp after the magical mist inside is used. The tube could be used to store other items (including scrolls) after the magical mist is used.
- Contained within the canister is a magical mist produced on the elemental plane of air. Once the tube is opened a cloud-like white/translucent mist seeps out, flowing outward from the point where the canister was opened, the mist covers a semi-spherical area with a 60' radius. Using this item is a full-round action.
- Any sentient creatures (and all the items carried/equipped by these creatures) within the mist at this point (at the end of the full-round action) immediately assume a cloud-like white/translucent mist-like composition. The creatures enveloped by the mist become mist themselves. Creatures within the mist are allowed a Fortitude save vs DC 18 to remain in solid form.
- The subjects and all their gear become insubstantial, misty, and translucent. All material armor (including natural armor) becomes worthless (not affecting/providing AC bonus), though the creature's size, Dexterity, deflection bonuses, and armor bonuses from force effects (for example, from the mage armor spell) still apply. The subjects gain damage reduction 10/magic and become immune to poison and critical hits. They can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. (This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials.) The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect. Verbal communication while in this form is not possible.

Weight(lb.): 1

Value(gp): 2,500

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- A gaseous creature can't run, but it can fly at a speed of 60 feet (maneuverability perfect). They can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creatures are subject to the effects of wind, and they can't enter water or other liquid. They also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot (such as those that supply armor or natural armor bonuses).
- Individuals so affected will remain gaseous for 1d6+6x10 minutes. Affected creatures may end the effect and resume solid form prior to the standard/calculated duration if they succeed on a Will save vs DV 20. Once the affected creature resumes solid form, he/she may not transition back into mist form (for the duration of this affect).

*Item Level: 7; Body Slot: –; Caster Level: 15; Aura: Moderate (DC 16) Transmutation; Activation: Full round action*

*This potion/magic item description is a derivative work, based upon a potion (Potion of Gaseous Form) described in the Dungeon Master's Guide I, page 230 and Player's Handbook I, page 234. I claim no copyright to the Wizards of the Coast source materials. This derivative work was created for use in my personal D&D campaign. This item description may not be re-published for any commercial purpose. Copyright held by Author: Robert L. Vaessen*

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